

Greetings to All,

As the scribe I would like to say some things about the newsletters that will be coming out this next six months. First of all there will be educational articles in them. I notice that hasn't been done an awful lot in the past. It is a requirement for a non-profit organization like our own. Please submit any writings or illustrations for how-to projects or any research articles that could pertain to our group. I would like to bring to your attention that if you are printing a newsletter or submitting to one do not use copyrighted comic strips this is a very big no - no, and extremely illegal. Prime Minister elections are coming up if you want to run let me know and I'll put an ad in the newsletter for you. If you think there is a chance of missing more than 8 weeks don't run. If you do it and miss 6 to 8 weeks don't think people will appreciate it or want you awarded for it. I would like to also add my opinion to Prime Minister Aislinn's, guys do need to treat the lady's like lady's, but they should not feel obligated to treat someone who does not act like a lady or speak like one as a lady. So, girls if you want to go out there and throw temper tantrums, cuss, tell dirty jokes, and hang all over the guys do not expect to be treated like a lady. If you are, well then enjoy it. To those of you gentlemen out there that always treat me as a lady I stand up for you and say Chilvary is not dead in the Emerald Hills. Your warm greetings the kiss, of the hand, and the offer to help are well noted and well remembered. True we can use more of you, but you are out there, and you do remember the way it was. Vivat.

Things discussed at GM meeting and that are in effect until the next Allthing which will be held on August 11th. Barbarian extra heal self per life for special ability. passed. Bard extra charm instead of extra life. not passed. August 4th will be the quest for the Amulet of Power in Iron Cloud. August 5th is Tyranny's birthday. From what I hear there will be fundraisers, and demonstrations this 6 months so get your best together. May the grass always be green underneath your feet. (Not that green being my favorite color has anything to do with it or the fact this is the Emerald Hills) Until the next newsletter.

Duchess Countess Sir Alessandra Cheetarah Nightowl





Disclaimer (The opinions expressed here are compiled from personal experiences and a little publication called "Sounding" by Economics Press, Inc. While I have applied it to Amtgard it is by no means meant to be a personal attack on any one.)

It has been said that you must get along with people to succeed. Regardless of where we are, be it at school, at work or in our fantasy club. We can never avoid other people or their opinion of us, or their influence in our lives.

No one can teach us fully the art of getting along with people. The fundamental principles can only be learned. It takes tolerance for another's opinions and manner; it takes courtesy, cheerfulness, intelligence, and character.

Taking on the position of Monarch is difficult; and not very rewarding. Does that mean you make all the decisions? It shouldn't. What it means is that you are responsible for all the decisions. If some of those decisions don't work out right, it's up to you to do something about it.

The best solution, if you can find capable assistants, is to turn part of your responsibility over to them. Amtgard is set up to help that way with Prime Minister, Guild Masters, etc. Make them responsible for run of the mill game decisions. If something unusual comes up, or if they are uncertain about something, you expect them to consult you.

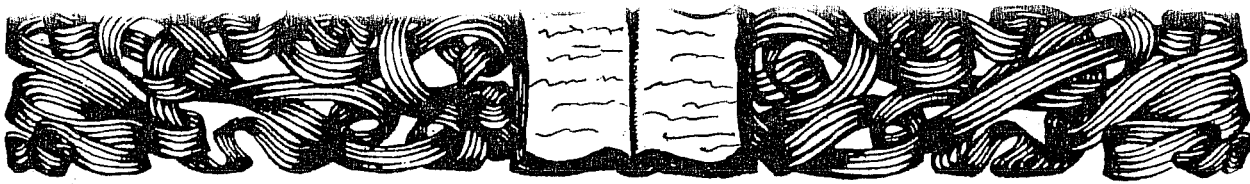
But what about the important decisions? The responsibility is yours alone. But don't be afraid to seek the opinion of the group. Talk over the situation with them. Then put all the advice together, using your own common sense, reach a decision. If you can't treat being Monarch as a job and a responsibility don't run! The whole kingdom rests on you for six months. You can't take it as a time to play an alternate character with no dues and all fun. It has its moments of joy if your people are behind you. Make them proud that you served. Get them behind you pulling for the same goals.

Try a little humor. Don't get so full of your self that you can't laugh at yourself. After all this is just a fantasy. Keep a perspective on this Monarch stuff. We are out here to have fun. But having fun does not mean stepping on other peoples toes. No Monarch should condom stealing; no matter what name you dress it up under. Losing your belonging no matter the value; is no fun. It is a bad game in Amtgard is should never been allowed to start. The whole kingdom will suffer for it in the long run.

Lastly, if you offend someone apologize sincerely, openly and honestly. Whither you meant for the problem to occur or not. There is nothing worse the a "greater than thou" faux king or queen, or even peasant.

This Kingdom is only two years old the end of March. How many faces have come and gone. Why? If we are to survive as a real group there must be more to tie us together than Saturday in the park. Has wearing the crown of the Emerald hills become something no one wants?

The last of the



## Helpful Hints for New Rulers

Congradulatins on your new office. You will soon learn your new roll as ruler is not just one of pomp and prestige, but also calls for diplomacy, coordinating planning and servitude. This article contains my viewpoints from a personal experience, and I hope will help you with some kind of idea about what is expected of you

Feasts, All-things, Courts, battlegames, Arts and Sciences competitons, fund-raisers, demonstrations, public relations, tournaments, quests, road trips, camping events, and bardic competitions are each a very vital piece to make the magic come alive for your group.

Seeking out those with experience for advice, or printed works for information puts you one step closer to a successful event. No one expects you to know everything going into office.

When setting up demonstrations, telethons, fund-raisers, camping events or looking for a charity to help out, the phone book can be your best friend. Don't be afraid to talk to people to in other organizations. They want their people to experience different and new things also, and are open for ideas. That's when not only your warriors, but also your artsy-carftsy members of the populace come in. Remember Camp Fire Boys and Girls, Boy Scouts and Girl Scouts not only have war games but, also arts and crafts classes at their summer camps, and would appreciate volunteer work. Summer brings lots of opportunities for raising funds to operate by, such as car washes, and garage sales. One dollar feasts and one dollar tourneys can also be very prosperous.

To asure help in seeking out those exceptional in one area or another enforce upon your guildmasters the fact that they are fully responsible for their guildmembers where thier guilds are concerned, be it arts and science guilds or fighting guilds.

One of the hardest duties of a ruler is to keep communications open with not only the Shires and Baronies in your Kingdom, but in the other Kingdoms as well. Updated information and close ties are very important to everyone, and also very time consuming.

Working by a schedule can relieve a lot of stress. Preparation and planning are a must for success. Every bit of information that a person might possible need should by included in your fliers or newsletter concernng any upcoming event. Expect calls, lots of them no matter how detailed you get. Try to have one or two other people as informed on the event as yourself so they can help out with calls.

You should always keep paper and pen by the phone. You will be getting calls from those in your lands and from other lands. They will have suggestions for possible awards, information on

upcomming events, rumors they want verified, complaints, opinions on problems, and sometimes suggestions for some of your own problems.

Helpful hints for you to pass onto your populace is to go to flea markets and garage sales to find inexpensive table settings and feast gear. Also, go to cloth warehouses to get good deals like silk or satin for \$.99 a yard. Remember, especially in the summer months to bring water jugs.

Following are some guidelines and suggestions for different functions.

Fund Raisers-This does exactly what it says, raises you funds. Which is needed when hosting an event.

One Dollar Tourney-Encourage the populace members to sponser these.

- 1> The type of tourney must be specified.
- 2> Item or items for prizes need to be stated and shown before the tourney.
- 3> Make sure the one sponsoring the tourney, the reeves, the person running it, the combatants, and the winner or winners are all recognized

One Dollar Feast-These are good for companies to sponsor, also the Kingdom.

- 1> Where companies are involved, some can pay, some can cook, or all can buy and prepare their own dish.
- 2> My suggestion is pick the type of dinner you want, then put your money together and shop wholesale clubs. Look for sales and use coupons. Remember foods provided are donations to the club from the company sponsoring this. Receipts should be kept and turned in.
- 3> It's also wise to provide feast gear since many do not have their own. Plates, plastic forks or spoons and plastic glasses make things go a lot smoother.
- 4> Monies earned by the feasts and who sponsered it should be recorded in the newsletter to encourage others and give those who worked hard recognition.

Car Wash-

- 1> Call up a local establishment for instance Mazzios or Taco Bell, let them know you belong to a non-profit organization and get permission to use their parking lot.
- 2> Get a list of volunteers and make sure they know the place, time and date.
- 3> Assign who's bringing what - towels, water hoses, buckets, soap, etc.
- 4> Very important - Have signs, and people to

- hold them.
- 5> Besides having a starting time you need a cut-off time too.

Public Relations-Is very important. It brings in new members, makes the public aware of what you are. Therefore, eliminating fear of the unknown. It also lets everyone display their skills.

- Newspapers-
- 1> Contact your local paper ( the editor ) tell them about your group and invite them out to your park.
  - 2> Contact the local high school newspaper and ask the teacher to send out a student reporter. In some of the above cases your should have some type of tournament or arts and sciences competition scheduled so they can see both aspects of the club.

- Televison-
- 1> Call up your local public broadcasting station ask for the person in charge of telethons and volunteer your groups services to work the phones one weekend in garb.

- Organizations-
- 1> Contact the Camp Fire Girls and Boys, Girl Scouts, or Boy Scouts and volunteer to do a demonstration of fighting skills. Also, see if some of your people who know how, to do leather working, beadwork, calligraphy, painting, drawing, or any other special art or craft would donate time to teach a class at one of their summer camps.

- Conventions-
- 1> Demonstrations can also be set up at fantasy fairs, book conventions, and sci-fi conventions.

- City Officials-
- 1> Contact the Parks and Recreation Department in charge of your park and let them know your group will be happy to do any demonstrations for the city at any of their functions.


Camping Events- One of the things we all love to do and come together at. Remember camp outs go down in everybodys memory. Here are some of the things you need to look for in selecting an adequate site. Make sure your flier tells which of these assets you do and do not have. Also, be sure to have a very accurate map, written directions, and Ampgard signs posted at key spots.

( Summer Campout )

- 1> Running water - perferably close to each site.
- 2> Restrooms within walking distance.
- 3> Showers if at all possible.
- 4> A pavilion to hold court in. ( This is not a must, but very helpful. )
- 5> A store located nearby.
- 6> Grilles - not everyone has one to bring along.
- 7> Trees - so you have much needed shade in the heat of the summer.
- 8> A body of water to swim in, be it pool, lake, or river.
- 9> A wet site is almost a must.

As I said at the beginning, this information is to help you out not dictate what you have to do. I hope you have a successful and prosperous reign. Remember not to be afraid to ask for help or advise.

Yours in Service,  
Duchess Countess Sir Alessandra Cheetarah Nightowl



The Dream, The Game

I wish I would wake to find  
it all a dream, it all left behind.  
A dream that terrifies me  
to the point of no return.  
A nightmare to my conscience  
with burning anguish to my soul.  
But the dream is a game  
a game you cannot quit.  
It goes on and on,  
for all must fit.  
Fit into the game,  
everyone must play;  
the game of life, it is for you.  
It is for you and you must play.  
You must see it is the only way.  
Dieing is for the weak,  
the weak will not survive.  
The game of life,  
we all must die!!

Grackle Snipes

Grackle snipes, grackle snipes  
comming up fast.  
Better wath out,  
they'll kick your ass.

Hiding in the brush  
they'll make you shiver.  
Then when your near  
they'll splut your liver.

So make a note of little birds;  
don't take them for granted,  
Because when they grow up  
you'll be six feet under, planted!



R

WEAPON MASTER V June 30th, 1990

31 participants. Reeves- Nevron, Cain, Aslinn, & special thanks to Xenos & Plague

#1- Axe & Shield (16)	#2- Flail & Shield (15)	#3-Single Sword (22)
1st--Plague	1st--Landolf	1st--Plague
2nd--Avatar	2nd--Tyranny	2nd--Quinn
3rd--Landolf	3rd--Mosher	3rd--Xenos
#4- Polearms (11)	#5-Florintine (15)	#6-Sword Shield (17)
1st--Plague	1st--Plague	1st--Plague
2nd--Cain	2nd--Landolf	2nd--Lung
3rd--Lung	3rd--Athisdain	3rd--Landolf
#7- Open Class (12)	#8- Dagger/Javilin toss	#9-Archery (8)
1st--Lung	1st--Landolf	1st--Athisdain
2nd--Xenos	2nd--Marco	2nd--Marco/Arvid
3rd--Athisdain	3rd--Sirrakus	

POINT TOTALS

Landolf-40	Mosher-7	Mythrallacous-2
Plague-38	Arvid-7	Christopholis-2
Athisdain-29	Quinn-6	Thorfinn-1
Lung-21	Tibbar-5	Belerion-1
Marco-15	Cain-4	Cedric-1
Sirrakus-12	Spellwright-3	Samfong-1
Xenos-9	Skullband-3	
Avatar-9	Dane-2	
Tyranny-7	Allanon-2	

People whose actions and attitudes on tourney field that should be noted.

Quinn-4

Landolf-1

Sirracus-2

Jadj, Balerian, Tibbar, Avatar, Xenos, Mosher-1 Each.



Greetings to all in the Emerald Hills; and welcome King Garath to your new Position;

After bringing in a new monarch, there is alot of business to be taken care of. That is what this letter is for. First is the financial report. You will find this in the newsletter. If you will look at it, you will see that we are doing very well with the Kitty. Sir Nevron and I worked hard to build it up to this Point, so let's see if we can keep it this way. Also, if you will notice the court Page, there are some blanks in the Guild Master sections. This is because I have not yet received this information. Also, if there are any mistakes in this just let me know and I will correct it.

At this Point we do not have a complete calendar of events. What I do have I will Print. We all know that the gathering is the last weekend of July. The flier is included in the newsletter with all the information. We also have the Sable Pride scavanger hunt in August and Prime Minister elections coming in September. I will let you know exact dates when I get them. Anyone who is interested in running for Prime Minister Please get Prepared, for thankfully, I am not running again. If you have any questions about the Job don't hesitate to ask me. I'll be glad to give you all the gory details.

I have received word from the Golden Plains and would like to welcome Desari to the Position of Vizier. Lets give her some support because she will deserve it. Also, to all of you who are going to Cludcroft, Please talk to me. I need to get some information as soon as Possible.

Until we meet again...

Yours in service;

Baroness Aislinn  
Prime Minister

FINANCIAL REPORT  
6-5-90

<u>Date</u>	<u>Income</u>	<u>Expenses</u>	<u>Total</u>
12-3-89		Starting Balance	\$ 34.55
12-89	\$5.00 Dues		\$ 39.55
12-15-89		\$21.40 Copy Card	\$ 18.15
1-90	\$10.00 Dues		\$ 28.15
2-90	\$22.00 Dues		\$ 50.15
2-90	\$9.00 Donation		\$ 59.15
2-10-90		\$21.40 Copy Card	\$ 37.75
3-90	\$12.00 Dues		\$ 49.75
3-90	\$10.00 Donation		\$ 59.75
3-15-90		\$5.30 Typewriter Ribbon	\$ 54.55
3-17-90		\$21.70 Copy Card	\$ 32.75
4-90	\$5.00 Dues		\$ 37.75
4-90	\$82.00 Donation		\$119.75
4-25-90		\$21.40 Copy Card	\$ 98.35
5-90	\$17.00 Dues		\$115.35
5-90	\$100.00 Donation		\$215.35
5-2-90		\$ 2.86 Copy Contract	\$212.49
5-3-90		\$80.00 Camp Site	\$132.49
5-4-90		\$ 3.21 Copy Addendum	\$129.28
5-17-90		\$10.70	\$118.58
5-17-90		\$26.53 Feast Food	\$ 91.95
5-23-90		\$30.56 Feast Food	\$ 61.39
5-26-90		\$10.70 Copy Card	\$ 50.69
5-27-90	\$30.00 Donation		\$ 80.69
5-28-90		\$42.34 Feast Food	\$ 38.35
5-29-90		\$24.23 Feast Food	\$ 14.12
5-29-90	\$20.00 Donation		\$ 34.12
5-30-90		\$15.50 Feast Food	\$ 18.62
6-2-90	\$624.00 Site Fee		\$642.62
6-2-90		\$417.00 Camp Fee	\$225.62
6-2-90		\$15.00 Feast Food	\$210.62

Anyone who does not understand this report, please call 1-800-EAT-7448.

DUES PAID LIST

Exempt: Garath

Xyphus

Aislinn

Maiv	through	Aug 91
Palladius		July 90
Parasite		Aug 90
Tyranny		Aug 90
Naft		Aug 90
Semaj		Aug 90
Xenos		Nov 90
Cedric		June 90
Lung		June 90
Plague		Nov 90
Melanie		June 90
Mavon		Nov 90
Astor		June 90
Mosher		Nov 90
Zendathamus		Aug 90
Selka		Dec 90
Neuron		April 91

It's Prime Time for a New  
Prime Minister

Elections Sept. 8<sup>th</sup>

Pick the Black Rose

Vote Gwindor Blackrose for Prime Minister

Select Selka

Vote Selka Shadowcat for Prime Minister