

Amtgard, Kingdom of Westmarch, Inc. Corpora of Bylaws

ARTICLE I: NAME AND PURPOSE

Section 1. NAME

1. The name of the organization is Amtgard, Kingdom of Westmarch, Inc. ("Kingdom of Westmarch", "Westmarch", "Kingdom").

Section 2. PURPOSE

1. Westmarch is a collection of Amtgard chapters whose members participate primarily in California. The Kingdom shall operate as a Floating Crown, with officers and voting eligibility determined by distance from a general Kingdom center point of Gilroy, CA.
2. Amtgard, including Westmarch, is a non-profit, free, non-sectarian group dedicated to the recreation of medieval and fantasy genres.
3. Westmarch typically meets at various locations primarily in California ("the park", "the field") where battlegames, ditches, tournaments, and other events are held using the most current Amtgard Rules of Play ("RoP"). Events hosted by the Kingdom are considered to be held by the Kingdom for the purposes of officer jurisdiction and attendance.
4. Westmarch sponsors several smaller chapters that also play Amtgard, but are not autonomous kingdoms. Although voting membership in the Kingdom is defined separately by these bylaws, all chapters within the Kingdom are considered to be part of the Kingdom and under the jurisdiction of the Kingdom officers and these bylaws.
5. This document describes how the Kingdom functions, and unless specified separately, all chapters within the Kingdom shall function as described for the Kingdom.

ARTICLE II: MEMBERSHIP

Section 1. DEFINITION

1. Membership is limited to persons who have signed a waiver within any chapter of Westmarch.
 - a. Persons under the age of eighteen (18) may only join if their legal guardian signs a waiver for them.
2. Persons under the age of fourteen (14) may participate in combat or be present on the battlefield with special permission from the local monarch after they have evaluated the person as per the RoP. Regardless of determination of field participation, a person under the age of fourteen (14) may still be a member of Westmarch as described above as long as their parent or legal guardian is present for the duration of their attendance.

Section 2. TYPES OF MEMBERSHIP

1. A non-voting member need not meet any attendance requirements, nor pay dues in the Kingdom. They must have a signed waiver on file with their local prime minister.
2. All members of all chapters sponsored by the Kingdom are considered to be non-voting members of the Kingdom.
3. A voting member must do as follows:
 - a. Have a signed waiver on record in one of the chapters of Westmarch for at least six (6) months,
 - b. Maintain membership in no other Amtgard chapters,
 - c. Be currently dues-paid in one of the chapters comprising Westmarch,
 - d. Have no membership in other Amtgard chapters not sponsored by Westmarch for the previous three months,
 - e. Have attended a minimum of six (6) of the weekly meetings in the last three (3) months, and
 - f. Be at least fourteen (14) years of age.

Section 3. CREDITS

1. All members who attend and play a class (including reeves and non-combatant roles such as color) at an officially scheduled meeting or function shall gain one (1) credit in that class.
2. Officially scheduled meetings occur at least once every other week, unless otherwise noted.
3. All members who attend and participate at an officially scheduled fighter practice event shall gain one-quarter ($\frac{1}{4}$) Warrior credit.
 - a. A player may receive no more than one-half ($\frac{1}{2}$) Warrior credit per week from fighter practices.
4. All members who attend and participate at an officially scheduled Arts & Science meeting shall gain one-quarter ($\frac{1}{4}$) Color credit.
 - a. A player may receive no more than one-half ($\frac{1}{2}$) Color credit per week of Arts & Science meetings.
5. Additional credits may be awarded for attendance at feasts, special events, or events in other Amtgard chapters at the discretion of the local monarch.
 - a. Travel of more than 250 miles from Gilroy, CA shall grant one (1) additional credit in addition to any credits earned from the event.
 - b. Members of non-Core chapters may receive this additional credit for travel more than 250 miles from their home park.
6. Members may earn no more than eight (8) credits per month, at rate of no more than two (2) per week.
 - a. More than two (2) credits may be earned in a single week if there was a multi-day event that week.

Section 4. TERMINATION OF MEMBERSHIP

1. If a person's membership is terminated, that person is no longer a member of the Kingdom, or their local land.
2. Membership is automatically terminated when a member begins maintaining their records in another Amtgard chapter, outside of Westmarch.
3. Members who have terminated their own membership voluntarily or through maintaining their records in another Amtgard chapter may restore their membership by:
 - a. Communicating their intent to the local prime minister and,
 - b. Maintaining their records solely in one of the lands or chapters comprising Westmarch.
4. A person's membership may be terminated by joint agreement of the Kingdom Monarch, Prime Minister, and Guildmaster of Reeves.
5. Cases in which membership may be terminated include, but are not limited to:
 - a. Repeated violations of the most current Amtgard Rules of Play,
 - b. Violent or dangerous behavior at an Amtgard event or meeting,
 - c. Criminal activity at Amtgard events.
6. A person whose membership is terminated may appeal to the Kingdom Althing to have their membership restored.
 - a. Restoration of membership requires a $\frac{2}{3}$ approval of an Althing vote.

ARTICLE III: OFFICES OF THE KINGDOM

Section 1. GENERAL INFORMATION

1. The four offices of Monarch, Regent, Champion, and Prime Minister are known collectively as “the Monarchy”.
 - a. The Monarch and Regent are known collectively as “the Crown”.
2. All officers must be at least eighteen (18) years old.
3. No person may hold more than one (1) of the offices of Monarchy at any level of Westmarch concurrently.
4. All Kingdom officers must maintain voting membership in one of the core chapters comprising Westmarch.
5. No Monarchy officer may hold an office for more than two consecutive terms.
 - a. A 2/3 majority of an Althing vote prior to declarations may allow an officer to run for another term.
6. In the event a member of the monarchy does not attend regular meetings within the Kingdom for four (4) weeks in a row, a vote to remove said officer shall be brought before an Althing.
7. Unless otherwise noted, a local chapter Officer has the same authorities and duties as the Kingdom Officer, but in respect to their local chapter only.

Section 2. MONARCH

1. The Monarch is the highest-ranking official in the Kingdom, and the Chief Executive Officer.
2. The Monarch shall be elected during the Time of the Crown.
3. The Monarch presides over all official functions and ceremonies except the Board of Directors.
4. The Monarch represents Westmarch on the Inter-kingdom Circle of Monarchs (“IK-COM”).
 - a. Must physically attend the IK-COM, or send a representative who can physically attend.
 - b. Must maintain a presence on the Inter-kingdom discussion online or otherwise.
5. The Monarch shall be Chairman of the Westmarch Circle of Monarchs (“WM-COM”).
6. The Monarch shall hold an automatic seat on the Board of Directors.
7. The Kingdom Monarch shall have the power to break all ties in Kingdom level elections and Althings. The local monarch shall have the power to break all ties in local level elections and Althings.
 - a. The exceptions include situations in which
 - i. The Monarch is a subject of the vote, in which case the Prime Minister breaks the tie.
 - ii. If the Monarch and the Prime Minister are both subjects of the vote, the power to break ties falls to the next highest uninvolved person in the Order of Precedence.
8. The Monarch may bestow any Order, Masterhood, or Title, allowed according to their land status, to any member of their land, or its sponsored chapters.
 - a. The Monarch may create and bestow new orders, masterhoods and titles.
 - b. A Monarch may never bestow orders, masterhoods, titles, or knighthoods to members of another kingdom or its sponsored chapters without the consent of that kingdom’s Monarch.
9. Should the position of Monarch be vacated, the Regent shall assume the office of pro-tem Monarch for the remainder of that term of office.
10. The Kingdom Monarch is allowed to spend up to 10% of the treasury each month in order to run the Kingdom, as needed; receipts are required.

Section 3. REGENT

1. The Regent is the second-highest ranking official in the Kingdom and is the chief arts and sciences officer.
2. The Regent shall be elected during the Time of the Crown.
3. The Regent shall ascend to the position of pro-tem Monarch should the position of Monarch be vacated.
4. The Regent shall coordinate the College of Arts and Sciences.
5. The Regent shall be in charge of the coronation and mid-reign events, as well as coordinating a Westmarch wide calendar of events.
6. The Regent shall be in charge of maintaining a list of all kingdom property and effects.

- a. Any member wishing to take possession of a piece of property owned by the Kingdom or local park for more than the duration of a normal park meeting or a one (1) day event must sign-out the property from the Regent. An expected date of return of the property must be provided.
- 7. The Regent may bestow certain orders on any member of the Kingdom.
 - a. The Regent may only grant Orders of the Rose, Lion, Owl, Dragon, Garber and Facade,
 - b. The Regent may create and bestow new orders in keeping with the duties of the Regent.
- 8. Should the position of Regent become vacant, the Monarch must appoint a voting member as pro-tem Regent.
 - a. The appointment of the pro-tem Regent is to be confirmed at the next Althing, with a confidence vote.

Section 4. PRIME MINISTER

- 1. The Prime Minister is the third highest ranking official in the Kingdom, the secretary-treasurer of the Kingdom, and the Chief Financial Officer.
- 2. The Prime Minister shall be elected one (1) week before mid-reign.
 - a. Any person wishing to run for Prime Minister must declare their intentions publicly and in writing to the Guildmaster of Reeves at least two (2) weeks prior to the elections.
 - b. Any person wishing to run for Prime Minister must have passed the most recent Corpora Test.
- 3. The Prime Minister must have regular and reliable access to a computer and the Internet.
- 4. They must establish and make public a reliable means of contact, such as a forum topic at a Westmarch sponsored site, or an email address.
- 5. All elections shall be conducted by the Prime Minister except:
 - a. The Prime Minister election,
 - b. Any election in which the Prime Minister is a candidate.
 - i. These elections shall be conducted by the Guildmaster of Reeves.
- 6. The local Prime Minister is responsible for maintaining accurate and current records of all members of their land, physically and on the Amtgard ORK.
 - a. Each member's records shall include their
 - i. Credits,
 - ii. Dues-paid status,
 - iii. Orders, Masterhoods, Titles and Knighthoods,
 - iv. Waiver information,
 - v. Persona Name.
 - b. The records must be updated on a weekly basis
 - c. Waivers must be renewed every three years counting from the date when the waiver was signed. Discarded expired waivers must be destroyed in a secure manner, ie: shredded, safely burned, etc..
- 7. The Kingdom Prime Minister is responsible for maintaining the Kingdom treasury. Local Prime Ministers will do the same for their chapters.
 - a. Records of the treasury shall include detailed information concerning
 - i. Kingdom income,
 - ii. Kingdom expenditures,
 - iii. Current Kingdom funds,
 - iv. Receipts for all expenditures and income.
 - b. An accurate and current financial report must be provided by the Prime Minister for publication monthly.
 - c. The Prime Minister must provide an accurate and current quarterly report to the Treasurer of the Board of Directors.
 - d. The financial records shall be maintained in a digital spreadsheet format, in addition to permanent hardcopy.

- e. Records must be maintained for a minimum of three (3) years.
- 8. The local land Prime Minister shall collect all dues and fees.
- 9. The Kingdom Prime Minister shall collect and record tithes from all Kingdom chapters.
- 10. The Prime Minister shall work with local Prime Ministers to ensure local chapter's records are accurately maintained.
- 11. The Prime Minister shall maintain accurate and current records of all contractual obligations.
- 12. The Prime Minister shall be responsible for providing members access to copies of the club's publications, including:
 - a. Rulebooks,
 - b. The Corpora of Bylaws,
 - c. Newsletters,
 - d. All supplements to the rulebook or Corpora,
 - e. Any other applicable publications. A fee may be charged for these publications to cover the cost of their production.
- 13. The Kingdom Prime Minister shall hold an automatic seat on the Westmarch Board of Directors.
- 14. Upon being elected, the Prime Minister shall assume financial responsibility for the treasury by signing a contract with the Kingdom or local chapter stating said responsibility. Should funds in the treasury go missing and the Prime Minister is found to be responsible, then the Prime Minister will be required to make amends for those funds and may be subject to legal action.
- 15. Should the position of Prime Minister become vacant, the Guildmaster of Reeves shall conduct a new election to elect a pro-tem Prime Minister.
- 16. The Kingdom Prime Minister is allowed to spend up to 10% of the treasury each month in order to run the Kingdom, as needed; receipts are required.

Section 5. CHAMPION

- 1. The Champion is the fourth highest ranking official in the Kingdom and is the chief safety officer.
- 2. The Champion shall be elected during the Time of the Crown.
- 3. The Champion shall uphold the honor of the Crown.
- 4. The Champion shall ensure battle games and ditches are organized.
- 5. The Champion is responsible for ensuring all battle games and battlefield equipment are legal and safe according to the Amtgard Rules of Play.
- 6. The Champion may remove people or equipment from the field to ensure safety.
- 7. The Champion shall maintain the lost and found. The Kingdom Champion shall work with local Champions to ensure equipment is returned after Westmarch events.
- 8. The Kingdom Champion is responsible for ensuring the local champions accomplish weapon and equipment checks.
- 9. The local champion shall maintain a supply of loaner weapons for use by new members.
- 10. Should the position of Champion become vacant, the Monarch must appoint a voting member as pro-tem Champion.
 - a. The appointment of the pro-tem Champion is to be confirmed at the next Althing, with a confidence vote.

Section 6. MONARCHY ORDER OF PRECEDENCE

- 1. The Order of Precedence in the Kingdom is Monarch, Regent, Prime Minister, Champion, and then the Guildmaster of Reeves.
- 2. The Order of Precedence exists to determine which person is in charge of events on any given meeting.
 - a. The Order of Precedence does not allow an officer to assume the duties of an office that is higher than their station, and only allows them to take charge in order to ensure that events proceed in a smooth and orderly fashion.

Section 7. CIRCLE OF MONARCHS

1. The Circle of Monarchs shall:
 - a. Be comprised of the monarchs of all chapters as well as the Monarch of Westmarch.
 - b. Act as an advisory council for the Kingdom Monarch.

Section 8. CIRCLE OF KNIGHTS

1. The Circle of Knights shall consist of all knights who are members of Westmarch or its sponsored chapters.
2. The Circle of Knights shall elect a Guildmaster during the crown elections.
3. The Guildmaster of Knights ("GMK") is responsible for hosting meetings of the Circle of Knights.
4. The Monarch may be invited to these meetings if the Monarch is not a knight.
5. The Guildmaster of Knights shall conduct votes of the knights of the Kingdom to determine whether candidates for knighthood have the approval of the Circle of Knights.
 - a. Approval of the Circle of Knights is determined by a vote of the active voting members of the Circle of Knights, that passes with a $\frac{2}{3}$ majority.
 - b. All knights who are both Active and Voting eligible, must be consulted and vote on a candidate.
 - i. Abstentions never count towards a vote outcome except to meet quorum.
6. The Circle of Knights determines the ability to vote as follows:
 - a. A knight must be both Active and Voting eligible to vote on Circle of Knight's issues.
 - i. Voting eligibility is the same as that of the Kingdom, six (6) weekly attendance credits within the previous three (3) months.
 - ii. Active status is achieved by having a waiver on file in, and records maintained at a chapter of Westmarch for at least six (6) months

ARTICLE IV: OTHER POSITIONS

Section 1. GENERAL INFORMATION

1. Except where noted, the positions listed here have no age requirement.
2. A person may hold multiple positions.
3. All persons holding positions must be members of the Kingdom.
4. Unless otherwise stated, any member (both voting and non-voting) may hold these positions.
5. Other positions for local lands (class guildmasters, etc.) may be created as desired by the local Monarch. The duration of these positions will not extend past that Monarch's reign, unless reinstated by the next Monarch.

Section 2. GUILDMASTER OF REEVES

1. The Guildmaster of Reeves ("GMR") is the fifth highest ranking official in the Kingdom and is the chief rules authority.
2. Only voting members who have passed the most recent Reeves test may vote for the Guildmaster of Reeves.
3. The Guildmaster of Reeves shall be elected during the Time of the Crown.
4. Candidates for Guildmaster of Reeves must be voting members.
5. The Guildmaster of Reeves shall work with the Monarch and Champion to ensure rules are applied accurately and fairly.
6. The Guildmaster of Reeves shall work with the Champion to ensure that all battlefield equipment is legal and safe.
7. The Guildmaster of Reeves shall:
 - a. Ensure there are an appropriate number of reeves at an event
 - b. Ensure the conduct of those reeves is competent and fair.
8. The Guildmaster of Reeves may remove members from the field for issues of safety or abusing the rules.
9. Prime Minister elections and any election in which the Prime Minister is involved shall be conducted by the Guildmaster of Reeves.
10. The Weaponmaster Tournament shall be conducted by the Guildmaster of Reeves. The Weaponmaster Tournament shall:
 - a. Take place the day of Midreign.
 - b. Run according to the guidelines set forth for the Fighting Events of Crown Qualifications.
11. The Guildmaster of Reeves:
 - a. Must make at least two (2) Reeve and Corpora tests available during the Month of Crown. These tests must be made available for local chapter's Guildmaster of Reeves to proctor.
 - b. Though previous GMR's tests may be used with permission from that GMR, the current GMR must ensure that the tests are current to the most recent RoP published.
 - c. May make the tests available at other times, scheduled in advance.
 - d. The reeve test must be written so that someone familiar with the Amtgard RoP can pass the test with a score of 75% or greater.
 - e. The Corpora test must be written so that someone familiar with this Corpora can pass the test with a score of 75% or greater. The Corpora test is open book.
 - f. If a person fails two Reeve, or two Corpora tests, they will be considered as failing the tests for the purposes of running for office for that specific Crown Qualifications.
 - g. If the Guildmaster of Reeves is running for an office, they are considered to have passed the most recent Reeve's test.
 - h. Shall compile a list of all those reeve-certified. Local Guildmasters of Reeves shall submit a list of those certified in their land for the Kingdom Guildmaster of Reeves to maintain a master list.

12. The Guildmaster of Reeves may not hold any of the four Monarchy offices within the Kingdom or their local land concurrently.
13. The Guildmaster of Reeves may be impeached in the same manner as a member of the Monarchy.
14. Should the position of Guildmaster of Reeves become vacant, voting members of the Reeves Guild shall elect a pro-tem Guildmaster of Reeves.

Section 3. HEIR APPARENT

1. Heir Apparent exists to provide a position for members under the age of eighteen (18) to run for an office during the Crown Qualification process. It is intended to give youth experience and encouragement with regards to how the chapter is run in preparation for their holding the adult required offices when they reach eighteen (18) years of age.
 - a. The position of Heir Apparent holds no financial or legal obligation.
2. The Heir Apparent shall be elected during the Time of the Crown.
3. Candidates must be voting members of the Kingdom and must qualify per Crown Qualifications.
4. The Heir Apparent must be between age fourteen (14) and seventeen (17) at the beginning of their term.
5. The Heir Apparent shall assist the Monarchy.
6. The Heir Apparent may bestow orders with the permission of the Monarch.
7. The position of Heir Apparent may be left vacant.

Section 4. REEVES GUILD

1. Any member who has passed the reeves test during or since the most recent Time of the Crown with a score of 75% or higher is a member of the Reeves Guild. The previous Guildmaster of Reeves is exempt from the test requirement.
2. Reeves oversee and help run battle games and tournaments in which they are not playing.
3. While acting as a reeve, guild members may:
 - a. Adjust teams to balance battle games.
 - b. Call whether a hit on a person is valid or not.
 - c. Take unsafe people or equipment off the battlefield.
 - d. Take time off a person's respawn count if they role-played their death well.
 - e. Remove a person who persistently causes problems.
 - f. Declare the end of a game if play is stagnating.
4. While acting as a reeve, a guild member is responsible for:
 - a. Ensuring games are safe for participants and bystanders.
 - b. Retrieving discarded equipment as long as it does not interfere with other Reeve duties.
 - c. Helping participants understand the game.
 - d. Ensuring the quality of play is honest and in keeping with the spirit of the rules.
 - e. Making sure play remains within a reasonable area.

Section 5. CAPTAIN OF THE ROYAL GUARD

1. The Captain of the Royal Guard ("Captain of the Guard") is in charge of security when no Security Crat is designated by the Kingdom event Autocrat, otherwise they shall assist the designated Security Crat. At the local level, the Captain of the Guard shall do the same at all local chapter events.
2. The Captain of the Guard, in conjunction with the Champion, shall ensure the Monarchy is properly defended.
3. The Captain of the Guard shall share duties with the Champion in carrying out the policies of the Crown.
4. The Captain of the Guard is appointed and dismissed by the Crown.
5. The Captain of the Guard must be at least eighteen (18) years old.
6. This position may be left vacant.

Section 6. ROYAL GUARD

1. The Royal Guard (“the Guard”) shall defend the Crown and assist the Captain of the Guard.
2. The Monarch may appoint and dismiss the guard at will.
3. The Kingdom Monarch may choose member(s) from any sponsored land to make up his/her Guard.
4. This position may be left vacant.

Section 7. REGENT’S DEFENDER

1. The Regent’s Defender (“Defender”) shall defend the Regent.
2. The Regent may appoint and dismiss the Regent’s Defender at will.
3. This position may be left vacant.

Section 8. SCRIBE

1. The Scribe shall keep minutes of Althings.
2. The Scribe shall ensure the production of a newsletter at least once every three months. For each newsletter, the Scribe may request:
 - a. Letters to the populace from all members of the Monarchy,
 - b. A budget report from the Prime Minister,
 - c. Letters from other officials.
 - d. Board of Directors meeting minutes,
 - e. Althing minutes,
 - f. Literature, art, and contributions from the populace.
3. The Scribe shall work with the Regent to maintain a yearly calendar of events.
4. The Prime Minister may appoint and dismiss the Scribe at will.
5. The position may be left vacant, and if so, the duties of the Scribe default to the Prime Minister.

ARTICLE V: GOVERNMENT

Section 1. ELECTIONS

1. Elections shall be conducted by the Prime Minister, except:
 - a. When the Prime Minister is involved as a candidate,
 - b. In the case of the Prime Minister elections, in which case elections shall be conducted by the Guildmaster of Reeves,
 - c. The Board of Directors shall conduct its own elections of Officers of the Board from their number as per Article X, Section 2 of this corpora.
2. The winner of any election requires a simple plurality vote. A plurality vote is one in which the winner is determined by receiving more votes than the next highest person/item on the ballot.
3. In cases where a candidate is running unopposed the candidate must pass a vote of confidence in order to win the election.
 - a. If a candidate loses a vote of confidence, anyone who qualified during Crown Qualifications may declare their intent to run for that office. A second election shall be held in one (1) week by the Prime Minister.
 - b. If no one is qualified to run for office, an Althing shall be held to appoint pro-tem officers.
 - i. All pro-tem officers must have passed a reeves and open book corpora test.
 - ii. The order of precedence for pro-tem positions shall be as follows:
 1. Those that entered Crown Qualifications and have passed a Reeve and open book Corpora test,
 2. Those that have passed a Reeve and open book Corpora test but have not entered Crown Qualifications,
 3. Anyone who wishes to run for the position provided they subsequently take and pass a Reeve and open book Corpora test.
4. Only voting members may vote in an election.
5. Proxy votes are allowed provided that:
 - a. The vote is in a sealed and signed envelope with the voter's name on the outside,
 - b. The vote is submitted prior to the closing of the polls.
 - c. Proxy votes may be submitted electronically to the Prime Minister no later than twenty-four hours before the closing of the polls, or a predefined time set at least one (1) week earlier by the person running the election.
 - d. Proxy votes that are submitted electronically must be sent in such a fashion that the identity of the voter must be verifiable by the Prime Minister. (ie: established forum account, established Facebook account with the voting member's name, email sent from the voting member's address listed on their waiver, etc.)
 - e. If a person is present for an election, any and all proxy votes submitted from that person are considered null and void.
6. For Kingdom-wide votes, the person running the election of each sponsored chapter is responsible for collecting the votes of their group and reporting the results to the appropriate Kingdom official in charge of the election.
 - a. Each land will conduct the voting in the same week determined by the officer running the election.
 - b. The Kingdom official in charge of the election will do the following:
 - i. Determine the week of the election in conjunction with the Kingdom Monarchy.
 - ii. Determine the appropriate deadline for votes submitted from each land.
 - iii. Elections must allow for a full week, Monday to Monday, for lands to meet and vote.
 - iv. Contact all other chapter officers by a previously agreed-upon communication medium.
 - v. Post the final results within three days of the deadline to submit votes.
7. Write-in candidates are not permitted.

8. All candidates for office may appoint a representative to witness the counting of votes.
9. The Monarch shall have the power to break ties as detailed under the powers of the Monarch.

Section 2. IMPEACHMENT

1. Officers may be removed from office (“impeached”) for criminal actions or dereliction of duty.
2. An officer may be impeached by presenting a petition signed by at least 20% of the voting members of the chapter to the Althing and a $\frac{3}{4}$ vote of an Althing.

Section 3. THE ALTHING

1. The Althing is a public meeting open to all members of the Kingdom (or local land in the case of regular local Althings) in which issues are discussed and voted upon.
2. All votes of the Althing, require a quorum of at least 51% of all voting members.
 - a. During the Kingdom Althing all Core Lands must submit a current total of voting members to the Kingdom official in charge of collecting votes for that Althing.
 - b. The total voting members of the Kingdom Althing must be included when announcing the results of the Althing vote.
3. Types of issues discussed and voted on by voting members include:
 - a. Revising and updating the Corpora with a $\frac{2}{3}$ majority,
 - b. Expenditures of the treasury, other than the 10% per month allowed to the Monarch and Prime Minister, with a simple majority,
 - c. Vote on approving the adoption of sponsored chapters with a simple majority,
 - d. Vote for promotion to a higher land status with a simple majority,
 - e. Vote for demotion to a lower land status with a simple majority,
 - f. Vote for any other change to the status of a sponsored land with a $\frac{2}{3}$ majority,
 - g. Vote on restoring the membership status of a terminated member with a $\frac{2}{3}$ majority.
4. Abstentions never count towards a vote outcome except to meet quorum.
5. An Althing shall be scheduled and held (“called”) at least once a month on the first weekend of the month, but may be canceled by the Monarch.
 - a. The Althing may not be canceled if a petition for impeachment is being presented.
 - b. The Althing can be rescheduled if it falls on a special event or holiday.
6. The Monarch shall preside over and call all Althings.
 - a. If the Monarch cannot attend, the Regent may preside over an Althing with the permission of the Monarch.
 - b. If a petition to impeach the Monarch is being presented, another member of the Monarchy shall preside over the Althing according to the Order of Precedence.
7. Anyone may attend and take part in discussions, but only voting members may vote.
8. Althing rules of order may be set down by the Monarch.
9. Althing votes shall be held as an election.
10. Althing items must be scheduled at least four (4) weeks in advance, including, but not limited to changes of the Corpora.
 - a. If the four (4) week minimum cannot be met, items may still be added to an Althing agenda, provided an option for moving that item to a later date is given along with a yes or no option.

Section 4. DUES AND POLICIES OF THE TREASURY

1. The Kingdom and each individual chapter shall maintain their own separate treasury.
2. Dues are paid to each chapter's individual Prime Minister.
3. Dues are \$10.00 every six (6) months for Core Chapters, and \$6.00 every six (6) months for non-Core Chapters
 - a. Receipts given for paying dues shall display the time period covered by the dues.
 - b. When a dues-paid member of a chapter sponsored by Westmarch transfers membership to another chapter sponsored by Westmarch, their voting status does not change, but no portion of the monies paid for dues transfer between chapters.
4. Receipts shall be maintained for all income and expenditures.
5. A ledger showing every transaction involving the treasury funds and a running total of the treasury must be maintained.
 - a. The treasury ledger may be a physical hand-written ledger or may be a digital ledger as long as the file is provided to the next officer to maintain the treasury.
6. The Monarch and the Prime Minister may each spend up to 10% of the treasury each month in order to run the Kingdom or local chapter. They still must provide receipts for all expenditures.
7. Larger expenditures require the approval of an Althing vote.
8. Core Chapters are required to send \$5.00 per dues-paid member ('tithe') to the Prime Minister of the Kingdom.
 - a. This tithe shall be collected one (1) month after the Prime Minister election of the chapter.
 - b. A list of all dues-paid members shall accompany this tithe.
 - c. Chapters which have not tithed within three (3) months of a Kingdom Prime Minister election cannot submit a vote tally for Kingdom-wide elections or Althings until this has been resolved.

ARTICLE VI: CROWN QUALIFICATIONS

Section 1. GENERAL INFORMATION

1. All candidates for the offices of Monarch, Regent, Champion, and Heir Apparent must earn a qualifying score ("qual") in a certain number of categories in cultural and combat contests known as Crown Qualifications ("Crown Quals", "quals").
2. Crown Qualifications will be held once every six (6) months, at least one (1) week prior to crown elections.
 - a. One chapter shall host the Crown Qualifications, on a rotating schedule.
 - i. Core chapters shall host Kingdom Crown Qualifications on a rotating schedule from North to South
 - ii. After all lands have hosted Crown Qualifications the cycle will start over.
 - iii. Any land has the option to skip their turn hosting Qualifications. Then the next land in line will host.
 - b. All chapters may host their own Crown Qualifications on the same weekend, or within a week of Kingdom Quals.
 - c. Qualifying at the Westmarch level Crown Qualifications also qualifies a candidate at the local level.
 - d. All candidates for Kingdom offices that require participation in Crown Qualifications must qualify at the Kingdom Quals.
3. The hosting chapter of Crown Qualifications shall appoint an autocrat by the Althing at least two (2) months before the election of the Crown. If no one wishes to autocrat Crown Qualifications, the autocrat shall be the highest ranking uninvolved local officer according to the Order of Precedence.
4. The autocrat may adjudicate disputes and handle problems which arise to ensure the smooth running of Crown Qualifications.
5. The person running Crown Qualifications shall distribute the specific requirements and information about Crown Qualifications at least six (6) weeks prior to the event.

Section 2. TIME OF THE CROWN

1. The Time of the Crown is the period from when declarations are due to when a new Monarch is crowned.
2. Any person wishing to run for Monarch, Regent, Champion, Guildmaster of Reeves, or Heir Apparent must declare their intentions publicly and in writing to the Prime Minister one (1) week prior to Crown Qualifications.
 - a. If a local chapter holds their own Crown Qualifications, their deadlines are based on the date of the local Crown Qualifications.
3. Cultural and Fighting events of Crown Qualifications shall be held the week after declarations are due.
4. The Crown Coronation event shall be run by the Regent within three (3) weeks after elections.

Section 3. QUALIFICATION REQUIREMENTS

1. All qualifications for office must be earned in the Crown Qualifications immediately preceding elections for that office.
2. Candidates for Monarch, Regent, Champion and Heir Apparent must meet the following requirements:
 - a. Maintain attendance and be a dues-paid member,
 - b. Pass the most recent reeves test with a 75% score or better,
 - c. Pass the most recent open book Corpora test with a score of 75% or better,
 - d. Meet the required number of cultural qualifications in the following table:

Sub-Category Entries:	Monarch	Regent	Champion	Heir Apparent
Kingdom, Principality, Duchy	7	7	5	3
Barony	5	5	3	2
Shire	3	3	1	1

- e. Participate in required number of fighting events in the following table:

Fighting Events:	Monarch	Regent	Champion	Heir Apparent
Kingdom, Principality, Duchy	5	5	5	3
Barony	3	3	5	2
Shire	3	3	5	2

3. If a candidate is unable to participate in the fighting events for any reason, fighting requirements may be waived with the joint agreement of the Monarch and the Autocrat of Crown Qualifications.
4. Candidates for a class Guildmaster position must pass a reeves test with a 75% or better.
5. Should no candidates qualify to run for an office, that office may be filled on a pro-tem basis by an Althing vote in order of precedence. All pro-tem officers must be voting eligible and have passed the most recent Reeves and Corpora tests with a score of 75% or better.
 - a. Those that qualified for office but did not declare,
 - b. Those that entered Crown Qualifications but did not qualify for office,
 - c. Any voting member.

Section 4. CULTURAL EVENTS

1. Cultural events are held as part of the crown qualifications process and shall consist of seven (7) categories, each of which is broken up into individual sub-categories.
2. Standard sub-categories are listed for each category in the following table. Additional sub-categories may be added if there is interest for at least three (3) entries and the sub-category is published along with the specific requirements for Crown Qualifications.

Category: Garb

Fighting Garb	Made for wear on the battlefield
Court Garb	Made for wear during Court or formal functions
Monster Garb	Made for portrayal of a monster class
Other Garb	Garb not covered within the other Garb events
Garb Accessory	Belts, pouches, favors, but not jewelry.

Category: Art

Flat Art	2-D artistic medium (illustrations, painting, etc.)
3-D Art	All three-dimensional artistic mediums
Needlework	Embroidery, latch hook, cross-stitch, knitting, beadwork, etc. (Non-Machine)
Jewelry	Items made to be worn as jewelry
Digital Media	Photography, movies, web pages or digital enhanced art.

Category: Literature

Fiction	Any fictional work
Non-Fiction	Work based on factual events
Battlegame	Description of a new game to play with Amtgard rules
Poetry	Any type of Poetry

Category: Cooking

Main Dish	Food served as a main course
Side dish	Food or condiment served to accompany a meal
Beverage	Any beverage and may be alcoholic
Dessert	Food served primarily as a dessert

Category: Construction

Weapon	Weapons legal for Amtgard use per RoP definitions
Shield	Shields legal for Amtgard use per RoP definitions
Armor	Any form of armor for Amtgard use per RoP definitions
Banner	Any banner construction
Active Construction	Items made for battlefield use not covered by other events
Passive Construction	Items not for battlefield use and not already covered by other events

Category: Bardic

Singing	Singing with or without accompaniment
Instrumental Music	Any musical performance with an instrument
Dance	Any form of dancing or choreographed movement
Recitation	Story, poetry, comedy, drama, etc.

Category: Rose

Rose	Items donated that impact an Amtgard group or the Kingdom
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3. All entries (or “items”) except cooking must be related in some way to Amtgard or the related genres. Documentation notating such is encouraged.
4. All cooking entries:
 - a. Should be made primarily from scratch,
 - b. Should include enough for all judges to get an adequate taste of the entry,
 - c. Must include a copy of the recipe used, including a detailed list of ingredients for allergy considerations.
5. All entries must be signed in within the time constraints set forth by the autocrat of Crown Qualifications.
6. All entries into Cultural Events must be the individual work of the entrant or be listed as a joint entry.
 - a. No more than one (1) qualifying entry may be a joint entry,
 - b. A joint entry is defined as an entry where less than 75% of the work was done by one person.
 - c. Entries in the Rose category are exempt from this rule; however, the candidate must be able to describe their involvement or process in the selection, requisition, or commission of any items purchased then donated to a group.
7. An entry is considered to have received a qualifying score if it receives an average score of 3.0 from the judges.
8. Only one (1) qualification may be received per contestant from each sub-category.
9. No item may be entered in more than one (1) sub-category.
10. Items entered in inappropriate sub-categories may be moved to other sub-categories by the autocrat of Crown Qualifications, with the consent of the majority of the judges.
 - a. Consultation should be given to the entrant by the autocrat of the Crown Qualification Event.
11. Should beverages be alcoholic, they shall be judged at a different time and location than the other cultural events unless the location used permits alcohol. All judges for alcoholic beverages must be at least 21 years of age.
 - a. The autocrat of the Crown Qualification Event must be given notice of any alcoholic beverage submissions at least two (2) weeks in advance of the Crown Qualification Event.
 - b. In order to prevent conflicts with park or site rules, no judge may pour their own sample of an alcoholic beverage if served “on-site” with the rest of the Crown Qualification Event.
12. A strategic gaming category may be held with the approval of the Autocrat, including—but not limited to—games such as chess, pente, etc..
 - a. The winner of the strategic gaming category shall receive an extra cultural qualification providing at least five (5) people participate in the event.
 - b. A qualification earned from strategic gaming may only be counted once towards becoming Arts and Sciences Champion and will only receive a score of 3.0.
13. Any entries in the literature category that are over one (1) page in length must be submitted to the Autocrat at least two (2) weeks in advance for distribution to the judges.
 - a. Exceptions can be made for books and other printed material where the physical presentation and design are to be considered for part of the score.
14. Entries in the rose category shall be judged by the entry’s impact to the intended Amtgard group to receive and benefit from the entry.
 - a. The level of the intended group for the donation and the items donated themselves shall be considered. For example: several loaner-quality weapons and shields will benefit a local land more than the Kingdom.

Section 5. JUDGING

1. Each entry in the Cultural Events of Crown Qualifications will be judged by a panel of at least five (5) judges appointed by the autocrat of Crown Qualifications.
 - a. For Quals at the Barony and Shire level, it is acceptable for the panel to be three (3) judges; however, the five (5) judge panel is highly encouraged.
2. All entries will be scored in increments of .1 on a scale of 1.0 to 5.0 by each judge, with 3.0 being a

qualifying score and 5.0 being a perfect score.

- a. If no score is given by the judge, then that is considered a null score, and will not impact the average score for that item.
 - b. If a sub-category requires that an item be legal to the standards of the RoP, and an entry fails those standards, that item shall not receive a qualifying (3.0 or higher) score.
3. All judges are expected to be unbiased and impartial.
 4. Entries shall be judged on their own merits, and never in comparison to other entries.
 5. Each entry will have all the judge's scores averaged to produce its final score.
 - a. For calculating the final score, the autocrat has the option of dropping both the high and low scores and calculating the final score from the remaining scores. This may only be done if there are at least five (5) judges present. The method of scoring must be declared when the event is announced or at least one (1) month in advance.
 6. An individual's Arts and Sciences score shall be determined using the following:
 - a. In the case of multiple entries in the same sub-category, the highest scoring of them will be used to score that sub-category.
 - b. The top seven (7) sub-category scores will be added together to determine the Arts and Sciences Score.
 - c. The individual with the highest Arts and Sciences Score shall be the Cultural Champion.

Section 6. FIGHTING EVENTS

1. The Fighting Events ("Warmaster") are held as part of the Crown Qualifications process and shall consist of five (5) events, as follows:
 - a. Single short sword
 - b. Double short swords
 - c. Short sword and shield
 - d. Great weapon
 - e. Open weapon
2. All events shall be held on the same day as the Crown Qualifications Cultural Events.
3. All combatants must be signed in within the time constraints set forth by the autocrat of Crown Qualifications.
4. The overall winner of the Fighting Events shall be the Warmaster. The Warmaster is determined by giving five (5) points for first place in an event, three (3) points for second, one (1) point for third, and half a point (.5) for each individual win in the case of a tie, with the Warmaster determined as the combatant with the most points.
 - a. In the event of a further tie, even after considering individual wins, a best two out of three match shall be held between those tied in their preferred style.

Section 7. MIDREIGN EVENT

1. The Midreign Event shall be held at a location and time per the Regent's discretion.
2. The cultural competition ("Dragonmaster"), is held in the same manner as per the Cultural Events of Crown Qualifications, except where noted.
 - a. An individual's Arts and Sciences score shall be determined by:
 - i. In the case of multiple entries in the same sub-category, the highest scoring of them will be used to score that sub-category
 - ii. The top five (5) sub-category scores will be added together to determine the Arts and Sciences Score.
 - b. The individual with the highest Arts and Sciences Score shall be the winner.
 - c. The winner will be known as Dragonmaster until the next Dragonmaster competition.
3. The fighting events ("Weaponmaster") are held as part of the Midreign event, in the same manner as the Warmaster tournament.

- a. The winner shall be known as Weaponmaster until the next Weaponmaster tournament.
4. Both Dragonmaster and Weaponmaster will be held on the same day in the same location.

ARTICLE VII: EVENTS

Section 1. DEFINITIONS

1. Westmarch Event
 - a. An event that is wholly owned and operated by the Kingdom of Westmarch.
2. Event in Westmarch
 - a. An event that takes place within the boundaries of the Kingdom of Westmarch, but is owned and operated by an individual, group, land, or other entity.

Section 2. WESTMARCH EVENTS

1. The Monarch and Regent will solicit, review, and approve bids for Kingdom Events.
 - a. The Monarch and Regent will set the due date for all bids and any special parameters or requirements.
2. The Westmarch Board of Directors is responsible for completing any paperwork, signing contracts, and anything in regards to contractual obligations.
3. The Westmarch Prime Minister will disburse funds upon receipt of invoices or receipts.
 - a. The Westmarch Court and Court Feast are at the discretion of the Westmarch Regent, who has first right of refusal.
4. The Westmarch Champion is responsible for daily weapon and equipment checks.
5. If the Event is to include normal Kingdom functions as per this corpora (coronation, midreign, etc.), then accommodations must be made to ensure that players may participate in those activities (and only those activities) without being charged fees.
 - a. Parking fees, if any, are exempt from the above rule.
 - b. The Autocrat may assess a separate fee for players only participating in Kingdom activities (e.g., Warmaster/Weaponmaster tournaments, A&S Quals, Dragonmaster) for Feast, if any.
6. Bids
 - a. A bid must include, at a minimum, the following items:
 - i. List of Crats/staff and their qualifications/experience
 - ii. Proposed event dates and location
 - iii. Proposed site details
 - iv. Schedule of events
 - v. Proposed budget, to include:
 - All expenses (site, meals, gate, games, etc.)
 - Sources of initial funding and expected fee due-dates
 - Gate fee structure
 - Minimum attendance (paid attendees required to "break even")
 - Expected attendance
 - Contingency plans (if any)
 - vi. Monarch and Regent may request additional information as necessary
 - b. If autocrat uses their own funds to place a deposit on the proposed site, they may be reimbursed by the Westmarch Prime Minister upon successful selection of the bid and with invoice from site proprietor.
 - c. If there are no acceptable bids, Monarch and Regent may assume the mantle of Autocrat, subject to Althing approval of Monarch and Regent submitted bid.
 - i. If there are no acceptable bids and Monarch and Regent decline to Autocrat the event, the

event is considered cancelled.

Section 3. EVENTS IN WESTMARCH

1. Events in Westmarch are not subject to approval from the Monarch and Regent of Westmarch. As such, Events in Westmarch do not receive funds from Westmarch unless requested and approved via Althing.
 - a. When an event is requesting funds from Westmarch, the Althing must specify whether the funds are an investment (requiring repayment from the event) or a donation (not subject to repayment). Priority of repayment is at the discretion of the autocrat of the event, but must be declared at the Althing (e.g., 1st priority over all other costs, after site and feast but prior to other costs, last priority after all other costs). Autocrats must present a simplified bid for the use of Westmarch funds to be considered with the Althing ballot
2. Events in Westmarch should be scheduled as to not conflict with Westmarch Events.

Section 4. EVENT FUNDING

1. Westmarch Event funds are to be held in an account maintained by Westmarch. Each Westmarch Event should have its own account and not commingled with other Westmarch funds.
 - a. The Westmarch Event account can be a sub-account of the Westmarch general account so long as the funds are not commingled.
 - b. Westmarch Event funds that are in separate or sub-banking accounts are not accessible as part of the 10% expenditure funds available to the Westmarch Monarch and Prime Minister.
2. Westmarch Event autocrats are responsible for keeping within a reasonable budget so as not to lose money.
 - a. If planned expenditures exceed the previous year's income for that event, an Althing vote must be held to obtain the funds from the Westmarch general account.
3. All funds withdrawn from the Westmarch Event account must be replenished before other expenses are reimbursed.
4. At the discretion of the bid team, up to \$400 of the net profits above the cost of the Westmarch Event may be retained in the event account to improve future events.
 - a. Larger profit retention must be approved by Althing.
5. Net profits (less any retention for future events) will be deposited into the Westmarch general account.

Section 5. FEAST OF MARS

1. Feast of Mars is to be held during the month of either September or October.
2. Announcement of Autocrat team must happen at least six (6) months prior to the event.
3. Maintenance of Feast of Mars assets (weapons, shields, tabards, etc.) must be performed by the Autocrat prior to returning the equipment to Westmarch.
4. A complete accounting of income and expenses (with all receipts) from the event must be provided to the Westmarch Prime Minister within 45 days of the end of the event.
5. Maintenance of Feast of Mars assets (weapons, shields, tabards, etc.) must be performed by the Autocrat prior to returning the equipment to Westmarch. Autocrat has 45 days from the end of the event to provide the repaired/maintained equipment.
 - a. The Autocrat must perform a safety inspection on all Feast of Mars assets no later than one (1) week prior to the event.
6. A storage unit may be provided to store the Feast of Mars assets while they are not in use. The storage unit must be prepaid for one year in advance from event proceeds.
 - a. If there are insufficient proceeds, an Althing may be held to request funds from the Westmarch general account to cover the shortfall.
 - b. Space may be shared with other Westmarch assets as long as the Feast of Mars assets pay a proportional share of the rented space (e.g., if the Feast of Mars assets take up 60% of the unit, Feast of Mars pays 60% of the contracted price of the unit).

Section 6. THE WAR OF THE DARKSHORE

1. The War of the Darkshore (“Darkshore”) is to be held during the month of May.
2. Darkshore shall host the Westmarch coronation event for the incoming Monarchy.
3. Announcement of Autocrat team must happen at least six (6) months prior to the event.
4. A complete accounting of income and expenses (with all receipts) from the event must be provided to the Westmarch Prime Minister within 45 days of the end of the event.
5. Maintenance of the Darkshore castle must be performed by the Autocrat prior to returning the equipment to Westmarch. Autocrat has 45 days from the end of the event to provide the repaired/maintained castle.
 - a. The Autocrat must perform a safety inspection on the castle no later than one (1) week prior to the event.
6. A storage unit maybe provided to store the Darkshore castle while it is not in use. The storage unit must be prepaid for one year in advance from event proceeds.
 - a. If there are insufficient proceeds, an Althing may be held to request funds from the Westmarch general account to cover the shortfall.
 - b. Space may be shared with other Westmarch assets as long as the Darkshore proceeds pay a proportional share of the rented space (e.g., if the Darkshore castle takes up 60% of the unit, Darkshore proceeds pay 60% of the contracted price of the unit).

ARTICLE VIII: AWARDS AND HONORS

Section 1. GENERAL INFORMATION

1. Awards include any order, masterhood, title, or knighthood.
2. Awards granted to a person are considered to be held by all of their personas.
3. No award is earned automatically and all awards are given at the discretion of those with the authority to give them.
4. The person granting and receiving an award cannot be the same person.
5. With regards to knighthood and the awards and positions that lead to eligibility for knighthood, the section on Awards Standards in the Amtgard Rules of Play shall take precedence over the Corpora.

Section 2. AWARDS

1. The Monarch and Regent may both grant the following Ladder Awards as given in the Rules of Play:
 - a. Orders of the Dragon
 - b. Orders of the Garber
 - c. Orders of the Lion
 - d. Orders of the Owl
 - e. Orders of the Rose
2. In addition to the Ladder Awards listed in the Rules of Play, the Monarch and Regent may both grant Orders of the Façade.
 - a. Orders of the Façade are awarded for outstanding role-play.
3. Only the Monarch may award Orders of the Smith as given in the Awards Standards in the Rules of Play.
4. In addition, only the Monarch may grant Orders of the Flame, Griffon, Hydra, Jovious, Mask, and Zodiac.
 - a. Orders of the Flame are for outstanding service by a group and may only be given once per reign.
 - b. Orders of the Griffon are for courage, chivalry, and honor on the field or in tournaments.
 - c. Orders of the Hydra are for qualifying in a number of Cultural events, during a single Crown Qualifications, as follows:
 - i. First or Second Order of the Hydra – a minimum of three events
 - ii. Third, Fourth or Fifth Order of the Hydra – a minimum of five events
 - iii. Sixth or Higher Order of the Hydra – a minimum of seven events
 - d. Orders of the Jovious are for having an outstanding positive attitude and may be given only once per reign.
 - e. Orders of the Mask are for outstanding portrayal of persona and may only be given once per reign.
 - f. Orders of the Zodiac are for outstanding contributions in a single month and may only be given once per month.
5. The Monarch may grant Orders of the Warrior. See the Rules of Play for requirements for each rank.
 - a. Orders of the Warrior may be displayed on a favor using the following color and animal scheme:
 - i. First Order on a green favor represented by a snake.
 - ii. Second Order on a blue favor represented by a boar.
 - iii. Third Order on a red favor represented by a mongoose.
 - iv. Fourth Order on a brown favor represented by a bear.
 - v. Five Order on a rust favor represented by a hawk.
 - vi. Sixth Order on a gray favor represented by a wolf.
 - vii. Seventh Order on an orange favor represented by a tiger.
 - viii. Eight Order on a black favor represented by a panther.
 - ix. Ninth Order on a purple favor represented by a dragon.
 - x. Tenth Order on a gold-trimmed red favor represented by a gold phoenix, also known as a master Order of the Warrior, or Warlord.

Section 3. MASTERHOOD

1. Masterhood is bestowed at the discretion of the Monarch for excellence in the arts & sciences, fighting, or service aspects of Amtgard.
2. Masterhood for arts & sciences, service, or fighting may only be awarded by the Monarch of the Kingdom.
3. A Class Masterhood may be given to an outstanding member of a fighting class.
 - a. The Monarch should consult the guildmaster of a class before granting a class masterhood.
 - b. The criteria for awarding someone a class masterhood should be:
 - i. Exemplifying the class. The potential class master in question should immediately come to mind as embodying the class.
 - ii. Thorough knowledge of the class rules and concept
 - iii. Good role-play
 - iv. Possession of quality garb and equipment for the class
 - c. A masterhood for being a Reeve may be granted to a member who:
 - i. Has at least twelve weeks experience as a reeve
 - ii. Displays excellence as a reeve.

Section 4. KNIGHTHOOD

1. Candidates for knighthood must have achieved the criteria listed for that knighthood and have the approval of the Westmarch Circle of Knights.
 - a. Basic criteria for each Order of Knighthood are listed in the Amtgard Rules of Play.
2. The Monarch of the Kingdom may knight candidates for knighthood into any of the four (4) orders of knighthood for the greatest contributions to Amtgard.
3. Achievement of the listed criteria does not automatically confer knighthood.
4. Leadership and the knightly virtues are prerequisites to earning knighthood.
5. The four orders of knighthood are Crown, Flame, Serpent and Sword.
 - a. A Knight of the Crown may wear a white belt trimmed with gold.
 - b. A Knight of the Flame may wear a white belt trimmed with red.
 - c. A Knight of the Serpent may wear a white belt trimmed with green.
 - d. A Knight of the Sword may wear a white belt trimmed with silver.
6. White or near-white belts and baldrics, spurs, and unadorned chains are reserved for knights.
 - a. White belts, near-white belts, and belts that are more than half white are reserved for knights.
 - b. Non-knights may wear chains with emotional, spiritual, or familial significance.
 - c. The Monarch, Champion, and Guildmaster of Knights shall enforce rules concerning garb reserved for knighthood.
 - d. Knights may wear a phoenix as part of their garb.
 - i. Anyone may display a phoenix as part of their garb if it is part of their Kingdom heraldry.
7. Knights may choose to take squires.
 - a. Red belts, near-red belts, and belts that are more than half red are reserved for squires.
8. Knights and squires may take pages and men-at-arms.
 - a. Yellow belts, near-yellow belts, and belts that are more than half yellow are reserved for pages.
 - b. Black belts trimmed in silver are reserved for men-at-arms.
9. A knighthood may be removed by a 2/3 vote of the Circle of Knights, a 2/3 vote of the Kingdom Althing, and the approval of the Kingdom Monarch.

Section 5. TITLES OF NOBILITY

1. The Monarch may bestow any title of nobility for serving with distinction in the offices of the Kingdom or for exemplary service to the Kingdom.
2. Although all titles are granted at the discretion of the Kingdom Monarch, the following criteria are suggested for members who serve with distinction. Service is at Kingdom level, unless otherwise noted.
 - a. Grand Duke (Grand Duchess) may be granted for serving two complete terms as Monarch and is addressed as "Your Grace."
 - b. Archduke (Archduchess) may be granted for serving one (1) complete term as Monarch and Regent and is addressed as "Your Grace."
 - c. Duke (Duchess) may be granted for serving one complete term as Monarch and is addressed as "Your Grace."
 - d. Count (Countess) may be granted for serving one (1) complete term as Monarch of a Principality and is addressed as "Your Excellency". This title may only be granted by the monarch of a kingdom.
 - e. Marquis (Marquise) may be granted for serving twice as, or two of the three positions of, Guildmaster of Reeves, Champion, or Prime Minister and is addressed as "Your Excellency."
 - f. Viscount (Viscountess) may be granted for earning the titles of Defender and Weaponmaster and is addressed as "Your Excellency."
 - g. Baron (Baroness) may be granted for serving one (1) complete term as Monarch of a Duchy, or one (1) complete term as Regent of a Principality and is addressed as "Your Excellency".
 - h. Defender (Defender) may be granted for serving one (1) complete term as Champion of a Principality and is addressed as "Defender". This title may only be granted by the monarch of a kingdom.
 - i. Baronet (Baronetess) may be granted for serving as a pro-tem officer of the Monarchy and is address as "Your Lordship" or "Your Ladyship".
 - j. Lord (Lady) may be granted for serving one (1) complete term as Guildmaster of Reeves, one (1) complete term as Monarch of a Barony, or one (1) complete term as Regent of a Duchy, or at the discretion of the Monarch for excellent and continued service to Amtgard, and is addressed as "Your Lordship" or "Your Ladyship".
3. Nobles may choose to take a Page or Man-at-Arms in a similar manner as Knights or Squires.
4. A title of nobility may be removed by a 2/3 vote of all Kingdom nobles, a 2/3 vote of a Kingdom Althing, and the approval of the Kingdom Monarch.

Section 6. ORDER OF PRESTIGE

1. The Order of Prestige exists for purposes of role-play to determine the rank of each person.
2. Rank in the Order of Prestige grants no special powers or duties to the holder of a title or position.
3. The Order of Prestige is as follows:
 - a. Monarch
 - b. Regent
 - c. Prime Minister
 - d. Champion
 - e. Guildmaster of Reeves
 - f. Grand Duke
 - g. Archduke
 - h. Duke
 - i. Heir Apparent
 - j. Count
 - k. Marquis
 - l. Viscount
 - m. Baron
 - n. Knight
 - o. Defender
 - p. Walker of the Middle
 - q. Baronet
 - r. Lord
 - s. Warlord and Masters of a service order or class
 - t. Captain of the Guard
 - u. Scribe, Herald, and Jester
 - v. Current Weaponmaster, current Dragonmaster
 - w. Current Warmaster, current Cultural Champion
 - x. All other guildmasters
 - y. All other court positions
 - z. Royal guardsmen
 - aa. Squire
 - bb. Page or Man-at-Arms
 - cc. Peasantry

ARTICLE IX: SPONSORED CHAPTERS

Section 1. GENERAL INFORMATION

1. The Kingdom may sponsor other Amtgard chapters, making them a part of Westmarch, with a majority vote Kingdom Althing.
 - a. Only sponsored chapters considered "Core Chapters" may vote in Kingdom-wide elections.
 - b. No chapter farther than 250 miles from Gilroy, CA may be considered a Core Chapter.
 - c. Any chapter less than or equal to 250 miles from Gilroy, CA which is not a Core Chapter may petition the Kingdom to become one.
 - i. All Chapters petitioning for Core status must obtain a "Pass" or better on two consecutive audits for the Kingdom to consider the application.
 - ii. All chapters petitioning Core status must be the status of Barony or greater.
 - iii. If a Core chapter is demoted to Shire status either by Althing or by self-demotion, that chapter's Core Status may be revoked by 2/3rd majority of an Althing. If the land was demoted via Althing, the removal of Core Status must be voted upon as a separate item.
2. All subsidiary chapters are bound by the Amtgard Rules of Play, the Westmarch Corpora where it applies to running groups smaller than a kingdom, and the contract signed with Westmarch.
3. For the purposes of determining attendance in a sponsored chapter, a land size is determined by the six-month average of unique members who attend each month. The Kingdom Prime Minister is required to audit each core land's records to ensure a member is only counted once inside the Kingdom each week.

Section 2. AUDITS

1. The Kingdom may audit any sponsored chapter at any time to ensure the smooth operation of the sponsored chapter.
2. The Kingdom Board of Directors shall conduct regular audits of all lands every six (6) months.
 - a. All chapters must provide the following requirements:
 - i. Copies of attendance sheets for the past six (6) months.
 - ii. Example(s) of recruitment, including but not limited to: sample(s) of advertising media, photo(s) of activities, or a written description of how new players are brought to the park.
 - iii. Copies of financial records and ledger for the past six (6) months.
 - iv. Copies of bank statements, if applicable.
 - v. Meet attendance requirements.
 - b. Principalities, Duchies and Baronies must submit:
 - i. A list of current officers.
 - ii. A list of current dues-paid members.
 - iii. The results of most recent crown qualifications.
 - iv. The most recent crown election results.
3. Audits will be given ratings by the Board of Directors.
 - a. A land submitting all required items will earn an "excellent" rating.
 - b. A land missing one (1) required item but provides everything else earns a "pass" rating.
 - c. A land missing more than one (1) required item will earn a "failed" rating.
 - d. If the Kingdom Board of Directors fails to post the results of the audit within one (1) month of the deadline all lands automatically receive "excellent" ratings.
 - e. If a chapter's audit is not received by the date set forth by the WM-BoD it will be considered an automatic rating of "fail".
4. All groups must maintain minimum attendance requirements equal to 75% of the numbers they needed to become their current size.
5. Promotion and demotion themselves are not automatic, but require approval of the Kingdom Althing and Kingdom Monarch.

- a. If a sponsored chapter passes two (2) consecutive regular audits with “excellent” ratings as well as meets the requirements for the proposed status promotion, they will automatically be brought to the Westmarch Althing vote for promotion consideration.
- b. If a sponsored group fails two (2) consecutive regular audits they will be automatically brought before the Westmarch Althing vote for demotion consideration.

Section 3. SHIRE

1. A Shire must have the following:
 - a. Maintain an average monthly unique member attendance of five (5) members
 - b. Have signed a contract on file with Westmarch
 - c. Have a contract on file with Amtgard, Inc, and
 - d. Meet at least once every other week
 - e. Have held elections every six (6) months, per this corpora
 - f. Have the offices of Monarch and Prime Minister filled, at minimum
2. The Monarch of a Shire is called a Sheriff.
 - a. A Sheriff may award first and second levels of any order.
 - b. A Sheriff may not award any titles, knighthoods, or masterhoods.

Section 4. BARONY

1. A Barony must have the following:
 - a. Maintain an average monthly unique member attendance of twenty (20) members
 - b. Have signed a contract on file with Westmarch, for at least one (1) year
 - c. Have a contract on file with Amtgard, Inc.
 - d. Meet at least once a week
 - e. Have held elections every six (6) months, as per this corpora
 - f. Must have the offices of Monarch, Prime Minister, and Champion, at minimum.
2. The Monarch of a Barony is called a Baron.
 - a. A Baron may award first through fifth levels of any order.
 - b. A Baron may not award any titles, knighthoods or masterhoods.

Section 5. DUCHY

1. A Duchy must have the following:
 - a. Maintain an average monthly unique member attendance of forty (40) members
 - b. Have signed a contract on file with Westmarch, for at least two (2) years
 - c. Have a contract on file with Amtgard, Inc.
 - d. Have been a Barony for at least two (2) years
 - e. Have held elections every six (6) months, as per this corpora
 - f. Meet at least once a week.
 - g. Must have the offices of Monarch, Regent , Prime Minister, and Champion filled, at minimum.
2. The Monarch of a Duchy is called a Duke.
 - a. A Duke may award first through eighth levels of any order.
 - b. A Duke may award the title of Lord or Lady once per reign.
 - c. A Duke may award masterhood in the fighting classes.
 - d. A Duke may not award any other titles or masterhoods.
 - e. A Duke may not award knighthood.

Section 6. PRINCIPALITY

1. A Principality must have the following:
 - a. Maintain an average monthly unique member attendance of sixty (60) members
 - b. Have signed a contract on file with Westmarch, for at least three (3) years if a single chapter is the Principality
 - c. Have been a Duchy for at least two (2) years
 - d. Have held elections every six (6) months, as per this corpora
 - e. Have a contract with Amtgard, Inc.
 - f. Meet at least once a week.
 - g. Operate as a non-profit group, have State and Federal non-profit tax identification number, if possible
 - h. Have an active Board of Directors as per this Corpora
 - i. Maintain a Post Office box
 - j. Have at least one (1) sponsored chapter
 - k. Must have all offices of the Monarchy filled, and the GMR position.
2. The Monarch of a Principality is called a Prince.
 - a. A Prince may award any first through tenth levels of any order.
 - b. A Prince may award the titles of Lord, Baronet, and Baron.
 - c. A Prince may award masterhood in the fighting guilds.
 - d. A Prince may not award any other titles or masterhoods.
 - e. A Prince may not award knighthood.

ARTICLE X: BOARD OF DIRECTORS

Section 1. GENERAL INFORMATION

1. The Board of Directors (“the Board”, “Board”, “BoD”, “WM-BoD”) shall
 - a. Deal with any government or outside agencies, businesses, or organizations, or any of the local chapter’s subsidiary chapters with regard to contractual obligations.
2. The Board of Directors shall be composed of the Monarch, the Prime Minister, and five elected members. An alternate member may be elected to fill in when another board member is absent.
3. An election shall be held by the Prime Minister every January to elect members of the Board of Directors.
 - a. Only voting members may hold a seat on the Board of Directors.
 - i. Voting membership must be maintained in order to remain on the Board.
 - b. Candidates must announce their candidacy publicly and in writing to the Prime Minister at least one (1) week prior to the election.
 - c. All candidates must be eighteen (18) years or older.
 - d. All Candidates must qualify with a simple majority confidence/no confidence vote.
 - e. The winners of the election will be the five (5) people who pass a simple confidence vote with the highest number of confidence votes, with the 6th person reserved as the alternate member.
4. The alternate member of the Board of Directors shall only vote in Board meetings when another Board member is absent.
5. No person may hold more than one vote on the Board.
6. The Board shall meet once per month, or as needed, and all meetings shall be open to the public. Board of Directors meetings may be canceled by joint agreement of the Board of Directors President and Vice President.
7. Should the membership of the Board of Directors fall below five, the alternate will become a full member, and an election shall be held to fill the vacant seats until January.
8. The Board must have a quorum of 51% or more present to conduct any Board business.
9. Any member of the Board who misses three (3) meetings in a row shall be removed. Special situations may be given consideration by the Board.
10. All meeting notes shall be made public via electronic posting or print copy upon request from anyone mundane or member.

Section 2. OFFICERS OF THE BOARD

1. The Board of Directors shall elect from their number a President who shall conduct all meetings of the Board.
 - a. The President has the authority to break all ties, for votes of the WM-BoD.
2. The Board of Directors shall elect from their number a Vice President who shall
 - a. Serve as President if the President is absent.
 - b. Become President if the position becomes empty.
3. The Board of Directors shall elect from their number a Treasurer who shall:
 - a. Work closely with the Prime Minister in monitoring Kingdom funds.
 - b. Perform unsolicited audits of the Kingdom financial records.
 - c. Audit all records at the end of each Prime Minister’s term of office before they are turned over to the next Prime Minister, as well as the middle of the Prime Minister’s term.
 - d. If necessary, seize all records and finances with the approval of the President, the disposition of which must be handled at the next Board meeting.
 - e. Shall maintain the Kingdom’s non-profit status.

4. The Board of Directors shall elect from their number a Liaison Officer who shall
 - a. Be responsible for contact with all outside agencies.
 - b. Maintain a mailing and phone list of all agencies the Kingdom deals with.
 - c. Maintain copies of all contracts between the Board of Directors and any outside agency or subsidiary chapter.
5. The Board of Directors shall elect from their number a Secretary who shall
 - a. Record all minutes of Board of Directors meetings and publish them within four (4) weeks.
Publication is defined as hardcopy or electronic retrieval (such as posted on a website).
6. The Monarch and Prime Minister may not serve as officers of the WM-BoD.

Section 3. LIMITATIONS OF THE BOARD

1. The Board has no status in the order of precedence and no jurisdiction over any internal club or local chapter functions except as noted above.
2. The Board has no power to change, amend, alter, or otherwise affect the rulebook, Corpora, or supplements to either publication.

ARTICLE XI: MUNDANE LAWS

Section 1. GENERAL INFORMATION

1. Members are required to obey all federal, state, city, county, and municipal laws.
2. Violations of the law occurring at Kingdom or chapter functions that endanger members of the Kingdom or the public should be reported to the proper authorities.

Section 2. VIOLATIONS

1. In the event that an individual should be caught and/or proven guilty of (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 Amtgard function, that individual may be punished by the kingdom.
 - a. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (iii) being stripped of all titles and knighthoods as per this Corpora, (iv) termination of membership permanently or for one year, as per this Corpora, (v) being banned from Amtgard battlegames, tournaments and events permanently or for one year, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
2. In the event that an individual should be caught and/or proven guilty of (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 Amtgard function, that individual may be punished by the kingdom.
 - a. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (iii) being stripped of any titles and knighthoods as per this Corpora, (iv) termination of membership for three to six months, as per this Corpora, (v) being banned from Amtgard battlegames, tournaments and for two to six months, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
3. 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 dues-paid members to the Althing and receiving a two-thirds vote of the Althing.

Section 3. DISCLAIMER

1. Westmarch does not condone any illegal activity or physical violence against any person.
2. Westmarch is a not-for-profit, free, non-sectarian group dedicated to the recreation of medieval and fantasy genres.
3. Westmarch officials are not responsible for any injuries sustained while playing Amtgard.

ARTICLE XII: AFFIRMATION

Section 1. FINAL WORDS

These bylaws were revised by the Corpora Committee created by Sir Euric Bloodstone, Prince of Westmarch. The revision and additions for Kingdom were completed March 3, 2012. Bylaws and corpora were based on the corpora of various existing kingdom documents from, but not limited to, the Kingdom of the Desert Winds, the Empire of the Iron Mountains, the Kingdom of Dragonspine, and the Kingdom of the Burning Lands. Westmarch thanks those that have come before and provided a solid foundation for what we have here.

Section 2. COMMITTEE

Baron Sir Keluric Tryst, Chairman (Thomas Schneider)

Grand Duke Sir Euric Bloodstone (Robert Mott, Sr.)

Baron Squire Hannoske (JD Helm)

Baron Squire Niveus (Shawn Ramus)

Lord Azus (David Zucker)

Lord Ranvier (Nicholas Denny)

Baron Fiks (Ian Crawford)

Baron Squire Deimos (David Inglis)

Lord evil Randy (Randall Eddington)

ARTICLE XIII: CONTRACT

Section 1. GENERAL INFORMATION

1. Any Amtgard chapter wishing to join the Kingdom of Westmarch, must complete the Westmarch contract and then be voted in with a 2/3 majority during a Kingdom Althing.

Section 2. KINGDOM CONTRACT

This agreement is entered into on the date of _____; between the Amtgard, Kingdom of Westmarch, Inc. and, _____ hereinafter referred to as "Sponsored". Under the specific terms contained herein, Amtgard Kingdom of Westmarch, a nonprofit group in California, agrees to sponsor the Sponsored until such time as the Sponsored gains the title of kingdom by attaining the requirements dictated in the current edition of the Amtgard Corpora, a publication provided and copyrights by Amtgard, Inc. the founding nonprofit corporation, located in El Paso, Texas. The Sponsored must meet the following terms, sign this agreement and send it by registered mail to the receipt by Westmarch within one (1) year of the Sponsored Chapter's formation as an Amtgard group. Otherwise, this agreement will be considered null and void. This document is not valid until signed by the following: Westmarch Monarch, Westmarch Board of Directors, Sponsored Monarch and Prime Minister.

Terms of this Agreement

The Sponsored Chapter agrees to:

1. Sign and send by Registered Mail to Amtgard Kingdom of Westmarch the original contract, with a copy of the signed contract with Amtgard Inc. Pending approval by 2/3 of the current dues paid members of the Kingdom of Westmarch, the Board of Directors agrees to sign and return this contract to the Sponsored within 30 days of receipt.
2. Operate as a not-for-profit group.
 - a. Governmental recognition of non-profit status recommended, but not required except where chapter size mandates.
3. Abide by the current edition of the rule book published by Amtgard Inc.
4. Abide by the Corpora and Bylaws of the Kingdom of Westmarch.
5. Abide by all laws; local, state and federal.
6. Maintain a positive relationship with authorities, the public and other Amtgard chapters.
7. Educate the Amtgard membership and the community through demonstrations and instruction of but not limited to combat, arts, and sciences.
8. Sponsored will not copy for distribution any copyrighted material without the express written permission of said copyright.
9. Hold regularly scheduled Amtgard activities at least twice a month.
10. Hold Crown qualifications per the current Corpora of Westmarch before each election of a new Monarch, Regent and Champion.
11. Maintain records of attendance of all members, a membership roster, accurate financial records and a ledger format, and records of awards and honors received by that chapter's members.
12. Treat all members and joining members fairly, according to the Equal Opportunity Act and the Americans with Disabilities Act.

The Kingdom of Westmarch Board of Directors:

WM-BoD Member:	Mundane Name: _____	Persona Name: _____	Date: _____
WM-BoD Member:	Mundane Name: _____	Persona Name: _____	Date: _____
WM-BoD Member:	Mundane Name: _____	Persona Name: _____	Date: _____
WM-BoD Member:	Mundane Name: _____	Persona Name: _____	Date: _____
WM-BoD Member:	Mundane Name: _____	Persona Name: _____	Date: _____
WM-BoD Member:	Mundane Name: _____	Persona Name: _____	Date: _____
WM-Monarch:	Mundane Name: _____	Persona Name: _____	Date: _____

Officers of the Sponsored Chapter:

Monarch:	Mundane Name: _____	Persona Name: _____	Date: _____
Prime Minister:	Mundane Name: _____	Persona Name: _____	Date: _____
Date signed by Sponsored Chapter:	_____	Initialed: _____	Office: _____
Date sent by Sponsored Chapter:	_____	Initialed: _____	Office: _____
Date received by Westmarch:	_____	Initialed: _____	Office: _____
Date signed by Westmarch:	_____	Initialed: _____	Office: _____
Date returned to Sponsored Chapter:	_____	Initialed: _____	Office: _____