

Amtgard, Kingdom of the Emerald Hills, Inc.

Corpora of Bylaws

Vol. I: Kingdom Operations

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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-eh.com/forums

The Kingdom-specific forum including announcements and discussion boards

www.amtgard.com/ork/orkui

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

www.amtwiki.net

The online Amtgard Encyclopedia, which anyone can edit, for upkeep of Amtgard history

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 Bylaws (this document) and the Amtgard Rules of Play (RoP) are guidelines to aid in the interaction of people who participate in Amtgard

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. In any conflicts between this document and the Amtgard Rules of Play, or Agreements created by the Circle of Monarchs, this document is subservient
3. Amtgard does not condone any illegal activity and players are expected to follow the Acceptable Conduct in Amtgard (CoC) in the Amtgard Rules of Play

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 Rules of Play, this document, and the terms of the Amtgard Kingdom License Agreement (AI 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. The Amtgard Kingdom Boundaries and Park Sponsorship guidelines refer to the "Kingdom Seat." This is the current location for that purpose

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)

II Credit System

A. *The Emerald Hills credit system*

1. A player may (normally) earn a maximum of 2 attendance credits in their chosen class per week (The Amtgard “week” starts on Tuesday)
2. A player may earn 1 attendance credit per day by attending a regular gaming day at an Amtgard Park
3. Fighting class credits require playing the chosen class in a battlegame
4. A player who Reeves may instead earn a Reeve credit
5. 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
6. Note that special event credits do not count towards the maximum
7. Full credit award breakdowns are listed in the following table:

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	Major Events, 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 6 additional credits per Month to allocate as they see fit for “Special Events” in order to gather 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. Have a signed waiver (signed by either themselves, or a parent/guardian if under 18 years of age) on file with an Emerald Hills Chancellor or the Prime Minister
2. Declare themselves to be a resident of a Subgroup of the Emerald Hills
3. Not hold residency in any other Amtgard Kingdom or group
4. Be a member of The Kingdom of the Emerald Hills, inc.

B. *Residents may:*

1. Have their awards and credits tracked in the Amtgard Online Record Keeper
2. Receive awards from their Subgroup, and from the Kingdom of the Emerald Hills

C. *Underage Residents*

1. While Players under 14 years of age may not become Contributing Members, they may be granted approval to engage in combat (with players above the age of 14) by the Kingdom Monarch, after considering the criteria in the Amtgard Rules of Play, at any of the following levels:
 - 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

D. Membership

1. In order to become a member of The Kingdom of the Emerald Hills, inc., an application for membership must be completed and provided to an Officer of the organization.
2. Approval of membership can be completed by a Monarch or Prime Minister of any level.
3. Approval membership applications must be maintained with a player's waiver.

IV Contributing Membership

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

1. Have been a Kingdom Resident for the preceding six month period
2. Have signed in at a minimum of six Emerald Hills functions within the six months immediately preceding two weeks before the end date of an Althing
3. Be currently dues paid within the Emerald Hills
4. Be at least 14 years old

B. Contributing Members May:

1. Vote in Kingdom Althings
2. Submit items to Kingdom Althings
3. Hold Kingdom Office
4. Receive a Current Amtgard Rulebook and Current EH Corpora

V Dues and Treasuries

A. Dues

1. Residents may choose to pay Dues to any Chancellor or the Prime Minister
2. Dues are \$10 and last for a period of six months from the date paid.
3. Receipts shall be given upon request
4. Kingdom High Officers (Monarch, Regent, PM, Champion, and GMR) are not required to pay dues (or event fees). Normally, adding 6 months to their Dues Paid expiration date will suffice
5. Dues are allocated to the Treasury of the Subgroup the resident claims

B. Subgroup Treasuries

1. Subgroup Treasuries are Emerald Hills funds managed by the Kingdom/ Kingdom Treasurer and the monarchy of the subgroup made up of dues paid by Subgroup residents, proceeds generated by Subgroup functions, or other funding generation methods outlined in the Treasury Policy
2. Subgroups may choose to not be involved with the maintenance of their treasury, and allow the Emerald Hills to maintain all funds and records alone.
3. Subgroups that choose to maintain their own Treasury must follow the Emerald Hills Treasury Policy, including submitting audits to the Emerald Hills Treasurer
4. Funds from Subgroup Treasuries may only be spent as directed by that Subgroup

C. *Kingdom Treasury*

1. Any funds not allocated to a Subgroup Treasury may be spent as directed by the appropriate High Officers, or by Kingdom Althing. This includes expenses for:
 - a Events:
 - i Midreign and Coronation - The Treasurer may approve expenditures for: the entirety of the site fees; And an event budget of up to the average of the net revenue (Total gate revenue minus the site fees) for the preceding three events of the same type. Event of the same type refers to: Spring Midreign; Summer Coronation; Fall Midreign; Winter Coronation as distinct types
 - b The Board of Directors can spend funds as allotted via the BoD budget. (reference Sec IX (10))
2. In order to meet our yearly contribution to the AIBOD's budget needs, the EH shall set aside money to send to the AIBOD after each Kingdom Event. The annual amount sent may not exceed the current individual Kingdom contribution amount in the AIBOD annual budget by more than 10% without approval via Kingdom Althing. The money will be collected:
 - a After each Kingdom Coronation, and Midreign an amount equal to \$1 for each person who signed in shall be collected after the event deposit is made.
 - b Setting aside \$2 from each player who paid dues since the last payment to the AIBOD was made. If dues are paid to the park, the PM of that park is required to notify the Kingdom PM at or by the next Kingdom event and ensure the transfer of funds to the Kingdom PM occurs no later than the close of the gate at the event.

VI Kingdom Functions

A. *Kingdom Visits to Subgroups*

1. As determined jointly by the High Officers, and announced by the Monarch

B. *Kingdom Events*

1. Regularly scheduled Kingdom Events are listed in Section XI. In addition, a Kingdom Function announced at least 4 weeks in advance may be designated a Kingdom Event by joint agreement of the Monarch, Regent, and Champion

C. *Kingdom Althings*

1. Kingdom Althings are Meetings of the Kingdom membership where votes occur by which the Kingdom makes decisions regarding issues not directly governed elsewhere (See section VII)

VII Althings

A. *Examples of decisions that may be made via Althing are:*

1. Election of officers;
2. Removal of elected officers;

3. Spending from the Kingdom Treasury;
4. Changing the Kingdom or Subgroup Corpora;
5. Other decisions that are not in conflict with the Amtgard Rules of Play, an Agreement created by the Circle of Monarchs, or another section of the Kingdom Corpora

B. Althing Procedures

1. Shall be run by the PM, or the GMR if there is a conflict of interest
2. Must be scheduled once a month
 - a If there are no agenda items submitted two weeks prior to the scheduled date, no Althing occurs for that month
3. Officer Elections occur at the following Althings:
 - a Crown Elections will occur at the Althings immediately preceding Coronation.
 - b Prime Minister Elections will occur at the Althing immediately preceding Spring Midreign and at the August Allthing.
4. The agenda for an Althing must be published at least 10 days prior to the Althing
5. A list of the current Contributing Members must be published within 2 days of the Althing Agenda being published
6. Only Contributing Members may vote in Althings
7. Unless otherwise specified, all Althing items will be decided by plurality vote
8. Any Contributing Member of the EH may submit an Althing item. Such an item must be submitted to the officer in charge of the Althing at least two weeks prior to the scheduled vote
 - a By joint agreement, the Monarch and PM may reject any Althing item from appearing on the agenda that they do not consider appropriate. Agenda items to remove an elected officer from office may not be removed in this manner
9. Agenda items to remove an officer from office must meet the following requirements:
 - a Shall be initiated by a petition signed by at least 10% of the current Contributing Members of the Kingdom
 - b Requires a $\frac{2}{3}$ majority in order to remove an officer from office
 - c In the event that an officer is removed from office, the Monarch appoints a new officer, as with any other vacated office (See section VIII.F)
10. Agenda items to appeal a players suspension, must meet the following requirements:
 - a The suspended player must be a resident of the Kingdom of the Emerald Hills.
 - b Shall be initiated by a petition signed by at least 10% of the current Contributing Member of the Kingdom.
 - c Requires a majority vote in order for the appeal to be initiated.
 - d A suspension may only be successfully appealed once, regardless of the outcome of the appeal.
 - e In the event that the appeal passes, the Board of Directors will launch an investigation into the players suspension (See "Section IX, A, 9a-9h").
11. The Monarch shall have the power to break ties on any Althing vote in which they are not directly involved. In which case, the PM shall have the power to break ties

C. To qualify for all Elections one must:

1. Be a current Contributing Member of the Kingdom

2. Be at least 18 years old 2 weeks prior to Elections
3. Declare for office at least 4 weeks prior to Elections
 - a No candidate may concurrently announce for (nor hold) more than one High Office
4. Pass a current EH Reeves test and EH Corpora test with a score of at least 75%
 - a Tests must be available at least 4 weeks prior to Elections
 - b Tests must be passed at least 2 weeks prior to Elections
5. Answer the current Statecraft Questions
 - a Statecraft questions will be selected by the highest officer not running for re-election from those submitted by the populace
 - i No more than 3 questions may be selected
 - ii Questions should be relevant to the offices
 - iii Different offices may have different questions (All candidates for a given office will answer the same questions)
 - b Questions must be posted 4 weeks prior to Elections
 - c Candidates must submit answers at least 2 weeks prior to Elections
6. Have earned a Hydra that is current
 - a A Resident of the Emerald Hills must complete the following during a single six (6) month period to earn a Hydra (If a player started the process at June Coronation or after, they must complete all requirements before or during December Coronation):
 - i Reeve a Kingdom level fighting tournament or battlegame. (If the candidate chooses, or the event organizer has already selected their reeves, they may shadow one of the reeves. They would be required to stand with a reeve, assist as needed, and otherwise participate for the same time as the reeve, but they would not make calls on any of the fighters)
 - ii Judge a Kingdom level A&S tournament or Workshop. (If the candidate chooses, or the event organizer has already selected their judges, they may shadow the judges. They would be required to sit with the judges, participate in the judging process for the same time as the judges, and discuss entries with and provide scores for entered items. These scores will not count towards the entrants final scores)
 - iii Autocrat or sub-crat (Feast, gate, etc.) a Kingdom level event. (If the candidate chooses, or the Autocrat has already selected the event team, they may co-crat the event or a sub-area of the event as determined by the autocrat. They must work directly with their co-crat and fulfill all the duties expected of their position)
 - b All items listed in the Hydra section must be signed off on by one of the other players of the same position (i.e. another reeve, judge, or co-crat).
 - c In the case of a dispute, the person running the tournament/event (Champion, Regent, Autocrat, etc.) will determine if the candidate fulfilled their obligations
 - d If there is still a dispute, the final decision will rest with the Kingdom Monarch
 - e Current Kingdom High Officers cannot earn a Hydra while in office
 - f Any qualification listed in the Hydra section that cannot be completed at the Kingdom level may instead be done at three park level events. (Help reeve three

park level fighting tournaments, etc.) Only one of these may be counted from the player's home park

- g It is the responsibility of the officers / players in charge of an event (tournament, battlegame, A&S, etc.) to make sure that those seeking to use that event as part of their Hydra qualifications are given the opportunity to do so if space is available. If a scheduled event is cancelled, an alternative offer needs to be made (If a tournament at Coronation is cancelled, then the person who was going to reeve as part of qualifying should be offered a chance to reeve another tournament or battlegame at that event if possible)
- h Once earned, a Hydra is valid for the next 2 consecutive election cycles. (If a player earns a Hydra by the end of the Dec – June reign, they will be able to run for office during the December elections of that year, or the June elections of the following year without the need to re-earn a Hydra)
 - i If the player finishes the Hydra qualifications 4 weeks prior to the current Elections, they may also run for office during that Election. (i.e. During the Dec – June reign, if a player earns a Hydra at least 4 weeks prior to voting, they may run for office for the June Coronation Elections, and are still able to run in the next 2 election cycles)
 - i As Parks mirror the Kingdom level Election Qualifications, completing the requirements for a Hydra at the level of your home park (or higher) earns a Chimera. Earning a Hydra or a Chimera allows a Resident to run for office at the park level

VIII High Officers

A. *Monarch (AKA King/Queen/Emperor/Empress)*

1. Is responsible for the primary maintenance and leadership of the Kingdom
2. Should maintain a schedule of events for the Kingdom, and ensure that schedule is readily available to all members
3. Shall have the power to break ties in the Kingdom Althing unless they are directly involved in the proceedings, in which case, the PM shall break ties
4. Has an automatic seat on the BOD for the duration of his/her term
5. Presides over and conducts all ceremonies and functions
6. May grant ANY title, order, honor, or award mentioned in section XIII
7. May create new honors, awards, and titles
8. May distribute Magic Items at his/her discretion. See the Amtgard Rulebook for specifics about Magic Items
9. May award 6 (six) "special event" credits per month (see section "II" of this document)
10. Acts as a liaison with local law enforcement, and adjudicates conflicts within the EH
11. Is responsible for enforcing the Amtgard Code of Conduct within the EH
12. 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 Contributing members without the need for a petition
13. May not hold any park level office during his/her term

B. Regent (AKA Consort)

1. The Regent is in charge of fostering the Arts and Sciences for the Kingdom
2. Will become Monarch if the current Monarch abdicates or is removed from office
3. Is responsible for:
 - a Heading and appointing the Guildmasters of the Colleges of Arts and Science
 - b Running the Dragonmaster Tournament and posting the results to the EH Forum
 - c Running the Midreign feast, and the next Coronation feast
4. May grant the following Ladder Awards: Dragon, Garber, Lion, Mask, Owl, Rose, and Smith
5. May create new honors and awards in keeping with his/her duties
6. 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 Contributing members without the need for a petition
7. May not hold any park level office during his/her term

C. Prime Minister (PM)

1. The PM is the primary record keeping officer for the Kingdom
2. Has an automatic seat on the BOD for the duration of his/her term
3. Has the power to break ties in the Kingdom Althing if the Monarch is involved
4. Has the power to appoint an assistant if he/she finds it necessary
5. Is responsible for:
 - a Maintaining accurate records of the waivers, attendance, Contributing Member status, Hydra status, and Dues 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 verify and have access to the sign-in sheets and waivers from all EH Subgroups.
 - d Autocrating Gate (or overseeing Gate) at any event hosted by the EH
 - e Providing Rulebooks and Corporas to EH Contributing Members (one per release)
 - f Administering all Althings other than the Midreign elections
 - g Assists the Monarch in enforcing the Amtgard Code of Conduct within the EH
6. May bestow the following Ladder Award: Lion
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 Contributing members without the need for a petition

D. Champion

1. Is the primary safety officer for the Kingdom
2. Is responsible for:
 - a Checking all weapons and armor for safety and legality
 - b Maintaining the lost and found for the Kingdom
 - c Organizing battlegames on days when no pre-determined scenarios are scheduled
 - d Running the Weaponmaster and Warmaster Tournaments and posting the results to the EH Social Media
 - e Running the Magic Item Quests
 - f Defending the Crown (the Monarch and the Regent)

3. May bestow the following orders: Battle, Gladius, Griffin, Smith & Warrior
4. 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 Contributing members without the need for a petition

E. *Guildmaster of Reeves (GMR)*

1. Is the head of the Emerald Hills Reeves Guild
2. 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 Assisting the Monarch in enforcing the Amtgard Code of Conduct within the EH
 - f Administering the EH Reeves test. At minimum, tests must be available at least 4 weeks prior to Coronation Elections, and remain available until 2 weeks prior to Coronation Elections
 - g Administering the EH Kingdom Corpora test. At minimum, tests must be available at least 4 weeks prior to Midreign Elections, and remain available until 2 weeks prior to Coronation Elections
 - h Administering the Midreign elections
 - i Assisting with any Kingdom level tournament
3. May administer a level test for any class
4. Removal is by a 2/3 vote of the Contributing members of the Reeves Guild and approval of the Monarch and PM

F. *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 give awards at the level of the highest Subgroup in the EH

IX Other Positions

A. *Board of Directors (BOD)*

1. Must be 18 years or older
2. Must be Contributing Members
3. There are Nine seats on the BOD
 - a One seat is held by the sitting Monarch
 - b One seat is held by the sitting Prime Minister
 - c One seat is held by the sitting Guild Master of Reeves

- d Six seats are filled via open ballot for one-year terms. The annual terms shall be staggered so that three members that are elected to start at June Coronation, and 3 open ballot seats are elected to start at December coronation
 - e If a BOD member holding an open ballot seat becomes Monarch, PM, or GMR, then he/she must vacate their open ballot seat
 - f If a BOD seat is vacated, an election will be held at the next 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 their BOD member duties, the BOD Secretary is responsible for:
 - a Implementing all changes to the EH Corpora
 7. In addition to their 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 Performing a Treasury Audit on all Subgroups at least once a reign
 - iii Maintaining the EH Bank account
 - iv Ensuring the collection of any monies intended for the EH
 - v Filing State franchise tax forms, and Federal corporate tax forms
 - vi Anything outlined in section "V. Dues and Treasuries"
 - 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
 8. The BOD has no power to change, alter, or otherwise affect the Corpora
 9. The BOD has no status in the order of precedence and no jurisdiction over internal club functions, except in the event a suspension appeal passes an Althing vote, in which case:
 - a The BoD will launch an investigation into the appealed suspension.
 - b A member of the BoD may excuse themselves from the investigation and the BoD will then appoint a player to replace their position in the investigation.
 - c A post will be made revealing which members will be reviewing the players suspension, including which kingdom they reside in.
 - d This investigation will last no longer than thirty days from the date in which the Althing results are posted passing the appeal.
 - e All past evidence and new evidence will be reviewed by the BoD.
 - f Upon completion of the review, the BoD will hold an internal vote on whether they believe the suspension should be lifted or not.

- g Upon completion of the vote, the BoD will then turn over their findings in the investigation, and vote to the current Monarch, Prime Minister, and Guild Master of Reeves.
 - h Upon handing over their findings, the President of the BoD will then make a post to the populace on the results of the BoD's vote.
10. The BoD requires an operational budget to manage the Kingdom, this budget is to be used for things such as D&O Insurance, Website registration/hosting, Online Document storage/signing capability, etc.
- a The BoD must create a proposed budget each year, and publish the budget to the Kingdom.
 - i This report shall be presented publicly in February, and constructed by the Board no later than January 31 of the budget year in question.
 - ii The budget must be itemized to address the individual items or allocations of being requested.
 - iii Budget items must be listed at real cost.
 - iv Discretionary spending budget item may be added to address unanticipated needs (postage, travel reimbursement, one time payments, etc). Any discretionary funds not spent at the end of the year will be returned to the treasury.
 - b If the proposed budget changes from the previous year, and exceeds the currently allotted amount, the budget must be approved by Althing to update the corpora.
 - c Annual Discretionary spending cannot exceed 20% of the January 1 treasury balance.
 - d The current BoD budget is 1500 USD.

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 Contributing members of the guild to occur at the next Coronation Elections
3. Guildmasters must be Contributing 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 $\frac{2}{3}$ vote of all Contributing Members of that guild, or by joint agreement of the Monarch, and either the PM or GMR
10. If a guildmaster position becomes vacated, or no one declares for the position, a Pro-Tem replacement may be appointed until the next Coronation Elections by joint agreement of the sitting Monarch, and either the PM or GMR

F. *Guildmaster of Knights (GMK)*

1. Chosen from the Circle of Knights (COK) by election at the Mid-Reign 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 Contributing Members
2. Shall organize and initiate company related activities within the Kingdom

H. *Circle of Monarchs Representative*

1. The Representative is elected at the first Kingdom election following the Gathering of the Clans event.
2. The Representative serves a one year term.
3. The Representative is expected to keep up with Circle of Monarchs Facebook group and to advise the Kingdom Monarch before a vote.
4. The Representative is expected to coordinate with the Kingdom Rules Rep and GMR for any rules changes coming before the Circle of Monarchs.

5. The Kingdom Monarch may appoint the Representative as his or her representative to the Circle of Monarchs meeting if they are unable to attend.

X 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 recommending them to the Monarch for appropriate awards

XI Kingdom Events

A. *Coronation*

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

B. *Coronation Feast*

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

C. *Warmaster Tournament*

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

D. *Midreign*

1. Spring Midreign suggested date: second full weekend in March
2. Autocrat: Monarch
3. Fall Midreign suggested date: second full weekend in September
4. Autocrat: Monarch

E. *Midreign Feast*

1. In conjunction with Midreign
2. Autocrat: Regent

F. *Dragonmaster Tournament*

1. This is an Arts and Sciences tournament of several different genres
2. The winner of this tournament will hold the title of Dragonmaster for six months
3. Suggested date held: in conjunction with 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 Midreign
4. Autocrat: Champion

XII Subgroup Guidelines

A. *Emerald Hills Subgroups (Parks)*

1. Subgroups of the Kingdom of the Emerald Hills are the local branches of the Kingdom, the physical locations where the members of the Kingdom gather to

participate in regular Amtgard functions. For a more detailed description of Subgroups see the Emerald Hills Corpora Vol. II: Subgroup Operations

B. *Emerald Hills Sponsorship*

1. In order to become an Emerald Hills Subgroup, a Park must be Sponsored by the EH
2. In order to apply for Emerald Hills Sponsorship, a Park must:
 - a Be a “contracted chapter” (Freehold) with Amtgard International
 - b Have permission from any “close” non-EH Kingdom
 - c Have had an Althing to merge with EH (with an affirmative result)
 - d Sign an “Intent to Merge Agreement”
 - i Approval of a merger of a Park with the Emerald Hills will be contingent on a majority vote of the EH Board of Directors (BOD)
3. The EH BOD can terminate the Sponsorship of an EH Subgroup by a majority vote if the EH Monarch or PM brings evidence to the BOD that the Subgroup has repeatedly violated: a governing document of the EH; joint rulings of the EH Monarch and either PM or GMR; or an agreement created by the Amtgard Circle of Monarchs

C. *Subgroup Record Guidelines*

1. The Kingdom has oversight of all Subgroup functions. Toward that end Subgroup Chancellors must:
 - a update park records in the ORK weekly. Failure to do so for 4 consecutive weeks should be brought to the attention of the Park and Kingdom Monarchs, and the Board of Directors by the Kingdom Prime Minister
 - b provide copies of their sign-in sheets and waivers to the Kingdom PM by each Coronation and Midreign
 - c provide accountings of their Subgroup’s Treasury to the Kingdom Treasurer by each Coronation and Midreign
 - d assist with a Park Audit at least once per Reign (usually by Coronation)

XIII Titles, Ladder Awards, Orders, and Honors

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 Kingdom 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 more specifics about Paragon titles

C. *Officer Title Equivalents*

1. Subgroups have their own equivalent offices of the Kingdom High Officers. To Distinguish those offices from the Kingdom Level equivalents, Subgroups use the following chart to determine the appropriate nomenclature:

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

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

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

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

1. Grand-Duke/Duchess (Magnus Dux) Suggested criteria: serve as Kingdom Monarch two or more times
2. Arch-Duke/Duchess (Ertzhertzog) Suggested criteria: serve as Kingdom Monarch and at least one other high office
3. Duke/Duchess (Doge, Dux, Hertzog) Suggested criteria: six months service as as Kingdom Monarch
4. Count/Countess (Earl, Comes, Comite, Graf, Jarl) Suggested criteria: six months service as Kingdom Regent.
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: six months service as Prime Minister. Also awarded for six months service as Duke of a Duchy,
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, or Regent of a Duchy
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: six months service as Kingdom 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) Suggested 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

E. Ladder Awards These awards are defined in the Amtgard Rules of Play:

1. **Dragon**
2. **Garber**
3. **Lion**
4. **Owl**
5. **Rose**
6. **Smith**
7. **Warrior**
8. **Crown**

A. Ladder Masterhood

1. May be awarded by the Kingdom Monarch in recognition of outstanding skill in a given area (see the Amtgard Rules of Play Award Standards for explanations of the Ladder Awards and Masterhoods)
2. Grants the reserved symbol of a Gold Phoenix on a solid color background (See adjacent table)

B. Progressive Orders These Orders progress to 10th level, after which the Kingdom Monarch may award that player a Masterhood of that order:

1. **Chimera** for successfully qualifying for your Home Park Coronation Elections
2. **Dreamkeeper**
 - a For outstanding contributions to the atmosphere of Amtgard
 - b Limitations: only one may be given in each Monarch's reign
3. **Emerald**
 - a For good preparations (garb, armor, weapons, knowledge of the rules)
 - b Limitations: must be a newcomer (first six months)
4. **Flame**
 - a Given to a group for outstanding contributions to the club
 - b Limitations: only one may be given in each Monarch's reign

5. **Gladius** for excellent death on the battlefield or tournament field
6. **Griffin** for courage, chivalry, and honor on the battlefield or in a tournament
7. **Hellrider** for withstanding a serious accident, major transportation problems, or overcoming overwhelming odds en route to an attended Amtgard function
8. **Hydra** for successfully qualifying for Kingdom Coronation Elections
9. **Jovious**
 - a For outstanding attitude
 - b Limitations: only one may be given in each Monarch's reign
10. **Mask**
 - a For outstanding portrayal of persona
11. **Phoenix** for voluntarily protecting the Crown (by filling in for absent guard members)
12. **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
13. **Zodiac**
 - a For outstanding contributions in any one month
 - b Limitations: only one may be given each month

C. *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 & 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 reserved symbol of a squire is a red belt

D. *Knighthood*

1. The Kingdom Monarch may knight people (other than themselves) into any of the four categories
2. If the current Kingdom 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 Kingdom Monarch and Prime Minister and GMK