

The Kingdom of Northern Lights Of Amtgard



Corpora

This Corpora is a set of bylaws for which to govern Amtgard: Northern Lights (also referred to in this document as “The Kingdom of Northern Lights” or “Northern Lights”) and all 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 Membership

- 1.1.1. Membership is limited to persons who have signed a waiver in the current calendar year and
- 1.1.2. Attend official meetings and events in groups and locations officially recognized by the Kingdom of Northern Lights.
- 1.1.3. This is a non-voting membership.
- 1.1.4. May only be a member of a single land within the Kingdom at any given time.

1.2. Member in Good Standing

1.2.1. Requirements for Member in Good Standing

- 1.2.1.1. Must meet the requirements of General Membership.
- 1.2.2. Must attend, sign-in and interact in accordance with the Credits and Levels section of the Amtgard Rules of Play at least six (6) times in the previous six (6) months, within the Kingdom of Northern Lights.
- 1.2.1.3. Must be 14 years of age or older.
- 1.2.1.4. Must be dues paid (see Section 6.0.1.).

1.2.2. Privileges of a Member in Good Standing

- 1.2.2.1. May vote in elections and meetings of the Althing.
- 1.2.2.2. May run for office if they meet the requirements for the given position.

2.0. Monarchy Offices of the Kingdom

2.0.1. Per the Amtgard Rules of Play (ROP) the Monarchy of the Kingdom of Northern Lights shall be made up of the following officers:

- (i) Monarch,
- (ii) Regent,
- (iii) Prime Minister (PM),
- (iv) Champion,
- (v) Guildmaster of Reeves (GMR)

2.0.2. Requirements to run for monarchy.

- 2.0.2.1. Must be 18 years of age by the time they assume office.
- 2.0.2.2. Kingdom Monarchy must have completed one (1) term at the land level.
- 2.0.2.3. A Member can only declare for one (1) office at a time.
- 2.0.2.4. Declaration for any given office must be made during a 4-week period that begins eight (8) weeks prior to the pertinent Election and ends four (4) weeks prior to the pertinent Election. Declarations must be made on the Official Communication Platform.
- 2.0.2.5 Reign plans will be submitted by candidates running for the office of Monarch, Regent, and Champion as per 2.0.2.6.3. and must include the following for each office:

2.0.2.5.1 Monarch

- (i) Relic Distribution
- (ii) Althings
- (iii) Midreign
- (iv) Coronation
- (v) Weaponmaster
- (vi) Dragonmaster
- (vii) Morrigan Tournament
- (viii) Crown Laureate Trials and Warskill events
- (ix) All necessary elections
- (x) Any other event dates that may be pertinent and available

- 2.0.2.5.1.1. All events must include the tentative dates.
- 2.0.2.5.1.2. Events should include an outline of the plans as appropriate.
- 2.0.2.5.1.3. Land level Monarch candidates will not be required to include Weaponmaster, Morrigan Tournament, or Dragonmaster events.

2.0.2.5.2. Regent

- (i) An outline of how they plan to run the Dragonmaster event.
- (ii) An outline of how they plan to run the Crown Laureate Cultural event.
- (iii) Examples of Arts and Sciences events they plan to run.
- (iv) Examples of how they plan to foster Arts and Sciences in the Kingdom/Land.

2.0.2.5.2.1. Land level Regent candidates will not be required to include the Dragonmaster event.

2.0.2.5.3. Champion

- (i) An outline of how they plan to run the Weaponmaster event.
- (ii) An outline of how they plan to run the Warskill event.
- (iii) An outline of how they plan to run the Morrigan Tournament.
- (iv) Examples of battlegames they intend to run.

2.0.2.5.3.1. Land level Champion candidates will not be required to include the Weaponmaster or Morrigan Tournament events.

2.0.2.6. Must meet all the following criteria by a minimum of fourteen (14) calendar days prior to the election.

2.0.2.6.1. Must be a Member in Good Standing per Section 1.2, with current dues valid through the end of the election.

2.0.2.6.2. Must have passed a Reeves test of the Northern Lights or appropriate land and a Corpora test of the Northern Lights no more than six (6) months prior to the end of the election with a score of 75% or better on both tests.

2.0.2.6.3. Must have submitted a proposed reign plan to the Kingdom's official online forum if required for the declared office as per 2.0.2.5 fourteen (14) calendar days prior to the election.

2.0.2.6.3.1. The reign plan must be submitted in PDF format.

2.0.2.6.3.2. The reign plan will be reviewed by the Prime Minister within 72 hours of submission to determine if it includes all required elements.

2.0.2.6.3.3. If any elements are missing from the reign plan, the Prime Minister will promptly (within 24 hours of making the determination) notify the candidate who will have until the due date to amend and resubmit with the required information. If the candidate fails to do so, they will not be certified as meeting the requirements to be placed on the ballot.

2.0.3. Elections

2.0.3.1. Elections for the Monarch, Regent, and Champion will be two (2) weeks before Coronation.

2.0.3.2. Elections for the Prime Minister and Guildmaster of Reeves will be two (2) weeks before Midreign.

2.0.3.3. Elections will be conducted in accordance with Section 5.2.

2.0.4. Term of Office

2.0.4.1. All offices are held for six (6) months.

2.0.4.2. No person shall hold an office for more than two (2) consecutive terms.
Pro-tem terms do not count towards this limit.

2.0.5. Succession of Office

2.0.5.1. Should the Monarch leave office for any reason the Regent shall take the office of Monarch.

2.0.5.1.1. Should the Regent be unable to fulfill the duties of the Monarch, the Regent shall appoint another to hold the office as a pro tem officer.

2.0.5.2. Should the Regent, Prime Minister, Champion, or Guildmaster of Reeves leave office for any reason, the Monarch shall appoint another to hold the office as a pro tem officer.

2.0.5.2.1. If the Althing does not ratify the appointment, then a special election is held to choose a new pro tem officer from volunteering eligible Members in Good Standing.

2.0.5.3. Should both the Monarch and Regent simultaneously leave office for any reason, the remaining officers (Prime Minister, Champion, Guildmaster of Reeves) shall either:

- (i) Select an officer to take the office of Monarch and a second officer to take the office of Regent,
- (ii) Appoint two individuals to hold the respective offices of Monarch and Regent as pro tem officers,
- (iii) Select an officer to take one of the empty offices and appoint another to take the second empty office as a pro tem officer.

2.0.5.4.1. To be appointed as a pro tem officer, the candidate must

- (i) Be a Member in Good Standing,
- (ii) Be 18 years of age by the time they assume office,
- (iii) Be willing to fulfill the duties of the appointed office,
- (iv) Be ratified by majority in a meeting of the Althing within one (1) month of appointment.

2.0.6. Removal from Office

2.0.6.1. An Officer can be removed from office for noncompliance by a 2/3 vote of the Althing.

2.0.6.2. Non-compliance is defined as

- (i) non-attendance for four (4) weeks in a row or eight (8) total weeks in a term and/or
- (ii) non-performance of the duties or responsibilities of the office to which they are elected.

2.0.7. The following offices may not be held concurrently: Monarch, Regent, Prime Minister, Champion and Guildmaster of Reeves.

2.0.8. Should an individual in one of these positions decide to run for another monarchy office, they shall step down from their position two (2) weeks prior to the election except in the event their term ends before or on the same day they would assume office.

2.0.9. No two elected officers with fiduciary responsibility to the same group may reside in the same residence (Note: Land and Kingdom levels are considered different groups for this clause.)

2.0.10. Monarchy Officers are not required to pay dues during their term.

2.0.10.1. Existing dues that have already been paid will be suspended until the Officer steps down from office at which time the remainder of their dues will be accounted for.

2.0.11. The Guildmaster(s) of Reeves will not be required to pass a Reeves or Corpora test during their term. Their Reeves and Corpora qualifications should be extended by the Prime Minister by the duration of their office.

2.0.12. The duties and responsibilities of all monarchy extend to land officers except where limited by the Corpora.

2.0.13. Officers may become eligible to receive a title for excellence in office after their term is complete. (See Appendix A: Honors and Awards)

2.1. Monarch

2.1.1. Duties and Responsibilities

2.1.1.1. Shall chair meetings of the Althing and Circle of Monarchs.

2.1.1.2. Shall preside over and conduct all in-game ceremonies and functions.

2.1.1.3. The Monarch shall make available to the populace on the Official Communication Platform a schedule of events for their reign no later than two (2) weeks after they take office.

2.1.1.3.1. This calendar shall include (at minimum) dates for

- (i) Relic Distribution
- (ii) Althings
- (iii) Midreign
- (iv) Coronation
- (v) Weaponmaster
- (vi) Dragonmaster
- (vii) Crown Laureate Trials
- (viii) All necessary Elections
- (ix) Any other event dates that may be pertinent and available.

2.1.1.4. The Monarch shall have the power to resolve any in-game issues not covered by the Corpora.

2.1.1.4.1. 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.

2.1.1.4.2. If the next Althing is more than four (4) weeks following the ruling, an Althing must be scheduled within 30 days.

2.1.1.4.3. If the issue in question regards any one of these three individuals, the other two will make said ruling.

2.1.1.5. Shall hold a seat on the Board of Directors during their term.

2.1.1.6. At the start of their term, the Monarch shall sign a contract that states their fiduciary responsibility to the corporation or land.

2.1.1.7. Each Monarch shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.

2.1.1.8. In order to run the group, the Kingdom Monarch may spend up to \$1,000 total during their reign, while land Monarchs may spend up to 20% of the coffers as calculated on the day they took office total during their reign, without an Althing vote being held. Receipts must be turned into the BOD Treasurer (for Kingdom) and Chancellors (for land) matching the funds used within fourteen (14) calendar days of the expenditure.

2.1.2 Honors, Titles and Awards

2.1.2.1. The Monarch may award any honor, title, or award outlined in the ROP or Appendix A.

2.1.2.2. Only the Monarch may remove (strip) an honor, title, or award as outlined in Appendix A.5.3.

- 2.1.2.3. May create new honors and awards in keeping with their duties that do not conflict/compete with the established ladder awards. (Per current Award Standardization)
- 2.1.2.4. Is required to provide a list of awards, titles and honors given to the Prime Minister no later than two (2) weeks following presentation of awards for entry into the ORK.
- 2.1.2.5. Land Monarchs are limited in the level of awards given by Section 8.2.
- 2.1.3 Attendance and Bonus Credits
 - 2.1.3.1. The Kingdom Monarch may award bonus credits (credits above any beyond attendance credits) to any Kingdom or Land event as long as they do not go over the maximum allotted number of credits allowed by the Rules of Play, Amtgard Circle of Monarchs, and section 11.0.
 - 2.1.3.1.1. Land level Monarchs may award bonus credits (credits above any beyond attendance credits) to any event hosted by their respective land at the discretion of the Kingdom Monarch, as long as they do not exceed the maximum allotted number of credits allowed by the Rules of Play, Amtgard Circle of Monarchs, and section 11.0.
 - 2.1.3.2. The Monarch shall not make available a number of additional credits that would allow a single individual to potentially exceed any limitations placed by the Rules of Play regarding a maximum number of bonus credits earned within a month.
 - 2.1.3.3. Notice of scheduled bonus credits will be given to the Prime Minister no later than five (5) days prior to the attendance for which the bonus credits will be issued.

2.2. Regent

- 2.2.1 Duties and Responsibilities
 - 2.2.1.1. Responsible for fostering the Arts and Sciences in the Kingdom of Northern Lights.
 - 2.2.1.2. Shall be responsible for running the Dragonmaster competition during their reign.
 - 2.2.1.3. Shall be responsible for running the Crown Laureate Trials.
- 2.2.2 Honors, Title and Awards
 - 2.2.2.1. The Regent may give out the following awards: Lion, Rose, Smith, Dragon, Owl, Garber, Crown, and other awards as outlined in Appendix A.
 - 2.2.2.2. May create new honors and awards in keeping with their duties that do not conflict/compete with the established ladder awards. (per current Award Standardization)
 - 2.2.2.3. Is required to provide a list of awards, titles and honors given to the Prime Minister no later than two (2) weeks following presentation of awards for entry into the ORK.
 - 2.2.2.4. Land Regents are limited in the level of awards given by Section 8.2.

2.3. Prime Minister (PM)

- 2.3.1 Duties and Responsibilities:
 - 2.3.1.1. The Prime Minister shall serve in the capacity of record keeper for in-game matters. The Kingdom Prime Minister will be required to work closely with the Board of Directors Treasurer.
 - 2.3.1.2. Is responsible for running the Voting Process as outlined in section 5.3.
 - 2.3.1.3. Within fourteen (14) calendar days of receipt of the awards lists from the Monarch, Regent, or Champion, will enter all awards given into the ORK.

2.3.1.4. Is responsible for recording meeting minutes for Circle of Monarchs meetings and Althings or designating someone to do so.

2.3.1.5. Must keep records of attendance and active members.

2.3.1.5.1. Required to enter attendance into the ORK within fourteen (14) calendar days of the event/park day.

2.3.1.5.2. All sign in sheets must be digitally saved for at least five (5) years.

2.3.1.5.3. Once a term, must digitally save annual ORK reports of each land and keep them indefinitely.

2.3.1.5.4 Will update a player's ORK profile within fourteen (14) calendar days of receipt of notification from the Guildmaster of Reeves that the player passed a Reeves and/or Corpora test to reflect this information.

2.3.1.5.5. Shall maintain a record of all bonus credits awarded by the Monarch in a month, so as to ensure no player exceeds the monthly limit set by the Rules of Play, Amtgard Circle of Monarchs, or section 11.0.

2.3.1.6. In order to run the group, the Kingdom Prime Minister may spend up to \$800 total during their reign, while Chancellors may spend up to 20% of the coffers as calculated on the day they took office total during their reign without an Althing vote being held. Receipts must be turned into the BOD Treasurer (for Kingdom) and Monarch (for land) matching the funds used within fourteen (14) calendar days of the expenditure.

2.3.2 Duties as Treasurer

2.3.2.1. At the start of their term, the Prime Minister shall sign a contract that states their fiduciary responsibility to the corporation or land.

2.3.2.2. Each Prime Minister shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.

2.3.2.3. Maintain and keep accurate records of the group treasury including income and expenditures for pertinent, in-game activities, working with the BOD Treasurer to determine what is applicable when needed.

2.3.2.3.1. Income and expenditures records shall include (at minimum):

(i) Date of transaction.

(ii) Description of transaction, including both mundane name and persona name of people or places involved in the transaction(s).

(iii) Amount of transaction.

Example:

Date	Description	Debit	Credit
3/24/2021	Dues Paid – First, Last, Persona (1 Term)	\$12	
6/23/2012	Awards Printed – FedEx		\$5
9/22/2012	Taxes Paid to Kingdom		\$6

2.3.2.4. Maintain accurate records on the dues paid status of all group members.

2.3.2.5. Land Prime Ministers (Chancellors) are responsible for the collection of all dues and fees.

2.3.2.6. No later than fourteen (14) calendar days following the end of their term, the Prime Minister shall be responsible for ensuring that the role of Prime Minister is properly handed off to the incoming Prime Minister and ensuring the safe deliver of all necessary materials (financial records, lockboxes, bank information, due dates, account passwords, etc.) to the new Prime Minister.

2.4. Champion of the Realm

2.4.1 Duties and Responsibilities

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

2.4.1.2. Shall be responsible for running the Weaponmaster competition during their reign.

2.4.1.3. Shall be responsible for running the Warskill Events.

2.4.1.4. Responsible to ensure that all weapons and armor have been checked for safety and legality before each field day.

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

2.4.1.5.1. If lost and found items have not been claimed within 60 days of said item being turned into the Champion, 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.

2.4.2 Honors, Titles and Awards

2.4.2.1. The Champion may give out the following awards: Hunters, Griffins, Orders of Battle, Orders of the Warrior, and other awards as outlined in Appendix A.

2.4.2.2. May create new honors and awards in keeping with their duties that do not conflict or compete with the established ladder awards. (per current Award Standardization).

2.4.2.3. Is required to provide a list of awards, titles and honors given to the Prime Minister no later than two (2) weeks following presentation of awards for entry into the ORK.

2.4.2.4. Land Champions are limited in the level of awards given by section 8.2.

2.5. Guildmaster of Reeves (GMR)

2.5.1. Duties and Responsibilities

2.5.1.1. Shall work with the Monarch and Champion to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.

2.5.1.2. Shall work with the Champion in checking armor and weapons for safety and legality.

2.5.1.3. Must ensure an appropriate number of reeves at any Kingdom of Northern Lights event and ensure that the conduct of reeves is competent and fair.

2.5.1.4. Will be the Monarchy's advisor on the rules.

2.5.1.5. Will administer and grade the Reeves and Corpora tests.

2.5.1.5.1. Will provide a list of persons who have passed the Reeves and/or Corpora test(s) within two (2) weeks of the passing to the Prime Minister. The list will include the date the

person passed the test(s). The Prime Minister may delegate this responsibility to the Guildmaster of Reeves.

2.5.1.6. 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 Rules Rep has an official clarification.

2.5.1.6.1. The Monarch has the power to overrule this temporary clarification unless the Rules Rep has confirmed the clarification.

3.0. Other Offices

3.0.1. Officers shall have the ability to create and appoint any offices or ranks that will help them to delegate or better perform their duties, or for roleplay purposes. Ranks and offices outside those mentioned in this Corpora shall have no powers that override the Corpora.

3.0.1.1. Examples include an editor for the Corpora, a Chief Scribe to assist in coordination of art for awards, a Herald to assist in communication, a Weapons Keeper for storing champions gear, a Kingsguard for protection during court, or a Senator to represent the Kingdom at interkingdom meetings.

3.0.1.2. Appointment of any specific role mentioned is not required, and duties in each appointment may vary from one reign to the next.

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 ensuring 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 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 March for Coronation the following March.

3.1.1.2. The Board of Directors must secure a site in September for Coronation the following September.

3.1.1.3. The Board of Directors must secure a site in June for Midreign the following June.

3.1.1.4. The Board of Directors must secure a site in December for Midreign the following December.

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 seven (7) members.

3.1.3.1. Five (5) Members shall be chosen by closed ballot to serve in this capacity.

3.1.3.2. Members wishing to serve on the Board of Directors must meet the following criteria fourteen (14) calendar days prior to the election.

3.1.3.2.1. Must be a Member in Good Standing per Section 1.2.

3.1.3.2.2. A candidate must be at least 18 years old to serve on the Board of Directors.

3.1.3.2.3. Must have passed a Kingdom level Corpora test in the Northern Lights within the previous six (6) months with a score of 75% or better.

3.1.3.3. The length of service in office will be one (1) year with staggered elections. Two (2) members will be elected in conjunction with Winter Midreign, three (3) members will be elected in conjunction with Summer Midreign. New Board of Directors members will take office at the respective events.

3.1.3.4. 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.

3.1.4. The remaining two (2) 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 (3) 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 post the minutes of all Board of Directors meetings on the Official Communication Platform within four (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.

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

3.1.6.3.4. No later than fourteen (14) calendar days after the end of their term, the Treasurer shall be responsible for ensuring that the role of Treasurer is properly handed off to the incoming Treasurer and ensuring the safe delivery of all necessary materials (financial records, lockboxes, bank information, due dates, account passwords, etc.) to the new Treasurer.

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 BOD 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 Official Communication Platform and made available to the populace within four (4) 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. Requirements to run for office.

3.2.1.1. Must be 18 years of age by the time they assume office.

3.2.1.1.1. A land representative Guildmaster is not subject to the requirements of 3.2.1.1.

3.2.1.2. Must have the required attendance credits to be level six (6) in the respective class or have earned the title of “Paragon” for the respective class within the current edition of Amtgard’s Rules of Play.

3.2.1.3. Must be a Member in Good Standing per Section 1.2 fourteen (14) calendar days prior to the election.

3.2.1.3.1. A land representative Guildmaster is not subject to the requirements of 3.2.1.3.

3.2.1.4. A member may only hold one Guildmaster office concurrently.

3.2.2. Shall be selected from the Kingdom's corresponding Class Guild by election directly prior to the Midreign event. The winner shall become that Class Guildmaster for a six (6) month term beginning at the Midreign event.

3.2.3. In order to vote in the election of a Guildmaster, one must have received a credit in that class in the six (6) months prior to that election or be a Paragon or Master of that class.

3.2.4. Guildmasters have the following responsibilities:

3.2.4.1. Act as a welcoming icon and exemplary of their class.

3.2.4.2. To teach new players about the respective class and build enthusiasm for the class identity.

3.2.4.3. Work in conjunction with the Guildmaster of Reeves to teach new players the rules of Amtgard and how they relate to the class.

3.2.4.4. Work in conjunction with the Guildmaster of Reeves to ensure that members of their guild apply the rules and mechanics of the class accurately, fairly, and honestly on the battlefield.

3.2.4.5. Observe player engagement of their respective class, and present ideas for improvements and changes to the Monarch and Rules Representative.

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

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

3.2.6. Land representative Guildmasters are not obligatory, but the office may be utilized if desired by the land monarch.

3.2.6.1. Land representative Guildmasters shall be selected from the land's Class Guild by election directly prior to the Midreign event. The winner shall become that Class Guildmaster for a six-month term beginning at the Midreign event.

3.3. Reeves Guild

3.3.1. Members are those who have passed the Reeves test in the lands of the Northern Lights within the last six (6) months with a score of 75% or better.

3.3.2. Reeves are responsible for the following:

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

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

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

3.4. Rules Representative

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

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

3.4.3. The length of service in office will be two (2) years, elected and taking office in conjunction with Winter Midreign in odd years.

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

3.4.5. A candidate must be at least 18 years old to serve as the Rules Representative.

3.4.6. If the office of Rules Representative is vacated for any reason, a special election is held to choose a new pro tem officer from volunteering eligible Members in Good Standing.

3.5. Northern Lights College of Arms

- 3.5.1. Members are those who have passed the Herald's test in the lands of the Northern Lights within the last six (6) months with a score of 75% or better.
- 3.5.2. Chief Herald of the College of Arms
 - 3.5.2.1. Requirements to run for office.
 - 3.5.2.1.1. Must be a member of the College of Arms.
 - 3.5.2.1.3. Must be a Member in Good Standing per section 1.2 fourteen (14) calendar days prior to the election.
 - 3.5.2.2. Will be responsible for administering at least one (1) Herald's test on or before Kingdom Coronation, posted to the Official Communication Platform.
 - 3.5.2.3. Is considered to have passed any Herald's test they have written.
- 3.5.3. Heralds are responsible for the following:
 - 3.5.3.1. Informing and educating the populace about heraldry.
 - 3.5.3.2. Aiding in the creation of new, and the updating of old, Persona, Company, and Household Devices.
 - 3.5.3.3. Ensuring that Heraldic records and Persona histories are being accurately documented and archived.

3.6. Speaker of Knights

- 3.6.1. Shall be elected from the Knights who are Members in Good Standing of the Kingdom of Northern Lights at Midreign.
- 3.6.2. 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.
- 3.6.3. The Speaker of Knights may be removed as per the Northern Lights Circle of Knights Charter, where it does not conflict with this document.
- 3.6.4. The Speaker of Knights may not hold the office of Kingdom Monarch.

3.7. Food Fight Representative

- 3.7.1. Call for volunteers will be announced on July 1st of each year, and the representative will be appointed by the Kingdom Monarch by the 1st of August.
- 3.7.2. Understand and follow all Food Fight rules set down by the Amtgard Food Fight Committee.
- 3.7.3. Organizing and managing a team consisting of at minimum one (1) representative from each land. Example: Nine (9) Lands = Nine (9) land representatives minimum + Kingdom representative
 - 3.7.3.1. Land representatives will be chosen by the land monarch.
- 3.7.4. Educate the Kingdom on what the Food Fight is and why we do it.
- 3.7.5. Work with land representatives in creating ways for people to get involved, organizing events to collect donations in person or online and setting goals for individual lands and the Kingdom as a whole.
- 3.7.6. Tracking all donations within the Kingdom, which is to be reported at the end of the Food Fight, to the Committee.
- 3.7.7. Stepping in to be a representative for lands that do not have one, or if the land is not getting the knowledge/support they need.
- 3.7.8. Selecting an overall organization to donate to, along with smaller local food banks in each of the lands.

4.0. Official Organizations

4.1. Northern Lights Circle of Monarchs

- 4.1.1. The Northern Lights Circle of Monarchs shall consist of all monarchs of the lands of the Kingdom of Northern Lights and the Monarch of the Kingdom of Northern Lights.
- 4.1.2. They shall hold a regularly scheduled meeting at every Coronation and Midreign.

4.1.3. Powers of the Northern Lights Circle of Monarchs

4.1.3.1. Acceptance of new lands

4.1.3.1.1. 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 land into the Kingdom of Northern Lights assuming all boundary rulings are met with Amtgard Inc and all neighboring Kingdoms.

4.1.3.2. Elevation of Status

4.1.3.2.1. Upon verification of meeting the average attendance requirements outlined in section 8.1 for the next appropriate group size by the Kingdom Prime Minister and the recommendation of the Kingdom Monarch, the Northern Lights Circle of Monarchs may vote to promote a land to the next appropriate level (e.g., Barony or Duchy).

4.1.3.3. Demotion of Status

4.1.3.3.1. Should a land fail to maintain the average attendance requirements outlined in section 8.1 for their group size averaged over the previous twelve months, at the recommendation of the Monarch and verification by the Kingdom Prime Minister, the Northern Lights Circle of Monarchs may vote to demote a land to the previous elevation level.

4.1.3.4. Removal of lands

4.1.3.4.1. Should a land 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 land from the Kingdom of Northern Lights. This decision must be ratified by 2/3 majority vote at the next Kingdom Althing.

4.1.3.4.1.1. For a land to be removed, both the Northern Lights Circle of Monarchs vote and Althing vote must pass.

4.1.3.5. Formation of Principality

4.1.3.5.1. Upon verification of completion of requirements outlined in 8.5.2 by the Kingdom Prime Minister, the Northern Lights Circle of Monarchs may vote to accept the formation of a new Principality.

4.1.3.6. Lands Joining a Principality

4.1.3.6.1. Upon meeting the requirements of 8.5.3, any Northern Lights land may petition to join an existing Principality, subject to Northern Lights Circle of Monarchs vote.

4.1.3.6.2. This vote to join a Principality may occur at the same time as a land acceptance vote as per 4.1.3.1, whereby the new land would be automatically added to the Principality upon acceptance.

4.1.3.7. Dissolution of Principality

4.1.3.7.1. Should a Principality fail to maintain the requirements stated within this Corpora and/or at the recommendation of the Kingdom Monarch, the Northern Lights Circle of Monarchs may vote to dissolve a Principality. This decision must be ratified by a 2/3 majority vote at the next Kingdom Althing.

4.1.3.7.1.1. For a Principality to be dissolved, both the Northern Lights Circle of Monarchs vote and Althing vote must pass.

4.1.4. Northern Lights Circle of Monarchs Voting

4.1.4.1. Unless otherwise stated, all Northern Lights Circle of Monarch votes are determined by a 2/3 majority to pass.

4.1.4.2. At a Northern Lights Circle of Monarchs meeting, every land monarch present, either in person or by proxy, shall have one (1) official vote on each issue.

4.1.4.3. 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.

4.1.4.3.1 Decisions with regards to elevation and demotion shall only occur at Kingdom Coronations.

4.1.4.4. 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.

4.2.3. All changes to the "Northern Lights Circle of Knights Charter" will be posted to the Official Communication Platform within one (1) month after any changes have been made.

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 the Althing will be adjourned.

5.1.2. Land 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 (2) weeks' notice.

5.1.4. Anyone may attend; only Members in Good Standing may vote.

5.1.5. Althing agendas, to include all voting items, must be posted to the Official Communication Platform a minimum of two (2) weeks prior to the scheduled Althing. Any non-voting new business may be added to the agenda after posting of the agenda at the discretion of the Monarch.

5.1.5.1. 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.

5.1.5.2. Revise and update the Corpora.

5.1.5.2.1. The Corpora may be modified materially by Althing at Kingdom Midreign.

5.1.5.2.1.1. The Corpora may be restated (rearranged or altered with no material changes) by Althing at Kingdom Coronation or Midreign.

5.1.5.2.1.2. The Prime Minister determines whether a proposal makes material changes or not.

5.1.5.2.2. Proposed Corpora changes must be properly worded in the manner in which they will be placed in the Corpora.

5.1.5.2.3. Proposed Corpora changes must include the intent of the proposed change(s) and the reason that the proposed change(s) is/are necessary.

5.1.5.2.4. Any proposed Corpora changes must be submitted to the Official Communication Platform at least four (4) weeks prior to the Althing.

5.1.5.2.5. Proposed Corpora changes must be submitted in PDF format.

5.1.5.2.6. All changes to the Corpora shall be made by the Kingdom Prime Minister and made public within four (4) weeks after any changes have been made.

5.1.5.2.7. The Corpora may be temporarily overridden by Althing vote. Althing items which contradict the Corpora must include language about which sections of the Corpora are being temporarily altered by the item, and the duration that the temporary alternate procedure will remain in place.

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.

5.1.5.5.1. Ranked choice voting format, or other alternative voting formats, may be used when comparing similar proposals. The Monarch and Prime Minister will determine the best suited ballot type.

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 Official Communication Platform and made available to the populace within four (4) weeks of that Althing.

5.1.9. An issue voted on at Althing may not be brought up again for at least six (6) 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 – If the Prime Minister or Guildmaster of Reeves is running for re-election, then that election will be held with the Monarch.

5.2.1.1.1. If both Prime Minister and Guildmaster of Reeves are running, then there will be two ballots ran.

5.2.2. The winner of any election requires a majority vote.

5.2.2.1. Ranked choice voting format, or other alternative voting formats, may be used. The Monarch and Prime Minister will determine the best suited ballot type.

5.2.2.2. Ballots shall include the options of abstain and no confidence for all candidates.

5.2.2.2.1. Abstention from a vote waives participation in a vote and does not count toward the voting total.

5.2.2.3. If a candidate garners more no-confidence votes than yes votes, they will not win the election.

(i) In the case of Monarch elections, the Regent-elect shall take the Monarch seat.

(ii) Should no candidate for Regent, Prime Minister, Champion, or Guildmaster of Reeves win the election, the Monarch shall appoint another to hold the office as pro tem officer as per 2.0.5.2.1 and 2.0.5.2.2.

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.)

5.3. 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. Members in Good Standing may submit their vote via email (attach signed and completed ballot, or include all information requested on the ballot in the body of the email), or online ballot (Google form or similar) if made available by the Prime Minister, to the Kingdom Prime Minister until midnight of the day the Althing/election is to take place.

5.3.3. No votes of any sort will be accepted after the end of the day the physical Althing/Election takes place.

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 the Official Communication Platform no later than nine (9) 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 USD for six (6) months.

6.0.1.1. Chancellors shall remit \$6.00 of each \$12.00 dues payment transaction that has occurred during the current Kingdom reign to the Kingdom Prime Minister at least once every six (6) months by Kingdom Coronation.

6.0.1.2. Receipts will be made available upon request.

6.0.2. 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.

6.0.2.1. The BOD Treasurer will register this payment in the Kingdom ledger and disclose it to the members of the Kingdom on the official Communication Platform no later than fourteen (14) calendar days after the expense has been paid.

6.0.3. Pre-Pay fees for any event shall not be considered Kingdom coffers, for the purposes of determining funds available to be spent, until after said event has been closed out.

7.0. Events

7.0.1. 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 (2) weeks after the close of said event.

7.1. Dragonmaster and Weaponmaster Events

7.1.1. These events may be held at any time, except for the Month of the Crown.

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

7.1.3. Dragonmaster events will be open to all. The list of A&S categories under Appendix B should serve as a guide to what events should be included in Dragonmaster. Entries may only ever be entered into one (1) Dragonmaster event. Entries that have been used in Crown Laureate Trials may be entered into a single Dragonmaster. Likewise, entries that have been entered into a Dragonmaster may later be used for Crown Laureate Trials. No entry may ever be used for more than one of each type of tournament.

7.1.3.1. The winner of the Dragonmaster will hold the title until the next Dragonmaster event.

7.1.4. Weaponmaster events are open to any who wish to participate.

7.1.4.1. The Weaponmaster will consist of at minimum the following events:

Short Sword - Combatants may use a single Short.

Florentine - Combatants may use two Shorts.

Sword and Shield - Combatants may use one Short and may also have a Small or Medium Shield.

Open - Combatants may use one (1) or two (2) melee weapons and up to one (1) Shield.

Great - Combatants may use a single Great.

7.1.4.2. The volunteer who places highest in the Weaponmaster tournament shall hold the title of Weaponmaster until the next Weaponmaster tournament.

7.1.4.2.1. In the event of a tie in the Weaponmaster tournament, the tied individuals will proceed to a fight-off consisting of one (1) fight in each of the following three (3) categories: Single Sword, Florentine, and Sword and Shield. The winner of two (2) of the three (3) shall win the tie.

7.1.4.2.2. Unless otherwise announced, the Standard Scoring for Weaponmaster events will be based on 5 points for 1st place, 3 points for 2nd place, and 1 point for 3rd place.

7.1.5. More specific rules set for this tournament, including the events to be held, shall be put out by the sponsor at least two (2) weeks prior to the date(s) set for Weaponmaster.

7.2. Crown Laureate Trials

7.2.1. The Crown Laureate Trials is typically a single day event and shall be run by the current Regent.

7.2.2. Crown Laureate Trials will be held at least once every six (6) months, at least three (3) weeks prior to the Crown Coronation.

7.2.3. Members wanting to qualify for the winner of the Crown Laureate Trials will be required to score a minimum average of three (3) on a scale of 0-5 over a minimum specified number of cultural entries in the Crown Laureate Trials. The member with the highest average of all those who qualify will be declared the winner of the Crown Laureate Trials.

7.2.3.1. Kingdom or Duchy: Seven (7) entries in five (5) different categories.

7.2.3.2. Barony: Five (5) entries in four (4) different categories.

7.2.3.3. Shire: Two (2) entries in two (2) different categories.

7.2.4. Appendix B: A&S categories to be used unless specified otherwise by the individual(s) running the Crown Laureate Trials.

7.2.4.1. Any changes to these categories must be announced at least four (4) weeks prior to said event.

7.3. Warskill Events

7.3.1. Warskill Events will be held at least once every six (6) months, at least three (3) weeks prior to the Crown Coronation.

7.3.2. The Warskill Events Tourney will consist of five (5) events (called the war events) and shall be run by the current Champion. The war events must include the following:

7.3.2.1. Short Sword - Combatants may use a single Short.

7.3.2.2. Florentine - Combatants may use two Shorts.

7.3.2.3. Sword and Shield - Combatants may use one Short and may also have a Small or Medium Shield.

7.3.2.4. Open - Combatants may use one (1) or two (2) melee weapons and up to one (1) Shield.

7.3.2.5. Great - Combatants may use a single Great.

7.3.3. In the event of a tie in the Warskill Events tournament, the tie will be broken according to the procedure outlined in 7.1.4.2.1.

7.3.4. More specific rules for this tournament, including the events to be held shall be put out by the sponsor at least two (2) weeks prior to the date set for Warskill Events.

7.3.5. Unless otherwise announced, the Standard Scoring for Warskill events will match the method defined in 7.1.4.2.2.

7.4. Coronations and Midreigns (Bidden Events)

7.4.1. Coronation is the event where the winners of the Crown Elections assume office.

7.4.1.1. Spring and Summer Coronation bids will be for Thursday through Sunday events.

7.4.2. Midreign is the event where the winners of the Prime Minister and Guildmaster elections take office.

7.4.2.1. Summer Coronation bids will be for Friday through Sunday events.

7.4.2.2. Winter Coronation bids will be for single-day events.

7.4.3. Bid forms for the event to follow six (6) months later shall be taken by the Prime Minister or Monarch from the last day of the event for two (2) weeks and then shall close for a two-week evaluation period.

7.4.3.1 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 on the official Communication Platform within two (2) weeks of completion of the financial review as outlined in 7.4.4.

7.4.3.2 Should the Monarchy select a bid that needs to be amended, the Monarch or Prime Minister shall return the bid to the listed autocrat to be revised to address issues outlined by the Monarchy team for a period of no more than 72 hours to then be returned with necessary matters outlined in the bid addressed.

7.4.3.3 Should any serious changes (Safety, Fiduciary, Acceptable Events and Major Details that pertain to the running of an event) not be addressed satisfactorily, the Monarchy team may elect by simple majority vote to make the necessary change.

7.4.4. Bids that have passed the Monarchy committee shall pass a review by the Monarchy and BOD for financial feasibility.

7.4.4.1 Being found fiscally sound, autocrat shall have funds released to them one (1) month prior to the event after having signed a fiduciary statement.

7.4.4.2 Should an autocrat need further funding it must be approved through Althing.

7.5. The Morrigan Tournament

7.5.1. The Morrigan Tournament is restricted to players who identify as female/non-binary.

7.5.2. The Kingdom Champion will organize the tournament.

7.5.2.1. The tournament must take place each reign.

7.5.2.2. Tournament Rules including tournament style, time frames, categories, and scoring must be announced at least two (2) weeks prior to the date set for the Morrigan tournament.

7.5.3. Should another tournament be happening the same day, the times must be offset to ensure players may participate in both if they so choose.

7.5.4. The tournament must include at minimum the following categories:

7.5.4.1. Single Sword – Combatants may use a single short sword.

7.5.4.2. Florentine – Combatants may use two short swords.

7.5.4.3. Sword and Shield – Combatants may use one short sword and one board up to maximum medium.

7.5.5. Unless otherwise announced, the Standard Scoring for Morrigan events will match the method defined in 7.1.4.2.2.

7.5.5.1. In the event of a tie in the Morrigan tournament, the tie will be broken according to the procedure outlined in 7.1.4.2.1.

7.5.6. The overall winner of the tournament will earn the title of “The Morrigan” until the next one takes place.

7.6. Invalid Entries into Crown Laureate Trials and Dragonmaster

7.6.1. The host of Crown Laureate Trials /Dragonmaster has the authority to declare an item as invalid.

7.6.1.1. 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.

7.6.1.2. The host of the event and the local Regent will be in charge of verification of original works.

7.6.1.3. Host and Regent will have one (1) week from the end of the event to research validity of items entered.

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

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

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

7.6.3.1. Contestant will be barred from entering any Crown Laureate Trials or Dragonmaster events for six (6) months from the filing of the documentation.

8.0. Other Amtgard Groups

8.0.1. This Corpora is written with the Kingdom of Northern Lights in mind. Smaller lands will be governed in the following subsections.

8.1. Group size

8.1.1. Shire - Over 5 people in Average Attendance

8.1.2. Barony - Over 20 people in Average Attendance

- 8.1.3. Duchy - Over 40 people in Average Attendance
- 8.1.4. Elevation and demotion of status of lands is covered by section 4.1.3 (Northern Lights Circle of Monarchs)
- 8.1.5. Attendance is determined by the following:
- 8.1.5.1. Official "attendance" is the average of each month over the previous twelve months
 - 8.1.5.2. Unique sign-in (Each individual sign-in counts only once per month)
 - 8.1.5.3. Count local member sign-in only
 - 8.1.5.4. Count from 1st day of the month, until last day, no matter how many times the park meets
 - 8.1.5.5. Count sign-ins from every official local event and every official kingdom event hosted by the park (Battlegame days, fighter practice, Kingdom Weaponmaster, etc.)

8.2. Awards and Orders

- 8.2.1. Lands may award orders by type up to a maximum level as follows:
- 8.2.1.1. Shire - third level
 - 8.2.1.2. Barony - fifth level
 - 8.2.1.3. Duchy - seventh level
 - 8.2.1.4. Principality - ninth level

8.3. Titles

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

8.4. Officers - Land officers are referred to as follows

Shire	Barony	Duchy	Kingdom Equivalent
Sheriff	Baron	Duke	Monarch
Regent	Regent	Regent	Regent
Chancellor	Chancellor	Chancellor	Prime Minister
Champion	Champion	Champion	Champion

8.5. Principalities

- 8.5.1. A Principality shall be a group of lands within the Northern Lights that provides regional support and organization for the lands under its umbrella, with the goal of becoming a separate Kingdom in the future.
- 8.5.2. Requirements to form a Principality
- 8.5.2.1. The group of lands must collectively maintain a combined 75 unique players per month in Average Attendance, as defined in 8.1.5.
 - 8.5.2.1.1. At least one (1) land within the Principality must always maintain the status of Duchy.
 - 8.5.2.2. The Principality shall create and implement a Corpora, with requirements, powers, and limitations as per 8.5.4. All member lands must use this same Corpora.
 - 8.5.2.3. Each land wishing to become part of the new Principality must have the 2/3 majority support of a local Althing, within the last six (6) months.
 - 8.5.2.4. To petition for the formation of a new Principality, the Monarchs of each constituent land shall present the following:
 - 8.5.2.4.1. A summary of the lands including their locations, attendance information, and results of local Althings with regards to forming the Principality.
 - 8.5.2.4.2. A copy of the proposed Principality Corpora.
 - 8.5.2.4.3. A proposed geographic boundary that all lands within the new Principality shall fall within.

8.5.2.5. The new Principality shall be considered active after electing its first Monarch and Prime Minister, which must occur within six (6) months following its creation.

8.5.3. Additional Lands

8.5.3.1. Lands petitioning to join a Principality must have 2/3 majority approval of a local land Althing, approval of the Principality Monarch, and be within the predefined geographic boundaries of the Principality.

8.5.3.2. Lands seeking to leave a Principality may do so by 2/3 majority approval of a local land Althing, and notification to the Kingdom and Principality Prime Ministers.

8.5.4. Principality Details

8.5.4.1. The Principality and its member lands must adopt and solely use the Principality Corpora, with all rights and privileges contained within.

8.5.4.1.1. If a change is made to the Northern Lights Corpora that changes the way the Principality operates, the Kingdom Prime Minister must notify the Principality officers and the Principality Corpora must be updated.

8.5.4.2. The Principality Corpora shall govern all operations of the Principality and its member lands, including membership, monarchy, offices, groups, elections, events, and regulations.

8.5.4.3. The Principality Corpora shall govern the amount of and collection of dues by the Principality and member lands, which shall be distributed in a 50%/25%/25% configuration between the Land/Principality/Kingdom, respectively.

8.5.4.3.1. In place of 6.0.1, dues-paid members of a Principality shall also be considered dues-paid within the Kingdom of Northern Lights.

8.5.4.4. Principality Corporas are subject to the following conditions and limitations:

8.5.4.4.1. The Principality Corpora may not suspend nor alter any requirements to vote in Kingdom Althings.

8.5.4.4.2. Principality members may not simultaneously hold any Monarchy Office of both the Kingdom and Principality, with Monarchy Offices defined as per 2.0.1.

8.5.4.4.3. Principalities cannot contradict chapter ranks or alter the ways awards and titles are given.

8.5.4.4.4. Principalities do not have an independent Circle of Knights. All Knights of a member land are Knights of the Northern Lights.

8.5.4.5. The Principality Corpora must contain a plan for the distribution of funds and resources, in the event the Principality is dissolved.

8.5.4.6. The Principality Monarch shall hold a non-voting seat on the Northern Lights Circle of Monarchs.

9.0. Mundane Laws

9.1. General Information

9.1.1. Members are required to obey all federal, provincial, state, city, county, and municipal laws.

9.1.2. Violations of the law that occur at any Kingdom of Northern Lights functions that endanger members of the Kingdom of Northern Lights, or the public, should be reported to the proper authorities.

9.1.3. For the purposes of this section, Kingdom of Northern Lights sponsored functions include but are not limited to any event sponsored by the Kingdom or a land within the Kingdom of the Northern Lights, including park days, fighter's practices, Kingdom Level Events, NLCC, Midreign, demos or exhibitions, and Ithras.

9.2. Violations

9.2.1. In the event that an individual should be proven guilty in a court of law, or the preponderance of evidence after a formal investigation reveals it more likely than not the individual violated the code of conduct or committed any felony, indictable offense, misdemeanor, summary conviction offense, or

any form of online harassment, including denigration, flaming, or cyberstalking, on the premises of any Kingdom of Northern Lights sponsored function, as defined in 9.1.3, or on any Kingdom of Northern Lights online communication forums, including Facebook groups or Discord servers, that individual may be subject to disciplinary action by the Kingdom.

9.2.2. Disciplinary action may include:

9.2.2.1. Being expelled from the site of the event.

9.2.2.2. An immediate call to the mundane law enforcement officials.

9.2.2.3. Being recommended to Althing to be stripped of all awards, titles and/or knighthoods as per this Corpora.

9.2.2.4. Termination of membership permanently or temporarily.

9.2.2.5. Being banned from battlegames, tournaments and/or events sponsored by the Kingdom of Northern Lights permanently or temporarily.

9.2.2.6. 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, Discord servers, and similar) permanently or temporarily.

9.2.3. Any investigation into any accusation or concern brought against a member of the Northern Lights will be conducted by a committee comprised by and of the Board of Directors (per current BOD Bylaws). Following a thorough investigation, the evidence obtained, a summary of the events, and the BOD's recommendations for disciplinary action, if applicable, will be provided to the Monarch, Prime Minister, and Guildmaster of Reeves. While the final decision for disciplinary action requires the agreement of the Monarch and Prime Minister or Guildmaster of Reeves, any deviation from the BOD's recommendation(s) must first be discussed with the BOD.

9.2.3.1. In the event an accusation or concern is brought to land level Monarchy by a member of the land against a member of the land, that Monarchy may choose to conduct the investigation themselves. If at any time during the investigation, they believe the outcome may result in more than land level disciplinary action, they must immediately forward the complaint and their investigation to date to the BOD for review and involvement as per 9.2.3.

9.2.3.2. In the event the BOD President is the subject of an investigation, the current sitting Monarch will appoint a committee as per this Corpora 9.2.3 to investigate any allegations levied against the BOD President.

9.2.3.3. If the BOD Investigates the current Monarch, Regent, or Guildmaster of Reeves and recommend suspension as a disciplinary action, then the BOD will call for an Althing regarding removal, as outlined in 2.0.6.

9.2.4. Anyone punished for any violation in this document, or the Rules of Play, will be notified by the Monarch, the Prime Minister, or the Guildmaster of Reeves within 24 hours with a description of the punishment, clear reasoning for said punishment, and a description of how to appeal the decision.

9.3. Appeals

9.3.1. 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.

9.3.1.1. Any person wishing to appeal will be allowed to appear at the Althing where the vote takes place.

9.3.1.2. Any person punished may request a representative to start a petition for their appeal with the agreement of the Monarch.

9.3.1.3. Both parties will have equal time to state their cases at the discretion of the Monarch, Prime Minister, and Guildmaster of Reeves.

9.3.1.4. All Evidence must be given to the Monarch prior to the appeal.

9.3.1.5. Members who wish to remain anonymous may send their signed statement of account directly to the Monarch. It is the responsibility of the Monarch to redact the member's name when presenting the statement as evidence.

9.3.1.6. Only the Monarch, Prime Minister, and Guildmaster of Reeves will be allowed to know the identity of personal statements, which would otherwise be anonymous to the public.

9.3.1.7. The Monarch shall create an appeals committee of five (5) people to go through all evidence prior to the appeal.

9.3.1.7.1. The purpose of the appeals committee is to research and verify evidence presented.

9.3.1.7.2. In the event of the verification of an anonymous statement of account, the Monarch would act as the advocate for that person. Any questions or further testimony would need to go through the Monarch, in order to retain anonymity.

9.3.1.8. Other than a COC suspension/ban, any person's punishment may be rescinded with a 2/3rds vote at their appeal Althing.

9.3.2. Disclaimer

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

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

9.3.2.3. Amtgard: Northern Lights, 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.

9.3.2.4. Amtgard: Northern Lights hereby agrees to indemnify, defend and hold 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 Amtgard: 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.

10.0. Kingdom Electronic Assets

10.0.1. Unless otherwise stated in any law, copyright, license, user agreement, or similar contract, the Kingdom of the Northern Lights shall be considered the sole owner of the following electronic assets:

10.0.1.1. amtgardnorthernlights.org

10.0.1.2. The Kingdom of Northern Lights Discord Server

10.0.1.3. The Amtgard Northern Lights Facebook page

10.0.2. The Kingdom of Northern Lights Discord server is the Official Communication Platform of the kingdom.

11.0. Attendance and Bonus Credits

11.1 No amount of bonus credits shall be offered that a player may potentially exceed the maximum allotted number of bonus credits allowed by the Rules of Play, Amtgard Circle of Monarchs, or Kingdom Monarch.

11.2. Should two (2) events which both offer additional credits be hosted within the Kingdom on the same day, only the greater of the two (2) will be counted towards the monthly limit.

11.2.1. If both events offer the same number of credits, only one of the events will be counted towards the monthly limit.

Addendum 01: Requirements to Lands petitioning to join the Northern Lights

(01).1. Must retain a contract with the Amtgard International Board of Directors (AIBOD).

(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. Lands outside of a 250-mile radius must:
 - (01).4.1. Send a written notice of intent to the Northern Lights Board of Directors
 - (01).4.2. Send a written notice of intent to the Board of Directors of the Kingdom that their land fall within, if applicable
 - (01).4.3. Must receive a written agreement signed by the Board of Directors AND Monarch of the Kingdom that their lands fall within.

Addendum 02: Emergency Lockdown Procedures

This procedure may be implemented in the event of a Government Mandate or State of Emergency which prohibits us from holding physical meetings or park days.

(02).1.0. Implementation

- (02).1.1. This procedure may be enacted by joint agreement of the Kingdom Monarch and Prime Minister, to be ratified via Althing within two (2) weeks.
- (02).1.2. This procedure will supersede or alter some standards and procedures laid down by the Corpora, in order for the Kingdom of Northern Lights to continue to function. Anything not specifically mentioned in this document will continue to function as per the Corpora.
- (02).1.3. Once implemented; this procedure will be in effect until the end of the State of Emergency/Government Mandate.
 - (02).1.3.1. In the event the State of Emergency/Government Mandate lasts to the end of whatever reign this procedure was implemented, (02).1.1. will need to be repeated at the beginning of the next reign, and every subsequent reign until the State of Emergency/Government Mandate is over.

(02).2.0. Attendance and Credits

- (02).2.1. The Kingdom of the Northern Lights will continue to provide a minimum of one (1) "Attendance" opportunity per month, utilizing an online format, such as the Kingdom Facebook page.
 - (02).2.1.1. These attendance opportunities may include, but are not limited to Live Stream videos, guided discussion topics, challenges/competitions, etc. The goal of these attendance opportunities should be to garner participation and interaction among players.
 - (02).2.1.2. The Kingdom may award however many credits they deem appropriate, as long as they do not go over the allotted number of credits allowed by the Rules of Play, Amtgard Circle of Monarchs, and section 11.0.
- (02).2.2. Lands within the Northern Lights will provide weekly attendance opportunities, to take place on the usual day their park is usually scheduled to meet. These attendance opportunities will follow the same standards as stated above for the Kingdom Level.
 - (02).2.2.1. These attendance opportunities should be hosted on that land's or the Kingdom's Official Communication Platform but may be advertised on other pages. These can be hosted by anyone, even if they are not members of a local land.
 - (02).2.2.1.1. Lands may choose to use a different platform (Zoom, Facebook, etc.) to host attendance opportunities, as long as the event is posted to the Official Communication Platform. This can either be done through announcements ahead of time, and/or a posted link leading to wherever the event is being hosted.
 - (02).2.2.2. In adherence with the rules of Amtgard, anyone who participates, regardless of home park, should be given credit. However, this does not change the fact that players may only sign in and be counted at one (1) park per day.
 - (02).2.2.3. In the event a land is struggling to host attendance opportunities, the Kingdom of Northern Lights should provide ideas and support when possible.

(02).3.0. Dues

- (02).3.1. To provide increased opportunities for a member to pay their dues, for the duration of the emergency situation dues can be paid to the Monarch and Regent, in addition to the Prime Minister.

- (02).3.1.1. The local monarchies should provide increased methods for a member to pay dues. Some examples may be money orders sent through the mail, PayPal, Facebook Pay, etc. Not every land needs to provide all the same methods, but lands should provide whatever methods possible for members to be able to pay their dues.
- (02).4.0. Month of the Crown and Running for Office
- (02).4.1. The timing and schedule for Month of the Crown will remain the same.
- (02).4.2. Members in Good Standing may still run for office, both at the Kingdom and Local levels, on the same schedule laid out by the Corpora.
- (02).4.2.1. Candidates will still be required to meet attendance requirements to qualify as a Member in Good Standing, pay their Dues, and pass a Reeves and Corpora Test.
- (02).5.0. Reopening Procedure
- (02).5.1. The NL COM will develop a "Plan of Action" for the return to normal park days.
- (02).5.1.1. The Plan of Action must be adopted by a 2/3 majority vote of the COM.
- (02).5.1.2. At the beginning of each Reign the new COM must revote on the Plan of Action.
- (02).5.2. Any Plan of Action developed must address the following:
- i. safety and health requirements
 - ii. does not violate State or Local Laws
 - iii. can be universally applied to all parks
- (02).5.3. The BoD will verify the "Plan of Action" to ensure that the items in section (02).5.2 are addressed.
- (02).5.3.1. If there are any changes, the BoD will return the plan to the CoM, with recommended changes.
- (02).5.3.2. If the CoM makes any changes to the plan, the BoD must verify the changes meet the requirements of section (02).5.2.
- (02).5.4. If the "Plan of Action" meets all requirements, then it will be announced to the populace, and go into effect one (1) month after adoption.

Addendum 03: Northern Lights Supplementary Code of Conduct

- (03).1. Battlegame participants are prohibited from carrying mundane weapons such as "live steel" swords, knives, or firearms.
- (03).2. Amtgard participants are prohibited from carrying firearms visibly on their person while attending Northern Lights park days and events.
- (03).3. "Firearms" are defined as per 18 U.S.C. §921(a)(3).

APPENDIX A: Honors and Awards

A.1. Knighthood:

- A.1.1. The Monarch of the Kingdom of Northern Lights may grant initial knighthood for any of the orders of knighthood outlined in the Rules of Play, upon confirmation of eligibility and with approval of the Circle of Knights.
- A.1.2. The Monarch of the Kingdom of Northern Lights may award additional orders of knighthood to those already knighted upon confirmation of eligibility.

A.2. Non-Standardized, Non-Ladder and/or Northern Lights Specific Awards:

Award	Awarded By	Awarded For	Limitations
Order of the Flame	Monarch	A group for outstanding contributions to Amtgard	Given once per reign

Order of the Griffin	Monarch, Champion	Courage, chivalry, and honor on the battlefield	None
Order of the Hydra	Monarch, Regent	Entering enough events to qualify for the Crown Tourney or elections	None
Order of the Jovius	Monarch	Outstanding attitude	Given once per reign
Order of the Mask	Monarch	Outstanding portrayal of persona	Given once per reign
Order of the Zodiac	Monarch	Outstanding contributions in any one month	Given once per month
Order of the Hunter	Monarch, Champion	Fighting prowess with a bow or crossbow	See below
Order of the Walker of the Middle	Monarch	Exemplification of the ideals and conduct of reeves	Can only be awarded to a person once

A.2.1. Order of the Hunter

A.2.1.1. Order of the Hunter is earned under the following suggested criteria:

- (i) First Order of the Hunter – Earned for showing fighting prowess with a bow or crossbow in combat or tournament;
- (ii) Second Order of the Hunter – Awarded for showing higher than normal fighting prowess with a bow or crossbow in combat or tournament;
- (iii) Third Order of the Hunter – Awarded for showing continued fighting prowess with a bow or crossbow in combat or tournament;
- (iv) Fourth Order of the Hunter – Awarded for showing exceptional and continued fighting prowess with a bow or crossbow in combat or tournament;
- (v) Fifth Order of the Hunter – Awarded for advanced bowmanship 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;
- (vi) Sixth Order of the Hunter – Awarded for advanced bowmanship and prowess during combat scenarios of a large group or for showing exceptional skills during a kingdom level archery tournament hosting at least 12 competitors;
- (vii) Seventh Order of the Hunter – Awarded for advanced combat skills with a bow or crossbow during a large-scale 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;
- (viii). Eight 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;
- (ix). 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;
- (x). 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.

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 Hunter should be higher than the requirements to attain their 2nd, etc.).

A.3. Titles of Nobility and Lesser Titles of Honor (awarded by the Kingdom Monarch):

A.3.1 Disclaimer: While these titles are historical in nature, it should be noted that the individual receiving the awards gender identity be taken into consideration when awarding a title of nobility.

A.3.2 Titles of Nobility includes Grand Duke, Arch Duke, Duke, Marquis, Count, Viscount, Baron, Baronet, Lord, Defender, Master, and Esquire.

A.3.3 Lesser Titles of Honor include Warlord, Master of Service Order, Master of Craft Order, Battlemaster, Class Paragon, Weaponmaster and Arcuarius.

Title	Equivalents	Criteria
Grand Duke/Duchess	Grand Duc, Grand Dux	Serve the kingdom two terms as Monarch.
Arch Duke/Duchess	Arch Duc, Arch Dux	One term each as Kingdom and Duchy Monarch.
Duke/Duchess	Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun, Boyar	Serve one term as Kingdom Monarch.
Marquis	Markgraf, Marchioness, Margrave, Marchese, Margravine, Marquee	Serve in each of the following positions of a Kingdom Regent and Prime Minister.
Count/Countess	Earl, Graf, Jarl, Conde, Comte, Conte, Kaliph, Khidiw, Cuauhtlahtoque, Contessa, Ealdorman	Serve one term as Kingdom Regent.
Viscount/Viscountess	Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha, Castellan, Burgrave, Vidame	Have held the following positions of a Kingdom Champion and Weaponmaster or The Morrigan.
Baron/Baroness	Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone, Lendmann, Primor, Suzerain	Serve the Kingdom six months as Prime Minister, serve at a Duchy six months as Monarch.
Baronet	Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum, Ritter	Serve in a pro tem position for the Kingdom, serve as Kingdom Guildmaster of Reeves, serve at a Duchy six months as Regent, serve at a Barony six months as Monarch.
Lord/Lady	Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U Sayid, Agah, Rabban, Chieftain, Fidalgo, Nobile, Magister, Armiger, Mistrum, Magis, Captain, Lordy	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 months as Monarch.

Defender	None	Serve the Kingdom six months as Champion.
Master	Mistress	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.
Esquire	None	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.
Arcuarius	Master Hunter	A player may be eligible for the Masterhood title of Arcuarius upon earning their tenth Order of the Hunter
Paragon (class)	None	Display exemplary knowledge and use of class abilities and personify behavior of said class.

A.4 Order of Precedence

Kingdom Monarch
Kingdom Regent
Kingdom Prime Minister
Grand Duke
Arch Duke
Kingdom Champion
Duke (Noble Title)
Marquis
Count
Viscount
Kingdom Guildmaster of Reeves
Ducal Monarch
Baron (Noble Title)

Defender
Knighthood
Ducal Regent, Baronial Monarch
Baronet
Ducal Chancellor, Baronial Regent, Shire Monarch
Masterhood
Lord
Ducal Champion, Baronial Chancellor, Shiree Regent
The Title of Master
Baronial Champion, Shire Chancellor or Champion
Esquire
Park Guildmaster of Reeves
Class Paragons
Captain of the Guard
Weaponmaster
All other Guildmasters
All other Court Positions
Royal Guardsmen
Company/House heads
Squire
Reeves Guild
Company/House Officers
At-Arms
Page

A.5. Rescinding an award or title:

A.5.1. Any award or title given in the Northern Lights may be formally rescinded in the following manner:

A.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 name.

A.5.1.2. If the award in question is a Knighthood, written notice as per above must also be

submitted to the Speaker of Knights.

A.5.2. No later than two (2) weeks following the completion of 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 award(s) has been removed.

A.5.3. Only a Monarch may remove (strip) a title of nobility, Knighthood, and/or award from a person for repeated proven violations of the Corpora and/or Rulebook under the following condition:

A.5.3.1. Agreement of Kingdom Prime Minister or Kingdom Guildmaster of Reeves & 2/3 vote of an Althing by Members in Good Standing.

A.5.3.2. Any General populace member or Member in Good Standing may bring the request for a person's title of nobility, Knighthood, and/or award to be removed (stripped) via a vote of an Althing, but the power to remove (strip) comes from the office of Kingdom Monarch itself.

APPENDIX B - A&S Categories

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...)

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

☐ Treasurer, 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 five (5) years.

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