

THE PARKING LOT IS FULL

by Jack McLaren and Pat Spacek

<http://www.plif.com>



When Crash Orphan-15 was adopted by humans, the Grey Hive chose not to interfere...but when the boy was taken to "Sunday School" to learn "Creationism," they realized their mistake. Earth and its ignorant savages all died screaming.

Revised Kingdom Schedule

Bone and I will be making individual appearances, besides the following, around the DFW area. This however is the schedule for the visits where we both will be on set days. A schedule was published in the newsletter, however I had to make some corrections concerning dates due to the fact that we were scheduled to be going to some parks during the middle of the week.

We have since then decided we will show up at the parks on the correct days.

July 14th	Morningwood Glen- Allthing will be held.
July 25th - 28th.	Clan
August 11th	Eagleshire
August 25th	Ironcloud
September 7	Dragonmaster\Weaponmaster TBA
September 8	Dragonmaster\Weaponmaster TBA
September 28 & 29	Event\Midreign
October 10 - 13	Banner wars
October 26 & 27	Witcha falls
November 2	Mistral Moors (Oklahoma)
November 16	Midnightsun
November 30	Quals TBA
December 14 - 15	Coronation

Thank you.
Regent Countess Stormie

ALLTHING AGENDA

With barely a moment to spare the first all thing of the reign has it's first agenda now set.
The formal gathering will be held at Mourning Wood Glen on Sunday, July 14th. Details regarding vote collection will be amended as soon as they are known.

- **Item 1a - FOR / AGAINST / ABSTAIN**

The Kingdom of the Emerald Hills does hereby resolve that the group known as "The Wetlands" is recognized and acknowledged as a peer Amtgard Kingdom. Therefore, reciprocal recognition of credits, awards, and titles awarded by Kingdoms (such as The Wetlands) is in effect.

- **Item 1b - FOR / AGAINST / ABSTAIN**

The Kingdom of the Emerald Hills does hereby resolve that the group known as "The Wetlands," can no longer be recognized as a peer Amtgard Kingdom. Therefore, any awards or titles awarded by the officers of The Wetlands after March 30, 2002 are invalid and not recognized within the Emerald Hills.

- **Item 2 - FOR / AGAINST / ABSTAIN**

Insert as I.E.2

"An Active resident is one that has attended at minimum 5 (five) EH group or subgroup functions in the preceding 7 (seven) months. For this purpose a function includes attending at a park on a regular play day, attending any event mentioned in section VII, or working at Tanglewood Forest on behalf of the RGK. No more than 1 (one) attendance per Amtgard week or event shall be counted"

Also, update corpora sections I.E.2 (the section that may become I.E.3), V.A.2, V.B.4, and V.C.2 to reflect that being Active is also a requirement.

(This ensures that voting and office holding are limited to Active dues paid residents.)

- **Item 3 - FOR / AGAINST / ABSTAIN**

Change II.J.2

FROM

"Each fighting guild, the Circle of Knights, and the Circle of Steel will each vote for their guildmaster at the Crown Elections"

TO

"Each fighting guild and the Circle of Steel..."

This is the only mention of the "Guildmaster of Knights" in the corpora. The primary effect of removing this entry would permit the Circle of Knights to administer their Guildmaster Election as an internal affair...independent of the normal election process.

- **Item 4 - FOR HYPHENATED / AGAINST HYPHENATED / ABSTAIN**

Standardize the spelling of "Mid-reign" in the corpora by changing all references to be hyphenated.

OR

Standardize the spelling of "Midreign" in the corpora by changing all references to be non-hyphenated.

In addition to the above discussions and votes, the Crown will be soliciting opinions regarding armor rating guidelines with an eye toward more complete documented standards. Of particular note is the distinctions between the various types of Amtgard Brig.

USEFULL LINKS

The Kingdom officer page is now up-to-snuff:

<http://www.amtgard-eh.com/officers.html>

Reminder: There are phone numbers for many officers on the Officers page. If you would like to have yours added, please let me know.

The online Corpora is up-to-date:

<http://www.amtgard-eh.com/library/corpora.html>

It now has additional "direct" links to various offices to make it easier to discuss them. (i.e. the TOC is better.)

The Kingdom calendar is updated:

<http://www.amtgard-eh.com/calendar.html>

Am still updating the information on Kingdom Companies. If you company name doesn't have an asterisk by it and you're active, let me know. (The rest will be marked as inactive in a few weeks.)

http://www.amtgard-eh.com/links_companies.html

Madsmacksters Guide to First Aid

In a medical emergency, knowing what to do can make all the difference. Here are some tips to help you handle an unexpected injury or illness:

- Keep a first-aid kit in your car's glove compartment. It should contain alcohol, cotton balls, Jar-Jar Band-Aids, ChapStick, fun-noodle, cigarettes, duct tape, and a map of New Mexico.
- In the event of decapitation, sit the victim's body in a chair as best you can, balance the head on top of the shoulders, and walk away whistling nonchalantly.
- Always keep plenty of gauze around the camp in case you invent an invisibility potion.
- If you did all you could and the victim still dies, pat him or her down for a Snickers bar. It's not like you don't deserve one.
- Nothing revives a stroke victim like an eye-popping orgasm.
- If someone you know is seriously injured, cradle his or her head in your lap and scream, "Why?"
- Administering CPR is easy. Just do it like you saw them do on TV that one time.
- To stop a nosebleed, apply pressure. To start a nosebleed, apply even greater pressure in short, repeated bursts.
- If a person requires artificial respiration, and you are of the same sex as the person, and no one of the opposite sex is around to perform the procedure, you are gay.
- Make sure your first-aid kit contains a large, frilly Victorian fan to revive fainting victims.
- If possible, try to be the guy who tells the victim, "Everything's going to be all right," while others do the actual work.

A word from Lady Fauna

How do we as a kingdom track awards? We don't.

At least, we never have. I was told when I started the game to track all my awards myself because no one else would. Now, almost 9 years later and neither the kingdom's attitude nor practices have changed.

How do we determine masterhood eligibility without a centralized tracking system? We don't.

"Qualified" masters go years without recognition.

How do some other kingdoms determine masterhood eligibility?

They have a system of recommended qualifications for each level of each order... not just warrior. Someone somewhere, [per our corporea, it's the scribe] is making notes and lists of who got what, when, and why so that the next monarch can determine if the person has improved to be worthy of that next order.

Does our current methodology work? Obviously not.

If it did we'd know who our masters were and how they got there. If it did we'd know who was approaching eligibility, and they'd know how much harder they would have to work to get the prize. If it did we wouldn't be in the situation we're in now where folks get masterhoods one event and knight's belts the next.

So, how can we make it better?

What we can do as individuals is go through our drawers and gloveboxes and report to Brennon (whose already volunteered) what we've got, who gave it to us, and why. We can search our memories and try to confirm awards of courts past so that a little of our history can be recovered.

The most important thing we can do as a kingdom is change our attitude. As a populace hold our current and future monarchy responsible for making the list and passing it along so the Awards page can be updated and kept current.

Setting my personal bar... not the standards, for anyone past present or future to be judged against.

I have three Lions

1. Eclipse/Darkangel for contributions to WBWI
2. McFadden/Martello for "support of reign XXV"
3. Eclipse/Ominique for "repeatedly assisting with Gate Duty and Overseeing Event Funds"

Planning to serve,
Lady Fauna

GENERAL ANNOUNCEMENTS

Golden Plains 10 Year Coronation

August 23-25, 2002

Lake MacKenzie, TX

Join us in celebrating our 10th anniversary as a Kingdom in Amtgard. We are planning a weekend filled with role play and intrigue. Expect to stay in character from Friday through Sunday as we visit a medieval town protected by a Dread Knight. Caravan raids, tavern fights, and barbarian invasions are all commonplace for this unfortunate villa. Excellent food and entertainment, along with some interesting company, should make for an event to remember.

Contact Squire Jacobi (Brendas1005@hotmail.com)

Our Great Regent Stormie has Put me, Z, in charge of our Kingdom Newsletter. (I think she is trying to keep me busy, so I would stop calling her all day).

We will actually be putting out a newsletter on a regular basis. So I tell you, Populace, anything you need put in the newsletter just send my way. I will taking announcements that appear on the kingdom list and putting them in the newsletter as well.

But...

Let us remember that I am also the MadSmackster, so any rants, rave, complaints, or obscene polls you want in there should just be sent to me.

I can be reached at madsmackster@godisdead.com or at constanzie@corsairs.org. Help me make this reign's newsletters rememberable.

Thanx!

Greetings to all!

I've created a new ezboard Online Community called The Serpent's Den that will hopefully be used to communicate across Amtgard all of the tips and tricks of all things Cultural in the game. This is a joint venture between myself and Regent Stormie. We'll be using it as an online meeting place for discussing Cultural Events, entries and anything else cultural.

Here is a link to The Serpent's Den:

<http://pub5.ezboard.com/btheserpantsden>

I'm eager to hear your comments and suggestions. hope to see you



Octoberfeast

Wichita Falls, TX

October 20, 2002 11A.M.-7 P. M.

10:00 Setup

11:00 Open

11:15 Tournament one on one followed by Morning Court

1:00 Bardic & Dance begins

3:00 Large Battle Game/Quest

4:00 Teams Tournament

6:00 Evening Court Battle game/Trenching

7:30 Close and Clean Up

This is a fundraiser for Red River Council of the Blind

This is a tentative schedule subject to change



