

May 2004

To All Who Gather Here in the Shadow of Rebellion...

The Protectorate of the Celestial Kingdom:

Lord Protector, Squire Colonel MacLeod Darkjester
Regent-General, Squire Linden Tul
Prime Minister, Ethan Wallace of Trent
Champion, Sir Clalibus of Henceforth

The Incoming Court:

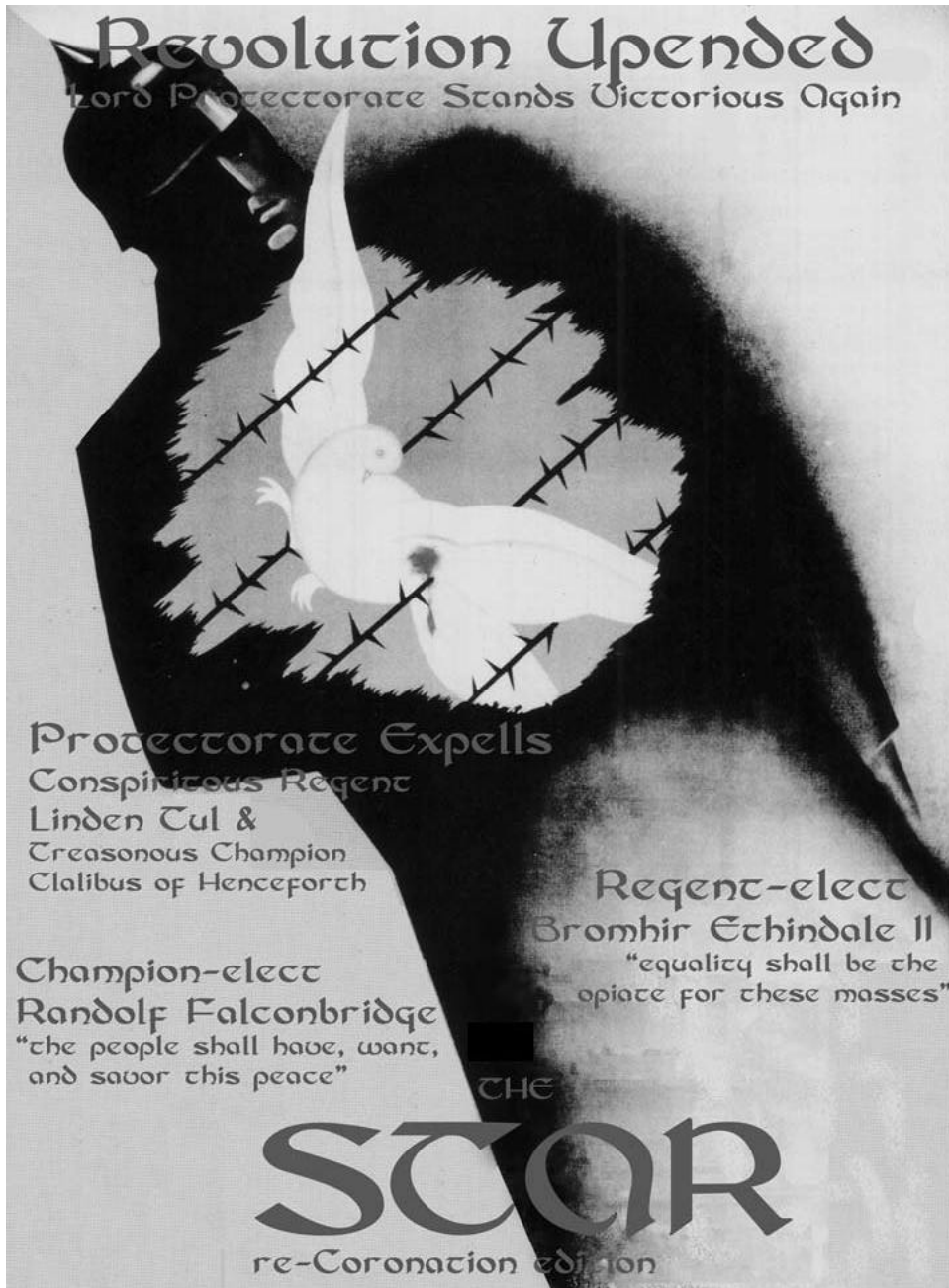
Lord Protector, Squire Colonel MacLeod Darkjester
Regent, Squire Bromhir Ethindale-Tannon
Champion, Squire Randolph Falconbridge
Guildmaster of Reeves, Squire Linden Tul

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Mistie Brown (Sir Esuom aph'Taed)
Doug Bedingfield (Bromhir Ethindale-Tannon)
Michelle Lurker (Dame Ween Bloodblade)



Amtgard, The Celestial Kingdom

The Star

THE NEWSLETTER FOR AMTGARD, THE CELESTIAL KINGDOM

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HOW TO SUBMIT ITEMS TO THE STAR

Any items that might be entertaining and/or informative to the Amtgard populace at large are always needed for the Star. Articles, artwork, advertisements, maps, poetry, how-tos, reviews, etc. are only a small sample of the kinds of items that are published in the Star. All submissions are, however, subject to proofreading and editing prior to publication.

Please submit all items to clarcius@hotmail.com or in person to any member of the editorial staff.

Those who make **The Star**:

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Sir Clalibus of Henceforth

Don Diego Velazquez

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Celestial Kingdom Calendar of Events Summer Reign 2004

May

7-9 CK Coronation

15-16 Dragon's Haven Visit

22-23 Avalon's Gate Visit

24-25 Demo at Hastings in Killeen *Contact Baggy for more info*

29-30 Griffon's Keep Visit

June

4-6 Wetlands Coronation

6 Talonfield Visit

11-13 Murky Waters Coronation

18-20 EH Coronation

20 Traitor's Gate Visit

23-27 Rakis

July

3-4 Bifost Visit

10-11 CK Quest at Tori-Mar

17-18 CK Weapon's Master at Mystic Springs

28-01 Gathering of the Clans

August

06-08 CK Mid Reign

12-15 Griffon's Keep Visit

21-22 Murky Waters Visit

28 Mystic Springs Visit

29 CK Juggling at Traitor's Gate

September

04-05 Wetlands Mid Reign *Tentative Date*

05 Talonfield Visit

11-12 Bifost Visit

17-19 EH Mid Reign

19 Dragon's Haven Visit

26 Serpent Knights A & S Tournament at Tori-Mar

October

02-03 Holiday Weekend

07-10 World Banner Wars V

16-17 CK Quals *Location TBA*

23-24 Avalon's Gate Visit

29-31 CK Coronation

From the Office of the Lord Protector:

Greetings all,

I first would like to thank you all for giving me the unique opportunity of being your monarch again. I will work just as hard, if not harder during the second reign. My visits to your respective parks will continue. I feel this is one of the most important jobs a monarch has to do. I will also continue spreading our events around the kingdom. My main goal for this reign, as it was from my last reign, is to give people the chance to have fun. Yes, fun. Most people forget that this is a game we play. Lots of people take it seriously and lose sight as to why we play this game we call Amtgard. The main reason many of us started to play was to have fun. I hope to give this feeling back to people who have lost sight of this. I will continue to RP on the forums. I hope I can do a better job of it compared to my first reign. So if you are keeping up with the RP on the forum keep an eye out on it. It should be getting interesting. I will also continue to hear your Amtgard-related problems and try to solve them if I can. I am always an email away if you need me. Just in case you do not have it my email is topcolonel@satx.rr.com. I would like to thank all the people that made my first reign a success. If it were not for you I would not have had a somewhat smooth reign. I just hope that my second reign, as your monarch, will be more successful than the first.

Events that are still up for bid are CK Midreign, CK Endreign, CK Quals and of course Spring War XII. So if your park, battle company, house, order, fraternity, group of friends, ect, are thinking of running an event then please send me a bid.

Again, thank you all for re-electing me.

In service to the populace of the Celestial Kingdom,

Viscount Lt. Squire Colonel MacLeod Darkjester
Lord Protector of the Celestial Kingdom

From the Workshop of the Regent-General:

Unto to my crafty populace,

We've been though a lot this reign; we've made a lot this reign. I'm sorry that I didn't get to hold classes for everyone, in every park, but I think that I can safely say that the ones I've held so far in San Antonio, Bastrop, Victoria, and Austin were a success.

As we've been discussing on the Forums recently, most of our first impression to new people is our stuff; our props, garb, and equipment. I would like to ask all the provincial leaders to encourage local arts and sciences, make sure to recognize people for the stuff that they put their time into: if you don't give them positive reinforcement, apathy begins to sink in. Also think about enforcing the 6.1 peasant rules; as I said before, kids freak out when they find out that their badass 6th-level something has gone from being the crux of the battlegame to some guy with a short sword. And make sure that those who are playing a class have the equipment to do so; healers should have red sashes, not sneer and point to their squire's belt.

In short, if we are to get and keep new members, we need to look like we have our (geek) shit together; for the duration of the next reign, I will continue to hold A&S classes in Austin. Bromhir, as my successor, has committed himself to holding classes as well, so if there is something that you'd like to know how to do, or you just need some basic help, you can contact Bromhir (viking_bromhir@hotmail.com) or myself (Stella_blue@operamail.com). If we don't know how to do it, then we can connect you with someone who does. On a side note, to anyone who would like to teach a class in Austin, I pay \$25 in store credit: that's a lot of paperbacks.

Thank you for the opportunity to serve,
HRH Lady Defender Linden Tul, Esq.

P.S. There is no way I could have done all of this myself, so I would like to thank a few people who made this crafty reign possible: Thanks to Lodar and Wolfbane for the orchestration of the Bastrop class, feeding us pizza and playing with the kids. Next time you visit them, beware: Talonfield has a shield wall now. Thanks to Chango for offering his house to do the class in and a couch to sleep on, and putting up with the mess I left on the floor the next day. And to Dame Ween, making the drive to help with the sewing, and to Diamond for entertaining Quinn. In San Antonio there was a great response: Thanks to Ethan for organizing, Bromhir for leading me about town, the nice ladies down at Crystal Forest for letting us use their store, and all the Larrisons: Dame Mistress Wynd, Sir Father Thomas, Jaymee, Eryka, and their cats for crash space, babysitting, breakfast, and otherwise putting up with me. And to my support group in Austin: thanks first to those who taught or help to teach classes; Ondine (draping), Sage (astrology), Seamus (leather boots), Someday Creations (wire wrap jewelry), and to everyone there who showed up all the time: Rand, Selene, Sir Drakknar, Sir Arthon, Lynae, Sir Esuom, Dame Aylia, Ondine, Derus, and Don Diego. And of course for all his help teaching, organizing, and caring for the kids, and his patience, Sir Clalibus.



From the Library of the Prime Minister:

First of all, I'd like to thank everyone again for giving me, a newbie with barely a year's experience in Amtgard, the opportunity to serve as your Kingdom Prime Minister these past months. As the midpoint of my term, this Coronation marks a milestone for me and it gives me a great deal of satisfaction to look back on the goals that I have accomplished so far. Most of the records for the populace have been entered into the O.R.K., with only a couple of provinces' records left to add. Many people have been especially helpful in sending me their own updates, ensuring that their information online is kept accurate and up-to-date. In my visits to the various CK provinces, I have been well received and have had the chance to fight alongside many people in this kingdom whom I had previously never met. I have seen most of the parks where my fellow Amtgarders play, and have enjoyed the camaraderie I have experienced in my travels.

Now that Quals is passed (and I hope that's the worst thing I will have to contend with this term), I have more time to dedicate to my duties and to complete the tasks I set out to do from the beginning. Over the remainder of my term, I will be making another complete round of the parks, to follow up on the information I have gathered so far and to see many of the people I may have missed the first time around. I will also be gathering data for statistics about the kingdom as a whole and each park in particular: I am especially interested in how each park's participation numbers compare, and how the population trend is progressing throughout the kingdom.

To this end, the kingdom will be conducting a census of its populace, with information to be gathered over the next six months from sign-ins, waivers, and event rosters throughout the kingdom. The first round of the census will occur over the next three months; provincial records-keepers or leaders will be required to hand in photocopies of their park's sign-ins to me at the approaching Midreign. Since individual parks are already supposed to be doing this, it will come as no big surprise to anyone. From the information gathered at that time, I will be looking closely at the number of participants each province can claim, and how often these members participate. This will help me to create a general headcount of the populace and of each park in particular.

The second round of the census will be completed by the next Coronation; again, park clerks will be required to hand in photocopies of their sign-ins to me or to whomever is the reigning Prime Minister. Based on the numbers gained from the census, the provincial

population status of each park will be evaluated: Shires, Baronies, and Duchies must all meet the appropriate population requirement in order to maintain their provincial status. This will also help us determine which parks are currently active, and which ones should consider dissolving for lack of interest.

Also this term, I intend to make better use of the resources online to compile a database of mundane contact information (telephone numbers, addresses, email, etc.) for the populace of the CK. This information need not be made public, but it does need to be available to the reigning Monarch and Prime Minister at the very least. Each person should have a signed waiver on file with current personal and emergency contact information; if the waivers are out-of-date or inaccurate, this information needs to be updated. Therefore, I am asking all provincial leaders to enforce updated waivers for all participants, both to provide current contact information and to validate them in case of an emergency.

One of the major undertakings for this event is a reconsideration of the current Corpora of By-Laws and a discussion of necessary changes or clarifications to the current rules. Of tantamount importance is the consolidation of information to the records and archives of the Kingdom, through myself and the other members of the Royal Court. A great deal of the awards and titles listed on the O.R.K. are as yet unverified, which calls them into question over their validity. This needs to be remedied if the O.R.K. is to become an official and valid reference for future use, and it is for that reason that I will be making another round of the provinces. I hope everyone will take the time to track down their old awards or at least give a reference as to when they were given; it is entirely possible that future Prime Ministers or Monarchs may choose to ignore or discard unverified awards or titles, which would truly be a shame for all concerned.

Once again, I am glad to be able to work with you, the populace, in gathering and keeping the records of the Kingdom. I look forward to visiting all of the provinces again in the near future, and to working with the officers and members of each park in building the immense online reference that the O.R.K. is destined to become. This has been an exciting and highly rewarding experience for me, and I am eager to tackle the tasks ahead with renewed vigor. Here's to the future of the Celestial Kingdom...

In Service to the Dream,
Ethan Wallace of Trent
Prime Minister of the Celestial Kingdom

FROM THE SMITHY OF THE REGENT-ELECT:

To the Populace of the Celestial Kingdom,

I would first like to say thank you all for giving me the honor and chance of serving our kingdom again as Regent. As some know, I was regent back when Sir Baghera was king and in that time I didn't do much. This I know then and now was wrong, so with this reign I plan on keeping a new tradition very much alive. This last reign, we have seen some new growth in the A&S field due to the out going Regent, HRH Linden Tul. I have seen something that I thought was never going to happen due to apathy and what some would come to say "Stickjockery", but I digress. Thanks to Linden, A&S classes have been taught throughout the Kingdom, and for this she is a fine example of what a Regent is to be. So trying to fill the boots that were left behind will be rather hard, considering that she can out sew me on my best day. In short, during this reign Linden will be continuing her classes at Black Bart's Book Store on Tuesday nights, and I will be holding classes here in San Antonio at the Crystal Forest Book Store. So, you ask, "Well, Bromhir, what are you going to teach us?" Well I would like to see better class garb, people playing their persona, and better court decorations. My classes are going to revolve around these things and helping others to flesh out their persona. Another topic I plan on hitting is how to play and role-play your fighting classes. I believe that this is just as important as garb and weapons are to Amtgard. So my first class will be held on May 15th and the topic of the class will be, "Nature's Finest: Barbarians, Druids and Scouts". This class will focus around what each of the classes above are about and how to play them properly. We will talk about garb recommendations and class rules. This class will start at 7pm and end at 9pm, so all interested please do show. But once again, I would like to thank everyone for making this possible for me.

In service to the Dream and the populace,

Regent-Elect
The High Ring-Giver, Master Bromhir Ethindale-Tannon
Squire to Sir Father Thomas Von Drakken
Warrior of the Brotherhood

From the War Room of the GM of Reeves:

Ever wonder about that guy who is pointing at you and screaming? Are you wondering because he's not wearing a sash? Ever hit somebody in the torso three times and they keep going? And when you ask them what's up they flash a bit of thread at you grin and say, "Four stones, dude." Fabric is cheap; make sure to enforce the minimums at least for your sashes and spell strips, which are 3 feet x 1 inch and 1 foot by 1 inch, respectively. And one other thing, a squire's belt does not a healer's sash make. I will be producing a book of Rules Clarifications this reign, if any one has anything to add let me know.

Okay, so how would guys say you feel about two inch swords now? Are we ready to go back to the two and half inch rule? Are we ready to tell Harry to put that ugly stick down? A few points: one, when you play racquetball you have to wear goggles; racket balls are exactly two inches around. While I understand that normally you don't have a hard rubber sword tip flying at your face at 150mph, it is something to think about. Two, according to the Internet (which can't be wrong and yet is sometimes wildly inaccurate) the eye socket of the average adult can range from 1.5 inches to 2.5 inches; don't you think we should be heading toward the shallow edge of this pool and not be in the deep end? If any of you read the E-Sam forums you'll remember the inter-kingdom community's collective horror when they realized that the 2.0-inch rule would be in effect for Spring War.

Besides being uncomfortable, unkind to newbies, and potentially dangerous, two-inch swords do nothing but hurt our international reputation; that means that we'll have less outlanders at events, especially Spring War, and when people move within our bounds they'll be less likely to come out. On the docket of the Allthing for Midreign will be the option to change the 2-inch rule to the 2.5-inch rule; please come and express your opinion, because if you don't vote, you don't get to bitch.

HG Lady Defender Linden Tul Esq.



From the Dungeon of the GM of Monsters:

My project for this term as Guildmaster of Monsters has seen me collecting and coding an Appendix of Monsters of the Celestial Kingdom. This way the populous can read up and learn about local Monsters of the Celestial Kingdom. The address can currently be found at:

http://www.geocities.com/annillilliana_of_the_wilds/ckdorunavathar/ckdorunavathar2.html

Some of the Monsters already listed are the following:

Drow, Kyuuketsi, Faery, Archlich Steed (Black Unicorn), Fraggles, Were-Fox, Were-Hedgehog, vampire bunnies and Dark Trolls.

Warning to all who might come across a Were-Hedgehog or Were-Fox... There has been an Epidemic of Rabies lately! (I encourage playtesting of this new ability.)

Rabies (2/game) say "Target's name" and "Oh No! Rabies!" X2 range 20ft. Target person is now infected with Rabies. Target then attacks all persons in range for a 20 count and then expires. Wounds dealt by Target infect, causing a continued outbreak.

I intend to run once again for Guildmaster of Monsters once this term is up. Some business I want to bring up with Fellow Monsters and the Populous is the Streamlining of the Kitsune Monster. It is very complicated (therefore difficult to learn and Reeve in my opinion) and practically invincible at this time.

Many Thanks
Baronet Squire Scarlet Ethindale Tannon Stormblade
AKA Hoo Troll
AKA The Temptress Bunny



Serpent Knights' Arts and Sciences Tournament

Hosted by the Barony of Tori-Mar and Don Diego Velazquez

Basic Info:

Location: Walnut Creek Park in Austin, Texas (12138 N Lamar Blvd)

Date: Sunday, September 26

Time: Sign in from 11 a.m. to 1 p.m., judging from 1 p.m. till we finish

Categories:

Fighting weapons: Amtgard legal weapons meeting CK specs (2" diameter minimum)

Shield Construction: Amtgard legal shield meeting CK specs

Armor : leather, metal, or cloth armor, please include your estimated point value

Active Construction: construction items with moving parts such as siege engines, books, puppets, etc.

Passive Construction: construction items with non-moving parts such as thrones, pillows, boots, small models, ceramics, masks, etc.

Fighting Garb: garb intended for field or fighting use

Court Garb: garb intended for formal or court use

Fighting Accessory: items intended for use on the battlefield such as wands, spellbooks, pouches, etc.

Court Accessory: items intended for use in court such as sashes, coronets, fine boots, gloves, etc.

2-D Art (including photos): drawings, sketches, painting, photographs, or prints

3-D Art (including relief art): standing art or shallow relief sculpture

Smith (for write ups): writing based on battlegame scenarios or written work intended to be instructional in nature: no more than 5 pages, including illustrations

Writing (both fiction and non-fiction): fictional stories or historical essays, poems, or songs: no more than 2 pages in total length

Bardic (spoken word and song): performance of songs, poems, or theater segments: should run no longer than 5 minutes per piece

More Info:

1. Entries may have been judged in a previous arts and sciences tourney, but you must declare any awards the piece may have already won
2. All entries must have been created within 12 months prior to the tourney date
3. No more than 2 entries per category will count towards tourney points
4. Placement will be awarded to the contestant with the highest average among their top 8 entries (you must enter at least 8 entries to place)
5. No more than 15 entries total per contestant (we want to go home too!)
6. One "best in show" award will be chosen by the judges; a tie will be broken by yours truly
7. You must provide your record sheet, current to the month of September 2004, in order to register your items. These sheets must have the signature of your local seneschal, prime minister, or paper pusher.

And finally, for your information:

Kingdom quals....Dragonmaster.....Olympiad....you want to win one of those? How do you do it? Do you look around at stuff you've built, grab a few things, then head down to the event? If that's your strategy, you'll lose. Want to know how to win? Prepare. Pick an event, decide you're winning it, then make it happen. You've got six months, the bare minimum in a serpent knight's mind to prepare for a tourney. It's open to anybody from anywhere. Need a reason to make the trip? How about competing against the best of the best? Not enough? How about getting your scores sent to your kingdom officers with recommendations for awards? Still not enough? Then how about cash? First place wins a cash prize of 40% of the purse. Second place wins 30%, and third wins 20%. And the "best in show" award wins the final 10%. The purse money is being raised by myself and the members of the CK. We've got six months to raise the money we want you to win. Get to it.

Don Diego Velazquez, Serpent Knight



Spring War Summary

Spring War XI has come and gone. I've heard plenty of wonderful feedback, and the expected complaints. Fortunately, pretty much all of those complaints have been useful bits of feedback. I'd like to share the good (and the bad) of this event, so that future autocrats can learn from the mistakes made.

First, I want to convey my thanks to everyone who helped make this Spring War a success. I agreed to take this event on, knowing it would be a lot of work, and I depended on others to help me along. And they didn't let me down. Thee and Zircon put together a great series of fighting events. Brother Stephon had some significant roadblocks in his way, and still managed to bring us a wonderful feast. Dame Galen stepped up at the last minute to provide the children's entertainment. Kyrupt spent 99% of his time at the gate and made sure things ran smoothly. Chango ran Security, a tough job at the calmest of events. Dame Spice had an excellent crew on hand to take care of any medical emergencies. We had newbies from other kingdoms stepping up to help out – two of them in particular, Occam and Wolfsbane from Tal Dagor, spent almost the entire event working. I could go on for pages with names of people to thank and acts of generosity to acknowledge. I've made awards recommendations to the monarch, and I hope that the boxtops will, in some way, express my deep appreciation for all your hard work.

Nothing ever goes perfectly. There were fires to put out left and right – before, during, and even after the event. Many people don't realize how much goes into making Spring War happen, and how many times you don't see the hundred things that go wrong and are fixed before anyone notices. Next time you feel the need to complain about something going wrong, please take a look at all the things that went right and thank your crats for those before you tear them down.

That being said, there are some things that need to change if this event is going to be successful in the future.

Light. We need one more light for the ditch field. Those things are expensive, though. And this is the second year we've had to buy new extension cords. If the kingdom can't keep a handle on the rampant theft of "kingdom materials" then it's very difficult to convince autocrats to take money out of their pocket to fund things. The same goes for lighting the paths through the site – why should we spend money on Tiki torches, glow sticks, rope lights, or any of the other good suggestions that have been brought forward, if they will disappear before the next event? The Kingdom needs to come up with a solution to better manage its supplies.

Money. A successful Spring War makes a lot of money. We made a profit of over \$2000 this year, and I'd call that average. For some reason, that money disappears in the course of a year. This year was so bad that I fronted almost \$2000 out of my pocket to pay for the event when the Kingdom accounts were empty. I would

strongly recommend that this Kingdom set up a separate account for Spring War money, and use that to fund each year's event.

Garbage. If we continue to use this site, we need more dumpsters. Unfortunately, to get another one (or two) like the ones we have, we would have had to pay for an entire month. I would recommend contacting someone to get a construction dumpster put on site that we can fill.

Feast. A last minute surprise that the "kingdom tables" were fine, but the benches were unusable created quite a stir. Some quick solutions from Sir Arion were the only thing that made sure there were tables at feast. Besides my previous statements about taking care of kingdom supplies, a more permanent solution needs to be found if this site is to be used again. Renting tables and chairs is not an option. Even if we could seat everyone at once, that cost could easily run into \$2000 or more – an expense we can't afford to add. Also, light needs to be provided at the feast area, which means a) moving feast to the ditch field (I can hear the stick jocks screaming now) or b) buying more lights (see above comments). Brother Stephon tried to serve feast in stages, which would have prevented the long lines that people had to wait in. However, that wasn't made clear to people and the lines resulted.

Communication. We need a better way to communicate across this site. It's big, it's sprawling. It's easy to not hear about things. A concrete schedule of events doesn't help much since "Amtgard Standard Time" tends to take over. Thee's golf cart and megaphone were a great improvement over last year. But it still wasn't really enough. I would recommend that next year's autocrat have a team of "runners". Give them bright colored tabards and send them around every hour or so – or at least half an hour before each event. Before megaphones and motorized vehicles were common at events, runners were used all the time to let people know what was going on. Sometimes low-tech is the best way to go.

Porta Potties. I think this year's placement was a vast improvement over last year's. We also had them dumped on Friday afternoon. The one's at the top still didn't get used much, though, and I'd recommend putting one of those at the front gate.

Cabins. I wish much good luck to the next autocrat. We tried a lottery system this year and, for the most part, it seemed to work pretty well. Those cabins are one of the greatest draws for this site – but they are also one of the biggest headache for an autocrat. If you come up with a better system for allocating such a limited resource, that would be wonderful. We learned this year that a cleaning crew comes through the cabins at noon, so these absolutely **must** be empty and have a walkthrough by event staff before noon.

Clean Up. For the second year in a row, I worked with a (very) small group of people to clean up the site. Last year, I think there were about a dozen of us; this year there were six. Mystie Dawn, Bard, Sir Arion, Lorelei, Bromhir and myself. Let me tell you, that's no job for six people. A big, huge, wonderful thank you to those of you

who took the time to fill in your campfires and clean your sites! A big, huge, SHAME ON YOU, to those of you who trashed your cabins, left all of your stuff by the side of the road because you didn't want to haul it home, left smoking campfires with glass bottles in them, and left neat little piles of cigarette butts for us to clean up. The feast area was disgusting on Sunday morning. Sir Esuom and Lynae should be granted Hellriders for managing to clean that up. A 12-year old kid cleaned up the ditch field, which the fighters left trashed despite a multitude of garbage bags left for them. Next year, have a crew. With 20 people, we could have all been offsite by noon.

PayPal. We tried it this year, and, for the most part, it worked. Cabin deposits and some t-shirt presales were made. But it's a headache and I wouldn't recommend it unless you're very comfortable with taking responsibility for that money.

I would recommend restricting camping to the lower 2/3 of our area next year. The last turnoff from the dirt road out to the paved road should be the farthest up the site that people are allowed to camp. This will make it easier for Security to patrol, and will solve some of the problems with campsites being trashed that we had this year.

Finally, one last word of thanks. Spring War is a huge event, and it gets bigger each year. We tried some new things this year. For the most part, they worked. And I hope we can learn from the ones that didn't to make an even better event next year. I'm available for whoever ~~gets suckered with~~ volunteers next year - just drop me an email. This event doesn't happen by the work of one person. I've tried to personally thank everyone who made it possible, and if I missed you I hope this will suffice. Thank you. Without you, the 500 people who came from all over the country would not have had what most of them termed "one of the best events I've been to."

Executive Summary

EXPENSES		INCOME	
Site Fees	\$ 6,044.00	Gate	\$ 9,762.00
Site Costs	\$ 650.00	Cabin	\$ 2,600.00
Misc. Costs	\$ 2,055.14	T-shirts	\$ 736.00
Feast Cost	\$ 2,100.00	Autocrat	\$ 506.17
\$ 10,849.14		\$13,604.17	
Profit		\$2,755.03	

Dame Shanti
Autocrat, Spring War XI
Keeper of the Frog
Admiral of Spiffy Belt Favors

Schedule of A&S Classes (Black Bart's Books, Austin, TX)

•Tuesday May 4th, Fun with string by request. The only way to be a really foppy fop is to have lace cuffs and unless you want to pay through the nose for them, the only way to go is to make them yourself. I'll be showing everything from basic to advanced. These techniques can be applied to spell bags, cowls and any thing else you want to make. Also learn to make sashes and spell strips quickly and easily from regular yarn with no tools but your fingers. Bring a few bucks for materials if you want to make stuff, free to watch.

•Tuesday May 11th, Wrap pants. Have you been wearing your favorite pair of jeans to Amtgard every weekend? Do your friends say that your nekkid from the waist down? Show up to learn how to make wrap pants in four easy steps, and never be nekkid again. Bring around 6 bucks for materials if you want to take home pants or at least 3 yards of even weave fabric, in trigger, Duck, or Broad cloth.

•Tuesday May 18th, Appliqué and Trapunto. Appliqué is the handiest way I know to stick a company, household, personal or other wise symbol on your stuff shield cover Tabard or otherwise, it's a way of making your garb and equipment truly yours, and no doubt it looks cool too. Trapunto is a fancy Italian way of saying stuffed appliqué or quilting, if done right it looks sweet. If you can't picture this think of Hoggle's vest from the labyrinth. Bring anything that you'd like to appliqué, preferably on cheap paper in the size you want it to be when it's finished and any scrap fabric you have laying around. Either bring the fabric you need, or some for someone else, or about 5 bucks.

•Saturday May 22nd, Stitch-n-Bitch. (thanks for that new colloquialism Eep) Due to all the Fabric that was donated to Kingdom, from 12 noon until we get tired we'll be making tabards, tunics and wrap pants, and what ever else we come up with. I'll be selling the finished products for 5 bucks or so each to whoever needs them. All proceeds will go to Kingdom. Any one who volunteers time, fabric or sewing machines will receive 20\$ in store credit (or books if you live to far away to use it) I welcome any help suggestions advice or otherwise in this endeavor.

•Tuesday May 25th, Book Binding. This is gonna be the coolest. Don Diego will be teaching his new book binding technique, Show up early and be ready to learn how to make your very own uber-cool spell book journal or otherwise. Bring Ten Bucks and your self if you want a book, free to watch.

Black Bart's is located at the corner of 183 and Spice wood springs in north Austin. The phone number is (512) 331-0264

All classes, unless otherwise stated are held Tuesday evenings from 7pm to 11pm. If you need extra help get there, Have comments or questions please contact me via email at Stella_Blue@OperaMail.com or by phone at (512)258-9517

Dues Paid List of the Celestial Kingdom

(as of May 5, 2004)

PROVINCE	PERSONA	MUNDANE	PAID THRU
Bifost	Brother Stephon	Steve Widener	3/1/2005
Dragons Haven	Oriana	Marie White	4/30/2007
Freeholder	Belkev	Kevin Lash	10/25/2004
Freeholder	Esuom	Mistie Brown	10/18/2004
Freeholder	Galen	Rebecca Thomas	10/25/2004
Freeholder	Lynae	Stephanie Beach	10/18/2004
Freeholder	Stella	Stella Dunn	10/31/2014
Freeholder	Tholden	Ray Dunn	10/31/2014
Griffons Keep	Chango	Randolph Spearing	10/7/2005
Griffons Keep	Diamond	April Heath	10/31/2006
Griffons Keep	Qalor	Chas Heath	10/31/2006
Murky Waters	Aurora	Laura Jackson	9/14/2004
Murky Waters	Lily	Angela Edwards	9/14/2004
Murky Waters	Sweetleaf	Sylvia Rose Oliver	9/14/2004
Mystic Springs	Bryanna	DeAnna Dobie	10/3/2004
Mystic Springs	Ethan	Clark Johnson	8/29/2004
Mystic Springs	Kyra	Audrey Brown	8/24/2004
Mystic Springs	Maladon	Eric Atkisson	8/24/2004
Mystic Springs	Sarteros	Paul Kasischke	7/3/2004
Mystic Springs	Sludig	William Dobie	10/3/2004
Talonfield	Aylia	Terri Peters	1/1/2020
Talonfield	Earthious	Logan Woods	10/25/2004
Talonfield	Lodar	Josh Parkinson	10/25/2004
Talonfield	Sims	Josiah Cook	10/25/2004
Talonfield	Thun	Jason Peters	1/1/2020
Talonfield	Wolfbane	Brad Woodruff	10/25/2004
Tirana	Burg	David Smith	10/31/2004
Tirana	Cadia	Joyce Taylor	10/25/2004
Tirana	Fjord	Cary Havas	12/31/2014
Tirana	Franchesca	Franchesca Havas	12/31/2014
Tirana	Iridian	Rob Krempa	10/25/2004
Tirana	Kaderian	William Winnie	8/2/2004
Tirana	Ke-She	Irlen Keys	10/31/2004
Tirana	Lok	Jeremiah Halsley	10/25/2004
Tirana	Mom	Betty Winnie	8/2/2004
Tirana	Quillmaster	Peggie Winnie	8/2/2004
Tirana	Wanderer	Wallace Cady	10/25/2004
Tirana	Wilhelm	Kenneth Keys	10/31/2004
Tirana	Yonnah	Jean Smith	10/31/2006
Tori-Mar	Arthon	Harry Plumbley	10/25/2004
Tori-Mar	Calidor	Matt Turner	8/7/2004
Tori-Mar	Clalibus	Benjamin Pomerantz	4/30/2009
Tori-Mar	Dalos	James Mosqueda	10/25/2004

PROVINCE	PERSONA	MUNDANE	PAID THRU
Tori-Mar	Dizzy	Sergeo Hernandez	10/25/2004
Tori-Mar	Durin	Patrick Davison	12/31/2014
Tori-Mar	Kercie (Woody)	John Eric Carter	2/7/2005
Tori-Mar	Linden	Kristin Siegrist	10/31/2007
Tori-Mar	Nightshade	Elizabeth Adams	10/31/2006
Tori-Mar	Rand	Shawn Cavitt	8/7/2004
Tori-Mar	Rufus	Todd Barr	12/31/2014
Tori-Mar	Seamus	Jim Cook	8/2/2004
Tori-Mar	Selene	Julie Graham	8/7/2004
Tori-Mar	Tiberius	Gary Augensten	10/31/2005
Traitors Gate	Bromhir	Doug Bedingfield	10/31/2004
Traitors Gate	Colonel	Frank Almonte	<i>MONARCH</i>
Traitors Gate	Emerald	Jaymee Baxley	3/28/2005
Traitors Gate	Father Thomas	Tom Larrison	3/28/2005
Traitors Gate	Mistress Wynd	Sharron Larrison	3/28/2005
Traitors Gate	Scarlet	Ann Marie Leiningner	10/25/2004
Traitors Gate	Xenith	Eryka Baxley	3/28/2005

