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AMPTGARD, KINGDOM OF THE EMERALD HILLS

Amptgard, Kingdom of the Emerald Hills is a non-profit, non-sectarian group devoted to recreating the elements of the medieval historical and fantasy literature genres. The thrust of Amptgard is both educational and recreational, with major group efforts devoted to reconstructions of medieval combat. Amptgard "weapons" are safe, foam-padded replicas of the real things. Anyone may join. To become a member one must:

1. Obtain a copy of the handbook of rules of play and read it.
2. Develop a persona and persona history.
3. Make a costume for yourself that is fitting to your persona.
4. Fill out a membership form and waiver and turn them in to the Prime Minister. Minors must have their waivers signed by their parents or legal guardians. Minors under the age of 14 (fourteen) may not participate in combat without special permission of the Crown.

Subject to the preceding criteria, anyone may participate in Amptgard functions. However, there are certain advantages for those who choose to support Amptgard financially. Donations to the treasury (informally referred to as "dues") are \$5 for every 6 months or \$1 per month. People who are up to date on their "dues" are considered to be contributing members. This status entitles a member to receive a copy of the handbook of play and issues of the local kingdom newsletter. It also, with a minimum attendance stated by the Crown, allows the member to vote in Amptgard government (the Allthing). Funds received from donations are used to finance Amptgard functions and projects such as printing costs for handbooks/newsletters/flyers/etc., renting sites for feasts, purchasing prizes for tournaments and quests, and so on. No one is required to pay "dues" though some kingdom officers are required to be contributing members. We have no "pay for play" rules. Non-donating members are able to participate in all activities and receive all benefits not specifically listed as exceptions in this paragraph.

ROYAL MONARCHS:
Richard & Renee Spahr
100 Howland
Waxahachie, Texas 75165
Metro: (214) 299-5175

PRIME MINISTER:
Rick Alderdice
Rt. 1 Box 54
Palmer, Texas 75152
(214) 449-2231

SAFETY GUILDMASTER:
Joel Tomlinson
3539 Tribble Rd
Grand Prairie, Texas 75050
(214) 262-5596

Amptgard - Kingdom of the Emerald Hills

ECHOES FROM THE HILLS

Vol. 1, Number 1 - June, 1988

Editor - Myrick

Staff

Koric Reyna Rhys

Contributors

Chance Lord Delphos Dustin Koric Myrick Nevron Reyna

OFFICERS/GUILDMASTERS - 6/11/88 TO 12/10/88COURT

Queen ----- Reyna
 Prince Consort ----- Rhys
 Prime Minister ----- Koric
 Champion ----- Nevron
 Prince's Honor Guard - Landolf
 Reeve's Guildmaster -- Delphos

COURT OFFICIALS

Captain: Royal Guard -- Chance
 Scribe ----- Myrick
 Bard ----- Zared
 Herald ----- Garath
 Jester -----
 First Lady in Waiting - Alessandra

CORPORATE OFFICERS

Board of Directors: Delphos, Koric, Nevron
 Reyna, Rhys

President: Reyna

Secretary: Koric

Treasurer: Nevron

ROYAL GUARD

Hawkmyste - Lieutenant
 Boldwin

Delphos
 Landolf

Nevron

CLASS GUILDMASTERS

Archers ----- Chance
 Assassins ----- Delphos
 Barbarians --- Nevron
 Bards ----- Reyna
 Druids ----- Gilean
 Healers ----- Alexzander
 Mages ----- Garath

Monks ---- Dustin
 Monsters -
 Reeves --- Delphos
 Scouts --- Boldwin
 Thieves -- Delphos
 Warriors - Landolf

COLLEGES OF ARTS AND SCIENCESARTS GUILDMASTERS

Art ----- Hawkmyste
 Crafts ----- Hawkmyste
 Garb ----- Alessandra
 Literature --- Myrick
 Minstrels ---- Reyna
 Scribes ----- Myrick
 Theater ----- Delphos

SCIENCES GUILDMASTERS

Armsmiths ---- Rhys
 Engineers ---- Rhys
 Gladiators --- Nevron
 Heraldry ----- Garath
 Sages ----- Myrick
 Smiths ----- Rhys
 Weapons ----- Taz

To the Populace of the Emerald Hills: Greetings!

I am Koric, your new Prime Minister. Please let me take this opportunity to introduce myself, if you do not yet know me, and to thank you for electing me to this office. I really appreciate your confidence and support. My overall policy is one of openness and friendship. If you don't know me yet - come up and introduce yourself, I want to know you all as friends, not just as an official.

It is my duty to assist the Crown in helping guide our club along this new road we have taken. I am also club treasurer, as well as a member of the BOD, and authorized agent for our local Amptgard corporation. It is also my responsibility to keep membership and attendance records up to date as well as distributing rulebooks and information. These are the requirements of my job in a nutshell.

In point of fact I really do much more. I help organize internal structure, help resolve disputes, keep the files, compile our history (until I appoint an able, willing historian), run around buying supplies and oversee that things get done properly and on time. I coordinate the various guilds, under the auspices of the guildmasters, and frankly, there is not room here to detail everything I am doing to see to it that our Amptgard gets off to a good start and flourishes.

I tell you this not to blow my own horn or get you to believe how important I am, but merely to inform you of what my service to the club is and shall continue to be. Doing this puts severe constraints on my time (Which sometimes stresses me out), that is why I am not always around - battlegames, practices, etc. - as much as some folks feel I should. It is not for lack of wanting it to be so, just that I can only be in one place at one time. Sometimes priorities demand that I be elsewhere, and occasionally I just need to take time out for myself.

Since I am at present one of your chosen "guiding hands" for Amptgard, I want to remain open, available, and responsive to your needs. Please, please don't be shy or feel you are imposing if you have a need to talk - that's what I'm here for. Not only do I want to serve your interests and needs as best I can, I would also like to be your FRIEND. So feel free to contact me at home. My number is (214) 449-2231, call me if you want to. I am hard to catch, so if at first you don't succeed - try, try, again. The best times to get me are 9:00 a.m. till noon, and 8:00 p.m. till midnight. In case of emergency or urgent need call me any time - even at 3:00 a.m. if need be, just don't abuse the privilege of waking me up at night.

I hope to do my job well, and make you proud that I'm your PM so if you have suggestions or want to volunteer your services in any capacity, let me know. Once again, THANK YOU!

Sincerely,

Prime Minister Koric

A NOTE FROM THE SCRIBE

Welcome to Echoes From the Hills , the first official newsletter of the Kingdom of the Emerald Hills!

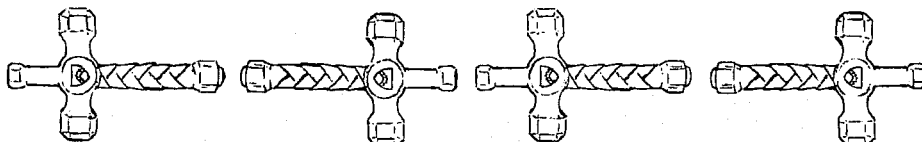
Echoes will be published bimonthly, and will be distributed at every second Allthing (our monthly meeting) to everyone who donates a dollar to the Emerald Hills treasury. Remember, we have no dues for participation in Amptgard, but \$1 at each Allthing earns you the right to vote on official kingdom business brought up that day, and gets you a copy of the newsletter if one is scheduled for that month. This issue cost us over a dollar to reproduce each copy, so until we develop an alternative printing source we'll be taking a loss.

Everyone in the kingdom should find something of interest here. In addition to battle records, articles of incorporation, and other documents of official business, there are also poems by Nevron, Delphos, and Alrick, plus song lyrics by Chance in honor of our Queen Reyna. Speaking of Reyna, take a look at the picture she drew for the cover. How about that! Our first queen is also our first covergirl!

Another "first" in this issue is Nevron's article, "My Role In Battle - Barbarian," in which he explains the motivation for his Amptgard persona. We hope eventually to have every Amptgard class represented in the "My Role" series, but we need your input to bring that hope to fruition. Nevron has given us a good start, but who will be next? Maybe Delphos can explain the inner workings of the assassin's guild. What about you sorcerers? Are you going to let yourselves be shown up by a supposedly illiterate barbarian?

The general idea is to have fun with our role playing, but also to stretch, to learn new ways to explore our dream. So, if you have anything you would like to put in the "Echoes," send it in. Poems, essays, stories, and drawings are all welcome. This is your voice. Feel free to use it.

Myrick
(David Mitchell)
2318 Seminole #1105
Arlington, TX 76010
(817) 860-1517



May 16, 1988
 Amptgard,
 Kingdom of the Emerald Hills
 Rt. 1 Box 54
 Palmer, Texas 75152

TO: All the Good People of the
 Kingdom of the Burning Lands

FROM: Queen Reyna Arafael and Prime Minister Koric,
 Kingdom of the Emerald Hills

Greetings from the Emerald Hills! We are both pleased and proud to be able to say that things are well and the dream is flourishing in the North Central Texas Chapter of Amptgard, our Kingdom of the Emerald Hills (EH). Perhaps you have heard the rumors and yes, they're true - we now have an Amptgard chapter - indeed, a full-fledged kingdom here in North Central Texas (NCT). We have, with the blessing and support of your King, duly elected Monarchs, a BOD, and a full slate of kingdom officers. We are still toddling, but soon will learn to run. Our officers are organized and experienced in this type of effort, and with forebearance, intend to lead us to new heights of growth, unity, and enjoyment. This is sure fun!

We began as SCA, and when it became obvious to us that the SCA was not a place for us as a group (and some of us felt it didn't deserve our affiliation), we became our own group, the Freehills. Luckily Lord Delphos and Nevron shared your great dream with us and we soon wholeheartedly embraced it as our own. Though some of us have been shunned and hurt by the SCA, we hold no grudge and in fact, many of us continue to hold our individual memberships there as well. Our hearts, however, remain with Amptgard, and it is our hope that you will all accept us into Amptgard, and recognize us, play with us, get to know us, and enjoy our companionship.

Things are happening fast and furiously here, we are growing by leaps and bounds. In addition to the seat of our kingdom, the Freehills, we now have a new duchy forming in the central metroplex (DFW) area. They are a group of roughly thirty, so we now are almost 100 members strong, and we haven't even been in existence for a month yet, legally! In addition to being P.M., Koric is also now the authorized agent for our local corporation. We have opened a bank account at a stable, friendly bank and by the time you receive this we will have our articles of incorporation duly and legitimately filed with the appropriate authorities.

It is our intention to keep good communications with you so that we may retain workable consistency as well as having our collective act together to go national sooner or later (hopefully sooner). Although we all hold the dream fast in our hearts, it is inevitable that from group to group our needs and philosophies will differ. To us, the scope of Amptgard is far greater than just battlegames, though they are vital to us. We feel that (our) Amptgard is a vehicle for growth, not just physical, but mental, emotional and spiritual as well. That is not to say we aim to turn this into a religious deal - indeed not - merely that full expression of the diverse renaissance ideal makes for a full, well rounded individual. We hold honor and chivalry in high esteem and many of us choose to carry these concepts over into our real life. Honor is more to us than just honesty, responsibility, and the knightly virtues... to us, it implies balance - in self, in conduct, and in beliefs - whatever they may be.

Once again, thank you for embracing us into your hearts (and club), for your support, assistance, and good will. We look forward to a long and happy relationship. Though it's sometimes lots (too much!) of work, we enjoy it and continue because we feel that we all ultimately get more out of it than we put in - the whole truly is greater than the sum of it's parts. Keep the faith, We love you all.

Sincerely,

Reyna Rhys Koric and the Populace of the Emerald Hills

MINUTES -- ALLTHINGS, 1988

AMPTGARD, KINGDOM OF THE EMERALD HILLS - ALLTHING: 5/14/88

(1st Allthing)

There were no previous minutes.

There was no old business.

New Business:

I. Dues (collection & verification)

II. Formal Amptgard vote

III. Corpora

A. Amendments, Ratification

B. Legalities @ Forming Emerald Hills

C. Relations w/Burning Lands

IV. Crown vote: Reyna

V. Crown speech: Reyna

A. The Dream in Amptgard

B. Announce appointments/Champion

C. Hows, whys & wherefores of awards

VI. Last accepted entries for song contest today

VII. Criteria for an officer "missing" a week:

A. MUST attend at least 1 (one) of the following activities each week, otherwise he/she will have "missed" that week.

1. Allthing

2. B.O.D. meeting

3. Officer's meeting

4. Battlegame

5. Guild/Guildmaster's meeting

6. Workshop

7. Demo

8. Fighter Practice

9. Other scheduled Amptgard event

VIII. Summary of what's going on

A. Pat's booth at Scarborough

1. Abuse of passes

2. Abuse of booth hospitality

B. IFGS - Diplomatic relations

C. Club facility at Rick's farm:

1. Power

2. Crafhall/Meeting/Game Room

a. Bath/kitchen/workshop in house

3. A/C and Heat

4. Bar-b-q/smokehouse

5. Woods Melee, can build to suit

6. Got a torch, getting bottles

have a forge soon. be fully set

7. Fully set for wood/leather

8. Office designed to suit

9. Crash space

IX. Should we appoint or vote in guildmasters in the future?

MINUTES -- ALLTHINGS, 1988

X. Formal Officer/guild voting.

XI. Tally votes

A. While tally continues talk about:

1. Attitudes
2. Dealing with conflicts in an honorable fashion
3. Power plays/abuses
4. Club government: for the PEOPLE

XII. Announce election results

The meeting was adjourned.

CHIVALRY

BY ALRICK OF ALLARDYCE

WHAT OF COURTESY?
IS IT JUST POLITENESS THAT WE USE?
IT SHALL NEVER MEAN A THING, UNLESS IT'S FROM THE HEART;
HOW OFTEN DO YOU SEE THAT NOW?
WHAT OF COURTESY?

IN THIS FAST-PACED LIFE,
WHERE TOO OFTEN FRIENDS FALL BY THE WAY;
WE MUST CHERISH THOSE WE HAVE - AS LONG AS WE MAY!
IN THIS WORLD OF PAIN AND STRIFE;
IN THIS FAST-PACED LIFE!

WHERE IS CHIVALRY?
A THING FORGOTTEN FROM THE PAST.
LONG AGO FOUNDED IDEALS OF HONOR AND OF GRACE -
WHAT'S A PERSON NOW TO DO?
WHERE IS CHIVALRY?

IN THE EMERALD HILLS
I'M SO GLAD TO SAY THIS THING LIVES ON.
IT'S OUR GUIDING LIGHT OF TRUTH, AND WE KNOW IT'S RIGHT;
IT CAN BE THERE FOR YOU TOO -
IN THE EMERALD HILLS.

THIS SHALL BE OUR CREED -
HONOR, GRACE AND CHIVALRY SO TRUE.
LET THIS ALWAYS BE OUR QUEST, BOTH FOR ME AND YOU;
LIFE CAN BE SO FINE AND FREE -
HERE IS CHIVALRY!

MINUTES -- BOARD OF DIRECTOR'S MEETINGS, 1988

AMPTGARD, KINGDOM OF THE EMERALD HILLS - B.O.D. MEETING: 5/25/88

(1st Meeting)

There were no previous minutes.

There was no old business.

New Business:

1. Articles of Incorporation were read and agreed upon, but we did not sign them as a notary-public was not present.
2. We discussed the upcoming Coronation and site preparation.
It will be a primitive site:
primitive privies
wash in creek w/biodegradable soap
Rick's house as an alternate bathroom (by arrangement)
food: Dot's wholesale food account
Financing:
Rick Alderdice - \$ 100.00
David Mitchel -- \$ 100.00
Richard Spahr -- \$ 100.00
Mike Murphy ---- \$ 75.00
Fees:
gate fee:
\$ 2.00/head for members & their families
\$ 3.00/head for others
feast fee:
\$ 3.00 for Crown Feast
\$ 6.00 for weekend (Dinners)
passed.
3. There is a tent we can get for \$ 50.00; passed.
4. We voted for a membership officer (& designated agent for the corp. and Rick Alderdice was chosen.
5. We voted on a corp. treasurer, and David Mitchel was chosen.
6. We decided to have a Weaponsmaster at Coronation, Joel Tomlinson will run it.

The meeting was adjourned.

ARTICLES OF INCORPORATION FOR AMPTGARD, KINGDOM OF THE EMERALD HILLS
(Originated May 25, 1988)

Pursuant to article 1396-3.02 of the Texas Non-profit Corporation Act, this club is filing Articles of Incorporation as a non-profit corporation:

1. The name of the corporation is: "Amptgard, Kingdom of the Emerald Hills".
2. The period of duration shall be perpetual.
3. Amptgard, Kingdom of the Emerald Hills is and shall continue to be a non-profit corporation.
 - 3.1 Upon the winding up and dissolution of this corporation, and after paying or adequately providing for the debts and obligations of the corporation, the remaining assets shall be distributed to a non-profit fund, foundation, or corporation which is organized and operated exclusively for charitable, educational, religious and/or scientific purposes and which has established its tax-exempt status under section 501(c) (3) of the Internal Revenue Code.
4. Purpose of this corporation: Amptgard, Kingdom of the Emerald Hills is a group of people dedicated to the study and recreation of the medieval era and the fantasy and/or historical literature genre.

This organization is organized exclusively for charitable and educational purposes within the meaning of section 501(c) (3) of the Internal Revenue Code.

Notwithstanding any other provision of these articles, the corporation shall not carry on any other activities not permitted to be carried on (a) by a corporation exempt from Federal income tax under section 501(c) (3) of the Internal Revenue Code of 1954 (or the corresponding provision of any future United States Internal Revenue law) or (b) or by a corporation contributions to which are deductible under section 170(c) (2) of the Internal Revenue Code of 1954 (or the corresponding provision of any future United States Internal Revenue law).

5. Name of the registered agent and the address of the registered office:

James Richard Alderdice
Rt. 1 Box 54
Palmer, Texas . 75152

ARTICLES OF INCORPORATION FOR AMPTGARD, KINGDOM OF THE EMERALD HILLS
(Effective 5/25/88)

6. Names, addresses, and signatures of the current Board of Directors:

James Richard Alderdice
Rt. 1 Box 54
Palmer, Texas . 75152

Richard Spahr
100 Howland
Waxahachie, Texas . 75165

Renee Spahr
100 Howland
Waxahachie, Texas . 75165

Mike Murphy
3539 Tribble Rd.
Grand Prairie, Texas . 75050

Joel Tomlinson
3539 Tribble Rd.
Grand Prairie, Texas . 75050

SWORN AND SUBSCRIBED before me on this day of May, 1988.

Amptgard -- Crown Events Schedule

CROWN EVENT	BURNING LANDS	EMERALD HILLS	BARAD-DUIN
CLASS GUILDMASTER'S ELECTIONS	1st - 2nd weekend in April & October (1 week prior & at Crown Qualify)	1st - 2nd weekend in June & December (1 week prior & at Crown Qualify)	1st - 2nd weekend in February & August (1 week prior & at Crown Qualify)
LOCAL CROWN QUALIFICATIONS	1st - 2nd weekend in April & October	1st - 2nd weekend in June & December	1st - 2nd weekend in February & August
LOCAL CROWN TOURNEY	3rd weekend in April & October	3rd weekend in June & December	3rd weekend in February & August
LOCAL CROWN CORONATION	1 - 2 weeks after Crown Tourney	1 - 2 weeks after Crown Tourney	1 - 2 weeks after Crown Tourney
ART & SCIENCE GUILDMASTER'S APPOINT/ELECT	At local Crown Coronation	At local Crown Coronation	At local Crown Coronation
LOCAL PRIME MINISTER ELECTION	3rd Weekend in January & July	3rd Weekend in March & September	3rd Weekend in May & November

A New Head Takes the Crown

By Chance d'Ariel

A new head takes the Crown today,
 The Kingdom notes with glee.
 For without a leader's guiding hand -
 No longer would we be, My Lords...
 No longer would we be!

For we now have a guiding hand
 On the path we stumble down.
 And Reyna has a hat to hide -
 The point beneath her crown, My Lords...
 The point beneath her crown!

Some kingdoms rest on a feather bed,
 Some rest on royal land.
 Our kingdom rests on a feather head -
 'Tis by popular demand, My Lords...
 'Tis by popular demand!

Some Kings rule with wisdom fair,
 And some with wit and skill.
 But with Reyna we need never fear -
 For she'll rule us as she will, My Lords...
 For she'll rule us as she will!

She swears it's just an act, My Lords,
 She's really not a blond.
 And we'll not admit to having doubts -
 At least not while she's around, My Lords...
 At least not while she's around!

To the empty head that wears the Crown,
 We 'most always bend the knee.
 Only a fool would take the job -
 So much better her than we, My Lords...
 So much better her than we!

So drink to Lady Reyna,
 And raise your glasses high!
 And drink to the fools in the SCA -
 Who let such a one pass by, My Lords!
 Who let such a one pass by!

DATE	MUNDANE NAME	GAME NAME	# WINS	STANDING
5/14/88	Alderdice, Rick	Koric	1	
"	Barnes, Sherman	Chance	1	
"	Jorgensen, Doug	Alexzander	1	
" *	Jorgensen, Lance	Landolf	4	2nd Place
"	McMillen, John	Cutter	0	
" *	Murphy, Mike	Nevron	6	Winner
"	Olsen, Jeremy	Gilean	3	3rd Place - tie
"	Parrish, Thomas	Maynard	0	
"	Snider, Jack	Faulken-wulf	2	
"	Vogt, Michael	Septu	2	
"	Wilson, Robert	Taz	3	3rd Place - tie
(11)	Most Honorable ----- Taz			
	Most Inspirational - Landolf			
	Fiercest Fighter --- Gilean			

The Mourning After

Some will say he didn't deserve it. While others
would speak of his luck running out.
There will be a few who will proclaim their love,
fewer still will whisper their hate.
Most will shed a tear or two for the warrior,
some will just shrug it off, yet thankful for their life.
Many may not ever of seen him before,
yet before it's over they would know him as their own.
All of them know why it happened the way it did,
Only a few understood how he knew it would happened.
They would show him great honor for his deeds.
His name would be said in pride by all, with the word Lord before.
He died for them, for their own lives he gave his own.
They all owed him for something which none could repay.
His familt couldn't be there, none were known to be around.
Only the folk of the town who lined the street could be there.
They would all be there, showing everything from
Emotions to wares. Yes they will all be there for the mourning after.

The History of Amptgard, Kingdom of the Emerald Hills

compiled by Prime Minister Koric

MONTH/YEAR

DATE - EVENT, ACTIVITY, OR COMMENT

March 1988

- 5th - (or thereabouts) The Freehills meets Lord Delphos of the Burning Lands. A friendship is immediately struck, and Amptgard is first introduced to the Freehills.
- 12th - The rebels (unanimous Freehills vote) decide to sever our affiliation with the SCA as a group, though we will still hold our individual memberships in the SCA if we so choose.
- 19th - Delphos suggests we hold an Amptgard battlegame to a rousing chorus of Ayes! The date is set for the next weekend, plans are made, weapons construction and Amptgard philosophy are discussed.
- 26th - We hold our first Amptgard Battlegame and it is an unqualified success! There are 13 participants, and for posterity, here is our first battlegame record reproduced in toto:

Emerald Hills Battlegame Records -- 1988

DATE	MUNDANE NAME	GAME NAME	PLAYED AS	LEVEL
3/26/88	Connolly, James	Rakasta	Healer	
"	Harris, Clayton	Sven	Monk	
"	Harris, Clint	Frederick	Scout	
"	Jorgensen, Doug	Alexzander	Barbarian	
"	Jorgensen, Lance	Landolf	Barbarian	
"	Jorgensen, Shannon	Johann	Warrior	
"	Keith, Bryan	Bryan	Warrior	
"	Murphy, Mike	Nevron	Barbarian	
"	Plumbley, Harry	Arn the sly	Warrior	
"	Spahr, Renee	Reyna	Healer	
"	Stoker, Byron	Gwindon	Assassin	
"	Tomlinson, Joel	Delphos	Assassin	
"	Walden, Chris	Gwaehir	Reeve	

(13)

First official Amptgard battlegame. Two companies participating - the Wolf Pack and the Sable Pride, 13 rugged fighters split into 2 enthusiastic teams. Each Team won a game. Afterwards, a celebration ensued.

April 1988

- 2nd - Second official battlegame. Good battle teams. Lots of newbees --- 18 folks showed, signed in, & fought. We had 2 visitors: Xenos and Anneka from the Burning Lands.
- 6th - Our first fighter practice. Arak, Arthon, Gilean, and Septu in attendance.
- 8th - Alrick spoke with Aramithris on the phone about Amptgard and perhaps getting one going here. The worthy Monarch promises to send an info packet to get us started.

The History of Amptgard, Kingdom of the Emerald Hills

MONTH/YEAR

DATE - EVENT, ACTIVITY, OR COMMENT

April 1988 (Cont.)

- 9th - Our third official battlegame; Delphos and Nevron are now running our battlegames for us on a regular basis - 15 players, weapons check, Officer hunt, with a Freehills meeting & revel afterward. The decision is made to hold regular battlegames from now on - the same for fighter practices - battlegames on Saturdays, with a post game revel; and fighter practice on Wednesday evenings. Both to be held at Lakeside Park in Duncanville for the time being. we talk about starting an Amptgard here: For Amptgard purposes, we adopt the name: "Emerald Hills".
- 14th - Aramithris' packet arrives and Rhys and Alrick begin copying and distributing Amptgard rulebooks and info.
- 16th - Our fourth battlegame, and it is a very good day. We now number 25, signed in & fighting. Many new faces, plus many interested mundanes. Some religious (christian) folk try to convert us with no success. Weapons check. We played: Officer hunt, flag battle; red (Alrick's team) won, fox across the river; foxes were-Hawkemyste, Reyna (Vivat Reyna Shieldbasher!), Alrick, Cutter, Loup, also 2 man teams. Excellent work by Nev & Delphos - because of them we have good records from day 1.
- 22nd - The Freehills goes on a road trip! Thirty of us showed en masse at Emerald Keep (Waco SCAders). We revel, sing, party and generally make nights at the event a grandstand success! Our minstrels are well recieved: Reyna, Zared, Elspeth, Alrick, not to mention Alessandra and the rest. Wazoo Grendel-bane, drink of the gods!!! We also introduce them to Amptgard and foam weapons - much interest, but the brass-hats are shocked!
- 23rd - Our fifth battlegame attendance suffered because of Emerald Keep - 13 signed in: Highlander game, circle battle. Highlighted by the appearance of Taz.
- 30th - Sixth battlegame: 22 signed in; weapons check, company battle. Afterwards, at the revel, we talk about forming a local Amptgard chapter 'a la the Freehills, with Rhys & Reyna as Monarchs and Koric -- aka Alrick as Prime Minister. We shall form as "Amptgard, Kingdom of the Emerald Hills". It is nearly unanimous, with one abstention. So passed, and we begin the effort.

May 1988

- 7th - Seventh Battlegame. Excellent turnout - best yet, even despite poor weather (it drizzled all day). Good play flow, but we need trained reeves. Koric distributed info to populace about upcoming first Allthing on May 14th. The future looks bright for the Emerald Hills.

The History of Amptgard, Kingdom of the Emerald Hills

MONTH/YEAR

DATE - EVENT, ACTIVITY, OR COMMENT

May 1988 (Cont.)

14th - The big day is finally here: Our first Queen's Tourney & All-thing! We are seeing the beginning of the flowering of our Dream - over 50 people are involved at this point and almost without exception they are all excellent folks. Most of the work, however, has been done by a gifted, dedicated few, and they bear mentioning here:

Reyna and Rhys - Our first and best - who kept the Dream in trust through the troubled times and work tirelessly in our behalf, Alrick; now known as Koric, who has organized, administrated, orchestrated, wheedled, cajoled, and made a general nuisance of himself --- but got the job done, Delphos and Nevron; who have both done more than their share - organizing, running, and creating new games for us, sharing their Dream with us, helping us get the most out of it, keeping us on track, and showing us the true spirit of Amptgard and what it can someday be.

Myrick; our literate Monk and scribe who makes his abby out there in Arling town, Alessandra; gentle of spirit, a fine seamstress, and a real party animal - one of our favorite minstrels - heck, one of our favorites, period. Chance; with his miles and miles of steel - whose frankness and support mean more than he probably knows, Landolf; mighty in battle and strong of arm - sometimes grating, but nevertheless staunch and dauntless, training our fighters both in battle skill and chivalry and honor on the field, standing beside us, foursquare and loyal, Baldwin who we all love, but soon shall lose to the Emperor's Army (heavy sigh) we still have some time with him, at least.

Many more have worked hard and contributed much - without each of them we would not be what we are today. Sadly they cannot be singled out here, as this waxes long already, but they are gracious and will understand.

With acknowledgements out of the way, Here are the high points of the day - Knowing this entry is formidable, still this is our first Allthing and here begins our true history as Amptgard, Kingdom of the Emerald Hills, a momentous day and one of those Moments of Glory that I hope will live long as legend-lore in what shall undoubtedly be a long and proud history. Ready? here we go:

The tourney was well and honorably fought - Landolf went undefeated till the last round, when Nevron took him in two straight sets to win Queen's Champion. 2nd place and Prince's Honor Guard - Landolf, 3rd place tie - Gilean and Taz. Here are the Standings:

Emerald Hills Tournament Records						-- 1988
DATE	MUNDANE NAME	GAME NAME	# WINS	STANDING		
5/14/88	Alderdice, Rick	Koric	1			
"	Barnes, Sherman	Chance	1			
(eleven	"	Jorgensen, Doug	1			
entries)	" *	Jorgensen, Lance	4	2nd Place		
"	"	McMillen, John	0			
"	" *	Murphy, Mike	6	Winner		
"	"	Olsen, Jeremy	3	3rd Place - tie		
"	"	Parrish, Thomas	0			
"	"	Snider, Jack	2			
"	"	Vogt, Michael	2			
"	"	Wilson, Robert	3	3rd Place - tie		
Most Honorable - Taz; Most Inspirational - Landolf; Fiercest Fighter - Gilean						

The History of Amptgard, Kingdom of the Emerald Hills

MONTH/YEAR

DATE - EVENT, ACTIVITY, OR COMMENT

May 1988 (Cont.)

14th - First Queen's Tourney & Allthing (Cont.)

The tourney was held at Lakeside park. There were 27 people signed in as participants. We also had our eighth battlegame. Weapons Check. Reyna was late - par for the course - natch, but she arrived in high barbarian attire, and she was looking good - real good. Nevron was heard to comment "I saw her walking across the field and suddenly I knew what I was fighting for!". Delphos, who had hurt his ankle and could not fight, did an exemplary job of running the tourney. Vivat Delphos!

After the tourney we all adjourned to Hawkmyste's house for the Allthing - the stage was set, we were up for it, and a night of magic had begun...

The Allthing commenced, we voted to become Amptgard - again almost unanimously with one anarchistic abstention on general principle. Next we tentatively adopted the Burning Lands Corpora and Rules, subject to revision to fit our group. Then we voted in our beautiful, beloved barbarian Queen Reyna - and the cheers for her were so resounding that the neighbors called the cops; the cops asked what the fuss was about, and left us alone. Reyna announced her appointees, and the air was thick with anticipation. Tears were shed, swords laid at her feet, and the magic of the Dream was virtually a physical presence in the room! I believe I speak for the entire kingdom when I say that I felt as if I had finally come home after a long quest for my Dream. Our Queen made a truly inspirational speech and then we got down to business. We adopted some procedures and criteria for our club government and elected officers:

Amptgard - Kingdom of the Emerald HillsOFFICERS/GUILDMASTERS - 6/11/88 TO 12/10/88COURT

Queen ----- Reyna
 Prince Consort ----- Rhys
 Prime Minister ----- Koric
 Champion ----- Nevron
 Prince's Honor Guard - Landolf
 Court Magician -----

COURT OFFICIALS

Captain: Royal Guard -- Chance
 Scribe ----- Myrick
 Bard ----- Zared
 Herald ----- Garath
 Jester -----
 First Lady in Waiting - Alessandra

CORPORATE OFFICERS

Board of Directors: Delphos, Koric, Nevron Treasurer: Myrick
 Reyna, Rhys Membership Officer: Koric

ROYAL GUARD

Hawkmyste - Lieutenant Delphos Nevron
 Boldwin Landolf

CLASS GUILDMASTERS

Archers ----- Chance Monks ---- Dustin
 Assassins ---- Delphos Monsters -
 Barbarians --- Nevron Reeves --- Delphos
 Bards ----- Reyna Scouts --- Boldwin
 Druids ----- Gilean Thieves --
 Healers ----- Alexzander Warriors - Landolf
 Mages ----- Garath

The History of Amptgard, Kingdom of the Emerald Hills

MONTH/YEAR

DATE - EVENT, ACTIVITY, OR COMMENT

May 1988 (Cont.)

14th - First Queen's Tourney & Allthing (Cont.)

Amptgard - Kingdom of the Emerald Hills (Cont.)

COLLEGES OF ARTS AND SCIENCES

ARTS GUILDMASTERS

Art ----- Hawkmyste
 Crafts ----- Hawkmyste
 Garb ----- Alessandra
 Literature --- Myrick
 Minstrels ---- Reyna
 Scribes ----- Myrick
 Theater ----- Delphos

SCIENCES GUILDMASTERS

Armsmiths ---- Rhys
 Engineers ---- Rhys
 Gladiators --- Nevron
 Heraldry ----- Garath
 Sages ----- Myrick
 Smiths ----- Rhys
 Weapons ----- Taz

We then adjourned the meeting and the revel commenced! It was a great party - with old friends rejoicing, new ones embraced into the fold. We ate good, had plenty to drink and had a good minstrel session. Hawkmyste raffled off a painting and Koric won. Miraculously, it never quite got out of hand, though we did break the toilet. It lasted till nearly 5 a.m., with the die-hards making a semi-dawn patrol. The day was fine and full and most of us were still on an adrenaline high for several days afterwards. Verily, The Dream is alive and flourishing in the Emerald Hills!

Vivat the Rebels! Vivat the Freehills! Vivat the Emerald Hills!

VIVAT AMPTGARD !!!

21st - Our ninth Battlegame, and our first one as the official North Central Texas Chapter of Amptgard, Kingdom of the Emerald Hills. We set a new record for turnout, with 34 people signed in playing. Weapons check. Best wench award should go to Tera. Even more new faces. Honor shines on the field and disputes are mainly readily resolved. Arkainie (pronounced Arkane) has begun a new company, the Rams, and they fight reasonably well. There is also another company not yet mentioned - Rory's Raiders, and they are destined for greatness. Our Master Battlegame record now numbers in excess of 50 folks. We have decided to have Coronation I. out at Serenity Glade (Koric's farm) with Koric consenting to host. Co-hosts will be Reyna, Chance, and Alessandra. M'Deth, King of the Burning Lands has told us he will fly in from El Paso to Crown our first Monarch and set his personal stamp of approval on our new kingdom. Nithanalorn, Chancellor of Barad-Duin (the Central Texas Duchy) will be flying in from Austin and things seem to be coming together well. Nev and Delphos are going to Grand Outlandish as our emissaries and present a scroll at the Amptgardian Court.

MARCH 27, 1988

BY KORIC FATESHAPER

ABOUT THE FREEHILLS...

ESTABLISHED IN 1986 IN ELLIS COUNTY, TEXAS, THE FREEHILLS WERE FORMED BY RICHARD AND RENEE SPAHR (LORD RHYS AP GORDON AND LADY REYNA ARAFAEL). LOVERS OF HIGH FANTASY AND THE ROMANCE OF THE MIDDLE AGES, THEY WERE LONG-TIME VETERANS OF SUCH GROUPS AS THE BLACK POWDER SOCIETY AND THE SOCIETY FOR CREATIVE ANACHRONISMS.

WITH THEIR LOVE OF THE LONG AGO FOUNDED IDEALS OF HONOR, CHIVALRY AND THE NOBILITY OF THE HUMAN SPIRIT, AND MANY YEARS OF EXPERIENCE ATTENDING SCIENCE FICTION AND FANTASY CONVENTIONS, RENAISSANCE FAIRES AND OTHER SIMILAR ACTIVITIES, THEY HAD ATTAINED THE VIEWPOINT OF SEASONED CAMPAIGNERS. BOTH ARTISANS OF NO LITTLE MERIT, THEY MADE COSTUMES, WORKED WITH VISUAL ARTS AND DESIGNED IN LEATHER AND STEEL, NOT TO MENTION THE OCCASIONAL KILT OR CHAIN-MAIL HAUBERK.

AFTER PLAYING IN THE SCA FOR SEVERAL YEARS, THERE AROSE ONE OF THOSE ISSUES THAT INEVITABLY CROP UP WHEN GROUPS OF HUMANS GATHER, A BANISHMENT TO BE EXACT. TWO CLOSE FRIENDS, LORD ADLER AND LADY CHRYSALYNNE, WERE BOTH CANDID AND VOCAL WITH THEIR OPINIONS AND THEY RAN CONTRARY TO THE VIEWS OF THOSE CURRENTLY "IN POWER" IN THE SCA. THE NEW RULERS BANISHED THEM FROM THE LOCAL KINGDOM AND A BITTER DISPUTE RESULTED. FEELINGS RAN DEEP ON BOTH SIDES, AND A GROUP OF ABOUT 45 SCA'ERS WERE VIRTUALLY SPLIT IN HALF.

ABOUT THIS TIME, FOR PURELY MUNDANE JOB-RELATED REASONS, LORD RHYS AND LADY REYNA MOVED OUT OF THE IMMEDIATE AREA. THE COMBINATION OF A DRIVE TOO LONG TO COMFORTABLY MAKE TO REACH THE OLD GROUP, ALONG WITH THEIR LATELY GAINED REPUTATIONS AS "REBELS" AND "WILD SCOTS" PROMPTED THEM TO BEGIN ANOTHER SCA GROUP, OR SHIRE, IN THEIR NEW AREA. THE OLD GROUP WAS NOT TOO THRILLED AT THIS ACTION, BUT THE SOCIETY ALLOWED THEM TO TRY DO SO.

FOR OVER TWO YEARS THE NEW GROUP STRUGGLED FOR FORMAL RECOGNITION IN THE SCA. NEW FACES APPEARED, WERE WELCOMED, AND BECAME FAST FRIENDS. SADLY, SOME OTHERS DROPPED OUT ALONG THE WAY, AND ARE STILL SORELY MISSED. THIS NEW BREED OF PLAYERS MAINTAINED, AND TO SOME EXTENT EVEN REVELLED IN THEIR NOW ESTABLISHED LABEL OF "REBELS". THIS PROVED TO BE BOTH A BOON AND A BANE...

ON THE ONE HAND, THEY ATTRACTED CREATIVE, STRONG, INDEPENDENT NEW MEMBERS WITH SPIRIT, LOYALTY AND A DEEP SENSE OF THE DIRECTION THEY WOULD TAKE. ON THE OTHER HAND, THE OLD GROUP DID NOT CARE FOR THE INDEPENDENT, ICONOCLASIC VIEWS AND ATTITUDES OF THE FREEHILLS, AND EVEN THE NAME "FREEHILLS" WAS FELT TO BE TOO LITTLE IN KEEPING WITH THE MEDIEVAL, FEUDAL CONCEPT. LINES WERE DRAWN AND ATTITUDES DIVERGED, AND IN MARCH OF 1988 THE FREEHILLS WERE NO LONGER ALLOWED TO BE RECOGNIZED AS AN OFFICIAL GROUP BY THE SCA.

AND NOW WE ARE "THE REBELS FROM THE FREEHILLS", AN INDEPENDENT FREEHOLD, AN ISLAND OF NONPARTISAN PLAYERS IN THE MIDST OF A SEA OF ESTABLISHED ORDER. (A ROMANTIC CONCEPT, EH?) WE STILL PLAY, SING, LAUGH AND ENJOY LIFE. OUR CREATIVE SPIRIT CAN NEVER BE STIFLED, AND WE SHALL EVER MAINTAIN OUR FIERCE LOVE OF INDEPENDENCE, HONOR, CHIVALRY AND ALL THINGS NOBLE.

THIS IS OUR FIRST FORMALLY PUBLISHED WORK AND WE HOPE YOU ENJOY THE SONGS HEREIN. SING THEM LOUDLY, IF NOT ALWAYS ON KEY. WE THINK YOU WILL FIND AS YOU DO SO, A ROUSING SPIRIT OF ROMANCE AND ADVENTURE. PERHAPS YOU WILL SMILE AT AN APT TURN OF PHRASE, LAUGH AT A RIBALD JEST OR FEEL A PANG OF LONGING FOR THINGS NOT TRULY LOST, BUT ALL TOO ELUSIVE IN THIS PRESENT, HECTIC WORLD.

IF YOU DO, PERHAPS YOU'RE ONE OF US, WHETHER YOU KNOW IT OR NOT. CONTACT AND JOIN US IF YOU WISH, COME AND SING WITH US IF YOU CAN - REVEL WITH US IN SPIRIT IF YOU CANNOT. LIVE WITH US THIS FINE, BOLD DREAM.

VIVAT THE REBELS!

VIVAT THE FREEHILLS!

My Role in Battle - Barbarian

When I was first asked this question, my response was: "To slay my enemies or die trying!". For the only way for a barbarian to die is in battle, then he, who is the barbarian's Master will accept him into the armies in the Master's Realm and the barbarian will serve on the battlegrounds for eternity.

Although, after more thought was put into this question, I began to ponder my surroundings during a typical battlegame.

First and foremost is the enemy's spellcaster. The great wizzards in these lands could blast a foe right off the field, and some even cripple your leg just by muttering some strange words and pointing their finger at you...Wimps!

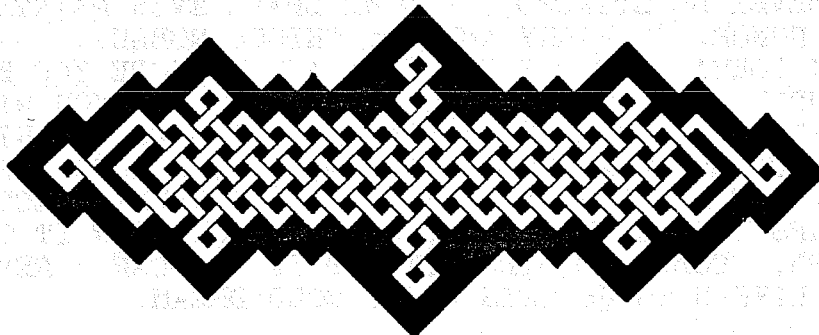
Plus there are these huge armored warriors. Just to wound one of them could take up to three hits. How do these warriors expect to do any wenching when they're all dressed up like a bunch of siege machines?

When a lone unarmored barbarian is faced with the likes of those above, plus marksmen archers and those silent assassins, it's no wonder the barbarian may have to resort to some darn shady tactics himself.

Barbarians have many uses on the battlefield besides just bashing heads. They can head-out mage and/or archer hunting parties. They can hold off the avenging army after his team's thieves have stolen the enemy's flag. The possibilities are endless. So you see, after all the facts are weighed out, it seems that to just kill or die is a negative outlook on my role; for barbarians of any greatness never had any negative thoughts towards battle.

So my role in battle the way I see it, is to kill my enemies by seeking out the weaker opponents and cleanse the battlfields of these infidels. Next is hunting down the spellcasters like the vermin they are. Once these little problems are taken care of it will be time to confront the leather and metal, men of brave hearts and strong arms, and slay them or die trying.

NEV.



DUTIES OF THE (CLASS) GUILDMASTER

- 1) The guildmaster must keep records of the people playing in his class and what days they played it on.
- 2) Must keep the members of the guild following the proper rules of his/her class (i.e.- correct garb, weapons, etc.).
- 3) Notify the Monarch and Prime Minister when a person should be considered for promotion to the next level.
- 4) Administer a simple test to make sure that the candidate for the next level up in his/her class knows the rules of the class. A candidate is allowed to take the test as many times as is necessary, but until he/she can pass the test with a score of 80% (eighty per cent) or better they must play at the level they are currently at. The test consists of information specifically pertinent to their guild and general rules of play.
- 5) Help new people learn about the class and the rules.
- 6) Maintain the appearance and integrity of the class.
- 7) Dismissal of the guildmaster is by a 2/3 (two-thirds) majority vote of the active members of his/her guild and the approval of the Monarch and the Prime Minister.
- 8) The guildmaster is elected by members who have played in the class in the previous 6 months.
- 9) Guildmasters are elected by a majority vote every 6 months at Crown Qualifications.
- 10) The guildmaster must be an active member of the class he is elected for.

The guildmaster is responsible for the maintenance, discipline, and application of his/her class. The position is at least as much a job as it is an honor.

NOTEBOOKS

The notebooks are to help the guildmaster in his/her duties. All attendance records are to be kept accurate and up to date. They are taken directly from the Prime Minister's records. The guildmaster has the responsibility to get with the Minister at the end of the week or month and update his records.

Keeping the records up to date is important, otherwise, when a candidate is ready to attempt to advance to the next level of the class, via a test, he/she will have to remain at his/her current level until his/her status can be verified and the test can be given.

If the guildmaster or other guild members have an idea or suggestion regarding their class, it must be written in the notebook so it can be addressed at the next Allthing.

The following format must be used: *

DESCRIPTION: This should be a concise, easily understood explanation of the idea.

JUSTIFICATION: This should be a succinct, logical reasoning of why it is felt the change is beneficial.

IMPLEMENTATION: This should be at least one method by which the idea may be integrated into our system in a fair and balanced fashion.

* The guildmaster may assist, but should encourage and/or require their members to adopt and devise the appropriate format. Not only does this help insure that the guildmaster not be overburdened, but promotes better understanding of game balance and the intricacies of play within the guild.

DUTIES OF THE (CLASS) GUILDMASTERNOTEBOOKS (Cont.)

The notebooks must be brought to the Allthings, and if any information about your class is introduced or addressed at the Allthing, it should be recorded also.

Should the guildmaster lose all or part of the notebook it is their direct responsibility to replace it so that it is complete, intact, and in good condition for reference and use (This includes general appearance). The Prime Minister has a copy of all items originally placed in the book. The scribe will have notes from the Allthings.

The notebooks shall be properly maintained and cared for so that they may be passed on to the next guildmaster in the proud Amptgard tradition.

BELT SASHES

The sashes given to you indicate the honor of your position. They can be worn at any event but take care of them. They are the club's property and are passed on from guildmaster to guildmaster. They cannot take much abuse so treat them well. The next person elected into the position won't appreciate a shoddy looking sash any more than you would. Uphold the dignity and appearance of your office and you will receive the respect and honor you deserve. If you lose a sash or it needs to be repaired, see the Garber Guildmaster.

Remember, care of the sashes, the notebooks and what they contain - the records are not a duty to be quickly forgotten. They are the tools you need to perform your job as a guildmaster.

The notebooks and sashes must be turned in to the Prime Minister at Crown Qualifications so the new names can be added to be presented at the Crown Coronation Feast.

And, once again, the position is not just honor and glory - it is a grave responsibility; perhaps even a sacred trust. You were elected into service by your peers because you have their respect (hopefully) and they have entrusted this work to you and depend upon you to faithfully fulfill your duty.

THANK YOU for your dedication and service!