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Any items that might be entertaining and/or informative to the Amtuard populace at large are needed for The Star, Articles, advertisements, maps, poetry, art, etc. are only a small sample of the kind of item that might be published in The Star. A STRONG bias will be given to those who submit their items on computer diskette! DOS based or Macintosh are acceptable. Microsoft Word or PaneMaker files are optimal. Publication dates are printed on the calendar at the center of this issue. Please submit items by the deadline indicated in the calendar (center

Tet it be Know unto all whom these presence come that this be the court of The Celestial Kingdom

King Hulka Dunglen of Allendar

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Champion Corum

Captain of the Guard Squire Maniaclés Sergeant of the Guard_ Squire Shadowhawk

Sergeant of the Guard Tron Dunglen

Corporal of the Guard Contessa Franchesca

Guards 7 orin

Janak. Francis

Dragon Welstaren

Prince's Defender Tord Squire Amordin

Prince's Guards Tempest

Tightfoot 1: Squire Vlar

Kingdom Herald Duke Sir Pebyr ap Cucorin

Court Jester Baron Thax

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We respectfully request forgivness for the following Ommissions in the May 1994 STAR. Lord Squire Amordin is the Prince's Defender. Nietrick was awarded Knight of the Serpent at Coronation & Breetia Tul was Lorded not Britwulf. Also, Bifost would like to correct the rumor reported in the last issue of the Star that they do not meet every weekend. They state emphatically that they meet every Sunday.

To the Populace of the Celestial Kingdom, Greetings!

We convey our greetings and welcome to Midreign! We hope all in attendance will enjoy the revelry of this festive occasion. We welcome our guest, and We hope all followers of The Dream will be mindful of, and courteous to any and all mundanes in attendance. Speaking of mundane do you recall when you were a mundane? Probably you were introduced to Antgard by a friend. Tets make a special effort to be that friend, and let's not forget to be a friend to one another. Also remember that everyone working the events is there at Our request, and they have graciously assumed responsibility for their tasks. Your cooperation with them will make those tasks that much easier.

Our Deepest thanks and gratitude go to Autocrat Tokugawa Basha, Co-Autocrat Proconsul Tiberius, Teast-o-Crat Akron Silverleaf, Head of security always, (always) a tough and thankless task Graise Dunglen, and a special thanks to Bishop Dunbar Dunglen. I know there must have been a mix up somewhere in that great Celestial nursery, because in my Heart I know we were supposed to be real-life brothers.

Moving on to less sentimental things, as part of my desire to publish as much of our history as possible, I present this list of all monarchs of the Celestial Kingdom. The First Monarch of the Celestial Kingdom was Michael Hammer of God (He was also our first Knight, and is the only Grand Duke of the Celestial Kingdom). Michael was followed as Monarch by Sir Theodorick Blackflame who had been Knighted previously in the Burning Lands. Sir Theo handed the crown to Narsya Asura Vashadeva, who was in turn succeeded by Arioch, Vampire Lord. Sir Rufus Grimwulff then ascended to the Throne, and he gave way to Sir Pebyr Ap Cucorin. After Pebyr Sir Michael Hammer of God claimed the Throne for a second time until it was wrested from his grasp by the present monarch, Hulka Dunglen.

Next: Knights and Champions.

Yours in the dream

Hulka Dunglen, Rex Celestium

A letter from the Prime Minister

Greetings, and Welcome to my final issue of The Star. I challenge my successor to continue the quality improvements that I have tried to bring about.

Again I would like to thank the Contessa Franchesca . . . for the amazing amount of help she gave me in producing this issue. If it were not for here tenacity in pushing me, helping me and just plain doing most of it herself, we would not have this issue in our hands.

I've had a great time in the office of Prime Minister! I have traveled to every land in the Celestial Kingdom, and many beyond that. The King, Franchesca and I traveled to the Burning Lands, the original Amtgard group, and participated in the coronation of Queen Ladyhawk. Franchesca and I served as guards for King Hulka and I killed and Assassin who was making an attempt on Queen Ladyhawks life!

I would like to thank the Tigers for admitting me into their ranks. I feel proud to be a part of such an elite fighting company.

You might notice that there is a "Official"

Kingdom Awards list in this issue. The quotes are important. They mean that this is official as far as the

Kingdom is concerned. The local Chancellors and Senechal's

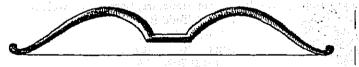
have been, shall we say, somewhat lax

in their effort to keep the Kingdom informed as to your awards. If you got an award locally, and it is not on the list then that is probably the reason why. I apologize in advance for any of your awards that are wrong. Try to remember that we are publishing this list in an effort to get the list brought up to date. If your awards are wrong, PLEASE, try to correct them through your local Senechal or Chancellor first! It is important that the local record keepers update your awards and then send updated lists to the Kingdom. The Prime Minister simply can't handle 200 calls from people complaining about their records. Please try and have some kind of proof when you attempt to correct your records. A certificate helps a great deal! And VERY IMPORTANT. DON'T CALL ME! As of today, it ain't my job anymore!

A very special thanks to all those people in Amtgard who made every effort possible to make my job easier! The list is way to long to write. I hope to see all of you at an event real soon!

Dream On!

Prime Minister Baron Squire Fnord Farthing VIII



A letter from the Prince Regent to the Populace of the Celestial Kingdom

Unto the Populace of the Celestial Kingdom, Greetings!

This month I would like to thank the Baronies of Talonfield and Dragon's Haven for allowing me to fight in their Baronial Defenders Tourney's (it was fun and almost made this old wolf feel young again, argh, almost). For those that fought me with Honor & Courage, I salute you, and to those I kept from the winning rankings in these tourneys I apologize and wish you all luck in the future.

Now for all those people that did not have things (politics) go the way they thought they should have, this is a REMINDER: Amtgard is supposed to be FUN. The bickering, complaining, back stabbing, threatening, and whining doesn't do anything but annoy others around you (unless you are really good at twisting things to make others think that your right) - this is not positive or productive to the unity of the group or to "THE DREAM". For example, the person you wanted to win the election for your group (whether Guild, Shire, Barony, Duchy, or Kingdom) didn't win the vote or whatever, don't condemn the person who did 'til they've been given a fair chance: help'em out, volunteer, whatever. Without unity there is no "DREAM", without the "DREAM" it's not much fun (unless you're only a stick jock and don't care about anything else). So right now you might or might not be politically correct, so what, in 3 month's it'll be a different story (maybe).

If you're in Amtgard for the awards, titles, or personal power you're in for the wrong reasons, (not to mention a certain Ex-King). If you're in it to have fun and to help others have fun (these are our true leader types) these are good reasons. Awards/titles, they're meaningless, they're just cookies (I know, I've spent over 7 years in the club and I have many more than I can remember), it is the self respect and respect for others (not by others) that's important, By the way, I hate it when other people use my full titles (only Court Heralds and Scribes can get away with it and that's only because I can't kill them, too often. Baronet Squire Trevor do you understand?).

Anyway enough of a Barbarian Soapbox, it's been real and it's been fun (almost - ah, what does service to the club get you? Ulcers, I tell you, ulcers. I need a nice MLT sandwich). Well it's Midreign (sorta) and I've only got to make it through Clan/Olympiad and then the month of Crown and then I can rest (NOT - service to the club is forever). Finally Qualifications for Crown Tourney, August 6-7 1994 in Talonfield should be somewhere in this Star, assuming I remember to get them in on time. (::)

Yours In Service The Kingdom,
Prince Regent of the Celestial Kingdom
Duke Sir Rufus of Grimwulff
Deputy Guildmaster of Monsters, Lord of the Wolves
AKA Todd Barr

1604-B Ravey St. Austin, Texas 78704 (512) 707-2275

Kingdom Quest



Sunday, June 26th at Bull Creek park in Austin brought to you by Golden Lions & Squire Martel

Attention Questors: The grand mage of Selorann needs your help in banishing a demon from our world. Four items were scattered across the planes of the Beastlands, Elemental Earth, Negative energy, and high aton a cloud castle.

Search quickly and diligently for those who return with the items needed will be rewarded handsomely. Teams shall assemble before noon, as the first portal opens promptly at noon. Artifacts will be scattered throughout as well. G'd luck!

A reeve will attend each party to assist in their understanding of the rules. Parties are limited to five per team, no level limit, full lives, but only two of each spell casting type, and only one paladin or one anti-paladin. Magic will be highly uncertain and only one spell list can be made for each caster. Choose carefully!

Directions: Coming from IH15, head west on 290. You will cross to the other side of Austin. It will change names to Koenig, Allendale, and 2222 but keep going till you reach 360, Capital of Tx Highway. Head north (right) and the park should be ahead on your right, no more than a couple of miles.

If you are coming from south of Austin, take 290 till it meets 360 and then turn left, heading north. You will go quite a ways before you reach 2222, then follow as above. The park is set off the road and there will be signs. Carpooling is recommended.

For more info:

Chris Nichols (512)282-5027 Leave a message or call between 7 & 10pm







ympiad

Thursday, Friday, Saturday

Arts

Dragons (Garb. Art Music, Performance) Garbers can be awarded in addition to a Dragon

A-t

(judged on quality, artistic value & Amtgard period) 2-D net 3-D art Photography

Garbing (judged on detail) Court Fighting (not amor)

Color (everything else) Needlework

Food fludging on taste Cooking Vintners

entertainment value) Instrumental Dance Oratory Musical Non-musical

Writing Please submit all writing entries as typed, doublesnaced pages with 5 copies enclosed in a nage protector. DO NOT submit originals as there may be comments written on them! Word quantities are suggestions. Go over them at your own risk. All

items will be judged on Amtgard period Prose (500 words or 2 1/2 pages) Judged on entertainment value. Poetry (200 words or 1 nage) Judged on entertainment value. Informative (800 words or 5 pages) Judged on information value. All entries will require a description of the

item this will count as an informative: Calegory

Shared entry or not Novice attempt or not

Period % of work shared. Detailing of crafting Sciences

Owls farmer, wearons, woodwork metalwork, etc.) Girls now he given in addition to a Drogan. Warriors can be given for winning tournaments. Sir Grand Duke Michael Haramer of God will be maning the Gladialne evente

GladiatorTournament

Florentine Single Sword Quarterstaff Sword and Shield Two Man Teams

> Archery/Spell Ball Distance Weapon Construction

Spell Balls Swords

Bows/Arrows Other Weapons

Active/Passive construction

Armor Construction Shield Construction **Engineering Construction**

Siege Weapons Construction

Furniture

Camping Equipment

Heraldry

Devices with creative

Heraldic description. Rose items thatare made to better the

Corpora/Reeves test Debutes on Amteard historyand Period science subjectsthat occurred before 1650 A.D.

Sages

The Judge's Corner

This is a new event I would like to introduce this year and perhaps it will continue. In the Judge's Corner each judge is to bring an item never before entered in a competition. Your fellow judges get to judge them.

Scoring and Rules

To win the title of Olympian: A minimum of 12 events must be entered, i.e. at least 4 from each catagory: Arts, Sciences, and Gladiator events. Scoring on culturals will be the same as grading at the college level, range from 0.0-4.0 points. 0 being why did you bother, 4 being you are a God(dess). 1st, 2nd and 3rd places will be awarded. You must score at least 3.0 to place. Aggregate scores will give us the winner. All entries will have been made within one year of the 1993 Olympiad, will have documentation, will report shared entries, will be entered in the Control sheet. Without complete information your entry will not be judged fairly. I am asking judged to take points off for incomplete entries and you will not receive credit for an entry toward your Olympiad score. Amtgard period runs from 0 B.C. to 1650 A.D. We are a fantasy society, mythically as well as realistically so all entries will be expected to be documentable from this time period. Materials & machinery used for construction, and photography are the only exceptions, (lets face it ave and snow boards are not made with natural fiber, and the sewing machine was invented in the Victorian era), from authenticity. No one is exempt from basic documentation, please attach it to your entry. No one will be allowed judge or reeve if a spouse or significant other is entering in any event. A sample corpora/reeves test will be given out in May 1994. Included in this flyer is a sample entry form. Please feel free to copy and use it for this event. I am also giving an example of what the control sheet will look like. Those interested in judging please write to me now and tell me what you look for when you judge, what in your opinion would deserve a 0.0 score and what would qualify as a 4.0 score.

> Contessa Franchesea d'Pisa bella notte dolce vita Vecchio Havas Grande Corleone Franchesca V. Havas 2607-B Reeves Circle Austin, Texas 78741 (512)445-7392

Definitions of Categories

The following are definitions and my synopsis of definitions from an article on Winning Crown Oualifications. The article was written by Grand Duchess Tawnee Darkfalcon, her definitions are in italies:

2-D art: (drawings, paintings, banners, scrolls, etchings on other works) A piece which is really 3-D. such as a villow or banner, can be entered in this category if all you want indeed is the actual picture. This category has seen the destruction of people's work. Don't just bring out an unframed pencil sketch free to be caught up by a tree or flippant wind. Color pencils, matt boards, ink pens are chean. 3-D art: fiewelry, sculpture, coronets, ceramics, toys, games, etc.) Basically if its three dimensional, and you want it judged for its artistic qualities rather than the complexity of construction, it can be entered here.

Photography: (black and white, sepia, or color) This category is neither period or appropriate but it has it's place. We need to document the growth of our great organization thus the new category. Photographs must be tasteful, no nudes. You must have developed the film yourself and printed the photos to get full credit. If you are not the technician you will only receive partial credit, 30%. If you do not indicate on your entry form that you are the technician as well as the photographer you will receive 30% of the credit on your score.

Bardie: (instrumental, dance, oratory) Both instrument and piece should be period if possible. If the instrument isn't period, the piece should certainly be so. If you are playing your own work, tell the indees. For Orntory most entries consist of poetry recitations and theatrical solilouny. If you are reciting your own work, tell the judges. If possible, you should memorize your entry, and perform it with vigor. If you are singing remember that carrying a tune has become very important of late. Have a musician play along with you for confidence, you'll be surprised how wonderful you really sound. Carrying a tune usually entails having music you can mimic playing while you sing. Ask the great Bards in your area for a copy of their articles about singing or just pick their brains 'til there's nothing

Garbine: (court, fighting garb that is not armor such as monster garb and class garb, color including hats, masks, gauntlets, clouks, boots, pouches, etc., needle work) The very finest of Antigard garb has passed through this category. Feel free to have someone else model your garb, but choose your model wisely. Flash and sparkle are popular in moderation, but even court garb should be reasonably functional. If there's something special about your entry, tell the judges about it. Accessorize where you can, and don't forget the details. Color and fighting garb are the most basic art to Amtgard. This is a competition to use durable materials and practical designs in an imaginative fashion. Lame's and other fine fabrics are more durable than your might guess, don't be shy about trying new ideas. Simple variations on standard designs can be real winners. Needlework is a category that is near and dear to me. If you designed and stitched the item yourself then you receive full credit. If your entry was preprinted on the cloth or plotted by someone else then you get 50% of the credit. If you have ever had to draw out your own pattern you understand. Grand Duchess Tawnee stresses that a judge will count off for a model that is wearing jeans and sneakers, under the garb. Food: (cooking, vintners, desserts, beverages, herbal remedies) Always bring serving and eating utensils and dishes. This includes bread if it is a jam or butter, crackers if it is cheese, sipping cups for your wines and liquors, etc. If your food is spicy, the judges appreciate a cup of water. Appearance is important. Be practical in your choice of entries, often cooking entries must sit around for a couple of hours. I will have a schedule put together in June 1994 so that you can time your cooking. I might be able to provide an area for cooking close to the judging area for freshness sake. Last year we had a great deal of homemade liquors that went over big and strong.

Writing: (prose, poetry, informative) These are to be submitted as typed, double-spaced pages with at least 5 copies enclosed in a page protector. DO NOT submit originals as there may be comments written on your entries. Word quantities are suggestions. Go over them at your own risk. All items will be judged on Amtgard period. Things that win: short, interesting, humor, or humorous renderings of actual events for prose; helpful useful articles, or processes used to create your art for informative; humorous, serious, but try to choose a subject other than affairs of the heart in poetry.

Active Construction: (period machines such as clocks, spinning wheels, looms, crossbows, muskets, wapons, etc.) Active construction entries are constructs with moving parts. Musical instruments such as a mandolin could also be entered because of the adjustable tuning pegs. Passive Construction: (staves, feast year, real steel) This category shares a solid border with 3-D art, If you want your work judged on the quality and difficulty of construction, rather than simple beauty, enter it here. Heraldry: (devices, rose) Devices are your personal or company or household symbol on a tabard, banner, or scroll. Being that we are a fantasy society and have not established in our corporas proper heraldry I ask that you present your devices in creative descriptions that can be documented. Just make a copy that I can keep of your documentation and add it to your entry form with due credit to the source. · This way we can begin the wheels of progress. The Rose consists of banners, coronets, belts, favors, publications, games, etc. Sages: (corpora/reeves test, debates). Entries in the Rase should somehow improve the club, whether in appearance, informative value, etc. The Corpora/Reeves lest sample will be sent out in May. The Corpora test will be over basic information that is uniform to all the groups. The Reeves test will be over the 6th edition rules. The debates are the fun part of this category. You will be paired up with a random opponent and given a topic to debate. If there are sides to take you will be told who is pro and who is con at that time. All topics will cover the period before 1650, here are your topic examples: When were the Knighthoods of Amtgard separated into the different categories and why. Is the Earth flat or round. The new world was discovered in what year and by whom the Vikings, Italians, Indians, who, when. Who was the most powerful military force of the old world, the Romans or the Mongols. Is the Earth the center of the Universe. Amtgard weapon construction-are they practical, safe. What is the best defence Sword and Shield vs Spear. You will have 10 minutes to debate. Good Luck!

Armor/Shield/Weapon Construction: (Amtgard legal weapons and shields, leather, chain mail, plate mail, scale mail, quilted, studded) Entries in this category should be Amtgard legal. Breakthroughs in technology notwithstanding, the pretty stuff often wins. It should be both attractive and functional, and meet all safety requirements. The use of period materials find favor with the judges. Judges like a good soft weapon, too. We've seen hundreds of swords, dress yours up to enter it.

Engineering Construction: (Siege weapons, furniture, camping equipment) Siege Weapons are becoming more and more popular. This is an excellent opportunity to show off your craftsmanship and research abilities. This is a good category because it makes the Kingdom sparkle at Intergroup events. This usually consists of period items that dress up the campsite. Due to the difficulty of getting around the site to judge your item I am willing to allow photos and maps to your campsite of your entry so long as the item is at the event and we can find it.

This is an example of the control sheets that you will fill out at the event so that your entries will be found and scored properly. Each person will have a number, each item entered will be that "number-item" number. Ex: you are number 21, your first entry is in 2-D art so you will identify your item as 21-

Control Sheet # 21 Persona range: King Elvis Hunka Burnen Love Cegal Name: El Vis Address: 21 Alpha Centaury Nona, Kawi 00119 Phone(opt): Unlisted # Category Citle 21-1 2-D art Velvet self portrait 21-2

le del de la companya de la company

<u>Entry Form</u>	ang benghilang bermilang begin d Budapatan belang belangka
Title	
Category	Item Number
Shared entry <u>ves/no</u> done	(circle one) % Work
Novice attempt <u>ves/</u> Period	<u>no</u> (circle ane)
ឡាវប្រជន	3 Scorrs
Name or number:	Score:
	to a service de la compansión de la compan La compansión de la compa

Clan XII Update (Fees and Restrictions)

"So, where's of that event money going?" I have heard this tired, old refrain from some surprising sources, and since I think all of Amtgord has a valid interest in knowing how that event fees will be spant. I am herewith presenting a partial list of expenditures. However, before the list I want to point out that this is a four day want, complate with feest, were events, event newslatter, fevers and etc... so why the complaints about the anomity of the fee? Gea, if you pay \$10.00 at the gate... why, (geap) that's an entire \$2.50 per day! Outragoous, I say! The automatis hold dearly be tarred, feathered, ridden out of town on a rail for asking such a stupendous price for a palty four day event! It is the automatis's expressed opinion that such askine, corping, ignorant statements are mode by blothering ideas.

One large Olympiad paylion	Contr		ist of Eu 385 00	pspcki	10	s lor Co
Booths for marchants					s	175 00
Food for least				1.3	\$	1200 00
Transport (povior 5 atc.)		5	150 00	3/4 5		
Fovors (Est. 600)					\$	200,00
Security (supplies & labords)	-	ŝ	3000			
Tables, display hoords	٠,				\$	150 00
Eurot Neuminitas					•	100.00

That's the to date stuff; I'm sure there will be additional expenses. As an ending comment to these few of us who always mouth off but never contribute; let me give you a hint as to where most of the expenditure funds to date have come from ... Try the outparat's personal pocket. That's right, you few sriveing cowerds ... the autparat is personally underwriting the expenses of this event and hoping for reimbursament form the event focs. If any one (anyone at off) has a problem with the site fee hours or spent, or how Clan XI is being proported, please (PLERSE come talk to me ... I promise all conversations will be exchanged.

Camping lee at Sleepy Grass - this is the same as lost year, i.e., \$6.00 per vehicle, per day, and is poyable to the Blake Company upon anticorcal to the comping area. Clan site fee a estalates as follows: Before 7/16/94 - \$7.00 per person. At the Gate - \$10.00 per person. At the Gate - \$10.00 per person. This fee covers the antive event, indusing Sotis day right feast, thouses the fee is the same for everyone (& everything), including grannies, below in arms, and your day, bitd, whatever onlimely on bring! That's right feast, if you want to bring fide it will cast you (find if you think this is being done as a result of oil the confine extrate that was left for the clean-up arew in dispose of last year, you're right!) Fracens are strictly forbidden and will be confiscated if anyone is dumb enough to bring them. Usualise of "period was steel must be pears-lied. Amfaord Security will be furnished by a joint-Hingdom team headed by Quinn of the Burning Lands. This team will meet/great and take site feas of the Antigord gots, operated a last and found, look for last kids/parants, and in general be there for anyone who needs them. They apart directly to the autorate and Burning Lands Crown. Site Fees are payable to the Ristocrat. If you wish to pay in advance, mail funds plus finitigard and mundone names to:

Nris Donnelly-Sasser (aka Countess Gwynne) 900-8 Stockwell I.n. El Poso, Texas 79902 Phone: Work 915-577-6601 or Home 915-544-0191

Feast Menu - Clan XII

Duchess Andrelaina's Chicken Delight

(The chickens were not delighted, but you will bel) A severy chicken staw for these of us who have a least some pretensions to being

Countess Guynne's Son of a ... Stew

(Named after the most common pronouncement after consuming same, i.e. "Son of a, that's good!")

R hearty beaf stew with lots of boaf, potatoes and boar (boar?). A suraira attraction for the hish, lumber jacks, Scats and other
barborian tupes.

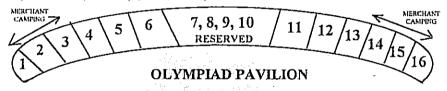
Her Majesty Ladyhouko's Minestrone with kalion Mootballs A calario filled soup for lovers (Rh, those kalions!), and the truly Reneissance mon and women.

Ficcomponiments

RR of the obove served with fresh, hot breads of every descriptions garlic kolon, Russian no with herb butter, American soundary with drawn butter and lightly tocated, otc., etc., Sicad cheeses, spky conditions, fresh firsts and descrits also offered for your gustatory afficiency.

Town sko

Booth size is opproximately 8 feet square. You will have to provide your own tobles, theirs, hangings, etc. athough there is a water proof root. "Color" is definitely encouraged on all booths. Booths numbered 1 and 16 are \$15,00 for the whole event. Booths numbered 2 and 15 are \$12,50 for the whole event. Ri other numbers are 10,00 for the entire event. To reserve a booth (or booths) sand your check or money order made payable to first Dennaty-Sesser. First come First served basis.



TO COURT/UNLOADING AREAS, BATTLEFIELD & CAMPING

Paid Members Report Deutchy Silver Oak

 Date Paid
 Amt Paid
 Paid Thru

 Crawford Jr, Spc Roy G.
 2/1/94
 \$6.00
 9/1/54

Dragon's Haven

	Date Paid	Ami Paid	Paid Thru
Adams, Tim	1/1/90	\$50,00	1/1/95
Dugruise, Mitchell	11/30/93	\$10,00	11/10/94
Fedewa, Timothy	12/31/93	\$1.00	7/9/94
Jones, Sean	12/30/93	\$5,00	6/30/94
Lebel, C.J.	11/30/93	\$6,00	6/30/94
Monison, Denise	1/9/94	\$10.00	1/9/95
Smith, John	2/6/94	\$5,00	8/6/94

Draken Roc

. • .	Date Peid	Amt Paid	Paid Thru
Christensen, Peter	2/6/94	\$5,D0	B/6/E4
Dankworth, Dwight	2/6/94	\$19,00	3/5/95
Fuller, Allison	1/5/94	\$6.00	6/9/54
Gamen, Joe	1/9/94	\$5,00	8/9/94
Hall, Chris	2/5/94	55.00	8/6/94
Kennedy, Donovan	1/9/54	\$5.00	7/9/94
McGinnis, Mike	1/9/94	55.00	7/9/94
Pfister, Clinton	2/5/94	25.00	8/6/94
Pinkham, Niles	1/30/94	\$5,00	7/30/94
Starr, Audra	2/6/94	\$5,00	L/6/94
Sterr, Bart	2/5/94	55.00	6/6/94
Starr, Barric	2/6/54	55.00	8/5/94
Start, Bea	2/6/94	55.00	8/6/94
Stan, Meredio Lonaine	2/6/94	\$5.00	B/6/94
Wiley, Brandon	1/9/94	\$5.00	7/9/94

Tirana

	Oste Paid	Amt Paid	Paid Thru
Cooper, Chris	12/16/93	55.00	6/18/94
Cooper, Tony	12/18/93	\$5.00	6/18/94
Elam, Terry	12/12/93	\$5.00	6/12/94
Glover, Chris	11/9/92	\$20,00	11/9/94
Griffith, Matthew	7/19/93	\$10,00	7/19/94
Kassenbaum, Tim	12/16/93	\$5,00	6/18/94
Williams, Shaun	4/24/94	\$5,00	10/24/94
Willing, William	12/19/93	\$6.00	5/19/94

Tori Mar

	Date Paid	Amt Paid	Paid Thru	
Augenstein, Gary	11/21/93	\$10,00	11/21/54	
Black, Terry	5/15/94	\$1,00	6/15/94	
Boyd, Jessi	2/15/94	25,00	8/15/94	
Bradford, Shewn	5/13/93	510,00	6/13/94	
Devinson Petrick	2/14/93	\$50.00	2/14/98	

2/6/94	\$5,00	B/6/94
8/20/93	\$10.00	8/20/94
b/20/93	\$10,00	6/20/94
6/15/93	55,00	8/15/94
8/28/93	\$20,00	2/26/95
2/6/94	\$10,00	2/6/95
B/22/93	\$5,00	8/22/94
12/12/93	\$10.00	12/12/94
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Turris Junae

•	Date Paid	Amt Paid Paid Thru		
77,77	1/14/94	\$5,00 7/14/94		
Bremner, April	5/5/91	\$57.45 7 <i>[21</i> 96		
Brenner, April	6/6/91	\$57.45 7/2/96		
Dood, William	6/19/93	\$15.00 12/19/94		
Hall, Kenny	2/20/93	\$6.00 9/20/94		
Jordan, Villiam	1/1/01	\$25.20 12/6/97		
Robinson, Sam	4 44 155.0	\$100.00 5/4/2004		

Corpora Test

The answers I am looking for are word for word from the May 1993 publication of the Copora (reprints have been made since then but they are the same). For a free copy call of write me.

1. Monarch (King or Queen)

- a. Shall preside over and conduct all ceremonies and functions.
- b. Only those who qualify may try for Monach.
- c. All of the above
- d. None of the above.

2. The Champion is the

- a., only person allowed to hurt you.
- b. individual who placed second in the Crown Tournament.
- c. life and blood of Amtgard and defends us all.
- d, none of the above.

3. Circl of Steel

- a, is a guild local to each group.
- b. shall be composed of the captains of all companies with three or more participating members.
- c. is resoncible for encouraging the interest, growth, and application of their particular discipline in the club.
- d. none of the above.

4. Qualifications

- a. Specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date set for Crown Qualifications.
- b. Shall be forfiet if the person voted in for Monarch does not qualify.
- c. Will be run by the spouse of the person running for Monarch.
- d. none of the above.

5. Other Amtgard Chapters:

- a. Inter-group interaction shall be on a purely cooperative basis.
- b. May not form.
- c. Have the right to use live steel at their discretion.
- d. all of the above.

6.Kingdom Criteria:

- a. One years experience as an Amtgard group.
- b. Signatures of a Majority of th splinter group's memers on a petition request ing Kingdom status.
- c. Kingdom status requires a group to choose its own monarch and Kingdom officers.
- b. all of the above.

Key: 1-c, 2-b, 3-b, 4-a, 5-a. This is only 25% of the test. since this is a competition of the best off the best the Corpora test covers at least one item from every section in the latest corpora. The entire test is in this format so know your words well.

Franchesca V. Havas. 2607-B Reeves Circle. Austin, Texas 78741 (512)445-7392





The World of Antgard

Kingdom of Burning Lands (El Paso, IX)

Barony of Shadoweals (Alamogordo, NeM)

? (Roswell, NM)

Barony of Pegazus Valley (Albuquerque, NM)

Emplie of Dron Mountains (Colorada)

Made up of several small groups, names wiknown to me

Valley of the Crystal Winds (Gunnison, CO)

Shire of Mezerath (Madison, WI)

Kinadom of Golden Plains (Amarillo, DX)

Ducky of Irong Gate (Lubbook, DX)

Barany of Griffon's Haven (Pamba, DX)

Barony of Akrabah (Phoenix, AR)

Barony of Granile Spire (Houston, DX)

Kingdom of Emerald Hills (Dallas, DX)

Made up of 12 groups in the Dallas/Fort Worth metroplex

Durhy of Janglewood (Dallas area)

Barany of Eagleshire (Denton. Dr.)

Celestial Kingdom (San Antonio-Austin area, DX)

Duchy of Juris Lunas (San Antonio, Dr)

Shire of der Wand das Smertzen

Ducky of Tori-Mar (Austin, Iz)

Ducky of Disana (Austin, Dx)

Ducky of the Silver Oak (Germany)

Barony of Jalon Field (Bastrop, Jx)

Barony of Mordengard (College Station, DX)

Barony of Lyceum (Bryan, Dr.)

Barony of Drakeros (Round Rock, Dx)

Barony of Bifost (Kerrolle, Dx)

Barony of Dragon's Haven (Killeen, Dr)

Shire der Wand das Smertzen (Pleasanton, Dexas)?

Shire Aradix (Panarama City, California)

Kingdom of Mystic Scar

Made up of several smaller groups, exact composition unknown

Kingdom of Dragonspine (Las Cruces, NM)

Independent Ducky of Midnight Sun (Garland, DIX)

Shire of the Howling Winds. (Under the Midnight Sun)

Independent Shire of the Bleeding Moon. (Dollas, DX)

Independent Barony of ??? (Treens, CA)

Princedom of Kvenland: Land of the Glants (Finnland)

Names and Addresses for local groups

Muchy of Tori-Mar

Duke Balinor Darkwolf c/o Lance Hudson 10707 Lk Crk Prkwy #15 Austin, TX 78750

(512) 335-3930

Duke Darkstar c/o Chris Collins #6. 21455 HH 10W 5an Antonio, TX 78257 (210) 698-2115

Duchess Tinuviel c/o Kat Stamford 7100 Bluff Spgs #907 Austin, TX 78744

Raron

Phone c/o Theo Blackflame

(210) R96-2261

(512) 444-7409

Baron Hans Schmidt c/o Tim Adams 310 Blair

Killeen, TX 76541 Phone not available

Baron Tanu Havarin r/a Robert Kafoed P.O. Box 200553 Austin, Texas 78720-0553

(512) 255-5712

Baron Quiso Aspertame

Bastrop, Texas

Sheriff Dirka

San Antonio, Texas

Sherif Lord Lars Mangus Patrick L. Deutsch 8733 Kathereine Ave. Panorama City, California 91402

Duke Logan T. Black Brandon J. Garbers CMR 431 Box 279 APO AE 09175 .

Chancellor Amorden Baylarr

c/o Chris Nichols 3410 Buck Race Austin, TX 78748 11e(512) 282-5027

Ductry of Turris Lynus

Chancellor Vera c/o Beth Secuin 12200 IH 10 W. #512

San Antonio, Texas 78230

(210) 561-7776

Ducky of Trana

Chancellor Wilhelm r/o Ken Keva 511 Ramble Austin, TX 78745 (512) 447-7413

Barony of Bifost

Senechal Arion Kerrville, TX 78028

(210)

Barony of Progon's Tiaven

Senechal Moreta c/o Annel Morrison 205 E. Cardinal Ln Harker Hts. TX 76543 (817) 699-1984

Marony of Mrakenroc

Bishop Dunbar of Dungler

Bart Start 101 Glen Oak Lane Leander, Texas 78641

(512) 259-5593

Barony of Talon Field

Shire der Wand das Smerteen

Shire Ardix

Dueutchy of Silver Oak (Germany)

Regent Squire Motoga Athisdaine XVI

The Celestial Kingdom Calendar June

Sunday		uesiave	awernesoav	a thursday	nses i no avers	क्षा । सम्बद्धाः
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5 Dragon's Haves Coronation Tori Mar Coronation	6	7	8 6.30 PM - 8:00 PM Fighter Practice	9	10 Celstial King- dom Midreign	11 Celstial King- dom Midreign Mid-Reign of Duchy of Irongate
12 Celstial King- dom Midreign Mid-Reign of Duchy of Irongate	13	14	15 6:30 PM - 4:00 PM Fighter Practice	1.6	17	18 Coronation of Kingdom of Emerald Hills Midreign of Kingdom of Golden Plains
19 Coronation of Kingdom of Emerald Hills Midreign of Kingdom of Golden Plains		21	22 430 PM - E00 PM Fighter Practice	23	24	25
26 Lion Quest - Bull Creek Pa	27 k	28	29 6:30 PM - 1:00 PM Fighter Fractice	30		

			Jui	o de la compania del compania del compania de la compania del la compania de la compania del la compania	is Hersiatos	·*
Sunday	Monday	Tuesday.	Wednesday	Thursday	Friday 1	2 Armkis/ Coronation of Empire of Iron Mountains
3 Arrakis/ Coronation of Empire of Ire Mountains		5	6 E230 PM - E:00 PM Fighter Fractice	7	8	Goronation Independent Duchy Midni- ght Sun
10 Coronation Independent Duchy Midnight Sun	11	<i>12</i>	13 ESU PM - 8,00 PM Fighter Procise	14	15	16
17	18	19	20 6:50 PM - 8:00 PM Fighter Procifice	21 GATHERING OF THE CLANS X11 OLYMPIAD V	OF THE CLANS X11	OF THE CLANS X11
24 GATHERING OF THE CLANS X11 OLYMPIAD V	25	26	27 635 PM - 1:00 PM Fighter Practice	28	29	30
31		S M T W T 1 1 2 5 6 7 8 5 12 13 14 15 14 19 20 21 22 22 26 27 28 29 30	1 3 4 9 10 11 5 17 18 3 24 25	14 15	2 3 4 5 6 9 10 11 12 13 16 17 18 19 20 23 24 25 26 27	

The Many Lands of Amtgard Contacts

Internet Mailing List Server: Mail to: Wmlchri@Dante NMSUEDU

Kingdom of the Burning Hands (Et Paso, TX)
King: Grand Duke Sir M'Deth
Contact: Lady Sir Ladyhawk, El Paso, TX 79925
Internet-Contact: KMAHLOW@NMSU.EDU (Kontessa Vamir)

Empire of the Iron Mountains (Denver, CO)
King: Moss du Percheron
Contact: Keith J. Dirsa, 425 S. Galina Way #5-203, Denver, CO 80231 (Rift)
Internet-Contact: JHART@OURAY.DENVER.COLORADO.EDU (Jennifer Hart)

Kingdom of the Emerald Hills (Dallas/Ft Worth, TX)

King: Wolverine

Contact: Forest Evergreen, 2109 Stella, Denton, TX 76201 (Forest Evergreen)

Internet-Contact: JASMINE@SSCUX1.SSC.GOV (Jasmine)

Kingdom of the Golden Plains (Amarillo, TN)
King: Zol of Darkenthal
Contact: Jack McClure, Rt 1, Box 224, Canyon, TX 79015 (Zol of Darkenthal)
Internet-Contact: DEBBIE@ROOSTA.AMA.TTU.EDU (Xanthe)

Empire of the Mystic Seas (Hillsboro, OR)

Monarch: White Wolf the Hunter

Contact: Wes Contreras, 20985 SW Alexander St., Aloha, OR 97006 (Istar Par Tanin)

Internet-Contact: WESC@ICHIPS.INTEL.COM (Istar Par Tanin)

Duchy of Drugonspine (Igs Cruces, NNO Monarch: Duchess Baroness Sir Quicksilver Contact: Sir Grewalker, 1555 Monte Vista #112, Las Cruces, NM 88001 (Sir Grewalker) Internet-Contact: MSTOKES@NMSU.EDU (Sir Greywalker)

Duch y of the Midnight Sun (Garland, TW)

Monarch: Morphea

Contact: Gary Neuschaefer, 1505 Westlake Drive, Plano, TX 75075 (214) 578-1857 (KalXen)

Internet-Contact: KALXEN@UTDALLAS.EDU (KalXen)

Oalley of the Silver Rains (Portland, OR)
Monarch: Icefyre
Contact: Jim Cook, 23878 S. Upper Highland Rd, Beavercreek, OR 97004 (Icefyre)
Internet-Contact: DUANEW@ADCMAIL.ATLAS.COm (Grei Lar of Dunsmuir)

Ducky of the Siver Oak(Germany)

Duke: Logan T. Black

Contact: Brandon J. Garbers, CMR 431 BOX 279, APO AE 09175 (Logan)

No internet address avaliable

Princedom of Kycland Jand of the Glants (Finnland)
Prince: unknown
Contact:Pasi Malmi, Jokivayla 28 A 17,96300 Rovaniemi, Finland(Aeghter Kaukomieli)
pmlalmi@levi.urova.fi (Aeghter)



Greetings from the Gerald type Dude

Hi, so you want to make sure that nobody else can trot onto the field wearing that nifty symbol you sweated over last year. For instance, how would I feel, If someone started calling themselves Pooh Bear. I have grown attached to that name over the years. The only way to avoid this, is to REGISTER IT WITH THE KINGDOM HERALD!!

I know, I can already hear the complaints. Why should I have to do that, everybody knows who I am. Well, at last count, this Kingdom numbers 200 to 300 people. Unless you are a Knight or an Ex-King or just plain loud and obnoxious (like me), the chances are that people in another Barony or Duchy haven't the slightest idea who you are, or what your own personal symbol is. If you don't have a symbol yet, then create one and register it (it's free for now!). Then you can paint it on your shield and make it look cool.

Ok, here's the rules:

1.Like the SCA we will be using the English standard for registered badges, devices and names.

- There are two basic types of colors used. "Colors" such as black, red, blue, green, and "Metals", such as Gold (yellow) and Silver (white). "Colors" should not touch "Colors" and "Metals" should not touch "Metals". My own fighting company, the Saracens are a major culprit, with a red "S" on a black background.
- Three dimensional drawings are discouraged strongly. This goes back to using heraldry on shields. A three dimensional picture does not show up as well. When seen from across a field as does a flat two dimensional drawing.
- 2. Obviously, we will be allowing you to use almost any name you choose. We are not going to insist on "Period" names. The only stipulation will be that it not sound too much like another person's name, Who wants to find out they are one of 20 "Aragorns" or "Randoms", which are only two names that I person ally have heard very often.
- 3. No one is going to be penalized for an existing symbol. Though we will try as much as possible to make it as proper as possible. Like my own fighting company, the Saracens.

In closing, let me say that we are just trying to make thins a bit more interesting. At least, that's what I always want to do. Maybe we will have more people with personal symbols/devices. For right now to register a symbol, device, badge, or name, draw the device or badge, and give it to me with your name (with proper spelling), You may also register your Amtgard name only, if you do not have a device. This way, the name and device can be "filed" and your award may have the right spelling.

Bye Y'all
Duke Sir Master Pebyr Ap Cucorin,
King of the Gypsies of House Laughing Fox...
(rim shot!)

A year at a Glance

lune 11-12Celestial Kingdom Midreign, (Burnet, Texas) Coronation for: Tori Mar & Turris Lunea Irongate Mid-Reign (tentative) al al catalogue de la della casa d'asse June 18-19 Golden Plains Mid-Reign (Amarillo, Texas) Emerald Hills Coronation, (Dallas, Texas) Iune 25-26Iron Mountains: Arrakis/Coronation (tentative). (Denver, CO) July 2-3 Tori Mar War (Jingles vs. Zephram) (Austin, Texas) (tenative) July 9-10 Lions Quest (Austin, Texas) Midnight Sun's Coronation. (Plano, Texas) July 16-17 July 21-24 GATHERING OF THE CLANS XII and OLYMPIAD V & Burning Lands Midreign, (Cloud Croft, NM) July 30-31 Aug 6-7 Celestial Kingdom Qualifications at Talonfield (Bastrop, Texas) Robin Hood Days, (Timberon, NM) Aug 13-14 Aug 20-21 Golden Plains: Crown Ouals & Elections (Amarillo, Texas) Aug 27-28 Sept 2-4 Golden Plains: Coronation (Amarillo, Texas) Sept 10-11 Sept 17-18Emerald Hills: Mid-Reign (tentative) (Dallas, Texas) Golden Plains: Weapon Master (tentative) (Amarillo, Texas) Sept 24-25 Celestial Kingdom: Coronation (Austin, Texas) Irongate: Crown Quals & Elections (tentative) Oct 1-2 Dragonspine: Coronation (tentative) (Las Cruses, NM)

Oct 8-9 Celestial Kingdom Weapon Master Irongate: Coronation (tentative)

Oct 15-16 Midnight Sun: Mid-Reign (tentative) (Plano, Texas)

Oct 22-23

Oct 29-30 Burning Lands: Coronation (tentative) (El Paso, NM)

Nov 5-6

Nov 12-13 Burning Lands Weapon Master (tenative) Pegasus Valley: Coronation (tentative)

Nov 19-20

Nov 26-27

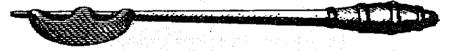
Dec 3-4 Irongate: Mid-Reign (tentative)

Dec 10-11 Emerald Hills: Coronation (tentative) (Dallas, Texas)

Dec 17-18

Dec 24-25

Dec 31-Jan 1Golden Plains: Year's End Feast/Mid-Reign (tentative (Amarillo, Texas)) Iron Mountains: Coronation (tentative) (Denver, Colorado)



Qualifications for Crown IX of the Celestial Kingdom August 6-7, 1994

I ENTRIES:

- 1) Items entered in the Olympiad may also be entered in Crown Qualifications events, as long as they have not been entered in any level Qualifications before and they have been made since the last Crown Qualifications, i.e. February 1994.
- 2) Any club member may enter an event/contest. One does not have to be going for Monarch in order to enter Crown Qualifications. Anyone may enter as few or as many events as they desire. A person may have several entries in a contest. However, Crown Contestants must still enter the required minimum number of separate Crown Contests.
- 3) The same entry may not be entered in more than one contest i.e. a shield in shield construction and the cover in 2d art
- 4) If assistance is received for more than 1/4 (25%) of the total effort, then the assistant must be listed as a co-entrant. If this is not done then the item will be disqualified and the entrant may be disqualified from the whole tournament.
- 5) All Crown Contestants (Monarch, Regent/Consort and Champion) must take and pass the Reeves and Comora test by 75% or better.
- 6) All contestants must be contributing members to the club for the current 6 month period. (in other words pay your dues, prove you are able to afford the responsibility).
- 7) Contestants must have been in the club for the last 6 months, (or at least since last Qualifications, i.e. February 1994), and attended at least 12 events in the past 6 months.
- 8) All Crown contestants (Monarch, Regent/Consort, and Champion) must enter a minimum of 7 cultural contests in addition to the Reeves and Corpora tests. These two tests do not count towards the minimum number of contests. Entries must each gain a minimum average score of 3.25.
- 9) Declaration from all Crown Contestants, i.e. King/Queen, Regent/Consort, Champion, must be in writing to the Prime Minister (you'll know who at Midreign), King Hulka I, or myself (Regent Sir Rufus) by July 31st.
- 10) Champion Contestants must enter the required 7 events, enter all 10 war events, and have the highest ranking score in the war events. Some of you are thinking "Why does the Champion have to enter Cultural events?" well it's because if something were to happen to the Monarch the Champion becomes monarch Pro-tem and therefore needs to meet the same requirements and still be one of the best fighters.
- 11) Regent/Consort contestants must enter the minimum 7 cultural entries and at least 3 war
- 12) Mouarch Contestants must enter the minimum 7 cultural entries and at least 7 of the 10 war events.

II JUDGING:

1) All events will be a panel of no fewer than five judges (hopefully seven if I can round them up). 2) Highest and lowest scores will be dropped and the rest will be totaled and averaged. (This will hopefully destroy favoritism or too harsh judgements in the unlikely case that this might happen).

3) The Knights of the Sement are making a trial test to test our judges on judging knowledge

III SCORING AND QUALIFICATIONS

1) Contests will be scored on a scale of 1 to 5. They will be totaled and averaged for final score: I - discusting 2 - below average 3 - average 4 - above average 5 - Superb Orders for entries will be awarded as per the corpora; Order of the Rose for events requiring intelligence and thought. Order of the Dragon for outstanding artistic ability. Order of the Owl for outstanding ability in the sciences. Order of the Warrior for fighting skills. Order of the Hydra for those that qualify with 7 war events and 7 cultural events (with a 3.25 Average score per entry).

IV PLACINGS

- 1) Overall standing will be computed by 3 points for 1st, 2 points for 2nd, and 1 point for 3rd. Multiple ties for a place with full point value will be awarded.
- 2) Entries with an average score of less than 3.25 will not be allowed a placing. No more than 50% of the total entries per contest may place. In other words there must be a minimum of 6 entries in each contest for a 1st through 3rd place to be awarded in that category.

V CULTURAL EVENTS

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- 1) 2d Art Includes sketches, drawings, paintings, and any other art forms rendered on a flat medium
- 2) 3d Art Includes sculptures, jewelry, ceramics, and any other art forms done in three dimensions.

Composition

- 3) Poetry and short stories 5 pages or less bring 7 copies in a page protector sleeve.
- 4) Persona History 5 pages or less bring 7 copies in a page protector sleeve.. Short piece relating to a persona's origin or background
- 5) Factual Writing 5 pages or less bring 7 copies in a page protector sleeve, includes essays. "How to" articles, historical research, etc.

Construction

- Armor Construction Legal Amtgard annor judged on the basis of construction, effort and appearance.
- 7) Passive Construction Includes items not listed under any other categories such as pouches, helmets, metal weapons, props, etc.
- 8) Weapon and Shield Construction Weapons and or Shields made to legal Amtgard specifications, will be judged on quality of construction, appearance, and originality.
- 9) Best Tasting Cooking Food or drink allowed. Must be a dish that could have been made in a Period* era society, (*Amtgard period 0 B.C. 1650 A.D.)

Costuning

10) Best Fighting Garb - Includes all garb made for lighting on the battlefield. May be worn by self or a model.

11) Best looking Garb - Includes garb for formal occasions. Not on the battlefield.

Music

- 12) Instrumental music With instruments only no vocal accompaniment,
- 13) Singing With or without instrumentation. Rendition of a period piece or original written by contestant.
- 14) The Oak Tent, pavilion, blankets, furniture, etc.
- 15) The Rose Banners, personal belt favors, belts, sashes, publications, etc.

Tests

- 16) Corpora test A 20 question test on the Amtgard Corpora of Laws. A score of 75% or higher to pass.
- 17) Heraldry Test A test on the principles of basic Medieval Heraldry.
- 18) Reeves Test A general test over the rules. 75% or more to pass.

VI WAR EVENTS:

All weapons must be Amtgard legal.

- 1) Single sword 3ft long swords
- 2) Sword and Shield 3ft long Swords and Medium shield
- 3) Archery Man sized target: Head shots: -3pts. Kill shots: 2pts. Limb shots: 1pt. 2 test shots and 3 real shots @ 30ft.
- 4) Double dagger Hand dagger (Stabbing only) and throwing dagger
- 5) Florentine Two 3fl swords
- 6) Sword & dagger 3ft sword and 18" hand dagger
- 7) Freestyle any weapon or combo you want
- 8) Free for all everyone together. Kill everyone = 1pt/kill. Survival bonus last person standing = 3pts., 2nd to the last = 2pts., 3rd to the last = 1pt. No teams.
- 9) Dagger/Spell ball throw same as archery, substitute throwing daggers or spell balls
- 10) 3-person teams 3 persons on a team. Only weapons restrictions: 1 shield, 1 flail, & 1 pole arm per team.

Any questions call the Autocrat
Regent Sir Rufus of Grimwulff (512) 707-2275
2:00pm - 10:00pm

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TES ON AND OFF THE THE COURT OFF

(also titled Do as I say, not as I do)

In the last year it has become more and more difficult for the common populace in our club to trust our elected and appointed officers. Some officers have assumed a position without knowing what all the responsibilities are. In most cases all that is needed is for them to read the section in the Corpora that pertains to their position. It might be of help if a few questions were asked for those who were successful during their time in an office. Being successful means more than just surviving your six months in office.

Before anyone should decide on throwing their hat into the political circle, you should have an idea of what you have to do as one of our club officers. One thing is for sure, if your intentions are to only better yourself then you are getting into the wrong circle. Amtgard needs our officers. What it does not need is another person who is looking for a quick or easy way to receive recognition or titles. Those who would run for one of our offices should not be concerned with what the (personal) rewards could be. Instead their thoughts should be on what they can do for the club while in office.

It all comes down to responsibilities. Every one of us has some form of duty to Amtgard. Even the lowest populace members has the responsibilities to sign in legibly, mark a class, then going out on the field to play that class. As your position in Amtgard rises so will your duties. Guildmasters still have it pretty easy. It is up to them to insure those who play in their class do so within the boundaries of the rules laid out so many years ago. This includes proper garb, weapon selection, and, when appropriate, the proper use of any available spells and spell components. It would not hurt any Guildmaster to take the time to watch his guild members during the course of one battle game. This includes checking up on those who sign in as a class then spend their day sitting in Nirvana. It is hard to say which is worse, someone who repeatedly signs in as one of the fighting classes, gaining levels yet never steps on the field or a magic user who does the same. Then there are those who use the confusion on the field to purposely abuse a class. Let's face it, a warrior who abuses his class is far less damaging than a wizard who would do the same.

Moving up the ladder of precedence, the next stop is the Scribe. This office is usually filled by someone who can work closely with the Prime Minister. Of all the positions described in the Corpora, this is one of the two jobs that requires prior knowledge in secretarial work. Access to a tape recorded with lots of batteries (and a computer now a days) would also be nice. This position is a good place to learn just how much paper work is involved in the daily grind to keep the Amtgard wheels rolling. Just be careful not to get caught under that wheel.

Next in the climb to the top is the position of Guildmaster of Reeves. In the past this office has been over-looked or down right misused. The GM of Reeves needs to know not only the rules but also how they effect the various classes. Besides that, this office is there to aid the King and Champion to insure the populace keeps playing on the safe side of Amtgard. Just knowingyour class is not enough for this position, you need a working knowledge of all the classes. Being in this office does not empower you with the means to change anything. On the contrary, it is your job to keep the rules the same and to merely clarify on the many vague rules we have played by for so long. Our * first GM of reeves held the office for over three terms. In that time there were more tourneys held than ever before or since and he received little reeving help from the populace. Our last * GM of Reeves didn't even bother to look up his job description in the Corpora so he didn't know what he was supposed to do. He didn't even know what it took to remove him from office. Too bad ignorance isn't painful.

* Note: This is in reference to the Emerald Hills' officers and NOT the Celestial Kingdom's.

Skipping on down to Champion/local Defender, this position means more than having come in first in the Crown Tourney. You are the extra set of eyes and ears for the Crown. It is your job to insure the King's safety at all events. Unless it just cannot be done, you should be the first person to the (event) and the last person to leave. You must coordinate the battlegames for the massive hoards and maintain a lost and found for the brainless masses who cannot keep their (insert favorite explicative) together. If the Champion suffers from the infamous Amtgard time, then the whole Kingdom will suffer, There is no room in this office for slackers. If you would rather sit back on Saturdays and have others do the organizing of teams, then this office is not for you.

The positions of Princess/Prince Regent/Consort is one of the top three positions in the club. A lot of people have looked at this iob and said to themselves, "Gee, I could do that". Even though there are only eight lines to describe this job in the Corpora, it is one of the most under-rated positions in Amtgard. This poor person is in charge of almost all club activities off the field. It encompasses coordinating the Arts and Sciences Guilds and it does help if the person holding this post is at least interested in these areas.

Now on to the most overworked, underpaid, misconceived position in Amtgard, the Prime Minister. It has said in the past that this office holds more true power than any other office, and without a good P.M., the whole of Amtgard structure would fall down around us. If you thought the Scribe's job was bad and filled with paperwork, take a good look at the P.M. job. Every day this person is doing something for Amtoard, whether it is making copies of newsletters rulebooks, or sign-in sheets. Then there is the updating of the populace credits, dues list, donation to the club, plus a financial report. Then there are all the phone calls from people who want to know how many credits they have, are their dues paid up, or when was the last time they signed in as a certain class. The list goes on. In one Barony the P.M. took it upon herself to refuse to anywhere any Amtgard questions on any day other than an Amtgard day. This is not the best way to approach this office. Once again, if you like to leave all Amtgard problems at the park, then this is not the job for you.

Finally we come to the office of Monarch. This is the most sought after position in Amtgard, yet once you have obtained it, it loses some of the luster. It has been said that this office is nothing more than a figure head, and without his populace to back hi, no Monarch could achieve anything. Besides being the ultimate ruler (even though this club is based on a democratic system), this office hold other advantages. It is a quick way, and mostly an easy way, to receive a knighthood**, should you survive the six month term. You get to oversee all the other offices. It would even be nice if you could make it to a few out of town events. You will probably end up spending some of your own money for the good of the club, but in the end, when the smoke clears, this is by far one of the more fun positions in Amtgard.

All of this may seem a bit too much for just a game, but when you take that step into politics. then this game begins to resemble a part-time (sometimes full-time) job. By offering your services to the club some sacrifices must be made, hopefully it won't be your sanity. Responsibility.

Humbly yours, Dike Viscount Baron Baronet Sir lord Nevron Dreadstar Warlord

Awards Listing

>(1111 H3 2(g111))		Branden III, John R. (118)
Order of the Golden Bonkin	Belstmer, Scott (245) 2	Greylin Mac Moron Silversta
Keys, Ken (59)	Rice, Rehecca (335) 2	(0)
Andrews, Glen (383)	Carter, John Eric (261) 2	Mazza, Michael (120) Augmented Fifth
Stair, Bart (87) 1	Boyd, Jessi (49) 2	Moreno, Rachel (165) Gerneberg the Parrel
McCormick, Tony (398) 1	Havas, Keiry (74) 2 Frood Fathing	Order of the Flame
McComic, Steffie (117)	Carmona, William (263) 2	Great, Austin (405)
Start, John (89)	Disk Hundertoods That Gorsensush	Seguin, David (53)
Dabney, Deborali (44)	[2B4] Z	Garcia, Isaac (161)
Martet, Duty (Archie?) (384)	Adams, Tim (365) 2	Barok Shadow (Cha-Do)
Bulack Mackfortin	Lewel, Joe (176) 2	Miller, Corey (185) Hyrez-Grentourer
Shy Hay Engle	Taken Thelen Kassenbaum, Tim (332) 2	Gleeson, Scott (164)
Haves, Kerry (74) Front Forthing	Thistopy	Love, Christopher (179)
Couper, Cluis (333)	Pysise Grimenilli	Muser, Corey (36)
Havas, Franchesca V. (7)	Samford, Uz (196) Z	Wade, (42) Thee Blackflores
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Edelstein, Ken (45) 10	Dverstreet, Chris (285) 2	Tomedachi Kremade
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Brody, Sophia (145) 5	77, (291)	Boline, Tray (221)
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Dodd, William (52)	Clark, Cheryl (266) 1	Kalyn
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Veiga, Brian (20) 3	Ostrander, Robert (412)	Order of the Garber



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Order of the Golden Dragon	Robson, James (86)
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Brody, Sophia (145)
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Moset, Corey (36)	4	Williamson, Jacob (36)
Tuner, Charles (211)	4	77, (203) Carrelchael
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Healers	Dunbar
Monks	Tatsu
Guildmaster of Monsters	. Tatros
Deputy	Prince Regent Rufus Grimwulff
Paladins	Michael Hammer of God
Reeves	Michael Hammer of God
Scouts	Arion
Warriors	Peregrine
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Arts & Sciences Guildmasters
Guildmaster of Smiths Graylin Silverstar
Guildmaster of Sages Wilhelm
Guildmaster of Heraldry Pebyr
Guildmistress of Garbers Franchesca Corleone

