



# Corpora

of bylaws

Amtgard, Kingdom of Goldenvale Inc.  
Sixth Edition

# Abbreviated Table of Contents

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## **1.0 Offices of the Kingdom**

- 1.1 Monarch
- 1.2 Royal Consort
- 1.3 Prime Minister
- 1.4 Champion of the Realm
- 1.5 Board of Directors
- 1.6 Scribe
- 1.7 Guildmaster of Reeves
- 1.8 Captain of the Monarch's Guard
- 1.9 Class Guildmasters

## **2.0 Other Positions**

- 2.1 Colleges of Arts and Sciences
- 2.2 Reeves Guild
- 2.3 Monarch's/Consort's Guard
- 2.4 Circle of Steel
- 2.5 Royal Defender
- 2.6 Court Bard
- 2.7 Court Jester

## **3.0 Amtgard Government**

- 3.1 Althings
- 3.2 Elections
- 3.3 Removing group Officers
- 3.4 Rules Changes
- 3.5 Dues and Policies of the Treasury

## **4.0 Honors and Awards**

- 4.1 Knighthood
- 4.2 Masterhood: Service Guilds and

## Orders

- 4.3 Orders
- 4.4 Titles: Nobility and Lesser Titles of Honor

## **5.0 Order of Precedence**

- 5.1 Royalty, Nobility, Peerage
- 5.2 Other Positions

## **6.0 Crown Tournament and Qualifications**

- 6.1 Qualifications
- 6.2 The Month of Crown

## **7.0 Other Amtgard Groups**

- 7.1 Forming up
- 7.2 Signing the contract
- 7.3 Sponsors
- 7.4 Groups' criteria
- 7.5 Obligations
- 7.6 Awards/orders
- 7.7 Titles
- 7.8 Officers
- 7.9 Principalities
- 8.0 **Dissolution of Corporation and Distribution of Assets**
- 8.1 Distribution of Assets

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Note: Amtgard is the name for the live action role playing game owned by Amtgard, Kingdom of the Burning Lands, Inc. Goldenvale is a chapter of this organization.

### EDITORS:

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5th Edition: Akriith, Bowen, Checkers, Fiona, Galtana  
6th Edition: Bowen

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## 1.0 Offices of the Kingdom

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### **1.1 Monarch (King or Queen):**

- 1.11 Crown elections will be held once every six months. The winner of the election will be the Monarch for the next six months.
- 1.111 Exception - A Crown tourney may be held. The winner of this tourney will become the Monarch for six months or if elections are held, Champion.
- 1.12 Will have the power to break ties at the Althings by placing a second vote once all are tallied IF a tie occurs.
- 1.13 Shall preside over Althings and conduct all ceremonies and functions.
- 1.131 The Monarch is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.
- 1.14 May award the following honors:
  - 1.141 Titles of Nobility - granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, Lord (lesser title)
  - 1.142 Titles of Nobility - earned by tenure (for a specific service listed in this Corpora at the discretion of the Monarch): Grand Duke, Arch Duke, Duke, Count, Baron, Defender (lesser title).
  - 1.143 Peerage- the four orders of Knighthood:
    - Crown- for service in the Amtgard's highest offices
    - Flame- for excellence in service
    - Serpent- for excellence in the arts and/or sciences
    - Sword- for excellence in combat
  - 1.144 The following orders: Dragon, Flame, Griffin, Hydra, Jovious, Lion, Mask, Owl, Rose, Walker of the Middle, Warrior, Zodiac
  - 1.145 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith
  - 1.146 Titles of Masterhood for the orders (by tenure): Dragon, Lion/Griffin, Owl, Rose, Warrior (Warlord)
  - 1.147 Garber and Smith credits
  - 1.148 Titles of masterhood (in conjunction with the Prime Minister and class guildmaster) for the fighting guilds.
  - 1.149 Titles of masterhood for the service guilds (by patent).
- 1.15 May create new honors, awards, masterhoods, and titles.
- 1.16 May receive these titles after successfully completing his/her term: (At the option of the incoming Monarch)
  - 1.161 Knight of the Crown (at the option of the incoming Monarch)
  - 1.162 Duke/Duchess (or Grand Duke for serving two or more terms as Monarch)
- 1.17 Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total.
- 1.171 Exception- special situations will be taken into consideration by the Althing.
- 1.18 No Monarch may have the throne for more than two consecutive terms.
- 1.19 Only those who qualify at Crown Qualifications may compete for Monarch.
- 1.911 The Monarch must be 18 years old.
  - 1.1A Shall hold an automatic seat on the B.O.D. during his/her term.
  - 1.1B A Monarch may remove (strip) a title of honor from a person for repeated proven violations of the corpora and/or rulebook under the following conditions:
    - agreement of 75% at the vote of an Althing,
    - agreement of the Prime Minister,
    - a majority vote of all people with the same title that is removed (i.e.- all Barons would vote for the removal of a Baron title),
    - agreement of 75% of the local group B.O.D. if the person to be stripped no longer resides in that kingdom.
- 1.1C Note: Titles and honors may never be awarded to the members of another kingdom without that Monarch's permission.

**1.2 Royal Consort (Princess/Prince):**

- 1.21 Every Monarch must have a Princess/Prince Consort/Regent. They are elected at the same time in which the Monarch is elected through Crown Elections by separate vote. All candidates must be Crown Qualified.
- 1.22 May bestow the following orders: Dragon, Garber, Owl, Rose, Smith
- 1.23 The Regent/Consort is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term.
- 1.24 Shall head and be responsible for the Colleges of Arts and Sciences.
- 1.25 May create new honors and awards in keeping with her/his duties.
- 1.26 Is responsible for the next Crown Coronation feast.
- 1.27 May receive the title of Countess/Count after successful completion of her/his term. (At the option of the outgoing Monarch)
- 1.28 Shall not miss six weeks in a row or more than twelve weeks total else a new consort must be chosen.
- 1.29 Must be Reeve Qualified

**1.3 Prime Minister:**

- 1.31 Once every six months during a Monarch's mid-reign an election shall be held. The winner of this election shall become the Prime Minister for six months. Must be a dues paid and active member of the group for the six months prior to Prime
- 1.32 Minister elections, these dues cannot be retroactively paid.
- 1.321 The Prime Minister is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term
- 1.33 Is responsible for the following aspects of the group funds:
- 1.331 Collection of all fees and dues
- 1.332 Maintain and keep accurate records of the group treasury
- 1.333 Keep accurate records on all group income and expenditures
- 1.34 Maintain accurate records on the dues paid status of all group members.
- 1.341 Must keep records of attendance and active members
- 1.35 Must keep the Amtgard O.R.K. records on all members up to date.
- 1.36 Is responsible for providing rule books and newsletters to the populace.
- 1.37 May receive the title: Baron/Baroness after the successful completion of his/her term. (At the option of the current Monarch). Shall not miss more than a total of four weeks in a row or eight weeks total else a new Prime
- 1.38 Minister must be elected.
- 1.39 Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.3A Must be at least 18 years of age.
- 1.3B The Prime Minister must be Reeve Qualified.

**1.4 Champion of the Realm:**

- 1.41 The Champion is the individual who placed second in the Crown tourney.
- 1.411 Exception - if the Monarch is elected, then the winner of the Crown tournament shall be the Champion.
- 1.42 Shall maintain a lost and found for the organization.
- 1.421 The Champion is not required to pay any monthly dues or Kingdom of Goldenvale sponsored feast fees, during his/her term
- 1.43 Responsible that all weapons and armor have been checked for safety and legality.
- 1.44 Responsible for organizing the battlegames on days when no predetermined scenarios are scheduled.

- 1.45 Shall be the defender of the Crown
- 1.46 Will become the pro-tem Monarch if the present Monarch should prematurely leave the throne.
- 1.47 Shall not miss more than four weeks in a row or twelve weeks total else a new Champion must be found.
- 1.48 May receive the title of Defender upon successful completion of his/her term. (At the option of the outgoing Monarch)
- 1.49 The Champion must be at least 18 years of age.
- 1.4A Must be Reeve Qualified

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

- 1.51 Five group members shall be chosen by open ballot to serve in this capacity.
- 1.511 An election for the B.O.D. will be held once a year during the first week in January.
- 1.512 The Monarch and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.
- 1.52 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
- 1.53 The B.O.D. will work with the Monarch and Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws.
- 1.54 The B.O.D. has no status in the order of precedence, and no jurisdiction over internal group functions.
- 1.55 The B.O.D. shall meet to discuss business not less than once every three months.
- 1.56 The B.O.D. shall choose the following corporate officers:
- 1.561 Membership officer and designated agent (i.e.- Secretary)- responsible for maintaining a mailing address for the Amtgard corporation. Will work with the treasurer under the authority of the B.O.D. to handle all corporate business with all government agencies and organizations. Shall list the minutes of all B.O.D. meetings.
- 1.562 Treasurer shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Prime Minister in these areas.
- 1.57 Scheduled BOD meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.
- 1.5A Members of the BOD must be at least 18 years of age.

**1.6 Scribe:**

- 1.61 Appointment and dismissal are the Monarch's option.
- 1.62 Shall work with the Prime Minister to insure that an Amtgard newsletter is printed at least once every two months.
- 1.63 Print any fliers, letters, or other news of the Crown and Prime Minister.
- 1.64 Work with the Monarch and Prime Minister to maintain a yearly calendar of events.
- 1.65 Responsible for posting all Althing, Board of Directors, and Officer Notes on the Goldenvale.org Forums within fourteen days of meeting.
- 1.66 May receive the title of Esquire at the option of the Outgoing Monarch for exemplary work as Kingdom Scribe.

**1.7 Guildmaster of Reeves:**

- 1.71 Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild who may vote are those who passed the Reeves test with a score of 75% or better, and the current guildmaster.
- 1.72 Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 1.73 Shall work with the Champion in checking armor and weapons for safety and legality.
- 1.74 Must make sure that there are an appropriate number of reeves at any Amtgard event, and ensure that the conduct of reeves is competent and fair.
- 1.75 Will be the Crown's advisor on the rules.
- 1.76 Will give the Reeves test every six months at Crown Qualifications.

- 1.77 Dismissal is by majority vote of Althing.  
1.78 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification system for particularly troublesome or unsportsmanlike fighters at the tourneys.

**1.8 Captain of the Monarch's Guard:**

- 1.81 Appointment and dismissal are the Monarch's option.  
1.82 Shall be in charge of security at all Amtgard events.  
1.821 Exception: If the Captain is under 18, then the Champion shall be in charge of security at all Amtgard events.  
1.83 Shall ensure that the Monarch and Consort are properly escorted.  
1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

**1.9 Class Guildmasters:**

- 1.91 Each fighting guild, the Circle of Knights, the Circle of Steel, and the Reeves Guild will each vote for their guildmaster at the Crown Qualifications held every six months.  
1.92 One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster.  
1.93 Class guilds include all fighting guilds (warriors, healers, barbarians, etc.).  
1.94 Guildmasters have the following responsibilities:  
1.941 Must keep the members of their guild following the proper rules of their class.  
1.942 Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Althing.  
1.943 Help new people to learn and play by the rules.  
1.944 Encourage garb, equipment, and personas applicable to their class.  
1.95 Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.  
1.96 Class Guildmasters must administer Level Tests as appropriate per the Amtgard Rules of Play.

## 2.0 Other Positions

**2.1 Colleges of Arts and Sciences:**

- 2.11 The non-fighting guilds may have a guildmaster chosen every six months at the Crown feast. The Monarch shall choose the Science guildmasters, and the Consort shall choose the Arts guildmasters.  
2.12 Although the guilds will vary, the following are examples:
  - Arts - Art, Garbers, Literature, Minstrels, Theatre, Drama
  - Sciences - Heraldry, Sages, Engineers, Gladiators, Smiths, Vintners
- 2.13 Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the group.  
2.14 Certain Arts and Sciences guilds have additional duties:  
2.141 Garbers - inform the Monarch and Prime Minister when a garber credit should be awarded for one of the following reasons: making nice garb for others, armor construction, flag construction, making superior garb for oneself (note that garber credits may be awarded in addition to orders of the Dragon).  
2.142 Heraldry - collect and maintain the personal symbols and persona histories of all group members.  
2.143 Smiths -
  - Inform the Monarch and Prime Minister when a smith credit should be awarded for one of the following reasons: sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to Amtgard.
  - Aid the Monarch and especially the Champion and Guildmaster of Reeves,

to insure that equipment utilized on the battlefield is safe.

**2.3 Reeves Guild:**

2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.

2.22 Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:

- May add newcomers and adjust the teams to balance a game.
- May call whether a hit on a person is valid or not.
- May take unsafe people or equipment off the battlefield.
- May take time off a person's death if he died especially well.
- May declare a person dead if he persistently is causing problems.
- May declare the end to a game if play is stagnating.
- May appropriate additional reeves if they are needed.

2.23 Reeves are responsible for the following:

- Must ensure that the games are safe to participants and bystanders.
- Shall retrieve expended and discarded equipment.
- Shall help the participants in their understanding of the games.
- Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

**2.3 Monarch's/Consort's Guard:**

2.31 No more than ten people shall fill these slots. They will be chosen by the Monarch and the Consort.

2.32 Shall escort the Crown and aid the Captain of the Guard in his/her duties.

**2.4 Circle of Steel:**

2.41 Shall be composed of the captains of all companies with three or more participating members.

2.42 Shall organize and orchestrate company-related activities within the group.

**2.5 Consort's Defender:**

2.51 Shall be chosen by the Monarch's Consort.

2.52 Will escort and serve the Consort in much the same way the Champion augments the Monarch.

**2.6 Court Bard:**

2.61 Appointment and dismissal are the Monarch's option.

2.62 Responsible for organization and performance of the arts at official Amtgard functions.

**2.7 Court Jester:**

2.71 Appointment and dismissal are the Monarch's option.

2.72 Responsible for humor and levity at official Amtgard functions.

2.73 May double as the herald for all announcements of the Crown.

## 3.0 Amtgard Government

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### **3.1 Althings:**

- 3.11 An Althing must be scheduled at least once each month. Whether it is actually held is subject to group interest and involvement. (I.e.- if no one has business to bring before the group, then there will be no Althing for that month). Althings are presided over by the Monarch, or in their absence the Prime Minister.
- 3.12 Anyone may attend. Only active and donating members may vote on Amtgard policies
- 3.13 The Althing may do the following things:
- 3.131 Discuss and enact rule changes as appropriate under the Rules Revision Guidelines contained in the Amtgard Rules of Play.
- 3.132 Revise and update the Corpora.
- 3.1321 Any Corpora Changes put forward may never be voted on in the same month they were proposed.
- 3.133 Discuss and vote on expenditures of the group treasury.
- 3.134 Discuss the future of the Kingdom and its priorities.
- 3.14 Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.
- 3.15 The Monarch and Prime Minister by joint agreement may enact necessary changes that do not violate the Rules of Play and the Contract until the next regularly scheduled Althing, at which time said changes must go through the proper ratification process..

### **3.2 Elections:**

- 3.21 Shall be held by the Prime Minister.
- 3.211 Exception- the Prime Minister election will be held by the Guildmaster of Reeves.
- 3.212 Exception– in the absence of the Prime Minister the Autocrat of Crown Qualifications will hold the election in his/her place
- 3.22 The winner of any election is the person who receives the most votes. Should a tie occur, the Althing holds the power to break said tie by simple vote.
- 3.23 People must have been in the group for six months in order to vote in any election.
- 3.24 A person may only be an active member of one group in any six month period (and thus, may only vote in Althings and elections in that one group).
- 3.25 A person is determined to be an active member of Goldenvale by signing in at least once per month for the last three months.

### **3.3 Removing Amtgard Officers:**

- 3.31 Can be initiated by a petition signed by at least 20% of the active and dues paid members of the group.
- 3.32 Requires a 2/3 vote of all the group's members for removal.
- 3.33 May be vetoed by joint agreement of the Monarch and Prime Minister except when one of those Officers is the person which the group seeks to remove.
- 3.34 Note: no person may hold any of the following two positions at the same time - Monarch, Royal Consort, Champion, and Prime Minister.
- 3.341 No person may hold any of the following two positions at the same time: Champion, Prime Minister, Guildmaster of Reeves, Guildmaster of Smiths.

### **3.5 Dues and Policies of the Treasury**

- 3.51 Dues are \$5 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active and/or dues paying members.
- 3.52 Receipts will be given if requested.
- 3.53 The Prime Minister shall serve in the capacity of group treasurer.
- 3.54 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. Receipts must be presented to the BOD Treasurer within fourteen days.
- 3.55 Dues paying members are entitled to a digital copy of the rules, the Corpora, and the group newsletter. However, note that the group is not obligated to provide materials if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.

- 3.56 In order for a dues paid member to be able to vote in an election, they must be an active member of Goldenvale.
- 3.57 In order for a dues paid member to be able to vote at an althing, they must be an active member of Goldenvale

### **3.6 Attendance**

- 3.61 All attendance requirements listed in this Corpora must be met at the “GV Proper” field in Nashua, NH.

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## 4.0 Honors and Awards

### **4.1 Knighthood:**

The orders of Knighthood:

- Knights of the Crown:
  1. A civil order for serving in the highest echelons of the group
  2. Colors: white trimmed with gold
  3. Suggested criteria: As per the Amtgard Rules of Play.
- Knights of the Flame:
  1. A service order for contributions to the group
  2. Colors: white trimmed with red
  3. Suggested criteria: As per the Amtgard Rules of Play.
- Knights of the Serpent:
  1. An achievement order for excellence in the arts and/or sciences
  2. Colors: white trimmed with green
  3. Suggested criteria: As per the Amtgard Rules of Play.
- Knights of the Sword:
  1. A military order for fighting skills and battlefield prowess
  2. Colors: white trimmed with silver
  3. Suggested criteria: As per the Amtgard Rules of Play.

- 4.2 A Knight may choose to take a Squire.

A Knight is recommended to never have more Squires than separate orders of Knighthood that he/she has achieved.

- 4.21

- 4.22 The garb of a Squire is a red belt.

### **4.2 Masterhood in the Service Guilds and Orders:**

- 4.21 Awarded by the Monarch for achieving the criteria set forth.

- 4.22 Denotes excellence in contributions to the group in the area listed (see explanations of the orders themselves).

- 4.23 Specific types of Masterhood:

- 4.231 Dragon- As per the Amtgard Rules of Play.

- 4.232 Hydra- As per the Amtgard Rules of Play.

- 4.233 Garber- As per the Amtgard Rules of Play.

- 4.234 Lion- As per the Amtgard Rules of Play.

- 4.235 Owl- As per the Amtgard Rules of Play.

- 4.236 Reeve- Monarch’s Discretion

- 4.237 Rose- As per the Amtgard Rules of Play.

- 4.238 Smith- As per the Amtgard Rules of Play.

- 4.239 Warrior (designated title: Warlord)- As per the Amtgard Rules of Play.

- 4.23A Griffin– 10 orders of the Griffin

- 4.23B The Monarch may create other titles and forms of Masterhood.

### 4.3 Orders:

- 4.31 Order of the Dragon given by:  
Monarch, Consort  
given for: outstanding achievements in the arts (garb, art, music, literature, etc.)  
limitations: none
- 4.32 Order of the Flame  
given by: the Monarch  
given for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard  
limitations: only one may be given in each Monarch's reign
- 4.33 Order of the Griffin  
given by: the Monarch  
given for: courage, chivalry, and honor on the battlefield  
limitations: none
- 4.34 Order of the Hydra  
given by: the Monarch  
given for: entering enough Crown Qualifications events to qualify for the Crown tourney/election  
limitations: each person may only receive one Hydra per Crown qualifications
- 4.35 Order of the Jovious given by:  
the Monarch given for:  
outstanding attitude  
limitations: only one may be given in each Monarch's reign
- 4.36 Order of the Lion given by:  
Monarch, Consort  
given for: displaying outstanding traits of service and loyalty to Amtgard  
limitations: none
- 4.37 Order of the Mask (Masque)  
given by: the Monarch  
given for: outstanding portrayal of persona limitations: only  
one may be given in each Monarch's reign
- 4.38 Order of the Owl  
given by: Monarch, Consort  
given for: outstanding achievements in the sciences (armor, construction, siege-works, etc.)  
limitations: none
- 4.39 Order of the Rose  
given by: Monarch, Consort  
given for: beneficial service to  
Amtgard limitations: none
- 4.3A Order of the Walker of the Middle  
given by: the Monarch  
given for: exemplification of the ideals and conduct of  
reeves limitations: none
- 4.3B Order of the Warrior.  
given by: Monarch  
given for: fighting ability (see the Amtgard Rules of Play)  
limitations: none
- 4.3B Order of the Zodiac.  
given by: Monarch  
given for: outstanding contributions in any one month  
limitations: only one may be given each month

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

- 4.41 Title: Grand Duke equivalents:  
none  
minimum criteria: serve the Kingdom two terms as Monarch
- 4.42 Title: Arch Duke equivalents:  
none  
minimum criteria: one term each as a Kingdom and Duchy (or Kingdom pro-tem) Monarch.
- 4.43 Title: Duke/Duchess  
equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun  
minimum criteria: serve the kingdom six months as Monarch
- 4.44 Title: Count/Countess  
equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa  
minimum criteria: serve the kingdom six months as Royal Consort
- 4.45 Title: Marquis/Marquise  
equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee  
minimum criteria: serve in each of the following positions of a kingdom- Monarch, Consort, Prime Minister
- 4.46 Title: Viscount/Viscountess  
equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha  
minimum criteria: have held both the following positions of a Kingdom Champion, Weaponmaster
- 4.47 Title: Baron/Baroness  
equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone  
minimum criteria: serve the kingdom six months as Prime Minister
- 4.48 Title: Baronet  
equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum  
minimum criteria: serve in a pro-tem position for any of the following kingdom positions: Monarch, Champion, Prime Minister, Consort
- 4.49 Title: Lord/Lady (lesser title)  
equivalents: Hlafweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sheriff, U, Sayid, Agah, Rabban, Chieftain  
suggested criteria: Monarch's discretion (service to Amtgard)
- 4.4A Title: Defender (lesser title)  
equivalents: none  
minimum criteria: serve the Kingdom six months as Champion

## 5.0 Order of Precedence

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### 5.1 Royalty, Nobility, Peerage

- a) Monarch (King/Queen)
- b) Prime Minister
- c) Champion
- d) Royal Consort
- e) Grand Duke
- f) Arch Duke
- g) Duke
- h) Ducal Chancellor
- i) Ducal Champion
- j) Ducal Consort
- k) Count
- l) Marquis
- m) Viscount
- n) Baron
- o) Baronial Chancellor
- p) Baronial Champion
- q) Baronial Consort
- r) Knighthood
- s) Defender
- t) Baronet
- u) Warlord
- v) Sheriff
- w) Shire Chancellor
- x) Shire Champion
- y) Shire Regent
- z) Lord/Lady
- aa) the title of Master
- bb) Esquire

### 5.2 Other Positions:

- cc) Guildmaster of Reeves
- dd) Captain of the Guard
- ee) Scribe, Court Herald, and Jester
- ff) Weaponmaster
- gg) Warmaster, Arts & Sciences champion
- hh) All other guildmasters
- ii) All other court positions
- jj) Royal guardsmen
- kk) Masters of service orders
- ll) Masters of guilds
- mm) Company/House heads
- nn) Squire
- oo) Reeves guild
- pp) Company/House officers
- qq) Man at Arms, Woman at Arms, and Page

## 6.0 Crown Tournament and Qualifications

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### 6.1 Qualifications:

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

### 6.3 Crown Qualifications

The rules of Crown Qualifications should be printed and made available to all Amtgard members regardless of Donating status, free of charge on or after the date of the initial vote to determine if the new Monarch will be by ballot or by tourney. Candidates for Monarch, Champion and for Consort must declare separately . Qualification requirements for Monarch, Champion, and Consort are all identical. The names of all club members who would be qualified to run for Monarch and/ or Consort (Should they so desire) will be published 4 weeks prior to Crown Election as will all club members eligible to vote in Crown Election. In the following text the words "Crown Contestant" or "Contender" or "Candidate" refer to those going for Monarch, Champion, or Consort.

Crown Coronation Feast

### 6.32 Sponsors

- 6.321 Autocrat: In charge of running the entire process of Crown Qualifications and overseeing all of the judging of cultural entries. In the instance that the Prime Minister is unavailable to take the votes for the officer elections, the Autocrat is responsible for taking the votes in his/ her stead.
- 6.322 Poetry, Composition, and Factual Writing: In charge of collecting, choosing judges, and tabulating the results (then giving them to the Autocrat) of any written entry. All written entries must be in the hands of the sponsor 1 week prior to Crown Qualification Tourney. Note: You must provide five (5) typed copies of each of your entries to the sponsor.
- 6.323 Gaming: In charge of running all of the gaming events.
- 6.324 Crown Tests: In charge of administering and scoring the Reeve, Corpora, and Heraldry tests. It is up to the Guild Master of Reeves to write the Reeves test, the Guildmaster of Heraldry to write the Heraldry test, and the sponsor of this event to write the corpora test. All Crown Contestants and Consorts must take and pass the reeves test and the corpora test.
- 6.325 Crown and Guildmaster Elections: In charge of tabulating the votes for crown elections including, voting for a tourney or election, voting on the new Monarch. Also in charge of insuring that each fighting guild holds an election and summing up the results. Run by the Prime Minister
- 6.326 Crown Feast: In charge of running the Crown Feast. Responsibility of the Regent.

### **6.3 Entries**

- 6.331 Any club member may enter an event or contest. You do not have to be a Crown candidate to enter crown qualifications. There is no number of entry requirements for those not running for Monarch, Champion or Consort. Those running for Crown or for Consort must enter the required minimum number (7) of separate categories.
- 6.332 In the event any contestant for crown strongly disagrees with his or her scores, the Qualifications Autocrat may be approached and may or may not (at his or her discretion) choose to review the scoring. Arts and Sciences Guildmasters who are not running for Crown, Masters of Service orders who are not running for crown, and the Prime Minister can be polled on the appropriateness of the scoring and a consensus of opinion can result in re-scoring the entry(s) in question by said Guildmasters, Masters, Prime Minister and Autocrat.
- 6.333 Any prospective Crown and/or Consort candidate denied qualification by a negative review of the Arts and Sciences Guildmasters may appeal to the club populace. In such a case the active and contributing members (voting members) may vote on whether the contestant in question may be allowed to run for Crown.
- 6.334 A person may have several entries in any one category however the same entry may not be entered in more than one contest
- 6.335 Entries must have been made solely by the person entering them (except for joint entries) and must have been made since the last Crown Qualifications.
- 6.336 In the case of doubt of the origins of an entry (who made it) the person with the entry will be asked to verify that he/she actually made it. The Monarch, Consort, and Prime Minister are the final judge of authenticity (and legality) in this case. As in the case of moving entries to other categories the Arts and Sciences guildmasters will decide if any of the above listed officers have conflicting interests.
- 6.337 A joint entry will count as only 1/2 a category for purposes of qualifying for crown.
- 6.338 A prospective candidate must average at least a 3.0 out of 10.0 or greater in his/her 7 best categories (best score per category) in order to qualify for crown.

### **6.34 Crown Contestants**

- 6.341 All Crown Contestants must take and pass the reeves test (75%). Those failing to pass the reeves test can be allowed to take a second test. In no event may a Crown Contestant take any qualifying test more than twice to qualify for crown.
- 6.342 All Contenders for crown must be active and dues paid members for the six (6) months prior to crown qualifications. Dues can not be paid retroactively.
- 6.343 Contestants for Monarch, Champion and Consort must enter a minimum number of seven (7) cultural events. The following do not count toward the minimum number of events:
- a. Reeves Test
  - b. Place Encampments
- 6.346 Gaming counts as only one event, regardless of how many different games a person enters. Gaming is considered a quality entry and will only count towards one of the seven (7) entries when the Contestant enters at least three (3) events and places in one.

### **6.35 Judging**

- 6.351 All events will be judged by a panel of no fewer than three (3) nor more than ten (10) judges.
- 6.352 Scores will be added and averaged by the Autocrat or by a designated assistant.
- 6.353 All Judges must be club members and may not judge a contest or event in which they have an entry.
- 6.354 In the event any judge, in the opinion of the Autocrat, is unreasonably biased, as evidenced by consistent wildly divergent scores when compared to the rest of those judging, then the Autocrat shall have the option of discarding that judge's scores for all entries in the category being judged and/or \*calling for another person or persons to re-judge the category.

### **6.36 Scoring and Qualifying**

- 6.361 Contests / Events will be scored on a scale from one (1) (Low) to ten (10) (High) by the panel of judges.
- 6.362 Orders for entries will be awarded as per the Corpora of Kingdom laws.
- 6.363 Contestants passing the Reeves test and the Corpora Test and entering the required minimum of seven (7) cultural contests, and achieving an average score of 3.0 or better (best scores in seven (7) separate categories) will qualify for crown, however see below.

### **6.37 Placing**

- 6.371 For purposes of interest, overall standings will be computed by the traditional system of five (5) points for a first place, three (3) points for a second place, and one (1) point for a third. Multiple ties for a place with full point value, will be awarded, however see below.
- 6.372 No more than 50% (rounding up) of the total number of entries of an event / contest may place. Entries in events scored on the one (1) to ten (10) scale may always place if their average score is 7.5 or higher. Also, test results that equal or exceed the percentage required to pass may also place.
- 6.373 Scores necessary to pass:
  - a. Reeves Test 75% or higher
  - b. Corpora Test 75% or higher
  - c. \*Heraldry Test 50% or higher

\*Note: Test may be taken and passed by those running for Monarch, Consort, or Champion and used as one of their 7 minimum entries. Either the Corpora Test or the Heraldry test may be used as one entry but not both.
- 6.374 Events requiring intelligence and thought and service oriented - Order of the Rose. An order should be awarded to the person who scored highest on any of the tests, as long as they have not scored higher in the past.
- 6.375 All those qualifying for crown receive the order of the Hydra

### **6.38 War Events**

- 6.381 These are official Crown Qualification events. Contestants are required to enter all of the events (minimum of 5) in order to qualify. Exceptions in the event of medical considerations are possible and will be decided at future all things if necessary.
- 6.382 Judges for all events are needed. Judges for the war events should be members of the Reeves guild.

### **6.39 The Choosing of Monarch**

- 6.391 All contributing members may vote from 1:00 p.m. to 4:00 p.m. during the Althing prior to Crown Qualifications to determine whether the next Monarch will be chosen by ballot or by tourney.
- 6.392 If the vote is for the ballot method, the Prime Minister will run an election, or in his/her absence he autocrat of Crown Qualification, on the day of the Crown Tourney, before the Tourney itself to determine who will be the next Monarch. The voting hours will be from 1:00 p.m. to 4:00 p.m. at which time the polls will be closed. If anyone who is entitled to vote cannot be present to vote on that day then he or she may get a signed and dated proxy (Proxy must be specific and not general,) to the Prime Minister on that day. The Prime Minister is responsible for taking and tallying all votes and proxies.

- 6.393 If the vote is for the tourney method of selection, then the crown tourney will be held at 1:30 p.m. by the present Champion unless he/she is a Crown Contestant in which case it will be run by the Guildmaster of Reeves, then the Guildmaster of Smiths, then the Guildmaster of Gladiators, then a person of the Monarch's Choice, on the day scheduled.
- a. The format will be either a round robin or double elimination. The winner of the tourney will be the new Monarch and the second place winner, the new Champion.
  - b. The Crown Tourney will be fought by the honor code of the Order of the Lion and the Order of the Griffin.
- Note: Whether or not if the Monarch is selected by popular vote or tournament, the champion will be heir to the throne if the Monarch cannot complete his/her reign.
- 6.394 The times of the voting can be changed by the Monarch, Autocrat and Prime Minister provided it is announced two weeks prior to the vote in question. There must be at least a two (2) hour window in which to place a vote for either the Monarch or the process in which they are to be chosen.

### 6.3A Cultural Events

- 6.3A1 Crown contestant requirements for entering a minimum of seven (7) events will be based solely on the list presented below. Also note the Autocrat is the final judges as to which category a specific entry is qualified for in the case of disputes.
- The below are presented as broad categories with many sub categories within.
- 6.3A2 Each entry (excepting written entries) must be accompanied by a piece of paper with the owners name, the category, sub category (when appropriate) title and a brief description of the piece of work explaining any techniques used, historical value or whatever might help the judges facilitate a proper score for the object.
- 6.3A3 All entries should pertain to Amtgard and/or the medieval or fantasy genres that Amtgard attempts to recreate.
- 6.3A4 Categories
- a. **Art, Flat (2-D):** Includes original sketches, drawings, paintings, photography and any other art forms rendered on a flat medium.
  - b. **Art, 3-D:** Includes sculpture, jewelry, ceramics and other art forms done in three dimensions.
  - c. **Art, 3D Painting:** for entries that are 3D in nature and have been painted by the entrant, but the initial item was not of the entrant's creation. Includes miniatures and some ceramics.
  - d. **Composition:** Five pages or less. Includes persona histories and short stories.
  - e. **Factual / Informative Writing:** Includes essays, how-to articles, historical research, publications, Amtgard tests etc. Five (5) pages or less.
  - f. **Poetry:** Any poetry forms, free verse, song lyrics, etc.  
Anyone entering category D,E, or F, must provide the judges with Five (5) hard copies of each entry.
  - g. **Construction, Armor:** Legal Amtgard armor judged on basis of construction, effort and appearance.
  - h. **Construction, Weapon:** Amtgard legal weapons judged on safety, quality of construction, originality and appearance.
  - i. **Construction, Shield:** Amtgard legal shields judged on safety, quality of construction, originality and appearance.
  - j. **Construction, Passive:** Includes items not otherwise listed such as helmets, metal weapons, furniture, chests, etc. Judged on quality of construction, appearance and originality.

- k. **Cooking, Best tasting:** Food or drink. Must be a dish that could have been made in medieval society. Main Dish, Appetizer, Dessert, and Vitting are subcategories of this group.
- l. **Garb, Fighting:** Includes all garb made for use on the battlefield. Light armor may be worn but see separate Construction, Armor category. Judged on quality of construction, originality and appearance.
- m. **Garb, Formal:** Includes garb not meant to be worn on the battlefield, i.e. feast garb, court garb etc. Judged on Appearance, originality, and quality of construction.
- n. **Instrumental Music:** No vocal accompaniment
- o. **Singing:** With or without accompaniment. May be a rendition of a period piece or of an original composition written in a medieval style.
- p. **Recitation:** Original or period poetry or stories.  
*There is a five (5) minute time limit on instrumental music, singing or recitation.*
- q. **Place Encampments:** Pavilions, camping areas, etc. In general, any area designed to add a medieval ambience to the gathering.
- r. **The Rose:** Banners, personal favors, belt, sashes, etc. Judged on appearance, construction and originality. Items should be intended to benefit Amtgard. The definition of the Rose should be kept in mind when judging, i.e. for service to the club.
- s. **Gaming:** Includes chess and pente. Other games can be added if there is specific interest. If you want games added please make your wishes known to the Autocrat of Gaming. To receive a credit, a participant must participate in three or more games and place in one.
- t. **Test, Corpora:** A 20 question test on the Amtgard, Kingdom of Goldenvale, Corpora of laws. A score of 75% or higher is required to pass. Crown contestants must take and pass this test.
- u. **Test, Heraldry:** A test administered on the principles of basic Medieval Heraldry. A score of 50% or more is required to pass this test. This test (or the corpora test but not both) may be counted as one of the seven (7) required entries to pass.
- v. **Test, Reeves:** A general test over the rules, both theory and application. Passing score is 75% or more. Crown contestants must take and pass this test. Candidates failing this test will be given a second test if they wish. The most that one can score on this second test is a 75% regardless if the actual score is higher.
- w. **Needlework:** Category includes any fine hand work crochet, knitting, embroidery, tatting, needlepoint, etc. Judged on quality of construction, artistic merit, and originality.
- x. **Garb Accessory:** Includes belt favors, pouches, belts etc. that may not fit into other categories such as the Rose. Judged on quality of construction, originality and appearance.
- y. **Heraldic art:** Any heraldic device presented in an artistic manner such as in a painting or needlework. Judged on appearance, design, and quality of work. All works should be blazoned properly though it will not be a factor in judging.

Note: The Autocrat reserves the right to split categories should the number of entries require. Conversely, if there are too few entries to actually qualify as a contest, the entries will be moved to another category if possible. It is up to the Autocrat to help and assist entrants in placing their entries into the appropriate categories.

## 7.0 Other Amtgard Groups

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- 7.1 Amtgard groups may choose to form in other cities. They may use the name of "Amtgard," but may not call themselves the Burning Lands, as that is reserved to the parent group's: Kingdom status, incorporation as a non-profit group, and the name of the central (Burning Lands) Board of Directors.
- 7.2 New groups must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors.  
New groups must have a sponsoring kingdom and comply with the Kingdom Boundaries section of the
- 7.3 Amtgard Rules of Play.
- 7.4 This corpora is written with Kingdom level groups in mind. Smaller new groups may form and change status through the hierarchy of Shire/Barony/Duchy/Kingdom via the following criteria:
- 7.41 Shire- as per the contract
- 7.42 Barony- as per the contract
- 7.43 Duchy- as per the contract
- 7.44 Kingdom-
- 7.441 as per the contract, and
- 7.442 a majority vote of the Monarchs of all currently existing kingdoms
- 7.5 All new groups are bound by the Amtgard Rules of Play, and the contract.
- 7.6 Awards and Orders:
- 7.61 New groups may award orders by type (i.e.- so many roses, etc.) up to a maximum level as follows:
- 7.611 Shire- second level
- 7.612 Barony- fifth level
- 7.613 Duchy- eighth level
- 7.62 Sponsoring Kingdoms may award any number of awards and orders to new groups under their jurisdiction.
- 7.7 Titles:
- 7.71 New groups may not award titles of Nobility, Knighthood, and Masterhoods until and if they achieve kingdom status.
- 7.72 New groups may create their own awards, orders, and non-noble titles.
- 7.73 Sponsoring kingdoms may award titles to new groups under their jurisdiction.
- 7.74 Suggested criteria for titles awarded to former (stepping down) officers of new groups (Awarded by the sponsoring Kingdom's Monarch):

Kingdom	Duchy	Barony	Shire
Monarch	Baron	Baronet	Lord
Consort	Baronet	Lord	Master
Prime Minister	Lord	Master	Esquire
Champion	Master	Esquire	Esquire

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

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

## 7.9 – Principalities

- 7.91 In order to become a principality, there must be at least 100 different members per month sign in. This number includes both contributing members and non-contributing members. To be counted as a member a player must have signed in on a regularly scheduled day of one of the groups. This is a total of all groups wishing to form the Principality. These numbers must be able to be shown for atleast 6 months.
- 7.92 At least one of the Groups that makes up the Principality must be a Duchy.
- 7.93 All of the groups in the Principality must have been sponsored by the Kingdom of Goldenvale for atleast 2 years as determined by the date the Terms and Conditions Document was signed.
- 7.94 Every group of a Principality must be within 500 miles of every other group in the Principality. Exceptions can be allowed as long as all of the following individuals and agree to the exception: Kingdom Monarch, Kingdom Prime Minster, Principality Monarch, and Principality Prime Minster. The Principality althing must also agree to the addition of the group with a simple majority vote.
- 7.95 Should an addendum to the core Goldenvale corpora be passed that effects the way the Principality operates the Principality corpora shall also be amended to reflect those changes.
- 7.96 All groups seeking to form a Principality must agree to do so by a majority vote of their group Althing. Groups that seek to join a principality later may join under the following conditions.
- A simple majority vote of their group althing.
  - Permission from the Kingdom Monarch, Kingdom Prime Minister, Principality Monarch, and Principality Prime Minister.
  - A simple majority vote from the Principality Althing.
- 7.97 When forming a Principality the Monarch of the largest group in the Principality provides a summary of the sponsored groups, listing their locations, numbers, founding date, and the results of their provincial althings (specifically the decision to join) to the Kingdom Monarch and Kingdom Prime Minister. They must also furnish the Kingdom Monarch and Kingdom Prime Minister a copy of the Principality Corpora that has been adopted by all of the groups wishing to join the Principality.
- 7.98 The Kingdom Monarch and Kingdom Prime Minister must agree that that the groups meet the requirements for a principality and are ready for promotion.
- 7.99 Thereafter, the principality does not take effect until after the first principality crown qualifications have been held and the first Prince and Principality Prime Minister have been elected.
- 7.991 The Kingdom Althing may revoke a Principality's status by a simple majority vote.
- 7.992 The Kingdom Prime Minister is responsible for notifying the officers of a principality if any proposal is made that will affect the Principality Corpora or the status of the Principality to the Kingdom Althing. Posting on the Kingdom message boards will be considered sufficient notice.
- 7.993 Should a Principality choose to dissolve or be revoked by the Kingdom Althing, the individual sponsored groups that make up the Principality remain Goldenvale sponsored groups until that relationship is specifically terminated by the group or by the Goldenvale Althing.
- 7.994 A group may choose to remove themselves from a Principality by a majority vote of the groups althing. Any group that leaves Amtgard or leaves the Kingdom of Goldenvale automatically leaves any Goldenvale Principality it is a part of.
- 7.995 The Principality Althing may remove a province from the principality as per their corpora. This will not remove the province's sponsorship from Goldenvale.
- 7.996 Goldenvale Principalities are required to create and maintain their own corpora. Every group in the Principality must use the same Corpora. The following restrictions must be followed as a principality regardless of what is written in the principality corpora.
- The principality may not create a Circle of Knights. Knights that are members of the principality are members of the Goldenvale Circle of Knights.
  - The Principality may not make any changes to the Amtgard Rules of Play.

- 7.997 Awards that may be awarded by the Monarch of a principality are limited as follows:
- All Ladder Awards as defined in the Amtgard Rules of Play up to and including the 9th level.
  - All Non-Ladder Awards up to and including the 9th level.
  - Class Masterhoods & Masterhood in the Reeves Guild.
  - May create new honors, awards, and titles in keeping with his or her office.
  - May not award the four orders of Knighthood
  - May not award Masterhood as defined in the Amtgard Rules of Play.
  - May not award Masterhood in the Non-Ladder Orders.
  - May not award any titles of nobility.
- 7.998 The Principality Consort may give orders as follows (up to 9th Level):
- Rose, Dragon, Owl, Garber, and Smith as defined in the Amtgard Rules of Play.
  - Hydra.
  - May create new honors in keeping with his or her office.
- 7.999 The Prince/Princess of a Principality may receive the title of Count/Countess after his or her term is over based on good and valuable service in the position.
- 7.9991 Other principality officers may be eligible for titles as per the same Duchy offices.
- 7.9992 The Principality Champion may receive the title of Lord after his or her term is over based on good and valuable service in the position.
- 7.9993 The Prince/Princess of a Principality is also responsible for coordinating and communicating with the Kingdom of Goldenvale. He/She is responsible for communicating the Principality calendar within a week of its adoption.
- 7.9994 A Principality althing may agree to have other officers that also mimic the Kingdom officers as appropriate. Principality Guildmasters of Reeves and Principality Class guild-masters fall under this category. These officers must also follow the rules of the analogous Kingdom officers by replacing the word Kingdom with Principality.
- 7.9995 Order of Precedence - As per the principality's corpora
- 7.9996 Crown Tournament and Qualifications - As per the principality's corpora
- 7.9997 Principality groups are always Goldenvale sponsored groups and as such must follow all rules laid out in section 7 (Other Amtgard Groups) of the Goldenvale corpora.
- 7.9998 Goldenvale Principalities do not have sponsored groups. All groups in the Principality are Goldenvale sponsored groups.
- 7.9999 Any group in a Principality must acquire permission from the Monarch of Goldenvale and the Principality Monarch for elevation in group status. I.E. Shire to Barony
- 7.99991 The Goldenvale Althing reserves the right to demote any group inside the principality.
- 7.99992 A failure to submit TACD information on time from any group will result in applicable penalties to the entire Principality.

## 8.0 Dissolution of Corporation and Distribution of Assets

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### **8.2 Distribution of assets**

- 8.11 Immediately upon the dissolution of the corporation, all assets must be eliminated in a fair and legal fashion. Such elimination of assets must be completed within thirty days of termination of this Agreement, at the end of which period a full report must be forwarded to the Board of Directors as previously described. Options for the elimination of assets include:
  - 8.111 Use of cash on hand for the sponsorship of a final special event.
  - 8.112 Contribution of cash assets and/or capital property to a legally recognized non-profit charitable organization.
  - 8.113 Return of dues to members who paid them, return of capital properties to donors, equal redistribution of special event profits to members who purchased tickets to the event, etc.
  - 8.114 Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc. within thirty days of termination.

## Goldenvale's Tentative Schedule of Events

### January

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> – BoD Elections
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> – Tournament vs. Election Vote

### March

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> – Coronation Feast
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> –

### May

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> – Prime Minister Elections
  - Weaponmaster Tournament  
(alternately held at Mid-Reign)
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> or Memorial Day Weekend –
  - Great Eastern
  - Mid-Reign Feast

### July

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> –
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> – Tournament vs. Election Vote

### September

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> – Fury of the Northlands
  - Coronation Feast
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> –

### November

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> – Mid-Reign Feast
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> –

### February

- 1<sup>st</sup> – BoD/ Officer's Meetings
  - Crown Gaming Tournament
- 2<sup>nd</sup> – Crown Qualifications
  - Crown Declarations Due
  - Guildmaster Elections
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> – Crown Election/ Tournament

### April

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> –
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> – Prime Minister Declarations Due

### June

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> –
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> –

### August

- 1<sup>st</sup> – BoD/ Officer's Meetings
  - Crown Gaming Tournament
- 2<sup>nd</sup> – Crown Qualifications
  - Crown Declarations Due
  - Guildmaster Elections
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> – Crown Election/ Tournament

### October

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> – Prime Minister Declarations Due
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> – Prime Minister Elections
  - Weaponmaster Tournament  
(alternately held at Mid-Reign)

### December

- 1<sup>st</sup> – BoD/ Officer's Meetings
- 2<sup>nd</sup> –
- 3<sup>rd</sup> – Althing
- 4<sup>th</sup> –

