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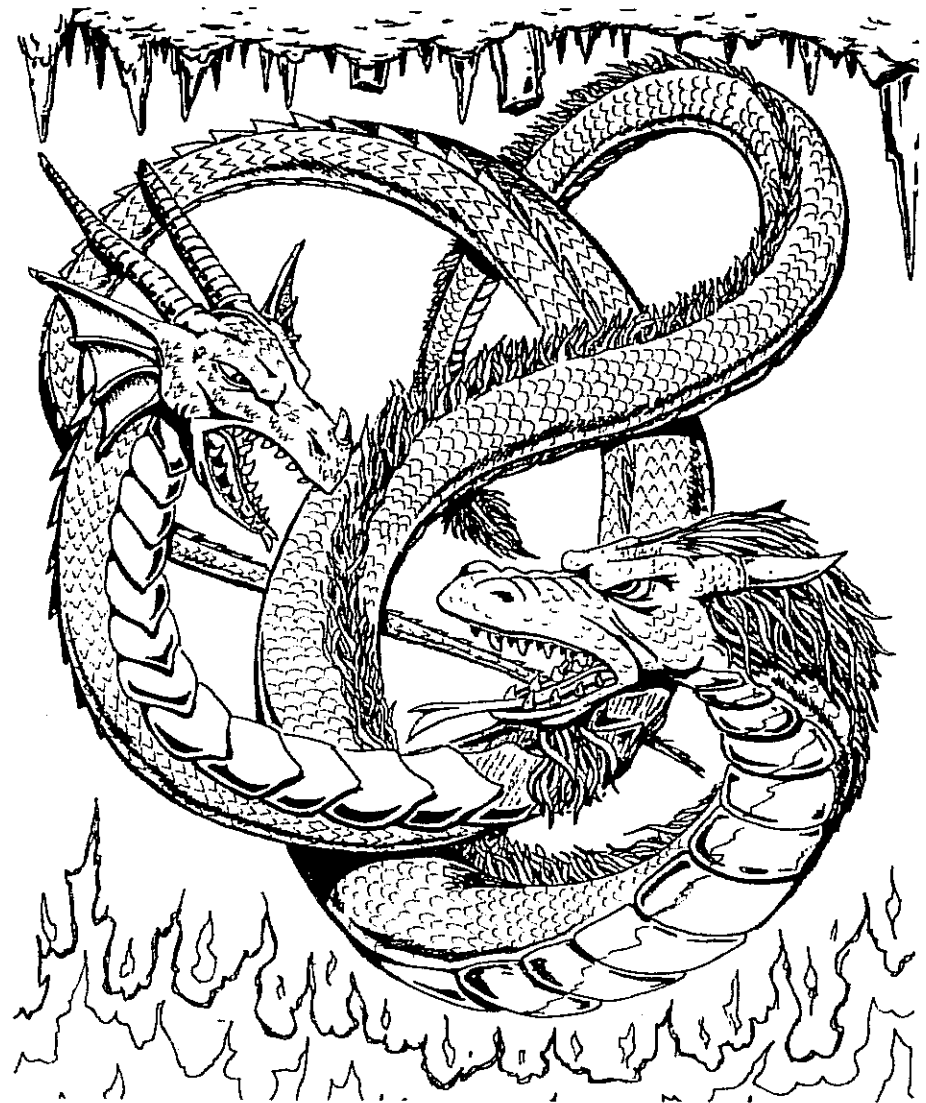
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THE STAR

March 2003

Spring War X



ANTGAR
The Celestial Kingdom

LET IT BE KNOWN UNTO ALL WHOM THESE PRESENCE COME THAT THIS IS THE COURT OF THE CELESTIAL KINGDOM

Shogun Yamamoto "Spearweasel" Kansuke

Regent, Sir Arion "SpearBadger" Reinquist

Prime Minister, Sir Clalibus "Spear of Henceforth"

Shogun's Most Worthy Retainer, Sir Arthon "SpearBoch"

Loyal Spear Retainers to the Shogun

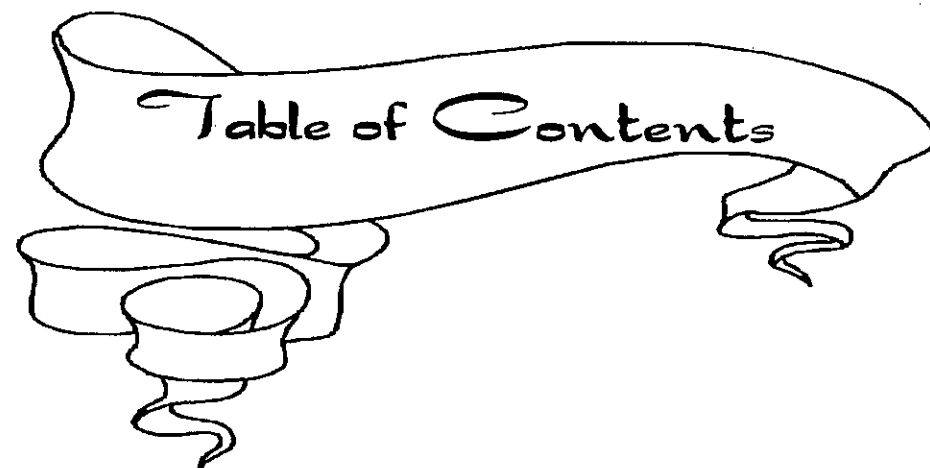
Squire Vigus Darkjester	Squire Bromhir Ethindale
Vidar Shirokuma	Squire Colonel
Strider	

Fighting Guilds

Reeves: Squire Linden Tul	Archers: Qalor Tolandia
Barbarians : Squire Bromhir Ethindale	Druids: Kainin
Monks: Yamamoto Kansuke	Warriors: Dar
Paladins: Don Diego Velasquez	Anti-Paladins: Sir Zircon
Assassins: Squire Qualin	Bard: Vigus
Healers: Squire Linden Tul	Monsters: Sir Stoney Rose
Scouts: Bresil	Wizards: Mescalini
Knights: Dame Mistress Wynd	

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The Star

THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM

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HOW TO SUBMIT ITEMS TO THE STAR

Any items that might be entertaining and/or informative to the Amtgard populace at large are always need for The Star. Articles, art, advertisements, maps, poetry, how-to, reviews, etc... are only a small sample of the kinds of items that are publisheed in The Star. All submissions are, however, subject to proof-reading and editing prior to publication.

Please submit all items to: submissions@badgerpress.org. Submission are also accepted whenever you can track one of us down.

Those who make The Star

Publisher

Badger Press - www.badgerpress.org

Managing Editor

Sir Tholden Von Bazillius - tholden@badgerpress.org

Executive Editor

Sir Arion Reinquist - duke_arion@badgerpress.org

Astrology and Reader of Portents

Sage - sageness@texas.net

Editing Editor

Dame Shanti - brigid23@yahoo.com

Contributing Artists

Don Diego Velazquez

Badger Wrangler

Lady Stella Von Bazillius - stella@badgerpress.org

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reetings O Populace,

This issue of the Star finds the kingdom once again in mid-stream of several ongoing projects. CK Midreign was a success, with much fun had by those who made it, including our guests from abroad.

The CK Online Database is still under construction, having encountered some delays during February. Nevertheless, it will be completed and in use by the end of my reign. The CK Corpora Reform initiative also ran into some miscommunications and delays, but the voting process is now underway, and should be completed with results publicized not long after you read this.

Spring War promises to be one of the best ever. Unfortunately, there is not so much for me to write about right now, but once the things I mentioned have come to fruition, we will indeed have much to talk about.

As a reminder, Intents for the next term's Monarch and Regent are due by Sunday, March 16th.

Respectfully,
Shogun Yamamoto Kansuke
Rex CK



After a time of sequestering, the Elder Badgers have thrown open wide the doors of The Church of Dungen and issued this proclamation....

Unto all whom these presence come,

It is The Churches intention to have Sir Arion, Vanquishing Prelate, to run for and obtain the office of King of the Celestial Kingdom.

Further, The Church wishes to put forth Sir Tholden, Defender of the Church, as the next of Regent of the Celestial Kingdom.

Welcome to Spring War X: War of the Dragon!

We hope you enjoy yourself for the next few days, and in order to make that easier we've put together some housekeeping details.

* Please don't cut down any trees, but feel free to clear landfall. Trimming of deadfall and underbrush is also allowed. We will also be coming by each morning with a load of wood for your use. Have someone meet the truck and take what you need.

* At the same time we drop off wood, we'll be bringing you garbage bags. Fill them. Fill them quickly. Shortly after the wood we'll bring a garbage truck around to pick up your full bags. No need to stay at camp waiting for us - just put your bags in a pile where we can get to them easily. We won't come into your camp to hunt them down.

* The water on site is clean, but NOT potable (wash with/in it, but don't drink it). It's been underground for several miles. However, we've purchased and installed a water filter on the faucet at the Main Lodge. Bring your containers there and we'll be happy to fill them with potable water for your use.

* Friday night we will have hearty stew, bread and cheese available on a first come-first served basis in the Main Lodge.

* Feast is in an open festival type format. There are no tables/chairs. We hope this will encourage more mingling, and better enjoyment of the entertainment. Bring your camp chairs, or blankets to spread out on the ground. Come early to see the Dragon Dancers perform. If you would like to perform during feast (in a wandering minstrel type format), please find the CK Monarch (Squire Kansuke) and let him know.

* NO PARKING is allowed on the loop road around the camping areas. This is to allow access for emergency vehicles.

* Each cabin is allowed limited parking. There will be signs given to renters of cabins for placement in the cars parked there. If you do not have a sign in your car you will be asked to move it.

* Additionally, there are places throughout the site that are specifically designated for parking by event staff. This allows us to get around easily (for things such as the above mentioned wood drop-off and garbage pick-up).

* The main trail will be lit each night with glow sticks. For the safety of your fellow Amtgarders we ask that you not remove these.

* There are wild animals on property. Please maintain your camp with this in mind.

Your hosts for this event are Shogun Yamamoto Kansuke, and Sir Arion Reinquist. Please feel free to contact either of them with questions.

Greetings from your Friendly Neighborhood Security guy.

A quick blurb from us (the security folks) to you (the amtgarders enjoying this wonderful event....or something like that.)

This event, there will be, as usual, roving security patrols throughout the site, trying to ensure that each and every one of you will have a good time. If you are not sure of whom they are, look for the black and gold sashes, those are the security sashes.

Each Security patrol will have walkie-talkies, in order to keep in touch with each other, the head of security, event staff and monarchs. In this way, we'll be able to serve you better in respect to taking care of any problems that arise.

We do request, though, that you follow some basic rules.

- 1) Follow the laws and rules that apply to the state of Texas. (that's a given, I hope)
- 2) Follow the rules as laid down by the site management.
- 3) Refrain from physical altercations.

Those are the basic rules of the event. Nothing hard to follow.

As far as some of the more.....refined..... aspects, there are some basic tenants that I, and the rest of security, will try and adhere to.

- 1) Always be polite. We will not get in your face about something unless it's ABSOLUTLEY necessary.
- 2) Follow the same standards for everyone. We will be fair and even across the board.

Now... we will be using a basic form of the warning system. This is to make sure that someone doesn't get booted for making a mistake.

The warnings will go thus. First one is a verbal, from the security staff... sort of a "hey..dude (or chick).. chill.. It's all good. No reason to be (insert whatever action brought the security detail over.) "... this will be followed with a general notice to security that a warning has been given.

Second warning is given, then notification will be given to all event staff, including autocrats, security, AND visiting monarchy...and if your monarch is present, we will be notifying them that you (yes, YOU) have been issued a second warning, and that the third will result in said persons expulsion from the event.

Then.. third.. that means that you are on the verge of getting expelled from the event. After the third warning, any further occurrences of disruption will result in you (yes, you) from being expelled from the event.

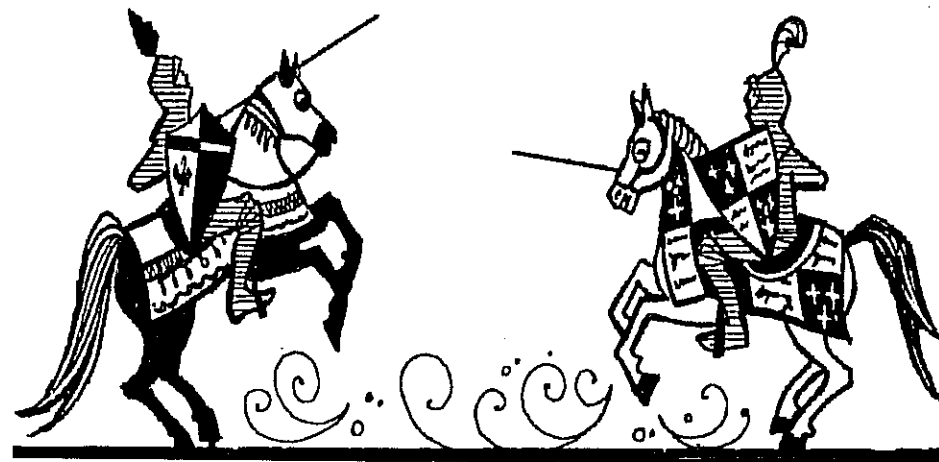
The only exception to the above rule is this....

If you are involved in a physical altercation, you will be ejected from site. If we can prove who the aggressor is, beyond a shadow of a doubt, that person will be given a choice. They may pack up and leave the sight, or they may wait around, explain to the local law enforcement that show up what the situation is, and take your chances with them about going to jail or not. If you don't end up being taken away, you will then be given 15 minutes to police your things, and get off site.

In the case where it is established that both were in the wrong in a physical altercation, then BOTH parties will be ejected.

These are the rules.. enjoy the event.

Squire Vigus Darkjester
Captain of the Guard, Head of Security.



Schedule and Rules of Events

(As a reminder, Sign-up is 30 minutes prior to the event start time)

Thursday

3 pm Dagger throwing contest

Participants will be attempting to hit a stationary target. (most likely a piñata) Participants will have 3 tries to hit the target from 10 feet away. In the event of a tie the finalists will be moved back 10 feet. In the event of another tie the finalists will be moved back another 10 feet. In the event of yet again another tie the contest will go into sudden death. The first person to hit the target from 30 feet away wins. The winner will receive the spring war dagger of infinite penetration. Participants will be allowed to use their own daggers. Daggers MUST be amtgard legal.

5pm Spring War Royal Rumble

Participants will be given a number. One through however many people participate. Participants will then be put in a circle. The middle of the circle will be the ring. Numbers will then start being drawn every five seconds. When the person's respective number is called they must enter the center of the ring and fight. When a person dies they must return to the outside of the circle. The last person standing wins. In the event of a simo with the two last participants, the game is reset and game is played again. The Winner will receive the spring war shield of reflection. This will be an open weapon event.

Schedule and Rules of Events

(As a reminder, Sign-up is 30 minutes prior to the event start time)

Friday

11am "Meat Grinder" Ditching Tourney

This is a combination of a ditch/trench battle and flag battle. Depending on how many people participate will determine how big the ring is. Participants will then be separated into two teams. From each team there will be a designated flag bearer armed with a single sword. When fighting commences it will be just like a ditch/trench battle. The first team to kill the opposing team's flag bearer scores one point. The first team to score up to 20 points wins the game. The person that kills the flag bearer the most wins the spring war Odin's hammer. In the event of a tie the winner will be determined by trial by combat. All participants will be considered warriors and CAN WEAR ARMOR. To come back alive all you have to do is touch your respective flag bearer and yell alive. Flag bearers will be confined to a spot behind thier respective teams. Once you are alive you come back with full armor points.

3pm Olympiad Warm-up Tourney.

It will be a two event tourney open to all interested fighters. The two events will be Single Sword (limited to one legal sword of under 48 inches in length) and Open (limited to any number of legal Amtgard melee weapons and/or shields). The tourney will be run Double Elimination Style, Seeding will be entirely random, and will be run under Shot in Motion rules since the CK is a SiM kingdom.

With the prizes being:

Since it is an Olympiad Warm-up the winner will be rewarded with paid Site and Camping fees at Rakis/Olympiad. Second and Third place will receive half price admission to Rakis/Olympiad

5pm Spell ball Chunking Contest

Participants will be attempting to hit a stationary target. (most likely a piñata) Participants will have 3 tries to hit the target from 10 feet away. In the event of a tie the finalists will be moved back 10 feet. In the event of another tie the finalists will be moved back another 10 feet. In the event of yet again another tie the contest will go into sudden death. The first person to hit the target from 30 feet away wins. Participants will be allowed to use their own spell balls. Spell balls MUST be Amtgard legal.

Schedule and Rules of Events

(As a reminder, Sign-up is 30 minutes prior to the event start time)

Friday

10pm Night Juggling

The Amtgard rules of Juggling are explained on Page__

Winning team will receive The Spring War Sword of Flame. **Note** Only one team member may wield the sword for the main BattleGame.

Saturday

11am The 1st Annual CK Spring War Armoured Tourney

The Tourney is set up as a single-elimination, open weapon/open armour Winner-take-all Tourney.

Any weapon combination is allowed. Single swords will deal one point of damage to armoured locations. Red weapons, (Pole Arms) will deal 2 points of damage.É No Warrior improve.

The maximum armor value is 6 points and all armor will be rated by the Reeves at the time of the Tourney.

Non-Armored combatants are welcome to compete, with the understanding that only actual armor will receive points. There will be no "handicapping" at all. The points of armor awarded is the points of armor that you are actually wearing.

All reeves must realize that due to the nature of the fighting, unintentional sluffing is to be expected, and that all reeves need to be especially vigilant in their duties. Also, all combatants must realize that just because their opponent didn't "feel" that blow through their armor does not mean that they are intentionally sluffing. Honor and good manners are vital to pulling this type of tourney off.

The winner of the tourney will receive the Celestial Kingdom Home-Stone Artifact/Relic for use during the War later in the day. This relic is slightly different than the Amtgard standard Homestone in that it also allows the mending of armor as well as weapons.

The overall winner will also receive a "prize" that they can take home and put on their mantle.

Schedule and Rules of Events

(As a reminder, Sign-up is 30 minutes prior to the event start time)

2pm MAIN BATTLEGAME

Complete rules and setup for this event are explained on Page__

Winning team will receive The Spring War Sword of Flame.

Note: Only one team member may wield the sword for the main battlegame.

After Court: Gladiator Fights

The Gladiator fights will consist of 3 events.

I. Royal Rumble

Participants will be given a number. One through however many people participate. Participants will then be put in a circle. The middle of the circle will be the ring. Numbers will then start being drawn every five seconds. When the person's respective number is called they must enter the center of the ring and person standing wins. In the event of a simo with the two last participants, the game is reset and game is played again. The Winner will receive the spring war shield of reflection. This will be an open weapon event.

II. Sword and board

Participants will be put into 2 person teams. Teams will be determined by drawings. One person must wield a single short sword and the other must wield a shield. Their respective free hands must hold onto a rope. In the event the rope is let go by any team member during combat, that team is disqualified. The only time the rope will be allowed to be let go is if the sword wielder dies. The shield bearer then has to drop the shield and grab his dead partner's sword. This is the same as in the movie gladiator.

III. Weapon draw

There will be 3 weapon styles When participants are called to the ring they must draw to see which weapon style they will be allowed to use for that respective match. Participants must redraw for each match. Weapon styles will be announced at the time of the event.

All winners will receive a special prize.

Night Juggling

The Amtgard rules of Juggling are explained on Page 23

The Main Event The War of the Dragons

The object of the main battle is simple. Get your opponent's dragon back to your dragon. The crew must fight through 3 decks in order to reach the dragon. From there they must slay the dragon. The Dragon can be slain the easy way or the hard way. After slaying the dragon the crew will then have to carry the corpse back to their ship. It will take the strength of 4 unarmed crewmembers to carry the dragon back to their ship.

Nirvana Rules: Once you are alive and ready to go back into the battle you must go through deck 3 of your respective ship and work your way back up. It is illustrated on the picture.

Rounds: the best 2 out of 3 will win the war.
But if the 1st round goes too long the first crew to get the opponent's dragon back to the 3rd deck of their respective ship wins.

Rope : In the event you fall off the plank and go into the water you must drop your weapons and crawl on the ground. This will simulate swimming. There will be ropes coming off of each ship. It is advised you climb back onto your respective ship as quickly as possible. Archers can still take shots at you and kill you. You also run the risk of being attacked and shanghaied by the circling raiding ships.

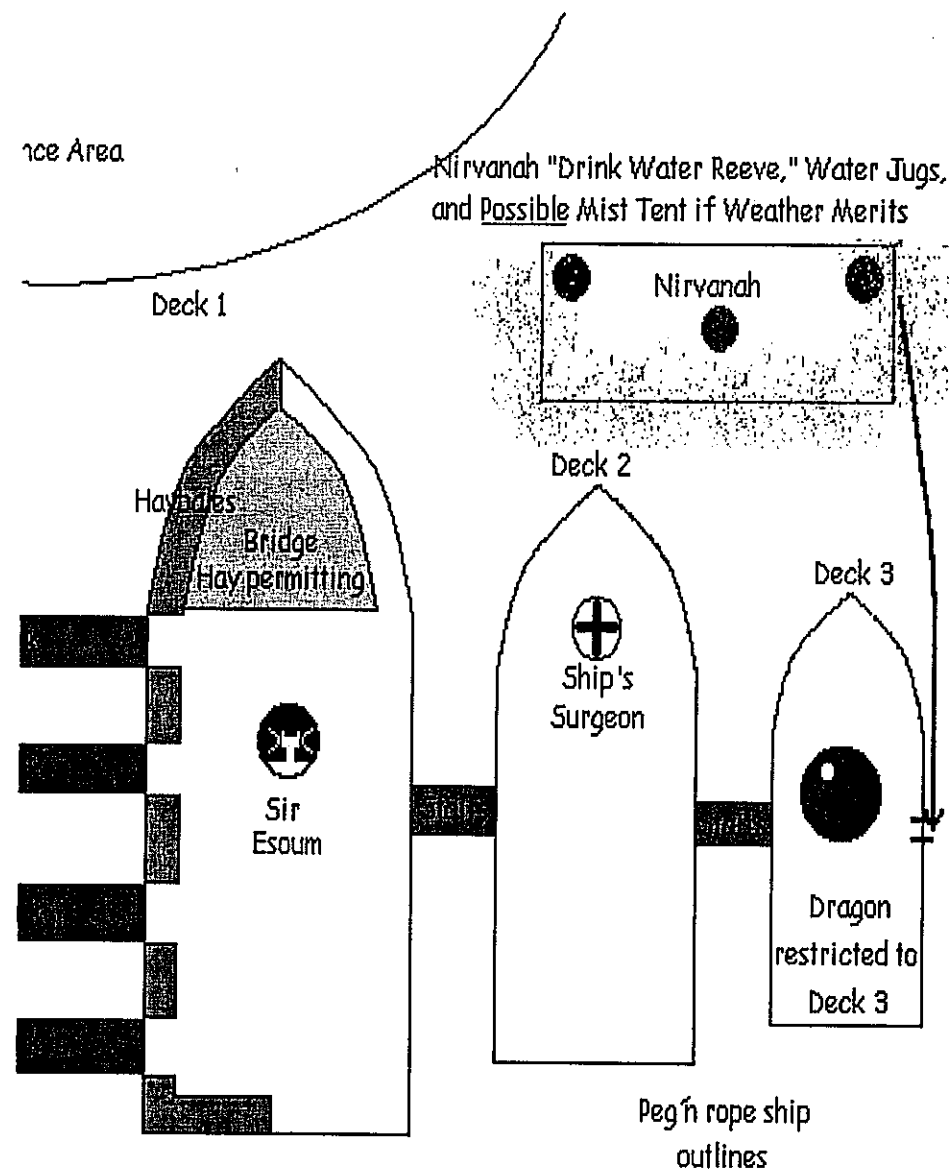
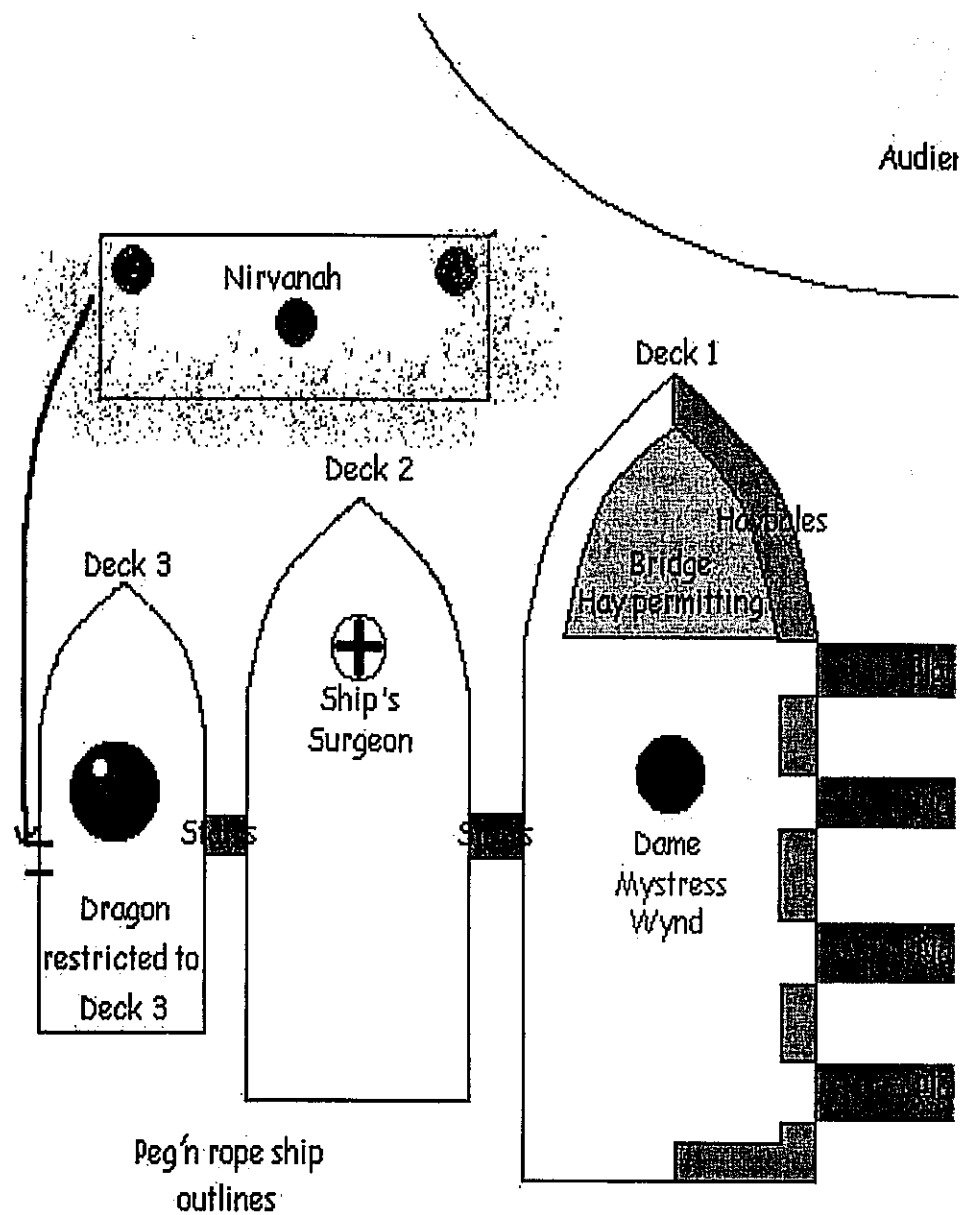
Note:

In the event you get shanghaied you have the option of taking a life or fighting with your new crew.

Your weapons will be taken back to your ship as soon as you start crawling. The only weapon you can carry is a small dagger. And then you can only hold it with your mouth while "swimming". If you want to defend yourself you must stop crawling. Only then you may use the dagger to defend yourself.

If you are wearing armor and you fall into the water you automatically die.

If you wish to help reeve for the main BattleGame please meet with Colonel on the main battlefield at 12 noon on Saturday. We will go through the rules and expected game play for the main battle.



If you wish to play a magic class for the main battle game you must meet with Colonel on Saturday at 1pm on the main battlefield. Please have your magic lists and all required garb ready. If you do not have what has been mentioned you cannot play a magic class. Special bracelets will be given to the magic users who attend the meeting. This will tell the reeves on the field that the person was approved to play magic. If you are caught playing a magic class without the bracelet you will be thrown out of the game. NO EXCEPTIONS. This is being done to keep the game balanced.

If you are going to use your bow for the main battle you will need you to come to the main battlefield at 1.00pm also. We will have reeves checking your bows and arrows for safety. You also will be given a special bracelet to signify to the reeves on the field that you have been approved to use your bow and arrows. If you are caught using a bow without the bracelet you also will be thrown out of the game. NO EXCEPTIONS. This is being done for safety.

Schedule of Events for Spring War X

Wednesday, March 12th, 2003

6 pm Ditching/battlegames

Thursday, March 13th, 2003

11am Ditching/battlegames

3 pm Dagger throwing contest

****Winner gets the Spring War Dagger of infinite penetration****

5pm Spring War Royal Rumble

****Winner gets Spring War Shield of Reflection****

Friday, March 14th, 2003

11am "Meatgrinder" Ditching Tourney

****Top person to score points will receive Spring War Odin's hammer ****

3pm Olympiad Warm-up Tourney.

****Run by MHOG, prizes to winner****

5pm Spellball Chunking Contest

****Top 2 chunkers will have the option of being the "ship's surgeon" for the main battle****

7pm House Lionesse Women's Night Tourney

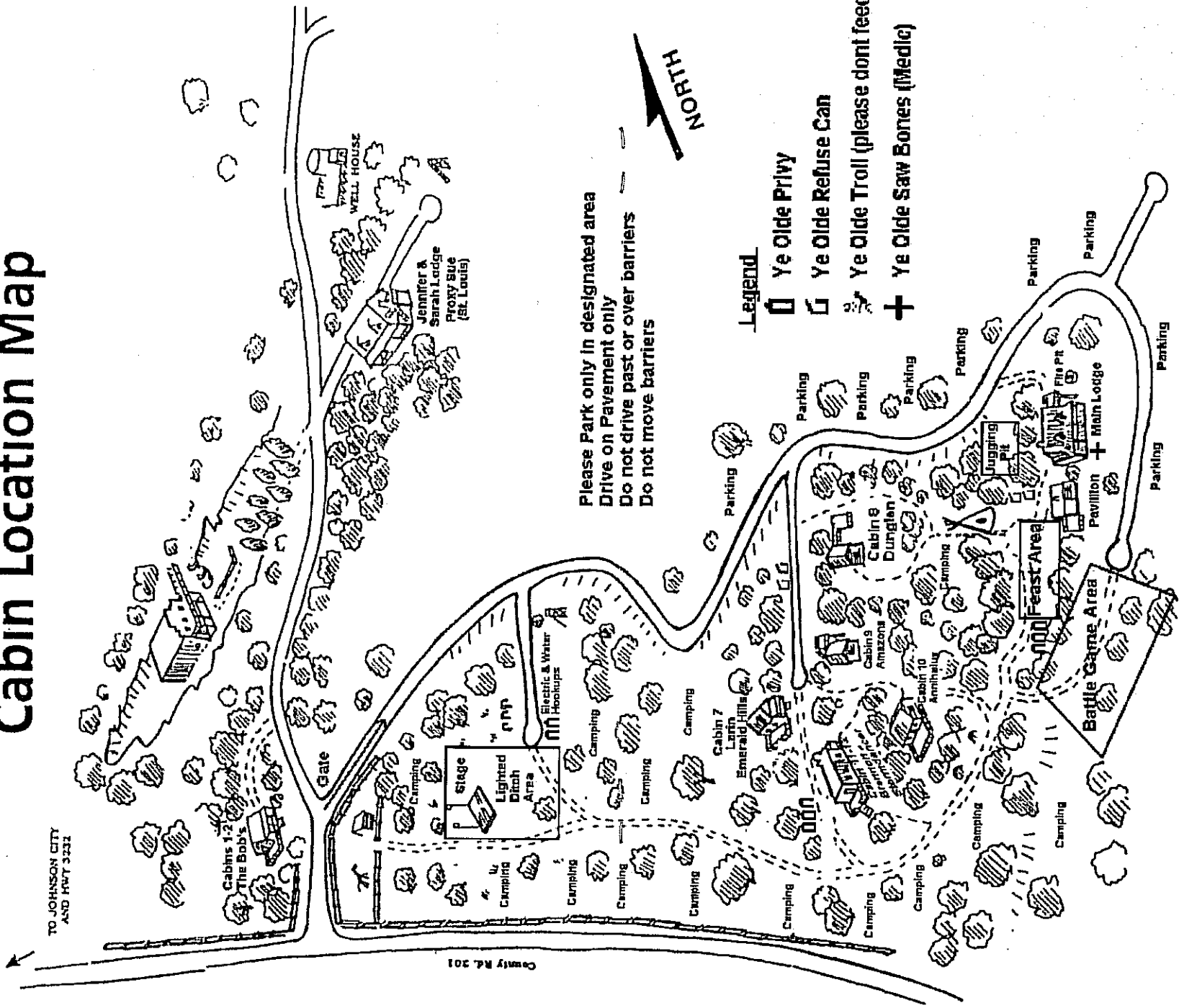
****Winner will receive Spring War Ring of Power****

10pm Night Juggling

****Winning team will get the sword of flame, note: only 1 team member may use it for the main battle****

THE RANCH AT FLAT CREEK CROSSING

Cabin Location Map



Saturday, March 15th, 2003

11am Father Thomas Von Drakken's "Armored Warrior Tourney"
Winner will receive the Spring War Homestone

2pm Main Battlegame: War of the Dragons
(Main Battlegame details featured on page 15)

6pm Feast

8pm Nice, Short, and Bloody Inter-kingdom Court

After Court: Gladiator Fights

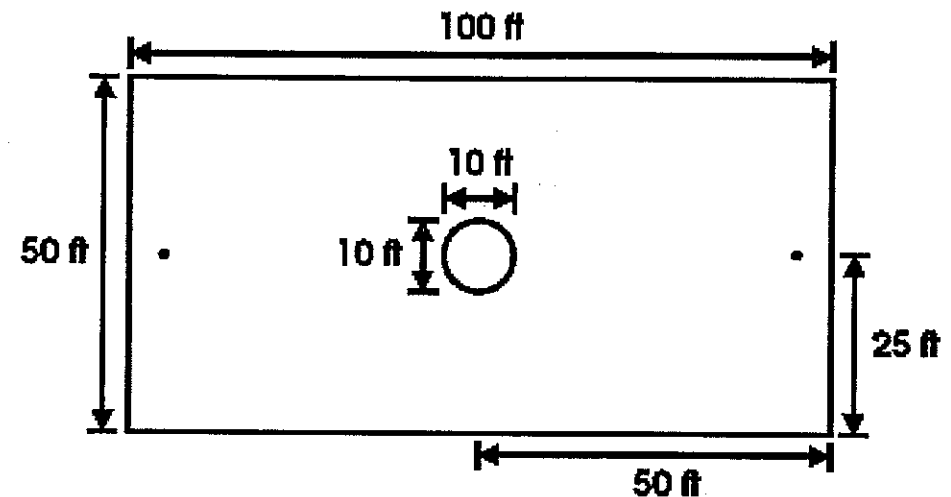
Night Jugging

Sunday, March 16th, 2003

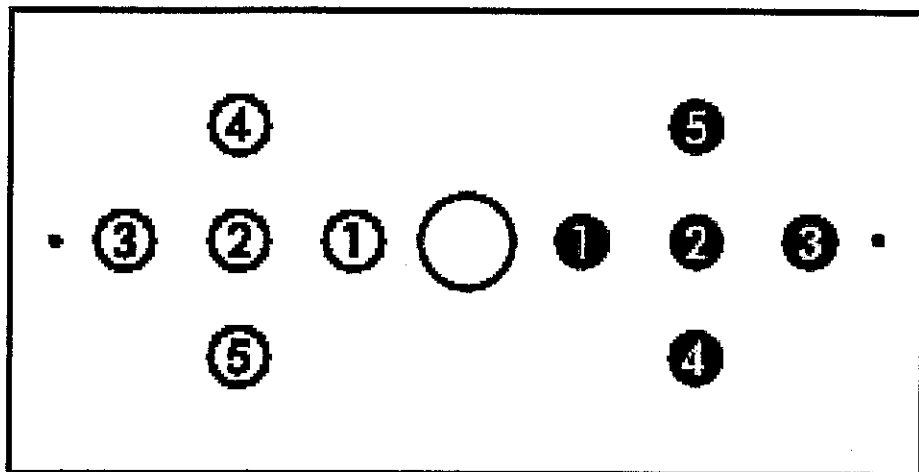
Site cleanup, gates closed.

The Rules of Jugging

Jugging is a sport best described as "medieval-style football" played using the rules of Amtgard safety. Two teams of five persons each (with one alternate allowed, for a total of six players) line up on opposite ends of the playing field, and attempt to place a ball, called the "dog skull," in their respective goals by out maneuvering and/or killing the other team. One point is scored for each time a team places the dog skull in their goal. The game is played until one team has scored at least three points, and is ahead of the other team by two points or more.



The jugging field is a rectangle 100 feet by 50 feet, the lines being 1" wide. Two goals are placed along the long middle axis of the field, five feet from the edges. The goals should be 1 foot in diameter, and 8" to 10" in height, and be Amtgard safe. In the center of the field is a circular area 10 feet in diameter, defined by a line 1" wide, which is considered part of the circle. The dog skull is placed in the center of the circle at the beginning of play. When play begins, only the Quicks may step inside this circle until the dog skull is fully outside its perimeter. If any other player steps in the circle, or onto the line, before the skull is removed, they die immediately, and take position outside the circle where the player crossed the circle. Once the skull is removed, the circle does not affect the game until the skull is reset by the Reeve.



1 - Quick 2 - Shield 3 - Heavy 4 - Chain 5 - Slash

There are five positions in juggling. The Quick is armed with only a dagger under 18" in length, and is the only person on the team who can touch the dog skull. If a player other than the Quick picks up the dog skull, or intentionally moves it by touching it (including weapons or equipment), they immediately die. The Shield is armed with a short sword and small shield. The Slash is armed with two short swords, the Chain carries one or two (Amtgard-legal) flails, or a flail and short sword, and the Heavy has a single non-chain weapon at least 4 feet in length (if the weapon is a legal great weapon, as defined by the current edition Amtgard rules, it may break shields, otherwise it may not).

The Quicks line up on opposite sides, outside of the center circle, each facing their own goal. The Heavy starts just in front of the enemy's goal. The Shield lines up midway between the Quick and the Heavy, and is flanked by the Slash and the Chain, Slash to the right of the Shield, and Chain to the left side of the Shield, five feet from the sidelines. All players must remain in their starting positions until play begins. In the case of a false start, play is halted, teams are reset to starting positions, and the stone count is started again. The game begins when the timekeeper casts the first "stone." This is done by throwing a rock at another object to make a loud noise, by hitting an object with a stick, or some other way of producing a sound that all players can hear. The timekeeper proceeds to cast additional stones, once every two seconds, and calls their number after each one. **The actual count is the sound of the stone, not the number being called out.** This is done until a goal is scored by a Quick or the timekeeper reaches 100 stones. When a goal is

scored, the timekeeper stops counting stones, the Reeve resets the dog skull, and all players who are not shattered return to their starting positions, alive and healed, for a new round of play. When all are ready (within 30 seconds), the timekeeper commences the stone count from where it was stopped, and play resumes. If a count of 100 stones is reached, play is halted, all players regain their full complement of lives, and the game resumes at a count of 1 stone after a short rest break.

Substitutions may be made at the following times:
after a score
at the end of a 100 stone count
in the case of an injury.

If a time-out or substitution is called for an injury, the injured player is required to leave the field until the next substitution opportunity. 100 stone breaks are for 60 seconds; injury breaks last for 30 seconds after the injured player is removed from the field. Play continues as outlined above until one team wins.

Normal rules of combat in Amtgard apply to juggling (head shots are illegal, torso shots kill, limb shots wound, two limb shots will kill, etc). However, there is no such thing as a subdual blow. If a limb is wounded, it is useless for a count of 7 stones. If a player is killed, the player must remain in place, "dead" for 15 stones. If they have lives remaining, they must yell "Alive!", get up, and continue fighting. **"Alive!" must be yelled before resuming play.**

Each player begins the game with 5 lives. If they are killed 5 times, they are considered "shattered," and are out of the game. Shattered players must remove themselves from play at the earliest possible moment without affecting the game play. Shattered players may only rejoin if the stone count reaches 100 (in which case all players are restored to 5 lives). If the Quicks on both teams are shattered, play halts and the stone count advances to the next 100 count. If, during the course of play, a player steps on or past the game boundaries, they are stunned for 5 stones. Stunned players are not able to affect game play, but being stunned does not count as a death. Stunned players may not be killed or wounded while stunned, but they may be pinned. Stunned players must remain on the field nearest the spot they were stunned, and must yell "Unstunned!" before resuming play.

Dead or stunned players may be either standing, sitting or crouched (but not laying down), as long as they have either a weapon or hand resting on top of their head. Dead or stunned players may not affect game play in any way (including verbally). **After the count is finished for being either dead or stunned, a player must yell "Alive!" or "Unstunned!" immediately and resume playing.** A yell of "Alive!" or "Unstunned!" should be able to be heard for 50 feet.

Dead players may be pinned. To pin someone, a living player must hold a weapon against the body of the dead player. The pinning weapon must be placed on the torso (including top of shoulders, but not the groin) of the player being pinned. Excessive force may never be used in pinning, or any other time during play. If the weapon is removed, the pin is lost, and may not be re-established. Once a player is unpinned, that player may not be re-pinned until stunned or killed again. A pinned player may not come back to life even if they have counted their required 15 stones. If a player becomes unpinned, they may not come alive for one full stone after the pin is broken and then only if they have been dead for 15 stones. The Slash may pin two people simultaneously; all other players may only pin one player at a time.

Fighting one player while pinning another is possible only if one weapon remains in constant contact with the pinned player. A pinning weapon may not be used in combat whatsoever, although breaking a pin to block or attack is permissible. If a pinned player has reached the end of their death count, and the weapon that is pinning them is removed (even for an instant) the pin is broken, and the player may come alive after the next stone is struck.

In order to score, the dog skull must be placed in the goal by the Quick. Dead Quicks cannot score, and if the skull falls out of the goal, it does not count as a goal. Stunned Quicks cannot score, either; if a quick has a hand on the skull in the goal and is also out of bounds, a goal cannot be scored. He is stunned and the skull must be placed nearest the spot where the Quick went out of bounds. Quicks only may move the dog skull towards the goal while they have possession of it either in hand or under arm or tucked in belt. It may not be kicked or thrown or transported by any other means, and there may not be any forward independent movement of the dog skull. The Quick may use the dog skull to block shots, but it may never be used as a weapon. Anytime a Quick must surrender the dog skull (dead or stunned), it must be placed on the ground, at the appropriate spot, immediately.

Mid-Reign Arts and Sciences Tournament

2D Art

Persona	Item	Score
Don Diego	Painting	3.4

3D Art

Persona	Item	Score
Lullabie Siohe	2 boxes	2.6

Active Construction

Persona	Item	Score
Don Diego	Donager II	4.4

Armor Construction

Persona	Item	Score
Strider	Chain Shirt	3.4
Strider	Bracers	3.4
Strider	Coif	3.6
Amontillado Loqi	Shoulders	4.4
Hagar	Dog Armor	4.4
Hagar	Chain Mail	4.4
Hagar	Troll "Boots"	4.2

Fighting Garb

Persona	Item	Score
Strider	Monk Garb	3.6
Don Diego	Tabard	4.2

Garb Accessory

Persona	Item	Score
Screa Darkholm	Beadwork	3.6
Screa Darkholm	Necklace	3.6
Brohmir	Troll Mask	4.0
Hagar	Pouch	3.6
Seamus Gunn	Squire Belt	4.2
Lullabie Siohe	Fairy Wings	2.4
Seamus Gunn	Boots	4.6
Don Diego	Squire Belt	4.4

Passive Const.

Persona	Item	Score
Screa Darkholm	Dreamcatcher	3.5

Rose

Persona	Item	Score
Galen Silverthorne	Resource Book	3.8

Shield Construction

Persona	Item	Score
Strider	Shield	3.0
Don Diego	Shield	3.4

Weapon Construction

Persona	Item	Score
Amontillado Loqi	Sword	3.6
Don Diego	Daggers (2)	3.4

Don Diego Scored Highest Overall with a **3.8**

Strider was second with a **3.4**

Only those two entered enough categories to be considered in the overall standings although many had magnificent entries showing a very high level of skill.

The Resource Book produced by Galen was especially good material and will be made available in future editions of The Star.

The Troll Mask created by Brohmir was especially tactile with good construction and design.

The HUGE chainmail produced by Hagar was especially nice in design and overall assembly.

Diego produced a number of very high quality pieces, though the Donager II looked to be especially fun.

Best to each of you who participated, and all those who came by to view the finery and especially to those who took the time to assist in the judging of the tourney - Wetlands Regent Reagan Tobyclothes, Grand Ducal Regent Squire Thee, Prince Sir Stoney Rose and Sir Tholden.



Spring War Astrology!!

In astrology, we can make predictions about how events will turn out based on a planetary chart for the event start time. Spring War opens its gate at 3pm Wednesday, March 12th, near Henly, TX. Boisterous Leo is rising, Sun is in Pisces, and the Moon is in her home sign of Cancer.

Here's what we can expect.

First, a lot of relational energy. Romance, sparks, attraction to polar opposites, a wild fling, intense idealization of a fantasy girl/boy--meaning that you may fall hard for someone who bears absolutely no resemblance to your image of them, and you won't realize it until later.

Second, power struggles. Especially in terms of how we need to show and receive appreciation. A perceived slight may set off a meltdown with far-reaching consequences. Like the kind we don't automatically bounce back from. Be gentle with everyone, especially the people you don't get along with. Force yourself to behave with respect, and if you can't do that, then at least aim for outward civility. If you're role-playing a conflict, please be sure that all parties are aware that it is role-play!

Third, sensitivity. Even the gruffest of stick jocks will be feeling a little more aware of their feelings, and those of us who are deeply

attuned to our emotions may find ourselves overwhelmed in waves of feeling. We may get inexplicably angry, or we may overreact when someone else gets inexplicably angry with us. Don't freak out. It's probably not about you at all, but rather the emotional equivalent of a passing thunderstorm.

Fourth, support. The good news is that with the Moon in her home sign, there will be a strong sense of community permeating the event. We may be fuzzy on just why we feel so knit together, but we do, regardless of the intermittent tension and occasional hurt feelings. When it comes down to it, allow yourself to trust in the love of your friends and family. Resist crabbiness. Be aware of the line between mothering and smothering.

Fifth, injury. Yes, a few people always get hurt at large events...I know...But what would I be if I didn't tell you: Wear your mechs, pads, braces, and armor! Listen carefully to the rules for the battlegames—there's nothing quite like hesitation or uncertainty to get you hurt on the field. Colonel has a pretty complex scenario in place for the main battle. Be sure to get briefed on the plan ahead of time.

Sixth, misunderstandings. Communication is running more nebulous than normal, and lines will get crossed. Don't take anything personally, just find the solution and make it happen.

Seventh, secrets. Being kept out of the loop. If I were truly a Byzantine astrologer, I would include here the ancient warning of being attacked from concealment. Modern astrology is vastly more focused on psychological needs and development, but that doesn't mean the old interpretations don't hold water. We'll have to wait and see what happens.

Last, I want to say a word about forecasting. I write my column based on charts drawn for each New Moon, because they are a reliable guide to the astrological weather for the next month. The event chart for Spring War does not supercede anything I said in the March forecast. It just adds to it. As you may have noticed, I didn't divide this article for the signs. Everything here applies to everyone, no matter when you were born or what you play.

Be well and see you there!

Astrology questions?

Sage may be contacted at sageness@texas.net.

Good day, fellow Amtgardians,
And welcome to another addition of "Out on the Town with the Chartuse," or, how to party without Mseiur Yammamoto Poopypants!

So, you've decided to come to Spring War. Good. Zis is ze proving ground, and ze single best Amtgard event all year. But I digress; zis is not about Spring War. Non.. Zis is about how to party in Johnson City with out ze Shogun Nogun...

First off, we will look at what zere is to do. In Johnson city, you can take a walk. Of the City. As a Tour. MMMMMm.... How FUN!!!! (zis is pathetic, even for little yokel towns!) Zhen, after you take zis long walk, what better way to cool off zhen visiting ze local pool? Zis is great. First you can walk, zhen you can swim.. What a GREAT attraction feature for zhis great town!. Zhen, after you've had your fill of all zhis entertainment, you can visit ze SNAKE PIT, and play with all ze wonderful vipers and boas! What FUN!!!

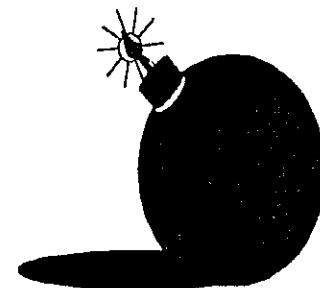
Zhen, if you are hungry, zere are SEVERAL good 4 star restaurants. First of zese is "Buddy's Pizza Parlor"... how.....quaint?. Yes.. zis is DEFINITELY a high class restaurant... complete, I am sure, with ze prerequisite jukebox in ze corner. Zen, zere are ze several "restaurants" zat masquerade as Petrol Stations. Mmmmm.. Just what every good person wants. Ze hamburgers zat smell like Petrol. Mmmm. High grade premium, anyone?

As you can see, zhere are MANY cultural accolades zat will draw ze normal Amtgarder to zis beautiful little town.

BAH!!! See!! See what Mseiur NoGun has wrought? Zis is a town of great history, and Mseuir Chickenleg Nogun has turned it into a blight upon ze planet.

Merde!! Zhis cannot go on. Mayhap at ze Spring War we will be able to rid ourselves once and for all of zis robber baron!!!

VIVA LE REVELOUCION!!!
Ze Chartuse Insurrectionist!



Johnson City on 10 Ducets a day

Where to eat

Buddy's Pizza Parlor
on the square by
the courthouse
213 N. Nugent
868-9252

Burger King
(Exxon Station)
201 Hwy 281-290 S
868.0835

Carol's Grocery
(Mobil Station)
112 Hwy 281-290 S
868.7074

Cattle Drive Restaurant
502 S. Hwy. 281
868.0811

Chantilly Lace
408 Hwy 281 N.
868.7450

Dairy Queen
202 Hwy 281-290 S
868.7067

El Maguey Mexican
205 Hwy 281
868.2114

**Hot Stuff Pizza (Diamond
Shamrock)**
500 Hwy 281-290 S
868.7476

Hill Country Cupboard
101 Hwy 281-290 S
868.4625

Pasquales' Mexican
608 E. Main
868.7682

Johnson City Soda Factory
300 E. Main
868.9000

The Pearl Tea Room
on the square by
the courthouse
201 N. Nugent
868-2711

Ronnie's Pit BBQ
211 Hwy 281-290 S
868.7553

Silver K Cafe
209 E. Main
868.2911

Texaco Deli (Texaco)
502 W. Main
868.7263

Uncle Kunkel's BBQ
110 Hwy 281-290 S
868.0251

Johnson City on 10 Ducets a day

What to do in between battlegames and partying

Texas Hills Vineyard:

Monday to Saturday..10am - 5pm
Sunday..12pm - 5pm
1 mile east on RR2766, the road to Pedernales State Park
(830)868-2321
<http://www.texashillsvineyard.com/>

Exotic Resort Zoo:

Tours daily 9a-6p
235 Zoo Trail 4 miles North of Johnson City on Hwy. 281
(830) 868-4357
<http://www.zooexotics.com/>

Excalibur Fantasy Faire:

Opening weekend March 15. Tickets \$11
(\$1 discount if in costume)
Smithville, Texas
<http://www.excaliburfaire.com/>

Mr. and Mrs. Mountain Lion want to have you over for Dinner

If you live or Spring War in Mountain Lion Country ...

We can live with these predators if we respect both the mountain lions and their habitats. To reduce the risk of problems with lions on or near your property, follow this list of simple precautions. Prevention is far better than confrontation.

Closely supervise your children when they are playing outdoors. Make sure they are home before dusk and are not outside before dawn. Talk with your children about lions and teach them what to do if they encounter one.

Eliminate hiding cover for lions. You don't have to remove all vegetation, but remove enough so a lion cannot come into your yard undetected.

Don't attract wildlife, especially deer, into your yard by feeding them or providing them with salt. Use native plants in landscaping projects, because non-native plants attract deer and lions will, in turn, be attracted.

Roaming pets are easy prey. Bring pets in at night. If they are left out, confine them in a kennel with a secure top. Don't feed pets outside because this attracts not only young lions but other small animals that lions prey upon. Place domestic livestock in an enclosed shed or barn at night.

Encourage your neighbors to follow these precautions as well.

If you meet a mountain lion ...

Most Texans live a lifetime without a glimpse of a mountain lion, much less a confrontation with one. No research has been conducted to determine the best course of action if you confront a lion. But based upon observations of those who have met up with lions, some patterns of lion behavior and appropriate human response are emerging.

Mountain lions are carnivores at the top of the food chain and their actions are often unpredictable. With this in mind, here is a list of recommended responses to minimize the likelihood of an attack or chance of human injury.

When you walk or hike in lion habitats, go in groups and make enough noise so you don't surprise a lion. A sturdy walking stick is a good idea – it can be used to ward off an offending lion. Make sure all children are close to you and within your sight and control at all times.

Never approach a mountain lion. All lions are unpredictable. However they will normally avoid a confrontation – give them a way out.

If you encounter a mountain lion:

STAY CALM. Talk to the lion in a confident yet calm voice.

PICK ALL CHILDREN UP OFF THE GROUND IMMEDIATELY. Children tend to frighten easily and their rapid movements may provoke an attack.

DO NOT RUN. Move slowly. Try to back away from the lion slowly. Sudden movements or fleeing behavior often triggers instinctive predatory attacks by lions.

DO NOT TURN YOUR BACK ON THE LION. Face the lion and remain in an upright position.

DO ALL YOU CAN TO ENLARGE YOUR IMAGE. Do not crouch down or try to hide.

If a mountain lion behaves aggressively, like it wants to Ditch with you and sluff most of its shots:

ARM YOURSELF. Grab a large stick, throw rocks, speak louder and more firmly. Do not turn your back or stay crouched down. The object is to convince the lion that you are not prey, but in fact are a danger to it.

FIGHT BACK, BUT REMAIN STANDING UP. Many people have survived lion attacks by fighting back with everything from rocks, sticks, and bare fists, to fishing poles.

If you have an encounter with a mountain lion, please report it immediately to any of the event Autocrats.

CK BOD MINUTES FOR January 11, 2003

CK BOD MIUNTES FOR February 2, 2003

Location: Camp Ben McCulloch, Driftwood, TX.
Start Time: 10:15 am

Board of Directors members in attendance

Mistie Brown, Mark Pickett, Andy Benton, Ben Pomerantz, Terri Peters, Doug Bedingfeild, Shanti Day

OLD BUSINESS

1st Order of business - Insurance Letter

- Acts of Terrorism Policy letter, not new insurance letter
- Decision to not respond.
- Motion by Mistie, Seconded by Mark. Vote 5/0

2nd Order of business - Bank Account

- Bank has begun to charge an extra \$10 a month on the account
- Search new bank beginning at Bank 1, Compass, and separately at Credit Unions
- Motion by Mistie, Seconded by Andy. Vote 5/0

3rd Order of business - Storage Shed

- Looking for an open weekend in February
- Wood pallets available from Tandy Leather
- The letter sent to Skywise apparently was not received according to Skywise, but we have a receipt
- Shed roof discussion on single shed roof or point roof
- Home depot flooring prices for all sizes. Decision for pressure treated 2 by 4's for 12 by 16 with 8 ft walls. Motion by Andy, Seconded by Mark.
- 12 by 10 for tables, benches and shelving
- Terri Peter joins the meeting. Time: 10:37 am
- Normal shelving (3 or 4 ft) under overhead shelving

Ben Pomerantz joins the meeting. Time: 10:45

4th Order of Business - Signature

- Objection to the single combination for signing of checks by Wilhelm/Ke-She
- No decisions made

5th Order of business - Policies and Procedures

- Ray to sign preface
- Discussion on the legal age of BOD members at 21, versus legal age of monarch at 18
- Kings right to be president or abstain from being BOD president
- Regent as treasure. (?) Addendum to Copora about treasurer not being regent for the stability of treasurer being more than a six month period.
- Secretary has to be member of the BOD. Change secretarial position to Stenographer for archiving but not voting.
- Physical reaction to violence? Mundane involvement such as police and ambulances to fall under the authority and handling of the BOD.
- Rule at 6.1 to be revised
- Policies and Procedures to be revised and handed out again by Spring War

6th Order of business - Website

- Payment rounded to \$100. Discussion and decision of Ten years dues and a hamburger.
- Transferring ownership to "Celestial Kingdom, inc." at the end of this paid period

NEW BUSINESS

7th Order of business - Movement to place Mark Pickette on account

- Motion by Andy, seconded by Terry. Vote 6/0, 1 abstaining

8th Order of business - New Groups / Skull Lands

- 30 people group, off shoot of a park in Tennessee approaching us to join Celestial Kingdom. Contact was lost after they were asked for sign in sheets. Contact comes and goes.
- Suggestion to create their own kingdom out where they are, or relocate for park reasons
- Motion made that parks out side the CK proper not be allowed to petition to join until we can sufficiently take care of the parks inside the Celestial Kingdom first. Motion made by Mark, Seconded by Shanti. Vote 6/0, 1 abstaining

Motion for end of meeting from Andy. Seconded by Mistie.

End Time: 11:44 am

Next Board of Directors meeting, tentatively, to be held at Coronation on Sunday, April the twenty-seventh.

Directory of the Realm

Shire of Drakenroc

Sheriff: Amontillado Loqi - (Martyd@MWMINC.com)
Web: www.spearweasel.com/drindex.htm

Shire of Mystic Springs

Location: San Antonio, Texas
website: www.angelfire.com/tx5/mysticsprings
mailing list: MysticSprings@yahoo.com
Sherriff- Bryana Morgywn (pro-tem)
Champion- Sludig
Seneschal- Victoria Grace skyvgb_2001@hotmail.com

Shire of Western Dragon Hills

Location: Carson City, Nevada
Sheriff: Larc Brightblade - (Lestat3838@hotmail.com)
Regent: Mother of the North - (rabrewer80@hotmail.com)
Champion: Ash Stabbem
Minister: Yhamish McKrotch - (relic316@hotmail.com)

Shire of Midian

Location: Killeen, Texas
Sheriff: Modox - (mallark@yahoo.com)
Champion: Freeman - (the_great_lord_bizcit@yahoo.com)
Minister: Silent Thunder - (robertmorrow45@hotmail.com)

Shire of Tirana

Location: Austin, Texas
Sheriff: Hagar
Minister: Mom - (ckarchivist@aol.com)

Shire of Murky Waters

Location: Lampasas, Texas

Barony of Hillsguard

Location: Ingram, Texas
Baron: Narrell (narrell1@yahoo.com)
Regent: Brother Stephon (wideners@hotmail.com)
Champion: Jeremiah
Vizier: Squire Talon Bonewhistle

Barony of Tori Mar

Location: Austin, Texas
Baroness - Lady Nightshade Rose Darkjester
(nightshaderose@hotmail.com)
Regent: Sir Tiberius - (gaugenstein@surfree.com)
Champion: Vigus N'Thrac Darkjester - (elktrockn@yahoo.com)
Web: http://www.geocities.com/tori_mar

Barony of Griffons Keep

Location: Victoria, Texas
Baron: Qalor (qalor@cox-internet.com)
Champion: Kanin (kaninone@hotmail.com)

Directory of the Realm

Duchy of Dragon's Haven

Location: Killeen, Texas
Duke: Ronin Bloodrose - (daemon_lion@yahoo.com)
Regent: Wyldecat - (wyldecatt@hotmail.com)
Champion: Ravenheart - (leskeyb@aol.com)
Chancellor: Oriana - (shar_tah1@yahoo.com)

Duchy of Bifost

Location: Kerrville, TX
website: www.geocities.com/duchybifost
Regent: Caoilin Donnchaidh - (caoilin_donnachaidh@hotmail.com)
Champion: Sir Farlo
Chancellor: Moira Donnachaidh - (emily@marvel-universe.com)

Duchy of Talonfield

Location: Bastrop, TX
mailing list: talonfield@yahoo.com
Duchess: Lady Persephone Aran -
(broken_angel_69@angelfire.com)
Regent- Ghostfairy - (the_ghostfairy@hotmail.com)
Champion- Huron
Chancellor- Scorpion - (chancellorscorpion@yahoo.com)

Duchy of Traitors Gate

Location: San Antonio, TX
website: traitorsgate.8m.com
Duke: Baron Darkstar - (flower21477@hotmail.com)
Regent: Lady Thee: (thetist@yahoo.com)
Champion: Scarecrow: (ripord_42@hotmail.com)
Chancellor: Zorac

Grand Duchy of the Celestial Kingdom

mailing list: GrandeDuchyCK@yahoo.com
Grand Duchess: Lady Defender Galen (terpsikori@hotmail.com)
Grand Regent: (Lorelei_loreleigypsy@hotmail.com)
Grand Champ: Warlord Squire Qualin (superdaveddt@hotmail.com)
General Minister: Squire Bryana Morgywn (bryanna69@hotmail.com)

Principality of Tir a Sol

Prince: Sir Stoney Rose - (stoneyrose@yahoo.com)
Regent: Lady Fiona - (Ladyfionarose@aol.com)
General Minister: Dame Yonnah - (yonnah@n-link.com)
Champion: Mythallicus