

Amtgard, Kingdom of the Emerald Hills, Inc. Corpora of Bylaws

Revision: January 10, 2015

Table of Contents

I	<u>Introduction</u>	2
II	<u>Credit System</u>	3
III	<u>Kingdom Residency</u>	3
IV	<u>Club Membership and Standard Policies</u>	4
V	<u>Club High Offices</u>	5
VI	<u>Other Positions</u>	8
VII	<u>Court Appointees</u>	10
VIII	<u>Kingdom Events</u>	11
IX	<u>Subgroup Guidelines</u>	13
X	<u>Titles, Orders, Honors and Awards</u>	16

Additional Resources

www.amtgard.com

From this, everything flows. Download the Amtgard Rules of Play (Rulebook) and Dor Un Avathar (Official Sourcebook for Monster Classes) from here

www.amtgard-eh.com

The primary online resource the Kingdom of the Emerald Hills, including the latest version of this document, office holders, a calendar of local and perhaps regional events and archives

www.amtgard.com/ork

The Online Record Keeper (ORK) is the official record keeping resource of the Emerald Hills as well as an Atlas of the known realms with geographical breakdowns of most Amtgard groups and places

www.electricsamurai.com

The Kingdom non-specific forum including discussion boards for the Circle of Monarchs and Rulebook Revisions as well as general game related articles

www.amtwiki.net

The online Amtgard Encyclopedia, which anyone can edit, for use as a glossary/dictionary

I Introduction

A. Amtgard

1. Amtgard is a non-profit, free, non-sectarian group dedicated to the study and recreation of the medieval era and the fantasy and/or historical literature genres
2. The Corpora of Laws and the Rules of Play are guidelines to aid in the interaction of people who participate in this game

B. Standard Disclaimers

1. Amtgard officials (The Board of Directors, Monarch, Prime Minister, Champion, Guildmaster of Reeves, etc.) are not responsible for any injuries sustained while playing Amtgard
2. Amtgard does not provide for religious affiliation. We are a non-sectarian organization
3. Amtgard does not condone any illegal activity or physical violence against another person

C. The Kingdom of the Emerald Hills (A/K/A EH or Kingdom)

1. Amtgard is played under the auspices of Amtgard, Kingdom of the Emerald Hills, Inc. in accordance with the Amtgard Rulebook, this document, and the terms of the Official Park Agreement/Contract
2. This is the largest and topmost unit of Emerald Hills' government and is the umbrella under which all EH members unite

D. Tanglewood Royal Preserve

1. The founding park of the Kingdom
2. Physically located at Lakeside Park in Duncanville, Texas
3. Current Amtgard guidelines prevent the formation of new Kingdoms whose founding town centers are within 150 miles of one another. This is the established heart of our realm for that purpose

II Credit System

A. The Emerald Hills credit system allows a player to be able to (normally) earn a maximum of 2 (Two) attendance credits in their chosen fighting class per week (The Amtgard “week” starts on Tuesday). A player may earn 1 (One) attendance credit per day by attending a regular gaming day at an Amtgard Park. Fighting class credits require playing the chosen class in a battlegame. Players who Reeve may instead earn a Reeve credit. Players who attend, but do not participate in combat (or have reached their fighting class attendance credit maximum for that week) instead earn a Color credit. Note that special event credits do not count towards the maximum. Full credit award breakdowns are listed in the following table:

Credits	Class	Reason
1	Any class played	First regular gaming day of a week
1	Any class played	Second regular gaming day in a week
1/day	Any	Special Events: Crown Qualifications, Weaponmaster, Major events, Adopt-A-Highway Program, Demos, and others as agreed upon at Althing
3	Any	Kingdom Coronation and Kingdom Midreign
5	Any	Attendance at The Gathering of the Clans
Special	Any class played	Monarch’s Discretion: The Kingdom Monarch is allowed 3 additional credits per reign to allocate as he/she sees fit for "Special Events." (i.e. Full class Quests, Battlegames, etc, developed by the Monarch for the specific purpose of gathering the populace in one place on a pre-set date to encourage play with greater numbers)

III Kingdom Residency

A. To become a resident of the Kingdom of the Emerald Hills one must:

1. Declare themselves to be a resident of The Kingdom of the Emerald Hills and/or one of its subgroups. A resident of an Emerald Hills subgroup automatically qualifies as having declared at the Kingdom level. A resident who claims The Kingdom of the Emerald Hills, but not one of its subgroups, may also hold residency in a group petitioning the Kingdom of the Emerald Hills
2. Not hold residency in any other Amtgard Kingdom or group

B. To become an active resident of the Emerald Hills one must:

1. Have been a resident for the preceding 6 month period
2. Occasionally participate in the functions of the Kingdom or its subgroups
 - a 'Occasionally' is defined as at least 6 (six) times in the 6 (six) months immediately prior to the 2 (two) weeks before the end date of a vote
 - b 'Participate' is defined as attend, sign-in, and interact in accordance to the nature of the function as determined by the PM or the PM's designated representative

IV Club Membership and Standard Policies

A. *A Dues Paid member is an active resident who is at least 14 years of age, is currently dues paid, and has their updated mundane contact information on file with an EH PM. The following privileges are available only to dues paid members:*

1. Voting in elections
2. Voting in Althings
3. Holding offices
4. Subscription to club newsletter
5. Receipt of Current Amtgard Rulebook and Current EH Corpora

B. *Elections for Club Officers*

1. Shall be held by the Prime Minister with the exception of the Prime Minister elections which will be held by the Guildmaster of Reeves
2. Shall be held two or three weekends before Coronation with the exception of the Prime Minister elections which are held two or three weekends before Midreign.
3. Only Emerald Hills Dues Paid members may vote in any election
4. The winner shall be chosen by plurality vote. Unless otherwise specified in an office's description, votes will be drawn from the general pool of eligible voters
5. The Monarch shall break any tie votes in an election. (This ability is in addition to the Monarch's normal right to vote because he/she is a dues paid member)
6. No office candidate may concurrently announce for more than one of the following offices at the same group level: Monarch, Regent, Prime Minister, Champion, Guildmaster of Reeves

C. *Removing Club Officers*

1. Can be initiated by a petition signed by at least 20% of the active residents
2. Requires a 2/3 majority vote at an Althing to remove a Club Officer

D. *Althings*

1. An Althing can be held in all odd months (if no person has business to bring before the club, then there will be no Althing for that month)
2. An Althing must have an agenda that is announced at least 2 (two) weeks prior to the Althing
3. Only Emerald Hills Dues Paid members may vote in any Althing
4. Unless otherwise specified, all Althing items will be decided by plurality vote
5. The Althing may consist of the following:
 - a Revising and updating the Corpora
 - b Discussion and voting on major expenditures of the club treasury
 - c Discussion of the future of the Kingdom and its priorities
 - d Removing Club Officers from their office
 - e Resolving any other issues that are not covered by the Corpora or Rules of Play
6. Althing items pertaining to the finances of the Kingdom may only be voted upon by dues paid members who are residents of parks within 150 miles of the Kingdom Center (Duncanville, TX)

E. Corpora Changes

1. Only the Althing, or the Monarch and Prime Minister, can change, add, or delete from the governing laws of the Emerald Hills
2. Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing. (A duration of one to seven weeks)

F. Duties and Policies of the Treasury

1. Dues are \$6 for six months. (receipts will be given if requested)
2. Together, the Monarch and Treasurer may budget and approve expenditures for the operation of the Kingdom. This includes expenses for:
 - a Midreign and Coronation - The Kingdom shall not expend an amount for an event greater than 50% of the average of the Kingdom's revenue for the preceding three events of the same type, without prior approval at Althing. Event of the same type refers to: Spring Midreign; Summer Coronation; Fall Midreign; Winter Coronation as distinct types
 - b World Banner Wars - The Kingdom shall not expend an amount for World Banner Wars greater than 50% of the average of the Kingdom's revenue for the preceding three World Banner Wars for valid receipts submitted. Only the Authority of an Althing shall reimburse any receipts in excess of that amount
3. Ancillary Expenses - The Monarch and Prime Minister may each spend up to 10% of the treasury every month to run the Kingdom
4. Expenditures that fall outside the scope listed above must be voted on and approved at an Althing

The High Officers (Monarch, Regent, Prime Minister, Champion, and GMR) are not required to pay any dues (or fees). That is, their dues paid status is frozen until they leave office. When they leave office their time remaining as dues paid resumes from where it was when they assumed office. (Normally adding 6 months to the dues paid "expiration date" will suffice).

G. Under Age Players

1. Players under 14 years of age can be granted approval by the Monarch:
 - a Park level:
 - i Level 1: Permission to play in Park level battlegames & quests
 - ii Level 2: Permission to play in Park level trench battles & tournaments
 - b Kingdom level:
 - i Level 1: Permission to play in Kingdom level battlegames & quests
 - ii Level 2: Permission to play in Kingdom level trench battles & tournaments

V Club High Offices

- A. As some officeholders share powers or make decisions in conjunction with another officeholder no officer may concurrently hold more than one of the following offices at the same group level: Monarch, Regent, Prime Minister, Guildmaster of Reeves, or Champion**

B. Monarch (AKA King/Queen/Emperor/Empress)

1. Must be 18 years or older
2. Only those who successfully qualify at Crown Quals may run for Monarch
3. No Monarch may have the throne for more than two consecutive terms
4. Is not required to pay any event fees or dues during his/her term
5. Has the power to break tied Althings and Elections
6. Has an automatic seat on the BOD for the duration of his/her term
7. Presides over and conducts all ceremonies and functions
8. May grant ANY title, order, honor, or award mentioned in section "XI" of this document
9. May create new honors, awards, and titles
10. May distribute Magic Items at his/her discretion. See the Amtgard Rulebook for specifics about Magic Items
11. May award 3 (three) "special event" credits (see section "II" of this document)
12. Could receive the title of Duke/Duchess at the end of his/her term or Grand-Duke/Grand-Duchess if he/she already has a Duke/Duchess title
13. May be removed from this office if he/she misses more than four weeks in a row or twelve weeks total. Removal may be initiated for vote at the next Althing by the request of any 3 dues paid members without the need for a petition
14. May not hold any park level office during his/her term

C. Regent (AKA Consort)

1. Must be 18 years or older
2. Must qualify at Crown Quals as per Monarch
3. Is not required to pay any event fees or dues during his/her term
4. Will become Monarch if the current Monarch abdicates or is removed from office
5. Is responsible for:
 - a Heading and appointing the Guildmasters of the Colleges of Arts and Science
 - b Running the Dragonmaster Tournament
 - c Running the Midreign feast, and the next Coronation feast
6. May grant the following orders: Crimson, Dragon, Garber, Lion, Owl, Rose, and Smith
7. May create new honors and awards in keeping with his/her duties
8. Could receive the title of Count/Countess at the end of his/her term
9. May be removed from this office if he/she misses more than four weeks in a row or twelve weeks total. Removal may be initiated for vote at the next Althing by the request of any 3 dues paid members without the need for a petition
10. May not hold any park level office during his/her term

D. Prime Minister (PM)

1. Must be 18 years or older
2. Has an automatic seat on the BOD for the duration of his/her term
3. Has the power to appoint an assistant if he/she finds it necessary
4. Is not required to pay any event fees or dues during his/her term
5. Is responsible for:
 - a Maintaining accurate records of the waivers, attendance, voting eligibility status, and dues paid status of all EH residents
 - b Recording titles, orders, honors, and awards given by the Kingdom
 - c Overseeing EH Subgroup Chancellors. In furtherance of this; must collect copies of sign-in sheets and waivers from all EH Subgroups

- d Overseeing the Autocrat of Gate at any event hosted by the EH
 - e Providing Rulebooks and Corporas to EH dues paid members upon request (no more than 1 time per 6 months)
 - f Administering all elections other than the PM elections
6. May bestow the following orders: Crimson, and Lion
 7. Could receive the title of Baron/Baroness at the end of his/her term
 8. May be removed from this office if he/she misses more than four weeks in a row or twelve weeks total. Removal may be initiated for vote at the next Althing by the request of any 3 dues paid members without the need for a petition

E. *Champion*

1. Must be 18 years or older
2. Must qualify at Crown Quals as per Monarch
3. Is not required to pay any event fees or dues during his/her term
4. Is responsible for:
 - a Maintaining the lost and found for the Kingdom
 - b Checking all weapons and armor for safety and legality
 - c Organizing battlegames on days when no pre-determined scenarios are scheduled
 - d Running the Weaponmaster Tournament
 - e Running the Relic Quests at Midreign and Coronation
 - f Defending the Crown (the Monarch and the Regent)
5. May bestow the following orders: Gladius, and Griffin
6. Could receive the title of Defender after his/her term
7. May be removed from this office if he/she misses more than four weeks in a row or twelve weeks total. Removal may be initiated for vote at the next Althing by the request of any 3 dues paid members without the need for a petition

F. *Guildmaster of Reeves (GMR)*

1. Must be 18 years or older
2. Chosen from the Reeves guild by election at the Crown Elections
3. Only members of the Reeves guild may run for GMR
4. Is not required to pay any event fees or dues during his/her term
5. Is responsible for:
 - a Working with the Monarch and Champion to ensure the rules are applied accurately, fairly, and honestly
 - b Working with the Champion in checking armor and weapons for safety and legality
 - c Ensuring that the members of the Reeves guild fulfill their responsibilities
 - d Ensuring that there is an appropriate number of reeves at any Amtgard event and that the conduct of reeves is competent and fair
 - e Is the Crown's adviser on the rules
 - f Administering the EH Reeve's test. At minimum, shall administer it at Crown Quals
 - g Administering the PM elections
 - h Assisting with any Kingdom level tournament
6. May administer a level test for any class
7. Removal is by a 2/3 vote of the dues paid members of the Reeves Guild and approval of the Monarch and PM

G. Vacated and Pro-Tem Positions

1. If a high officer position (other than Monarch) becomes vacated, or no one qualifies for the position, a Pro-Tem replacement may be appointed through the end of the term for which the position was elected by joint agreement of the sitting Monarch, and either the PM or GMR
2. Pro-Tem officers may only award orders at the level of the highest subgroup in the EH

VI Other Positions

A. Board of Directors (BOD)

1. Must be 18 years or older
2. Must be Dues Paid Members
3. There are seven seats on the BOD
 - a One seat is held by the sitting Monarch
 - b One seat is held by the sitting Prime Minister
 - c Five seats are filled via open ballot for one-year terms. The annual terms shall be staggered so that there are always at least two members that were active during the preceding six months. If a BOD member holding an open ballot seat becomes Monarch or PM, then he/she must vacate their open ballot seat
 - d If a BOD seat is vacated, an election will be held at the next election or Althing to fill the seat for the remainder of the term
4. The BOD will work with the Monarch and PM in areas where the club has dealings with various government agencies and their institutions and laws
5. The BOD elects its own "Board Officer" positions of: President, Vice-President, Secretary, and Treasurer. See the EH BOD SOPs for more information
6. In addition to its BOD member duties, the BOD Treasurer is responsible for:
 - a Serving as club treasurer. This includes:
 - i Maintaining accurate records on all club income and expenditures
 - ii Maintaining the EH Bank account
 - iii Ensuring the collection of any monies intended for the EH
 - iv Filing State franchise tax forms, and Federal corporate tax forms
 - v Anything outlined in section "IV.F. Duties and Policies of the Treasury"
 - b Presenting for publication at each Midreign a summary of group income, expenditures, balances, and debts for the previous 12 months
 - c Maintaining an inventory of group assets including but not limited to: Crowns, Thrones, High Table items, Kingdom sword ... etc. Within 4 (four) weeks of each Coronation, the Treasurer shall verify the status of the Assets with the previous Monarch. If any item is lost or missing, that Monarch will be liable for the replacement of said item. The Treasurer shall then facilitate transfer of responsibility over the group Assets from the previous Monarch to the next. The list/status of group Assets shall be published in conjunction with each Midreign treasury report
7. The BOD has no power to change, alter, or otherwise affect the Corpora
8. The BOD has no status in the order of precedence and no jurisdiction over internal club functions

B. *Interkingdom Rules Representative*

1. The Interkingdom Rules Representative is responsible for suggesting and discussing changes and clarifications to the Rulebook as per the Rules Revision Process
2. The Interkingdom Rules Representative is appointed and dismissed by joint agreement of the Monarch, and either the PM or GMR
3. The appointment's term is open-ended to allow for consistency; however the appointee resigning or being dismissed can end the term

C. *Reeves Guild*

1. Made up of people who have passed the most recent Emerald Hills Reeves test within the last six months with a score of 75% or better and the current GMR. The Emerald Hills Reeves test shall have at least 100 questions
2. Reeves have the following powers (under the jurisdiction of the GMR):
 - a May add newcomers and adjust the teams to balance a game
 - b May call whether a hit on a person is valid or not
 - c May take unsafe people or equipment off the battlefield
 - d May take time off a person's death if he died especially well
 - e May declare a person dead if he/she is persistently causing problems
 - f May declare the end to a game if play is stagnating
 - g May appropriate additional reeves if they are needed
3. Reeves are responsible for:
 - a Ensuring that the games are safe to participants and bystanders
 - b Helping the participants in their understanding of the games
 - c Ensuring the quality of play is honest and in keeping with the spirit of the rules
4. All members are required to reeve at least one game per month

D. *Colleges of the Arts and Sciences*

1. The Regent shall appoint the guildmasters of Arts and Sciences. Although the guilds will vary, the following are examples:
 - a Arts - Art, Garbers, Literature, Minstrels, Theatre
 - b Science - Heraldry, Sages, Engineers, Gladiators, Smiths
2. Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the club and also informing the Monarch and/or Regent when individuals do work worthy of an award within their particular discipline

E. *Class Guildmaster*

1. Class Guilds include all fighting guilds (warriors, healers, barbarians, etc.)
2. The term is open-ended to allow for consistency; however the term may be ended by the Guildmaster resigning, being removed, or a new election may be called for by 3 Dues Paid members of the guild to occur at the next crown elections
3. Guildmasters must be Dues Paid Members
4. Guildmasters must be at least 2nd level unless there are no other qualified candidates
5. One must have received a credit in a guild in the past six months in order to vote for or run for that class Guildmaster
6. Guild members must pass a verbal and/or written test given by their guildmaster in order to advance in level
7. If the proper guildmaster is unavailable, or if the sitting guildmaster needs to test, then the GMR, or three other guildmasters may give the appropriate test

8. Guildmasters have the following responsibilities:
 - a Ensure that guild members follow the proper rules of the class
 - b Monitor their class and present ideas for improvements and possible solutions for problem areas to the Monarch and the Interkingdom Rules Representative
 - c Help new people to learn and play by the rules
 - d Encourage garb, equipment, and personas applicable to their class
9. Guildmasters may be removed from office by a 2/3 vote of all dues paid members of that guild, or by joint agreement of the Monarch, and either the PM or GMR

F. *Guildmaster of Knights*

1. Chosen from the Circle of Knights (COK) by election at the Crown Elections
2. Only active COK members (as defined by the COK Bylaws) may vote for or run for GMK
3. Is responsible for all duties listed in the COK Bylaws
4. May be removed by 75% vote of active COK Members

G. *Circle of Steel*

1. Composed of the captains of all companies with three or more active members
2. Shall organize and initiate company related activities within the club

VII Court Appointees

A. *Head of Security (AKA Magistrate, Constable) and Security (AKA Deputies)*

1. Appointed at the Monarch's discretion for the duration of an Amtgard function
2. Additional Security personnel are deputized by the Head of Security from among the Kingdom's residents on an as needed basis
3. Responsible for patrolling Kingdom functions to control mundane (real life) theft and/or harassment. In addition, he/she enforces mundane event and site rules

B. *Captain of the Guard*

1. Appointed and dismissed at the Monarch's discretion
2. Is in charge of "in game (role-playing based)" security at all Amtgard events
3. Ensures that the Monarch and Regent are properly escorted
4. Shares duties with the Champion in terms of carrying out the policies of the Crown

C. *Crown's Guard*

1. Does not include the Champion, the Regent's Defender, or the Captain of the Guard
2. Up to 10 people may serve on the Guard. Up to 5 appointed and dismissed at the Monarch's discretion, and up to 5 appointed and dismissed at the Regent's discretion
3. Shall Escort the Crown and aid the Captain of the Guard in his/her duties

D. *Regent's Defender*

1. Appointed and dismissed at the Regent's discretion
2. Will escort and guard the Regent during his/her reign

E. *Scribe*

1. Appointed and dismissed at the Monarch's discretion
2. Is responsible for publishing a club newsletter

3. Prints any fliers, letters, or other news of the high officers and guildmasters
4. Works with the Monarch to maintain a yearly calendar of events

F. *Court Bard*

1. Appointed and dismissed at the Monarch's discretion
2. Is responsible for organizing the performance of the arts at official club functions

G. *Court Jester*

1. Appointed and dismissed at the Monarch's discretion
2. Is responsible for creating humor and levity at official club functions

H. *Heir Apparent*

1. Must be between the ages of 14-17
2. Appointed and dismissed at the Monarch's discretion
3. Is responsible for keeping a watch for participants under the age of 18 worthy of notice and recommend them to the Monarch for appropriate awards
4. Could receive the title of Lord/Lady at the end of his/her term

VIII Kingdom Events

A. *Crown Qualification Tournament (AKA Crown Quals)*

1. Suggested date held: one or two weekends before Crown Elections
2. Autocrats: the two highest ranking club officers not running for high office
3. Any Amtgardian, regardless of residency, may enter
4. Crown Election Contenders are required to enter a minimum of 10 (ten) cultural subcategories. In addition, to successfully qualify, a contender's cultural entries must average at least a 3 (three) on a 5 (five) point scale. Only the contender's highest 2 (two) entries in a subcategory may be figured into this average
5. Crown Election Contenders must be reeves qualified and pass an EH Corpora test
6. All cultural entries must conform to the following criteria
 - a No more than 3 (three) entries per person per subcategory
 - b The same item can not be entered in two or more subcategories
 - c An item can not be entered in more than one Kingdom Level Crown Quals
 - d Additional restrictions as specified by the cultural event Autocrat
7. Awarding outstanding entries Orders of the Dragon, Owl, Garber, and Rose is encouraged
8. More specific rules for these qualifications shall be put out by the Autocrats at least six weeks prior to the date set for Crown Quals

B. *Crown Elections*

1. Suggested date held: two or three weekends before Coronation
2. Autocrat: Prime Minister

C. *Coronation*

1. The event where the winners of the Crown elections assume office
2. Suggested date held: second full weekend in June and December
3. Autocrat: outgoing Monarch

D. Coronation Feast

1. In conjunction with Coronation
2. Autocrat: outgoing Regent

E. PM Elections

1. Suggested date held: two or three weekends before Midreign
2. Autocrat: Guildmaster of Reeves

F. Dragonmaster Tournament

1. This is a cultural tournament similar to the cultural component of Crown Quails
2. The winner of this tournament will hold the title of Dragonmaster for six months
3. Suggested date held: at Midreign
4. Autocrat: Regent

G. Weaponmaster Tournament

1. This is a passage of arms in several different weapons classes
2. The winner of this tournament will hold the title of Weaponmaster for six months
3. Suggested date held: in conjunction with Dragonmaster
4. Autocrat: Champion

H. Midreign

1. The event where the winners of the PM Elections assume office
2. Suggested date held: second full weekend in March and September
3. Autocrat: Monarch

I. Midreign Feast

1. In conjunction with Midreign
2. Autocrat: Regent

J. World Banner Wars

1. A full class team tournament with participants from throughout Amtgard
2. Suggested date held: The second or third weekend of October
3. Autocrat: As selected by the Monarch and Treasurer. Said selection is to occur at least 6 (six) months prior to the event

IX Subgroup Guidelines

A. Subgroup Types and Formation

1. Park

- a To be an EH Park an Amtgard Chapter shall be a “contracted chapter” as per the Amtgard Rulebook
- b Parks shall not be a subgroup of any non-EH group
- c Parks shall have completed the requirements in the Petitioning Park Agreement

- d Parks shall have signed an official contract with the EH Monarch
 - i Approval of any Park *contract* with EH will be by majority vote of the EH Board of Directors (BOD)
 - ii The EH BOD can terminate the contract by majority vote if the EH Monarch or PM brings evidence to the BOD that the contract has been violated and the BOD finds such evidence sufficient to show that a violation has occurred

2. Confederation of Parks (Confederacy)

- a Should 2 or more EH Parks located outside the EH exclusive domain (as defined by the Amtgard Rulebook) develop a mutual interest in cooperatively joining forces they may form a Confederacy
- b EH Parks may join a Confederacy by signing a Confederacy addendum
- c A Confederacy must select one of its Parks to be its functional geographic center and that park:
 - i Shall be least 150 miles from the official Chapter Seat of any Amtgard Kingdom
 - ii Shall be greater than 75 miles from the functional geographic center of any existing EH Confederacy
 - iii Shall be greater than 75 miles from the Chapter Seat of any EH Principality unless the formation of the Confederacy is initiated by the Principality in which case the Principality Chapter Seat and the Confederacy functional geographic center will be the same Park
 - iv Shall be greater than 75 miles from the Chapter Seat of any non-EH Amtgard entity that meets the size/status guidelines of an EH Principality
- d For the purpose of determining subgroup size a given Confederacy's resident sign-ins in a given month will be determined by the greater of either:
 - i The Confederacy Park with the highest Average Weekly Attendance that month or
 - ii The total number of Confederacy residents signing in at a Confederacy or Kingdom sponsored Event in that month

3. Principality

- a The subgroup type of Principality is reserved for a Park or Confederacy that is preparing to petition for Kingdom status
- b A subgroup switching to the Principality type:
 - i From the Confederacy type shall declare one of its parks the Chapter Seat for pre-Kingdom attendance calculating and contract purposes
 - ii From the Park type shall form a Confederacy with the parks within a 75 mile radius of the Park/Chapter Seat for pre-Kingdom multi-park cooperation purposes
- c The subgroup shall have prepared a Principality Corpora of Bylaws under which the proposed Principality shall practice governing itself in a Kingdom-like fashion.
 - i The Principality Corpora shall NOT contain bylaws contrary to the EH Corpora
 - ii The Principality Corpora can include:
 - (a) Provisions for a Principality Circle of Knights for the purpose of:
 - (i) Drafting the future Kingdom's COK bylaws
 - (ii) Recommending qualified Principality residents to the EH COK
 - (b) Stricter requirements than the EH corpora

- d Principality residents shall continue to have all rights and privileges as EH residents
- e The EH PM shall NOT have access to a Principality Chapter Seat records in the ORK. Note: Failure to maintain records is a contract violation that may result in Park or Confederacy demotion
- f Before the EH Monarchy will discuss with or otherwise notify the COM of a Principality's desire to declare intent to apply for Kingdom status (at a future Gathering of the Clans) the Principality shall have maintained Principality status for at least 12 consecutive months
- g Before the EH Monarchy will make a motion for the COM to consider a Principality for promotion to Kingdom status the Principality shall have made all necessary applications, notifications, and preparations as per the transition guidelines laid out by Amtgard Inc. and the COM

B. Subgroup Record Guidelines

1. Subgroup Prime Ministers must assist the Kingdom PM in their collection of records. Toward that end they must submit their park records to the ORK at least once per month and provide copies of their sign-in sheets and waivers to the Kingdom PM at each Coronation and Midreign
2. Confederacy subgroups must also submit copies of their sign-in sheets and waivers to the Confederacy PM
3. Principalities shall continue to submit copies of records to the EH PM as per applicable Park/Confederacy Guidelines until the Principality has gained full independence as per COM decision

C. Guidelines for all subgroups in relation to Awards

1. May not award Knighthoods
2. May not award Dreamkeepers, Hellriders, Masks, or Walkers of the Middle
3. May not award Ladder Award Masterhoods (Master of the Rose, Lion, etc.)
4. May award Titles of Nobility earned by tenure as listed in the Corpora, or for a specific service. (Baron, Baronet, Lord/Lady) NOTE: May not award titles greater than that which the subgroup's Monarch is eligible to receive upon stepping down
5. May create new non-ladder awards, orders and non-noble titles
6. Pro-tem subgroup officers may only give orders up to level 3 without prior approval of the Kingdom Monarch

D. Subgroup Size/Status Guidelines

1. Subgroup size/status is calculated by Monthly Attendance: The park day with the highest number of players above the age of 8 that sign in at a given park during the month.
2. Subgroup Size/status shall be defined as:
 - a Shire
 - i Monthly Attendance of 3
 - ii No time limit (any new subgroup is considered a shire)
 - b Barony
 - i Monthly Attendance of 20
 - ii Must have been a Shire for at least 6 months
 - c Duchy

- i Monthly Attendance of 40
 - ii Must have been a Barony for at least 9 months
 - d Principality
 - i Monthly Attendance of 65
 - ii Must have been a Duchy for at least 12 months
- 3. Subgroups may be promoted by: having the minimum Monthly Attendance required for the next group size for the preceding 6 month period; and approval of the EH Monarch
- 4. Subgroups may be demoted once per Reign by joint agreement of the Kingdom Monarch and PM for either:
 - a Failing to maintain the minimum Monthly Attendance required for its size/status for 6 of the 12 preceding months or
 - b Failing to comply with other current contractual obligations including changes to the corpora or joint agreements of the Monarch, and either the PM or GMR

E. Award and officer guidelines based on group size/status

- 1. **Shire/Confederate Shire**
 - a May NOT award Paragon titles
 - b May give any other non-reserved award up to level 3
 - c To qualify for office one needs to enter a minimum of 3 entries per tournament (otherwise as per Kingdom Monarch guidelines) in Crown Quals
- 2. **Barony/Confederate Barony**
 - a May award Paragon titles
 - b May give any other non-reserved award up to level 5
 - c To qualify for office one needs to enter a minimum of 5 entries per tournament (otherwise as per Kingdom Monarch guidelines) in Crown Quals
- 3. **Duchy/Confederate Duchy**
 - a May award Paragon titles
 - b May give any non-reserved award up to level 7
 - c To qualify for office one needs to enter a minimum of 7 entries per tournament (otherwise as per Kingdom Monarch guidelines) in Crown Quals
- 4. **Principality/Confederate Principality**
 - a May award Paragon titles
 - b May give any non-reserved award up to level 9
 - c Must qualify as per the requirements for Kingdom Monarch in Crown Quals

X Titles, Orders, Honors and Awards

A. No title, Masterhood, or Knighthood may be awarded to a player unless he/she has been a resident for the preceding 6 months. No award may be given to non-residents unless approved by their Kingdom's Monarch, and the award must be 5th level or below

B. Paragon

1. May be awarded to the outstanding members of each Class
2. Awarded by the Monarch (should have the approval of the active Paragons of that Class)
3. Does not grant any special play abilities beyond those normally available
4. The reserved symbol of a Paragon is a sash in the color of their class with silver trim
5. See the Amtgard Rulebook for specifics about Paragon titles

C. Officer Title Equivalents

1. Subgroups have their own offices of Monarch, PM, Regent, and Champion. To distinguish those offices from their Kingdom level equivalents, subgroups use the following chart to determine the appropriate nomenclature:

Kingdom	Principality	Duchy	Barony	Shire
Monarch	Prince	Duke	Baron	Sheriff
Regent	Principality Regent	Ducal Regent	Baronial Regent	Shire Regent
Prime Minister	Chancellor	Chancellor	Chancellor	Chancellor
Champion	Principality Champion	Ducal Champion	Baronial Champion	Shire Champion

2. The suggested titles awarded for service as an officer are given in the following table:

Office	Kingdom	Principality	Duchy	Barony	Shire
Monarch	Duke	Count	Baron	Baronet	Lord
Regent	Count	Baron	Baronet	Lord	Esquire
Prime Minister	Baron	Baronet	Lord	Esquire	Esquire
Champion	Defender	Protector	Protector	Protector	Protector

D. *Titles of Nobility, Lesser Titles of Honor (Equivalent)*

1. Grand-Duke/Duchess (Magnus Dux) Suggested criteria: serve as Monarch two or more times
2. Arch-Duke/Duchess (Ertzhertzog) Suggested criteria: serve as Monarch and one other high office
3. Duke/Duchess (Doge, Dux, Hertzog) Suggested criteria serve the club six months as Monarch
4. Count/Countess (Earl, Comes, Comite Graf, Jarl) Suggested criteria: serve the club six months as Regent. Also awarded for six months service as Prince of a Principality
5. Marquis/Marquise (Markgraf, Marchioness {feminine}, also roughly equivalent to Margrave, Mark) Suggested Criteria: serve in each of the following: Monarch, Regent, Prime Minister
6. Viscount/Viscountess (Vocomte) Suggested criteria: have been the following: Champion, Weaponmaster
7. Baron/Baroness (Thane, Daimyo) Suggested criteria: awarded for six months service as Prime Minister. Also awarded for Duke of a Duchy, or Regent of a Principality
8. Baronet (none) Suggested criteria: serve in a pro-tem position for any of the following positions: Monarch, Regent, Prime Minister, Champion. Also awarded for six months service as Baron of a Barony, Regent of a Duchy, or PM of a Principality
9. Lord/Lady (none) Suggested criteria: discretion of the Monarch (service to the club). Also awarded for six months service as PM of a Duchy, Regent of a Barony, or Sheriff of a Shire
10. Defender (none) Suggested criteria serve the club six months as Champion
11. Protector (none) Suggested criteria discretion of the Monarch (service to the club). Also awarded for six months service as a subgroup Champion at any level
12. Esquire (none) Suggest criteria discretion of the Monarch (service to the club). Also awarded for six months service as PM of a Barony or Shire, or Regent of a Shire

Order of Precedence Royalty – Nobility – Peerage

Monarch
Regent
Prime Minister
Champion
Guildmaster of Reeves
Grand-Duke/Duchess
Arch-Duke/Duchess
Duke/Duchess
Count/Countess
Marquis/Marquise
Viscount/Viscountess
Baron/Baroness
Baronet
Lord/Lady
Knighthood

E. *Orders*

1. The Monarch may give all awards listed here
2. Those the Regent may also give are marked with an “*” (asterisk)
3. **Crimson*** for service to the club (but not enough for a Rose)
4. **Dragon*** See the Amtgard Rulebook for definition and application of this award
5. **Dreamkeeper**
 - a For outstanding contributions to the atmosphere of Amtgard
 - b Limitations: only one may be given in each Monarch’s reign
6. **Emerald**
 - a For good preparations (garb, armor, weapons, knowledge of the rules)
 - b Limitations: must be a newcomer (first six weeks)
7. **Flame**
 - a Given to a group for outstanding contributions to the club
 - b Limitations: only one may be given in each Monarch’s reign
8. **Garber*** See the Amtgard Rulebook for definition and application of this award
9. **Gladius** for excellent death on the battlefield or tournament field
10. **Griffin** for courage, chivalry, and honor on the battlefield or in a tournament

- 11. **Hellrider** for withstanding a serious accident, major transportation problems, or overcoming overwhelming odds en route to an attended Amtgard function
- 12. **Hydra** for successfully qualifying for Crown Elections at Crown Qualifications
- 13. **Jovious**
 - a For outstanding attitude
 - b Limitations: only one may be given in each Monarch's reign
- 14. **Lion*** See the Amtgard Rulebook for definition and application of this award
- 15. **Mask**
 - a For outstanding portrayal of persona
 - b Limitations: only one may be given in each Monarch's reign
- 16. **Owl*** See the Amtgard Rulebook for definition and application of this award
- 17. **Phoenix** for voluntarily protecting the Crown (by filling in for absent guard members)
- 18. **Rose*** See the Amtgard Rulebook for definition and application of this award
- 19. **Smith*** See the Amtgard Rulebook for definition and application of this award

- 20. **Walker of the Middle**
 - a For exemplification of the ideals and conduct of reeves
 - b Limitations: a person may never receive more than one of these
- 21. **Warrior**
 - a See the Amtgard Rulebook for definition and application of this award.
 - b See adjacent table
- 22. **Zodiac**
 - a For outstanding contributions in any one month
 - b Limitations: only one may be given each month

Level	Belt favor	Animal
1	Green	Snake
2	Blue	Boar
3	Red	Mongoose
4	Brown	Bear
5	Rust	Hawk
6	Grey	Wolf
7	Orange	Tiger
8	Black	Panther
9	Purple	Dragon
10	Red with a yellow border	Phoenix (Warlord)

F. Masterhood in the Service Guilds and Orders

- 1. May be awarded by the Monarch for achieving the criteria set forth in the Amtgard Rulebook
- 2. Denotes excellence in contributions to the club in the area listed (see the Amtgard Rulebook for explanations of the orders and Masterhoods available)

G. The Orders of Knighthood

- 1. Knight of the Crown - A civil order for serving in the highest club offices
 - a Colors: white trimmed with gold
- 2. Knight of the Flame - A service order for contributions to the club
 - a Colors: white trimmed with red
- 3. Knight of the Serpent - An achievements order for excellence in the arts and/or sciences
 - a Colors: white trimmed with green
- 4. Knight of the Sword - A military order for fighting skills and battlefield prowess
 - a Colors: white trimmed with silver
- 5. A Knight may choose to take one or more squires
 - a The garb of a squire is a red belt

H. *Knighthood*

1. The Monarch may knight people (other than themselves) into any of the four categories
2. If the current Monarch is not a knight, he/she shall appoint a Knight to perform the knighting ceremony
3. Although not required, candidates for Knighthood should have achieved the recommended criteria as described in the Amtgard Rulebook and have the approval of the EH Circle of Knights (as set forth in the COK bylaws)
 - a Note - Achievement of the criteria set forth does not automatically grant Knighthood
4. If there is any dispute about a Knighthood, a formal complaint and/or petition must be submitted to the Monarch and Prime Minister and GMK