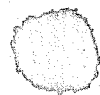
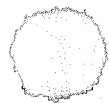


APR 98  
VOLUME XX ISSUE #2

# ECHOES OF THE HILLS







# Echoes of the Hills



Volume XX, Issue 2

April 1998

## Kingly Ramblings

*By King Goodwyn Clu da' Bard*

To the Populace of the Emerald Hills,  
Just in case you were not one of the 198 proven and signed  
in people that attended Midreign at Hawkwood, then how  
about a quick recap about what went on there?

First of all, we saw the return of a lot of old friends...  
Delphos, Astynn, Ivan, Xenos, Mave, and some guy with  
four belts... just kidding, it was an honor to see both Nevron  
and Selka there!

We also had the first showing of new members to the Hills.  
Crimson Cascades from Wichita Falls, Misty Meadows from  
Oklahoma, and Cuiviedor Amarth in Arlington. It is always  
fun to see newbies at their first event, and even more to see a  
lot of them at their first event.

While there, we saw the knighting of Sir Corbin as he  
received his knight of the sword based on his sheer presence  
on the battlefield.

The **Relic Quest** was held, and from that there are a new list  
of people who have the kingdom relics to use in all Emerald  
Hills battle games:

**Homestone** : Dowen Forthes

**Shield of Reflection**: (Mithril Talons)

**Gauntlet of Ogre Power**: The Changling

**Ring of Power**: Nerkum (Saracen)

**Orb of Healing**: Forest (Green Dragons)

**Odin's Hammer**: Cannibus (Saracen)

I would like to thank Sable Pride & The Corsairs for the  
time they spent helping the event come together and Sable  
Pride for feast. Also thanks to House of the Crimson Falcon  
for helping not only get Hawkwood but with the events as  
well. And to Ironcloud for pouring their sweat and creativity  
into a kingdom quest.

I'm happy to say that Hawkwood has invited us back, and  
although it's nice to know we can return... we have property  
now. THIRTY ACRES donated to us by Ewen McFadden.  
It is truly a great gift, something that will require many  
hours to refine and develop. I have decided to have  
Coronation there on June 12-14<sup>th</sup>, but there is still much  
work to be done to the land.

If you would like to help on any of the weekends we will most  
definitely accept your help! Just contact **McFadden at (972)  
475-9810, or myself at (817) 226-2325**. My line is a metro line  
with call notes.

Between now and coronation one thing I would like to help our  
kingdom and future monarchs with is updating the kingdom  
recording on awards given out. We've been around ten years,  
and we'll hopefully be around ten more. This is one area we  
should get nailed down quick, and to do so, I need your help.

How? Simply dig out your awards, and bring them out to an  
Emerald Hills event. I'll look them over, jot them down, and  
hand my notes to the Prime Minister. I know you may have lost  
some of your awards, but help us get into the records what  
awards you can find.

Along those lines, people have asked me over the years what the  
best award is in Amtgard. I have given many answers, but after  
eight years it has gelled into one answer. I remember the Yoda-  
looking guy in the "Dungeons & Dragons" cartoon series once  
saying,

The man who knows and never tells,  
Is as valuable as the man who never knew.

So... with the words of the DM in mind, I'll tell you. The  
greatest award in Amtgard is working your butt off for the club,  
and then coming back after a time (maybe having to leave for  
mundane reasons) and seeing that club still around when you  
return.

There is no greater reward than to know  
That what you did yesterday  
Has shaped the awesome events of today.

Don't forget to visit Shadow Haven, May 16<sup>th</sup>, as we host a  
dollar tourney to raise funds for the new land. Until then, fight  
on!

*King Goodwyn Clu DaBard.*  
Emerald Hills



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## "Name The New Site" Contest

By Ewen McFadden

Now that we have a permanent event site... so what? Who wants to go to some unknown, unnamed place to do who-knows-what? The new site won't be believed (except by us higher thinkers, of course) until it has a name. I mean, a **REAL** Amtgard name. Therefore, a contest has been declared whereby the populace can name the site. The new name will be placed on a sign, in front of the site, on all directional signs, and will be used in all future publications referring to the site. Wouldn't it be cool if you were the one who gave the place that name?

### Rules of contest:

- 1) Multiple entries are encouraged!
- 2) No profanity.
- 3) The name must sound good in an Amtgard sentence.
- 4) **Deadline is Friday, May 22<sup>nd</sup>, 1998.**

A subcommittee will narrow the selection down to the top 5 names, and will present them for a vote by the populace. Only dues paid members of The Emerald Hills and its Principalities, Duchies, Baronies, and Shires may vote, though anyone may enter.

**Prize:** You will be proclaimed as the genius who came up with such a cool name.

### Send Entries To:

**E-mail:** [echoes@flail.com](mailto:echoes@flail.com)

**US mail:** E.H., P.O. Box 741943, Dallas, TX 75374-1943

**Hand deliver:** Any Echoes staff member (Shaylen, Kodiak, Vykadin, Buzz), or McFadden, Infinity or Falamar.

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## The Flame Never Dies

By Darkangel

After a certain amount of rumination, and seeking wise counsel, I have finally decided on the outline for a project I have had in mind for quite some time. I am going to produce an anthology of Amtgard.

This is not just a pile of everything that's ever been entered for Crown Quals. What I'm looking for is a body of myth and legend that define, in some way, what is Amtgard. I'm looking for both prose and verse. I'd like to see Paladins and Anti-Paladins, phoenixes, dragons, barbarians, nights; light and darkness, good and evil, chaos and order;

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## Land Committee Elections

By Kodiak

Not only does it fall to the Emerald Hills to name its new permanent event site, this site will also require a great deal of oversight. A committee is being formed to deal with the vast number of decisions which must be made to transform this property into a pleasant, safe, enjoyable site for events.

The seven-member committee will have four assigned seats and three elected seats. Ewen McFadden will always have a seat on the committee. There will be an on-site foreman who will also sit on the committee. (This foreman will initially be Falamar.) The Monarch of the Emerald Hills will sit on the committee. The Board of Directors of the Emerald Hills will elect one of its number to sit on the committee.

Finally, there will be three at-large seats, elected from the entire populace of the Emerald Hills. These seats will generally be held for one year, elected during the March Midreign. This election will be run by the Guildmaster of Reeves.

In order to allow issues with the land to move forward, a special election will be held May 9<sup>th</sup> and 10<sup>th</sup> for these three open seats. These seats will last until next March. Kodiak will be running these elections. Anyone seeking to run must notify him before Saturday, May 9<sup>th</sup>. He can be reached via e-mail at [kodiak@flail.com](mailto:kodiak@flail.com), via pager at metro (972) 451-2646, or via land mail at the Emerald Hills Post Office Box.



tyranny, slavery, and liberation; and, above all, passion. What I'm looking for are pieces that burn with passion for the game. You don't have to be a literary great, this isn't Bantam books, after all. For that matter, I don't even care so much about the grammar and spelling, I can fix those things. What I'm looking for are stories and lyric pieces that fire the imagination. Don't be bashful about your work, I would like to see anything you think would contribute something to an Amtgard anthology, I'll wade through it all to find what I want.

Award-winning pieces are fine, so is the stuff that's never done squat. All authors will be credited under their Amtgard and real names (unless requested otherwise), and rights reserved.

*continued on page 4*

## A-kon Wants You!

By Lord Bacchus

A-kon is an anime convention that has attendees from around the world. Last year EH was involved in a Demo that ran everyday of the 3 day convention. Currently, we are in the beginning stages of trying to set something up like this again. If any of you are interested in this (progress reports, suggestions, participating) just let me know and I'll add you to my contact list. Information about A-kon can be found at:

<http://www.cyberramp.net/~phoenix/akon.html>

What I need to know is who wants to seriously devote some time to setting this up? If you do, just pick something from the following list and let me know you are working on it. A-kon is May 29-31<sup>st</sup>.

### Things to prepare:

1. Colorful Garb: This is mainly just a FYI on what you might want to prepare for. As the Con isn't until May, we have plenty of time to go all out on this. Also, if you could make something nice for someone else or for display, it would be appreciated.
2. Decorations: These should be in a Medieval or Fantasy theme. Something to catch the eye and draw attention. All I can say is "Have fun and be creative!"
  - a) Front Table: This is what folks will see when they first enter. A great place to "hook" the newcomer.
  - b) Demo Room: Something to attract those folks that are just walking by. Also, something to make the room easier to find.
3. Refreshments: Something for those thirsty moments.
  - a) Sodas & water in the Demo Room so no one gets dehydrated. We have permission to bring liquid for thirsty folks at the Demo itself. No selling though.
  - b) Perhaps some period sweets or cookies at the Front Table. It would be a nice touch.
4. Corporas, Monster Manuals, Rule Books & Waivers: Basic stuff to pass out to visitors.
5. Flyers (About A-kon): These are something to pass out at the parks to get Amtgarders to attend.
6. Flyers (About Amtgard): There is usually a "Flyers" table at the Con, which announces things and such. Basically, anyone that comes by can pick this stuff up whether they attend the Con or not.
7. Photo Albums: Something for the front table for folks to look at. Keep it clean or have an adult warning.
8. Skit/Costume Show (Anime Theme): There is going to be a costume show/skit performance. This would be a great way to show off the other aspects of Amtgard besides the fighting. A bardic would be an interesting idea.

9. Dealers: There is a dealers room. Anyone that wants to sell stuff (Garb, Weapons, accessories, Comic Books, etc.) should feel free to set something up.
10. Walkers: Folks to walk around and look spiffy. Be willing to talk to people and answer questions. Carry cool stuff with you, including the rule book.
11. Fighters: People to beat on other people in the Demo room. Please fight safely, keep your cool and no attitudes. I would like to be able to have a roster of people that will be there at certain times.
12. Desk people: Someone to sit at the front desk and "make nice." Needs good showy garb. I would like a roster of this so folks are not forced to sit there all day. If folks want to wander around and see the sites I feel they should.
13. Any other ideas: Anything at all. If we can do it and it sounds okay, let's do it.

Please respond with what you want to do. I'll need your Mundane Name, Persona Name, Email Address, Phone Number, and anything else you think I should know. If you can only help during certain times, please let me know when. This isn't going to happen until May, so we have plenty of time to prepare and to adjust things.

I am currently working with the staff to get all official Amtgard attendees that work at the demo badges. There might be a slight charge, but these will get you into anything at the Con. We will actually be a part of the con and not just visitors.

I will be making the attempt to visit all of the parks to get names of people that don't have Internet access. I would appreciate it if each Herald, Scribe and any other Official at each park announce this to their populace and help me collect names.

Again, if you have any questions please contact me.

**Lord Bacchus,  
Midnight Sun**

[baccus@ix.netcom.com](mailto:baccus@ix.netcom.com)

Dennis C. Adcox Jr.

2200 Waterview Pkwy #723, Richardson TX 75080

972-454-4866

## Waves

By Murdoch

Waves roll under me.

I close my eyes for comfort,

But it isn't there.

## The Flame Never Dies, cont.

*continued from page 2*

I'm calling it "The Flame Never Dies." I want tales, poems, lyrics, myths, made-up histories, whatever. I'm not setting a deadline at this point; I don't know what kind of response I'll get, yet, so who knows what I may end up digging through.

I am also taking volunteers for assistant editors, reviewers, and publishing assistants, though you'd be sitting on your hands for a while until things got rolling...

The final version might just be bound pages, but it won't just be stapled together. The format will probably depend a lot on the amount of material included.

Anyone who has old newsletters or collections with material, even better, a way of contacting the authors, I would be much grateful. The deadline is May 8<sup>th</sup>.

In Service,

*Darkangel*

Chief Scribe, "The Flame Never Dies" (forthcoming)

halo@onramp.net

Robert James Grady

4240 East Highway 80, Apt 2219

Mesquite, TX 75149



## Tournaments Galore

### ***EH Weaponmaster:***

#### 1st Level order of the Warrior

Dyokin , Sirrakhis (x2), Kahzee, Logan,  
Lucracious (x4), Zentikali (x2), Infinity(x3), Corbin,  
Krahl

#### 2nd Level order of the Warrior

Corbin, Logan, Fytakin, Logan

#### 3rd Level order of the Warrior

Logan, Dyokin

#### 4th Level order of the Warrior

Infinity

### **Weaponmaster**

Logan

### **Borderlands Weaponmaster:**

#### Two-Handed Weapon:

1 Ivaar de'Besu  
2 Reign  
3 Talen

#### Dagger Duel:

1 Talen  
2 Sirrakhis  
3 Pharon

#### Florentine:

1 Mya'Deeb  
1 Conochbar  
1 Talen

#### Single Sword:

1 Reign  
2 Pharon  
3 Crickett

#### Sword & Shield:

1 Mya'Deeb  
1 Forest  
1 Ivaar de'Besu

#### Open Weapon:

1 Mya'Deeb  
2 Forest  
3 Sirrakhis

#### Exotic Weapon:

1 Gilos  
1 Ivaar de'Besu  
1 Reign

#### Overall:

1 Mya'Deeb  
2 Reign  
3 Ivaar de'Besu

### **Green Dragon Dollar Tourney:**

#### Single Sword:

1 Auromax  
2 Elain  
3 Helena

#### Open Class:

1 Calawlabus  
2 Udo  
3 Balisk

#### Overall:

1 Auromax  
2 Calawlabus  
3 Udo

## **Emerald Hills Crown Quals**

**Saturday, May 23<sup>rd</sup>  
Midnight Sun**

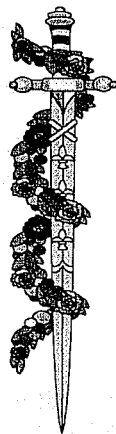
**Sunday, May 24<sup>th</sup>  
Eagleshire**

All letters of intent must be turned into PM Kodiak by 1:00 p.m., Sunday, May 24th. Letters of intent may be in the form of a handwritten letter, or email. E-mail Kodiak at [kodiak@flail.com](mailto:kodiak@flail.com)

### **War Events**

*Sponsored by Sir Terarin, Champion*

Single Sword  
Sword and Shield  
Sword and Madu  
Sword and Dagger  
Florentine  
Single Dagger  
Polearm  
Open Class  
Dagger Toss  
Javelin Toss  
Archery  
2-Man Teams  
3-Man Teams  
Weapon Scramble



### **Cultural Events**

*Sponsored by Shaylen*

**Art:** 2-D, 3-D, Photography, Banners, Belt Favors  
**Literature:** Poetry, Factual, Fictional, Persona  
**Construction:** Armor, Weapon, Shield, Passive  
**Garb:** Court, Fighting, Monster, Accessories, Jewelry  
**Culinary:** Main Dish, Dessert, Brewing  
**Performance:** Singing, Dance, Instrumental, Stage, Story Telling  
**Rose**

*Sign in starts at 11:00 a.m.*

*Deadline for entries is 1:00 p.m.*

**NO EXCEPTIONS**

### **Rules for Cultural Event:**

1. All entries must be turned in by 1:00 p.m. that day. All late entries on Saturday will be held over until Sunday.
2. Limit 2 entries per category.
3. **All written entries must be: Typed, Stapled & Accompanied by 5 photocopies (6 total).** **\*\* Early submission of written entries is greatly encouraged!** Send to [<shaylen@onramp.net>](mailto:shaylen@onramp.net) (please see below).
4. If a category has less than 3 entries over both days, it may be combined with another category.
5. Culinary entries will be judged on presentation as well as taste. **Bring serving utensils!**
6. All entries must remain on the table from when they are registered until all judging is complete.
7. Judges reserve the right to disqualify any contestant for any reason.
8. Results will be posted the following weekend.

**\*\* Deadline for EARLY written submissions is Thursday, May 21<sup>st</sup>.** Send submissions to [<shaylen@onramp.net>](mailto:shaylen@onramp.net). If you submit early, I will take the responsibility for the copies and distribution of your entry to the judges. This will help expedite the judging process on Qual weekend.

**Questions regarding War Events should be directed to Sir Terarin, Champion of the Emerald Hills at [<terarin@eramp.net>](mailto:terarin@eramp.net)**

**Questions regarding Cultural Events should be directed to Shaylen at [<shaylen@onramp.net>](mailto:shaylen@onramp.net)**



*Sign in starts at 11:00 a.m.*

*Deadline for entries is 1:00 p.m.*

**NO EXCEPTIONS**

## Letters To The Editors



Dear Editor,

When the newsletter staff was first formed, was it made a Royal mandate that each newsletter be X number of pages long? Was there really a reason we had to sift through three pages' worth of boxes saying "Your <stuff> here" other than that someone wanted to bitch?

Listen. I love the arts and sciences as much as the next person. Possibly more, depending on who the next person is. But my skill, inasmuch as I have a skill, lies chiefly in garbing. The only artwork I can do with any degree of proficiency is a page covered in doodles of spirals, hearts, and seven-pointed stars. I've never been able to write much poetry that wasn't a love sonnet. As Sir Corbin eloquently put it, "Bleah!" The song that I won a Dragon for was spawned of personal events that I would rather not relive, and it took quite a bit of peach schnapps to get me to sing it at all.

In other words, I'm either not going to contribute much, or I'm going to be contributing a bunch of crap. If you'd actually enjoy being bombarded with mediocrity, just let me know. Otherwise, count your blessings and quit whining about how few people are contributing.

*K'tai bin R'al,  
Sister of the Open Heart*

Dear K'tai,

That's a pretty lengthy letter for someone who doesn't want to submit anything. We never said, "Start submitting Dragon-quality creations!" We're only a small staff and can not possibly meet all of the populace's demands. People are asking for more art, for more poetry and for more "meaty materials," however we can't do it on our own. So, we've asked the reader for help. For instance, the most requested 'type' of article is a "How To." It is obvious from your Internet posts that you have experience and talent in sewing. You've even submitted suggestions on purchasing cloth to the Emerald Hills mailing list. Unfortunately, much of the EH populace does not have Internet access, and it would be beneficial if such suggestions were available to publish in the newsletter.

To be honest, being bombarded with mediocrity would be a definite improvement. Our primary goal in publishing a newsletter is to entertain and inform. Listening to a

small newsletter staff rant and rave every month isn't nearly as entertaining as listening to the entire populace of the Emerald Hills speak their mind. Every crown quail produces a huge number of beautiful, original pieces. Every month produces one or two submissions to the newsletter. Somehow, it seems the Hills could Echo a bit more.

*Newsletter Staff*

Dear Editor,

Pretty nifty stuff you guys got going on here. But, just out of curiosity, who is funding the multitudes of copies needed to create these MONTHLY newsletters? Is this coming out of the Kingdom treasury or did we win the lottery and I wasn't informed?

*Anonymous*

Dear Anonymous,

First, our sincere thanks for the review. Second, for the benefit of anonymous and the undoubtedly countless hordes of vicarious penny pinchers who were wondering just the same things, some information of the costs, real and imagined, of printing a newsletter as often as possible.

The cost to the Emerald Hills : No money, time or material. The cost to the Echoes of the Hills staff: Blood. Sweat. Toil. Tears. Whatever else may be necessary – even money.

Finally, although its schedule isn't as tight as we would sometimes prefer, the Echoes staff promises that the first newsletter after the Emerald Hills wins the lottery will announce that fact in letters big enough that everyone can see, and that it will still be printed with exactly no money from the gambling winnings.

*Kodiak*

Dear Newsletter Staff,

Who do I need to mail my snail mail address to get a copy of the kingdom newsletter? I didn't get one at Midreign and we'd really like to get a copy.

*Lord Eclipse Wodensen  
Sheriff of the Crimson Cascades (EH)*

Dear Lord Wodensen,

Due to uncontrollable circumstances, we were unable to print a newsletter in time for Midreign.

We haven't set up a "postal mail" delivery system for kingdom newsletters ~ yet. If a system were to be set up, it would probably be a bulk mailing of the newsletter to one representative at each park, who would be responsible for its distribution. If you are still interested, I would be happy to take your delivery address and file it for future use.

*Shaylen*

## Midreign XX Reviews

### *Emerald Hills,*

Just wanted to say thanks to everyone for helping to make this a great event! If anyone has digital pics, or can scan some pics (especially of quest and court) PLEASE send them to me.

Also great job cleaning campsites! The clean up group didn't have to spend forever out there (in fact we only spent about two hours all told).

*K RedHawk*  
[KRedHawk@aol.com](mailto:KRedHawk@aol.com)

### *E.H.,*

Mid-Reign, An Event To DEFINATLY Remember  
As all the festivities come to an end, and all of us get home, shower, and then pass out (again) from exhaustion and other things. All of us at the Shire of Cuiviedor Amarth in Arlington, TX would like to thank EVERYBODY for their kindness towards a group of newbies that was out to their first event of this nature. It was DEFINATLY an experience that we wont forget, and was a learning experience that will help our shire grow in the future. Thank you everyone! And now, when are we gonna print those t-shirts? \*grin to those who remember this\*

*Argorn Domecerian / Detalis Ard*

### *Greetings All,*

I just wanted to thank everyone at EH's 10th Midreign for such a warm welcome home after five years away from the game and the DFW area! I haven't had that much fun in a lot of years. It's great to be back!

The hardest obstacle was convincing people that I wasn't Arioeh. Hell, after a while, I just gave in and started letting people believe that's who I was. He had better be thankful, I could have gotten him into a lot of shit with a lot of people!

Anyway, just wanted to say thanks and that I'm looking forward to getting back into the game!

*Astynn*

### *Clu & the Emerald Hills,*

Wow. What can I say? This has been an amazingly intense weekend! It was good to see a lot of friendly faces that I don't see very often. It's a shame we didn't get to the site until 2 a.m. By the time Slyddur, Captain Black, & I arrived, the majority of the campers had all gone to bed. It was GREAT getting to drive to the campsite & unload rather than haul all of our gear. I had a blast watching Weaponmaster (though the sunburn I have to show for it is pretty bad). Congrats to Sir Corbin on attaining his Sword Belt!

#### Highlights from the event:

- The BEEFCAKE icing
- Lots & lots & lots of cake (GREAT job, girls!)
- Cedric's glowstick show
- Rayel, Server Extraordinaire!
- Chumbawumba Boy (err, BlackAngel) & his (apparently successful) court drinking game
- Cuisinart's Tour of People Who Shouldn't Get Drunk
- Shakespeare & the never-ending quotes
- "How better to understand the sinner than by becoming one yourself?"
- Illya outdoes Horkgana in the Technicolor Yawn department
- The White Belt Tug of War (Squeak, Balisk, & me)
- Sponge lives up to his name again & again & again
- Parrot & Avis doing an excellent job performing all the "I wish I was..." company songs
- Slyddur learns that you cannot re-light a dead glowstick
- Yellow trees?! Captain Black speculates on how they got that way
- Corsair Camp never sleeps
- Lunch at the Cactus Flower - All you can eat chicken & dumplings
- The waitress of the Magic Ass
- FRESH rolls! (Yes, Corbin, you were right - they kicked ass!)
- Making it home before 8 p.m.!

I had a great time. Happy 10th Anniversary, Emerald Hills! Happy Midreign, Clu! I'll see y'all at the next event.

*Topknot*



## **B.O.D. Minutes**

*By Noelle Leger, Secretary*

### **I. Commenced at 8:15 p.m.**

A B.O.D. meeting of the Kingdom of the Emerald Hills was called to order by the B.O.D. members, Saturday, April 4 at 8:15 p.m. in The Cotton Patch in Corsicana.

### **II. Discussion of Property Lease**

#### **II. A. B.O.D. Reviews Lease**

Members reviewed a lease between the Emerald Hills (Tenant), represented by the B.O.D., and David Hall (Landlord), regarding a 30 acre piece of property near Silver City, TX for use by the Emerald Hills for periodic events.

#### **II. B. 1. Control of Premises**

Several members expressed concern over the amount of power granted by the "Control of Premises" clause. David Hall explained that he felt it important that someone at the site have the power to remove someone in the event of dangerous behavior. Two possible solutions were proposed.

##### **II. B. 1. a. Clear and present danger clause**

It was proposed that the power be restricted to cases when it was important to remove someone from the land when they were presenting an obvious threat - that the power to permanently exile someone from the site be reserved for the Emerald Hills.

##### **II. B. 1. b. Landlord to set up "Land Rules"**

It was also proposed that a separate document be drawn up containing the Landlord's rules regarding guests at the site.

##### **II. B. 2. a. Building on property**

General concerns over the possibility that the land would no longer be available, and that no compensation for the improvements made would be available. No reasonable solution was offered.

##### **II. B. 2. b. Liability for poor construction**

Landlord's liability for poor construction by Tenant was also discussed. Additions to the lease, and an additional document reflecting the lack of liability on Landlord's part were suggested.

##### **II. B. 2. b. 1. Additional contract**

##### **II. B. 2. b. 2. Clause in Lease**

#### **II. B. 2. c. City codes / Inspection**

The topic of city codes and inspection was briefly examined. It was suggested by David Hall that, as all structures would be considered temporary, non-residential structures, no codes would apply.

#### **II. B. 3. Sale of goods on property**

The possibility that goods would be sold on property was discussed, with a general conclusion that no amendment to the lease to acknowledge said sale was necessary.

#### **II. B. 4. Liability for damage to Tenant's property**

Possible damage to goods left on property was discussed. A clause in the lease relieving Landlord of responsibility for loss or damage of goods was suggested.

#### **II. C. Changes approved to Lease**

Three changes to the lease were finally approved.

##### **II. C. 1. Liability for poor construction clause**

##### **II. C. 2. Liability for damage to Tenant's property**

##### **II. C. 3. Typo under Defaults**

#### **II. D. Table for changes and approval**

Lease was tabled until these changes could be drafted and effected, and the lease could be further reviewed.

### **III. Discussion of election of B.O.D. officers**

The necessity of a President, Secretary and Treasurer were acknowledged.

#### **III. A. Declaration of intent to run**

Declarations were accepted as follows.

##### **III. A. 1. President:**

##### **III. A. 1. a. Chris Koeberle**

##### **III. A. 1. b. Esther Strohmeyer**

##### **III. A. 2. Secretary:**

##### **III. A. 2. a. Katie Sehorn**

##### **III. A. 2. b. Noelle Leger**

##### **III. A. 3. Treasurer - None**

#### **III. B. Election of B.O.D. officers**

The character of the elections was discussed.

##### **III. B. 1. Allow all members opportunity to run for officer positions**

It was decided that all Members should be allowed to run for any office.

##### **III. B. 2. Consensus to hold officer elections when all B.O.D. members can attend meeting**

It was decided this was best effected by scheduling a meeting not known to conflict with any Member's schedule.

### **IV. Discuss election periods for B.O.D. members**

Ideas for future at-large B.O.D. elections were discussed.

## B.O.D. Minutes, cont.

### IV. A. Suggested policies

A policy was suggested and generally approved.

#### IV. A. 1. Staggered elections

Roughly half of the B.O.D. would be elected at the summer Coronation, and serve until the next summer Coronation. The remainder would be elected at the winter Coronation, and serve until the next winter Coronation.

#### IV. A. 2. One-time, complete re-election in June

To achieve this schedule, without unduly lengthening any current B.O.D. member's term, it was proposed that the entire B.O.D. be re-elected at the next summer Coronation, with roughly half the seats designated as winter seats, up for re-election in six months.

### IV. B. Recommend to Monarch and Prime Minister

The inability of the B.O.D. to actually set its own schedule for re-election being recognized, this suggestion was to be recommended to the Monarch and Prime Minister.

### V. Schedule next B.O.D. meeting

A future meeting time was discussed.

#### V. A. Criteria for holding meetings

Two ideals for scheduling were discussed.

#### V. A. 1. When all B.O.D. members can attend

#### V. A. 2. When majority can attend

#### V. B. Consensus of B.O.D. to meet when majority attends

It was generally concluded that it would be too difficult to schedule a meeting such that all members could certainly attend.

#### V. C. Discuss methods of communication for meetings

A brief discussion of two possible forums for meetings was entertained.

#### V. C. 1. In person

#### V. C. 2. On-line

#### V. D. Date for next meeting pending at adjournment

No date was successfully agreed upon for the next meeting.

### VI. Adjourned at 10:15 p.m.

The meeting was called to a close.

## O Captain

*By Kayrana Lissa*

O Captain of the brilliant ship  
That carried me through time  
Though we embark a fearful trip  
I'm glad to call you mine

Oft I've ridden passenger  
Forgiven of the cost  
Witless of the sacrifice  
You made for one so lost

With what shall I measure my debt?  
The intangibility of truth  
What, either grant or gift  
Is worthy of my due?

Craft and crew, your love  
This thought gives me pause  
Join your crew, pay my debt  
And serve your noble cause

Don't mistake my motive  
As mere reciprocity  
I could never sell my soul  
For generosity

Love is only paid with love  
Truth with only truth  
I love the ship that carried me  
And rather like the crew

In love with being afraid  
Or afraid of being in love  
The anchor climbs the side  
As the sails billow above

I listen to your gentle voice  
As I ponder our journeys end  
I await your orders now  
My captain, my creditor,  
My friend

## What It Means To Interview A Knight

*Interview of Sir Squeak by Squire Vykadin*

**V.** *How long have you been a knight?*

**S.** Since my stepping down... a couple of years.

**V.** *Why were you knighted?*

**S.** First I was Regent, then I was King. Also, before that, I was Duchess, Baroness, and Prime Minister.

**V.** *I recently learned that there is typically a 'waiting period' for getting knighted after your eligibility - normally around six months. Why were you knighted as soon as you were eligible?*

**S.** That's an interesting question. Part of it may have to do with the fact that I was kind of 'more than eligible' When I finished my reign as King, I was then technically eligible since I'd been Regent and King. So that was two offices, and you have to do two reigns in an upper kingdom office to be eligible. But before that, I had been Duchess, Baroness and Prime Minister at a park level, and I think that also contributed.

**V.** *What is the decision process that the circle of knights goes through when knighting someone?*

**S.** If someone comes up for say, serpent, then we talk to the serpent knights specifically and focus our attention on what the serpent knights have seen from them both on and off the field. Especially with serpent, it's not just, 'did they make great stuff?' but 'is that stuff on the field?' With sword knights, obviously we should talk to the knights of the sword. As far as crown, you consider how they have done in office, what you think of their reign; you know, have they cruised through their reign, or have they gone above and beyond the expected? Flame, obviously, have they been the mechanics of the kingdom, have they been the people keeping things going?

**V.** *I have to question something you said about serpent. Other belts are obviously involved in the game, but some knights of the serpent seem to only submit or perform their work during competitions - they don't sing at bardics, they don't put their artwork in a form that can be seen elsewhere.*

**S.** Well, I think some of it has to do with the fact that the knight's circle is always evolving. I think also we're really looking. It seems we've had a lot of knights who've just gotten belted and then just left the game. I guess that makes us even more critical, even more concerned with things definitely being in the game. Not just do you have the paperwork but is this going to be a commitment. Knighthood is not just an award, it's a commitment to the kingdom. And that's a lot of what we're looking for now. In the past that may not have always been followed perfectly. And there are knights that are artistic, do contribute to the game, but are really low profile people. A lot of kingdoms feel that doesn't deserve awarding, but I personally feel that you don't have to be flashy to be a knight of the serpent. If you put out awesome armor, awesome weapons, awesome garb and it's on the field, you don't necessarily need to run up to everyone and say hey look I made this garb, isn't it cool.

I think if you give most of the knights a long hard look, you can find out why they were knighted. I think for most of the knights you can really find that it's just a matter of looking beyond the obvious.

**V.** *In general, what is important to someone totally new to Amtgard? What should they focus on?*

**S.** Well, the first thing I usually tell some brand newbie is how the game works. That's actually more complicated than we generally recognize. The real basic mechanics of the fighting, and the basic mechanics of battlegames; kind of a quick intro to classes, point out garb, show them a tabard, that sort of thing. With groups of newbies in the past, we've done evenings that were just work evenings where more experienced people showed up and let them say, 'I want garb' and someone that can sew sat down and showed them how to make garb. Or if they say, 'I want a shield' they can make a supply run, come back and make the shield. At the end of the night they have something that's theirs that's part of the game. I think it really depends on the newbie as to where they take that initiative.

**V.** *A lot of people would agree that our kingdom is possibly the weakest of all the kingdoms in Amtgard in the roleplaying aspect of the game. I think there are people in this kingdom who don't even know what roleplaying is. What do you have to say to that?*

**S.** Well, I guess first off, I would say Amtgard is a sport. But the role-playing aspect is what makes it different from going out and kicking around a soccer ball, and that's kind of the magic of the game. It is something our kingdom traditionally is considered really weak in. I think a lot of time we have subtle roleplaying - its kind of interesting when you sit down and talk to some people about their characters and where they come from and their motivations. You'd be surprised at what you find out - there are people out there that you wouldn't think have persona histories that do.

I do think it's something we need to work on. Some of the most fun I've had has been Quests that actually had a plot instead of just a hack and slash game. I think a lot of it has to do with setting up good battlegames, which is really hard to do. Often times there's a lot of complaining about details. One thing I think people need to do when they get into a battlegame is to step back and say wow that's a really cool idea and just go with it.

*V. Crown is often misjudged as the easiest knighthood to get because its parameters are so clear. To the newbie, it looks relatively simple: "Hey! Serve two reigns as kingdom level official and woohoo! Got me a white belt!" Why isn't it that easy?*

**S.** Well we have a really big kingdom, for one thing, and we're spread out across the metroplex. As Regent or as King a lot of the main focus of the job, when you're not doing events, is maintaining the lines of communication from week to week. That involves visiting every group, touching base with them, finding out what they need from kingdom. Some groups are just happy for you to show up and then they know kingdom is thinking about them.

It's funny - people have these abstract ideas about kingdom, but then when you're in office you embody it. When you show up it's a visit from kingdom and it's a burden. It's a responsibility. Everything you do while you're in office reflects directly on the kingdom - from the second you step out of your car to the second you step back in to leave. Even going out to eat afterwards!

Everybody has different concerns and it's really difficult to listen to all these people, to prioritize things and try to come up with something that's going to work for the benefit for most of the kingdom and then get that implemented. It's pretty complicated. One of the things they don't even include in the description; you spend so much of your time being a mediator. A lot of the time when parks have serious difficulties you come in and you help them solve these difficulties. And you have to be unbiased. You have to put personal feelings aside and work for what's best for the group. It's very draining, energy wise.

Then, as an officer, it's almost your responsibility when newbies show up - if no one has rule books, you should have rule books. If no one has waivers, you should have waivers. You should have an extra sword for that newbie, you should have the resources to get everything together. When organization breaks down you're the person that has to hold everything together.

And events. Events are hard to plan. It's amazing the work that goes into a three day event. You have to set up security, feast, battlegames for the day, gate duty, and the site. Especially now that we don't have a regular site, it's always that panic - where are we going to have the event, are they going to be available for that weekend, is that going to work for everybody? And then coordinating - you have to pick the weekend for the event make sure it's not conflicting with other kingdoms. Organizing security, you have to find people that are going to be sober on Friday night and sober on Saturday night, and you have to make sure they do their job. For court, you miss all the battlegames for Saturday getting ready for court. Every local park comes to you to go over awards locally and you go over awards kingdom-wise.

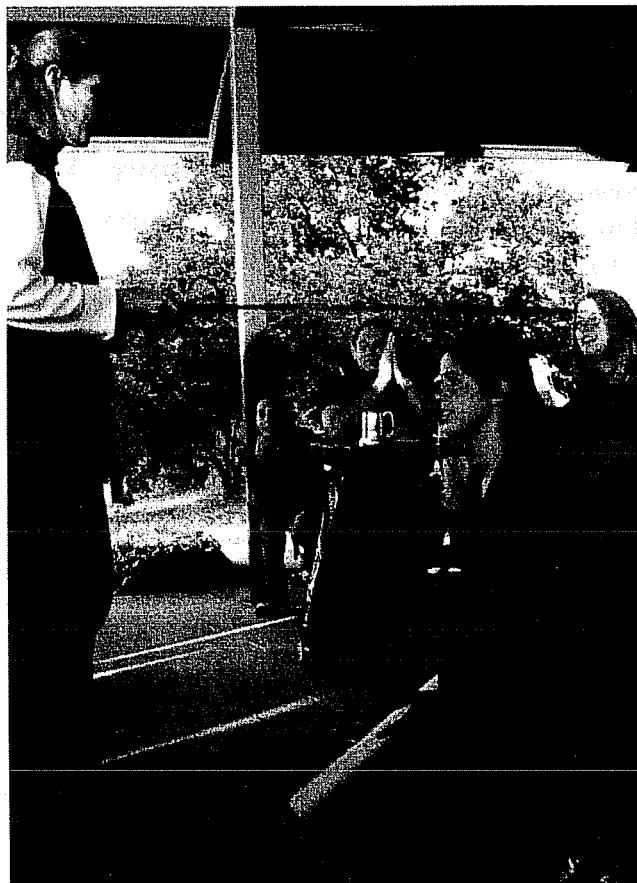
*V. Anything else you want to say, not just as squeak or sir squeak, but as sir squeak Knight of the Crown?*

**S.** Well, for those of you out there interested in running for office: First understand that it takes a lot of time, a lot of money and a lot of energy. It's a pretty big responsibility. And if you're good with that - Go for it! Make sure you know what you're getting into with that

specific office. I encourage people to run for offices, because that's really what makes this game go; people willing to put their time and energy into making sure there's a sign in, into making sure there's a battlegame, into making sure someone talks to the newbies. I would like to see more people interested in it in the future.

For those in office, take it very seriously, no matter how insignificant the office may seem. If everybody in office took their office seriously this game could be so much more. If every guildmaster actively recruited for their guild with newbies, if every arts and sciences guildmaster encouraged their art or science - if

they compiled collections, if they encouraged people, if they set themselves up as a resource, and if every local officer took care of the paperwork, the shuffling, the running of the park, the battlegames - if everybody did their office, think how awesome things could be! I think that's a lot of what has prompted me to run; to try to do my best and make everything go. So, run for office!



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## Storm

*By Kayrana Lissa*

"Storm! You came back." Kayrana picked up her cat. He made a habit of leaving periodically, only coming home when he felt like it. She brought him inside her house. Lately, he'd been leaving for longer periods of time. This time he'd been gone for nearly two weeks.

The gray cat stepped warily into the house, immediately aware of the canine presence. He went to his dish in the kitchen and saw the remains of the puppy's lunch. He was far and away above eating out of his old dish, the one Onyx, the puppy, had adopted. He ate little and slowly. Kay watched him and she knew he was mad. The thought saddened her.

Her brother, Dayin Kenro, came to live with her recently. Dayin, until now, had been living with their father in the village of their birth, Acer Gamboli. She'd never lived with her half brother before. After her mother and she left, her father remarried a human woman, a brave move for one of the elders of a prejudiced Elven community. But there are often more effective ways of defending convictions than with a sword. Donnie Kenro never used a sword but her father was the one of the bravest warrior she'd ever known. She loved her brother and her cat's interests were the price. Dayin was a dog person. He left his loyal friend in Acer to stay with her, so she bought him the dog.

After eating, Storm just sat on the floor glaring at the pup. Creatures are much more aware than we give them credit for, he knew the pup was a permanent addition. Onyx, in a feeble attempt to make friends, wandered over to look at Storm, and was greeted with a swift clawed swat that sent her off whimpering. Kay called Storm and reached out to calm him. He evaded her hand and went to sit by the door, his way of telling her he wanted to leave. She knew if he left in anger, her independent cat would not come back. She opened the door and he walked out. She stepped outside the door also to watch him go. Storm sat there and looked at her for a moment, then came over and sat in her lap.

While she petted him, she remembered when Andrasha first brought him to her. One stormy night, after a fight with Nikos, Andrasha found a little gray kitten on the road wet and sick from the storm. Kayrana's house was near, she didn't have any pets, and Andrasha could not keep it herself. Kayrana fell in love with it immediately. Andrasha stayed to cry on her shoulder, then rode off into the storm.

Andrasha named him Storm; it fit. Her cat had been a friend in lonely times; he could never know how much he meant to her. She would be sorry to see him go. Some people say the best things in life are free; it's a lie. The best things in life are very expensive.

After sitting for a moment, Storm got up and began to walk away. He turned around briefly giving her one last chance; she still didn't yield, then turned and went on his way.

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## Galaxy Warrior

*Submitted by Donovan Sunrider*

You see him standing, knife in hand.  
On the dark ledge of time's universe.  
Silhouetted against the blue light of  
his star's last flicker.

The red light of Hell on his face.  
As he stares into eternity, legs  
coiled for the leap, as time's ledge  
collapses and he is sprung into the  
silence of forever. Another Sentinel  
of the Galaxy is born.

Weigh carefully where you'll be, when  
you must step to the summit  
and stand upon your last moment...  
As time's sand slips away, and you  
leap to do battle.

Along the starry rivers of the Milky Way.  
Forever to shine, but never to feel...  
Just a faint light that wars with darkness.

*Author Unknown*

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## Amalsuntha

*Submitted by Shaylen*

She may have been a barbarian by birth, but Amalsuntha, the daughter of the first Ostrogothic king of Rome, was no ignoramus. A linguist and literature lover conversant in Latin, Greek, and Gothic, she found herself running the Roman empire when dad suddenly crapped out from dysentery.

Besides her capable actions as regent of Italy and the rich islands of Sicily, Sardinia, and Corsica for her ten-year-old son Atalaric, queen Amalsuntha had a higher goal - the peaceful transition of her barbarian nation into suave, civilized citizens. To show the Goths (who were still belching at the table and picking their teeth with knives) the value of education, she resurrected the crumbling school system established by the Romans. What better way to show 'em "the more you know" than by making her son the nation's model student, she reasoned. Atalaric's bookwormish ways, however, upset the noble higher-ups in the government. They nixed the intellectual curriculum and ordered the kid to get lessons in riding, fencing, fighting, and teeth-picking with a knife. At age eighteen, a confused Atalaric himself died, a victim of tuberculosis, alcohol abuse, and poor self-image.

Mom gallantly continued her solo reign, meanwhile looking around for a suitable alliance by marriage to shut up the good ole Gothic anti-dame game. Her cousin Theodahad looked like a good bet; besides being the only male heir left, he owned more land than anyone else. Best of all, he agreed to her prenuptial demands that he'd be "king in name only." Soon, though the newlywed relationship went downhill, after Amalsuntha forced her bridegroom to give back some of his ill-gotten property.

Before long, Theo was playing "trade you Tuscany for some gold and a senatorship" behind Amalsuntha's back with Justinian, the emperor of the eastern half of the Roman Empire. By 535, Theo had oozed his way into the



Italian kingship. As his first act, he had Amalsuntha whisked from her capital city of Ravenna to a small island, where she was strangled in her bathtub on April 30.

But this farsighted female may have had the last laugh, historically speaking. Theo got less than twenty-four months to savor his "triumph" before emperor Justinian invaded Italy - why else? - to avenge popular Amalsuntha's death.

*From "Uppity Women of Medieval Times"  
Author, Vicki Leon*

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## The Ballad of the Brethren

By Bloodmoon

Written over 150 Oltidas, this song has been the anthem for all the Art'n tribes and has rung in the ears of many of their fallen enemy. Written by the Bard Linds Steelhorn, it tells of the Brethren's lives, loves and their people.

I am lightning, I am thunder  
Ravager of lands, I tear worlds asunder.  
I've killed a thousand men, And I shall kill a thousand more  
For I and my Brothers Have done it before.  
Never a mortal by my fathers decrees.  
For Hydra's death bringer is the name of me.

*(Chorus)*

For we are the Art'n immortal, never knowing death.  
For we are Art'n immortal Damned to earth.

Hunter of Goan I walk with pride  
If you think you can defeat me your living a lie.  
I am the tiger, the mouse, and the dog.  
In the eyes of men I am a jungle god.  
Now I wait for Ragnarok or Apocalypse end.  
For there you shall find that I fight to win.

*(Chorus)*

I am tooth I am tail.  
I send my men to hell.  
You can never defeat me.  
For I alone rule the sea.  
In the time of your fathers your oceans I did steal.  
For I broke Triton horn and Neptune did I kill.

*(Chorus)*

Winged and all's desire  
I am the forever flier  
The wind is my wife the sky my child.  
It is my love songs that makes the thunder grow loud.  
Come to me all of man and beauty you shall see  
For I am the blessed the one with wings.

*(Chorus)*

I am foliage I am tree  
The life bringer of you and me.  
The sun is my food, the ground is my bed  
come to me all who shall be feed.  
Life is but a trail and shall never be a pain  
The cycle of nature shall go on in me and with it I sing.

*(Chorus)*

My twin is the Earth's strength.  
My twin is the worlds fire.  
We build and forge all that you admire  
The world is our masterpiece like no other shall you behold.  
The valleys are or footsteps the mountains or thrones.  
We Live for the time to come, When our towers shall touch the sun.

*(Chorus)*

Fear us not for gods we will never be  
Live the just life and happy we shall be.  
For, before you we where and after you we shall be  
The Art'n and men shall change history.  
United shall we all be, Just watch and see.

*(Chorus)*

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## Shepherd's Pie

2 small onions, chopped	Salt
2 tbsp. butter	Pepper
1 lb. mincemeat	1 egg
1 cup beef stock	
1 lb. (3 cups) potatoes, boiled & sliced thin	
2 tbsp. butter, melted	

Preheat oven to 300 °F. Sauté the onion in butter until browned. Stir in the mincemeat, stock, salt, and pepper. Bring to a simmer. Pour into a pie pan. Layer the potatoes on top. Beat the egg and the melted butter. Pour over the potatoes. Bake until golden brown, about 15 minutes. *Yield 4-6 servings.*

*Variation:* 1/2 cup of shredded cheese mixed in with the potatoes is a tasty addition.

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## Honeysuckle Serendipity

4 cups honeysuckle blossoms  
1 gallon water  
6 cups sugar  
Juice and peel of 2 oranges  
1/2 package wine yeast

Place the blossoms in a large crock. Heat half the water to just below boiling, then pour over the petals. Allow to sit until blossoms turn almost translucent. Strain and re-warm slightly, then add sugar, orange juice, peel and yeast. Pour into a fermentation container with a lock and let set until the liquid becomes clear. Strain out fruit, bottle, and store in cool, dark area for use.



## Recap of the Green Dragon Dollar Tourney

By Wings

Driving down to Spring War, I was expecting a weekend full of fighting, socializing, and campfires. What I got was Habi-troll-fighting, socializing under a rain covered tarp, and utter wetness. Let's just say this, it rained so much, that it didn't stop raining (as if to mock us) until we packed up all of our shit to leave in disgust on Sunday morning! But, it didn't stop the Green Dragon Dollar Tourney.

I knew when I looked up to the sky, when I awoke on Saturday morning, that the rainfall wasn't going to clear unlike my optimistic boyfriend figured. And I knew that we were screwed if I didn't find the Autocrat and reserve some barn space to run the tournament. So, I searched for this wanky Autocrat (name disclosed) and demanded that we were holding it inside. It took us three months to get this damn tourney onto their main schedule of events, so a little rain wasn't enough, in our books, to wash away our plans.

In our previous advertising to the masses, we guaranteed it to be a short tournament, and we weren't joking. We processed approximately sixty-five people through two fighting events with little confusion and little complaint within an hour and forty-five minutes! No joke! Spring War is famous for it's eight hour, double elimination, total cheese fighting tournaments that end up taking everyone's time on Saturday and almost always breaks out in argument. We made it short and sweet and fairly organized and hell, we were the only thing on the damn list of scheduled events that actually happened!

So, what were the results? Well, for Single Sword, 1st place was Auromax, 2nd was Elain, and 3rd place was Helena. And for Open Class, 1st place was Calawlabus, 2nd place was Udo, and 3rd place was Balisk. Since there were six completely different people that placed in these 2 events, we decided to have them decide how to disburse the three available overall prizes (the live steel battle-ax, the live steel sword, and the hand-made leather assassin mask.) Deciding that fighting between the top contenders was the best option, Auromax came in 1st, Calawlabus came in 2nd, and Udo came in 3rd overall.

If you liked how this tournament was run or have any suggestions or comments, please let one of the Dragons know. We are planning to do more of these in the future, if you so wish. Oh, by the way, all the proceeds from this prior tournament went towards Wings' college fund. Thank you for your support. (Just kidding, I haven't convinced them yet to do so).

## Overview of Spring War

By Sponge

I thought it was a cool event, well maybe for a Midreign or something. Oh well, highlights:

- 1) Sir Infinity now a knight of the Sword.
- 2) Dead-Aramithris.
- 3) The Forest Evergreen/Everlast death grudge wrestling match in court.
- 4) Tool's Margaritas.
- 5) Me, Cannibus, Kazee, Raptor, and Clalibus beat the hell out of a 30 man Wetlands team in the official Spring War Skermish Castle Battle.
- 6) Tribe Bullshit joining the Saracens with near 40 members.
- 7) Vistar is a sperm.
- 8) Wickett is in Sable Pride.
- 9) Figuring out Mithril Talons isn't a company, its a swinger's club.
- 10) White wolf showed up at an event after 1.5 years A.W.O.L.
- 11) The mud.
- 12) The Green Dragon 1\$ Tourney being virtually the only sign of organization.
- 13) Sable's belly dancing for court.
- 14) Reign's belly dancing for court.
- 15) Trenching in the mess of the rodeo arena.
- 16) Midnight Friday Juggling.... can't you hear the crack rock burning?
- 17) Saracen's willing to give away free Saracen banners to anyone.
- 18) Tiger camp bringing you Kiwi-Strawberry Mad Dog 20/20 for an eighth-grade kinda touch.
- 19) Yelling "CK" every time someone got backstabbed and "Wetlands" every time someone missed a can't-miss shot.
- 20) The guy yelling at Wings "Next time I get hit with bread, its your fuckin' ass" cause she threw bread in his fondue.
- 21) Moving across court to throw bread in his fondue.

Ok the event was lame.

SPONGE

**P.S.** By the way, if you want to know your personal results to see if you qualified for any Orders of the Warrior, please email Wings at <[mary\\_baird@interep.com](mailto:mary_baird@interep.com)> and I will make sure to get them to you.

Wings

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## Squeak's Problem Solving Guide

By Sir Squeak!

*I have written this article as a response to the sheer quantity of politics that have come up lately. There are too many emails and people to answer each one personally and maintain my sanity.*

Let me begin this article by saying that I love the Emerald Hills and I love Amtgard. There are a lot of people out there that feel the same way. They invest their blood, sweat, tears and money to see that this kingdom and this game doesn't just continue, but rocks! There has been a lot of criticism of the kingdom from both external and internal sources. There's been many of negative responses. This is mostly because the sweeping generalizations of many of the problems are upsetting to the people that have dedicated the time and energy into making this kingdom run. At a time when many of the kingdom improvements are becoming a reality (like more garb and battlegames) it's discouraging for all the past negatives to be thrown in your face. And there are those that would present a entirely negative view of this kingdom and the people in it, which is unfair to the diverse populace we have and to the people that would make it better.

What I am asking is that people keep their cool. Let's stop the sweeping generalizations and the personal attacks. Let's make this a productive process instead of a destructive process. I will not deny that there are problems within our kingdom, but I will say the kingdom is constantly striving towards excellence. I have written up some of my personal guidelines for problem solving. These are not specifically aimed at any group. I have posed these questions to many different people at many different times. I would ask that you read them all until the end. If one of them bothers you, then I have no problem with you taking it up with me. Let us all strive towards excellence in the Emerald Hills and within Amtgard.

### Is your beef timely or is a moot point?

Step back and reexamine the situation. How long has this been a problem? Is it still a problem? There are a lot of complaints about things that are so long past that I don't even remember them. I've been in the game for 6 years, so that's probably not a good sign. Are all of your examples more than a year old? Are the people involved in these examples even in the games anymore? You'd be surprised how many non-issues this will weed out. Things change. People change. Groups change. This is a fundamental fact of life. This is especially important with personal problems. There is no point holding a grudge over something that is long past and generally irrelevant. At the very least, attempt to open the lines of communication to find out whether things have changed for the better or worse.

### Have you examined the positive along with the negative?

Are you looking at the big picture? If you had a bad experience at something, take a thorough look at it. What parts did you like? Attempt to encourage those parts and keep them going. Was there one simple thing that could have improved things? Check and see how easy it would be to implement. Sometimes things just go wrong; was the situation beyond the control of the people in charge? Example, nobody can help that it rains sometimes. If you can't see any positive, then this is a time of some needed serious self-examination. I tend to find that people who can't find any positive are either not going to be happy with anything, or are complaining just to complain (or both.) I have *No Time* for these people, there is too much to do. If you have *Never* had a good time at Amtgard, maybe this isn't the place for you.

### Is it a public or personal problem?

Is this a publicly based or personally based problem. Many people expect the whole of Amtgard to back them up because they don't like somebody. One of the facts of life is that not everybody is going to like each other. Its unpleasant, but unavoidable. This doesn't not mean that conflict is imminent. You can agree to disagree. This does not require becoming best friends, it just means granting people respect as human beings. There are several people in Amtgard that I don't like, and that don't like me, but it is possible to maintain a polite relationship with these people. Personal problems don't have to be group conflicts and really, they shouldn't be.

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*You'd be surprised what happens when you present a positive solution to a problem. People usually join in.*

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### Is it a legitimate problem?

This may sound kind of harsh, but it is a point that needs to be made. If you ask around about your problem and nobody cares, that may be a sign. It doesn't necessarily mean your problem's not legitimate, but it can be a good indication that you need to seriously reconsider the nature of the problem. For example, if somebody has a pink bunny hanging from their belt and you are angry because you like pink bunnies, if nobody else cares, its probably not a pressing concern within kingdom politics. This also invokes the idea of priority. A lot of work goes into Amtgard, and there are probably some smaller problems out there that may have to go on the back burner for a while. The biggest problems (or the problems that affect the most people) have to be addressed first when we get to the time crunch. If you have time for the problem that others do not, then it is up to you to help create the solution.

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## Squeak's Guide, cont.

### Have you tried the official path (AKA have you read your corpora lately)?

We elect or appoint club officers to help keep the game running smoothly. They all have purpose or need that they fill. There is a very good chance that there is an officer position that should address some form of your problem. Have you talked to them? Even if you think that they are part of the problem, you may find that they were completely unaware of the specifics of the problem. Most people run for a position because they want to make the game better. Even if you don't like somebody, that doesn't make them a bad officer. They might have good ideas. They may even already be working on it. This might be a good opportunity to practice working towards a common goal with somebody that you don't usually agree with.

### Are there other people working on this problem?

I don't know how many times people have come to me with problems that have already been recognized by other sections of the populace. The sad part of this is that when I say that there are people already working on it, and attempt to refer them that direction, to join that group in working for a solution, they wander off. They either don't want to work with those people, or now consider it somebody else's job.

They have robbed the group of support and the talents they might have contributed. So, instead of adding momentum to the solution, they've ignored it. Especially if the group is made of people that they don't usually hang out with. They may have had some unusual positive insight that differs from the perspective of the group.

### Are you part of the solution?

If you sincerely believe that something is a problem, then you should be willing to become a part of the solution. This may be running for an office- anything from king to guildmaster, you'd be surprised the differences that guildmasters can make in this game. We need good officers at every level, there are very specific functions fulfilled by each officer that help make the game a better place. There are also a lot of solutions out there that don't even have to involved an officer position. Sometimes the solution to an important problem can be as simple as opening the lines of communication. You can do park or kingdom projects or work with people one on one. For example, you think there's not enough garb at your park. Make garb, or help organize garbing sessions. You'd be surprised what happens when you present a positive solution to a problem. People usually join in. A perfect example of this is trash clean up at events. On more than one occasion, one person has started a trash pickup that quickly turned into twenty. All people needed was a trash bag and a direction.

Sincerely,

*Sir Squeak!* the mighty  
Guildmistress of Knights  
Emerald Hills

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## Shadowhaven Dollar Tourney and Pizza Quest

By KodiaK

In order to fund improvements to the new land, a dollar tourney will be held at ShadowHaven on May 16th. Compete for magnificent prizes! Buy the Emerald Hills a tractor! Bust a knuckle in Open Class! Best of all – no weapon scramble!

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### Behold, the Events

Single Short Sword

Short Sword and Shield

Polearm

Open Class

3-Man Teams:

(Bargain Event! \$1/team! 3 prizes!)

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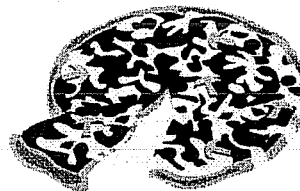
A prize will be awarded for each category, along with a prize for best overall performance. After the tourney...

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### Pizza Quest

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Tangelo, the mighty, evil wizard, is having a party. Parties need pizza. Tangelo has therefore called all the pizza delivery places in town. Knowing of their "Your pizza at your door in 30 minutes or it's free!" policy, Tangelo has deployed his minions to delay the arrival of the pizza. Will the pizza be on time? Will Tangelo's dastardly plan be foiled? Will he have to shell out a few measly bucks for his party? Or will he just kill the carefree deliverers of pizza when they make it to his door? **Find out at Shadowhaven on Saturday, the 16th of May!**



## Calendar of Events

### APRIL

- 24-26 Quadracentennial (El Paso, TX)
- 24-26 Celestial Kingdom Coronation (Burnet, TX)
- 25 Silverwater's Duchy Coronation (Lake Worth, FL)
- 31 Blorgville's Baronial Quals (Tentative) (Houston, TX)

### MAY

- 8 *Deadline for "The Flame Never Dies" submissions*
- 9 Wetland's Crown Qualifications (Houston, TX)
- 7-9 Blorgville's Baronial Coronation (Houston, TX)
- 9 *Deadline to run for Land Committee*
- 16 Shadowhaven Dollar Tourney and Pizza Quest (Coppell, TX)
- 21 *Deadline for early written Qual submissions*
- 22 *Deadline for "Name the Site" Contest*
- 22-25 War of the Dark Shore IV (Santa Cruz, CA)
- 23-24 Emerald Hills Crown Qualifications (Dallas, TX)
- 24 *Deadline to run for Office and Letters of Intent*
- 23-25 Wetlands Crown Coronation/Endreign (Liberty, TX)
- 29-31 A-Kon (Dallas, TX)

### JUNE

- 5-7 Scottish Fest (Dallas, TX)
- 12-14 Emerald Hills Coronation (Silver City, TX)
- 19-21 Rakis IX (a.k.a Arakis) (Denver, CO)

### JULY

- 23-26 Clan XVI (Cloudcroft, NM)

### AUGUST

- 22-23 Golen Plains Crown Quals (Amarillo, TX)
- 29 Blorgville's Baronial Crown Party (Houston, TX)

### SEPTEMBER

- 4-7 Harvest War IV (Cedro Peak, NM)
- 5-7 Golden Plains Crown Coronation (Amarillo, TX)
- 20 Golden Plains Weaponmaster (Amarillo, TX)
- 25-27 Interkingdom Olympiad & Wetlands' Coronation (Liberty, TX)

### OCTOBER

- 9-12 Dragon's Rage III (Valdosta, GA)

#### Echoes of the Hills Volume XX, Issue 2, April 1998

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## Upcoming Elections

By KodiaK

As Coronation approaches, elections fill the air. The election for the land committee is May 9th and 10th, as mentioned previously. All other elections will be held May 30th and 31st. Elections will be held at all parks that have Prime Ministers.

### These are the impending elections:

**Monarch**

**Regent**

**2 six-month B.O.D. seats**

**3 one-year B.O.D. seats**

**Class Guildmasters**

**Guildmaster of Reeves**

Additionally, there will be a new Champion decided as always through trial by combat. Anyone wishing to run for any of these positions must declare by Sunday, May 24th. Declarations for Monarch, Regent and Champion will be accepted in writing ONLY. Other positions may be declared for verbally, but Prime Ministers are woefully forgetful.

Some notes about the B.O.D. seats are necessary. Henceforth, the B.O.D. will be staggering its elections - 2 in winter, 3 in summer. To effect this, two of the seats elected will remain for only 6 months. After this six-month period, two new one-year members will be elected. YOU MUST SPECIFY WHICH TYPE OF SEAT YOU ARE RUNNING FOR. You may run for only one of the following positions: 6-month B.O.D. seat, 1-year B.O.D. seat, Monarch, Regent, Champion.

#### Finally, how to notify KodiaK in writing:

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**Questions? Comments? Submissions?**  
*Send them Our Way!*

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**Questions? Comments? Submissions?**