

August 16, 2003

# The Herald's Cry

## Special Interest Articles:

- Expanding our Kingdom- Moonshadow
- 20 or 40? The Great Quals Debate -Jacobi

## Individual Highlights:

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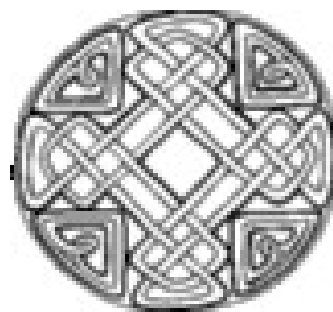
Scribe Jacobi (806) 336-6850  
Brendas1005@hotmail.com

## Knight/Squire Reign Quals

As most of you know Sir Boots is the new monarch, and her squire, Ashe is the new regent.

It will be exciting to see these two working together because of how hard they will push each other. We can expect events like we have never seen before, with fun and exciting

themes, great bardics, and wonderful food. They will need our support to achieve their goals for this reign, so be sure to buy cokes or just donate your change to the cause. Every little bit of support goes a long way.



## Calendar of Events

### August Events

August 28-31	Harvest War	Pegasus Valley
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### September Events

September 11-14	Pac War 5	Mystic Seas
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### October Events

October 9-12	World Banner Wars	Emerald Hills
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### November Events

Mid-November	Midreign PM Elections	Golden Plains
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## 20 or 40? The Great Quals Debate

It seems we are divided, but for a common goal, to improve our qualifications process. One side of the debate feels that we should have a maximum of 20 categories in the Arts and Sciences Competition. The other side would like to see our kingdom have around 36. Each side makes some very good points.

Those who want a 15 max are arguing that there are only 10 war skill

categories, and would like to see the Arts and Sciences closer to that number. They believe it will encourage people running for a kingdom position to be well rounded because they will have to diversify their entries.

The other side of the coin is that 20 categories is not enough. The past 3 quals have had around 36 categories that are more specific than they have

been in the past. For example, instead of having 2-D art as one category it is broken down into Sketch, Painting, and Photograph. This side of the argument feels the more specific categories will encourage more people to enter their art into quals.

I am not sure if this debate will ever truly be resolved, but the quality of art in the last 3 quals has been the best I have ever seen in GP. Jacobi

## Kingdom Website Gets a Facelift

If any of you have tried to get to the Golden Plains website lately, you may have experienced difficulty. The old website has been shut down, but don't worry, plans for a new website are already in progress.

Shef has volunteered to create a new website for the Golden Plains. (Big Thanks) He has already created a great website for his homeland, Irongate. Check it out at [www.amtgard-ig.com](http://www.amtgard-ig.com)

Plans include a discussion forum to help organize our online conversations. The advantage of forums is

*that they are considerably more dynamic than a mailing list, and allow for customization that a list does not allow for. There will be passworded forums for companies, Administration only threads, and announcement threads. There will be threads exclusively for the monarchies of each group as well as for each land. More importantly, it will allow dynamic, in-page polling rather than the linked polls that yahoo has. It will also allow much more control over posting, membership, etc.*

*In all, it will essentially make the website considerably more dynamic and will also keep us all from having to sift through posts that don't interest us to get to the things we need/want.*

*I plan on really taking this site to a level not seen on most amtgard sites. I will be integrating and revamping the Irongate website to match the new system. PHP Nuke is a Content management system for those who are interested. -Shef*

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*"I plan on really taking this site to a level not seen on most amtgard sites."  
Shef"*

## Expanding Our Kingdom

"It is the duty of leaders to lead" – Currently, 10 Groups in Illinois are looking for a Kingdom Sponsor to help them grow in Amtgard. I believe that it is not only our right to sponsor them but I believe that it is our duty to the Game.

This is a complete win-win situation for both sides of this coin. Amt-Illinois will receive Kingdom sponsorship, which they need. They will also receive years of collective wisdom to help them in their journey. We will receive the much-needed rejuvenation of new blood that we have been lacking for years and the experience in helping these groups grow to become a Kingdom of their own.

Why Golden Plains? There are 13 Total Kingdoms. Only 3 were interested in taking on the Amt-Illinois project. Rising Winds is the obvious choice but the groups have been either shunned or put on hold for far too long. Rising Winds is also a very new Kingdom that is in the process of getting policy set in order. Truth be told, Rising Winds has its hands full with Tal Dagore (A collection of groups that is very similar to Amt-Illinois). While they may be the closest Kingdom, they are not the correct fit at this point in time.

Kingdom 2 was Burning Lands. This Kingdom is only listed because every group not explicitly sponsored by another Kingdom is "sponsored" by the Burning Lands by default.

Last is Golden Plains. Frankly, we must look to further our boundaries as a Kingdom. We are bordered on all sides by much larger and able Kingdoms. We must begin to look North for groups to sponsor before we get pinned in and become a 1 group Kingdom, like BL. Additionally, we could benefit greatly from the infusion of new ideas and new talents into this Kingdom. These 10 groups could spawn the leaders of tomorrow, the artisans and fighters that people admire, or even the service-oriented people that Amtgard truly needs.

Amt-Illinois is just asking for a chance to prove themselves. No other Kingdom has been willing to let them shine, until now. I say that we give them a chance. This game is based on people doing their best and contributing. It's time that we contributed back to Amtgard. We nurtured a confederacy into a very strong and proud Kingdom, the Kingdom of the Wetlands. We have the chance to do it again and we should share it with Amt-Illinois. They *\*want\** us for their Kingdom sponsor and we *\*need\** them to further expand our Kingdom interests.

In conclusion, Sponsoring Amt-Illinois would be a very positive thing. We need to step up and be leaders to this fledgling confederacy. We need to show that we are capable of creating strong Amtgard groups. We need to cultivate the talent that already exists in abundance there. In Short, we need to sponsor Amt-Illinois!

Amt-Illinois just wants to have their voice be heard...don't you?

In Service,

King Moonshadow Everdarius

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*"Amt-Illinois is just asking for a chance to prove themselves."*

*"They \*want\* us as a Kingdom Sponsor"*

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*"It is our duty to the Game"*

*"It's time we contributed back to Amtgard"*

## Quals Results Fall 2003

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Final Results		
	Total	Ave
Boots	64.0	4.27
Shef	48.6	3.74
Ashe	48.0	3.43
Neon	38.8	2.77
Callandra		
	33.0	3.01
Miri	8.4	4.18
Vorn	7.1	3.57
Krillan	4.4	4.38
Raban	3.2	3.20.

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Thank You to  
everyone who  
judged, reeved, or  
helped with quals in  
any way!

### Food Categories:

#### Appetizer:

1 <sup>st</sup> Boots	3.750
2 <sup>nd</sup> Ashe	3.700
3 <sup>rd</sup> Neon	2.750

#### Main Dish:

1 <sup>st</sup> Ashe	4.325
2 <sup>nd</sup> Boots	4.175
3 <sup>rd</sup> Neon	4.000

#### Dessert:

1 <sup>st</sup> Boots	4.513
2 <sup>nd</sup> Vorn	4.250
3 <sup>rd</sup> Miri	3.688

#### Beverage:

1 <sup>st</sup> Boots	4.200
2 <sup>nd</sup> Neon	3.075

### Needlework/Garb:

#### Fighting Garb:

1 <sup>st</sup> Shef	4.250
2 <sup>nd</sup> Boots	3.875

#### Court Garb:

1 <sup>st</sup> Boots	4.750
2 <sup>nd</sup> Boots	4.313
3 <sup>rd</sup> Shef	3.875

#### Monster Garb:

1 <sup>st</sup> Neon	2.375
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#### Garb Accessory:

1 <sup>st</sup> Boots	4.125
2 <sup>nd</sup> Boots	4.063
3 <sup>rd</sup> Callandra	3.500

#### Needlework:

1 <sup>st</sup> Boots	4.438
2 <sup>nd</sup> Callandra	3.000

### Open:

1 <sup>st</sup> Miri	4.675
2 <sup>nd</sup> Boots	4.563
3 <sup>rd</sup> Ashe	4.425

### Rose:

1 <sup>st</sup> Shef	4.417
2 <sup>nd</sup> Boots	4.250

### Literature:

### Factual:

1 <sup>st</sup> Shef	4.225
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### Poetry:

1 <sup>st</sup> Ashe	4.125
2 <sup>nd</sup> Shef	4.075

### Game Design:

1 <sup>st</sup> Ashe	3.833
2 <sup>nd</sup> Shef	3.750

### Construction:

#### Passive Construction:

1 <sup>st</sup> Ashe	4.313
2 <sup>nd</sup> Boots	4.138
3 <sup>rd</sup> Boots	3.600

#### Active Construction:

1 <sup>st</sup> Boots	4.575
2 <sup>nd</sup> Ashe	3.25
3 <sup>rd</sup> Shef	3.125

#### Armor Construction:

1 <sup>st</sup> Shef	4.375
2 <sup>nd</sup> Neon	2.5

#### Weapon Construction

1 <sup>st</sup> Boots	4.175
2 <sup>nd</sup> Ashe	3.550
3 <sup>rd</sup> Neon	3.125

### Shield Construction:

1 <sup>st</sup> Shef	1.000
2 <sup>nd</sup> Neon	0.750

### Bardic/Performance:

1 <sup>st</sup> Boots	4.813
2 <sup>nd</sup> Ashe	3.875
3 <sup>rd</sup> Shef	3.563

### 2-D Art:

### Sketch:

1 <sup>st</sup> Callandra	3.500
2 <sup>nd</sup> Ashe	3.125
3 <sup>rd</sup> Callandra	3.000

### Painting:

1 <sup>st</sup> Neon	2.875
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### 3-D Art

### Sculpture:

1 <sup>st</sup> Callandra	3.425
2 <sup>nd</sup> Ashe	3.250
3 <sup>rd</sup> Raban	3.200

### Jewelry:

1 <sup>st</sup> Callandra	3.750
2 <sup>nd</sup> Boots	3.700
3 <sup>rd</sup> Ashe	3.550

### Miniature:

1 <sup>st</sup> Ashe	3.325
2 <sup>nd</sup> Shef	3.250