

Kingdom of the Wetlands Corpora of Bylaws

06/30/09



Corpora of the Kingdom of the Wetlands

1. Club Membership

1.1 Populace – The populace of the Wetlands includes all individuals affiliated with the Wetlands or a Wetlands province (See §1.4). 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 Amtgard: Handbook on the Rules of Play.

1.2 Contributing Members- Members of the populace who pay dues and meet attendance requirements in §1.2.1 are entitled to rights and privileges as specified in §1.2.2. Noncontributing members may still attend public meetings and activities such as weekly meetings, feasts, tournaments, and camping events.

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 at least nine attendance credits in the last six months as specified in §1.3, six of which must be 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

1.2.1.5 Must have been a member of one of the Wetland's provinces for at least six (6) months. This date is based on waiver date.

1.2.1.6 Those that were active members of a recognized province, but are actively starting a new group that has yet to be recognized will not lose Contributing Membership status as long as the other requirements are met

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/Provincial government, including Althings and elections.

1.2.2.4 Have the right to run for club office.

1.3 Attendance Credits- Attendance credits are given out 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 sciences nights, etc.

1.3.2 Provincial monarchs may grant additional class credits for exceptional attendance.

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

1.3.3.1 One credit may be earned by traveling more than two-hundred miles one way to a Kingdom level event.

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

1.3.3.3 The Kingdom Monarch may grant additional credits at his or her discretion.

1.4 Provinces – The kingdom of the Wetlands is composed of several sub-chapters called provinces. Only those sub-chapters specifically recognized as a part of Amtgard, Kingdom of the Wetlands, Inc are considered a province for the purpose of this corpora.

1.4.1 Provincial Size – The size of a group plays 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 Each individual in the Kingdom may only be a member of the native populace of one province.

1.4.1.2 Provincial size is determined by the average number of unique, wavered sign ins at a province's weekly meetings over the previous six months.

1.4.1.3 The Monarch and 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.

1.4.2 Provincial Title – Each province is given an official title by the Monarch and Prime Minister based on the group's age and its size (see §1.4.1.2).

1.4.2.1 Outpost - A new group of at least 5 players that has petitioned and has the approval of the Monarch and Kingdom Prime Minister for admittance into the kingdom, but who has not been voted on by the Althing.

1.4.2.2 Shire – Any group with an average populace of five or more wavered players.

1.4.2.3 Barony – Any group with an average populace of fifteen or more wavered players.

1.4.2.4 Duchy – Any group with an average populace of thirty or more wavered players.

1.4.2.5 Grand Duchy – Any group with an average populace of sixty or more wavered players.

1.4.3 Outpost Petitioning Process

1.4.3.1 Must petition the Monarch and Prime Minister for admittance into the Kingdom of the Wetlands.

1.4.3.2 Decision must be approved by Althing at next scheduled Althing.

1.4.3.3 If Althing does not approve, the group may re-petition.

1.4.3.4 After Althing approval, the Outpost must maintain a minimum average of 5 players over 6 months to be considered for promotion as per 1.4.4

1.4.4 Promotion

1.4.4.1 Provinces that meet the criteria for a new title may petition the kingdom for promotion.

1.4.4.2 Accurate records of the 6 previous continuous months must be presented to the King and Prime Minister for promotion consideration.

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

1.4.5 Demotion

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

1.4.5.2 If the Monarch and Prime Minister determine, by provincial sign-ins, that a group no longer meets the requirements for its current title, they may demote the group to an appropriate title.

1.4.5.3 Groups 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 (§1.2).

2.1.1 Dues are per Amtgard: Handbook on the Rules of Play (Currently \$6.00/six months).

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

2.1.3 Dues expire 6 months from the date paid. This does not affect Extended Membership Agreements (see §2.2) with the Kingdom.

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

2.1.5 The Prime Minister will split any dues paid directly to him with the member's province.

2.1.6 Provinces shall pay the required percentage no later than Crown Qualifications.

2.2 Extended Membership Agreement (EMA) – An EMA may be attained by paying the Prime Minister for several reigns' worth of dues at one time.

2.2.1 Dues paid for an EMA 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 EMA must present his or her receipt if the time of expiration is contested.

2.2.4 The Prime Minister is responsible for tracking EMAs, and must provide the next Prime Minister with a complete list of all EMAs purchased in his or her reign and all previous reigns.

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

2.4 Expenditures

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

2.4.2 Expenses for Crown Coronation and Midreign can consist of expenditures up to 50% of the Kingdom treasury. Althing approval is required to exceed this amount.

2.4.3 The Monarch and Prime Minister may each spend up to 5% of the Kingdom treasury each month in order to run the Kingdom.

2.4.3.1 Any additional expenses require approval via the Althing.

2.4.3.2 Allowances do not accumulate from month to month.

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

2.4.4.1 Monies may be requested in advance (example: feast). The person signing for the monies is liable for repayment either with receipts or money.

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 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.

3. Kingdom Althings

3.1 Althing Scheduling

3.1.1 A scheduled Althing shall be held each reign during Crown Coronation and the Midreign Revel

3.1.2 Only the Monarch, Regent, or Prime Minister may call for an Althing not already scheduled by Corpora.

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

3.2 Althing Polices

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

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

3.2.3 The Prime Ministers 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 of Rules of Play. A clarification passed by Althing overrules one made by the Guildmaster of Reeves or by a joint decree of the Monarch and Kingdom Champion.

3.3.2 Revisions and updates to the Corpora -The corpora may only be revised at Crown Qualifications.

3.3.2.1 The amendments are placed on the ballot by an Althing at least one month prior to Crown Qualifications.

3.3.2.2 The Althing shall approve for ballot only those amendments that have been proposed by written petition of 20% of the Kingdom's contributing members.

3.3.2.3 The Circle of Knights may approve for ballot only amendments affecting the COK section of the Corpora.

3.3.2.4 Proposed amendments must be submitted in writing and must specify precisely which sections and words of the corpora are to be added, deleted, and/or modified.

3.3.2.5 Each amendment may only address one issue.

3.3.2.6 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.

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

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 ratify or reject bylaws made by joint agreement of the Monarch and Prime Minister.

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

3.3.8 Hear and vote on appeals by former knights who have had their knighthood removed by the Circle of Knights.

4. Selection and Removal of Club Officers

4.1 Election policies: This section applies to all elections in the Wetlands and its provinces.

4.1.1 The Club Officer or official running the election may only vote to break a tie.

4.1.2 All elections are determined by a plurality of in-person and absentee ballots unless otherwise specified by the corpora.

4.1.3 Under no circumstances may any individual officiate or help administer an election in which he or she is a candidate.

4.1.4 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. Electronic submissions via email or to the current electronic forum/email list for the kingdom are acceptable.

4.2 Kingdom Officers. Note: This section only applies to those officers listed in §5.

4.2.1 Candidacy

4.2.1.1 Must be 18 years of age or older on the day the candidate would take office, if elected.

4.2.1.2 Must be contributing member as per section 1.2.

4.2.1.3 Must pass a Corpora test and a Reeves Test on the day of Crown Qualifications. The Prime Minister must pass these tests on the day of Prime Minister elections. Monarch, Regent, and Kingdom Champion candidates must meet the requirements for qualification laid down by the autocrat of Crown Qualifications as per §8.1. The Prime Minister has no qualification requirements beyond those listed in §4.2.1

4.2.2 Election.

4.2.2.1 The Monarch and Regent elections will be conducted by the Prime Minister at Crown Coronation (Endreign).

4.2.2.2 The Prime Minister election will be conducted by the Monarch or his or her appointed representative at Midreign Revel.

4.2.2.3 The Kingdom Champion is the highest scoring declared candidate in the Warskill section of Crown Qualifications that meets the requirements in §8.1.

4.2.2.4 All absentee ballots must be written down or typed, include the printed or typed mundane name, signature, and phone number of the Contributing Member voter, and must be turned in to the official running the election by the provincial record keeper, or his or her representative at the election.

4.2.2.5 No person may run for or hold more than one Kingdom level position with the exception of the Board of Directors. Anyone may run for and serve on the Board of Directors regardless of whether they hold another Kingdom office.

4.2.2.5.1 The above rule does not affect class Guildmaster positions.

4.2.2.6 A candidate must pass qualification in order to be placed upon the ballot.

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 he or she does not attend a Wetlands province or event for 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 Member status during their term(s). Dues paid by a Kingdom Officer during his or her term will apply to the reign after he or she steps 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 two-thirds vote of the Althing for Removal.

4.2.4.4 The Kingdom Champion can be dismissed by joint decree of the Monarch, Prime Minister, and the 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 Monarch should be come unable to fulfill his or her duties before the end of his or her reign, the Regent will become the pro-tem Monarch.

4.2.5.2 If any other Kingdom officer becomes unable to fulfill his or her duties before the end of his or her term, 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 his or her duties before the end of his or her reign, the then the two highest 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

4.3.1 Candidacy

4.3.1.1 Must be a Contributing member of his or her province.

4.3.2 Must meet the requirements for qualification laid down by the autocrat of the Tournament for the Coronet.

4.3.2.1 Must be 18 years of age or older on the day the candidate would take office. Kingdom Monarch may grant permission for minors to hold office.

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

4.3.2.3 The provincial champion is the highest scoring candidate in the Warskill section of the Tournament for the Coronet.

4.3.2.4 Each Tournament for the Coronet shall be run by the highest provincial official not running for re-election or his or her appointed representative.

4.3.3 Incumbency

4.3.3.1 Provincial Officers may not hold the same office for more than two consecutive terms.

4.3.3.2 Provincial Monarchs are not required to pay any dues to maintain Contributing Membership status during their terms. Dues paid before his or her election will carry over to the reign after he or she steps 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 two-thirds vote of the Provincial Althing for removal.

4.3.4.4 Provincial Champions can be removed by a joint decree of the Provincial Monarch and Provincial Prime Minister in situations where a Provincial Champion's actions or inaction may create a safety hazard or put the Province or the Kingdom in a legally liable situation.

4.3.5 Pro-tem Provincial Officers

4.3.5.1 If the Provincial Monarch should become unable to fulfill his or her duties before the end of his or her reign, the Provincial Regent will become the protem Monarch.

4.3.5.2 If the province does not have a Regent or if a Provincial Officer other than the Monarch becomes unable to fulfill his or her duties before the end of his or her reign, then the remaining provincial officers shall appoint an individual from the provincial populace to serve as a pro-tem Provincial 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 the CEO of the Board of Directors during his or her term and shall hold an automatic seat on the BOD for one reign upon stepping down. In cases where the Monarch serves for a second consecutive term, the previous Monarch will remain on the BOD for another term.

5.1.1.2 Will schedule and preside over an open meeting to bestow and schedule corpora required and other Kingdom level events. Shall insure the publication of a calendar of all Kingdom events for his or her reign within thirty days after coronation.

5.1.1.3 May spend up to 5% of the treasury every month in order to run the Kingdom.

5.1.1.4 Any Corpora decision agreed upon by the Monarch and Prime Minister is bylaw until the next Althing (within one month of decision), provided it does not conflict with the Amtgard Handbook on Rules of Play, mundane law, or a previous Althing decision made within the current Monarch's reign.

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 Prime Minister.

5.1.2 Ceremonial Responsibilities and Powers

5.1.2.1 Shall preside over and conduct all Kingdom level ceremonies.

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

5.1.2.3 May grant additional credits at his or her discretion.

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

5.1.2.5 May create new titles, orders of Masterhood, and other awards.

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

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 Monarch if the present Monarch should become unable to fulfill his or her duties before the end of his or her term contingent upon a confirmation election as per §4.2.5.4

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

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 Monarch.

5.2.2.3 May create new titles, orders of Masterhood and other awards pertaining to the arts and sciences.

5.3 Prime Minister – All responsibilities and powers of the Prime Minister are administrative in nature.

5.3.1 Shall serve as the CFO of the Board of Directors during his or her term.

5.3.2 Shall provide, on request, full financial disclosure to the Monarch, Board of Directors, or Althing. Full financial disclosure shall be published to the populace at least once per term.

5.3.3 Maintain accurate records on the dues paid status, awards status and attendance of all club members. The Prime Minister must update the Kingdom records in the Online Records Keeper (ORK) once per month.

5.3.4 May spend 5% of the treasury every month in order to run the Kingdom.

5.3.5 May call Althings and is responsible for running Althings.

5.3.6 Any Corpora decision agreed upon by the Monarch and Prime Minister is bylaw until the next Althing (within one month of decision), provided it does not conflict with the Amtgard Handbook on Rules of Play, mundane law, or a previous Althing decision made within the current Monarch's reign.

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

5.3.8 Is responsible for running Crown Qualifications or selecting an autocrat to do so.

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 he or she deems 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 Monarch.

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 §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. 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 his or her 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 provinces.

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 his or her duties before the end of his or her term, contingent upon a confirmation election (see Section 4.3.5).

6.3 Provincial Prime Minister – The record keeper and treasurer of a province. Every group must have a provincial Prime Minister. 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. Shall update this information on the Online Records Keeper (ORK) no less than once per month.

6.3.2 Shall be able to provide provincial records to the Kingdom Prime Minister at least twice in his or her term if requested by the Kingdom Prime Minister.

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, corpora, and newsletters to contributing members within their province.

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

6.4 Provincial Champion – The safety officer and master of games of a province. 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 to 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 he or she deems unsafe.

6.4.2 Shall maintain a lost and found for the province.

6.4.3 Shall organize the battlegames when no predetermined scenarios are scheduled.

6.4.4 Shall insure that event and battlegame sites in his or her province are reasonably litter-free at 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 Membership – The BOD consists of seven members. Three are appointed and four are elected.

7.1.1.1 All members of the BOD must be at least 18 years of age.

7.1.1.2 The current Monarch will serve as the Chief Executive Officer of the BOD.

7.1.1.3 The Current Prime Minister will serve as the Chief Financial Officer of the BOD.

7.1.1.4 The last person who served as Monarch and is a Contributing Member of the Wetlands holds an automatic seat on the BOD.

7.1.1.5 The remaining four positions are elected by althing at Fall Crown Coronation in an election run by the Prime Minister.

7.1.1.5.1 Those elected to the BOD at Fall Coronation will assume their positions on January 1 of the following year.

7.1.1.6 If a member of the BOD steps down or becomes Monarch or Prime Minister, then an election for the empty seat shall be held at the next scheduled Althing. The pro-tem BOD member will step down when the original term was supposed to expire.

7.1.1.7 Any member of the BOD may be removed from office if initiated by a majority of the BOD and approved by Althing.

7.1.2 Responsibilities and Powers

7.1.2.1 Serves as the business management of the organization, responsible for insuring that the organization is operated according to the laws of the US and State of Texas.

7.1.2.1.1 Agent to the BOD - The BOD may appoint/retain an agent to act as a liaison in matters of legal expertise.

7.1.2.2 Responsible for accounting for Kingdom funds.

7.1.2.3 Shall serve as the authority in any matters involving the club and individuals or organizations outside the club with whom the Kingdom may wish to conduct business.

7.1.2.4 Only members of the BOD can enter into a legally binding agreement on behalf of the Kingdom of the Wetlands. A vote of the BOD is required before any such agreement may be entered into.

7.1.2.5 The BOD will have no power to change, alter, or otherwise affect the rulebook or corpora without direct Althing approval.

7.1.2.6 The BOD has no status in the order of precedence and no jurisdiction over internal club functions.

7.1.2.6.1 The BOD will, however, have the ability to suspend any Amtgard member it deems presents a legal liability from participating in any function which Amtgard: Kingdom of the Wetlands is legally responsible for.

7.1.3 Meetings

7.1.3.1 All BOD meetings are open, unless declared closed by a vote of the BOD. Even at an open meeting, the BOD reserves the right to allow or disallow non-BOD members to speak.

7.1.3.2 The BOD shall meet to discuss business not less than once every three months.

7.1.4 Offices of the BOD

7.1.4.1 Chief Executive Officer (CEO) – Will work with the CFO to handle all corporate business with all government agencies and organizations. The current reigning Monarch automatically fills this position.

7.1.4.2 Chief Financial Officer (CFO) – Shall maintain an accurate record of all corporate income and expenditures. The Kingdom Prime Minister automatically fills this position.

7.1.4.3 Secretary - Will be responsible for keeping the minutes of each BOD meeting and will make these minutes available to the Prime Minister for publication. This office shall be elected by the BOD

7.1.5 Agent – The agent will maintain the mailing address for Amtgard: Kingdom of the Wetlands and act as the legal liaison between the BOD and governmental agencies.

7.1.5.1 The agent will file annual mandated reports on behalf of the BOD.

7.1.5.2 The agent will keep the BOD informed as to its legal status on any state, federal or other legal level.

7.2 Circle of Knights (COK)

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 two-thirds vote of the Circle of Knights.

Knights removed by the have the right to appeal this removal to Althing.

7.2.2 Responsibilities and Powers

7.2.2.1 The COK 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 COK meeting, however, only those knights who are members of the COK are allowed to vote on knight candidates.

7.2.3.2 The Monarch may attend the COK meeting to present his candidates for knighthood and may participate in the discussions about those candidates. He may not vote, nor may he witness the voting unless he is a knight.

7.2.3.3 The meeting of the COK is considered confidential. Those knights attending the meeting shall not discuss meeting proceedings outside the meeting with anyone who is not a member of the Wetlands COK.

7.2.4 The Guildmaster of Knights

7.2.4.1 Every Coronation, the Guildmaster of Knights shall be elected from and by the COK.

7.2.4.2 Term is for six months.

7.2.4.3 May call COK meetings. If the Guildmaster of the COK is unable or unwilling to call a meeting of the COK then the Monarch may choose to call the meeting.

7.2.4.4 Shall break all ties.

7.2.4.5 Shall inform members that are absent from the COK meeting of what transpired at the meeting.

7.2.5 The COK may decide on up to two possible proposals for changes to the section of the Corpora governing it (§7.2).

7.2.5.1 These proposed amendments will appear on the ballot at Kingdom Qualifications.

7.2.5.2 These proposed amendments must be submitted to the Kingdom Prime Minister no later than the Althing at which the at-large amendment proposals are discussed.

7.3 Reeves Guild

7.3.1 Membership

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

7.3.1.2 Reeves qualified status will expire at the beginning of each Crown Qualifications, regardless of when the reeves test was passed in the previous reign.

7.3.2 Responsibilities and Powers.

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

7.3.2.1.2 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.

7.3.2.1.3 May enforce a warning, bout forfeiture, tournament disqualification or removal from battlegames for particularly troublesome or unsportsmanlike fighters.

7.3.3 Guildmaster of Reeves (GMOR)

7.3.3.1 Shall be chosen from the Reeves Guild by election at Crown Coronation.

7.3.3.2 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.

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

7.3.3.4 Rulings of the GMOR may be overridden with another ruling by the Kingdom Monarch and Kingdom Champion.

7.3.3.5 Will give the reeves test every six months at Crown Qualifications. Responsible for providing Kingdom level reeves tests to provincial groups upon request.

7.3.3.6 Must be at least 18 years of age.

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

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 Monarch and Regent. 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 Monarch may appoint six guards and the 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 Monarch's option.

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

7.4.3.3 Shall ensure that the 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 Regent's option.

7.4.4.2 Shall ensure that the Regent is properly escorted.

7.4.4.3 Shall assist the Captain of the Guard with his or her duties.

7.5 Fighting Class Guilds – Class guilds include all fighting guilds (Warriors, Healers, Barbarians etc.)

7.5.1 Membership – One must have participated for 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 Each fighting guild will each vote for its Guildmaster at Crown Coronation.

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 two-thirds vote of all guild members.

7.5.3.4 Shall submit a list of those members of his or her 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 two tournaments and a statecraft event.

8.1.1 Shall be the responsibility of the Kingdom Prime Minister or his or her appointed autocrat.

8.1.1.1 Autocrat Responsibilities

8.1.1.1.1 Responsible for running the events to determine eligibility of candidates to be placed upon the ballot for election to kingdom office, as per §8.1

8.1.1.1.2 Verifies whether a candidate has passed all qualifications.

8.1.1.2 Specific events, rules for all events, and requirements for candidacy qualification shall be published by the autocrat at least six weeks prior.

8.1.1.3 All candidates must pass all requirements as published by the autocrat to be placed on the ballot.

8.1.2 Warskill Tournament – The tournament must consist of at least three of the following standardized events, but may include up to two additional warskill related events such as: Single dagger, double dagger, sword and dagger, great weapon, archery (target or combat), spellball etc.

8.1.2.1 Single Short Sword

8.1.2.2 Dual Short Swords

8.1.2.3 Short Sword and Medium Shield

8.1.2.4 Open 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 arts and sciences 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 and leather belts.

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

8.1.3.4 Order of the Garber – such as: court, fighting garb, etc.

8.1.3.5 Each candidate must pass the Cultural Tournament with the following parameters.

8.1.3.5.1 Monarch – Must enter 5 passing items.

8.1.3.5.2 Regent – Must enter 7 passing items.

8.1.3.5.3 Champion – Must enter 3 passing items, one of which must be a weapon that meets the minimum safety requirements as given in Amtgard Handbook on the Rules of Play.

8.1.4 Statecraft - Candidates may not be disqualified for poor scores in Statecraft. However, it is an important feature to Crown Qualifications. Only candidates for Monarch and Regent may enter Statecraft. All candidates for Monarch and Regent will enter Statecraft. The event roster may consist of up to two of the following standardized events.

8.1.4.1 Platform Speaking – Candidates present their goals for the reign and answer questions from the populace.

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 Conflict Resolution – Candidates role-play the position they are seeking in an intense problem-solving scenario.

8.1.5 Failure to qualify

8.1.5.1 If there are no qualified candidates for Monarch after Crown Qualifications, then a run-off qualifications tournament shall be run at Crown Coronation.

8.1.5.2 Only those who have publicly announced intent at Crown Qualifications shall be eligible to run for office in the run-off qualifications tournament.

8.1.5.3 A candidate who failed to qualify in the original Crown Qualifications tournament may only participate in the run-off if he or she provides all new arts and sciences entries. Any entry previously entered will be grounds for disqualification in the run-off tournament.

8.1.5.4 If the run-off qualifications tournament fails to produce a qualified candidate for Monarch, then a pro-tem monarch shall be appointed by the current Monarch and Prime Minister. The sitting Monarch may not appoint himself, nor may he appoint any candidate who failed to qualify.

8.1.5.4.1 Pro-tem appointments must be ratified by Althing at Crown Coronation or within one month.

8.2 Crown Coronation (Endreign) - A celebration to honor the departing Monarchy and elect

and welcome the incoming Monarchy.

8.2.1 Will be held approximately four weeks after Crown Qualifications.

8.2.2 Shall be the responsibility of the outgoing Regent.

8.2.3 The Monarch, Regent, and Guildmasters will be elected.

8.3 Kingdom Weaponmaster and Dragonmaster event - A single event where the passage of the titles of Weaponmaster and Dragonmaster is decided. The winner will hold the title of Kingdom Weaponmaster and/or Dragonmaster until the next such tournament.

8.3.1 Will be held approximately four weeks before the Midreign Revel.

8.3.2 Date and location to be determined by the monarch in agreement with the regent and champion.

8.3.3 Weaponmaster portion of the event shall be sponsored by the Kingdom Champion or his or her appointed autocrat.

8.3.4 The Dragonmaster portion of the event shall be sponsored by the Kingdom Regent or his or her appointed autocrat.

8.4 Relic Quest – A quest to distribute the relics defined in Amtgard: Handbook on Rules of Play. The winners of each relic will be allowed to use it until the next relic quest.

8.4.1 Must be held before the Midreign revel.

8.4.2 Shall be sponsored by the Reeves guild.

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 Monarch shall appoint the autocrat.

8.5.3 The Prime Minister shall be elected.

9. Honors and Awards

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

9.1.1 Unless otherwise stated, these awards may only be given out by the Kingdom Monarch.

9.1.2 Honors and awards listed in Section 9 do not count toward qualification for knighthood.

9.1.3 Unless otherwise stated, honors and awards listed in section 9.1~ may be given by the following club officers: Kingdom Monarch (to any level), Kingdom Regent (to 9th level) Grand Ducal Monarch (to 9th), Ducal Monarch (to 7th) baronial Monarch (to 4th), Shire Monarch (to 2nd).

9.1.3.1 Masterhood – A bestowed title for excellence in a particular discipline.

9.1.3.2 Masterhood can only be awarded by the Kingdom monarch.

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

9.1.3.4 Each award granted must be associated with an Order of Rank. Achievement of an award with no Order of Rank is equivalent to receiving a first level order of that award.

9.1.4 The Flame

9.1.5 Given to a group for outstanding contributions to the club.

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

9.1.5.2 This award carries no Order of Rank.

9.1.6 Walker in the Middle – For exemplification of the ideals and conduct of reeves.

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

9.1.6.2 This award carries no Order of Rank.

9.1.7 – The Zodiac – for outstanding contributions in any one calendar month.

9.1.7.1 Any Monarch of any level may give this honor.

9.1.7.2 This honor may only be given once for each calendar month.

9.1.8 Order of the Mask – Outstanding portrayal of a character through roleplay.

9.1.8.1 May also be awarded by provincial Regents up to the same number their provincial Monarch may award.

9.1.9 Order of the Jovious – Outstanding attitude and good sportsmanship.

9.1.9.1 May also be awarded by the provincial Regent up to one less than the Provincial Monarch may award.

9.1.10 Order of the Hydra – Meeting the criteria to qualify for Monarch candidacy at Crown Qualifications or the Tournament for the Coronet.

9.1.10.1 May also be awarded by provincial Regents up to the same number their provincial Monarch may award.

9.1.11 Order of the Griffin – Courage, chivalry, and honor on the battlefield

9.1.11.1 May not be awarded by the Kingdom Regent.

9.2 Masterhood in the Fighting Classes (Wizard, Scout, Paladin, etc.)

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

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

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

9.2.4 Basis for awarding Masterhood:

9.2.4.1 Good play and personal.

9.2.4.2 Thorough knowledge of class rules and concept.

9.2.4.3 Own quality garb and equipment.

9.2.4.4 Outstanding portrayal of the class.

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

9.3 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.

9.3.1 Grand Duke – Suggested Criteria: 2 exceptionally successfully completed terms as Kingdom Monarch.

9.3.2 Arch Duke – Suggested Criteria: One exceptionally successfully completed term as Kingdom Monarch, and one term as Kingdom Prime Minister or Kingdom Regent.

9.3.3 Duke/Duchess (equivalents: Doge, Dux, Herzog, Tar khan etc.) - Suggested Criteria: One exceptionally successful completed term as Kingdom Monarch.

9.3.4 Marquis/Marquise – (equivalents: Mark Graf, Marchioness, Margrave, Mark)- Suggested Criteria: Completed terms in all of the following: Kingdom Monarch, Kingdom Regent, Kingdom Prime Minister.

9.3.5 Count/Countess (equivalents: Earl, Comes, Comete, Graf, Jarl, Graf in, Or khan)- Suggested Criteria: An exceptionally Successful term as Kingdom Regent or as Grand Duke/Grand Duchess.

9.3.6 Viscount/Viscountess - Suggested Criteria: Successfully completed service in the

following positions: Monarch of a Duchy three times, or any combination of three of the following: Duchy Monarch, Kingdom Regent, Kingdom Champion, Kingdom Prime Minister.

9.3.7 Baron/Baroness (equivalents: Thane, Khan, Emir, Daimio) - Suggested Criteria: One exceptionally successful term as Duke of a Duchy, or Regent of a Grand Duchy.

9.3.8 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 Ducal Monarch. Or, serve as Baronial Monarch.

9.3.9 Lord/Lady (equivalents: Dom, Laird, Dama) - Suggested Criteria: Continued service to the club in or out of office. Or, serve as Ducal Prime Minister.

9.3.10 Defender - Suggested Criteria: Exceptionally successfully completed term as Kingdom Champion.

10. Ladder Awards and Masterhood leading to Knighthood

10.1 The Circle of Knights may choose to knight people into any of the four orders of knighthood. Candidates for knighthood must have achieved qualification as expressed in Section III of the Agreement of Awards Standardization and ratified by the Circle of Monarchs, and published in the Amtgard Rules of Play for which that person is to be awarded.

10.2 The achievement of criteria as described in Section III of the Awards Standards does not automatically grant knighthood.