

THE CORPORA OF LAWS (BYLAWS) OF AMTGARD KINGDOM OF THE BURNING LANDS, INC.

Note: Amtgard is the name of the live action role playing game owned by Amtgard, Kingdom of the Burning Lands, Inc.

Introduction: It's been twenty-five years since Amtgard first sprung up in the Lands that Burn. In that time, we've seen the game grow from a single park to hundreds, a single kingdom to a dozen. And though we've suffered the strains of our expansion--our wills tested, our loyalties strained--we have always emerged from the storm stronger for having endured it. This is a testament to all those that have dedicated their time, effort, and heart to the service of "The Dream", from the pioneers to the present. It is upon their backs that we have built our success and it is upon ours that future generations will build theirs. With that direction in mind, we have entered a new age of Amtgard; one of change yet reconciliation; one of individuality yet togetherness. We have come at last to rally beneath a common banner, behind a common cause. It is my hope that our vision will always be so clear as it is now.

- Kurse

Editors:

| | |
|-------------------------|--|
| 1 st edition | Nashomi |
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By Amtgard, Kingdom of the Burning Lands, Inc.

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1.0 Offices of the Kingdom

1.1 Monarch (King/Queen)

- 1.11 Crown elections will be held once every six months. The winner of the election will be the monarch for the next six months.
- 1.12 Has an automatic seat at the Althing.
- 1.121 Has the power to break ties at the Althing.
- 1.13 Shall preside over and conduct all in-game ceremonies and functions.
- 1.14 Is not required to pay any dues during his/her term.
- 1.15 May award the following orders:
 - 1.151 Titles of Nobility – granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, and Lord (lesser title).
 - 1.152 Titles of Nobility – earned by tenure (for the specific service listed in this Corpora): Grand Duke, Duke, Arch Duke, Count, Baron, and Defender (lesser title).
 - Titles of Nobility – earned by tenure (for the specific service)
 - 1.153 Peerage – The four orders of Knighthood – Note: It is strongly recommended that each Monarch follow the current Award Standardization, as listed in the Rules of Play, when awarding Knighthoods.
 - Crown - For excellence in Amtgard's highest offices
 - Flame – For excellence in service to Amtgard
 - Serpent – For excellence in the arts and/or sciences
 - Sword – For excellence in combat
 - 1.154 The following orders: Dragon, Flame, Garber, Griffon, Hydra, Jovious, Lion, Mask, Owl, Rose, Smith, Walker of the Middle, Warrior, and Zodiac. (Per Award Standardization.)
 - 1.155 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
 - 1.156 Titles of Masterhood for the orders (by tenure): Dragon, Lion, Griffon, Owl, Rose,
 - 1.157 Warrior (Warlord) (Per Award Standardization.)
 - 1.158 Titles of Masterhood (in conjunction with the Prime Minister and class Guildmaster) for the fighting guilds.
 - 1.159 Titles of Masterhood for the service guilds (by patent).
- 1.16 May create new honors, awards, Masterhoods, and titles that do not conflict/compete with the established ladder awards (per the current Award Standardization).
- 1.17 May become eligible to receive these titles after his/her term is over:
 - 1.171 Knight of the Crown (per the current Award Standardization)
 - 1.172 Duke/Duchess (or Grand Duke for serving two or more terms as Monarch)
- 1.18 Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total.
 - 1.181 Exception- special situations will be taken into consideration by the Althing.
- 1.19 No Monarch may hold the throne for more than two consecutive terms.
 - 1.1A Only those who qualify at Crown Qualifications may try for Monarch.
 - 1.1B Shall hold an automatic seat on the B.O.D. during his/her term.
 - 1.1C A Monarch may remove (strip) a title of honor from a person for repeated proven

violations of the corpora and/or rulebook under the following conditions:

- 1.1C1 Agreement of 75% at the vote of an Althing,
- 1.1C2 Agreement of the Prime Minister,
- 1.1C3 A majority vote of all people with the same title that is removed (i.e.- all Barons would vote for the removal of a Baron title),
- 1.1C4 Agreement of 75% of the local group monarchy if the person to be stripped no longer resides in that kingdom.
- 1.1D Note: Titles and honors may never be awarded to the members of another kingdom without that Monarch's permission.
- 1.1E The Monarch must be at least 18 years of age.
- 1.1F Must pass a reeve's test with a minimum score of 75%.
- 1.1G Must be dues paid.

1.2 Regent/Consort:

- 1.21 Every Monarch must have a Princess/Prince Consort/Regent.
- 1.22 May bestow the following orders: Dragon, Garber, Lion, Owl, Rose, Smith.
- 1.23 Is not required to pay any dues during his/her term.
- 1.24 Head and be responsible for the Colleges of Arts and Sciences.
- 1.25 May create new honors and awards in keeping with her/his duties that do not conflict/compete with the established ladder awards. (per current Award Standardization)
- 1.26 Is responsible for the outgoing Crown Coronation feast.
- 1.27 May receive the title of Countess/Count after her/his term is over.
- 1.28 Shall not miss six weeks in a row or more than twelve weeks total else a new Consort/Regent must be chosen.
- 1.2A Only those who qualify at Crown Qualifications may try for Regent.
- 1.2B The Regent must be at least 18 years of age.
- 1.2C Must pass a reeve's test with a minimum score of 75%.
- 1.2D Must be dues paid.

1.3 Prime Minister:

- 1.31 Once every six months during a Monarch's midreign an election shall be held. The winner of this election shall become the Prime Minister for six months.
- 1.32 The Prime Minister is not required to pay any monthly dues during his/her term.
- 1.33 Is responsible for the following aspects of the group funds:
 - 1.331 Collection of all fees and dues
 - 1.332 Maintain and keep accurate records of the group treasury
 - 1.333 Keep accurate records on all group income and expenditures
 - 1.334 Maintain accurate records on the dues paid status of all group members.
- 1.34 Must keep records of attendance and active members
- 1.35 Must keep the Member Information files on all members up to date.
- 1.36 Is responsible for providing rulebooks and newsletters to the populace.
- 1.37 May receive the title: Baron/Baroness when his/her term is over.
- 1.38 Shall not miss more than a total of eight weeks else a new Prime Minister must be elected.
- 1.39 Shall hold an automatic seat on the B.O.D. during his/her term.

- 1.3A Must be at least 18 years of age.
- 1.3B Must be dues paid.

1.4 Champion of the Realm:

- 1.41 The Champion is the individual who placed first in the Champion tourney.
- 1.42 Shall maintain a lost and found for the organization.
- 1.43 Responsible that all weapons and armor have been checked for safety and legality.
- 1.44 Responsible for organizing battlegames on days when no predetermined scenarios are scheduled.
- 1.45 Shall be the defender of the Crown.
- 1.46 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found.
- 1.47 May receive the title of Defender after his/her term.
- 1.4A Only those who qualify at Crown Qualifications may try for Champion.
- 1.4B Must be at least 18 years of age.
- 1.4C Must pass a reeve's test with a minimum score of 75%.
- 1.4D Must be dues paid.

1.5 Board of Directors (or B.O.D.):

- 1.51 A minimum of five group members (maximum of seven) shall be chosen by open ballot to serve in this capacity.
- 1.511 An election for the B.O.D. will be held once a year during the month of January.
- 1.512 The Monarch and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.
- 1.52 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
- 1.53 The B.O.D. will work with the Monarch and Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws. (Note: The B.O.D. is not intended to supplant the authority of the monarchy. Its role is to provide support to the monarchy with regard to legal issues that extend beyond the scope of the game. It is not the role of the B.O.D. to determine the principles, priorities, or future direction of its elective group.)
- 1.54 The B.O.D. has no status in the order of precedence and no jurisdiction over internal group functions. (Note: This includes, but is not limited to, member punishment and event organization.)
- 1.55 The B.O.D. shall meet to discuss business not less than once every four months.
- 1.56 The B.O.D. shall choose the following corporate officers:
- 1.561 Membership officer and designated agent (i.e.- Secretary)- responsible for maintaining a mailing address for the Amtgard corporation. Will work with the treasurer under the authority of the B.O.D. to handle all corporate business with all government agencies and organizations. Shall list the minutes of all B.O.D. meetings.
- 1.562 Treasurer shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to

work closely with the Prime Minister in these areas.

- 1.57 Scheduled BOD meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.
- 1.5A Must be at least 18 years of age.
- 1.5B Must be dues paid.

1.6 Scribe:

- 1.61 Appointment and dismissal are the Monarch's option.
- 1.62 Shall work with the Prime Minister on the kingdom newsletter.
- 1.63 Print any fliers, letters, or other news of the Crown and Prime Minister.
- 1.63 Work with the Monarch and Prime Minister to maintain a yearly calendar of events.
- 1.65 Keep the minutes of all in-game Amtgard meetings and Althings.

1.7 Guildmaster of Reeves:

- 1.71 Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild who may vote are those who passed the Reeves test with a score of 75% or better, and the current guildmaster.
- 1.72 Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 1.73 Shall work with the Champion in checking armor and weapons for safety and legality.
- 1.74 Must make sure that there is an appropriate number of reeves at any Burning Lands event, and ensure that the conduct of reeves is competent and fair.
- 1.75 Will be the Crown's advisor on the rules.
- 1.76 Will give the Reeves test every six months at Crown Qualifications.
- 1.77 Dismissal is by a joint decision of the Monarch and Prime Minister.
- 1.78 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification system for particularity troublesome or unsportsmanlike fighters at any Burning Lands tourney.

1.8 Captain of the Monarch's Guard:

- 1.81 Appointment and dismissal are the Monarch's option.
- 1.82 Shall be in charge of security at all Burning Lands events.
- 1.83 Shall ensure that the Monarch and Consort are properly escorted.
- 1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

1.9 Class Guildmasters:

- 1.91 Each fighting guild, the Circle of Knights, the Circle of Steel, and the Reeves Guild will each vote for their Guildmaster at the Crown Qualifications held every six months.
- 1.911 One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster.
- 1.92 Class guilds include all fighting guilds (Warriors, Healers, Barbarians, etc.).

- 1.93 Guildmasters have the following responsibilities:
- 1.931 Must keep the members of their guild following the proper rules of their class.
- 1.932 Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Althing.
- 1.933 Help new people to learn and play by the rules.
- 1.934 Encourage garb, equipment, and personas applicable to their class.
- 1.94 Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.

2.0 Other Positions

2.1 Colleges of Arts and Sciences:

- 2.11 The non-fighting guilds shall have a guildmaster chosen every six months at the Crown feast. The Monarch shall choose the Science guildmasters, and the Consort shall choose the Arts guildmasters.
- 2.12 Although the guilds will vary, the following are examples:
 - 2.121 Arts- Art, Garbers, Literature, Minstrels, Theatre, Drama
 - 2.122 Sciences- Heraldry, Sages, Engineers, Gladiators, Smiths, Vintners
- 2.13 Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline.
- 2.14 Certain Arts and Sciences guilds have additional duties:
 - 2.141 Garbers- inform the Monarch and Prime Minister when a Garber credit should be awarded for one of the following reasons: making nice garb for others, armor construction, flag construction, making superior garb for oneself (note that Garber credits may be awarded in addition to orders of the Dragon).
 - 2.142 Heraldry- collect and maintain the personal symbols and persona histories of all group members.
 - 2.143 Smiths-
 - 2.1431 Inform the Monarch and Prime Minister when a smith credit should be awarded for one of the following reasons: sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to Amtgard.
 - 2.1432 Aid the Monarch, and especially the Champion and Guildmaster of Reeves, to insure that equipment utilized on the battlefield is safe.
 - 2.1433 Inform the Prime Minister when a person achieves a new weapon classification rating in dueling. Ratings are gained in each weapons class by the schedule that follows:
 - AA win twelve or more consecutive duels*
 - A win six or more consecutive duels*
 - B win a tourney (four or more duels)*
 - C place 2nd or 3rd in a tourney (four or more duels)*
 * duels must be fought against four or more different opponents determined by the dueling/tourney organizers.
 - 2.1434 Work with the Prime Minister to keep people's dueling records accurate.

2.2 Reeves Guild:

- 2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.
- 2.22 Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:
 - 2.221 May add newcomers and adjust the teams to balance a game.
 - 2.222 May call whether a hit on a person is valid or not.
 - 2.223 May take unsafe people or equipment off the battlefield.
 - 2.224 May take time off a person's death if he/she died especially well.
 - 2.225 May declare a person dead if he/she persistently causes problems.
 - 2.226 May declare the end to a game if play is stagnating.
 - 2.227 May appropriate additional reeves if they are needed.
- 2.23 Reeves are responsible for the following:
 - 2.231 Must ensure that the games are safe to participants and bystanders.
 - 2.232 Shall retrieve expended and discarded equipment.
 - 2.233 Shall help the participants in their understanding of the games.
 - 2.234 Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

- 2.3 Monarch's/Consort's Guard:**
 - 2.31 No more than ten people shall fill these slots. They will be chosen by the Monarch and the Consort, respectively.
 - 2.32 Shall escort the Crown and aid the Captain of the Guard in his/her duties.

- 2.4 Circle of Steel:**
 - 2.41 Shall be composed of the captains of all companies with three or more participating members.
 - 2.42 Shall organize and orchestrate company-related activities within the group.

- 2.5 Consort/Regent's Defender:**
 - 2.51 Shall be chosen by the Monarch's Consort/Regent.
 - 2.52 Will escort and serve the Consort/Regent in much the same way the Champion augments the Monarch.

- 2.6 Court Bard:**
 - 2.61 Appointment and dismissal are the Monarch's discretion.
 - 2.62 Responsible for organization and performance of the arts at official Amtgard functions.

- 2.7 Court Jester:**
 - 2.71 Appointment and dismissal are the Monarch's discretion.
 - 2.72 Responsible for humor and levity at official Amtgard functions.
 - 2.73 May double as the herald for all announcements of the Crown.

- 2.8 Rules Representative**
 - 2.81 Shall be appointed and dismissed at the Monarch's discretion.

- 2.82 Responsible for collecting, collating, and reporting the kingdom's wishes with respect to the Rules Revision Process. (Detailed in the Rules of Play)
- 2.83 Must be an active member of the kingdom represented.

3.0 Amtgard Government

3.1 Althing:

- 3.11 An Althing shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (i.e.- if no one has business to bring before the group, then there will be no Althing for that month).
- 3.12 Anyone may attend; only dues paying members (active, or "donating" members) may vote on Burning Land policies.
- 3.13 The Althing may do the following things:
 - 3.131 Discuss and enact rule clarifications.
 - 3.132 Revise and update the Corpora.
Note: groups lesser than kingdom-level are bound to the corpora of their sponsoring kingdom and must follow its rules of operation as long as doing such does not violate the Agreement with Amtgard Inc, the Rules of Play, or any ratified agreements by the Circle of Monarchs.)
 - 3.133 Discuss and vote on major expenditures of the group treasury.
 - 3.134 Discuss the future of the Kingdom and its priorities.
- 3.14 Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.

3.2 Elections:

- 3.21 Shall be held by the Prime Minister.
- 3.211 Exception- the Prime Minister election will be held by the Guildmaster of Reeves.
- 3.22 The winner of any election requires a simple plurality vote (more votes than the next highest vote-getter).
- 3.23 Must have been an active member of the group for six months in order to vote in any election.
- 3.231 The Crown may also set a fair minimum attendance and require a contributing membership for determining eligibility to vote in elections.
- 3.232 Must be dues paid.
- 3.24 The Monarch shall break any tie votes in an election. (Except in circumstances wherein the monarch is involved as a candidate.)
- 3.25 A person may only be an active member of one group in any six month period (and thus, may only vote in Althings and elections in that one group).

3.3 Removing Amtgard Officers

- 3.31 Can be initiated by a petition signed by at least 20% of the active (dues paying) members of the group.
- 3.32 Requires a 2/3 vote of all the group's members for removal.
- 3.33 May be vetoed by joint agreement of the Monarch and Prime Minister except in situations where either of their positions are being contested.

- 3.34 Note: no person may hold any of the following two positions at the same time- Monarch, Royal Consort/Regent, Champion, Prime Minister.

3.4 Rules Changes:

- 3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing (a duration of one to seven weeks). (Such decisions cannot conflict with or override the Agreement with Amtgard Inc, the Rules of Play, or any ratified agreement by the CoM.)
- 3.42 Temporary rulings may be published in the newsletter.
- 3.43 Final rulings will be added to an addenda sheet for local group use only.
- 3.44 Only the Althing, or the Monarch and Prime Minister, can change, add or delete from the Corpora of Laws.
- 3.45 Any suggested clarifications to a class should be first passed by the guildmaster of that class.
- 3.46 Rules changes that apply to all groups of Amtgard are bound to the current Rules Revision Process in the Rules of Play.

3.5 Dues (donations) and Policies of the Treasury:

- 3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active (dues paying) members. People should read this Corpora very carefully to ascertain the advantages of active (i.e.- donating) membership.
- 3.52 Receipts will be given if requested.
- 3.53 The Prime Minister shall serve in the capacity of group treasurer.
- 3.54 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.
- 3.55 Dues paying members are entitled to a copy of the rules, the Corpora, and the group newsletter (if one exists). However, note that the group is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.

4.0 Honors and Awards

4.1 Knighthood:

- 4.11 The Monarch of a Kingdom may knight people into any of the four orders. Although not required, it is strongly suggested that candidates for Knighthood should meet the criteria set forth in the most current Award Standardization Process listed in the Rules of Play, and have the approval of a majority of the Knights of that order. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.
- 4.12 The orders of Knighthood:
- 4.121 Knights of the Crown:
- a. a civil order for serving in the highest echelons of the group
 - b. colors: white trimmed with gold

- c. suggested criteria: Per the current Award Standardization
- 4.122 Knights of the Flame:
 - a. a service order for contributions to the group
 - b. colors: white trimmed with red
 - c. suggested criteria: Per the current Award Standardization
- 4.123 Knights of the Serpent:
 - a. an achievement order for excellence in the arts and/or sciences
 - b. colors: white trimmed with green
 - c. suggested criteria: Per the current Award Standardization
- 4.124 Knights of the Sword:
 - a. a military order for fighting skills and battlefield prowess
 - b. colors: white trimmed with silver
 - c. suggested criteria: Per the current Award Standardization
- 4.13 Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a Paladin or Antipaladin. Exception- if for any reason a person loses his/her knighthood, they also lose the ability to play Paladin or Antipaladin.
- 4.14 A Knight may choose to take a squire.
- 4.141 The garb of a squire is a red belt.
- 4.142 It is suggested that a knight should never have more squires than separate orders of knighthood that he/she has achieved.

4.2 Masterhood in the Service Guilds and Orders:

- 4.21 As per the current Award Standardization.
- 4.22 Denotes excellence in contributions to the group in the area listed (see explanations of the orders themselves).
- 4.23 Specific types of Masterhood:
 - 4.231 Dragon- Per the current Award Standardization.
 - 4.2311 Hydra- 10 orders of the Hydra.
 - 4.232 Garber- Per the current Award Standardization.
 - 4.233 Lion- Per the current Award Standardization.
 - 4.234 Owl- Per the current Award Standardization.
 - 4.235 Reeve- 12 weeks experience as a reeve.
 - 4.236 Rose- Per the current Award Standardization.
 - 4.237 Smith- Per the current Award Standardization.
 - 4.238 Warrior (designated title: Warlord)- Per the current Award Standardization.
 - 4.239 The Monarch may create other titles and forms of Masterhood that do not conflict/compete with the existing ladder awards.

4.3 Orders:

- 4.31 Order of the Dragon
 - awarded by: Monarch, Consort/Regent
 - awarded for: demonstrating ability in the arts of Amtgard. (Per the current Award Standardization)
 - limitations: none

- 4.32 Order of the Garber
 awarded by: Monarch, Consort/Regent
 awarded for: awarded for the creation of garb. (Per the current Award Standardization)
 limitations: none
- 4.33 Order of the Flame
 awarded by: the Monarch
 awarded for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard
 limitations: only one may be given in each Monarch's reign
- 4.34 Order of the Griffon (Gryphon)
 awarded by: the Monarch
 awarded for: courage, chivalry, and honor on the battlefield
 limitations: none
- 4.35 Order of the Hydra
 awarded by: the Monarch
 awarded for: entering enough Crown Qualifications events to qualify for the Crown tourney/election
 limitations: each person may only receive one Hydra per Crown qualifications
- 4.36 Order of the Jovious
 awarded by: the Monarch
 awarded for: outstanding attitude
 limitations: only one may be given in each Monarch's reign
- 4.37 Order of the Lion
 awarded by: Monarch, Consort/Regent
 awarded for: going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. (Per the current Award Standardization)
 limitations: none
- 4.38 Order of the Mask (Masque)
 awarded by: the Monarch
 awarded for: outstanding portrayal of persona
 limitations: only one may be given in each Monarch's reign
- 4.39 Order of the Owl
 awarded by: Monarch, Consort/Regent
 awarded for: demonstrating ability in the construction sciences of Amtgard. (Per the current Award Standardization)
 limitations: none
- 4.39A Order of the Rose
 awarded by: Monarch, Consort/Regent
 awarded for: service to the club not necessarily related to an elected office. (Per the current Award Standardization)
 limitations: none
- 4.39B Order of the Smith
 given by: Monarch, Consort/Regent
 awarded for: organizing and running battlegames, quest, workshops, workshops,

and the like while not in office, or for running such events above and beyond the requirement's of one's office. (Per the current Award Standardization)

limitations: none

4.39C Order of the Walker of the Middle

given by: the Monarch

given for: exemplification of the ideals and conduct of reeves

limitations: a person may never receive more than one of these

4.39D Order of the Warrior

given by: the Monarch

given for: fighting prowess. (Per the current Award Standardization)

limitations: Orders of the Warrior follow a regimented pattern for distribution detailed under the Awards Standardization section in the Rules of Play.

| Level | Belt Favor | Animal |
|--------------|-----------------------------|---------------|
| 1 | green | snake |
| 2 | blue | boar |
| 3 | red | mongoose |
| 4 | brown | bear |
| 5 | rust | hawk |
| 6 | gray | wolf |
| 7 | orange | tiger |
| 8 | black | panther |
| 9 | purple | dragon |
| 10+ | yellow with a red border | phoenix |

4.3C Order of the Zodiac

awarded by: the Monarch

awarded for: outstanding contributions in any one month

limitations: only one may be given each month

4.3D Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (i.e.- a person's 7th order of the dragon should be harder to attain than his or her 2nd order, etc.).

4.4 Titles of Nobility and Lesser Titles of Honor (awarded by the Monarch):

4.41 Title: Grand Duke

equivalents: none

suggested criteria: serve the kingdom two terms as Monarch

4.42 Title: Arch Duke

equivalents: none

suggested criteria: one term each as a kingdom and Duchy (or Kingdom pro-tem) Monarch.

4.43 Title: Duke/Duchess

equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda,

Chiangchun

- suggested criteria: serve the kingdom six months as Monarch
- 4.44 Title: Count/Countess
equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa
suggested criteria: serve the kingdom six months as Royal Consort
- 4.45 Title: Marquis/Marquise
equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee
suggested criteria: serve in each of the following positions of a kingdom-
Monarch,
Consort, Prime Minister
- 4.46 Title: Viscount/Viscountess
equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha
suggested criteria: have held both the following positions of a kingdom-
Champion, Weaponmaster
- 4.47 Title: Baron/Baroness
equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone
suggested criteria: serve the kingdom six months as Prime Minister
- 4.48 Title: Baronet
equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum
suggested criteria: serve in a pro-tem position for any of the following kingdom
positions: Monarch, Champion, Prime Minister, Consort
- 4.49 Title: Lord/Lady (lesser title)
equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U
Sayid, Agah, Rabban, Chieftain
suggested criteria: Monarch's discretion (service to Amtgard)
- 4.4A Title: Defender
(lesser title) equivalents: --- suggested criteria: serve the kingdom six months as
Champion

5.1 Royalty, Nobility, Peerage

5.2 Other Positions:

- a. Monarch (King/Queen)
- b. Prime Minister
- c. Royal Consort
- d. Grand Duke
- e. Arch Duke
- f. Court Champion
- g. Duke
- h. Marquis
- i. Viscount
- j. Champion
- k. Baron
- l. Knighthood

- m. Baronet
- n. Warlord
- o. The title of Master
- p. Esquire
- q. Guildmaster of Reeves
- r. Captain of the Guard
- s. Scribe, Court Herald, and Jester
- t. Weaponmaster
- u. Warmaster, Arts and Sciences
- v. All other guildmasters
- w. All other court positions
- x. Royal guardsmen
- y. Masters of service orders
- z. Masters of guilds
- aa. Company/House heads
- bb. Squire
- cc. Reeves guild
- dd. Company/House officers
- ee. Rules Representative

6.0 Crown Tournament and Qualifications

6.1 Qualifications:

- 6.11 Will be held every six months, one or two weeks prior to the Crown tournament and election.
- 6.12 Will be the responsibility of the highest group officer (excluding the Prime Minister) not running for Crown.
- 6.13 Anyone may enter Crown qualification events.
- 6.14 Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural events.
- 6.15 Crown contestants must pass the Reeves test.
- 6.16 The group may set other criteria for Crown contestants.
- 6.17 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.
- 6.18 The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Owl, Warrior (for warskill events).
- 6.19 Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb, strategic gaming, vitners, poetry, etc.
- 6.1A Specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date set for Crown Qualifications.

6.2 The Month of Crown:

These events occur twice a year during the period of Crown Qualifications and Monarch selection:

- 6.21 Event: Guildmaster elections
Date: one week prior to and during Crown Qualifications
Sponsor: Prime Minister
- 6.22 Event: Crown Qualifications
Date: one or two weeks prior to the Crown tournament/Election
Sponsor: highest uninvolved group officer (excluding the Prime Minister)
- 6.221 The winner of the cultural events at Crown Qualifications shall hold the title of group Arts and Sciences Champion for 6 months.
- 6.222 The winner of the war events at Crown Qualifications shall hold the title of Warmaster for six months.
- 6.23 Event: Crown tournament
Date: third weekend of the month, once every six months in approximately April and October
Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves.
- 6.24 Event: Crown Coronation Feast
Date: one or two weeks after the Crown tournament
Sponsor: outgoing Royal Consort
- 6.25 Event: Weaponmaster tournament
Date: one or two weeks after the Crown tournament
Sponsor: Reeves guild
Note: This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weaponmaster for six months until the next such tourney.

7.0 Other Amtgard Groups

- 7.1 **Amtgard groups may choose to form in other cities with the approval of Amtgard, Inc. They may use the name of "Amtgard," but may not call themselves the Burning Lands, as that is reserved to the parent group's: Kingdom status, incorporation as a non-profit group, and the name of the central (Burning Lands) Board of Directors (Amtgard Inc).**
- 7.2 **New groups must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors (Amtgard Inc).**
- 7.3 **New groups must have a sponsoring kingdom or be limited to the restrictions placed upon Freeholds.**
Note: Freeholds are not directly under Burning Lands sponsorship.
They are, however, bound to the Burning Lands Corpora, at the limits of shire level.
- 7.4 **This corpora is written with Kingdom level groups in mind. Smaller groups may form and change status through the hierarchy of Shire/Barony/Duchy/Kingdom via the following criteria:**

- 7.41 Shire- as per the contract
- 7.42 Barony- as per the contract
- 7.43 Duchy- as per the contract
- 7.44 Kingdom-
- 7.441 as per the contract, approval of all documentary requirements by the Board of Directors of Amtgard Kingdom of the Burning Lands, Inc., and
- 7.442 a majority vote of the Monarchs of all currently existing kingdoms

7.5 All Amtgard groups are bound by the Amtgard Rules of Play, the contract with Amtgard Inc, and all ratified agreements by the CoM.

7.6 Awards and Orders:

- 7.61 New groups may award orders by type (i.e.- so many roses, etc.) up to a maximum level as follows:
 - 7.611 Shire- second level
 - 7.612 Barony- fifth level
 - 7.613 Duchy- eighth level
- 7.62 Sponsoring Kingdoms may award any number of awards and orders to new groups under their jurisdiction.

7.7 Titles:

- 7.71 New groups may not award titles of Nobility, Knighthood, and Masterhoods until, and if, they achieve kingdom status.
- 7.72 New groups may create their own awards, orders, and non- noble titles limited to their group status and that do not conflict/compete with the existing ladder awards.
- 7.73 Sponsoring kingdoms may award titles to new groups under their jurisdiction.
- 7.74 Suggested criteria for titles awarded to former (stepping down) officers of new groups (Awarded by the sponsoring Kingdom's Monarch):

Shire Barony Duchy Kingdom Equivalent

| | | | |
|---------|---------|---------|----------------|
| Lord | Baronet | Baron | Monarch |
| Master | Lord | Baronet | Consort |
| Esquire | Master | Lord | Prime Minister |
| Esquire | Esquire | Master | Champion |

7.8 Officers- New group officers are referred to as follows:

| <u>Shires</u> | <u>Barony</u> | <u>Duchy</u> | <u>Kingdom Equivalent</u> |
|---------------|-----------------|---------------|---------------------------|
| Sheriff | Baron | Duke | Monarch |
| Regent | Baronial Regent | Ducal Consort | Royal Consort |
| Chancellor | Chancellor | Chancellor | Prime Minister |
| Shire Champ. | Baronial Champ. | Ducal Champ. | Champion |