

Badger Duin



Press

"A Return to Attitude"

AMTGARD

The Celestial Kingdom



The Star

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Submissions to The STAR

Any item that might be entertaining and/or informative to the Amtgard populace at large are always needed. All submissions are subject to proofreading and editing prior to publication.

Please submit items before the 3rd Monday of the month to:

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Page

Front Cover

Letter from the PM

"Presence"

Letters of Intent Champion

Letters of Intent Regent

Letters of Intent King

"Worrying the Bone"

Kingdom Quest

Crown Quails

"Entering an Arts & Science Journey

Underhill Village Faire

Olympiad VIII

Calendar of Events

Group Info

Advertisments, Challenges & Positions Vacant

Author

Diego Velazquez

Valdemar Gillanders

Vidar the White

Josephine Marci

ProConsul Tiberius

From the Office of Prime Minister

Ducal Chancellors, Baronial Seneschals and Sheriffs please attend: I am calling upon you to uphold your duty to your populous and compile your records and forward them to the kingdom for review.

This office is compiling a census of the populace from each provincial land. Recently our great kingdom has come under some scrutiny from other realms within Amtgard for possessing, among other things, an excessively high quantity of Knights. Many of you who subscribe to the various Amtgard list servers are already aware of this discussion.

This Kingdom has never made excuses or apology as to how we recognize the best and the brightest and the most devoted that this kingdom has to offer. We merely indicate that each of our candidates met, as a minimum, the suggested criteria as listed in the Celestial Kingdom Corpora of Laws, and point out that statistically, our land has fewer Knights per capita than other lands such as the Burning Lands or the Emerald Hills.

Chancellors, Seneschals & Sheriffs - You have inherited a legacy from your predecessors of generally limited responsiveness to the Crown. To achieve success within this office, I NEED EACH OF YOU to compile the following information which I will collect from you at coronation. Good People, Please furnish:

- I. Copies of Weekly Sign-in Listings for the previous Three month Period.
- II. Copies of Current Waivers for Every Provincial Member.
- III. Copies of Orders and Awards possessed by each Provincial Member.

This Office will use the requested information to:

- I. Appropriately assess and entitle each Provincial Land.
- II. Verify that each Member is protected by waiver as required by Corpora.
- III. Ensure that each Provincial Members record is maintained and create online database.

Just a reminder that this office draws its direction and authority from the Celestial Kingdom Corpora. We each have responsibilities defined within that grand document to uphold in the near future. While traveling about the land this past few months, I have seen few copies of the Corpora in use to inform our people. We will print more and distribute to the Provincial leaders over the next few weeks.

My Thanks in Advance for All Your Help.

Arch-Duke Sir Arion Reinquist
Prime Minister

Accept OK 4/27/78
Arion Reinquist
SAGUENAY
UNED 5/3/78

"Presence"

as written by Valdemar Villanders

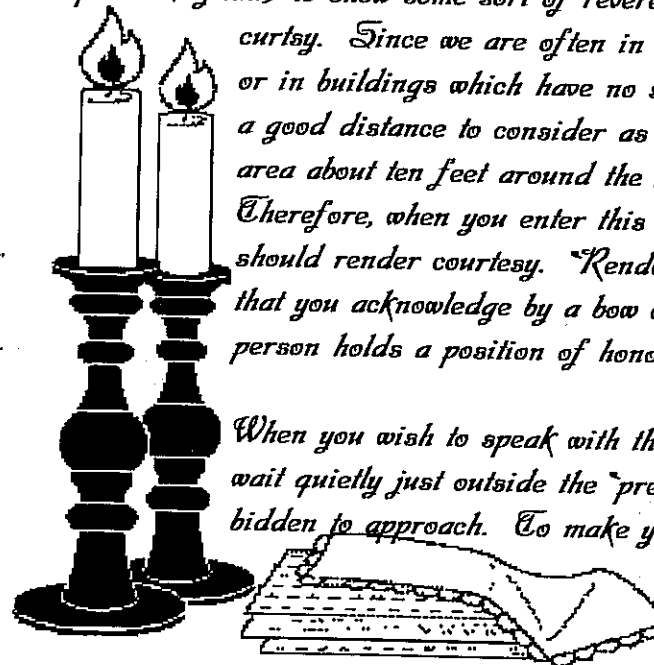
For ease during this article, I'm going to use the King, but the same rules would apply for Queens, Princes, and other ranks of nobility.

The concept of presence, I've noticed, in Amtgard seems to be one that isn't often practiced. To increase roleplay and add some pomp and circumstance it's always a good thing to learn about.

Entering the Royal Presence

During medieval times, if you were in a castle and the king were within one of the chambers in that castle, you would be in that king's 'presence' when you entered that room. At that time you would be expected (by law) to show some sort of reverence. You would bow or curtsy. Since we are often in outdoor settings, or in buildings which have no side chambers, a good distance to consider as the 'presence' is the area about ten feet around the king's person. Therefore, when you enter this area, by custom you should render courtesy. 'Rendering courtesy' means that you acknowledge by a bow or a curtsy that the person holds a position of honor.

When you wish to speak with the king, one should wait quietly just outside the 'presence' until you are bidden to approach. To make yourself more



obvious you can kneel, bow or curtsy but try to avoid obnoxious behavior like clearing your throat or just standing and staring. Usually, you wouldn't need to speak to get his attention. However, if you do, you should try something like: "Forgive me, your Majesty, but..." or "Your Majesty, may I approach?" Try to avoid just walking up to him and starting a conversation out of nowhere. Guardsmen should prevent people from just wandering up to socialize, this will also increase roleplay. Kill them if you have to.

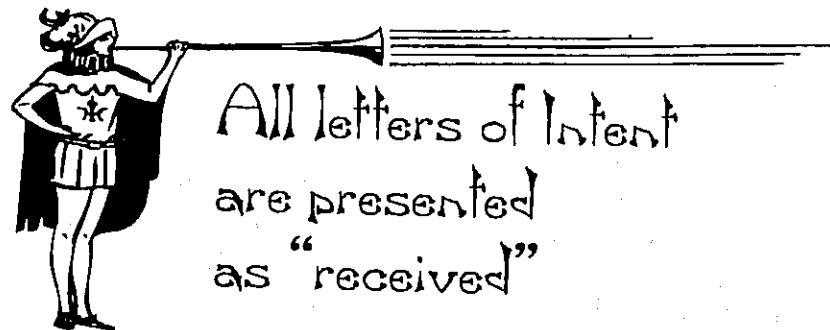
Departing

When you are leaving the royal presence, bow or curtsy and then back off a few steps before leaving. This is especially true if the King is already in conversation with another person. If he is not talking to someone else you need to say something before leaving him alone. "By your leave" is a good, easy to remember, stock phrase which always works. "By your Majesty's leave," will also work. Leave here means permission. You are basically asking for permission to leave "the presence." Never say, "by my leave."

That's giving the king your permission to go. Just try to not say, "I'll see you in court."

Thrones

It's also good to consider the thrones to have a "presence." On this, about ten feet in front of the thrones is a good distance. When you pass at this distance from the thrones you should bow a little. If it makes you feel silly then just don't pass in front of the thrones.



Hail to the populace of the CK and well met.

At this time, I am announcing my intent to run for Champion of the Kingdom Celestial.

Therefore, I, Sir Montoya Athisdaine XVI declare my intent to not only run, but to win the position of Champion. I feel that I have many worthy foes, and much competition in this venue. If I win, I will serve the CK to the best of my abilities. I have been in the game for ten years, and have lived and played in the Emerald Hills, and the Celestial Kingdom, and started the Principality of Silveroak. I have served this Kingdom in many different forms, but never as Champion.

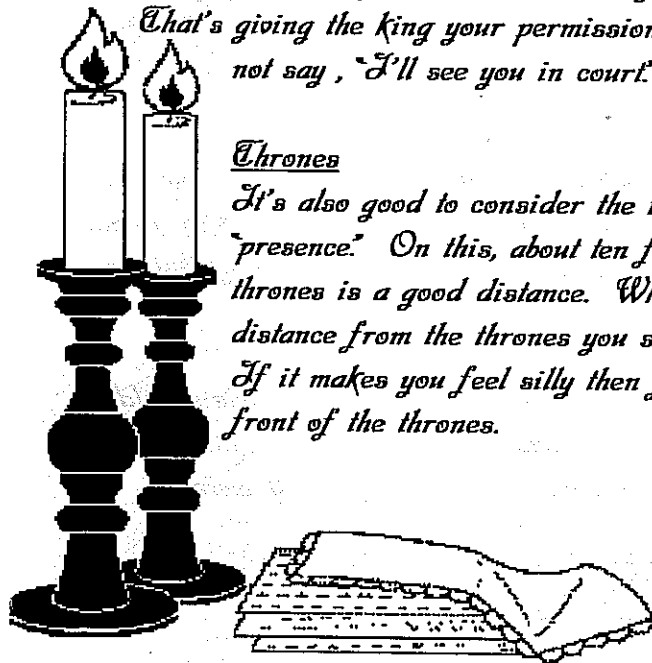
Thank you for your time and admiration, and good luck to my worthy foes..

Sir Montoya Athisdaine
and founder of Morgorach

Hey Arion I wanna be Chumpton.....
Meddy

p.s. that's really an intent letter.....

ANNIHILUS!!!!!!!!!!!!!!



Unto the populace:

Let it be known that I, Diego Velazquez, am running for the position of regent of the Celestial Kingdom. I was dubious over how qualified I may be for the position, and how much time I could dedicate to the office if elected. After weighing the doubts versus the assurances, I believe I can say I'm more than ready for the position. Here are my views:

First, one could easily say that I am an outsider, and that I have not held any offices in the past. This is more than true, and at one time I bragged about how politically neutral I was. I had no political enemies, but at the same time, I was very much insignificant. Since then, I have grown much more involved in Antgard. I have found a home in the Celestial Kingdom, and though there is much that can be said to its detriment, I believe it is not my duty to "blotch and moan" so much as it is to improve it. I live here, and I mean to stay. This kingdom means a great deal to me, and I can offer my dedication to its administration. I am not only ready for a position of leadership, I want it, and am prepared to fight for it.

Am I qualified? If experience counts as a qualification, then I am clearly the most qualified person running. Although I cannot come close to matching the belts on my opponents, nor their political records, I can say that for the position, I am easily as dedicated as either one. I am a master dragon, and have a passion for arts and sciences. I want to see the CK become very arts and sciences active, and hold major competitions and events to that end. I am no stranger to responsibility and organization, and feel I could sacrifice my time and effort for the good of the kingdom effectively.

Am I a good representative of the position of regent? While the only titles I hold in Antgard are Master Bard, Master Warrior, and Master Dragon, I think that my effort and enthusiasm make up for my lack of a ridiculously long name. I take great pride in my personal appearance and garb. I cannot think of anything I have made or own that I just "threw together". I believe I have the positive influence of making others want to try harder or do better. I always encourage better garb, better armor, etc., and offer to help people do so whenever possible.

When it comes right down to it, I am very much the unknown of the regent candidates. But my personal skills and dedication on and off the field make me an excellent possibility. I can offer my hard work, my honesty, and my own love of the game. I want to see the CK grow as a better kingdom, and a better place to play and be recognized.

Diego Velazquez

To the Populace of the Celestial Kingdom,

I, Squire Bromhir Ethindale, have intentions for running for Regent after the reign of Regent Squire Mistress Wynd o'Onyx Loch. I have some ideas about somethings I would like to do. Here are some of these Ideas

1. Have Qualified Judges for Tournies.....I.E. Serpent Knights judging A&S instead of people pulled from the side at the last moment.
2. Starting a Annual Juggling event.....Hopefully this will become a hit.
3. Better...Faster....Tournies...Both War Tournies and A&S Tournies

Here is a little info about me....I have been in the game for 5 years....My 6th year in the game will be this Oct. 31. In this time, I have had the privilage to see how this kingdom works. I have held the position of Champion

at Duchy and Baronial level once each and I have helped judge items in tournies before. I feel that since I am a aspiring Serpent Knight, I would do the position well, seeing that it is based around the Arts and Sciences.....Please pass this information to those without Internet Access if you would and Thank you for your time.

In Service to the Dream,
Squire Bromhir Ethindale

hear ye! hear ye!

Let it be known to all members of the celestial kingdom that Lady Dame Shanti, Master of the Rose is hereby announcing her intent to run for and serve as the next regent of these lands.

("How is she Qualified?" yells an artisan from the floor.)

Of all contestants, she certainly is. She has served faithfully and with great prowess in perhaps this lands most difficult leadership role - that of prime minister.... A charge that she will discharge in completion at the midriehn of Sir Thomas von Dracken, current monarch of these lands. Regarding her qualifications for the highest artisan post: she has served many monarchs as guildmistress of garbers.... This kingdoms most active serpent guildhouse. Those of you who were around at the time know that she narrowly missed holding the regents crown with Arion as king some years ago.

("She's not a real CK'er!" shouts a bitter voice from the crowd.)

Of course she is; though she didn't start here. She began in the Burning Lands, moved on to Golden Plains and, then finally, for the last five years, she has been a fixture within this celestial kingdom. Does five out of nine years of regular Amtgard attendance count. You bet it does. We elect kings that haven't even been playing the game that long (Arion and Mandigore to name two).... It shows that she cares... .. Cares enough to come out and be with our people week in and week out.

("She's in the Darkjester Household right?" asks a crone.)

As a matter of fact she is... you really couldn't expect anything else considering the fact that she is engaged to the Darkjester himself, squire Zodiac, master of the household. With a household more than 40 strong in this kingdom alone there will never be a lack of hands available when work needs to be done.... And gods know how much effort it takes to consistently run fair and coordinated cultural fairs and tournaments. Her house will be a resource that the entire kingdom will benefit from....

("She's not at Serpent Knight... ..why should she judge them?" comes a concerned voice from the people.)

.... she has been your prime minister. She knows the work you need of her. She is a knight of the flame... she understands the commitment and fairness expected of someone wearing a white belt. She has lead one of the three guilds consistently during her years here. She understands and appreciates the others.. ... And does so without the fear or envy of competition that some others have served with in the past... where it was better to keep others down to show how great you were...

Remember that over the next few months. Remember her ability to be fair when you offer a sword, carved medallion, or bottle of ale up to be "judged"... .. Remember that she will be there for you, consistently and without bias. Remember that... ..AND CAST YOUR BALLOT TO CROWN HER REGENT FOR YOU... Remember and make it happen.

hear ye! hear ye!

LET IT BE KNOWN TO ALL MEMBERS OF THE CELESTIAL KINGDOM THAT LORD BARONET SQUIRE ZODIAC, MASTER OF THE LION IS HEREBY ANNOUNCING HIS INTENT TO RUN FOR AND SERVE AS THE NEXT MONARCH OF THESE LANDS.

("But is he Qualified?" yells a nervous citizen from the corner.)

OF COURSE HE IS. THE MAN IS A BORN LEADER WITH A DEPTH OF EXPERIENCE SPANNING NOT LESS THAN SIX DIFFERENT KINGDOMS. HIS LOVE FOR THE GAME, NATURAL CHARISMA & WILLINGNESS TO WORK TO BUILD "THE DREAM" LEAD TO THE CREATIONS OF PEGASUS VALLEY UNDER THE KINGDOM OF DRAGONSPINE AND SACHENLEIN UNDER THE KINGDOM OF IRON MOUNTAINS. HE HAS OVER 10 YEARS OF EXPERIENCE WITH AMTGARD, BEGINNING IN THE VALLEY OF THE SILVER RAINS/ MYSTIC SEAS, MOVING ON TO BURNING LANDS, THEN DRAGONSPINE, IRON MOUNTAINS AND FINALLY, FOR THE LAST TWO YEARS, THIS CELESTIAL KINGDOM. DOES THIS NOT SHOW COMMITMENT?

("He's not even from Here!" shouts a coarse voice from the front!)

THAT'S RIGHT. HE ISN'T. BUT NEITHER WAS SIR THEO WHEN HE AND SIR MICHAEL BEGAN FORGING THE KINGDOM THAT WE NOW STAND IN. IN FACT, THEY BOTH BEGAN IN THE SAME LAND. HOWEVER, THAT'S NOT THE ISSUE. YOU "SHOULD" BE ASKING: "WHAT'S HE DONE FOR US HERE?". WHAT INDEED? EVEN NOW HE IS SERVING AS YOUR TREASURER ON THE BOARD OF DIRECTORS, THOSE OF YOU WHO ATTENDED SPRING WAR V KNOW THAT HE WAS A MAJOR PLAYER IN LOGISTICS FOR THE EVENT, HE AUTOCRATED MIDREIGN FOR MANDIGORE REX AND SERVED AS HIS GUILDMASTER OF HEALERS AND ON HIS GUARD.....

.... ALL THIS WITHIN TWO YEARS OF LIVING IN THIS KINGDOM!

("Doesn't he lead that Darkjester group?" asks a prudish young man.)

AS A MATTER OF FACT HE DOES. HE IS THE DARKJESTER, MASTER OF THE HOUSEHOLD. A HOUSEHOLD MORE THAN 40 STRONG IN THIS KINGDOM ALONE, WITH STRENGTH AND DEPTH AND SERVICE RUNNING IN THEIR VEINS. KINGDOM NOTABLES LIKE SIR MANDIGORE, OUR LAST KING.... AND LORD SQUIRE BELGARIN, KINGDOM CHAMPION.... AND SQUIRE VIGUS, BARON OF TORI MAR... ARE HOUSEHOLD MEMBERS.... HE CHOOSES WISELY.

("He's one of Annihalus, isn't He? We All Know what They're Like." sneers a coward from the darkened Corner.)

YES WE DO. WE KNOW THAT THEY GAVE US FIRST THEO THEN ARION, & FINALLY MANDIGORE. ANNIHALUS GIVES US KINGS WITHOUT APOLOGY AND WITH ROCK SOLID INTEGRITY. AS SQUIRE TO SIR ARION, ZODIAC IS FOLLOWING A LONG TRADITION OF EXCELLENCE IN LEADERSHIP.

LOOK AROUND OVER THE NEXT FEW MONTHS. LOOK AT THE EXCELLENCE IN SERVICE AND LEADERSHIP BY EXAMPLE THAT YOU SEE ON A DAY IN, DAY OUT BASIS FROM THE MAN, THE FAMILY AND THE COMPANY. LOOK FORWARD TO THE DAY WHEN HE WEARS THE CROWN FOR YOU... AND MAKE IT HAPPEN.

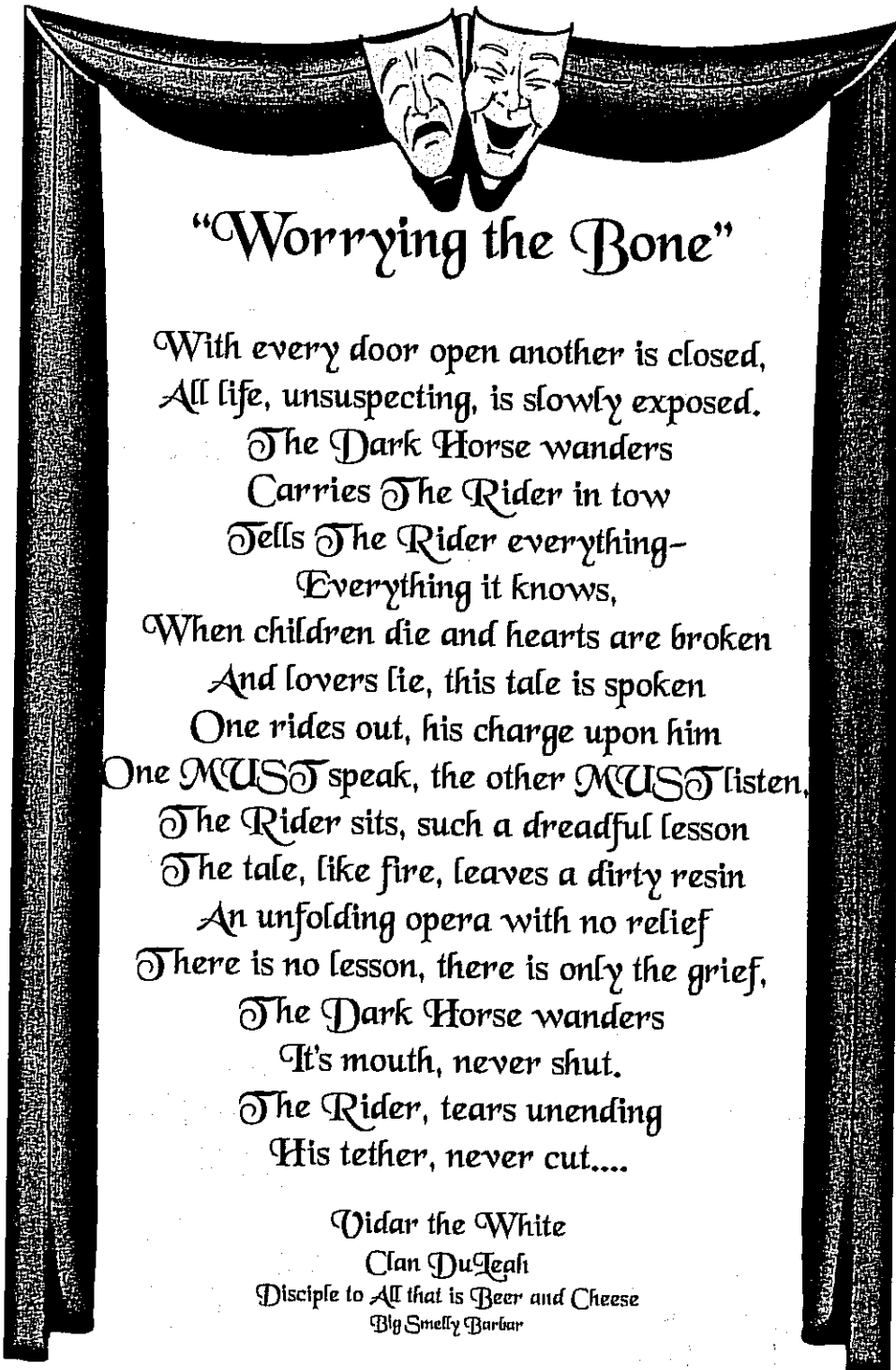
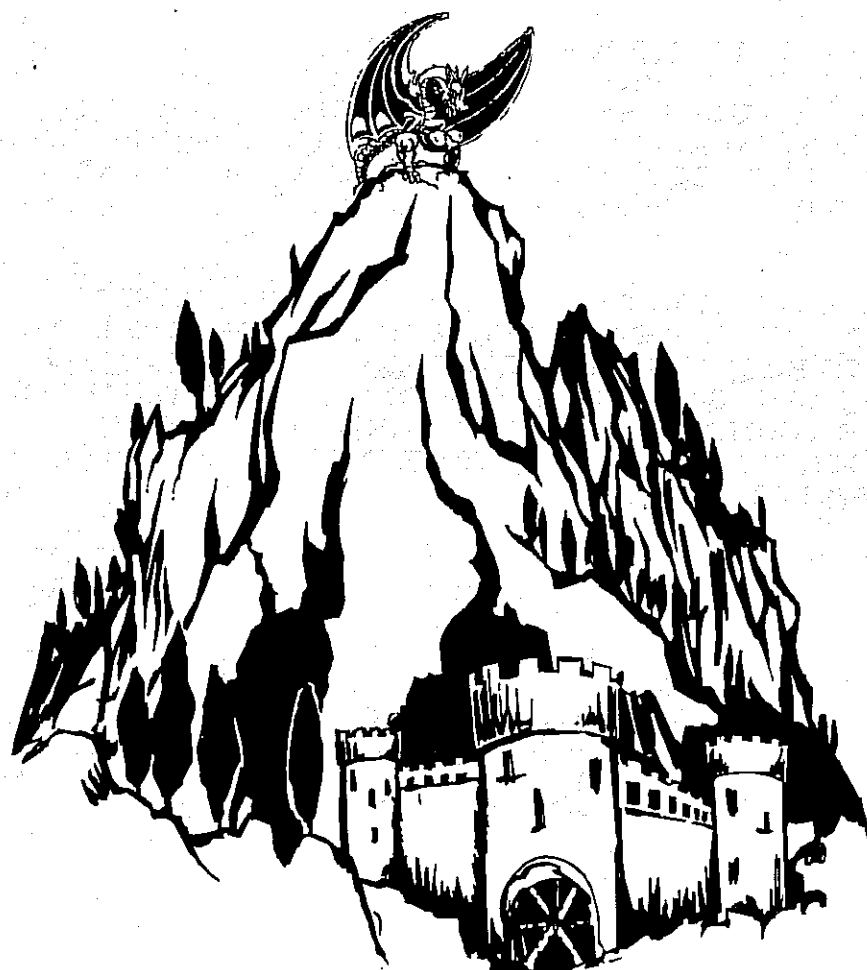
I, Simon Felix, A lord of the Celestial Kingdom, do hereby announce my intent to run for the Crown of the CK. I have thought long and hard about this and would like the opportunity to run against Sir Zodiac in the upcoming election.

Respectfully yours,

Lord Simon Felix

Squire to :

Count Sir Montoya Athisdaine WOI



"Worrying the Bone"

With every door open another is closed,
All life, unsuspecting, is slowly exposed.
The Dark Horse wanders
Carries The Rider in tow
Tells The Rider everything-
Everything it knows,
When children die and hearts are broken
And lovers lie, this tale is spoken
One rides out, his charge upon him
One **MUST** speak, the other **MUST** listen.
The Rider sits, such a dreadful lesson
The tale, like fire, leaves a dirty resin
An unfolding opera with no relief
There is no lesson, there is only the grief,
The Dark Horse wanders
It's mouth, never shut.
The Rider, tears unending
His tether, never cut....

Vidar the White

Clan DuTeah

Disciple to All that is Beer and Cheese

Bly Smelly Barbar

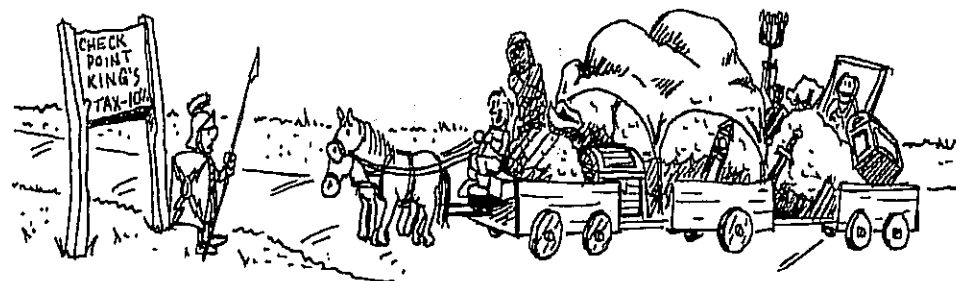
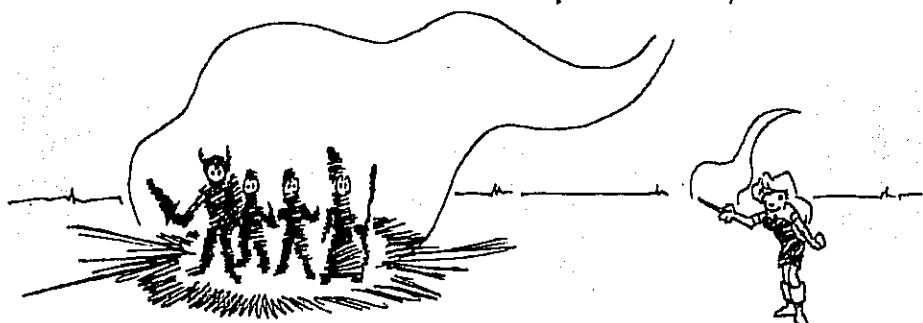


Kingdom Quest

The Quest has been set for Sunday, September 13th at John James Park in San Antonio, TX. Start time is set at 11:00 a.m.

Teams are to be limited to five members, with a maximum of twenty levels spread among them. There is no limit to the number of magic using classes, or to the maximum level a person may play other than the levels he actually has in the class.

It is *NOT*, repeat *NOT* going to be an overnight event! We are currently looking for volunteers to play encounters (reeves), water bearers (reeves), and, oh yeah, did I mention that we need reeves? Most of the monster's positions are filled.



If anyone would like to volunteer in any capacity (reeves), or if anyone knows of any scheduling conflicts we are not aware of, please contact me, or contact Squire Foxfire at: lfossey@email.msn.com.

The Gates of Solaris Homepage:
<http://home.swbell.net/crgauth/gatesofsolaris.html>

Thanks again for your time...

Squire Hayden Jadrael
Chancellor of the Gates of Solaris
Wardancer

P.S... (reeves)

Directions:

Take I-35 to Rittiman.
Take Rittiman west, past Holbrook
To John James Park.
The Park is on the left.

CELESTIAL KINGDOM CROWN QUALIFICATIONS TOURNEY

SUNDAY, OCTOBER 4TH, 1998
Mary Moore Searight Park, Austin, Texas
<http://members.aol.com/ckamtgard/quals.htm>

AUTOCRATS:

Lady Josephine Marci - (512) 837-0004 or Marciascho@aol.com
Sir Wilhelm Von Eisenwald - (512) 447-7413 or Wilhelm@onr.com

SCHEDULE OF EVENTS:

- 11:00 a.m. Sign-in for War Tourney and Arts & Sciences Tourney begins.
12:30 p.m. Sign-in for Arts & Sciences Weapon and Shield events ends.
Weapons and shields judged prior to War Tourney
1:30 p.m. Sign-in for other Arts & Sciences events and War Tourney ends.
Weapons and shields approved by Tourney Reeves.
2:00 p.m. War Tourney and Arts & Sciences judging begin.

WAR TOURNEY

Single Short Sword
Double Dagger
Flourentine
Sword & Board
Open
Pole Arm
Three-man Team

ARTS AND SCIENCES EVENTS

Court Garb	Rose
Fighting Garb	Smith
Accessories	Passive Construction
2-D art	Active Construction
3-D Art	One-Handed Sword
Cooking & Brewing	Other Weapon
Creative Writing	Shield
Bardic Performance	Armor

REQUIREMENTS FOR ALL POSITIONS:

All those required by Corpora, including Reeve's and Corpora tests.
Submit a Letter of Intent to the Celestial Kingdom Prime Minister, Duke Sir Arion by
September 4, 1998.

Additional requirements are as follows:

Monarch

Enter THREE War events, THREE different Arts & Sciences events, and at least
FOUR other different events of either War or A&S for a TOTAL of at least TEN events.
Score an average of at least 3.0 on the required three A&S entries.

Regent

Enter THREE War events, FIVE different Arts & Sciences events, and at least
TWO other different events of either War or A&S for a TOTAL of at least TEN events.
Score at least 3.0 in each of FIVE different A&S events.

Champion

Enter all single competitor War Tourney events and
place highest of ALL Champion candidates meeting A&S and Reeve's test require-
ments.

Enter at least THREE different events of the following Arts & Sciences events:

One-handed sword, Other weapons, Shield, and Armor.

Score an average of at least 3.0 on the required three A&S entries.

REEVES, JUDGES, RUNNERS

To encourage Kingdom solidarity, each household and fighting company is invited to
provide qualified Reeves and Judges or runners for the tourneys. At least 10 Reeves will
be needed for the War Tourney and 5 Judges for the Arts and Sciences Tourney. Contact
the Autocrat(s) to volunteer.

NOTES ON A&S TOURNEY

- Cooking and brewing entries must be edible. Serving implements MUST be included, e.g. cups, plates, forks, etc.
- Provide at least TWO and preferably FIVE copies of ALL written entries.
- Smith entries may include such things as newsletters, web pages, etc., pertaining to Amtgard or the Middle Ages. Web page entries MUST be printed or displayed on a computer at the tourney.
- Weapons, Shields, and Armor must be approved by the Tournament Reeve(s) and/or Kingdom Champion before being allowed into the A&S Tourney. Weapons and shields that are not approved may only be entered into passive construction.
- Documentation must include: event, what it is, what it is made of, how it was made and how long it took, whether it is a first or second attempt, what and how much was purchased or completed by others.
- The competitor must have done at least 80% (nearly all) of the work that is being judged.
- All items:
 1. MUST have been made within the past SIX months,
 2. may NOT have been entered in a previous Kingdom level tourney, but MAY have been entered in Olympiad and
 3. may NOT have received an award at ANY level.
- Tourney winners will be determined by averaging everyone's FOUR best scores in different events. (Competitors must enter at least FOUR different events to place in the overall tourney.)
- The Autocrats reserve the right to add A&S events as needed.
- Any and all of the criteria listed in this document may change at any time as circumstances dictate or by Royal Decree

PICNIC

Feast will NOT be provided, but there are picnic tables and a barbecue grill.
Plan on a "Pot luck" type picnic.

DIRECTIONS

Take I-35 to South Austin. Exit at Slaughter Lane exit and head west on Slaughter Lane.

Go approximately 1-1/2 miles and turn left in to Mary Moore Searight Park.
Take park road all the way to the end and park by the pavilions.
(Look for the Celestial Kingdom road signs on the way.)

Entering an Arts and Sciences tourney

By Josephine Marcel

I have been both a judge and participant in many Arts and Sciences tourneys and have noticed that people sometimes don't get the recognition they deserve for their creative efforts. I have jotted down some ideas to help participants receive better scores and, hopefully, more awards for their work.

Descriptions for Tourney Entries

Since most entries are (and are supposed to be) anonymous, it is **ESSENTIAL** that you write up a good narrative about your entry. Neatly hand-written is OK but typed is better. Include as much of the following as you can:

The materials used in the construction: especially those not seen.

E.g. "This was built using 1/2" PVC core, 1/8" closed cell foam, and blue corduroy for the cover." If "period" materials were used, be sure to note that as well.

The method of construction:

E.g. "Foam was attached to the core with packing tape, then spray glued for added stability as it was rolled around the core." If "period" methods were used, again, be sure to note it. If you did not make each part of the item, note which parts are your work and which were purchased or provided by someone else. If it's not obvious that you made each part, such as the picture frame for your artwork or a stuffed animal that you made garb for, point out that you made those things yourself. If someone helped you make it, document how much of it is actually your work.

Whether or not it is a new or original design: If you came up with a new design, pattern, or method of construction, indicate that this is your original creation and how you created it. If you significantly modified an existing design, indicate how and why it was changed.

Whether or not you have ever done this type of work before:

If you are still a beginner at this skill, indicate your level of expertise. E.g. "First/second attempt at weapon construction." If you learned a new skill, such as sewing, cooking, brewing, etc., to create this item, note that in your description. Good first attempts are much more noteworthy than the same quality from an experienced craftsman.

Anything special about the item that is distinguishing:

If it is part of a matched set, an overall costume, represents something, or is remarkable for some other reason, note that, as well.

E.g. "This set of <whatever> completes a <whatever> costume."

If you have added something that detracts from the item or is unusual, but will enhance the item in some other way, such as safety, durability, or usability, explain it.

Improving Your Score

Original design:

Original or inventive items generally score higher than "the same old thing." Do as much of the work yourself, from concept to completion, as possible. E.g. create your own patterns or recipes, weave your own fabric, or bake the entire thing from scratch. Create items for categories that are less popular, such as 2-D art, 3-D art, passive construction, brewing, etc. Weapons and garb are usually over-run with many excellent entries and they all start to look the same after awhile.

Workmanship:

Minimize or eliminate imperfections in workmanship, such as bumps, lumps, creases, wrinkles, etc. If it's supposed to be straight or smooth (seams, edges, etc.), make sure that it is.

Use matching thread and small stitches (12 per inch on a standard sewing machine). Be sure that the stitches are tight and won't pull out. Double stitch, topstitch, or overcast seams which are under a lot of stress, such as sword and shield covers. Tighten all connections: if it's not intended to move, make **SURE** that it doesn't rivets, foam on weapons, etc.).

Legality:

Nothing drops a score for weapons, shields, and armor as quickly as not being legal or being unsafe. To make sure, ask several reeves and champions for their opinion. **DON'T** be hurt if they tell you that it's not legal or could be better. Fix it before entering it; even it means entering it at a later event.

Period materials:

Although modern materials are easier to come by and easier to work with, hunting down and using period materials will usually earn you a better score, but don't use period materials if it will seriously degrade the quality of the item.

Finishing touches:

Be sure that the item is tidy. Trim all threads. Make sure that the item is clean and neat. Remove smudges, fingerprints, pencil marks, etc. Turn under or cover exposed edges. Remember that the judges will look at the back, bottom, or inside of your item, so that needs to look good, too. Hide all supporting tape. Tape that is exposed should be evenly wrapped and immaculately neat. Item should not be sticky. Create a nice display for it. If it's clothing, have someone model it or hang it up so that it can be easily seen. If it's food, have it served on or in period items. If it's artwork, frame it. Entertainment, look the part of someone who would be performing that piece. Don't make the judges work to judge your item. Unfold it, open it, cut it, uncork it, provide several copies of a written work, or **WHATEVER** to enable the judges to easily judge your entry.

Awards for Journey Items

If your entries are judged exceptional, you may receive one of the following awards recognizing your achievement:

Garb - items of clothing, including anything sewn, such as hats, sashes, pouches, and shoes.

Owl - construction, such as weapons, woodworking, leather working, etc.; also alcoholic beverages and most foods.

Dragon - anything artistic, decorative or entertaining; sometimes overlaps Garb and Owl items.

Rose - Items constructed exclusively for the purpose of donating to Amtgard, e.g. banners, newsletters, artwork, etc.

If you do not receive an award, don't despair, not every entry will receive an award. Your first few attempts may not get awards and if you already have a bunch of awards, it gets harder to do something worthy of the next higher award. Just keep working at it and do something that will really knock their socks off the next time!



Greetings Mlords and Mladies: I just wish to advise you of the upcoming event in Austin that Amtgard is helping to support. Last night I attended a meeting of the Underhill Village organizing group and here are just a few notes concerning our involvement so far. The upcoming Faire and Feast 1998 will be held on Saturday the 19th from Noon - 10PM and on Sunday the 20th from Noon - 6PM this September. The Majority of questions you may have can be answered by checking out the web site:
<http://www.under-hill.org>

This site provides great detail as to who they are, what they do and where to go. I will however provide a little info here to answer basic needs and will be available via e-mail, or the Farspeaker (telephone) for any other questions. First, there will be a free booth available to promote Amtgard and answer questions from the populace BUT if there is anyone desiring to set up selling trinkets they MUST first register with Amy Crane (Logistics/Administrative/Venders) at: aaac@hotmail.com or call 512-707-9436. There will be a fee for venders selling wares. Secondly, we might be asked to help on the next KIRU public sales drive (In Garb!) to help promote the faire (Local Austin Amtgardians take note). Third, If you bring any live steel as part of your garb it MUST be Peace Tied. Toll Trolls may also be asked to spent some time at the entrance gates. This event will NOT be in the same place as Canterbury Faire was for the last few years but is at an entirely New location (See The Underhill village web page for map). Vendors must appear in costumes appropriate to the Faire. Shoes are required and please attempt to use speech more common to the renaissance.

For our booths as well as selling vendors, **NO BIQUE TARPS!**
The Faire staff will be taking photos, and probably video recordings.
Saturday evening, from dark to 10PM (Sept 19th) the White Horse
Tavern will be the site of bawdy (R-rated) entertainment and open to
patrons of the faire. Alcohol intoxication or the use of illegal drugs at the
faire **WILL NOT** be tolerated. There are two parades scheduled
each day and participation is recommended. Each group Needs a banner
to show who you are. Vendors and booth participants are also invited to
the "UnderHill Village Participants Bonfire" on Saturday after the
Faire closes.

This is a general cast party, in costume. **BYOB.** I am at your
service for any further questions concerning this event and will try to be
more informative as questions arise.

Hail Caesar and His Most Excellent Majesty,
King Sir Father Thomas Von Drakken!!

Yours in the Service of the dream.
ProConsul Sir Tiberius Augustus (Gary Augenstein)

P.S. IMPORTANT - DO NOT use the return to sender icon for
any replys as it is a **GROUP** listing and will go to about eight other
individuals as well as myself.

PLEASE use: Augenstegy@hech.state.tx.us to reach me via e-mail
or call 512-339-0883.

Snail mail address is 8552 North Tamar Blvd #2121
Austin, Texas 78753

Olympiad III

hosted by the kingdom of the wetlands and
the kingdom of emerald hills
SEPTEMBER 25, 26, 27, 1998
LIBERTY COUNTY FAIRGROUNDS: LIBERTY, TEXAS

HEAR ye, hear ye! come one, come all to the
eighth ANNUAL AMTGARD competition of cham-
pions!

WARRIORS AND ARTISANS, MAGES AND MINSTRELS,
TEST YOUR PROWESS AGAINST THE BEST THE TEN
KINGDOMS HAVE TO OFFER! OLYMPIAD: WHERE THE
BEST IN AMTGARD PROVE IT!

DIRECTIONS:

FROM THE NORTH: TAKE I-45 SOUTH (IN HOUSTON)
UNTIL YOU REACH I-10. GO EAST ON I-10 TOWARDS
BEAUMONT UNTIL YOU REACH FARM ROAD 563. GO
NORTH ON FR 563 FOR SEVENTEEN (17) MILES. THE
SITE WILL BE ON THE LEFT. IF YOU REACH HWY 90,
YOU'VE GONE TOO FAR.

FROM THE SOUTH: TAKE I-45 NORTH (IN HOUSTON)
UNTIL YOU REACH I-10. GO EAST ON I-10 TOWARDS
BEAUMONT UNTIL YOU REACH FARM ROAD 563. GO
NORTH ON FR 563 FOR SEVENTEEN (17) MILES. THE
SITE WILL BE ON THE LEFT. IF YOU REACH HWY 90,
YOU'VE GONE TOO FAR.

FROM THE EAST: REACH I-10. GO WEST ON I-10 UNTIL
YOU REACH FARM ROAD 563. GO NORTH ON FR 563
FOR SEVENTEEN (17) MILES. THE SITE WILL BE ON THE
LEFT. IF YOU REACH HWY 90, YOU'VE GONE TOO FAR.

FROM THE WEST: REACH I-10. GO EAST ON I-10 UNTIL
YOU REACH FARM ROAD 563. GO NORTH ON FR 563
FOR SEVENTEEN (17) MILES. THE SITE WILL BE ON THE
LEFT. IF YOU REACH HWY 90, YOU'VE GONE TOO FAR.

AUTOCRATS:

MAIN AUTOCRATS:

TOPKNOT GRIMWULF

(ICQ: 6620855) AKA WYNDI TINDLE 2138 LOVING
HOUSTON, TX 77034

[713] 946-4113 (NOT AFTER 9 PM) HOME

[713] 944-4600 EXT. 10 (FROM 8 AM - 4:30 PM) ORK

KAYRANA LISSA

(ICQ: 7121411) AKA ESTHER STROHMAYER 4114

LAKE SHORE DR / WACO, TX 76710

[254] 741-9506 HOME

FEAST-O-CRATS: ROGERS RAIDERS C/O Q

WARSKILL-O-CRAT: DOMINICK LARGOS

CULTURAL-O-CRAT: KAYRANA LISSA

GATE-O-CRAT: TIMUVEL GRIMWULF

SECURE-O-CRAT: SLYDDUR RAHBET

FIRST AID-O-CRAT: DAME THERESA

LISMISTRESS: DENAH HAP TUGRUK

CLEANUP-O-CRAT: Q & MORGAN IRONWOLF

CATEGORIES:

ARTS AND SCIENCES

ART:

2-D

3-D

PHOTOGRAPHY

WRITING:

FACTUAL

FICTIONAL

POETRY

PUBLICATIONS

CONSTRUCTION:

PASSIVE

ACTIVE

ARMOUR

NEEDLEWORK

WEAPON

SHIELD

BANNER

GARB:

FIGHTING

COURT

MONSTER

ACCESSORIES

FAVOR

JEWELRY

BARDIC:

SINGING

ORATORY

INSTRUMENTAL

DANCE

COOKING:

APPETIZER

MAIN COURSE

VINTNER

OTHER

WARSKILL:

SINGLE SWORD

SWORD AND SHIELD

FLAIL AND SHIELD

OPEN WEAPON/FREESTYLE

DUAL SWORD

GREAT WEAPON

ARCHERY

SCHEDULE:

FRIDAY:

1 PM SITE OPENS (GATE GUARDS (FIRST SHIFT)
ARRIVE ONE (1) HOUR EARLY)

3 PM PEOPLE START ARRIVING

7 PM NON-COMPETITIVE BARDIC
(PRACTICE FOR COMPETITION)

EARLY REGISTRATION OF CULTURAL ENTRIES.

8:30 PM ARCHERY SIGN-IN BEGINS

9 PM ARCHERY COMPETITION
CLOSING OF EARLY REGISTRATION OF
CULTURAL ENTRIES.

SATURDAY:

9 AM WARSKILL sign-in begins (sign-ins will be accepted until the 1st match of that category)

REGISTRATION OF CULTURAL ENTRIES OPENS.

10 AM FLAIL & SHIELD COMPETITION

ALL CULTURAL ENTRIES DUE. CULTURAL REGISTRATION CLOSES.

11:30 AM GREAT WEAPON COMPETITION

12:30 - 1:30 PM LUNCH (BREAK FOR REEVES, LISTMISTRESS, ETC.)

1:30 PM SINGLE SWORD COMPETITION

3 PM SWORD & SHIELD COMPETITION

4:30 PM DUAL SWORD COMPETITION

6 PM FREESTYLE COMPETITION

7:30 PM BEGIN ASSEMBLING FOR FEAST

8:30 PM COURT

SUNDAY:

9 AM CASUAL JUGGING (USING CURRENT ARRAKIS RULES.) NO AWARDS, NO TITLES, NO GLORY, JUST BRAGGING RIGHTS - gives those who don't have to leave right away something to do.

UPCOMING EVENTS IN THE CELESTIAL KINGDOM (and neighboring lands)

September 13

Kingdom Quest

Location: John James Park, San Antonio

Time: Teams form at 11:00 AM

Autocrat: Gates of Solaris

Contacts:

Regent Squire Foxfire

Chancellor Squire Hayden Jadrael

Champion Squire Skippy de Squirrel

Squire Bromhir Ethindale

Directions: (Best Guess-Better directions will follow.) Take I-35 to Rittiman. Take Rittiman West, past Holbrook to John James Park.

September 25-27 (Interkingdom)

Amtgard Olympiad at Wetlands Coronation

Contact:

Kayrana Lissa (Esther Strohmeier)

(254) 741-9506

or visit the Olympiad VIII Website at <http://www.amtgard.com/~spirit/olymp98>

October 4

Kingdom Qualifications

Location: Mary Moore Seawright Park, Slaughter Lane, South Austin (Map and

Directions on the flyer below.)

Autocrats: Lady Josephine and Sir Wilhelm

Letters of Intent: Due to PM Duke Sir Arion by September 4, DukeAri0n@aol.com

For more info contact:

Lady Josephine

(512) 837-0004

barbariojo@aol.com

Sir Wilhelm

(512) 447-7413

wilhelm@onr.com



October 16-18 (Emerald Hills)

Kingdom of the Emerald Hills Midreign

Location: Tanglewood Forest

For more information contact:

Kahlanth Methwyn

kahlanth@rocketmail.com

October 23-25

Kingdom Coronation

Location: Burnet County Fairgrounds

Autocrat: Qualin

Lands Afar

November 7 (Wetlands)

Nighthunter

For more information contact:

Margul Laesus (Daryl James)

(409) 833-1744

or visit the Wetland's Kingdom Webpage at <http://www.thewetlands.org>

November 20-22 (Wetlands)

Kingdom of the Wetlands Qualifications

Location: Granite Spyre

Contact: Daxon Goldmoon

or visit the Wetland's Kingdom Webpage at <http://www.thewetlands.org>

December 4-6 (Wetlands)

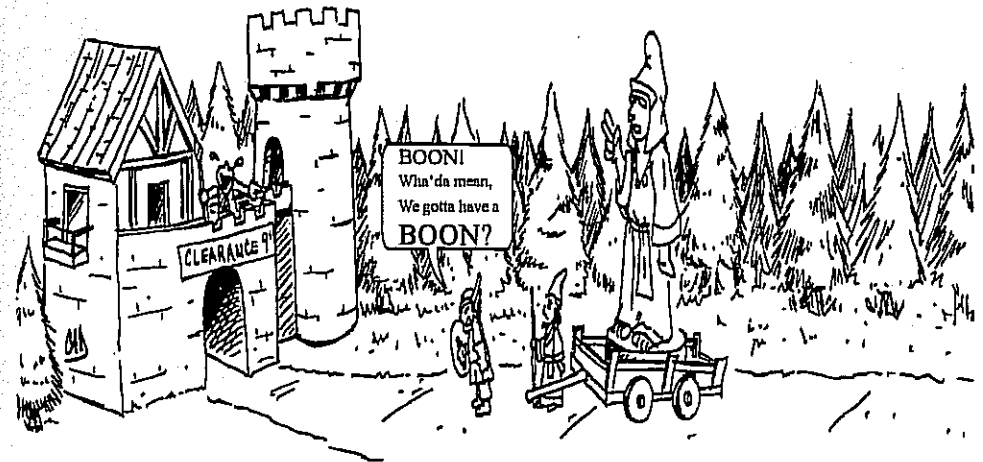
Kingdom of the Wetlands Coronation

Contact:

Lakus Farstrider (Rob Sherer)

lakus@thewetlands.org

or visit the Wetland's Kingdom Webpage at <http://www.thewetlands.org>



Directory of Contacts in the Celestial Kingdom

Monarch

Father Thomas Von Drakken

Tom Larrison

(210) 509-4531

Regent

Mistress Wynde

Sharron

(210) 684-4615

Prime Minister

Sir Arion Reinquist

Mark Pickett

(210) 537-5112

Gates of Solaris San Antonio, Texas

Duke

Sir Rook

Dale Shunklin

Regent

Squire Foxfire

Lynn Fossey

Chancellor

Hayden

Chris Gauthier

Tori Mar Austin, Texas

Duke

Lord Vigus

Jay Stretton

Regent

Topaz

Jennifer Banks

(512) 837-0004

Chancellor

Josephine Marci

Marcia Schoonover

Bifost

Kerrville, Texas

Baron

Rolg

Lance McNally

(254) 628-7881

Dragonshaven

Killeen, Texas

Baron

Iron Blade

Danny Naquin

Chancellor

Fire

Drakenroc

Round Rock, Texas

Baron	Seneschal
Breetai Tul	Tatsu
Jeffrey Webb	Robert Kofoed
(512) 244-3337	

Talon Field

Bastrop, Texas

Baron	Seneschal
Bresil Etarlaim	Taryn O'Laney
Josh Green	Allyn Ramirez
(512) 386-7855	(512) 303-7263

Trations Hollow

San Antonio, Texas

Baron	Seneschal
Sir Zircon	Sir Theo
Scott Gleeson	J.D. Wade
(210) 665-1535	(210) 824-8356

Plain of the Grey Legion

Lampasas, Texas

Barren Donga

Woomera, South Australia
Sheriff-Lyceon de Wolf Hunter (Todd DeWolfe)
Seneschal-Larken LeSabre (Jennifer DeWolfe)

Nine Willows

Midland, Texas
Sheriff-Sir Warchylde (Allison)
Seneschal-Giest

Sanctuary of The Holy Church of Dungen

Round Rock, Texas
His Grace, The Baby Eating Bishop of Bath and Wells

Bolt Hole of The Sacred Order of The Badgers

Badger, Texas
His Grace, Longsnout V, Junior, B.S., M.S., Ph.D.
c/o Louis Badger
Route 1, Bolt Hole 3

Griffon's Keep

Victoria, Texas

Baron	Seneschal
Squire Raton	Kanin

Tirana

Austin, Texas

Baroness	Seneschal
Aysa	Sir Phinneus
LeiLonnne La Bonte	Bud Youhill
(512) 627-2059	(512) 416-0154

Xanadu

Harker Heights, Texas

Baron	Seneschal
Azkar Raintree	Sheila
Robert Fife	
(254) 698-1149	

Advertisements, Challenges & Positions Vacant

If you would like help with garb, weapons, or would like a place to hang on Saturdays in San Antonio, give me a call. I am starting an Arts and Sciences night on Saturday nights. I have a sewing machine, some leather working tools, fabric paints, and a few other knick-knacks. If there is something specific you might need, let me know. I'll help you find it. For directions call me at 1-210-696-1592.

Squire Foxfire
Regent Gates of Solaris