

Calendar of Upcoming Events

March

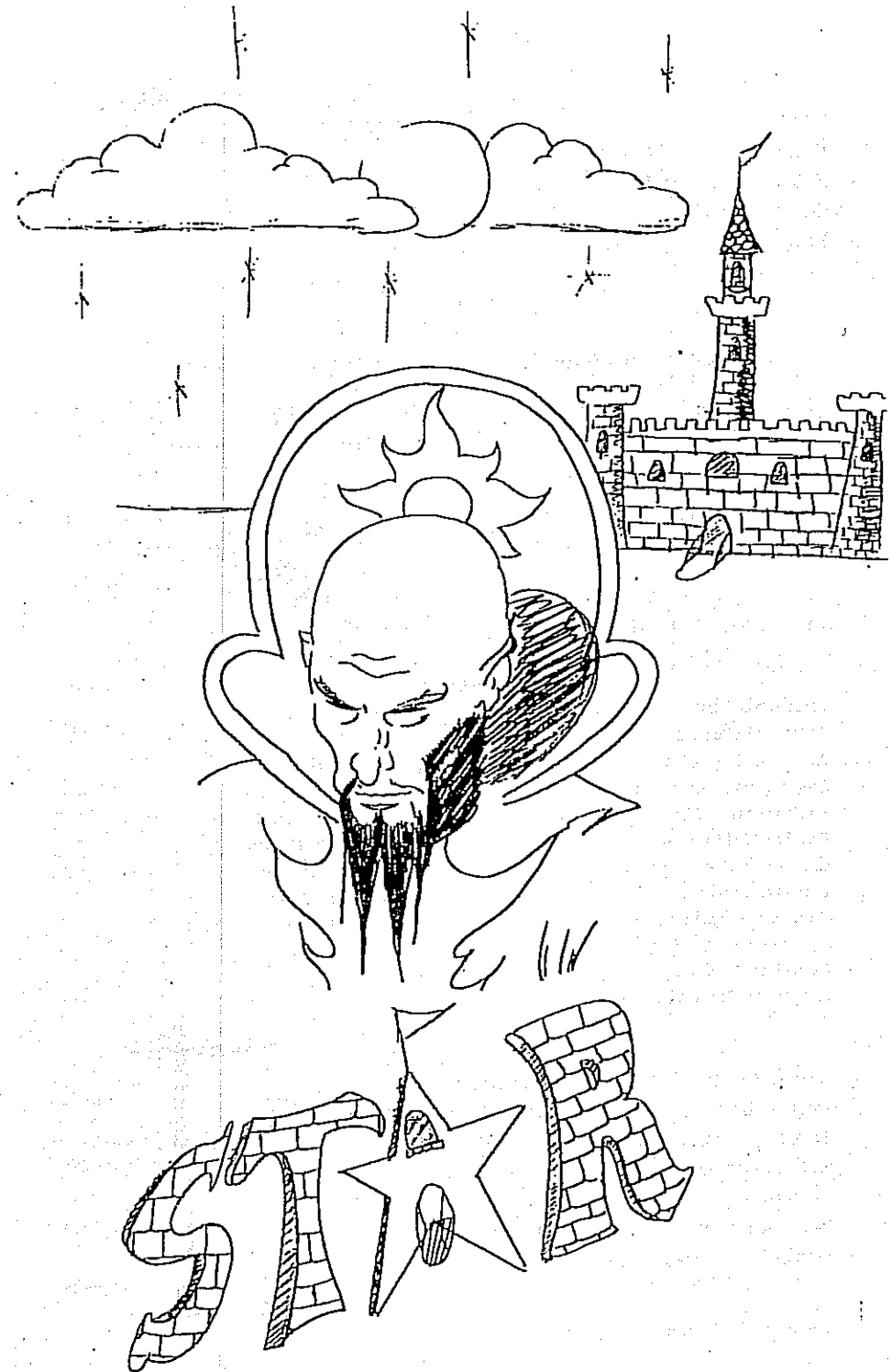
15th-17th	Coronation with Arts and science Competition	Burnet County Fair Grounds
24th	Ducal Midreighn with Miniquet	Shady Hallow Rec Center, Tori Mar, Austin, Texas
31st	CK Weaponsmaster	Walnut Creek Park Austin, Texas

April

5th	Festival of the Archer Midreighn Archery Archery Tourney	Fisherman's Park Talonfield, Bastrop, Texas
13th-14th	Canterbury Faire	Austin TX
20th	Talonfest III Amtgard Renfest	Fisherman's Park, Talonfield, Bastrop, Texas
26th-28th	Welland's Coronation and Triple Midreighn II	Kingdom of the Wetlands Trinity Texas

June

14th-16th	CK Midreighn Proposed date	Rodeo Grounds Burnet, Texas
27th-30th	Olympiad	Empire of the Iron Mountains



The Court of The Celestial Kingdom

King: Sir Zephram MacLaren
 Regent: Squire Jamethiel Knorth
 Champion: Squire Logan T. Black
 Prime Minister: Sir Michael Hammer of God

The Royal Guard

Captain of Kings Guard: Zigful
 Regent's Defender: Mistress Ogra

Kings Guards

Sir Shadow
 Squire Terressa
 Squire Balinor
 Dom Perimone
 Mouse

Regent's Guards

Lyceum Household Guard



Court Herald: Sir Rufus
 Weaponsmaster: Sir Arthon

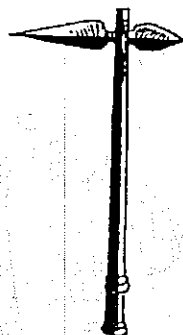
Guildmasters

Anti-Paladins: Sir Sylvas
 Archers: Maniacles
 Art: Sir Nightlynx
 Assassins: Your Death
 Barbarians: Stoney Rose
 Bards: Wolfie
 Circle of Steel: Morgbroch
 Druids: Athisdane
 Garbers: Squire Mika
 Healers: Angel Fire
 Heraldry: Edmund
 Knights: Sir Rufus

Literature: Sir Arion
 Minstrels: Grais
 Monks: Squire Thorin
 Monsters: Stoney Rose
 Paladins: Sir Michael
 Reeves: Sir Hulkla
 Sages: Sir Rufus
 Scouts: Sir Arion
 Smiths: Durin
 Warriors: Sir Inagg
 Wizards: Wilhelm

Board of Directors

King: Curtis Wade - Sir Zephram
 Prime Minister: Will Jordan - Sir Michael
 Treasurer: Garland Griffith - Griff
 Membership Officer: Ken Keys - Wilhelm
 Secretary: Terry Elam - Horus
 Member: Mark Pickett - Sir Arion
 Member: Irlen Keys - Ke-She



Cover art by Baron Squire Rook.

Celestial Kingdom Contact Numbers

Celestial Kingdom

King Zephram
 c/o Curtis Wade
 11909 Buckingham
 Austin Tx 78759
 (512)-918-0031

Prime Minister Michael
 c/o Will Jordan
 21455 W III 10 Lot 4
 San Antonio Tx 78257
 (210)-698-5509

Duchy of Dragon's Haven

Duke Louval
 c/o Jim Worcester
 1006 Terra Alta Dr
 Belton, Tx 76513
 (817)-931-2834

Chancellor Yonah
 c/o Jean Smith
 Rt 1 Box 925
 Kemper Tx 76539
 (512)-932-2148

Duchy of Mordengaard

Duke Mungan
 c/o Jason Jacobs
 201 Grove St
 College Stn, Tx 77840
 (409)-696-3617

Chancellor Elisabet Laurie
 c/o Robin Moon
 2300 Broadmore #1
 Bryan, Tx 77802
 (409)-774-1113

Duchy of Tiranna

Duchess Ke-She
 c/o Irlen Keys
 403 Arbor
 Austin Tx, 78745
 (512)-447-7413

Chancellor Asahi
 c/o Matt Griffin
 Austin Tx, 78745
 (512)-719-9253

Duchy of Talonfield

Father Mican Phila
 c/o Michael Hritz
 P.O. Box 117
 Bastrop Tx 78602
 (512)-285-3676

Chancellor Slayer the Undun
 c/o Josh Greene
 Rt 2 Box 2520
 Cedar Creek Tx, 78612
 (512)-303-1607

Duchy of Turi-Mar

Duke Chabius of Henceth
 c/o Chancellor Cotton
 Austin Tx, 78744
 (512)-292-4787

Duchy of Turi Lunae

Duchess Terressa
 c/o Teri Glick
 5166 Crowwing
 San Antonio, Tx 78242
 (210)-623-2701

Chancellor Shadow
 c/o Isaac Garcia
 3815 Southport
 San Antonio, Tx 78252
 (210)-337-6933

Barony of Blifast

Baron Jim the Confused
 c/o Seneschal Raven
 c/o Paul Dole
 28-A Elmway
 Kerrville Tx, 78-28
 (210)-896-8276

Principality of Silver Oak
 Prince Brennan
 c/o Jerry Rapp
 Delta Co, 32nd Signal Bn
 CNR 416th HHC 1926
 APDME 09175

Barony of Aradia
 Baroness Zerkula the Dark
 c/o Kimberley Deutsch
 11244 Wish Ave
 Grenada Hills Ca, 76543

Shire of the Crossroads
 Mungan MacMurdish
 c/o Black Monay
 1601 Venus Ave
 Gatesville Tx, 76728
 (817)-865-2902

Valley of the Rising Moon
 Duke Sir Sularus SilverSword
 c/o
 911 S Pacific # 3
 Kelso, Washington 98626
 (360)-414-3173

Shire of Avalon
 Sheriff Hagera
 c/o Kurtis Dawd

San Antonio Tx, 78252

Griffin's Keep
 Sheriff Ferel
 c/o Russ Palmer
 211 Chantilly
 Victoria Tx

Mission of Dungen
 Monsignor Hulkla de Bardok
 c/o Carl Bodley
 1525 Palm Valley Blvd #1406
 Round Rock Tx, 78664
 (512)-255-8418

Heartiest Salutations.

Well, folks, we are drawing nigh to the end of my reign. I hope that it's been a good one for you...it's certainly been a great time for me. I've made many new friends and reaffirmed a myriad of old ties all while serving and leading what I love the most next to God and family: the Celestial Kingdom!

I want to thank everyone who helped make this reign a success. There are too many to name as it seems that half the CK rallied to make each event one to remember, but I would like to drag a few of you out into the limelight.

Jamethiel - You have been friend and confidant (truly a Consort in the Platonic sense). You always came through for me when I needed you; I think that your abilities were underestimated by some. The Wetlands is getting a real prize...I'm going to miss you.

Michael & Taz - Part of my job description was to have a good working business relationship with my Primes...I was blessed to have 2 whom I could call, day or night, just to hash out a point or get friendly advice.

Thanks, guys!

Logan - Sucker! But seriously, you may have been the best Champion this realm has seen to-date. You followed me to (and at) events and kept me safe in court. You ably maintained Lost-and-Found and stayed to the 'bitter end' at Spring Warmongering the cleanup. I feel that you've watched how I've handled things during my reign and I hope that it helped, but I'm certain that your instincts, drive, and charisma will be what make you an excellent Monarch!

Edmund - Sir, you were the epitome of class! You shone as an example of courtly grace and worked your tail off to elevate heraldry to its proper place in our culture. I wish that all of my appointees had done the work that you did.

Kaderian - With you around, I could be in two places at once. You constantly offered your aid and freely gave of your time, resources, and your very self. Your combination of humility and nobility of spirit is a rare virtue. Thank you.

and lastly...

Melinda - You, my dear were a marvelous Queen! You carried off the reign with poise and grace and, from time-to-time, served as my

conscience.

Thank you for freeing me up to throw my all into the Monarchy. A man could not ask for a better wife!

In the last year, I feel that the CK has come a long way toward internal unity and a respected position in the world we call Amtgard. Arion imparted to us a sense of purpose by competently and consistently recognizing service. I have strived to instill a sense of patriotism, belonging, and grandeur in you the Populace. You in turn, by and large, have given me your support and loyalty...for which I will remain eternally grateful. Aramithris himself commented on the love that I show for you...and he's right. I gave freely of my heart to everybody I could and strove to maintain this realm as a great place to play. And it is...the best! Thank you all for living the Dream and for making it a pleasure and a privilege to be your King.

I'm excited about what the future has in store.

Yours Always,

Zephram MacLaren
Rex Celstium

Greetings unto the Populace,

First I would like to thank the members of the populace who shooed their belief in me and put me in the position I now hold.

Midreign is planned for the weekend of June 14th through June 16th. There are plans for a Juggling tourney, a company fitness competition and the first CK Gauntlet.

I plan for things to go well this reign, I hopefully everything will go according to plan. I would appreciate your assistance in making this reign a success.

Slay on,
King Elect,
Baron Logan T. Black Esquire

From the City States

This Month I have Event Info from two local Groups. This is a 100% improvement over last time. Still I would love to publish event flyers for one and all, so please send me any info on upcoming stuff Other wise you can call (210)-698-5509 the best time to reach me is Wednesdays from 5pm to 10pm.

On February 25 the Duchy of Tori Mar is holding a ducal quest at Walnut Creek Park in Austin. There will also be an arts and science tournament and a small feast. The event will run from 11:00 am to 6pm. The fee is three dollars or five dollars at the door. For information- Arts and Sciences - Kalien Silverstar

(512)-834-2731

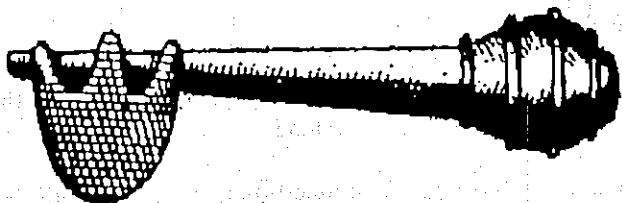
Quest Information - Colton Silverstar

(512)-834-2731

or

- Duke Clalibus

(512)-292-4787



Tori Mar is also proud to announce the Midreign of Duke Clalibus. The celebration will be at 12:00 PM on March the 24th, at Shady Hollow Recreation Center in Austin. There will be a feast to follow the battle games and the event will cost five dollars. If you need more information call Duke Clalibus or Erica Bosun at (512)-928-4443. For special food needs call Vanessa Crawford at (817)-628-7860. The Duke claims this will be another fine Morgorachian event.



TALONFIELD FESTIVAL OF THE ARCHER APRIL 6TH 1996

In conjunction with the Talonfield Midreign, we will be sponsoring an archery tournament and quest at Fisherman's Park in Bastrop. Competition will be open to all Celestial Kingdom bow users with the prize of Star recognition, serious consideration for Masterhood in the winner's bow-using class, and an Order of the Golden Arrow! Talonfield will also award a prize to their highest-finishing participant.

Scoring will be as follows:

Fixed Target-1st place-5 points

2nd place-2 points

3rd place-1 point

Distance

1st place-5 points

2nd place-2 points

3rd place-1 point

Full class

1st place-10 points

2nd place-5 points

3rd place-2 points

The full class competition will require participants to draw lots for order of placement. The first three players will take the field in 5-foot circles placed at the apexes of a triangular arena. At lay on, each archer will attack and defend, remaining at all times within the circle. Reeves will be stationed at each circle and their decisions are final. Pages will be assigned to serve each circle individually.

All arrows will be inspected prior to use and the decision of the inspector is final. All bows will be tested for compliance with Amtgard draw weight limits. Signups will close at 12 noon.

A baronial quest will take place throughout the day.

At 6pm a potluck feast will be served followed by the midreign court of Baron Father Mican Philiht. Barding at feast is encouraged. There is no feast fee; we respectfully request donations of food, drink, or coin of the realm.

PLEASE NOTE: THIS IS A DRY SITE!! YOUR TOTAL COOPERATION IS APPRECIATED!!

Co-Autocrats: Baron Father Mican Philiht & Lady Mia Philiht
Michael G. Hritz and Regina Hritz
PO Box FF
Bastrop, Tx 78602 (512) 303-1739 home
(512) 285-3676 work



The Barony of Talonfield Presents
TALONFEST III
A Renaissance Celebration
April 30, 1996

A public Renaissance Faire will be sponsored by Talonfield at Fisherman's Park on the Colorado River in Bastrop on April 6th from 10-6pm. There is no admission or site fee for attendees, mundane or Amtgard. Food, music, as many vendors as we can accommodate, fighting demos, Fight the Knight, Amtgard information booth, and much more will be offered.

Vendors will be accepted on a first-come, first served basis for selling space inside a large covered pavilion, as well as at selected sites scattered throughout the festival grounds. Each will be provided table space; anything else you want to construct is subject to the approval of the autocrats. Just remember that you've got to tear it down and have it gone that same night. Overnighthing is not available on site, but Bastrop and Buescher State Parks are nearby. Reservations are encouraged. There is basic water on site, port-a-pots are available, but electricity is scarce. Vendors are expected to police their own selling areas and to leave them clean at days end. Vendor set-up fee is \$10 per site, payable in advance.

PLEASE NOTE: THIS IS A DRY SITE!!!!!!

A professional magic show is planned; volunteers to marshal the demos are welcome. Clan and province banners are encouraged. A playscape is available, as well as plenty of open spaces for battlegames. Rogue bards are welcome.

Co-autocrats: Baron Father Mican Philiht & Lady Mia Philiht
c/o Michael G. Hritz & Regina Hritz
PO Box FF
Bastrop, La. 78602 (512) 303-1739
(512) 285-3676 (work)

Please remember that we are dealing with mundanes here, so walk in the light of the Dream!

Midreign Garber Tourney Results

Court Garb

Sir Franchescan	4.5
Alara the Drake	4.92

Color Garb

Sir Franchescan	4.05
Lady McGreggor	4.55
Alara The Drake	4.65

Heraldry

Edmund d'Escovill	3.83
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Fighting Garb

Sir Franchescan	4.05
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Goodwill

Sir Franchescan	3.8
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Accessories

Bart	2.86
Lowol	3.5
Silver Hawk	4.14
McBane	4.43
Sir Franchescan	4.5
Moondragon	4.9

Armor

Stoney Rose	4.15
McBane	4.43
McGreggor	4.7

First Place

Sir Franchescan diPisa Bella Notte Dolce Vita Vecchio Havas Grande Cor Leone	20.9
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Second Place

Alara the Drake (aka Micka)	9.18
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Only the single highest entry in each category was used. Alara's Raw score was 28.92 against Franchescan's 30.03.

Third Place

McBane with entries in Armor and necessities
--

Honored Newcomer

Ramuh Moondragon who entered three beautifully beaded Headbands which took first place in accessories.

See ya next Midreign!!!

Dame MacLaren

Acting with Authority but Without Responsibility

(a review of the Reeve)

by

Duke Sir Arion Rehnquist

Congratulations to the Autocrats and all responsible for providing the Realm of Anglund with a successful Spring War. With few exceptions, the lines I saw there were smiling.

Oddly enough, the concentration of non-smilers seemed to increase the more one drew to Reeves. I think that I've successfully isolated the reason - Celestial Kingdom Reeves, generally speaking, tend to lack Integrity. (SIT BACK DOWN AND KEEP READING!!!!) Integrity, as used here, indicates the ability to convey to those around you that You are in Control, that You have the Authority and will Exercise it Responsibly.

Let's look at what this means...

SITUATION: Spring War '93, Friday night. Ditch battles all night. Poor Visibility. Possible, even likely Intoxication. Scores of various fighters. No Reeves. - How do fighters behave? Fighting is Good. Some Shots are missed. Others intentionally blown. Disputes are resolved by some leaving the field, exchanging opponents, or refusing to engage certain opponents. As it has been throughout time.

Result: Individuals are required to think responsibly, and solve situations as they arise based on past battle-field experience.

SITUATION: Spring War '93, Good vs. Evil vs. ("We're too good to follow the established scenario"... hear me while) War. 250 Fighters. Lots of barbed wire, debris & unsafe obstacles. Lots of Chaos (Thank-You Army #3). And a short Dozen individuals acting as Reeves. - The Result? Fronts Advance. Gaps close on or near unsafe terrain. Reeves HOLD. Armies reposition. Reeves LAY ON! Fronts Advance. Gaps close... etc., UNTIL—Reeves HOLD. Armies reposition... and the HOLD CONTINUED... the Reeve did not explain... the HOLD CONTINUED...

The armies, deciding that the Reeve was obviously broken, fell back on past battle-field experience (see above), and attempted to reengage and complete the battle, hoping against hope that the Autocrats might repair or replace the broken Reeve and relieve them from the tiresome burden of thinking responsibly and fighting at the same time.

The Reeve, seeing that his Unarticulated Authority was being challenged, attempted to exercise his "COMPLETE CONTROL" by ejecting his challenger from the field. (After all, "how DARE someone challenge me... I AM INFALLIBLE, ALL KNOWING, AND, BY GOD, IN CONTROL!!").

Result: Fortunately for all concerned, Warlord Duke Sir Nevron, Reeve, wandered by then, assessed the situation, deftly issued assertive orders, and allowed the armies to reengage.

SITUATION: Spring War '93. Juggling (or some warped deviation of it) Tournament. Modified (as always) rules. Participants unfamiliar (as always) with play. High emotions. High desire to win.

Situation is much lessened by rules. Interpretations. Participants perceive no control by Reeves. Reeves perceive obvious fighting among participants. Observers exchanging opinions on skilliness. Typical Juggling Tournament.

A Reeve, perceiving a threat to the "COMPLETE CONTROL" being exercised by the Tournament Reeves as a whole even made it a point stop paying attention to play and to instruct me (an Observer) to make no comments about my observations on play.

Less than three minutes later a score was first acknowledged as good then red salt was later (the observer who wasn't supposed to be saying anything) brought it to the Reeve's attention (collectively) that They had overlooked a MAJOR AND IRREFUTABLE INFRACTION clearly covered by the rules.

Result: I reminded THE Reeve that I will ALWAYS bring oversights, errors, or omissions to the attention of a Reeve if I have evidence that an oversight has occurred.

THE SOLUTION:

The Reeve's Guild must require that each of its members rededicate themselves to the INTEGRITY required of their position. Good Reeves have more than an understanding of the rules. They have Devotion, compassion, and commitment to the Spirit of the game.

GOOD REEVE BEHAVIOR

1. Call the Shot you SEE (not hear).
2. Accept additional information.
3. Take HEATED discussion off field.
4. Clear HOLDS swiftly, and with good judgment.
5. Have Experience in fighting scenarios which you Reeve.
6. Loudly call out instructions.

POOR REEVE BEHAVIOR

- Letting it go (must've been right).
- KNOW that you're (always) right.
- Resolve conflicts in Public.
- HOLD indefinitely (just in case).
- Maintain Inexperience at fighting.
- Mumble words (what did he say?).

This, like everything else, is opinion. Characteristically, I happen to think that it is correct. We should Reeve as we fight. With Authority. With Integrity. With Honor.

Ever Serving the Domain

Duke Sir Arion Rehnquist

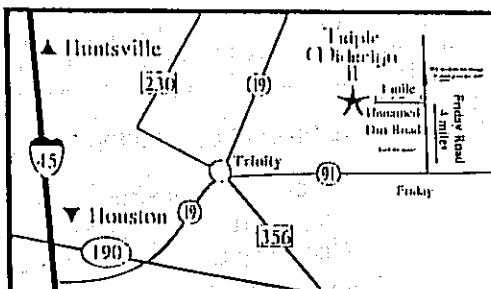
After Sir Arion's Impassioned editorial I thought a list of those people who passed the reeve's test at Crown Tourney. The following folks are authorized to arbitrate as Reeves on the field of battle until September 3, 1996:

Wyldecatt	Pebyr	DOA	Zol
Warchylde	Perimone	Rook	Mordred
Wilhelm	Nightlynx	Kaderian	Logan
Zigful	Dreadstone	Flynn	

CONFEDERACY OF THE Wetlands

Triple Midreign II

April 26, 27, 28



Co-Hosts: Duchy of Grangyre Spire Private Land Site - Trinity, TX
Duchy of Mordengard

The Confederacy of the Wetlands is having a triple midreign celebrating the Monarchs of Grangyre Spire, Mordengard, and Stormwall. The event will be co-sponsored by other Wetlands chapters including Mushroom Shrine and Darkmoon. There will be several planned battlegames including a Believers vs. the Unbelievers war, a slave auction, a quest, a feast, non-combat competitions, a 'Highlander' event, and much more! This is a primitive site. Open fires and glass bottles are allowed. You will be expected to police your own site, if you bring glass, it goes in the trash, not into the fire! Feast will be held on a large field, please bring blankets, portable chairs and whatever else you might feel necessary for your dining comfort. Entry to the event site will be \$5.00 for 3 days and 2 nights payable to Antgard: Kingdom of the Wetlands. An additional (minimal) fee for the feast may be requested. To reach the map area above, reach I-45: south of Dallas and north of Houston.

AUTOCRAT Vanguard Malin Kevin Haley 8114 Brachum Valley Houston, TX 77074-4506 713-776-1620 hankranch@aol.com	LANDOCRAT Dawn Buck Lesser 9410 Laughing Wood Ct. Houston, TX 77066 713-580-3673 blessed@netgate.com	SPECIAL EVENTS Fionnghal Nic Phaidin Penelope McFadin PO Box 61814 Houston, TX 77208-1814 713-615-1888 fionnghal@aol.com	FEASTOCRAT Lucas Wyngaude Eric Park 3101 N. MacGregor, #189 Houston, TX 77064 713-522-9433	SECURITY Damen Flynn Travis Jones 3101 N. MacGregor, #189 Houston, TX 77064 713-522-9433	LANITOROCRAT P. Todd Richardson n/a n/a 713-789-8001 Qkanoth@aol.com
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OLYMPIAD '96

EMPIRE OF THE IRON MOUNTAINS

GOLDEN EAGLE CAMPGROUND
COLORADO SPRINGS, COLORADO
(See Map on Back Page)
JUNE 27-30 1996

EVENTS TO INCLUDE:
THE CORONATION OF THE 14TH MONARCH
OF THE IRON MOUNTAINS,
SPECTACULAR FEAST,
JUGGING TOURNAMENT,
OLYMPIAD WAR AND CULTURAL EVENTS,
PIE-IN-THE FACE FUND RAISER,
ALL THE FIGHTING YOU CAN SHARE, YOUR STICK AT
(Your sword, of course),
AND MUCH, MUCH MORE...

Duchess Sir Leviatar Torrid
or Grand Duke Sir Rift Gorham Tele
Olympiad Autocrats
c/o Kristi Speth
8300 N. Sheridan Blvd. #28C
Westminster, CO 80003
(303) 427-5024
or Wulfrum@aol.com



OLYMPIAD:

To compete for the title of OLYMPIAN: Contestants must enter a minimum of 1) three war events 2) three arts categories 3) two science categories and 4) two hardie categories. Points will be awarded for first through fifth place, in each category and whomever has the most points wins.

To compete for the title of WAR OLYMPIAN: Contestants are not required to enter each fighting list, however it is strongly recommended. Points will be awarded for first through fifth place in each list and whomever has the most points wins.

To compete for the title of CULTURAL OLYMPIAN: Contestants must enter a minimum of 1) four art categories 2) three science categories and 3) two hardie categories. Points will be awarded for first through fifth place in each category and whomever has the most points wins.

WAR EVENTS:

Registration for the War Events will be open Friday June 28th from 3-5pm and again on Saturday June 29th from 9 am - 11am. Registration for all fighting events will close promptly at 11 am. Pre-registration is available. (See General Information.) Recreos are needed! If you are interested please contact Rift.

1. Florentine
2. Single Sword
3. Two - Man Teams
4. Open
5. Sword and Shield
6. Great Weapon



WEAPONS CRITERIA:

Swords - All swords must be 48" or less. (Except in Great Weapon.)

Shields - Med Shield or smaller (Rounds - 30 inches diameter or less; Heaters - 6 sq feet or less)

Flails - As per Sixth Edition Rules, rope and striking edge cannot exceed 18 inches in length.

(Any flails not meeting this criteria will not be allowed.)

Great Weapons - As per Sixth Edition Rules.

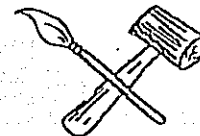
All weapons and shields must meet Sixth Edition rules.

CULTURAL EVENTS

Registration will be open on Friday June 28th from 3pm-5pm and on Saturday June 29th from 8:30 am to 11 am. Registration for all cultural events will close promptly at 11am. Pre-Registration is available. (See general information.) Judging will begin as soon as possible. To register all contestants must submit an entry form (See general information section for explanation). Judges from all kingdoms are needed, if interested please contact Levitar. Items listed after each category are examples only, any items fitting the category description will be allowed.

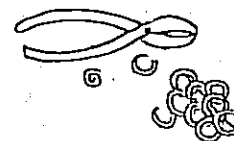
ARTS CATEGORIES:

1. Compositions: Short Stories, Fictional Essay, Persons History **
 2. Cooking: Entrees, Desserts
 3. Beverages: Beer, Wine and non alcoholic
 4. Court Garb: Feast Garb, Costumes and Special Use Garb
 5. Fighting Garb: Everyday Garb, Field Garb, Class Garb, Monster Garb
 6. Flat Arts: Drawings, Painting, Banners, Scrolls,
 7. Garb Accessories: Hats/Masks, Gauntlets, Cloaks, Belts, Pouches
 8. Heraldry: Banners, Favors, etc. displaying Personal, Household, Company, Kingdom, Devices
 9. Jewelry: Medallions, Pendants, Earrings, Cloak Clasps
 10. Needlework: Tatting, Cross Stitch, Needlepoint, Knitting, and Crocheting
 11. Place Encampments: A Campsite or Group Area Decorated
 12. Poetry: Rhyme, Free Verse, Sonnets, Limerick **
 13. Three Dimensional Arts: Sculpture, Ceramics, Coranets
- ** Written Entries need to be mailed to Levitar by May 26th. (See general information.)



SCIENCE CATEGORIES:

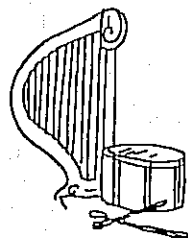
1. Active Constructions: Ballista, Catapults, Stocks
 2. Armor Constructions: Leather, Chainmail, Plate mail
 3. Factual Writings: Instructional essay, Historical Opinion, Factual Article **
 4. Heraldry Test
 5. Passive Constructions: Feast Gear, Live Steel, Furniture
 6. Shield Constructions: Amtgard Legal
 7. The Raze: Newsletters, Flyers, Items that benefit for Amtgard
 8. Weapon Constructions: Amtgard Legal
- ** Written Entries need to be mailed to Levitar by May 26th. (See general information.)



BARDIC CATEGORIES:

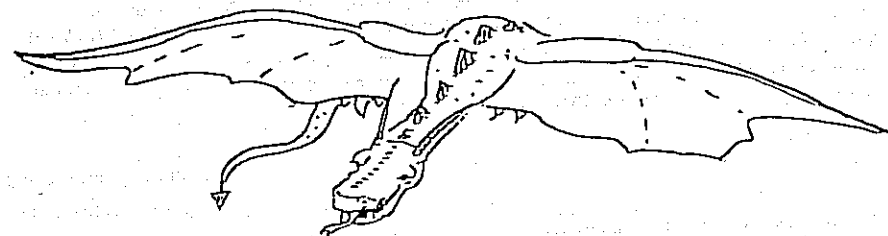
The bardic events will begin shortly after court Saturday night, with the exception of debate which will be scheduled for late afternoon on Saturday. Count D'Alle de Salle will be the Master of Ceremonies for the Bardic, therefore any questions or requests should be directed to him at (303) 650-1609, or e-mail at dalle@denver.com. Registration for these events need to be completed with the general registration, which closes at 11 am on Saturday. (See general information for details.)

1. Dance
2. Musical Instrument performance
3. Oratory: Recitation, Debate
4. Performances: Jester, Juggling and Theater
5. Singing (with or without accompaniment)



GENERAL INFORMATION

1. Judges and Reeves from all kingdoms are needed. If you are interested in volunteering please contact Levistat.
2. Written Entries: All entries must be typed. Ten (10) copies must be submitted to Levistat by May 26th. Entries will be forward to the judges. Any entries submitted after May 26th will be given to the judges at the event and it will be up to them as to whether or not they choose to judge late entries.
3. Registration Forms: All contestants entering the Olympiad events must submit a registration form when they register. This form should include the following information: Name, Amstgard Name, Address, Phone # (Optional), Kingdom, Fighting Company, Household. All events being entered should be listed. And the cultural events should be listed as follows: a) category entered b) title / description of each entry. i.e: Court Garb: 1) Blue Doublet with White Shirt, 2) Black and Silver Cotehardie with Purple Surcoat.
4. Pre-Registration is encouraged. Registration forms may be mailed to Levistat at the address listed on the first page. Entry forms should be mailed prior to June 17th.
5. Notecards with description of entries, time required, novelties regarding entries etc. are recommended, but not required. However, it will be the responsibility of each contestant to provide them.
6. All entries must be at least 90% completed by the individual taking credit for them. Otherwise, the entry's score will be divided equally between all contributors.
7. Scoring - A 1 - 5 scoring system with half points will be used. All items will be ranked by their average score. First Place will be awarded - 5 points, Second Place will be awarded - 4 points, etc. In case of a tie, each tied piece will be assigned the placing it would have won, and the placings beneath it are used up.
8. Artisans wishing to sell their entries are encouraged to do so. However, it will be up to the individuals to negotiate the terms of the sale. The Autocrats of this event will assume no responsibility for these transactions.



The camping fee will be a maximum \$5 per person per night payable to Golden Eagle Ranch. (Golden Eagle had not confirmed what the actual fee will be at this time.) R.V. space available. The site is located at the base of Cheyenne Mountain (that's NORAD) and has a lake, hot showers and flush toilets!

Take I-25 to exit 135, go west toward the mountains about 2 miles to Hwy 115, go south 5 miles and look for signs. Turn right on Rock Creek Canyon Road, just after the gigantic "Buzilla" statue, proceed to the Mays Natural History Museum, and pay site fee. This year we will be camping in the Rally area, east of the lake, instead of the Wilderness area. Shade is limited, so please take that in mind when packing.



On February 17, 1996 the royalty of 6 Kingdoms (Burning Lands, Celestial Kingdom, Dragonspine, Golden Plains, Iron Mountains, & Emerald Hills) came together to discuss the Wellands' application for Kingdom status. As a result, the Wellands were unanimously approved for elevation to sovereignty (Goldenvale sent its approval over the internet and a hard copy was made available to all royals present).

As a group, the circle of Monarchs and highest-ranking members from each Kingdom present (hereafter referred to as simply 'Circle of Monarchs') adopted the following resolutions to lay ground rules for that and subsequent meetings between Kingdoms:

- 1> Quorum will require that royals from over half the Kingdoms of Amtgard be present (i.e., we now have 10 Kingdoms, so 6 will need to be represented at a Circle of Monarchs meeting for it to convene). Voting results will be determined by simple plurality of the votes taken (1 vote per Kingdom). Please note that no provisions have, as of yet, been made for how ties will be resolved.
- 2> A Kingdom will be represented by one of the following persons for voting purposes in the Circle of Monarchs in descending order of precedence: Monarch, Regent/Consort, Prime Minister, or Champion. No other subjects of a given Kingdom will be allowed to represent his realm in a voting capacity.
- 3> The Circle of Monarchs can only be convened at Clan and Spring War.
- 4> Business requiring a vote of the Circle of Monarchs (such as the approval or refusal of Kingdom status for a group, once it has met the approval of the Burning Lands Board of Directors) will be disseminated to the Monarch of each existing Kingdom at least 3 months before a meeting is convened.

The Circle of Monarchs unanimously agreed that Goldenvale's Kingdom status was not in question due to the fact that their status was granted prior to the rules of order set forth at that meeting.

The Circle of Monarchs also agreed to review Myslic Seas' attendance for an indeterminate length of time to determine if they should remain a Kingdom indefinitely. King Moss (IM) agreed to send the Myslic Seas notification of the statement issued by the Circle of Monarchs.

Fnord Farthing (WL Legale) announced the formation of a regency council to oversee the election of the Wellands' first royals. The members of the council are: Elizabeth Marie (Mordengaard), Lucas (Granite Spyre), Tragen (Darkmoor), Moose/Kelvin (Mushroom Shrine), Corwin Blackstone (Stormwall), and Fnord Farthing (Wellands).

-Zephram MacLaren
Rex Celestium
(As Recorder for the Circle)

WHAT'S A PALADIN ALL ABOUT?

-by Sir Zephram MacLaren

For over two years, I have been playing a fighting class that's been greatly misconstrued and stereotyped when it comes to role-play. With the bumper crop of new knights that we've had in recent times I feel it important to offer my humble, but qualified, opinions on how to act like a Paladin.

First of all, the Paladin (when properly played) is not an ineffectual, hand-wringing moralist. He/she (heretofore simply referred to as 'he') fights evil in all of its forms and will (secondarily to the previous directive) drive relentlessly to obtain game items or fulfill the other terms of winning the game...for above all a Paladin is a questor (per the Arthurian legends). The crusaders of old were not kind, sweet flower vendors who always bowed to their opponents and never struck from behind...oh, please! They were killers, often burning with the desire to do God's work as they perceived it. (In fact, these people were causing so much trouble at home with their incessant blood lust that the Popes, it is believed, concocted the Crusades and perpetuated them in order to cull the ranks of the knights and to give them something else to do!!!)

In the past when I've attacked someone from behind or 'blottoed' a fighter with less firepower I've been told, "That's real Paladin-like of you!", especially by evil personae who most likely reject goodness due to a misbegotten notion that it equals weakness. If back stabbing, etc. is distasteful to you (it really depends upon the situation for me), then you could subdue instead of killing when striking from arrears or bearing down on the hapless newcomer. Personally, I think Shirley MacLaine put it best in Steel Magnolias when she said, "You are evil and must be destroyed."

Above all, NEVER show cowardice or cruelty. Leaving a comrade behind to be squashed by an enemy's front line is flat out (unless, of course, has was plain stupid and went charging 50' in front of the pack) and fleeing equal or lesser opposition will make other players think that the white bird you're wearing is a chicken, not a phoenix. Slaying/torturing prisoners is also a bad idea and might cause a passing reeve to revoke your powers and immunities for a life (the Lord giveth and taketh away). After all, why resort to torture when you can drag a Scout or Bard out of the bushes to extract information for you?

Lastly, to add ambience, the occasional honor duel is very appropriate for one of your lofty position. Any Anti-Paladin or Paladin on the other team should be granted this courtesy as your peer. Greater undead (and dragons, if you're up to it) could also be the subject of ritual combat.

The rescuer/righter of wrongs has held a special place in literature since Homer's time. Enjoy the role that you play since (heaven knows) you worked very hard to attain the privelege.