

Corpora of the Kingdom of the Wetlands

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... and many more...

1 - Club Membership

1.1 Populace - The populace of the Wetlands includes all individuals affiliated with the Wetlands or a Wetlands province. All members of the populace must meet the following requirements to play Amtgard in the Kingdom of the Wetlands.

1.1.1 A Kingdom waiver must be signed.

1.1.2 If under 18, an EMS release form must also be signed.

1.1.3 Must abide by all Amtgard rules of safety as defined in the most current edition of the Amtgard: Handbook on the Rules of Play.

1.2 Contributing Members - Members of the populace who pay dues and meet certain attendance requirements are entitled to certain rights and privileges as contributing members of the Kingdom. Non-contributing members may still attend activities such as feasts, tournaments and camping events, but they do not have voting rights in club government, nor may they run for any club office.

1.2.1 Requirements - An individual must do the following to be a contributing member:

1.2.1.1 Must have paid dues for the current reign (See 2.1).

1.2.1.2 Must have a total of nine attendance credits in the last six months, six of which must be from provincial sign-ins.

1.2.1.3 Must not be an active member of any other Amtgard Kingdom.

1.2.1.4 Must claim membership to one province of the Wetlands, and may switch memberships between provinces only once per six months.

1.2.2 Rights - Contributing members have the following rights and privileges:

1.2.2.1 Entitled to one copy of Amtgard: Handbook on the Rules of Play and the Wetlands Corpora at the beginning of their membership. However, the club is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person has paid.

1.2.2.2 Entitled to a copy of all new official Kingdom publications for the cost of reproduction.

1.2.2.3 Have the right to vote in Kingdom government, including Althings and elections.

1.2.2.4 Have the right to run for club office.

1.3 Credits – Attendance credits are earned for attending Amtgard functions and determines the level at which a player can play a class in Amtgard battlegames. For more information on Amtgard battlegames, refer to Amtgard: Handbook on the Rules of Play.

1.3.1 No more than one attendance credit may be earned in a single week for normal Amtgard weekly meetings such as provincial battlegames, fighter practices, arts and science nights, etc.

1.3.2 The Kingdom Monarch and Provincial Monarchs may grant additional class credits at their discretion.

1.3.3 No more than six attendance credits may be earned in any one month except by the following:

1.3.3.1 One attendance credit may be earned by traveling more than 200 miles one way to a Kingdom level event.

1.3.3.2 One attendance credit may be earned for each day one attends a Kingdom level event.

1.4 Provinces - The Kingdom of the Wetlands is composed of several sub-chapters called provinces.

1.4.1 Provincial Size - The size of a group plays a significant role in determining the title of a province. Therefore the following bylaws apply to the methods by which a province's size is determined.

1.4.1.1 Only the native populace is considered. This keeps players that sign in at multiple provinces from falsely inflating the size of those provinces.

1.4.1.2 Each individual in the Kingdom may only be a member of the native populace of one province.

1.4.1.3 Provincial size is the average number of native populace members that sign in at a province's weekly meetings over the previous six months.

1.4.1.4 The Kingdom Monarch and Kingdom Prime Minister may use a twelve-month average for provinces that have a populace that varies significantly in size on a seasonal basis such as college towns.

1.4.1.5 Provincial Prime Ministers must present provincial sign-in sheets to the Kingdom Prime Minister at least twice per reign.

1.4.2 Provincial Title - Each province is given an official title by the Kingdom Monarch and Kingdom Prime Minister based on the province's age and the size of its native populace.

1.4.2.1 Outpost - Any group of wavered players. This title merely implies Kingdom sponsorship of a group that has not met the requirements to become a shire or who, in the opinion of the Kingdom Monarch and Kingdom Prime Minister, holds its weekly meetings in a geographically remote location relative to the rest of the Kingdom.

1.4.2.2 Shire - Any group with a native populace of 5 or more wavered players that has played regularly for six or more months.

1.4.2.3 Barony - Any group with a native populace of 15 or more wavered players that has been an official shire of the Wetlands for six months or more.

1.4.2.4 *Duchy* - Any group with a native populace of 30 or more wavered players that has been an official barony of the Wetlands for six months or more.

1.4.2.5 *Grand Duchy* - Any group with a native populace of 60 or more wavered players that has been an official duchy of the Wetlands for six months or more.

1.4.3 Promotion

1.4.3.1 Provinces that meet the criteria for a higher title may petition the Kingdom Monarch and Kingdom Prime Minister for promotion.

1.4.3.2 Official provinces may only be promoted with the agreement of the Kingdom Monarch and Kingdom Prime Minister.

1.4.3.3 New groups may only be admitted to the Kingdom with the approval of a Kingdom Althing.

1.4.4 Demotion

1.4.4.1 Each province should be reviewed by the Kingdom Monarch and Kingdom Prime Minister at least once each reign.

1.4.4.2 If the Kingdom Monarch and Kingdom Prime Minister determines that a province no longer meets the requirements for its current title, they may demote the province to an appropriate title.

1.4.4.3 Provinces that have stopped having regular meetings altogether may be declared defunct and have their status as an official province removed by a decision of a Kingdom Althing. Defunct provinces must re-petition the Kingdom as a new province to regain official provincial status.

2 - Dues and Policies of the Treasury

2.1 Dues - Contributing members must pay dues. To assess the benefits of becoming a contributing member see section 1.2.

2.1.1 Dues are per Amtgard: Handbook on the Rules of Play (Currently, \$10 per six months).

2.1.2 Dues shall be paid to the provincial Prime Minister or the Kingdom Prime Minister.

2.1.3 Dues shall expire six months from the date of payment. This does not affect Extended Membership Agreements (See 2.2) with the Kingdom.

2.1.4 Dues are split between the Kingdom and the provinces at a rate of seven dollars for the Kingdom and three dollars for the province.

2.1.5 The Kingdom Prime Minister will split any dues paid directly to them with the payee's province.

2.1.6 Provinces shall pay the required percentages at Crown Qualifications.

2.2 Extended Membership Agreement: An extended membership agreement may be attained

by paying the Kingdom Prime Minister for several reigns' worth of dues at one time.

2.2.1 Dues paid to extended membership agreements go directly to the Kingdom and are not shared with provinces.

2.2.2 The Prime Minister must provide a receipt documenting the mundane name of the payee, date of the payment, amount paid and the Prime Minister's mundane signature.

2.2.3 The holder of an extended membership agreement must present their receipt in lieu of dues at future Crown Qualifications. The Kingdom Prime Minister will validate the receipt with their initials and date and return it. When the term of the extended membership agreement has expired the Kingdom Prime Minister will dispose of the receipt.

2.2.4 The Kingdom Prime Minister is responsible for tracking extended membership agreements, and must provide the next Kingdom Prime Minister with a complete list of all extended memberships purchased in their reign and all previous reigns.

2.3 Donations - Donations may be made directly to the Kingdom through the Kingdom Prime Minister or to the province. Donations made at the provincial level need not be forwarded to the Kingdom.

2.4 Expenditures

2.4.1 All expenditure of Kingdom moneys must be requested in writing and approved by either the Kingdom Monarch or Kingdom Prime Minister in advance.

2.4.2 Major expenses for Corpora required activities (Crown Coronation, Midreign, etc) can consist of expenditures of up to 70% of the Kingdom treasury.

2.4.3 The Kingdom Monarch and Kingdom Prime Minister may each spend up to 10% of the Kingdom treasury each month in order to run the Kingdom.

2.4.4 Receipts are always required for any expenditure. No reimbursements for expenses, either approved or unapproved, will be made without a receipt.

2.5 Income - Any money earned by running a Kingdom-sponsored event or function must go to benefit the Kingdom treasury, a provincial treasury or an official mundane charity approved by the Kingdom Monarch. No one may gain personal profit under the pretense of running an official Kingdom sponsored event. However, merchants may sell their own wares or services at events for personal profit.

2.6 Relics - While Kingdom relics are considered the property of the wielder, actual ownership is always retained by the Kingdom. Thus, relics (or the use thereof) may not be sold by the wielders. Relics may, however, be shared within the household or fighting company of the wielder.

3 - Kingdom Althings

3.1 Althing Scheduling

3.1.1 At least two scheduled Althings shall be held each reign.

3.1.2 Only the Kingdom Monarch, Kingdom Regent or Kingdom Prime Minister may call an Althing.

3.1.3 At least two weeks written notice must be given to each province for any Althing. Court may not serve as an impromptu Althing.

3.2 Althing Policies

3.2.1 Anyone may attend; only contributing members may vote on Kingdom policies.

3.2.2 The Kingdom Monarch or Kingdom Regent shall set down the rules of order.

3.2.3 The Kingdom Prime Minister shall preside over Kingdom Althings.

3.2.4 The Kingdom Champion is responsible for enforcement of order at Althings.

3.2.5 Rulings will be published to the populace within one month of the Althings.

3.3 Althing Responsibilities

3.3.1 Discuss and enact rules clarifications and supplements to Amtgard: Handbook on Rules of Play. A clarification passed by Althing overrules one made by the Guildmaster of Reeves or a by joint decree of the Monarch and Kingdom Champion.

3.3.2 Revise and Update the Corpora

3.3.2.1 The Corpora may only be revised at Crown Qualifications.

3.3.2.2 Proposed amendments must be submitted in writing to the Kingdom Prime Minister no less than six weeks prior to Crown Qualifications, or by ratification of a joint decision of the Kingdom Monarch and Kingdom Prime Minister as delineated in section 5.1.1.4.

3.3.2.2.1 Only those amendments that have been proposed by written petition of 20% of the Kingdom's contributing members may be placed on the ballot for Crown Qualifications, or by ratification of a joint decision of the Kingdom Monarch and Kingdom Prime Minister as delineated in section 5.1.1.4

3.3.2.3 Each proposed amendment must specify precisely which sections and words of the Corpora are to be added, deleted, and/or modified.

3.3.2.3.1 Although each amendment may only address one issue, multiple edits relating to the same issue may be allowed by the Kingdom Monarch and Kingdom Prime Minister.

3.3.2.4 The Circle of Knights may propose amendments to change their own section of the Corpora without first obtaining signatures from the populace.

3.3.2.5 In the event that two proposed amendments conflict with each other, they may be combined into one issue with multiple resolutions from which the voter may choose.

3.3.2.6 Proposed amendments must be published via electronic or paper media no less than four weeks prior to Crown Qualifications

3.3.2.7 Proposed Copora amendments must be ratified by a two-thirds vote.

3.3.2.8 At least a majority of the Kingdom's contributing members must vote on a proposed Corpora amendment to be ratified.

3.3.3 Discuss and vote on major expenditures of the club treasury.

3.3.4 Discuss the future of the Kingdom and its priorities.

3.3.5 Deliberate on and ratify or reject proposals presented by the Board of Directors.

3.3.6 Vote to approve new provinces or to remove official status from existing provinces.

3.3.7 Hear and vote on appeals by former knights who have had their knighthood removed by the Circle of Knights. (See 7.2.1.2)

3.3.7.1 Former knights may appeal the Althing for up to two years from the date of the removal of their belt in order to have it reinstated. After two years they need to pass a vote of the Circle of Knights as delineated in section 7.2.4.1.

3.3.7.1.1 The former knight must notify the Kingdom Monarch, Kingdom Prime Minister, and Guildmaster of Knights in writing a minimum of two weeks prior to the scheduled Althing at which they intend to appeal. Electronic communication/e-mail is sufficient for this purpose.

3.3.7.2 During the period of appeal the Circle of Knights may not discuss nor may they vote on the removed belt(s), as it would be a matter for the Althing.

3.3.7.2.1 The Circle of Knights may discuss the former knight's candidacy for knighthood in other orders during this period. *(Example: A player who's had their Serpent Belt removed by the Circle but is qualified for a Flame Belt is not disqualified from being discussed or voted on for their Flame Belt.)*

4 - Selection and Removal of Club Officers

4.1 Election Policies - *This section applies to all elections in the Wetlands and its affiliated provinces .*

4.1.1 Must be a contributing member to vote.

4.1.2 In order to vote in an election, a voter must be 14 years of age or older and have been a member of the populace for at least six months based on waiver date.

4.1.3 The official running an election may only vote to break a tie.

4.1.4 All elections are determined by plurality unless otherwise specified by the Corpora.

4.1.5 Under no circumstances may any individual officiate or help administer an election in which they are a candidate.

4.1.6 Candidates must submit advanced written intent to the officer running the election at least six weeks before the election in order to run for office.

4.2 Kingdom Officers - This section only applies to those officers listed in section 5.0.

4.2.1 Candidacy

4.2.1.1 Must be 18 years of age or older.

4.2.1.2 Must be contributing members of the Kingdom at the time of their respective elections.

4.2.1.3 Must pass a Corpora Test and Reeves Test on the day of the election.

4.2.1.4 Kingdom Monarch, Kingdom Regent, Kingdom Champion, Kingdom Prime Minister, and Guild Master of Reeves candidates must also meet the following requirements:

4.2.1.4.1 – Monarch Candidates

4.2.1.4.1.1 Must participate (compete or assist) in the Cultural Tournament of Crown Qualifications or Warskills Tournament of Crown Qualifications.

4.2.1.4.1.2 Must participate in all Statecraft events chosen by the Autocrat of Crown Qualifications.

4.2.1.4.2 – Regent Candidates

4.2.1.4.2.1 Must enter 5 items into the Culturals Tournament of Crown Qualifications, 4 of which must be in separate categories.

4.2.1.4.2.2 Must enter and compete in 2 Categories of the Warskill Tournament of Crown Qualifications.

4.2.1.4.2.3 Must participate in all Statecraft events chosen by the Autocrat of Crown Qualifications.

4.2.1.4.3 – Champion Candidates

4.2.1.4.3.1 Must enter 2 items into the Culturals Tournament of Crown Qualifications, 1 of which must be a legal weapon as prescribed by the current Handbook on the Rules of Play.

4.2.1.4.3.2 Must enter and compete in all Categories of the Warskill Tournament of Crown Qualifications.

4.2.1.4.4 – Prime Minister Candidates

4.2.1.4.4.1 Must pass a Reeve's and Corpora Test prior to election at Kingdom Mid-Reign

4.2.1.4.5 – Guild Master of Reeves Candidates

4.2.1.4.5.1 Must participate (compete or assist) in the Warskills Tournament of Crown Qualifications.

4.2.1.4.5.2 Must participate in all Statecraft events chosen by the Autocrat of Crown Qualifications.

4.2.1.5 Any candidate that fails to qualify for their intended office shall be ineligible for appointment to the position they declared intent for.

4.2.1.5.1 The candidate may, however, be appointed to a lower office of which they met the minimum qualification criteria for. *(Example: A declared candidate for Kingdom Regent that fails to meet qualification criteria set for Kingdom Regent but passes both Corpora and Reeve's tests may be appointed to Guildmaster of Reeves if there is no qualified candidate for Guildmaster of Reeves.)*

4.2.1.5.2 Any candidate who declares intent for office and then withdraws from candidacy after the deadline for intent submissions shall be ineligible for appointment to any Kingdom Officer position listed in Section 5 for the next reign

4.2.2 Election

4.2.2.1 The Kingdom Monarch, Kingdom Regent, Kingdom Champion, and the Guild Master of Reeves elections will be conducted by the Kingdom Prime Minister at Crown Qualification.

4.2.2.2 The Kingdom Prime Minister election will be conducted by the Kingdom Monarch or their appointed representative at Midreign.

4.2.2.3 All absentee votes must be written down, and include the printed mundane name, signature, real or virtual, and phone number of the qualified voter, and must be turned in by the provincial record keeper or their representative at the election, or delivered directly to the Kingdom Prime Minister.

4.2.2.4 No person may run for or hold more than one Kingdom level position.

4.2.3 Incumbency

4.2.3.1 Term is for six months.

4.2.3.2 May not hold the same office for more than two consecutive terms.

4.2.3.3 Shall forfeit the office if they miss more than four consecutive weeks or twelve weeks in total. Special situations may be waived by Althing.

4.2.3.4 Not required to pay any dues to maintain contributing membership status during their terms. Dues paid by a Kingdom officer at their election will apply to the reign after they step down.

4.2.4 Removal

4.2.4.1 Can be initiated by a petition signed by at least 20% of the contributing members of the Kingdom.

4.2.4.2 The petition must be verified by the three highest unaffected Kingdom officers.

4.2.4.3 Requires a 2/3 vote of Althing for removal.

4.2.4.4 The Kingdom Champion can be dismissed by joint decree of the Kingdom Monarch, Kingdom Prime Minister and Guildmaster of Reeves in situations where a Kingdom Champion's actions or inaction may create a safety hazard or put the Kingdom in a legally liable situation.

4.2.5 Pro-tem officers

4.2.5.1 If the Kingdom Monarch should become unable to fulfill their duties before the end of their term, the Kingdom Regent will become the Pro-Tem Kingdom Monarch.

4.2.5.1.1 If the Kingdom Regent is unable or unwilling to fulfill the role of Pro-Tem Kingdom Monarch, they may schedule an Althing for up to one month after the office is vacated for the purpose of filling the office.

4.2.5.1.2 During this period, the Kingdom Regent must remain Pro-Tem Kingdom Monarch, and is bound to all duties, both administrative and ceremonial, therein.

4.2.5.1.3 During this period, the Kingdom Regent (now Pro-Tem Kingdom Monarch) may choose to either appoint a Pro-Tem Kingdom Monarch or to take nominations for the position. Both options are subject to Althing confirmation election rules outlined in Section 4.2.5.4.

4.2.5.3 Any appointment shall not become official until the Althing has confirmed the appointment.

4.2.5.2 If any other Kingdom officer becomes unable to fulfill their duties before the end of their reign, then the two highest remaining Kingdom officers shall appoint an individual from the populace to serve as a pro-tem officer.

4.2.5.3 If any Guildmaster becomes unable to fulfill their duties before the end of their reign, then the two highest remaining Kingdom officers shall appoint an individual from the guild to serve as a Pro-Tem Guildmaster.

4.2.5.4 A confirmation election by the appropriate voting body shall be held no later than one month from the day a pro-tem officer or Guildmaster assumes a vacant position.

4.2.5.5 If a confirmation vote fails, the position will be filled by nomination and election by the appropriate voting body.

4.3 Provincial Officers - *This section only applies to those officers listed in Section 6.0.*

4.3.1 Candidacy

4.3.1.1 Must be a contributing member of their province.

4.3.1.2 Must meet the requirements for qualification laid down by the Autocrat of the Tournament for the Coronet.

4.3.1.3 Must be 18 years of age or older to hold office. The Kingdom Monarch may grant permission for minors to hold office.

4.3.2 Election (*Tournament for the Coronet*)

4.3.2.1 Each province will hold a Tournament for the Coronet every six months.

4.3.2.2 All provincial offices will be elected at the Tournament for the Coronet.

4.3.2.3 Each Tournament for the Coronet shall be Autocratted by the highest provincial official not running for reelection or their appointed representative.

4.3.3 Incumbency

4.3.3.1 Term is for six months.

4.3.3.2 Provincial Monarchs may not hold the same office for more than two consecutive terms.

4.3.3.3 Provincial Monarchs are not required to pay any dues to maintain membership status during their terms. Dues paid before their election will be held and will carry over until after they step down.

4.3.4 Removal

4.3.4.1 Can be initiated by a petition signed by at least 20% of the contributing members of the province.

4.3.4.2 The petition must be verified by the highest unaffected provincial officer.

4.3.4.3 Requires a 2/3 vote of Althing for removal.

4.3.4.4 Provincial Champions can be removed by a joint decree of the Provincial Monarch and Provincial Prime Minister.

4.3.5 Pro-tem officers

4.3.5.1 If a Provincial Monarch should become unable to fulfill their duties before the end of their term the Provincial Regent will become the Pro-Tem Provincial Monarch.

4.3.5.2 If the province does not have a Provincial Regent or if a provincial officer other than the Provincial Monarch becomes unable to fulfill their duties before the end of their reign, then the remaining provincial officers shall appoint an individual from the provincial populace to serve as a pro-tem officer.

4.3.5.3 A confirmation election shall be held no later than one month from the point a pro-tem officer assumes the vacant position.

4.3.5.4 If a confirmation vote fails, the position will be filled by nomination and election

by the appropriate voting body.

5 - Kingdom Officers

5.1 Monarch (King or Queen)

5.1.1 Administrative Responsibilities and Powers

5.1.1.1 Shall serve as a member of the Board of Directors during their term and shall hold an automatic seat as a non-voting member of the Board of Directors for one reign upon stepping down. In cases where the Kingdom Monarch runs for a second consecutive term, the previous Kingdom Monarch will remain on the Board of Directors for another term.

5.1.1.2 Will schedule Corpora required and other Kingdom level events. Shall ensure the publication of a calendar of all Kingdom events for their reign within thirty days after Crown Coronation.

5.1.1.3 May spend up to 10% of the treasury every month in order to run the Kingdom. Althing must vote on any larger expenditures of the treasury. Any of that percentage not spent does not accumulate. Receipts are required for all expenditures.

5.1.1.4 Any decision (decree) agreed upon by the Kingdom Monarch and Kingdom Prime Minister is bylaw until ratified or repealed by a confirmation Althing.

5.1.1.4.1 An Althing must be held within one month of the decision, but no sooner than two weeks. A decision issued without a scheduled Althing is automatically repealed.

5.1.1.4.2 A formal amendment representing the intent of the decision must be presented at the Althing and published at least one week prior to the confirmation Althing.

5.1.1.4.3 A decision ratified by the confirmation Althing is considered bylaw until the conclusion of the next Crown Qualifications

5.1.1.4.4 A decision ratified by the confirmation Althing is automatically added to the ballot for amendment of the Corpora at the next Crown Qualifications.

5.1.1.5 May overrule a clarification made by the Guildmaster of Reeves with another clarification with the agreement of the Kingdom Champion.

5.1.1.6 May call Althings and set down Althing rules of order.

5.1.1.7 May promote or demote provinces with the agreement of the Kingdom Prime Minister.

5.1.1.8 The Kingdom Monarch is required to sign a nondisclosure agreement and abide by said document for any information covered under the NDA. This document will be provided by the President or Secretary of the Board of Directors and maintained on file.

5.1.2 Ceremonial Responsibilities and Powers

5.1.2.1 Shall preside over and conduct all Kingdom level ceremonies and functions.

5.1.2.2 May bestow honors and awards as listed in section 9. Shall solicit a list from provincial leaders of proposed recipients of Kingdom level awards.

5.1.2.3 May grant additional Class credits at his or her discretion

5.1.2.4 May remove any title of nobility with the agreement of the Kingdom Regent.

5.1.2.5 May create new titles, orders of Masterhood and other awards. Althing must approve new orders of Masterhood by the amendment process (See 3.3.2)

5.1.2.6 Shall have the right to veto any candidate for knighthood brought forth by the Circle of Knights for the duration of their term.

5.2 Regent (*Prince or Princess*)

5.2.1 *Administrative Responsibilities and Powers*

5.2.1.1 Shall be responsible for fostering the growth of arts and sciences within the Kingdom.

5.2.1.2 Shall Autocrat or appoint an Autocrat for the next Crown Coronation.

5.2.1.3 Shall become the Pro-Tem Kingdom Monarch if the present Kingdom Monarch should become unable to fulfill their duties before the end of their term contingent upon a confirmation election. (See 4.2.5.4)

5.2.1.4 May call Althings and set down Althing rules of order.

5.2.1.5 The Kingdom Regent is required to sign a nondisclosure agreement and abide by said document for any information covered under the NDA. This document will be provided by the President or Secretary of the Board of Directors and maintained on file.

5.2.2 *Ceremonial Responsibilities and Powers*

5.2.2.1 Shall work with the Monarch to solicit a list of proposed recipients for appropriate awards. May bestow honors and awards as listed in section 9.

5.2.2.2 May remove any title of nobility with the agreement of the Kingdom Monarch.

5.2.2.3 May create new titles, orders of Masterhood and other awards pertaining to the arts and sciences. Althing must approve new orders of Masterhood by the amendment process (See 3.3.2)

5.3 Prime Minister - *All responsibilities and powers of the Kingdom Prime Minister are administrative in nature.*

5.3.1 The Kingdom Prime Minister Shall serve as a Member of the Board of Directors during their term. The Prime Minister will hold one of the non-voting seats for 6 months after the end of their respective terms. In cases where the Kingdom Prime Minister runs for a second consecutive term, the previous Kingdom Prime Minister will remain on the Board of Directors for another term as a non-voting member.

5.3.2 Maintain accurate records on the dues paid status, awards status and attendance of all club members. It is strongly recommended that the Kingdom Prime Minister have access to the Internet to update the Kingdom records.

5.3.3 Is responsible for providing master rulebooks and Corporas to provincial records keepers for their province upon request.

5.3.4 May spend 10% of the treasury every month in order to run the Kingdom. Althing must vote on any larger expenditures of the treasury. Any of that percentage not spent does not accumulate. Receipts are required for all expenditures

5.3.5 May call Althings and is responsible for running Althings.

5.3.6 Any decision (decree) agreed upon by the Kingdom Monarch and Kingdom Prime Minister is bylaw until ratified or repealed by a confirmation Althing, as specified in Section 5.1.1.4.

5.3.7 May promote or demote provinces with the agreement of the Kingdom Monarch.

5.3.8 Shall publish absentee ballots for Kingdom-level elections to all local record-keepers no less than four weeks prior to the date of the election.

5.3.9 The outgoing Kingdom Prime Minister must transfer all funds of the coffers in their possession to the incoming Kingdom Prime Minister within 10 days of the end of the outgoing Kingdom Prime Minister's term.

5.3.9.1 Shall conduct an audit of the coffers/treasury with the incoming Kingdom Prime Minister with the Agent of the BoD.

5.3.9.2 Both the outgoing and incoming Kingdom Prime Minister shall verify the totals, match receipts, and make note of any discrepancies, with a brief explanation of any known reason for such.

5.3.9.3 The Agent of the BoD shall oversee this process and sign the transfer, as well as deposit funds into the Kingdom Bank Account

5.3.10 The Kingdom Prime Minister is required to sign a nondisclosure agreement and abide by said document for any information covered under the NDA. This document will be provided by the President or Secretary of the Board of Directors and maintained on file.

5.4 Kingdom Champion - *All responsibilities and powers of the Kingdom Champion are administrative in nature.*

5.4.1 Responsible for ensuring that all weapons, shields, armor and other game items used at Kingdom and inter-Kingdom level functions have been checked for safety and legality in accordance with the requirements set down by the Guildmaster of Reeves. The Kingdom Champion has the discretion to remove any weapon, shield, armor or other game item that they deem unsafe.

5.4.2 Shall maintain a lost and found for the Kingdom.

5.4.3 Responsible for organizing the battlegames at Kingdom level events at times when no predetermined scenarios are scheduled.

5.4.4 Responsible for enforcement of order at Althings.

5.4.5 May overrule a clarification made by the Guildmaster of Reeves with another clarification with the agreement of the Kingdom Monarch.

5.4.6 The Kingdom Champion is required to sign a nondisclosure agreement and abide by said document for any information covered under the NDA. This document will be provided by the President or Secretary of the Board of Directors and maintained on file.

5.5 The Guildmaster of Knights

5.5.1 Every Coronation the Guildmaster of Knights shall be elected from and by the Circle of Knights.

5.5.2 Term is for six months.

5.5.3 May call Circle of Knights meetings. If the Guildmaster of the Circle of Knights is unable or unwilling to call a meeting of the Circle of Knights then the Kingdom Monarch may choose to call the meeting.

5.5.4 May cast vote for candidates, however will only have tie breaker vote in all other simple plurality votes.

5.5.5 Shall inform members that are absent from a Circle of Knights meeting of what transpired at the meeting.

5.6 Guildmaster of Reeves

5.6.1 Must make sure that there are an appropriate number of reeves at any Kingdom event, and ensure that the conduct of reeves is competent and fair.

5.6.2 Shall have the right and responsibility to make official Kingdom rules interpretations where the rules of play are ambiguous or unsafe.

5.6.3 Rulings of the Guildmaster of Reeves may be overridden with another ruling by the Kingdom Monarch and Kingdom Champion.

5.6.4 Will administer a Reeves Test every six months at Crown Qualifications. Responsible for providing Kingdom level Reeves Tests to provincial groups upon request.

5.6.5 Can be dismissed by a joint decree of the Kingdom Monarch and Kingdom Prime Minister.

5.6.6 The Kingdom Guild Master of Reeves is required to sign a nondisclosure agreement and abide by said document for any information covered under the NDA. This document will be provided by the President or Secretary of the Board of Directors and maintained on file.

5.6.7 The Kingdom Guild Master of Reeves shall serve as a member of the Board of Directors.

6 - Provincial Officers

6.1 Provincial Monarch - *The leader of a province.* Every group must have a Provincial Monarch. The Provincial Monarch is typically given the title Sheriff in outposts and shires, Baron or Baroness in Baronies, Duke or Duchess in duchies and Grand Duke or Grand Duchess in Grand Duchies.

6.1.1 Shall preside over and conduct all provincial ceremonies and functions.

6.1.2 May bestow honors and awards as listed in section 9.

6.1.3 May create new provincial level honors, awards and positions.

6.1.4 Other duties as listed in Amtgard: Handbook on the Rules of Play. Note that the handbook refers to several offices only found at the Kingdom level such as Guildmaster of Reeves and Guildmaster of Monsters. In local provincial games, the Provincial Monarch shall serve in these capacities if a comparable local office has not been created.

6.2 Provincial Regent - *The minister of arts and sciences.* The Provincial Regent is typically given the title Ducal Regent in duchies and Grand Ducal Regent in grand duchies. Outposts, shires and baronies typically do not have an office of regent, though they may certainly create one if they so wish.

6.2.1 Shall be responsible for the promotion of the arts and sciences in their province.

6.2.2 May bestow honors and awards as listed in section 9.

6.2.3 May create new provincial level honors and awards pertaining to the arts and sciences.

6.2.4 Is responsible for provincial level feasts held within the province.

6.2.5 Shall act as the Provincial Monarch when the Provincial Monarch is not present.

6.2.6 Shall become the Pro-Tem Provincial Monarch if the present Provincial Monarch should become unable to fulfill their duties before the end of their term contingent upon a confirmation election. (See 4.3.5)

6.3 Provincial Prime Minister - *The record keeper and treasurer of a province.* Every group must have a Provincial Prime Minister. The Provincial Prime Minister is typically given the title Clerk in outposts and shires, Seneschal in Baronies, Chancellor in duchies and General Minister in Grand Duchies. Often shires and outposts assign the duties of the Provincial Prime Minister to the Provincial Monarch.

6.3.1 Shall maintain accurate records on attendance, awards and other member information.

6.3.2 Shall provide provincial records to the Kingdom Prime Minister at least twice in their term.

6.3.3 Shall assist the Kingdom Prime Minister in the collection of Kingdom contributing membership dues from within their province.

6.3.4 Shall distribute rulebooks and Corpora to contributing members within their province upon request.

6.3.5 Other duties as listed in Amtgard: Handbook on the Rules of Play.

6.4 Provincial Champion - *The safety officer and master of games of a province.* The Provincial Champion is typically given the title Ducal Defender in duchies and Grand Ducal Defender in Grand

Duchies. Outposts, shires and baronies typically assign the duties of the Provincial Champion to the Provincial Monarch.

6.4.1 Responsible for ensuring that all weapons, shields, armor and other game items used at provincial and inter-provincial level functions have been checked for safety and legality in accordance with the requirements set down by the Guildmaster of Reeves. The Provincial Champion has the discretion to remove any weapon, shield, armor or other game item that they deem unsafe.

6.4.2 Shall maintain a lost and found for the province.

6.4.3 Shall organize battlegames when no predetermined scenarios are scheduled.

6.4.4 Shall ensure that event and battlegame sites in their province are reasonably litter-free at the close of a weekly meeting or event.

7 - Kingdom Councils – *This section describes the bylaws of these official Kingdom bodies that are mandated by the Kingdom. It is understood that each of these groups has its own bylaws in addition to the bylaws in this section, but in the case of a conflict between the internal bylaws of a group and the bylaws laid down in this Corpora, the Corpora always takes precedence.*

7.1 Board of Directors (BOD)

7.1.1 See Board of Direction Bylaws.

7.2 Circle of Knights

7.2.1 Membership

7.2.1.1 Only those knights who are contributing members of the Wetlands are on the Circle of Knights.

7.2.1.2 Knighthoods may be removed by a vote of the Circle of Knights. Knights removed by the Circle of Knights have the right to appeal this removal to Althing.

7.2.1.3 Knight Errant A knight may choose the role of Knight Errant for a given reign.

7.2.1.3.1 A knight may choose this role so long as they have not and shall not vote on any matter under the purview of section 7.2 during the given reign.

7.2.1.3.2 A knight who has chosen the role of Knight Errant in the given reign may not reinstate themselves after any vote under the purview of section 7.2 until the reign subsequent to the given reign.

7.2.1.3.3 Knight Errant shall not be counted as a Member of the Circle of Knights when making the determination of a Quorum of Knights for a candidate.

7.2.1.3.4 A Knight Errant may attend meetings of the Circle of Knights and may advise or opine on any matter in any meeting of the Circle of Knights

7.2.2 Responsibilities and Powers

7.2.2.1 The Circle of Knights votes on and grants the honor of knighthood.

7.2.2.2 Shall observe members of the Kingdom for those qualified to receive knighthood.

7.2.3 Meetings

7.2.3.1 Any knight may attend a Wetlands Circle of Knights meeting, however only those knights who are members of the Circle of Knights are allowed to vote on Knight Candidates.

7.2.3.2 The Kingdom Monarch may attend the Circle of Knights meeting to present their candidates for knighthood and may participate in the discussions about those candidates. They may not vote nor may they witness the voting unless they are a knight.

7.2.3.3 The meeting of the Circle of Knights is considered confidential. Those knights attending the meeting shall not discuss meeting proceedings outside the meeting.

7.2.4 Elevating Candidates to the Peerage

7.2.4.1 For each Knight Candidate, a Quorum of Knights is defined as at least three quarters (75%) of the Members of the Circle of Knights voting in the affirmative or negative on the Knight Candidate. All other votes are considered abstentions, and are not counted in the Quorum.

7.2.4.2 Elevation - to be elevated to an Order of Knighthood, a Knight Candidate must meet all of the following criteria.

7.2.4.2.1 A Quorum of Knights must vote on the Knight Candidate.

7.2.4.2.2 At least three quarters (75%) of the Quorum of Knights must vote in the affirmative.

7.2.4.2.3 At least a majority of affirmative votes from all members of the Circle of Knights.

7.2.4.3 Knights may vote in absentia, by communicating their votes with the Guildmaster of Knights by electronic or other means prior to the meeting; however their votes must be able to be confirmed during the time of the meeting.

7.2.5 Demoting Peers

7.2.5.1 A Quorum of Knights must be met, as per section 7.2.4.1.

7.2.5.2 Demotion - To be demoted from an Order of Knighthood, a peer must meet all of the following criteria.

7.2.5.2.1 A Quorum of Knights must vote on the peer.

7.2.5.2.2 At least three quarters (75%) of the Quorum of Knights must vote affirmative.

7.2.5.2.3 At least a majority of affirmative votes from all members of the

Circle of Knights must vote.

7.2.5.2.4 A least one contributing member of the Circle of Knights must propose the demotion of another peer, in writing, in a public forum or communicated to the Guildmaster of Knights. The Guildmaster of Knights must bring this Proposal of Demotion to the public forum of the Circle of Knights within two weeks of the proposal as an announcement of the proposal. The Proposal of Demotion must be seconded by another contributing member of Circle of Knights within two weeks of the announcement of the proposal. A proposal for demotion that has been seconded within two weeks of its proposal is a confirmed Proposal of Demotion.

7.2.5.2.5 The peer must be a current member of the Kingdom of the Wetlands, regardless of the origin of the original elevation to the peerage, or a past inactive member who is not an active or contributing member of any other Kingdom or Principality.

7.2.5.2.6 May not have been previously considered for demotion under a formal Proposal for Demotion meeting as defined by 7.2.5.4 for the same incident.

7.2.5.3 A meeting for the sole purpose of demotion of a peer may happen in any commonly- accepted format, including public electronic forums, provided that all contributing members of the Circle of Knights have reasonably equal access to the forum, and the meeting is scheduled no more than two weeks after confirmation of the Proposal of Demotion.

7.2.5.4 Knights may vote in absentia by communicating their votes with the Guildmaster of Knights by electronic or other means prior to the meeting; however, their votes must be able to be confirmed during the time of the meeting.

7.3 Reeves Guild

7.3.1 Membership

7.3.1.1 Members of the guild are those who have passed the Reeves Test with a score of 75% or better and the current Guildmaster.

7.3.1.2 Reeves qualified status will expire at each Crown Qualifications, regardless of when the Reeves Test was passed in the previous six months.

7.3.2 Responsibilities and Powers

7.3.2.1 Shall work with the Kingdom Monarch, Kingdom Prime Minister and provincial officers to ensure that the rules are applied accurately, fairly and honestly on the battlefield.

7.3.2.2 Shall work with the Kingdom Champion in checking armor and weapons for safety and legality. The Kingdom Champion has final say when there is disagreement.

7.3.2.3 May enforce a warning, bout forfeiture, tournament disqualification or removal from battlegames for particularly troublesome or un-sportsmanlike fighters.

7.4 Royal Guard

7.4.1 *Membership*

7.4.1.1 Appointment and dismissal of the Royal Guard are at the option of the Kingdom Monarch and Kingdom Regent. Royal Guards may only be dismissed by the officer who appointed them

7.4.1.2 In addition to the Captain of the Guard and the Regent's Defender, the Kingdom Monarch may appoint six guards and the Kingdom Regent may appoint four guards.

7.4.2 *Responsibilities and Powers*

7.4.2.1 Shall escort the crown and aid the Captain of the Guard.

7.4.3 *Captain of the Guard*

7.4.3.1 Appointment and dismissal are the Kingdom Monarch's option.

7.4.3.2 Will work with event autocrats to maintain security, both mundane and persona.

7.4.3.3 Shall ensure that the Kingdom Monarch is properly escorted.

7.4.3.4 Will share duties with the Kingdom Champion in terms of carrying out the policies of the crown.

7.4.3.5 Responsible for safe storage, handling and use of security related property (walky-talkies, etc.) owned by the Kingdom.

7.4.4 *Regent's Defender*

7.4.4.1 Appointment and dismissal are the Kingdom Regent's option.

7.4.4.2 Shall ensure that the Kingdom Regent is properly escorted.

7.4.4.3 Shall assist the Captain of the Guard with their duties.

7.5 Fighting Class Guilds - *Class guilds include all fighting guilds (Warriors, Healers, Monks, etc.)*

7.5.1 *Membership* - One must have participated for a class credit in a guild's class in the past six months to be a member.

7.5.2 *Responsibilities and Powers*

7.5.2.1 Shall encourage the members of their guild to follow the proper rules of the class.

7.5.2.2 Encourage garb, equipment and persona applicable to the class.

7.5.2.3 Shall provide information and encouragement to the new members of the class.

7.5.3 Class Guildmasters -

7.5.3.1 Class Guildmasters shall be appointed by the Kingdom Monarch at Crown Coronation from the members of their respective guild.

7.5.3.2 Provinces may have their own fighting class Guildmasters, as needed.

7.5.3.3 Guildmasters may be removed from office by a 2/3 vote of all guild members.

7.5.3.4 Shall submit a list of those members of their guild deserving of awards by observing members and consulting provincial Guildmasters.

8 - Kingdom Calendar

8.1 Crown Qualifications - Will be held approximately six months after the last Crown Qualifications. Consists of three tournaments each with multiple events.

8.1.1 Autocrat - Shall be selected by the highest club officer not running for office, excluding the Prime Minister.

8.1.1.1 The autocrat may create events as they see fit in addition to the required standardized events.

8.1.1.2 Specific rules for these tournaments and requirements for candidacy qualification shall be published by the Autocrat at least six weeks prior.

8.1.2 Warskill Tournament - The tournament must consist of at least the following standardized events, but may include additional events such as: single dagger, double dagger, sword and dagger, offhand sword and shield, pole arm, great weapon, open style combat, spellball, etc.

8.1.2.1 Single Short Sword

8.1.2.2 Florentine Short Swords

8.1.2.3 Short Sword and Medium Shield

8.1.2.4 Great Weapon

8.1.3 Cultural Tournament - The tournament must consist of at least events that include entries satisfying the criteria for the following awards, but may include additional events. Multiple entries are allowed in each event, but a single entry may not be entered in more than one event or in another tournament.

8.1.3.1 Order of the Dragon - such as: flat art, 3D art, singing, instrumental music, best tasting cooking, etc.

8.1.3.2 Order of the Owl - such as: active construction, passive construction, weapon and shield construction, etc.

8.1.3.3 Order of the Smith - such as: factual writing, composition, etc.

8.1.3.4 Order of the Garber - such as: best looking garb, fighting garb, etc.

8.1.4 Statecraft Tournament – Only candidates for Kingdom Monarch and Kingdom Regent may enter the Statecraft Tournament. The Tournament roster must consist of at least **2** of the following standardized events, but may include additional events such as: Wetlands or Amtgard heraldry test, Wetlands awareness test, award recognition and assignment test, event proposal, etc.

8.1.4.1 Platform Speaking - Candidates present their goals for the reign and answer questions from the judges and populace. Judged on presence, organization and preparation.

8.1.4.2 Debate - Candidates must present an impromptu argument on a given Amtgard related topic. Judged on reasoning, diplomacy and sincerity.

8.1.4.3 Written - Candidates submit an essay or other written work on a topic predetermined by the Autocrat. The topic must be declared at least six weeks prior to Crown Qualifications. Judged on coherence, presentation and content.

8.1.4.4 Conflict Resolution - Candidates role-play the position they are seeking in an intense problem-solving scenario. Judged on decisiveness, efficiency and creativity.

8.2 Crown Coronation (Endreign) - *A celebration to honor the departing Monarchy and welcome the incoming Monarchy.*

8.2.1 Will be held one or two weeks after the Crown Qualifications.

8.2.2 Shall be the responsibility of the outgoing Kingdom Regent.

8.2.3 Two seats on the Board of Directors and the Guildmaster of Knights will be elected.

8.3 Kingdom Weaponmaster Tournament - *This is a passage of arms in several different weapons classes. The winner will hold the title of Kingdom Weaponmaster until the next such tournament.*

8.3.1 Shall be sponsored by the Kingdom Champion.

8.4 Relic Quest - A quest to distribute the relics defined in Amtgard: Handbook on Rules of Play in addition to Kingdom specific relics such as the Amulet of Enchantments. The winners of each relic will be allowed to use it until the next relic quest.

8.4.1 Shall be sponsored by the Guild Master of Reeves.

8.5 Midreign Revel - A celebration to honor the current reigning Monarchy.

8.5.1 Will be held approximately thirteen weeks after coronation (midway through the reign).

8.5.2 The Kingdom Monarch shall appoint the Autocrat.

8.5.3 The Kingdom Prime Minister shall be elected.

9 - Honors and Awards

9.1 Persons holding award-granting offices may never grant awards to themselves.

9.2 Other Awards

9.2.1 *The Flame* - Given to a group for outstanding contributions to the club

9.2.1.1 Can only be awarded by the Kingdom Monarch.

9.2.1.2 This honor can only be given once in each Kingdom Monarch's reign.

9.2.2 *Walker in the Middle* - For exemplification of the ideals and conduct of reeves.

9.2.2.1 Can only be awarded by the Kingdom Monarch.

9.2.2.2 A person may never receive more than one of these.

9.2.3 *The Zodiac* - For outstanding contributions in any one month

9.2.3.1 The Kingdom Monarch or any Provincial Monarch may give this honor.

9.2.3.2 This honor can only be given once each month.

9.2.4 *Other Orders of Masterhood* - These awards may be given by the following club officers: Kingdom Monarch (to any level), Kingdom Regent (to the 9th), grand ducal Monarch (to the 8th), ducal Monarch (to the 6th), baronial Monarch (to the 4th), shire Monarch (to the 2nd).

9.2.4.1 *Masterhood* - A bestowed title for excellence in a particular discipline.

9.2.4.1.1 Masterhood can only be awarded by the Kingdom Monarch.

9.2.4.1.2 A person must earn at least 10 orders to be eligible for Masterhood.

9.2.4.1.3 Orders and Masterhoods defined in Section 9.2.4 are terminal, and do not meet Qualifications for Knighthood. These Orders are reflective of a player's positive character, and shall be considered when determining any Order of Knighthood.

9.2.4.1.4 Each award granted must be associated with an Order of Rank. Achievement of a Ladder Award with no Order of Rank is equivalent to having achieved an Award of the 1st Order of that Award.

9.2.4.2 *Arts and Sciences* - These awards may be given by the following club officers: Kingdom Monarch and Kingdom Regent (to any level) grand ducal Monarch and Regent (to the 8th), ducal Monarch and Regent (to the 6th), baronial Monarch and Regent (to the 4th), shire Monarch (to the 2nd).

9.2.4.2.1 *Order of the Mask* - Outstanding portrayal of persona.

9.2.4.3 *Service and Leadership* - These awards may be given by the following club officers: Kingdom Monarch (to any level), Kingdom Regent (to the 9th), grand ducal Monarch (to the 8th), grand ducal Regent (to the 7th), ducal Monarch (to the 6th),

ducal Regent (to the 5th), baronial Monarch (to the 4th), baronial Regent (to the 3rd), shire Monarch (to the 2nd)

9.2.4.3.1 *Order of the Jovious* - Outstanding attitude and good sportsmanship.

9.2.4.3.2 *Order of the Hydra* - Meeting the criteria to qualify for Monarch candidacy at Crown Qualifications (excluding Statecraft events) or the Tournament for the Coronet.

9.2.4.4 *Warskill* - These awards may be given by the following club officers: Kingdom Monarch (to any level), grand ducal Monarch (to the 8th), ducal Monarch (to the 6th), baronial Monarch (to the 4th), shire Monarch (to the 2nd)

9.2.4.4.1 *Order of the Griffin* - Courage, chivalry and honor on the battlefield.

9.3 Class Paragon (*Wizard, Scout, Paladin, etc.*)

9.3.1 Awarded to the outstanding members in each fighting class guild.

9.3.2 Determined by the Kingdom Monarch in consultation with the Kingdom Prime Minister, the Guildmaster of the class and provincial leaders.

9.3.3 Candidate must have 12 weeks or more experience in the class.

9.3.4 Basis for awarding title of Paragon:

9.3.4.1 Good play and persona.

9.3.4.2 Thorough knowledge of class rules and concepts.

9.3.4.3 Own quality garb and equipment.

9.3.4.4 Outstanding portrayal of the class.

9.3.5 This does not affect experience and is independent of levels gained.

9.4 Titles of Nobility - *Honorary titles bestowed by the Kingdom Monarch. These titles do not grant the power to give official awards like elected provincial officers of the same title.*

9.4.1 *Grand Duke* - Suggested criteria: 2 exceptionally successfully completed terms as Kingdom Monarch

9.4.2 *Arch-Duke* - Suggested criteria: One exceptionally successfully completed term as Kingdom Monarch and one term as Kingdom Prime Minister or Kingdom Regent.

9.4.3 *Duke/Duchess* (equivalents: Doge, Dux, Herzog, Tarkhan) - Suggested criteria: serve the club an exceptionally successfully completed term as Kingdom Monarch

9.4.4 *Marquis/Marquise* (equivalents: Markgraf, Marchionese, Margrave, Mark, Marquis, Marquess) - Suggested criteria: Serve the club two exceptionally successful terms as Kingdom Regent.

9.4.5 *Count/Countess* (equivalents: Earl, Comes, Comite, Graf, Jarl, Grafín, Orkhan) -

Suggested criteria: serve the club an exceptionally successful term as Kingdom Regent or as Grand Duke/Duchess.

9.4.6 Viscount(ess) - Suggested criteria: successfully completed service in the following positions: Monarch of a Duchy three times over, any combination of three of the following: Duchy Monarch, Kingdom Regent, Kingdom Champion, Kingdom Prime Minister.

9.4.7 Baron/Baroness (equivalents: Thane, Khan, Emir, Daimio) - Suggested criteria: serve one exceptionally successful term as duke of a duchy or regent of a grand duchy or Kingdom Prime Minister

9.4.8 Baronet - Suggested criteria: serve in a pro-tem position for any of the following: Kingdom Monarch, Kingdom Champion, Kingdom Prime Minister, Kingdom Regent, ducal regent or serve as general minister or baron

9.4.9 Lord/Lady (equivalents: Dom, Laird, Dama) - Suggested criteria: service to club, term of ducal chancellor

9.4.10 Defender - suggested criteria: serve the club six months as Kingdom Champion

10 - Ladder Awards and Masterhoods Leading to Knighthood

10.1 Definitions

10.1.1 "Kingdom" shall be construed as Amtgard: The Kingdom of the Wetlands.

10.1.2 "Agreement" is the Agreement of Awards Standardization as ratified by the Circle of Monarchs, and published in the Amtgard Rules of Play.

10.1.3 "Corpora" is this document, the Corpora of the Kingdom of the Wetlands.

10.1.4 "Rank" is the ordinal value of any Ladder Award. Each award granted must be associated with an Order of Rank. Achievement of a Ladder Award with no Order of Rank is equivalent to having achieved an Award of the 1st Order of that Ladder Award.

10.2 Persons holding award-granting offices may never grant awards to themselves.

10.3 Knighthood – The Circle of Knights may choose to knight people into any of the four orders. Candidates for knighthood must have achieved a qualification as expressed in Section III of the Agreement for the Order of the Knighthood for which that person is to be awarded. The achievement of criteria as described in Section III of the Agreement does not automatically grant knighthood.

10.4 Inter-Kingdom Standardization

10.4.1 The Kingdom recognizes through binding action by the Circle of Monarchs, that all Ladder Awards leading to the bestowal of Knighthood shall be unified through an agreed framework and that the Kingdom shall not add to, remove, or modify the agreed upon requirements for Knighthood independently nor shall the Kingdom alter the Corpora to contradict the Agreement. The Kingdom Monarch retains the ability to bestow any award or honor as granted by the Corpora. This Agreement does not prevent the monarchy from creating non-Ladder Awards that do not impact the line of Ladder Awards.

10.4.2 The Kingdom resolves, through binding action by the Circle of Monarchs, to remove

definitions of Ladder Awards, Ladder Masterhoods and Knighthoods from the Corpora. Ladder Awards and Masterhoods being those that lead to Knighthood.

10.4.2.1 Definitions of Ladder Awards, Ladder Masterhoods and Knighthoods, are to be placed inside the Official Amtgard Rulebook with the proviso that they do not fall under the adopted rules revision process.

10.4.2.2 Changes to the definitions of Ladder Awards, Ladder Masterhoods and Knighthoods, once adopted, can only be made by one hundred percent (100%) approval of the existing kingdoms of Amtgard.

10.5 Recognition and Reservations

10.5.1 *Colors* *(These rules typically apply to belts)*

10.5.1.1 White trimmed with gold is reserved to those with a Knighthood of the Crown.

10.5.1.2 White trimmed with red is reserved to those with a Knighthood of the Flame.

10.5.1.3 White trimmed with green is reserved to those with a Knighthood of the Serpent.

10.5.1.4 White trimmed with silver is reserved to those with a Knighthood of the Sword.

10.5.1.5 White trimmed with blue is reserved to those with a Knighthood of Battle.

10.6 Restrictions

10.6.1 Restrictions on Granting Masterhood in the Qualifying Orders

10.6.1.1 A Masterhood may only be granted by the Kingdom Monarch.

10.6.2 Restrictions on Granting Orders of the Ladder Awards

10.6.2.1 *Arts and Sciences* - These awards may be given by the following club officers: Kingdom Monarch and Regent (to any level) grand ducal Monarch and Regent (to the 8th), ducal Monarch and Regent (to the 6th), baronial Monarch and Regent (to the 4th), shire Monarch (to the 2nd)

10.6.2.1.1 *Order of the Dragon*

10.6.2.1.2 *Order of the Garber*

10.6.2.1.3 *Order of the Owl*

10.6.2.2 *Service* - These awards may be given by the following club officers: Kingdom Monarch (to any level), Kingdom Regent (to the 9th), grand ducal Monarch (to the 8th), grand ducal Regent (to the 7th), ducal Monarch (to the 6th), ducal Regent (to the 5th), baronial Monarch (to the 4th), baronial Regent (to the 3rd), shire Monarch (to the 2nd)

10.6.2.2.1 Order of the Lion

10.6.2.2.2 Order of the Rose

10.6.2.2.3 Order of the Smith

10.6.2.3 Leadership - These awards may be given by the following club officers: Kingdom Monarch (to any level), grand ducal Monarch (to the 8th), ducal Monarch (to the 6th), baronial Monarch (to the 4th), shire Monarch (to the 2nd)

10.6.2.2.1 Order of the Lion

10.6.2.2.2 Order of the Crown

10.6.2.4 *Warskill* - These awards may be given by the following club officers: Kingdom Monarch (to any level), grand ducal Monarch (to the 8th), ducal Monarch (to the 6th), baronial Monarch (to the 4th), shire Monarch (to the 2nd)

10.6.2.4.1 Order of the Warrior

10.6.2.4.2 Order of Battle

10.7 **Equivalences**

10.7.1 *Ladder Awards given prior to the ratification of Section 10, on the 4th Day of November, 2007, shall be given an equivalency as noted below.*

10.7.1.1 A conferred award is defined as having granted an award as listed as if the recipient had received the listed award. Unless otherwise noted, an award that confers another award is otherwise stripped from the recipient.

10.7.1.2 A retained award is defined as an award which is kept regardless of the disposition of the award under the Agreement. This does not guarantee the Qualification status of this award.

10.7.1.3 A construed award is defined as a condition that is granted as equivalent, but does not confer any actual award to the recipient.

10.7.2 *Lion*

10.7.2.1 A Master Lion shall be construed as having served one term as Kingdom Monarch.

10.7.2.2 A 10th Order of the Lion shall be construed as having served one term as Kingdom Regent.

10.7.2.3 An 9th Order of the Lion shall be construed as having served one term as Duchy Monarch.

10.7.2.4 An 8th Order of the Lion shall be construed as having served one term as Kingdom Prime Minister.

10.7.2.5 A 7th Order of the Lion shall be construed as having served one term as Duchy Regent.

10.7.2.6 A 6th Order of the Lion shall be construed as having served one term as Kingdom Champion.

10.7.2.7 A 5th Order of the Lion shall be construed as having served one term as Ducal Champion.

10.7.2.8 All other Orders of the Lion or Rank 4 or lower shall confer an Order of the Rose of the same Rank.

10.7.2.9 Orders of Lion granted after the date set forth in 10.7.1 shall be granted on the basis described in the Agreement.

10.7.3 *Hydra*

10.7.3.1 There is no equivalency for a Master Hydra, and they shall no longer count towards Qualification for Knighthood of the Crown.

10.7.3.2 There is no equivalency for Orders of the Hydra, and they shall no longer Qualify as a Ladder Award under Section 10.

10.7.3.3 After the date set forth in 10.7.1, all Orders of the Hydra granted before this date shall be retained as Orders of the Hydra as described in Section 9.4.4.

10.7.3.4 After the date set forth in 10.7.1, Master Hydras granted before this date shall be retained as a Master Hydra as described in Section 9.4.4.

10.7.4 *Jovious*

10.7.4.1 Each Order of the Jovious shall confer an Order of the Rose of the same Rank.

10.7.4.2 A Master Jovious shall confer a Master Rose.

10.7.4.3 After the date set forth in 10.7.1, all Orders of the Jovious granted before this date shall be retained as Orders of the Jovious as described in Section 9.4.4.

10.7.4.4 After the date set forth in 10.7.1, Master Jovious granted before this date shall be retained as a Master Jovious as described in Section 9.4.4.

10.7.5 *Rose*

10.7.5.1 Each Order of the Rose shall confer an Order of the Rose of the same Rank.

10.7.5.2 A Master Rose shall confer a Master Rose.

10.7.6 *Smith*

10.7.6.1 Each Order of the Smith shall confer an Order of the Smith of the same Rank.

10.7.6.2 A Master Smith shall confer a Master Smith

10.7.7 *Dragon*

10.7.7.1 Each Order of the Dragon shall confer an Order of the Dragon of the same Rank.

10.7.7.2 A Master Dragon shall confer a Master Dragon.

10.7.8 *Owl*

10.7.8.1 Each Order of the Owl shall confer an Order of the Owl of the same Rank.

10.7.8.2 A Master Owl shall confer a Master Owl.

10.7.9 *Garber*

10.7.9.1 Each Order of the Garber shall confer an Order of the Garber of the same Rank.

10.7.9.2 A Master Garber shall confer a Master Garber.

10.7.10 *Mask (Thespian)*

10.7.10.1 Each Order of the Mask shall confer an Order of the Dragon of the same Rank.

10.7.10.2 A Master Mask shall confer a Master Dragon.

10.7.10.3 After the date set forth in 10.7.1, all Orders of the Mask granted before this date shall be retained as Orders of the Mask as described in Section 9.4.4.

10.7.10.4 After the date set forth in 10.7.1, Master Masks granted before this date shall be retained as a Master Mask as described in Section 9.4.4.

10.7.11 *Griffon*

10.7.11.1 A Master Griffon shall be construed as having won a second major tournament kingdom-level tournament.

10.7.11.2 A 10th Order of the Griffon shall be construed as having won 1st overall in a major kingdom-level tournament.

10.7.11.3 There is no equivalency for other Orders of the Griffon, and they shall no longer count as a Ladder Award under Section 10.

10.7.11.4 After the date set forth in 10.7.1, all Orders of the Griffon granted before this date shall be retained as Orders of the Griffon as described in Section 9.4.4.

10.7.11.5 After the date set forth in 10.7.1, Master Griffons granted before this date shall be retained as a Master Griffon as described in Section 9.4.4.

10.7.12 *Knight of Crown*

10.7.12.1 After the date set forth in 10.7.1, all Knights of the Crown granted before this date shall be retained as Knights of the Crown as described in the Agreement.

10.7.13 *Knight of Sword*

10.7.13.1 After the date set forth in 10.7.1, all Knights of the Sword granted before this date shall be retained as Knights of the Sword as described in the Agreement.

10.7.14 *Knight of Serpent*

10.7.14.1 After the date set forth in 10.7.1, all Knights of the Serpent granted before this date shall be retained as Knights of the Serpent as described in the Agreement.

10.7.15 *Knight of Flame*

10.7.15.1 After the date set forth in 10.7.1, all Knights of the Flame granted before this date shall be retained as Knights of the Flame as described in the Agreement.