

THE KINGDOM OF NORTHERN LIGHTS
OF AMTGARD



CORPORA

This Corpora is a set of bylaws for which to govern the Kingdom of Northern Lights and all of the lands beholden to it. The community of lands is meant to use this document for the purposes of running this Kingdom, it is meant as a living document for which we can continue to clarify and correct as situation arrives within our borders. All members of Northern Lights are welcomed and encouraged to read, understand, and assist in making sure our Corpora is as clear and effective as possible.

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1.0. *Membership* - Membership is divided into two classes:

1.1. *General Populace*

1.1.2. Membership is limited to persons who have signed a waiver in the current calendar year, and attend official meetings and events in groups and locations officially recognized by the Kingdom of Northern Lights. There is no further requirement.

1.1.3. This is a non-voting membership.

1.1.4. May only be a member of a single park within the Kingdom at any given time

1.2. *Members in Good Standing*

1.2.1. This group consists of all members who occasionally participate in the functions of the Kingdom of Northern Lights and who adhere to the rules, clarifications and decisions of the governing bodies of Northern Lights.

1.2.1.1. Occasionally is defined as at least 6 (six) times in the 6 (six) months immediately prior to an election, 2 (two) of these credits can come from events.

1.2.1.2 Participate is defined as attend, sign-in, and interact in accordance with the nature of the function as determined by the Prime Minister or the Prime Minister's designated representative

1.2.1.3. Must be 14+ years of age

1.2.2. The person must be dues paid.

1.2.3. Membership in Good Standing confers the following privileges:

1.2.3.1. May vote in elections and Althings

1.2.3.2. May run for any office of their park or any Kingdom office as long as they also meet the other requirements for the given position.

1.2.4. May only be a member of a single park within the Kingdom at any given time

2.0. *Offices of the Kingdom*

2.0.1. The following offices may not hold any other in-game office concurrently: Monarch, Regent, Prime Minister, Champion and Guild Master of Reeves.

2.0.2. Should an individual in one of these positions decide to run for another office, they shall step down from their position by the Qualifications Event prior to the election except in the event their positions term ends before or the same day of the coronation of the other office.

2.0.3. A member may only declare for one of these offices at a time.

2.0.4. All Kingdom officers must adhere to the following guidelines.

2.0.4.1. Must be a "Member in Good Standing" (as defined by NL Corpora section 1.2) by close of stated period of declarations for that election.

2.0.4.2. Must pass a reeve test, no less than 14 days prior to the intended term's elections, with a minimum score of 75%.

2.0.4.3. Must pass a corpora test, no less than 14 days prior to the intended term's elections, with a minimum score of 75%

2.0.4.4. Shall descend from office if he or she misses more than four weeks in a row or eight weeks total.

2.0.4.4.1. Exception-special situations will be taken into consideration by the Althing

2.0.4.5. Must be at least 18 years of age.

2.0.4.6. In order to run for and hold Kingdom level office, the candidate must have previously held office at least at the park level of government

2.0.4.7. No two elected officers with fiduciary responsibility to the same group may reside in the same residence (Land level and Kingdom level are considered different groups for these purposes).

2.1. Monarch (King/Queen)

- 2.1.1. Crown elections will be held once every six months. The winner of the Monarch election will be the Monarch for the next six months.
- 2.1.2. Has the power to break ties at the Althing.
- 2.1.3. Shall preside over and conduct all in-game ceremonies and functions.
 - 2.1.3.1. The Monarch shall make available to the populace in a public forum a schedule of events for his or her reign not later than two weeks after he or she takes office. This calendar shall include (at minimum) dates for Relic Distribution, Althings, Midreign, Coronation, Weaponmaster, Dragonmaster, Crown Qualifications, and all necessary Elections, with not less than one event per month, and preferably to include any other event dates that may be pertinent and available.
- 2.1.4. Is not required to pay dues during his or her term. Existing dues that have been already paid should be suspended until such a time as the Monarch steps down from office at which time the remainder of dues can be properly accounted for.
- 2.1.5. The Monarch may award any honor, title or award outlined in section 7.x (Honors and Awards section) of this document.
- 2.1.6. May create new honors and awards in keeping with her/his duties that do not conflict/compete with the established ladder awards. (Per current Award Standardization)
- 2.1.7. May become eligible to receive the title of Duke/Duchess (or Grand Duke for serving two or more terms as Monarch) after his or her term is over for excellence in office.
- 2.1.8. The Monarch shall have the power to resolve any in-game issues not covered by this document.
 - 2.1.8.1. The Monarch, with joint agreement of either the Prime Minister or the Guildmaster of Reeves may make any necessary temporary rulings until the issue may be voted on at the next Althing.
 - 2.1.8.1.1. If the next Althing is more than four weeks following the ruling, an althing must be scheduled within 30 days.
 - 2.1.8.1.2. If the issue in question regards any one of these three individuals, the other two will make said ruling.
- 2.1.9. No Monarch may hold the throne for more than two consecutive terms.
- 2.1.10. Must pass Crown Qualifications
- 2.1.11. Shall hold an automatic seat on the Board of Directors during his or her term.
- 2.1.12. A Monarch may remove (strip) a title of honor from a person for repeated proven violations of the corpora and/or rulebook under the following condition:
 - 2.1.12.1. Agreement of Kingdom Prime Minister & 2/3 vote of an Althing by Members in Good Standing.
- 2.1.13. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom.
- 2.1.14. At the start of his or her term, the Monarch shall sign a contract that states their fiduciary responsibility to the corporation. Each Monarch shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing. (a contract template for this will be provided as a page in this doc)
- 2.1.15. At the end of his or her term, the Monarch shall present a list of awards, titles, and honors given by him/her during his or her reign to the incoming Monarch and the Prime Minister.
- 2.1.16. Should the Monarch leave office for any reason the Regent shall take the position of Monarch.
- 2.1.17. All Corpora items from section 2.1 apply to provincial monarchs, with the following exceptions:
 - 2.1.17.1. All powers are at the specific province level only
 - 2.1.17.2. Section 2.1.5 is limited by sections 9.2 and 9.3
 - 2.1.17.3. Section 2.1.7 is limited by section 9.3

2.2. Regent:

- 2.2.1. Crown elections will be held once every six months. The winner of the Regent election will be the Regent for the next six months.
- 2.2.2. The Regent may give out awards as outlined in section 7.x (Honors and Awards section) of this document.
- 2.2.3. Is not required to pay any monthly dues during his or her term. Existing dues that have been already paid should be suspended until such a time as the Regent steps down from office at which time the remainder of dues can be properly accounted for.
- 2.2.4. Responsible for fostering the Arts and Sciences in the Kingdom of Northern Lights.
- 2.2.5. May create new honors and awards in keeping with his or her duties that do not conflict/compete with the established ladder awards. (per current Award Standardization)
- 2.2.6. Shall be responsible for running the Dragonmaster competition during his or her reign.
- 2.2.7. Shall be responsible for running the cultural qualifications event at the end of his or her term.
 - 2.2.7.1. Should they be running for another term or position, they shall appoint a Member in Good Standing not running for office to run the cultural qualifications in their stead.
- 2.2.8. May receive the title of Countess/Count after her/his term is over for excellence in office..
- 2.2.10. Must pass Crown Qualifications
- 2.2.11. At the end of his or her term, the Regent shall present a list of awards, and honors given by him/her during his or her reign to the incoming Monarch and the Prime Minister.
- 2.2.12. Should the Regent leave office for any reason, the Monarch shall appoint another to be pro-tem Regent. The appointed Regent, who must be a member in good standing, must be ratified by majority in an Althing to take place within one month. If the Althing does not ratify the appointment then a special election is held to choose a new Regent from volunteering eligible populace.
- 2.2.13. No Regent may hold the position for more than two consecutive terms.
- 2.2.14. All Corpora items from section 2.2 apply to provincial regents, with the following exceptions:
 - 2.2.14.1. All powers are at the specific province level only
 - 2.2.14.2. Section 2.2.2 is limited by sections 9.2 and 9.3
 - 2.2.14.3. Section 2.2.9 is limited by section 9.3

2.3. Prime Minister:

- 2.3.1. Elections for this office shall take place directly prior to the Midreign event. The winner shall become the Prime Minister for a six month term beginning at the Midreign event.
- 2.3.2. The Prime Minister is not required to pay any monthly dues during his or her term. Existing dues that have been already paid should be suspended until such a time as the Prime Minister steps down from office at which time the remainder of dues can be properly accounted for.
- 2.3.3. Is responsible for the following aspects of the group funds:
 - 2.3.3.1. Land Prime Ministers are responsible for the collection of all dues and fees.
 - 2.3.3.1.2 Kingdom Prime Ministers are responsible for the collection of taxes.
 - 2.3.3.2. Maintain and keep accurate records of the group treasury
 - 2.3.3.3. Keep accurate records on all group income and expenditures
 - 2.3.3.4. Maintain accurate records on the dues paid status of all group members.
 - 2.3.3.5. Must keep records of attendance and active members
 - 2.3.3.6. Is responsible for providing access to rulebooks.
- 2.3.4. May receive the title: Baron/Baroness when his or her term is over for excellence in office.
- 2.3.5. Shall hold an automatic seat on the Board of Directors during his or her term.
- 2.3.6. Required to enter attendance into the ORK within 2 weeks of the event/park day.
 - 2.3.6.1. All physical sign in sheets must be kept for at least 5 years.
 - 2.3.6.2. Once a term, must print out annual ORK reports of each land keep them indefinitely.
 - 2.3.6.3. Six weeks of non-compliance is grounds for an althing to remove PM from office.
 - 2.3.6.4. Within two weeks of receipt of awards lists from the Monarch and Regent's reigns, will enter all awards given into the ORK.

2.3.6.5. All Northern Lights Prime Ministers shall be active members on the “NL Prime Ministers Facebook page”. This shall be until such time as they step down from office or the Facebook Prime Minister page is no longer being used as a communication forum by the NL Kingdom and Land Prime Ministers.

2.3.6.5.1 Admin of the NL Prime Minister Facebook page shall be the current Kingdom Prime Minister and the current Northern Lights Monarch.

2.3.7. Is responsible for running the Voting Process as outlined in section 5.3.

2.3.8. At the start of his or her term, the Prime Minister shall sign a contract that states their fiduciary responsibility to the corporation. Each Prime Minister shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.

2.3.9. Should the Prime Minister leave office for any reason, the Monarch shall appoint another to be Prime Minister. The appointed Prime Minister, who must be a member in good standing, must be ratified by majority in an Althing to take place within one month. If the Althing does not ratify the appointment then a special election is held to choose a new Prime Minister from volunteering eligible populace.

2.3.10. No Prime Minister may hold the position for more than two consecutive terms.

2.3.11. All Corpora items from section 2.3 apply to provincial prime ministers, with the following exceptions:

2.3.11.1. All powers are at the specific province level only

2.3.11.2. Section 2.3.4 is limited by section 9.3

2.4. *Champion of the Realm:*

2.4.1. The Champion is the individual who placed highest in the Warskills portion of crown qualifications.

2.4.2. Shall maintain a lost and found for the organization.

2.4.2.1. If lost and found items have not been claimed within 60 days of said item being turned in to the Champion (per RCW 63.21.040), the Monarchy shall decide for each item whether to donate said item to a new person or loaner box within Amtgard, auction said item at the next available Amtgard auction, or dispose of said item in a waste receptacle.

2.4.3. Responsible that all weapons and armor have been checked for safety and legality on a regular basis.

2.4.4. Responsible for organizing battlegames on days when no predetermined scenarios are scheduled.

2.4.5. May receive the title of Defender after his or her term for excellence in office.

2.4.6. Must pass Crown Qualifications.

2.4.7. Is not required to pay dues during his or her term. Existing dues that have been already paid should be suspended until such a time as the Champion steps down from office at which time the remainder of dues can be properly accounted for.

2.4.8. Should the Champion leave office for any reason, the Monarch shall appoint another to be pro-tem Champion. The appointed Champion, who must be a member in good standing, must be ratified by majority in an Althing to take place within one month. If the Althing does not ratify the appointment then a special tournament shall be held to choose a new Champion from volunteering eligible populace.

2.4.9. Shall be responsible for running the warskill qualifications event at the end of his or her term.

2.4.9.1. Should they be running for another term or position, they shall appoint a Member in Good Standing not running for office to run the warskill qualifications in their stead.

2.4.10. Shall be responsible for running the Weaponmaster competition during his or her reign.

2.4.11. All Corpora items from section 2.4 apply to provincial champions, with the following exceptions:

2.4.11.1. All powers are at the specific province level only

2.4.11.2. Section 2.3.5 is limited by section 9.3

2.5. *Guildmaster of Reeves:*

- 2.5.1. Shall be chosen from the Reeves Guild by election at Midreign.
- 2.5.2. Shall work with the Monarch and Champion to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 2.5.3. Shall work with the Champion in checking armor and weapons for safety and legality.
- 2.5.4. Must make sure that there is an appropriate number of reeves at any Kingdom of Northern Lights event, and ensure that the conduct of reeves is competent and fair.
- 2.5.5. Will be the Crown's advisor on the rules.
- 2.5.6. Will give the Reeves test upon request.
- 2.5.7. The Guild Master of Reeves may be removed by a 2/3 vote of all members of the Reeves Guild
- 2.5.8. If there is contention over a handbook rule, the Guildmaster of Reeves shall issue a temporary clarification that will be held as official until the next Althing. The Monarch has the power to overrule this temporary clarification.
accordance will Crown Qualifications.

2.6. *Speaker of Knights:*

- 2.6.1. Shall be chosen from the Knights who are Members in Good Standing of the Kingdom of Northern Lights by election at Midreign.
- 2.6.2. Shall fulfill the duties of Speaker of Knights as listed in the Northern Lights Circle of Knights Charter where they do not conflict with this document.
- 2.6.3. The Speaker of Knights may be removed as per the Northern Lights Circle of Knights Charter, where it does not conflict with this document.
- 2.6.4. The Speaker of Knights may not hold the office of Monarch.

3.0. *Other Offices:*

- 3.0.1. Kingdom officers shall have the ability to create and appoint any offices or ranks that will help him/her to better perform their duties. Ranks and offices outside those mentioned in this Corpora shall have no powers that override the Corpora.
- 3.0.2. No Guild Master may hold the position for more than two consecutive terms.

3.1. *Board of Directors:*

- 3.1.1. The Board of Directors serves as the business management of the Kingdom of Northern Lights. It will maintain and operate the corporate offices of the organization and will be responsible for insuring that the organization is operated according to the laws of the United States and applicable state laws. It will also be responsible for the accounting for of Kingdom funds and tax status and liabilities. It will also serve as the authority for any dealings that the Kingdom has with individuals or organizations outside the group with whom we want to conduct business.
 - 3.1.1.1. The Board of Directors must secure a site in July for Coronation the following March.
 - 3.1.1.2. The Board of Directors must secure a site in January for Coronation the following September.
- 3.1.2. The Board of Directors will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
- 3.1.3. The Board of Directors shall consist of 7 members.
 - 3.1.3.1. Five Members shall be chosen by open ballot to serve in this capacity.
 - 3.1.3.2. Members wishing to serve on the Board of Directors must be a Member in Good Standing of the Kingdom of Northern Lights.
 - 3.1.3.4. The length of service in office will be 1 year with staggered elections. 2 members will be elected in conjunction with Winter Midreign, 3 members will be elected in conjunction with Summer Midreign. New Board of Directors members will take office at the respective events.

3.1.3.5. People wishing to serve on the Board of Directors may also serve in elected positions. Note that Board of Directors members may not hold Kingdom Monarch or Kingdom Prime Minister positions and retain their seat on the board. The member will have to step down from the Board of Directors if they gain the Kingdom Monarch or Kingdom Prime Minister office. However, Board of Directors duties are not considered to be in conflict with any other elected duties or positions.

3.1.3.6. A candidate must be 18 years old to serve on the Board of Directors

3.1.4. The remaining two members shall be the Kingdom Monarch and Kingdom Prime Minister.

3.1.4.1. They will automatically hold seats on the Board of Directors during their terms in office.

3.1.5. The Board of Directors shall meet to discuss business not less than once every three months.

3.1.6. The Board of Directors shall choose the following corporate officers from among the Board of Directors. Officers may not be the Kingdom Monarch and/or the Kingdom Prime Minister.

3.1.6.1. President – responsible for setting meeting dates and locations, creating the agenda, and running the meetings.

3.1.6.2. Secretary – responsible for maintaining a mailing address for the Kingdom of Northern Lights, an Amtgard corporation. Shall work with the treasurer under the authority of the Board of Directors to handle all corporate business with all government entities. Shall list the minutes of all Board of Directors meetings on the Kingdom Internet Forums within 4 weeks of the BOD meeting.

3.1.6.3. Treasurer – shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Kingdom Prime Minister in these areas.

3.1.6.3.1. The Treasurer shall be on the Kingdom bank account.

3.1.6.3.2. The Treasurer shall audit the Kingdom books and confirm the disbursement required by the Corpora.

3.1.7. The Board of Directors will work with the Kingdom Monarch and the Kingdom Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws.

3.1.8. A signature from at least one of the B.O.D officers is required on all legally binding documents.

3.1.9. Scheduled Board of Directors meetings may be closed to the populace, but the minutes of the meetings must be posted to the Kingdom Internet Forums and made available to the populace within four weeks of that meeting.

3.1.10. The Board of Directors has no status in the order of precedence and no jurisdiction over internal group functions.

3.1.11. Members of the Board of Directors should not receive awards or titles for their terms in office. (However, outstanding service above and beyond expectations may receive recognition.)

3.1.12. Board of Directors members may be impeached from the Board of Directors following the same procedure as Kingdom Officers.

3.2. *Class Guildmasters:*

3.2.1. Each class guild will each vote for their Guildmaster at the Midreign held every six months.

3.2.2. In order to run for a guildmaster office, or to vote in the election of a guildmaster, one must have participated in that guild in the six months prior to that election or hold a Masterhood in that class.

3.2.3. Class guilds include all fighting guilds (Warriors, Healers, Barbarians, etc.).

3.2.4. Guildmasters have the following responsibilities:

3.2.4.1. Must keep the members of their guild following the proper rules of their class.

3.2.4.2. Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Althing.

3.2.4.3. Help new people to learn and play by the rules.

3.2.4.4. Encourage garb, equipment, and personas applicable to their class.

3.2.4.5. Advise the Monarch if a person has been observed who may be deserving of consideration for a Masterhood in their class.

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

3.3. *Weaponmaster:*

3.3.1. The Weaponmaster is the individual who placed first in the warskill events at the Dragonmaster/Weaponmaster event held prior to, or at Midreign.

3.3.2. The Weaponmaster shall assist the Champion in all duties.

3.3.3. If the Champion is unable to attend, the Weaponmaster will assume full responsibility for that day.

3.4. *Reeves Guild:*

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

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

3.4.2.1. May add newcomers and adjust the teams to balance a game.

3.4.2.2. May call whether a hit on a person is valid or not.

3.4.2.3. May take unsafe people or equipment off the battlefield.

3.4.2.4. May take time off a person's death if he or she died especially well.

3.4.2.5. May declare the end to a game if play is stagnating.

3.4.2.6. May appropriate additional reeves if they are needed.

3.4.3. Reeves are responsible for the following:

3.4.3.1. Must ensure that the games are safe to participants and bystanders.

3.4.3.2. Shall help the participants in their understanding of the games.

3.4.3.3. Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

3.5 *Rules Representative:*

3.5.1 Responsible for collecting, collating, and reporting the kingdom's wishes with respect to the Rules Revision Process. (Detailed in the Rules of Play)

3.5.2. Members wishing to serve as the Rules Representative must be a Member in Good Standing of the Kingdom of Northern Lights.

3.5.4. The length of service in office will be 1 year, elected and taking office in conjunction with Winter Midreign.

3.5.5. People wishing to serve as the Rules Representative may also serve in elected positions.

3.5.6. A candidate must be 18 years old to serve as the Rules Representative

3.6. *Northern Lights College of Arms:*

3.6.1. Members are those who have passed the Herald's test within the last six months with a score of 75% or better.

3.6.2. Members of the College of Arms (Heralds) have the following responsibilities:

3.6.2.1. To inform and educate the populace about heraldry and the functions of the College of Arms.

3.6.2.2. To aid in the creation of new, and the updating of old, Persona, Company, and Household Devices.

3.6.2.3. To document all submitted Persona, Company, and Household Devices.

3.6.2.4. To turn over all documented Persona, Company, and Household Devices to be registered by the Chief Herald.

3.6.2.5. To coordinate with the Prime Minister in order to perform any necessary record updates.

3.6.3. Chief Herald of the College of Arms

- 3.6.3.1. Shall be chosen from the College of Arms by election at midreign. Members of the College who may vote are those who have passed the Herald's Test with a score of 75% or better as well as the current Chief Herald.
- 3.6.3.2. Shall work with the Monarch and Prime Minister to ensure that Heraldic records and Persona histories are being accurately documented and archived.
- 3.6.3.3. Shall work with the Regent in educating the populace about the Heraldry and its use within the Kingdom.
- 3.6.3.4. Shall be exempt from the Herald's test rule for the duration of their time in office.
- 3.6.3.5. The Chief Herald has the following responsibilities:
 - 3.6.3.5.1. Will ensure that the Heralds are competent and that they are fulfilling their duties fairly.
 - 3.6.3.5.2. Will keep a complete and publicly accessible record of all devices registered within the Kingdom.
 - 3.6.3.5.3. Will be prepared to administer a Herald's test upon request
 - 3.6.3.5.4. Will be responsible for administering at least one (1) public Herald's test on or before kingdom midreign.
- 3.6.3.6. The Chief Herald may be removed by a 2/3 vote of all members of the College of Arms.
- 3.6.3.7. In the case that the Chief Herald vacates their position a replacement shall be appointed, from within the College of Arms, by the Monarch.

4.0. *Official Organizations*

4.1. *Northern Lights Circle of Monarchs*

- 4.1.0. The Northern Lights Circle of Monarchs shall consist of all monarchs of the provinces of the Kingdom of Northern Lights and the Monarch of the Kingdom of Northern Lights.
- 4.1.1. They shall hold a regularly scheduled meeting at every Coronation and Midreign.
- 4.1.2. Powers of the Northern Lights Circle of Monarchs
 - 4.1.2.1. Acceptance of new provinces
 - 4.1.2.1.1. Upon verification of completion of requirements by the Board of Directors and the recommendation of the Kingdom Monarch, the Northern Lights Circle of Monarchs may vote to accept a new province into the Kingdom of Northern Lights assuming all boundary rulings are met with Amtgard Inc and all neighboring Kingdoms.
 - 4.1.2.2. Elevation of Status
 - 4.1.2.2.1. Upon verification of elevation requirements (per Amtgard Incorporated contract) by the Prime Minister and the recommendation of the Monarch, The Northern Lights Circle of Monarchs may vote to promote a province to the next elevation level (e.g. Baron or Duchy).
 - 4.1.2.3. Demotion of Status
 - 4.1.2.3.1. Should a province fail to maintain qualifying numbers for more than eight of twelve consecutive months; at the recommendation of the Monarch and verification by the Prime Minister, the Northern Lights Circle of Monarchs may vote to demote a province to the previous elevation level
 - 4.1.2.4. Removal of provinces
 - 4.1.2.4.1. Should a province fail to maintain the requirements stated within this corpora and/or at the recommendation of the Monarch, the Northern Lights Circle of Monarchs may vote to remove a province from the Kingdom of Northern Lights, this decision to be ratified by 2/3 majority vote at the next Kingdom Althing.
 - 4.1.2.4.1.1. For province to be removed, both the Northern Lights CoM vote, and Althing vote must pass.
- 4.1.3. Northern Lights Circle of Monarchs Voting
 - 4.1.3.1. Unless otherwise stated all Northern Lights Circle of Monarch votes are determined by a 2/3 majority to pass.

4.1.3.2. At a Northern Lights Circle of Monarchs meeting, every province monarch present, either in person or by proxy, shall have one official vote on each issue.

4.1.3.3. Northern Lights Circle of Monarchs decisions with regards to acceptance and elevation shall be decided by a simple majority vote. Decisions with regards to demotion and removal shall require a 2/3rds vote.

4.1.3.4. The Monarch of the Kingdom of Northern Lights will have the power to break ties in the Northern Lights Circle of Monarchs vote.

4.2. *Circle of Knights*

4.2.1. Shall be composed of all Knight(s) who are Members of the Kingdom of Northern Lights.

4.2.1.1 Only Knights who are Members in Good Standing of the Kingdom of Northern Lights may vote in Northern Lights Circle of Knights matters.

4.2.2 All Northern Lights Knights are expected to follow the bylaws of the "Northern Lights Circle of Knights Charter" where it does not conflict with this document.

5.0. *Amtgard Government*

5.1. *Althing:*

5.1.1. Kingdom Althings shall be scheduled once each month, including one at Kingdom Coronation and Midreign. The Althing will include a monthly financial report. If no one has further business to bring before the group, then there will be the Althing will be adjourned.

5.1.2. Provincial Althings shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (i.e.-if no one has business to bring before the group, then there will be no Althing for that month).

5.1.3. An Althing may be called with two weeks' notice.

5.1.4. Anyone may attend; only members in good standing may vote.

5.1.5. Althing agendas should be posted to the Kingdom's internet forums two weeks prior to the scheduled Althing. Any new business may be added to the agenda after posting at the discretion of the Monarch, this applies to Non- Voting items only.

5.1.5.1 Deadline for any voting item to be added to the Althing Agenda will be one week prior to the date of the Althing.

5.1.5.2 Discuss and enact rule clarifications that do not conflict with the Rules of Play, the agreement with Amtgard Inc. or any ratified agreements of the InterKingdom Circle of Monarchs.

5.1.5.3. Revise and update the Corpora, or form a committee to do so.

5.1.5.2.1. The corpora may be modified by a committee formed by an althing held at the Kingdom Mid-reign or Kingdom Coronation

5.1.5.2.1.1. The committee must be composed of one non-monarchy member of the Kingdom Board of Directors, one current member of Kingdom Monarchy, and one representative of each land within the Kingdom.

5.1.5.2.1.1.1. The representative of the Kingdom Board of Directors must be selected by vote of the Kingdom Board of Directors within 3 weeks of committee formation.

5.1.5.2.1.1.2. The representative of the Kingdom Monarchy must be selected by the Kingdom Monarch within 3 weeks of committee formation.

5.1.5.2.1.1.3. Each land representative must be chosen by land-level althing within 3 weeks of committee formation.

5.1.5.2.1.1.4. None of these representative positions may overlap (e.g. the elected BoD member may not also be elected to represent their land).

5.1.5.2.1.2. The committee may, upon election, make modifications to the corpora, both small and large, for consideration by future althing.

5.1.5.2.1.3. The committee must agree upon the corpora revisions by unanimous vote of its members.

5.1.5.2.1.4. If the committee has not completed their revisions by 4 weeks prior to the following mid-reign/coronation, an althing vote must be held on whether to allow the committee to continue, form a new committee, or disband it entirely.

5.1.5.2.1.5. If the committee has completed their revisions by 4 weeks prior to the following mid-reign/coronation, an althing vote must be held on whether to accept the revisions. This may be done on a summary basis, or on a revision-by-revision basis, to be decided by the elected committee.

5.1.5.2.2. The corpora may be modified by althing at Kingdom Mid-reign or Kingdom Coronation.

5.1.5.2.2.1. Proposed corpora changes must be properly worded in the manner in which they will be placed in the corpora.

5.1.5.2.2.2. Proposed corpora changes must include a statement of purpose, identifying the intent of the proposed change(s).

5.1.5.2.2.3. Proposed corpora changes must include a statement of cause, identifying reason that the proposed change is necessary.

5.1.5.2.3. Any proposed corpora changes must be submitted to the Kingdom's internet forums at least four weeks prior to the Althing, whether by committee or otherwise.

5.1.5.3. Discuss and vote on major expenditures of the group treasury.

5.1.5.4. Discuss the future of the Kingdom and its priorities.

5.1.5.5. Unless otherwise stated in this document, althing items will require a simple majority (greater than 50%) to pass. Any item involved in a tie will have the tie broken by the Monarch.

5.1.6. Removing Amtgard Officers

5.1.6.1. Requires a 2/3 vote of Members in Good Standing in a Northern Lights Althing to pass

5.1.7. Althing rules of order may be set down by the Monarch. The Champion is responsible for enforcement.

5.1.8. The minutes of the Althing meetings, including vote results, must be posted to the Kingdom internet Forums and made available to the populace within four weeks of that Althing.

5.1.9. An issue voted on at Althing may not be brought up again for at least six months, unless said issue resulted in legal or contractual breach.

5.2. Elections:

5.2.1. Shall be held by the Prime Minister and the Guildmaster of Reeves

5.2.1.1. Exception-the Prime Minister election will be held by the Monarch and Guildmaster of Reeves.

5.2.2. The winner of any election requires a simple plurality vote (more votes than the next highest vote-getter).

5.2.3. The Monarch shall break any tie votes in an election. (Except in circumstances wherein the monarch is involved as a candidate, then the Prime Minister shall break the tie.)

5.2.4. People wishing to serve in any office must announce their intention to run one month prior to the pertinent elections.

5.3. Voting Process:

5.3.1. All Members in Good Standing are entitled to voting rights within Kingdom Elections and Kingdom Level Althings.

5.3.2. If a Member in Good Standing is not able to physically attend the Althing or Election, they may cast a Vote only per the following guidelines.

5.3.2.1. No earlier than 1 week prior to the election or Althing, Members in Good Standing may email their votes to their provincial Prime Minister directly up until midnight, the day before the althing/election is to take place.

5.3.2.2. No earlier than 1 week prior to the election or Althing, land level Prime Ministers may email the NL PM directly with the member information and proxy votes, up until midnight, the day before the althing/election is to take place.

5.3.2.3. The NL Prime Minister will accept physical proxy votes (signed by Member in Good Standing and person who is to act as the proxy, and containing the dates the proxy is valid, not to exceed 10 months and 29 days) up until the physical althing/election.

5.3.2.4. The NL Prime Minister will accept physical sealed ballots (signed by Member in Good Standing and dated the day the vote was written) up until the physical althing/election.

5.3.3. No Votes of any sort will be accepted after the physical althing/election. (Electronic, proxy, sealed ballot, or otherwise).

5.3.4. All ballots and Althing dockets to be voted upon will be posted by either the Prime Minister, the Monarch, or a person appointed by one of them in a public forum no later than nine days prior to the date of the election or althing at which the items are to be voted upon.

6.0. *Dues (donations) and Policies of the Treasury:*

6.0.1. Dues are \$12 for six months.

6.0.1.1 Chancellors shall remit \$6.00 of each \$12.00 dues payment to the Kingdom Prime Minister at least once every 6 months at Kingdom elections.

6.0.1.2 Receipts will be made available upon request.

6.0.2. The Prime Minister shall serve in the capacity of group treasurer.

6.0.3. The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.

6.0.4. The BOD Treasurer will be required to renew yearly any paperwork pertinent to maintaining our Non-profit and/or Corporate status and is authorized to use Northern Lights funds to pay any fees involved in filing said yearly paperwork.

6.0.4.1 The Kingdom Prime Minister will register this payment in the Kingdom ledger and disclose it to the members of the Kingdom in public forum no later than two weeks after the expense has been paid.

6.1. *Insurance for Rented Sites for Northern Lights*

6.1.1. Each year an event insurance policy for Northern Lights events will be purchased and the cost will be divided as follows: Northern Lights will pay 50%, Rosewood Memorial will pay 50%.

6.1.2. This policy is intended to cover all rented site events for Northern Lights and Rosewood, up to a total of 1999 consecutive persons.

6.1.3. The Northern Lights BOD and the Rosewood BOD shall each choose one person to be named on said policy no later than 31 January of that year. (Note: It is to be understood that the first year this section is in place will begin one week following the approval of this vote, and continue until the following 31 January, beginning with an extension of the policy currently held by Rosewood.)

6.1.4. Autocrats of events which belong to Northern Lights who need this coverage for their event must meet the following requirements:

6.1.4.1. Include the name of at least one of the two "policy holders" on the site reservation

6.1.4.2. Obtain permission to use the policy from the Northern Lights Althing. Rosewood will be assumed to have this permission for as long as they pay their portion of the policy.

6.1.4.3. Submit a statement including the name of the site at which the insurance is to be used, the name of the persons listed on the site reservation, the specific dates for the coverage, and the estimated number of persons to attend said event to the appropriate policy holder (named on the site reservation) no later than 3 weeks prior to the date proof of insurance is needed.

6.1.5. If at any point, either entity is no longer able or willing to continue this agreement, the needs of either entity changes, or the policy availability changes, they shall inform the other no later than 31 January. The populace of Northern Lights shall then be notified within two weeks of the decision, and this section shall be removed from this document or modified at the following Coronation Althing.

7.0. Honors and Awards

7.1. Knighthood:

7.1.1. The Monarch of the Kingdom of Northern Lights may knight people into any of the four orders upon confirmation of eligibility and with approval of the Circle of Knights.

(Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.)

7.1.2. The orders of Knighthood:

7.1.2.1. Knights of the Crown:

7.1.2.1.1. A civil order for serving in the highest echelons of the group

7.1.2.1.2. Colors: white trimmed with gold

7.1.2.1.3. Criteria: Per the current Award Standardization

7.1.2.2. Knights of the Flame:

7.1.2.2.1. A service order for contributions to the group

7.1.2.2.2. Colors: white trimmed with red

7.1.2.2.3. Criteria: Per the current Award Standardization

7.1.2.3. Knights of the Serpent:

7.1.2.3.1. An achievement order for excellence in the arts and/or sciences

7.1.2.3.2. Colors: white trimmed with green

7.1.2.3.3. Criteria: Per the current Award Standardization

7.1.2.4. Knights of the Sword:

7.1.2.4.1. A military order for fighting skills and battlefield prowess

7.1.2.4.2. Colors: white trimmed with silver

7.1.2.4.3. Criteria: Per the current Award Standardization

7.1.3. Knights may choose to take squires.

7.1.3.1. The garb of a squire is a red belt.

7.2. Masterhood in the Service Guilds and Orders:

7.2.1. As per the current Award Standardization.

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

7.2.3. Specific types of Masterhood:

7.2.3.1. Dragon-Per the current Award Standardization.

7.2.3.2. Hydra-10 orders of the Hydra.

7.2.3.3. Garber-Per the current Award Standardization.

7.2.3.4. Lion-Per the current Award Standardization.

7.2.3.5. Owl-Per the current Award Standardization.

7.2.3.6. Reeve-12 weeks experience as a reeve.

7.2.3.7. Rose-Per the current Award Standardization.

7.2.3.8. Smith-Per the current Award Standardization.

7.2.3.9. Warrior (designated title: Warlord)-Per the current Award Standardization.

7.2.4. The Monarch may create other titles and forms of Masterhood that do not conflict/compete with the existing ladder awards.

7.2.5. Orders:

7.2.5.1. Order of the Dragon

7.2.5.1.1. Awarded by: Monarch, Regent

7.2.5.1.2. Awarded for: demonstrating ability in the arts of Amtgard. (Per the current Award Standardization within Amtgard Rules of Play)

7.2.5.1.3. Limitations: none

7.2.5.2. Order of the Garber

7.2.5.2.1. Awarded by: Monarch, Regent

- 7.2.5.2.2. Awarded for: awarded for the creation of garb. (Per the current Award Standardization within Amtgard Rules of Play)
- 7.2.5.2.3. Limitations: none
- 7.2.5.3. Order of the Flame
 - 7.2.5.3.1. Awarded by: Monarch
 - 7.2.5.3.2. Awarded for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard
 - 7.2.5.3.3. Limitations: only one may be given in each Monarch's reign
- 7.2.5.4. Order of the Griffon (Gryphon)
 - 7.2.5.4.1. Awarded by: Monarch
 - 7.2.5.4.2. Awarded for: courage, chivalry, and honor on the battlefield
 - 7.2.5.4.3. Limitations: none
- 7.2.5.5. Order of the Hydra
 - 7.2.5.5.1. Awarded by: Monarch, Regent
 - 7.2.5.5.2. Awarded for: entering enough Crown Qualifications events to qualify for the Crown tourney/election
 - 7.2.5.5.3. Limitations: each person may only receive one Hydra per Crown qualifications
- 7.2.5.6. Order of the Jovious
 - 7.2.5.6.1. Awarded by: Monarch
 - 7.2.5.6.2. Awarded for: outstanding attitude
 - 7.2.5.6.3. Limitations: only one may be given in each Monarch's reign
- 7.2.5.7. Order of the Lion
 - 7.2.5.7.1. Awarded by: Monarch, Regent
 - 7.2.5.7.2. Awarded for: going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. (Per the current Award Standardization within Amtgard Rules of Play)
 - 7.2.5.7.3. Limitations: none
- 7.2.5.8. Order of the Mask (Masque)
 - 7.2.5.8.1. Awarded by: Monarch
 - 7.2.5.8.2. Awarded for: outstanding portrayal of persona
 - 7.2.5.8.3. Limitations: only one may be given in each Monarch's reign
- 7.2.5.9. Order of the Owl
 - 7.2.5.9.1. Awarded by: Monarch, Regent
 - 7.2.5.9.2. Awarded for: demonstrating ability in the construction sciences of Amtgard. (Per the current Award Standardization within Amtgard Rules of Play)
 - 7.2.5.9.3. Limitations: none
- 7.2.5.10. Order of the Rose
 - 7.2.5.10.1. Awarded by: Monarch, Regent
 - 7.2.5.10.2. Awarded for: service to the club not necessarily related to an elected office. (Per the current Award Standardization within Amtgard Rules of Play)
 - 7.2.5.10.3. Limitations: none
- 7.2.5.11. Order of the Smith
 - 7.2.5.11.1. Given by: Monarch, Regent
 - 7.2.5.11.2. Awarded for: organizing and running battlegames, quest, workshops, workshops, and the like while not in office, or for running such events above and beyond the requirements of one's office. (Per the current Award Standardization within Amtgard Rules of Play)
 - 7.2.5.11.3. Limitations: none
- 7.2.5.12. Order of the Walker of the Middle
 - 7.2.5.12.1. Given by: Kingdom Monarch only
 - 7.2.5.12.2. Given for: exemplification of the ideals and conduct of reeves

- 7.2.5.12.3. Limitations: a person may never receive more than one of these
- 7.2.5.13. Order of the Warrior
 - 7.2.5.13.1. Given by: Monarch
 - 7.2.5.13.2. Given for: fighting prowess. (Per the current Award Standardization within Amtgard Rules of Play)
 - 7.2.5.13.3. Limitations: Orders of the Warrior follow a regimented pattern for distribution detailed under the Awards Standardization section in the Rules of Play.
 - 7.2.5.13.3.1. Wins from closed tournaments are not counted toward earning Orders of the Warrior.
- 7.2.5.13.4. Level Color Animal

Level	Color	Animal
1	Green	Snake
2	Blue	Boar
3	Red	Mongoose
4	Brown	Bear
5	Rust	Hawk
6	Grey	Wolf
7	Orange	Tiger
8	Black	Panther
9	Purple	Dragon
10	Red w/ Yellow Border	Phoenix

- 7.2.5.14. Order of the Zodiac
 - 7.2.5.14.1. Awarded by: Monarch
 - 7.2.5.14.2. Awarded for: outstanding contributions in any one month
 - 7.2.5.14.3. Limitations: only one may be given each month
- 7.2.5.15. Order of the Hunter
 - 7.2.5.15.1. Given by: Monarch
 - 7.2.5.15.2. Given for: Fighting prowess with a bow or crossbow
 - 7.2.5.15.3. Limitations: Orders of the Hunter follow a regimented pattern for distribution
 - 7.2.5.15.4. Orders of the Hunter are earned under the following suggested criteria:
 - 7.2.5.15.4.1. First Order of the Hunter – Earned for showing fighting prowess with a bow or crossbow in combat our tournament
 - 7.2.5.15.4.2. Second Order of the Hunter – Awarded for showing higher than normal fighting prowess with a bow or crossbow in combat or tournament
 - 7.2.5.15.4.3. Third Order of the Hunter – Awarded for showing continued fighting prowess with a bow or crossbow in combat or tournament
 - 7.2.5.15.4.4. Fourth Order of the Hunter – Awarded for showing exceptional and continued fighting prowess with a bow or crossbow in combat or tournament
 - 7.2.5.15.4.5. Fifth Order of the Hunter – Awarded for advanced bownmanship and prowess during combat scenarios of a large group or for showing exceptional skills during a kingdom level archery tournament hosting at least 10 competitors.
 - 7.2.5.15.4.6. Sixth Order of the Hunter – Awarded for advanced bownmanship and prowess during combat scenarios of a large group of for showing exceptional skills during a kingdom level archery tournament hosting at least 12 competitors.
 - 7.2.5.15.4.7. Seventh Order of the Hunter – Awarded for advanced combat skills with a bow or crossbow during a large scaled battle game or “war” at kingdom level events or for showing advanced skill sets and accuracy during kingdom level tournaments hosting at least 15 competitors.
 - 7.2.5.15.4.8. Eighth Order of the Hunter – Awarded for displaying Exceptional skill and accuracy during large scale combat events (i.e. – Kingdom level events/campouts)

standing out as exemplary or for placing at least 3rd in a kingdom level bracketed archery tournament hosting at least 15 competitors or more.

7.2.5.15.4.9. Ninth Order of the Hunter – Awarded for displaying Exceptional skill and accuracy during large scale combat events (i.e. – Kingdom level events/campouts) standing out as exemplary or for placing at least 2nd in a kingdom level bracketed archery tournament hosting at least 15 competitors or more.

7.2.5.15.4.10. Tenth Order of the Hunter - Awarded for displaying Exceptional skill and accuracy during large scale combat events (i.e – Kingdom level events/campouts) standing out as exemplary or for placing 1st in a kingdom level bracketed archery tournament hosting at least 15 competitors or more.

7.2.5.15.5 Order of the Arcuarii (Title of : Arcuarius) – Awarded for consistently winning Archery tournaments at kingdom level as well as displaying the highest level of prowess and skill during combat scenarios and event/campout “wars” above and beyond. Consistently displaying themselves as the best of the best and helping others to learn archery safely. These Marksmen of the Order are the shining example of what it is to be a Hunter in Amtgard. Title can be awarded after obtaining 10 Orders of the Hunter.

7.2.5.17. Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (i.e.-the requirements for a person’s 7th Dragon should be higher than the requirements to attain their 2nd, etc.).

7.3. Titles of Nobility and Lesser Titles of Honor (awarded by the Kingdom Monarch):

7.3.1. Grand Duke

7.3.1.1. Equivalentents: none

7.3.1.2. Suggested criteria: serve the kingdom two terms as Monarch

7.3.2. Arch Duke

7.3.2.1. Equivalentents: none

7.3.2.2. Suggested criteria: one term each as a kingdom and Duchy (or Kingdom pro-tem) Monarch.

7.3.3. Duke/Duchess

7.3.3.1. Equivalentents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun

7.3.3.2. Suggested criteria: serve the kingdom six months as Monarch

7.3.4. Count/Countess

7.3.4.1. Equivalentents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa

7.3.4.2. Suggested criteria: serve the kingdom six months as Royal Regent

7.3.5. Marquis/Marquise

7.3.5.1. Equivalentents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee

7.3.5.2. Suggested criteria: serve in each of the following positions of a kingdom-Monarch, Regent, Prime Minister

7.3.6. Viscount/Viscountess

7.3.6.1. Equivalentents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha

7.3.6.2. Suggested criteria: have held both the following positions of a kingdom-Champion, Weaponmaster

7.3.7. Baron/Baroness

7.3.7.1. Equivalentents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone

7.3.7.2. Suggested criteria: serve the kingdom six months as Prime Minister, serve at a Duchy six months as Monarch

7.3.8. Baronet

- 7.3.8.1. Equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum
- 7.3.8.2. Suggested criteria: serve in a pro-tem position for any of the following kingdom positions: Monarch, Champion, Prime Minister, Regent; serve at a Duchy six months as Regent, serve at a Barony six months as Monarch
- 7.3.9. Lord/Lady (lesser title)
 - 7.3.9.1. Equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U Sayid, Agah, Rabban, Chieftain
 - 7.3.9.2. Suggested criteria: Monarch's discretion (service to Amtgard), serve at a Duchy six months as Prime Minister, serve at a Barony six months as Regent, serve at a Shire six month as Monarch
- 7.3.10. Defender (lesser title)
 - 7.3.10.1. Suggested criteria: serve the kingdom six months as Champion
- 7.3.11 Master/Mistress (lesser title)
 - 7.3.11.1 Equivalents: None
 - 7.3.11.2 Suggested criteria: Monarch's discretion (service to Amtgard), serve at a Duchy six months as Champion, serve at a Barony six months as Prime Minister, serve at a Shire six months as Regent
- 7.3.12 Esquire (lesser title)
 - 7.3.12.1 Equivalents: None
 - 7.3.12.2 Suggested criteria: Monarch's discretion (service to Amtgard), serve at a Barony six months as Champion, serve at a Shire six months either as Prime Minister or Champion
- 7.3.13. Class Masterhood/Paragon
 - 7.3.13.1 Suggested Criteria: Display exemplary knowledge and use of class abilities and personify behavior of said class.

7.4. Order of Precedence

7.4.1 Table of Order of Precedence

Monarch (King/Queen)
Regent
Prime Minister
Grand Duke
Arch Duke
Court Champion
Duke
Count/Marquis
Viscount
Champion
Baron
Knighthood
Baronet
Warlord
Lord
The title of Master
Esquire
Guildmaster of Reeves
Captain of the Guard
Scribe, Court Herald, and Jester
Weaponmaster
All other guildmasters
All other court positions
Royal guardsmen
Masters of service orders
Masters of guilds
Company/House heads
Squire
Reeves guild
Company/House officers
Rules Representative

7.5. Rescinding an award or title

7.5.1. Any award or title given in the Northern Lights may be formally rescinded in the following manner:

7.5.1.1. Written notification of intent to return said award, either via private message or by privately remitted hard copy written format given to both the Kingdom Prime Minister and the Kingdom Monarch, including date rescinded, Amtgard persona name, and mundane legal name.

7.5.1.2. If the award in question is a knighthood, written notice as per above must also be submitted to the Guildmaster of Knights.

7.5.1.3. Verbal statement of intent to return said award, given in public at an Althing.

7.5.2. No later than 2 weeks following the completion of both items above, the award shall be removed from the ORK records of the individual by the Kingdom Prime Minister, and the individual requesting the award removal shall be notified that the awards have been removed

8.0. Events

8.0.1 A copy of all records (contracts, attendance, tournament, arts and sciences, financial, or otherwise) shall be remitted to the Prime Minister no later than two weeks after the close of said event.

8.1. Crown Qualifications

- 8.1.1. Qualifications will be held every six months, at least three weeks prior to the Crown Coronation.
- 8.1.2. Qualifications are typically a single day event.
- 8.1.3. Cultural Events shall be run by the current Regent.
- 8.1.4. Warskill Events shall be run by the current Champion.
- 8.1.5. Anyone may enter Crown Qualification events -you do not have to be running for office to enter.
- 8.1.6. Members running for office in the upcoming Crown elections will be required to score a minimum average of 3 on a scale of 0-5 over a minimum specified number of cultural entries in this Crown Qualifications.
 - 8.1.6.1. Monarch: 7 Cultural Qualification entries in 5 different cultural categories and all warskill events.
 - 8.1.6.2. Regent: 7 Cultural Qualification entries in 5 different cultural categories and all warskill events.
 - 8.1.6.3. Champion: 5 Cultural Qualification entries in 3 different cultural categories and all warskill events.
- 8.1.7. Should a candidate not be able to participate in the warskill event due to physical restrictions or other duties that interfere with the candidate's ability to participate, they may request a personal champion to take their place. This does not apply to the position of Champion.
- 8.1.8 Default Crown Qualification Categories and Crown Tournament Events, to be used unless specified otherwise by the individual(s) running the Crown Qualifications and Crown Tournament Events.

Division: Construction - Orders of the Owl

Category: Passive Construction (An item that serves a function beyond aesthetics)

Category: Active Construction (An item that serves a function beyond aesthetics and has one or more moving parts that serve an inherent part of the item's function)

Category: Amtgard Legal Weapons (This includes throwing daggers / javelins / boulders / spellballs.)

Category: Amtgard Legal Shield

Category: Amtgard Legal Armor

Division: Writing - Orders of the Dragon

Category: Non-Fiction Writing

Category: Fiction Writing

Category: Poetry

Category: Quest/Battlegame Scenario Write up

Division: Garb - Orders of the Garber

Category: Field Garb

Category: Court Garb

Category: Monster Garb

Category: Garb Accessories

Division: Performance/Bardic Art - Orders of the Dragon

Category: Recitation

Category: Singing

Category: Expository Speaking

Category: Instrument

Category: Dance/Movement Art (Kata, yoga, live weapon demonstration, mime, etc...)

Division: Consumables - Orders of the Dragon

(All consumables should include a complete list of ingredients.)

Category: Inedible Consumables

Category: Baking

Category: Cooking

Category: Vintners (Only for alcoholic drinks made from non-alcoholic components and fermented/distilled/brewed by the entrant.)

Category: Beverages (Includes drinks that involve mixing various components to achieve a final product, both alcoholic and non-alcoholic.)

Division: Art - Orders of the Dragon

Category: Needlework

Category: 2D Art

Category: 3D Art

Category: Film/Radio

Category: Jewelry

Division: Rose - Orders of the Rose/Smith

(Items entered in this category are not necessarily judged on their quality, but more on their potential to benefit Amtgard. Entries might include belt favors, banners, pictures and descriptions of a successful demo...)

8.1.9. Warskill Events

8.1.9.1. The warskill portion of the Crown Qualification Tourney will consist of 5 events (called the war events). The war events must include the following:

8.1.9.1.1 Short Sword defined as a weapon with a long blade used for thrusting or striking (Omni or Flat) minimum of 18" to a maximum of 36".

8.1.9.1.2. Florentine - Two swords allowed, both of which must be a "Short Sword" as defined by the current Amtgard Rules of Play.

8.1.9.1.3.. Sword and Shield - Only one sword allowed, which must be a "Short Sword" as defined by the current Amtgard Rules of Play. Combatants may also have a "Medium Shield" as defined by the current Amtgard Rules of Play.

8.1.9.1.4.. Open - Any melee weapon/shield combinations are allowed, as long as legal as defined by the current Amtgard Rules of Play

8.1.9.1.5.. Great Weapon - Any "Great" weapon, as defined by the current Amtgard Rules of Play

8.1.9.2. In the event of a tie in the fighting part of the Crown Qualifications tournament, the tied individuals will proceed to a fight-off consisting of one fight in each of the following three categories: Single Sword, Florentine, and Sword and shield. The winner of two of the three categories will in turn win the tournament.

8.1.10. More specific rules for these qualifications, including the events to be held shall be put out by the sponsor at least four weeks prior to the date set for Crown Qualifications

8.2. Coronation

8.2.1. The Event where the winners of the Crown Elections and the new Champion assume office.

8.2.2. Bid forms shall be taken by the Prime Minister from four weeks before Coronation until two weeks before Coronation and a winning bid chosen by the end of Coronation for a person or group to run the Coronation event one year following. A panel consisting of the Monarch, Regent, Champion, Prime Minister, and Guildmaster of Reeves shall choose by simple majority vote the winning bid package, and announce it in a public forum within two weeks of selection.

8.3. *Midreign Event*

8.3.1. The event where the winners of the Prime Minister and Guildmaster elections take office.

8.3.2. Bid forms shall be taken by the Monarch from four weeks before Midreign until two weeks before Midreign and a winning bid chosen by the end of Midreign for a person or group to run the Midreign event one year following. A panel consisting of the Monarch, Regent, Champion, Prime Minister, and Guildmaster of Reeves shall choose by simple majority vote the winning bid package, and announce it in a public forum within two weeks of selection

8.4. *Dragonmaster and Weaponmaster Events*

8.4.1. These events will be held within two weeks of a Monarchs Midreign event.

8.4.2. Dragonmaster and Weaponmaster are typically a single day event.

8.4.3. Cultural Events shall be run by the current Regent.

8.4.4. Cultural events will be open to all. The list of cultural categories under section 8.1.x. A. viii should serve as a guide to what events should be included in Dragonmaster. Entries may only ever be entered into one Dragonmaster event. Entries that have been used in Crown Qualifications may be entered into a single Dragonmaster. Likewise entries that have been entered into a Dragonmaster may later be used for a Cultural Qualification. No entry may ever be used for more than one of each type of tournament.

8.4.5. The winner of the cultural events at Dragonmaster/Weaponmaster event shall hold the title of Dragonmaster for six months.

8.4.6. Weaponmaster Events shall be run by the current Champion and is open to any who wish to participate.

8.4.7. Weaponmaster Events

8.4.7.1. The Weaponmaster portion of the Crown Qualification Tourney will consist of 5 events (called the war events). The war events must include the following:

8.4.7.1.1. Single Sword - Only one sword allowed, which must be a "Short Sword" as defined by the current Amtgard Rules of Play.

8.4.7.1.2. Florentine - Two swords allowed, both of which must be a "Short Sword" as defined by the current Amtgard Rules of Play.

8.4.7.1.3.. Sword and Shield - Only one sword allowed, which must be a "Short Sword" as defined by the current Amtgard Rules of Play. Combatants may also have a "Medium Shield" as defined by the current Amtgard Rules of Play.

8.4.7.1.4.. Open - Any melee weapon/shield combinations are allowed, as long as legal as defined by the current Amtgard Rules of Play

8.4.7.1.5.. Great Weapon - Any "Great" weapon, as defined by the current Amtgard Rules of Play

8.4.7.2. In the event of a tie in the Weaponmaster tournament, the tied individuals will proceed to a fight-off consisting of one fight in each of the following three categories: Single Sword, Florentine, and Sword and shield. The winner of two of the three categories will in turn win the tournament.

8.4.7.2.1. The winner of the Weaponmaster events at Dragonmaster and Weaponmaster event shall hold the title of Weaponmaster for six months.

8.5 *Invalid Entries into Crown Qualifications and Dragonmaster*

8.5.1. The host of Crown Qualifications/Dragonmaster has the authority to declare an item as invalid.

8.5.1.1. An invalid item is defined as an item that has been plagiarized, store bought, crafted by a third party artisan or previously entered into a competition of the same name.

8.5.1.2. The host of the event and the local regent will be in charge of verification of original works.

8.5.1.3. Host and regent will have one week from the end of the event to research validity of items entered.

8.5.1.4. Proof must be established to show that the item violates the rules.

8.5.2. Documentation of proof will be filed with the Kingdom Prime Minister.

8.5.3. With proof established, the contestant will be disqualified from the event.

8.5.3.1. Contestant will be barred from entering any crown qualification or dragonmaster events for six months from the filing of the documentation.

9.0. *Other Amtgard Groups*

9.0.1. This corpora is written with the Kingdom of Northern Lights in mind. Smaller groups will be governed in the following subsections.

9.1. *Group size*

9.1.1. Shire-Over 5 people in Average Attendance

- 9.1.2. Barony-Over 20 people in Average Attendance
- 9.1.3. Duchy-Over 40 people in Average Attendance
- 9.1.4. Elevation and demotion of status of subgroups is covered by section 4.1.x (Northern Lights Circle of Monarchs)
- 9.1.5 Attendance is determined by the following:
 - 9.1.5.1 Official "attendance" is the average of each month over the last 6 full months
 - 9.1.5.2 Unique sign-in (Each individual sign-in counts only once per month)
 - 9.1.5.3 Count local member sign-in only
 - 9.1.5.4 Count from 1st day of the month, until last day, no matter how many times the park meets
 - 9.1.5.5 Count sign-ins from every official local event (Battlegame days, fighter practice, etc)

9.2. Awards and Orders

- 9.2.1. Subgroups may award orders by type up to a maximum level as follows:
 - 9.2.1.1. Shire-third level
 - 9.2.1.2. Barony-fifth level
 - 9.2.1.3. Duchy-seventh level
 - 9.2.1.4. Principality/Grand Duchy-ninth level

9.3. Titles:

- 9.3.1. Titles of any type, including all masterhoods, are reserved for the kingdom monarch to bestow, unless granted expressed permission by the monarch to the land level monarchy.

9.4. Officers-subgroup officers are referred to as follows:

Shire	Barony	Duchy	Principality/Grand Duchy	Kingdom Equivalent
Sheriff	Baron	Duke	Prince	Monarch
Regent	Regent	Regent	Regent	Regent
Chancellor	Chancellor	Chancellor	Chancellor	Prime Minister
Champion	Champion	Champion	Champion	Champion

9.5. Subgroup Elections:

- 9.5.0.1. Subgroups shall run their own Crown Qualifications.
- 9.5.0.2. Subgroup elections should be handled identical to Kingdom elections and events with the exception of the following qualifications:
 - 9.5.1. Monarch
 - 9.5.1.1. Duchy 7 Cultural Qualifications entries in 5 different cultural categories and warskill events.
 - 9.5.1.2. Barony 5 cultural Qualifications entries in 4 different cultural categories and warskill events.
 - 9.5.1.3. Shire 2 cultural Qualifications entries in 2 different cultural categories and all warskill events.
 - 9.5.2. Regent
 - 9.5.2.1. Duchy 7 Cultural Qualifications entries in 5 different cultural categories and warskill events.
 - 9.5.2.2. Barony 5 cultural Qualifications entries in 4 different cultural categories and warskill events.
 - 9.5.2.3. Shire 2 cultural Qualifications entries in 2 different cultural categories and all warskill events.
 - 9.5.3. Champion

- 9.5.3.1. Duchy 5 Cultural Qualifications entries in 3 different cultural categories and all warskill events.
- 9.5.3.2. Barony 5 cultural Qualifications entries in 3 different cultural categories and all warskill events.
- 9.5.3.3. Shire 2 cultural Qualifications entries in 2 different cultural categories and all warskill events.

10.0. *Mundane Laws.*

10.1. *General Information*

- 10.1.1. Members are required to obey all federal, state, city, county, and municipal laws.
- 10.1.2. Violations of the law that occur at the Kingdom of Northern Lights functions that endanger members of the Kingdom of Northern Lights or the public should be reported to the proper authorities.

10.2. *Violations*

- 10.2.1. In the event that an individual should be caught and/or proven guilty of
 - 10.2.1.1.
 - (i) assault with a deadly weapon (gun, sword, knife, etc.),
 - (ii) possession or trafficking of narcotics,
 - (iii) serving alcohol to a minor, or
 - (iv) any other felony offense on the premises of any Kingdom of Northern Lights sponsored function, that individual may be punished by the kingdom.
- 10.2.2. Punishment may include:
 - 10.2.2.1. Being expelled from the site of the event.
 - 10.2.2.2. An immediate call to the mundane law enforcement officials.
 - 10.2.2.3. Being recommended to Althing to be stripped of all titles and knighthoods as per this Corpora.
 - 10.2.2.4. Termination of membership permanently or for one year, as per this Corpora, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
 - 10.2.2.5. Being banned from battlegames, tournaments and events sponsored by the Kingdom of Northern Lights permanently or for one year, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
 - 10.2.2.6. Having accounts suspended and/or being banned from Amtgard communication groups sponsored by the Kingdom of Northern Lights, (such as email lists, forums, message boards, websites, facebook pages, and similar) permanently or for one year, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
- 10.2.3. In the event that an individual should be caught and/or proven guilty of
 - 10.2.3.1.
 - (i) assault with a non-deadly weapon (fist, stick, flagrant abuse of an Amtgard weapon),
 - (ii) petty theft,
 - (iii) willful destruction of property, or
 - (iv) any other misdemeanor offense on the premises of any Kingdom of Northern Lights sponsored function, that individual may be punished by the kingdom.
- 10.2.4. Punishment may include:
 - 10.2.4.1. Being expelled from the site of the event.
 - 10.2.4.2. An immediate call to the mundane law enforcement officials.
 - 10.2.4.3. Being recommended to Althing to be stripped of all titles and knighthoods as per this Corpora.
 - 10.2.4.4. Termination of membership for three to six months, as per this Corpora, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves

10.2.4.5. Being banned from battlegames, tournaments and events sponsored by the Kingdom of Northern Lights for two to six months, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.

10.2.4.6. Having accounts suspended and/or being banned from Amtgard communication groups sponsored by the Kingdom of Northern Lights, (such as email lists, forums, message boards, websites, Facebook pages, and similar) for two to six months at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.

10.3. Appeals

10.3.1. Any person subject to any punishment by the kingdom may appeal the decision to the Althing by presenting a petition signed by 20% of the members in good standing to the Althing and receiving a two-thirds vote of the Althing.

10.3.2. Disclaimer

10.3.2.1. The Kingdom of Northern Lights does not condone any illegal activity or physical violence against any person.

10.3.2.2. The Kingdom of Northern Lights is a non-sectarian, educational organization.

10.3.2.3. The Kingdom of Northern Lights Incorporated, or its designated officers and representatives are not responsible for any injuries, physical or otherwise, sustained while playing Amtgard or attending an Amtgard sponsored event. All members and participants are wholly responsible for their own well-being.

10.3.2.4. Northern Lights hereby agrees to indemnify, defend and save harmless the board members, its officers, directors, and any employees, from and against all liability, loss, cost, or expense (including attorney's fees) by reason of liability imposed upon Northern Lights or Amtgard, arising out of or related to the organization's activities, whether caused by or contributed to by the members or any other party herein, unless caused by the sole negligence of the member, acts or omissions that involve intentional misconduct by a director, or a knowing violation of law by a director, for conduct violating RCW 23B.08.310, or for any transaction from which the director will personally receive a benefit in money, property, or services to which the director is not legally entitled.

Addendum 01: *Lands joining the Northern Lights*

(01).1. Must retain a contract with Burning Lands Board of Directors

(01).2. Must abide by the Corpora and most current Amtgard rulebook, or rules of play

(01).3. Must exist as a freehold for six (6) months before petitioning to join the Northern Lights

(01).4. No lands outside of the state of Washington may be petitioned to join the Northern Lights, although the Northern Lights will consider groups who approach it

(01).4.1. Lands outside of Washington must:

(01).4.1.1. Send a written notice of intent to the Northern Lights Board of Directors

(01).4.1.2. Send a written notice of intent to the Board of Directors of the Kingdom that their lands fall within

(01).4.1.3. Must receive a written agreement signed by the Board of Directors AND Monarch of the Kingdom that their lands falls within.

The Kingdom of the Northern Lights
Statement of Organization Officer Fiduciary Responsibility

I, _____ (real name) "Guarantor" have declared for the Amtgard:
Northern Lights organizational position of:

- Monarch Prime Minister Board of Directors

This position carries, along with other responsibilities, the ability to access and distribute funds belonging to the group known legally as Amtgard: Northern Lights, a Washington State Non-Profit Organization. I acknowledge that I am financially responsible for these funds. It is my duty to provide accurate and original receipts, records of expenditures. Additionally, I agree to grant any legal authority (Federal, State, and Local) complete access to my records, finances and property, should any legal case dealing with Amtgard: Northern Lights funds occur.

_____ Guarantor Signature	_____ Witness #1 Signature
_____ Printed Name of Guarantor	_____ Printed Name of Witness #1
_____ Date	_____ Date
	_____ Witness #2 Signature
	_____ Printed Name of Witness #2
	_____ Date

Signed original to be stored with the Amtgard: Northern Lights Prime Minister for no less than 5 years.

Signed copies will be given to Guarantor, Amtgard: Northern Lights Monarch and Amtgard: Northern Lights Board of Directors (Treasure) within 30 days of signatures.