Amtgard, Kingdom of Westmarch, Inc. Corpora of Bylaws

Current to 11/03/2026

1.0. NAME AND PURPOSE

1.1. NAME

1.1.1. The name of the organization is Amtgard, Kingdom of Westmarch, Inc. (“Kingdom of Westmarch”, “Westmarch”, “Kingdom”).

1.2. PURPOSE

1.2.1. Westmarch is a collection of Amtgard chapters whose members participate primarily in California. The Kingdom shall operate as a Floating Crown.

1.2.2. Amtgard, including Westmarch, is a non-profit, free, non-sectarian group dedicated to the recreation of medieval and fantasy genres.

1.2.3. 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.

1.2.4. 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.

1.2.5. This document describes how the Kingdom functions, and unless specified separately, all chapters within the Kingdom shall function as described for the Kingdom.

2.0. MEMBERSHIP

2.1. DEFINITION

2.1.1. Membership is limited to persons who have signed a waiver within any chapter of Westmarch.

2.1.1.1. A valid, legal form of ID is required to be presented to the land representative accepting the waiver at the time of signing (see Section 13 for the waiver and instruction

2.1.1.2. Persons under the age of eighteen (18) may only join if their legal guardian signs a waiver for them.

2.1.2. 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.

2.2. TYPES OF MEMBERSHIP

2.2.1. 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.

2.2.2. All members of all chapters sponsored by the Kingdom are considered to be non-voting members of the Kingdom unless they meet the requirements to be a voting member.

2.2.3 Being a member of the Kingdom grants honorary membership to “Amtgard, Kingdom of Westmarch, inc.”

2.2.4. A voting member must do as follows:

2.2.4.1 Have a signed waiver on record in one of the chapters of Westmarch for at least six (6) months,

2.2.4.2 Maintain membership in no other Amtgard chapters.

2.2.4.3 Be currently dues-paid in one of the chapters comprising Westmarch that tithe to the kingdom.

2.2.4.4. Have no membership in other Amtgard chapters not sponsored by Westmarch for the previous three months,

2.2.4.5. Have attended a minimum of six (6) of the weekly meetings in the last three (3) months, and

2.2.4.6. Be at least fourteen (14) years of age.

2.3. CREDITS

2.3.1 Credits shall be given as outlined in the Rules of Play.

2.3.2. Officially scheduled meetings occur at least once every other week, unless otherwise noted.

2.3.2.1. If an officially scheduled park day is canceled, players may receive one credit from online attendance instead.

2.3.3 Bonus credits may be awarded for attendance at feasts, special events, or for events in other Amtgard chapters.

2.3.4 A Kingdom or local monarch may award bonus credits up to the limits outlined in the Rules of Play.

2.4. TERMINATION OF MEMBERSHIP

2.4.1. If a person’s membership is terminated, that person is no longer a member of the Kingdom, or their local land.

2.4.2. Membership is automatically terminated when a member begins maintaining their records in another Amtgard chapter outside of Westmarch.

2.4.3. Members who have terminated their own membership voluntarily or through maintaining their records in another non-Westmarch Amtgard chapter may restore their membership by:

2.4.3.1. Communicating their intent to the local prime minister and,

2.4.3.2. Maintaining their records in at least one of the chapters comprising Westmarch.

2.4.4. A person’s membership may be terminated by joint agreement of the Kingdom Monarch, Prime Minister, and Guildmaster of Reeves

2.4.4.1. Should one of the above be involved in the complaint, or choose to recuse themselves from the CoC team, they may be replaced by the next available monarchy member in order of precedence.

2.4.4.2. Membership may be terminated for a set period of time, or permanently.

2.4.4.3. Cases in which membership may be terminated are laid out in the Code of Conduct and include, but are not limited to:

2.4.4.3.1. Speech that would cause a reasonable person to fear for their property or safety.

2.4.4.3.2. Physical violence outside of the normal bounds of combat conduct.

2.4.4.3.3. Sexual harassment or inappropriate sexual contact.

2.4.4.3.4. Theft or willful destruction of other peoples' property.

2.4.4.3.5. Repeated unwillingness to follow game rules.

2.4.4.3.6. Creating a hostile environment detrimental to the enjoyment of the group as a whole. This includes engaging in online or in person harassment.

2.4.4.3.7. Violating the Amtgard Youth Policy

2.4.5. A person whose membership is terminated may appeal to the Kingdom Althing to have their membership restored.

2.4.5.1. Restoration of membership requires a ⅔ approval of an Althing vote.

3.0 OFFICES OF THE KINGDOM

3.1. GENERAL INFORMATION

3.1.1. The five offices of Monarch, Regent, Champion, Prime Minister, and Guildmaster of Reeves are known collectively as “the Monarchy”.

3.1.1.1. The Monarch and Regent are known collectively as “the Crown”.

3.1.2. All officers must be at least eighteen (18) years old.

3.1.3 Except as noted below, no person may hold more than one (1) of the offices of Monarchy at any level of Westmarch concurrently.

3.1.3.1 The Champion and GMR at the Kingdom, Principality, or Grand Duchy level may also hold a local office, but may not hold more than one (1) of the aforementioned offices.

3.1.4. All Kingdom officers must maintain voting membership in at least one of the chapters comprising Westmarch.

3.1.5. No Monarchy officer may hold an office for more than two consecutive terms. A 2/3 majority of an Althing vote prior to declarations may allow an officer to run for another term.

3.1.6. 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.

3.1.7. 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.

3.2. MONARCH

3.2.1. The Monarch is the highest-ranking official in the Kingdom, and the Chief Executive Officer.

3.2.2. The Monarch shall be elected during the Time of the Crown.

3.2.3. The Monarch presides over all official functions and ceremonies except the Board of Directors.

3.2.4. The Monarch represents Westmarch on the Amtgard International Circle of Monarchs (AICOM).

3.2.4.1. Must attend the AICOM, or send a representative who can attend.

3.2.4.2. Must maintain a presence on the Inter-kingdom discussion online or otherwise.

3.2.5. The Monarch shall be Chairman of the Westmarch Circle of Monarchs (“WM-COM”).

3.2.6. The Monarch shall hold an automatic seat on the Board of Directors.

3.2.7. 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.

3.2.7.1. The exceptions include situations in which:

3.2.7.1.1. The Monarch is a subject of the vote, in which case the Prime Minister breaks the tie.

3.2.7.1.2. 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.

3.2.8. 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.

3.2.8.1. The Monarch may create and bestow new orders, masterhoods and titles.

3.2.8.2. 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.

3.2.9. 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.

3.2.10. 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.

3.3. REGENT

3.3.1. The Regent is the second-highest ranking official in the Kingdom and is the chief arts and sciences officer.

3.3.2. The Regent shall be elected during the Time of the Crown.

3.3.3. The Regent shall ascend to the position of pro-tem Monarch should the position of Monarch be vacated.

3.3.4. The Regent shall coordinate the College of Arts and Sciences.

3.3.5. The Regent shall be in charge of the coronation and mid-reign events, as well as coordinating a Westmarch wide calendar of events.

3.3.6. The Regent shall be in charge of maintaining a list of all kingdom property and effects.

3.3.6.1. 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.

3.3.7. The Regent may bestow certain orders on any member of the Kingdom.

3.3.7.1. The Regent may only grant Orders of the Rose, Lion, Owl, Dragon, Garber, Mask, Crown, and Smith.

3.3.7.2. The Regent may create and bestow new orders in keeping with the duties of the Regent.

3.3.8. Should the position of Regent become vacant, the Monarch must appoint a voting member as pro-tem Regent. The appointment of the pro-tem Regent is to be confirmed at the next Althing, with a confidence vote.

3.4. PRIME MINISTER

3.4.1. The Prime Minister is the third highest ranking official in the Kingdom, the secretary-treasurer of the Kingdom, and the Chief Financial Officer.

3.4.2. The Prime Minister shall be elected one (1) week before mid-reign.

3.4.2.1. 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.

3.4.2.2. Any person wishing to run for Prime Minister must have passed the most recent Corpora Test.

3.4.3. The Prime Minister must have regular and reliable access to a computer and the Internet.

3.4.4. 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.

3.4.5. All elections shall be conducted by the Prime Minister except:

3.4.5.1. The Prime Minister election.

3.4.5.2. Any election in which the Prime Minister is a candidate.

3.4.5.3. These elections shall be conducted by the Guildmaster of Reeves.

3.4.6. The local Prime Minister is responsible for maintaining accurate and current records of all members of their land, physically and on the Amtgard ORK. The records must be updated on a weekly basis. Each member's records shall include their:

3.4.6.1. Credits,

3.4.6.2. Dues-paid status,

3.4.6.3. Orders, Masterhoods, Titles and Knighthoods,

3.4.6.4. Waiver information, and

3.4.6.5. Persona Name.

3.4.7. 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.

3.4.8. The Kingdom Prime Minister is responsible for maintaining the Kingdom treasury.

3.4.8.1. Local Prime Ministers will do the same for their chapters.

3.4.8.2. Records of the treasury shall include detailed information concerning:

3.4.8.2.1. Kingdom income,

3.4.8.2.2. Kingdom expenditures,

3.4.8.2.3. Current Kingdom funds, and

3.4.8.2.4. Receipts for all expenditures and income.

3.4.8.3. An accurate and current financial report must be provided by the Prime Minister for publication monthly.

3.4.8.4. The Prime Minister must provide an accurate and current quarterly report to the Treasurer of the Board of Directors.

3.4.8.5. The financial records shall be maintained in a digital spreadsheet format, in addition to permanent hardcopy.

3.4.8.6. Records must be maintained for a minimum of three (3) years.

3.4.9. The local land Prime Minister shall collect all dues and fees.

3.4.10. The Kingdom Prime Minister shall collect and record tithes from all Kingdom chapters.

3.4.11. The Prime Minister shall work with local Prime Ministers to ensure local chapter's records are accurately maintained.

3.4.12. The Prime Minister shall maintain accurate and current records of all contractual obligations.

3.4.13. The Prime Minister shall be responsible for providing members access to copies of the club's publications, including:

3.4.13.1. Rulebooks,

3.4.13.2. The Corpora of Bylaws,

3.4.13.3. Newsletters,

3.4.13.4. All supplements to the rulebook or Corpora,

3.4.13.5. Any other applicable publications. A fee may be charged for these publications to cover the cost of their production.

3.4.14. The Kingdom Prime Minister shall hold an automatic seat on the Westmarch Board of Directors.

3.4.15. 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.

3.4.16. Should the position of Prime Minister become vacant, the Guildmaster of Reeves shall conduct a new election to elect a pro-tem Prime Minister. The Monarch will appoint a voting eligible member to hold the position of pro-tem Prime Minister until a pro-tem Prime minister is elected.

3.4.17. 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.

3.4.18. In the event the park dissolves, agrees to cease meeting, or fails to meet for a 6-month period, it is the Prime Minister's responsibility to transfer cash assets and records to Westmarch via the Westmarch Prime Minister pursuant to 9.1.4 of this corpora.

3.5. CHAMPION

3.5.1. The Champion is the fourth highest ranking official in the Kingdom and is the chief safety officer.

3.5.2. The Champion shall be elected during the Time of the Crown.

3.5.3. The Champion shall uphold the honor of the Crown.

3.5.4. The Champion shall ensure battle games and ditches are organized.

3.5.5. The Champion is responsible for ensuring all battle games and battlefield equipment are legal and safe according to the Amtgard Rules of Play, and may appoint others to assist in this task.

3.5.6. The Champion may remove people or equipment from the field to ensure safety.

3.5.7. The Champion shall maintain the lost and found. The Kingdom Champion shall work with local Champions to ensure equipment is returned after Westmarch events.

3.5.8. The Kingdom Champion is responsible for ensuring the local champions accomplish weapon and equipment checks.

3.5.9. The local champion shall maintain a supply of loaner weapons for use by new members.

3.5.10. Should the position of Champion become vacant, the Monarch must appoint a voting member as pro-tem Champion.

3.5.10.1. The appointment of the pro-tem Champion is to be confirmed at the next Althing, with a confidence vote.

3.5.11. The Champion may bestow certain orders on any member of the Kingdom.

3.5.11.1. The Champion may only grant Orders of Battle, Griffon, Hunter, Mask, Smith, and Warrior

3.6. GUILDMASTER OF REEVES

3.6.1. The Guildmaster of Reeves (“GMR”) is the fifth highest ranking official in the Kingdom and is the chief rules authority.

3.6.2. The Guildmaster of Reeves shall be elected during the Time of the Crown and have passed both Reeves and Corpora tests.

3.6.3. Candidates for Guildmaster of Reeves must be voting members who are also members of the Reeves Guild.

3.6.4. The Guildmaster of Reeves shall work with the Monarch and Champion to ensure rules are applied accurately and fairly.

3.6.5. The Guildmaster of Reeves shall work with the Champion to ensure that all battlefield equipment is legal and safe.

3.6.6. The Guildmaster of Reeves shall:

3.6.6.1. Ensure there are an appropriate number of reeves at an event.

3.6.6.2. Ensure the conduct of those reeves is competent and fair.

3.6.7. The Guildmaster of Reeves may remove members from the field for issues of safety or abusing the rules.

3.6.8. Prime Minister elections and any election in which the Prime Minister is involved shall be conducted by the Guildmaster of Reeves.

3.6.9. The Weaponmaster Tournament shall be conducted by the Guildmaster of Reeves. The Weaponmaster Tournament shall:

3.6.9.1. Take place the day of Midreign.

3.6.9.2. Run according to the guidelines set forth for the Fighting Events of Crown Qualifications.

3.6.10. The Guildmaster of Reeves:

3.6.10.1. Must make at least two (2) Reeve and Corpora tests available during the Time of the Crown. These tests must be made available for local chapter's Guildmaster of Reeves to proctor.

3.6.10.2. 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.

3.6.10.3. May make the tests available at other times, scheduled in advance.

3.6.10.4. 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. The Reeve's test is open-book.

3.6.10.5. 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.

3.6.10.6. 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.

3.6.10.7. If the Guildmaster of Reeves is running for an office, they are considered to have passed the most recent Reeve's test.

3.6.10.8. 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.

3.6.11. Should the position of GMR become vacant, the Monarch must appoint a voting member as pro-tem GMR.

3.6.11.1. The appointment of the pro-tem GMR is to be confirmed at the next Althing, with a confidence vote.

3.7. MONARCHY ORDER OF PRECEDENCE

3.7.1. The Order of Precedence in the Kingdom is Monarch, Regent, Prime Minister, Champion, and then the Guildmaster of Reeves.

3.7.2. The Order of Precedence exists to determine which person is in charge of events on any given meeting. 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.

3.8. CIRCLE OF MONARCHS (WM-COM)

3.8.1. The Circle of Monarchs shall:

3.8.1.1. Be comprised of the monarchs of all chapters as well as the Monarch of Westmarch.

3.8.1.2. Act as an advisory council for the Kingdom Monarch.

4.0 OTHER POSITIONS

4.1. GENERAL INFORMATION

4.1.1. Except where noted, the positions listed here have no age requirement.

4.1.2. A person may hold multiple positions.

4.1.3. All persons holding positions must be members of the Kingdom.

4.1.4. Unless otherwise stated, any member (both voting and non-voting) may hold these positions.

4.1.5. 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.

4.2. HEIR APPARENT

4.2.1. 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.

4.2.1.1. The position of Heir Apparent holds no financial or legal obligation.

4.2.2. The Heir Apparent shall be elected during the Time of the Crown.

4.2.3. Candidates must be voting members of the Kingdom and must qualify per Crown Qualifications.

4.2.4. The Heir Apparent must be between age fourteen (14) and seventeen (17) at the beginning of their term.

4.2.5. The Heir Apparent shall assist the Monarchy.

4.2.6. The Heir Apparent may bestow orders with the permission of the Monarch.

4.2.7. The position of Heir Apparent may be left vacant.

4.3. REEVES GUILD

4.3.1. Any member who has passed the Reeve's 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.

4.3.2. Reeves oversee and help run battle games and tournaments in which they are not playing.

4.3.3. While acting as a reeve, guild members may:

4.3.3.1. Adjust teams to balance battle games.

4.3.3.2. Call whether a hit on a person is valid or not.

4.3.3.3. Take unsafe people or equipment off the battlefield.

4.3.3.4. Take time off a person's respawn count if they role-played their death well.

4.3.3.5. Remove a person who persistently causes problems.

4.3.3.6. Declare the end of a game if play is stagnating.

4.3.4. While acting as a reeve, a guild member is responsible for:

4.3.4.1. Ensuring games are safe for participants and bystanders.

4.3.4.2. Retrieving discarded equipment as long as it does not interfere with other Reeve duties.

4.3.4.3. Helping participants understand the game.

4.3.4.4. Ensuring the quality of play is honest and in keeping with the spirit of the rules.

4.3.4.5. Making sure play remains within a reasonable area.

4.4. CIRCLE OF KNIGHTS

4.4.1. The Circle of Knights shall consist of all knights who are members of Westmarch or its sponsored chapters.

4.4.2. The Monarch may be invited to these meetings if the Monarch is not a knight.

4.4.3. The Guildmaster of Knights shall conduct votes of the knights of the Kingdom to the same standard as althing votes are held to determine whether candidates for knighthood have the approval of the Circle of Knights.

4.4.3.1. 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 simple majority.

4.4.3.2. All ties will be broken by the Guildmaster of Knights.

4.4.3.3. All knights who are Voting Eligible, must be consulted. A 75% quorum is required for the vote.

4.4.3.4. Abstentions never count towards a vote outcome except to meet quorum.

4.4.3.5. All candidates must be discussed within one (1) year of eligibility.

4.4.4. The Circle of Knights determines the ability to vote as follows:

4.4.4.1. A knight must be both Active and Voting eligible to vote on Circle of Knight's issues.

4.4.4.1.1. Voting eligibility is the same as that of the Kingdom, six (6) weekly attendance credits within the previous three (3) months.

4.4.4.1.2. 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.

4.5. GUILDMASTER OF KNIGHTS

4.5.1. The Circle of Knights shall elect a Guildmaster during the crown elections.

4.5.2. The Guildmaster of Knights ("GMK") is responsible for hosting meetings of the Circle of Knight

4.5.3. The Guildmaster of Knights shall act as the contact point to kingdom monarchy and populace.

4.6. CAPTAIN OF THE ROYAL GUARD

4.6.1. 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.

4.6.2. The Captain of the Guard, in conjunction with the Champion, shall ensure the Monarchy is properly defended.

4.6.3. The Captain of the Guard shall share duties with the Champion in carrying out the policies of the Crown.

4.6.4. The Captain of the Guard is appointed and dismissed by the Crown.

4.6.5. The Captain of the Guard must be at least eighteen (18) years old.

4.6.6. This position may be left vacant.

4.7. ROYAL GUARD

4.7.1. The Royal Guard ("the Guard") shall defend the Crown and assist the Captain of the Guard.

4.7.2. The Monarch may appoint and dismiss the guard at will.

4.7.3. The Kingdom Monarch may choose member(s) from any sponsored land to make up his/her Guard. 4. This position may be left vacant.

4.8. REGENT'S DEFENDER

4.8.1. The Regent's Defender ("Defender") shall defend the Regent.

4.8.2. The Regent may appoint and dismiss the Regent's Defender at will.

4.8.3. This position may be left vacant.

4.9. CIRCLE OF PARAGONS

4.9.1. The Circle of Paragons shall consist of all Paragons who are members of Westmarch or its sponsored chapters.

4.9.2. The Circle of Paragons will create, maintain, and abide by their own set of bylaws so long as they do not supersede or violate this Corpora, the Amtgard Rules of Play or the Kingdom of Westmarch's contract with Amtgard International.

4.9.2.1. The bylaws will stipulate that a vote from the circle to successfully verify the credentials of a Paragon candidate will be a simple majority vote.

4.9.2.2. These bylaws and any changes to them must be verified for legality with the Westmarch Board of Directors.

4.10. SCRIBE

4.10.1. The Scribe shall keep minutes of Althings.

4.10.2. The Scribe shall ensure the production of a newsletter at least once every three months. For each newsletter, the Scribe may request:

4.10.2.1. Letters to the populace from all members of the Monarchy,

4.10.2.2. A budget report from the Prime Minister,

4.10.2.3. Letters from other officials,

4.10.2.4. Board of Directors meeting minutes,

4.10.2.5. Althing minutes,

4.10.2.6. Literature, art, and contributions from the populace.

4.10.3. The Scribe shall work with the Regent to maintain a yearly calendar of events.

4.10.4. The Prime Minister may appoint and dismiss the Scribe at will.

4.10.5. The position may be left vacant, and if so, the duties of the Scribe default to the Prime Minister.

4.11. IT / Social Media Team

4.11.1. The various social media and online accounts and assets managed by Westmarch remain under the ownership of Amtgard, Kingdom of Westmarch, Inc, with primary control resting with the monarchy.

4.11.1.1. If only User Agreement is required, the Monarch may unilaterally create new online assets.

4.11.1.2. If Contract is required, involvement of the Board of Directors is required.

4.11.2. A committee shall be formed to manage the various online assets. These assets may include: Youtube, Instagram, Facebook, Discord; paid and unpaid advertising.

4.11.2.1. The committee shall be formed from current monarchy members as well as volunteers.

4.11.2.1.1. The current Monarch and Prime Minister have automatic seats on the committee.

4.11.2.1.2. Other members of Monarchy including Heir Apparent may be members at their discretion.

4.11.2.1.3. The committee shall appoint a committee chair to act as the committee representative to the kingdom.

4.11.2.2 Volunteers will be appointed and removed by the Monarch.

4.11.2.2.1. When possible, at least one volunteer will have experience managing these specific assets.

4.11.2.2.2. Volunteer terms of service have no limits and are encouraged to be multiyear.

4.11.2.3 The committee will create and update a Standard Operating Procedure guide (SOP).

4.11.2.3.1. Modifications to the SOP will be approved the committee chair, plus approval of the Monarch and Prime Minister.

4.11.2.3.2. This guide will outline managing assets. Examples include: how to run ads on different media; how to upload media such as videos, documents, etc; how to manage user access; setting up mail forwarding.

4.11.2.3.3. Shared user accounts may be listed in the SOP, but passwords will not be listed (for example westmarch.amtgard@gmail.com) might be listed as Westmarch’s email, but password will be kept private among those few who need access)

4.11.3. Funds

4.11.3.1. Monarch has full discretion over funds.

4.11.3.2. IT / Social Media Team has no authority to approve or handle funds, unless delegated by Monarch for special tasks.

4.11.3.3. Payment of long term online assets such as caamtgard are deemed to be part of the monarch’s or prime minister's budget draw.

4.11.3.4. Ongoing expenditures beyond Monarch's and Prime Minister's draw require althings approval to initiate.

4.11.3.5. Short term projects may be funded by monarch's draw, prime minister's draw, or via althings.

5.0 GOVERNMENT

5.1. ELECTIONS

5.1.1. Elections shall be conducted by the Prime Minister, except:

5.1.1.1. When the Prime Minister is involved as a candidate,

5.1.1.2. In the case of the Prime Minister elections, in which case elections shall be conducted by the Guildmaster of Reeves,

5.1.1.3. The Board of Directors shall conduct its own elections of Officers of the Board from their number as per Section 10 of this corpora.

5.1.2. Elections for positions in the monarchy shall be conducted in a ranked-choice manner, the winner requiring a majority of votes in the final round of voting. Elections to adopt items on a ballot, and all other elections, instead require a simple plurality vote to pass. A plurality vote is one in which the winner is determined by receiving more votes than the next highest person/item on the ballot.

5.1.2.1. In a ranked-choice election, participants mark their preferred candidates in order of preference. Votes are then tallied, and the candidate with the fewest votes is eliminated. Votes are then tallied again, and ballots which would have voted for the eliminated candidate instead count for the candidate ranked next in preference on that ballot. This continues until two candidates remain, whereupon the remaining candidate with the majority of votes is the winner.

5.1.3. In cases where a candidate is running unopposed the candidate must pass a vote of confidence in order to win the election.

5.1.3.1. If a candidate loses a vote of confidence, anyone who is a member of their respective land, or a member of Westmarch if running for Kingdom office, and 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.

5.1.3.2. If no one is qualified to run for office, an Althing shall be held to appoint pro-tem officers.

5.1.3.3. All pro-tem officers must have passed an open book reeves and open book corpora test.

5.1.3.4. All pro-tem officers must be a voting eligible member of their land.

5.1.3.5. The order of precedence for pro-tem positions shall be as follows:

5.1.3.5.1. Those that entered Crown Qualifications and have passed a Reeve and open book Corpora test,

5.1.3.5.2. Those that have passed a Reeve and open book Corpora test but have not entered Crown Qualifications,

5.1.3.5.3. Anyone who wishes to run for the position provided they subsequently take and pass a Reeve and open book Corpora test.

5.1.4. Only voting members may vote in an election.

5.1.5. Proxy votes are allowed provided that:

5.1.5.1. The vote is in a sealed and signed envelope with the voter's name on the outside,

5.1.5.2. The vote is submitted prior to the closing of the polls.

5.1.5.3. 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.

5.1.5.4. 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.)

5.1.5.5. If a person is present for an election, any and all proxy votes submitted from that person are considered null and void.

5.1.6. 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.

5.1.6.1. Each land will conduct the voting in the same week determined by the officer running the election.

5.1.6.2. The Kingdom official in charge of the election will do the following:

5.1.6.2.1. Determine the week of the election in conjunction with the Kingdom Monarchy.

5.1.6.2.2. Determine the appropriate deadline for votes submitted from each land.

5.1.6.2.3. Elections must allow for two full weeks, Monday to Monday, for lands to meet and vote.

5.1.6.2.4. Contact all other chapter officers by a previously agreed-upon communication medium.

5.1.6.2.5. Post the final results within three days of the deadline to submit votes.

5.1.7. Write-in candidates are not permitted.

5.1.8. All candidates for office may appoint a representative to witness the counting of votes.

5.1.9. The Monarch shall have the power to break ties as detailed under the powers of the Monarch.

5.2. IMPEACHMENT

5.2.1. Officers may be removed from office ("impeached") for criminal actions or dereliction of duty.

5.2.2. 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 ¾ vote of an Althing.

5.3. THE ALTHING

5.3.1. 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.

5.3.2. All votes of the Althing require a quorum of at least 51% of all voting members.

5.3.2.1. During the Kingdom Althing all voting lands must submit a current total of voting members to the Kingdom official in charge of collecting votes for that Althing.

5.3.2.2. The total voting members of the Kingdom Althing must be included when announcing the results of the Althing vote.

5.3.3. Types of issues discussed and voted on by voting members include:

5.3.3.1. Revising and updating the Corpora with a ⅔ majority,

5.3.3.2. Expenditures of the treasury, other than the 10% per month allowed to the Monarch and Prime Minister, with a simple majority,

5.3.3.3. Vote on approving the adoption of sponsored chapters with a simple majority,

5.3.3.4. Vote for promotion to a higher land status with a simple majority,

5.3.3.5. Vote for demotion to a lower land status with a simple majority,

5.3.3.6. Vote for any other change to the status of a sponsored land with a ⅔ majority,

5.3.3.7. Vote on restoring the membership status of a terminated member with a ⅔ majority.

5.3.4. Abstentions never count towards a vote outcome except to meet quorum.

5.3.5 An Althing shall be scheduled quarterly and held alongside the ballots for Coronation and Midreign, but may be canceled by the Monarch.

5.3.5.1. The Althing may not be canceled if a petition for impeachment is being presented.

5.3.5.2. The Althing can be rescheduled if it falls on a special event or holiday.

5.3.5.3. The Althing must allow for two full weeks, Monday to Monday, for lands to meet and hold Althings.

5.3.5.4 The Monarch may call an emergency althing if they deem necessary.

5.3.6. The Monarch shall preside over and call all Althings.

5.3.6.1. If the Monarch cannot attend, the Regent may preside over an Althing with the permission of the Monarch.

5.3.6.2. 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.

5.3.6.3. Any voting member may bring an item before the althing by submitting a petition supported by 20% of the voting members of the kingdom to the monarch and prime minister two weeks before the althing.

5.3.6.3.1. Any item brought before the althing in this way may be removed from the althing by joint agreement of the Monarch, Prime Minister, and Regent.

5.3.7. Anyone may attend and take part in discussions, but only voting members may vote.

5.3.8. Althing items must be scheduled at least two (2) weeks in advance, including, but not limited to changes of the Corpora.

5.3.8.1. If the two (2) 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.

5.4. DUES AND POLICIES OF THE TREASURY

5.4.1. The Kingdom and each individual chapter shall maintain their own separate treasury.

5.4.2. Dues are paid to each chapter’s individual Prime Minister.

5.4.3. Dues are as follows:

5.4.3.1. $10.00 every six (6) months for all Chapters.

5.4.3.2. Receipts given for paying dues shall display the time period covered by the dues.

5.4.3.3. When a voting 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.

5.4.4. Receipts shall be maintained for all income and expenditures.

5.4.5. A ledger showing every transaction involving the treasury funds and a running total of the treasury must be maintained.

5.4.5.1. 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.

5.4.6. 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.

5.4.7. Larger expenditures require the approval of an Althing vote.

5.4.8. Tithes for the Kingdom shall be paid to the Prime Minister of the Kingdom.

5.4.8.1. Chapters are required to send $5.00 per voting member ('tithe') to the Prime Minister of the Kingdom

5.4.8.2. This tithe shall be collected one (1) month after the Prime Minister election of the chapter.

5.4.8.3. A list of all voting members shall accompany this tithe.

5.4.8.4. Chapters that 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.

5.4.8.5. Tithes paid to the Kingdom are non-refundable.

5.4.9. Annual land financial summary

5.4.9.1. Each sponsored land shall send an Annual Land Financial Summary for the previous calendar year (January 1 through December 31) to the Kingdom Prime Minister or Treasurer of the Board of Directors by January 31.

5.4.9.2. The land's Prime Minister shall complete the summary using the simple form provided by the Kingdom Prime Minister. The summary includes:

5.4.9.2.1. The balance on January 1 and the balance on December 31

5.4.9.2.2. Total money taken in during the year (such as dues, sale of goods, event income, and donations)

5.4.9.2.3. Total money spent during the year (such as event costs, supplies, and site fees)

5.4.9.2.4. A copy of the land's ledger for the year (as already kept under 5.4.5), and

5.4.9.2.5. If the land has a bank or payment account, the December statement.

5.4.9.3. Receipts do not need to be sent with the summary. They should be kept as already required and shared if the Kingdom Prime Minister or BOD Treasurer asks for them.

5.4.9.4. The Kingdom Prime Minister and BOD Treasurer shall be available to help any land's Prime Minister who has questions or needs help completing the summary.

5.4.9.5. If a land's summary has not arrived by January 31, the Kingdom Prime Minister will contact the land within 30 days to help get it submitted.

5.4.9.6. The Kingdom Prime Minister will combine the summaries with the Kingdom's own records and give them to the Treasurer of the Board of Directors for use in the Kingdom's annual tax filings.

6.0 CROWN QUALIFICATIONS

6.1. GENERAL INFORMATION

6.1.1. Crown Qualifications will be held once every six (6) months, at least one (1) week prior to crown elections.

6.1.2. The Time of the Crown is the period from when declarations are due to when a new Monarch is crowned.

6.1.3. The Prime Minister must fulfill all qualification requirements, but are offset by three (3) months and take office at Midreign

6.2. QUALIFICATION REQUIREMENTS

6.2.1. Candidates for Monarch, Regent, Champion, Guildmaster of Reeves, Heir Apparent must meet the following requirements:

6.2.1.1. Be a voting member,

6.2.1.2. Pass the most recent open-book reeves test with a score of 75% or better,

6.2.1.3. Pass the most recent open-book Corpora test with a score of 75% or better.

6.2.2 Candidates for Prime Minister must meet the following requirements:

6.2.2.1 Be a voting member

6.2.2.2 Pass the most recent open-book Corpora test with a score of 75%

6.2.3. Should no candidates qualify to run for an office, that office may be filled on a pro-tem basis by an Althing vote.

6.2.3.1. 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.

6.3. TIME OF THE CROWN

6.3.1. Timeline for the time of the crown is as follows:

6.3.1.1 Week one (1): 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.

6.3.1.1.1. All candidates must be eligible to run for the office they have declared for.

6.3.1.1.2. Declarations must include the resume.

6.3.1.2. Week two (2): The Prime Minister will verify voting member status, reeve, and corpora tests, and make public the ballot.

6.3.1.3. Week three (3): election shall be held.

6.3.1.4. Week six (6): Coronation shall be held.

7.0 EVENTS

7.1. DEFINITIONS

7.1.1. To be considered a kingdom level event, any event not already formally described here must:

7.1.1.1. Be approved in advance by the Westmarch Monarch and Regent

7.1.1.2. Be on the Kingdom Calendar

7.1.1.3. Be the only kingdom level event within Westmarch on that day.

7.1.1.4. Autocrat must submit all results of fighting and cultural competitions to Kingdom PM

7.1.1.5. Have at least 50 attendees.

7.2. WESTMARCH EVENTS

7.2.1. The Monarch and Regent will solicit, review, and approve bids for Kingdom Events.

7.2.1.1. The Monarch and Regent will set the due date for all bids and any special parameters or requirements.

7.2.2. The Westmarch Board of Directors is responsible for completing any paperwork, signing contracts, and anything in regard to contractual obligations.

7.2.3. The Westmarch Prime Minister will disburse funds upon receipt of invoices or receipts.

7.2.3.1. The Westmarch Court and Court Feast are at the discretion of the Westmarch Regent, who has first right of refusal.

7.2.4. The Westmarch Champion is responsible for daily weapon and equipment checks.

7.2.5. 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.

7.2.5.1. Parking fees, if any, are exempt from the above rule.

7.2.5.2. The Autocrat may assess a separate fee for players only participating in Kingdom activities (e.g.,Warmaster/Weaponmaster tournaments, Cultural Champion, Dragonmaster) for Feast, if any.

7.2.6. Bids:

7.2.6.1. A bid must include, at a minimum, the following items:

7.2.6.1.1. List of Crats/staff and their qualifications/experience

7.2.6.1.2. Proposed event dates and location

7.2.6.1.3. Proposed site details

7.2.6.1.4. Schedule of events

7.2.6.1.5. Proposed budget, to include:

7.2.6.1.5.1. All expenses (site, meals, gate, games, etc.)

7.2.6.1.5.2. Sources of initial funding and expected fee due-dates

7.2.6.1.5.3. Gate fee structure

7.2.6.1.5.4. Minimum attendance (paid attendees required to "break even")

7.2.6.1.5.5. Expected attendance

7.2.6.1.5.6. Contingency plans (if any)

7.2.6.1.6. Monarch and Regent may request additional information as necessary.

7.2.6.2. If the 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.

7.2.6.3. 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.

7.2.6.3.1. If there are no acceptable bids and Monarch and Regent decline to Autocrat the event, the event is considered canceled.

7.3. EVENTS IN WESTMARCH

7.3.1. 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.

7.3.1.1. 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).

7.3.1.2. 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).

7.3.1.3. Autocrats must present a simplified bid for the use of Westmarch funds to be considered with the Althing ballot.

7.3.2. Events in Westmarch should be scheduled so as to not conflict with Westmarch Events.

7.4. EVENT FUNDING

7.4.1. Westmarch Event funds are to be held in an account maintained by Westmarch. Each Westmarch Event should have its own account and not commingle with other Westmarch funds.

7.4.1.1. The Westmarch Event account can be a sub-account of the Westmarch general account so long as the funds are not commingled.

7.4.1.2. 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.

7.4.2. 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.

7.4.3. All funds withdrawn from the Westmarch Event account must be replenished before other expenses are reimbursed.

7.4.4. 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.

7.4.4.1 Larger profit retention must be approved by Althing.

7.4.5. Net profits (less any retention for future events) will be deposited into the Westmarch general account.

7.4.6 The Kingdom Prime Minister and BOD Treasure are excluded from holding a money handling position on the event bid.

7.4.7 The event Autocrat shall submit a completed Westmarch Post Event Review Form to the Kingdom Prime Minister and BOD within 45 days of the event.

7.5. CORONATION

7.5.1. Coronation shall be held at a location and time per the Regent's discretion.

7.5.2. Coronation, or Cultural Champion Competition, is aimed at displaying a broad range of skills.

7.5.2.1. The Regent must make the rules for the competition public at least two months before the event. If no format is made public the A&S format listed in Section 14 shall be used, and the regent shall be the A&S organizer

7.5.2.2. Winner of the coronation competition shall be known as the Cultural Champion.

7.5.3. Coronation tournament or Warmaster tournament shall be aimed at displaying a broad range of skills.

7.5.3.1. The Champion must make the tournament format public at least two months before the event.

7.5.3.2. The winner shall be known as the Warmaster.

7.6. MIDREIGN EVENT

7.6.1. The Midreign Event shall be held in August and February; the exact location and time will be set per the Regent's discretion.

7.6.2. Midreign, or Dragon Master, is aimed at displaying excellence in a field, and will score only the top three (3) items.

7.6.2.1. The winner of the Midreign competition shall be known as the Dragon Master.

7.6.2.2 The Regent must make the rules for the competition public at least 30 days prior to the event. If no format is listed the A&S format listed in Section 14 shall be used, and the regent shall be the A&S organizer.

7.6.3. Midreign tournament, or Weaponmaster, is aimed at fighting skill alone.

7.6.3.1. shall consist of five (5) events, as follows:

7.6.3.1.1. Single short sword

7.6.3.1.2. Double short swords

7.6.3.1.3. Short sword and shield

7.6.3.1.4. Single great weapon

7.6.3.1.5. Open

7.6.3.2. The overall winner of the Fighting Events is determined by giving five (5) points for first place in an event, three (3) points for second, one (1) point for third

7.6.3.3. In the case of a tie, half a point (.5) for each individual win

7.6.3.4. 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 the open weapon style.

7.6.4. Both Dragonmaster and Weaponmaster will be held on the same day in the same location.

7.7. FEAST OF THE GODS

7.7.1. Feast of the Gods is to be held during the month of either September or October.

7.7.2. Announcement of the Autocrat team must happen at least six (6) months prior to the event.

7.7.3. Maintenance of Feast of the Gods 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.

7.7.3.1. The Autocrat must perform a safety inspection on all Feast of the Gods assets no later than one (1) week prior to the event.

7.7.4. A storage unit may be provided to store the Feast of the Gods assets while they are not in use. The storage unit must be prepaid for one year in advance from event proceeds.

7.7.4.1. If there are insufficient proceeds, an Althing may be held to request funds from the Westmarch general account to cover the shortfall.

7.7.4.2. Space may be shared with other Westmarch assets as long as the Feast of the Gods assets pay a proportional share of the rented space (e.g., if the Feast of the Gods assets take up 60% of the unit, Feast of the Gods pays 60% of the contracted price of the unit).

7.8. THE WAR OF THE DARKSHORE

7.8.1. The War of the Darkshore (“Darkshore”) is to be held during the month of May.

7.8.2. Darkshore shall host the Westmarch coronation event for the incoming Monarchy.

7.8.3. Announcement of the Autocrat team must happen at least six (6) months prior to the event.

7.8.4. 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.

7.8.4.1. The Autocrat must perform a safety inspection on the castle no later than one (1) week prior to the event.

7.8.5. A storage unit may be 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.

7.8.5.1. If there are insufficient proceeds, an Althing may be held to request funds from the Westmarch general account to cover the shortfall.

7.8.5.2. 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).

8.0 AWARDS AND HONORS

8.1. GENERAL INFORMATION

8.1.1. Awards include any order, masterhood, title, or knighthood.

8.1.2. Awards granted to a person are considered to be held by all of their personas.

8.1.3. No award is earned automatically and all awards are given at the discretion of those with the authority to give them.

8.1.4. The person granting and receiving an award cannot be the same person.

8.1.5. 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.

8.2. AWARDS

8.2.1 Non-ladder awards granted in Westmarch include Flame, Griffon, Jovious, Mask, and Zodiak.

8.2.1.1. Orders of the Flame are for outstanding service by a group and may only be given once per reign.

8.2.1.2. Orders of the Griffon are for courage, chivalry, and honor on the field or in tournaments.

8.2.1.3. Orders of the Jovious are for having an outstanding positive attitude and may be given only once every three months.

8.2.1.4. Orders of the Mask are for consistent portrayal of persona or engaging in role-play.

8.2.1.5. Orders of the Zodiac are for outstanding contributions in a single month and may only be given once per month.

8.2.2. Some awards can be granted by multiple offices.

8.2.2.1. The Monarch, Regent, and Champion may all grant Orders of the Mask.

8.2.2.2. The Monarch and Regent may both grant the following Ladder Awards as given in the Rules of Play: Dragon, Garber, Lion, Owl, Rose, and Crown.

8.2.2.3. The Monarch and Champion may both grant the following Ladder Awards as given in the Rules of Play: Battle and Smith.

8.2.2.4. The Monarch and Champion may both grant the following non-ladder Awards: Griffon and Hunter.

8.2.1.5. Only the Monarch may grant Orders of the Flame, Jovious, and Zodiac.

8.2.3. The Monarch and Champion may both grant Orders of the Warrior. See the Rules of Play for requirements for each rank.

8.2.3.1. Orders of the Warrior may be displayed on a favor using the following color and animal scheme:

8.2.3.1.1. First Order on a green favor represented by a snake.

8.2.3.1.2. Second Order on a blue favor represented by a boar.

8.2.3.1.3. Third Order on a red favor represented by a mongoose.

8.2.3.1.4. Fourth Order on a brown favor represented by a bear.

8.2.3.1.5. Five Order on a rust favor represented by a hawk.

8.2.3.1.6. Sixth Order on a gray favor represented by a wolf.

8.2.3.1.7. Seventh Order on an orange favor represented by a tiger.

8.2.3.1.8. Eight Order on a black favor represented by a panther.

8.2.3.1.9. Ninth Order on a purple favor represented by a dragon.

8.2.3.1.10. Tenth Order on a gold-trimmed red favor represented by a gold phoenix, also known as a master Order of the Warrior, or Warlord.

8.2.4 Order of the Hunter

8.2.4.1 Orders of the Hunter are awarded for excellent archery in tournaments and early opportunities to demonstrate prowess on the battlefield. Upper tiers are designated for multiple archery tournament victories.

8.2.4.2 This is a non-ladder award and does not establish a path to knighthood. Orders of the Hunter neither supersede nor are superseded by Orders of the Warrior or any Knighthood. Those who run archery activities are encouraged to be considered for Order of the Smith/Rose/Lion as appropriate.

8.2.4.3 Note: Archery tournaments should test a range of skills. Kingdom-level tournaments are encouraged, though not required, to draw from several formats, such as Speed Shooting, Accuracy Shooting, 1v1 Duels, Many-vs-Many Duels, Obstacle Course, Distance Shooting, Shield Maiden, and Moving and Shooting.

8.2.4.4 A 1st order is granted for placing at least 3rd overall in a shire-level archery tournament, or for showing archery prowess while participating in an archery tournament or for archery battlefield prowess.

8.2.4.5 A 2nd order is granted for placing at least 2nd overall in a shire-level archery tournament, or for showing archery prowess while participating in an archery tournament or for archery battlefield prowess.

8.2.4.6 A 3rd order is granted for winning a shire-level archery tournament, for placing at least 3rd overall in a barony-level archery tournament, or for showing archery prowess while participating in an archery tournament or for archery battlefield prowess.

8.2.4.7 A 4th order is granted for placing at least 2nd overall in a barony-level archery tournament, or for showing archery prowess while participating in an archery tournament or for archery battlefield prowess.

8.2.4.8 A 5th order is granted for winning a barony-level archery tournament or for placing at least 3rd overall in a duchy-level archery tournament, or for archery battlefield prowess.

8.2.4.9 A 6th order is granted for placing at least 2nd overall in a duchy-level archery tournament or placing at least 3rd overall in a kingdom-level archery tournament.

8.2.4.10 A 7th order is granted for winning a duchy-level archery tournament or placing at least 2nd overall in a kingdom-level archery tournament.

8.2.4.11 An 8th order is granted for winning a major kingdom-level archery tournament.

8.2.4.12 A 9th order is granted for winning a second major kingdom-level archery tournament.

8.2.4.13 A 10th order is granted for winning a third major kingdom-level archery tournament.

8.2.4.14 Note: Like Orders of the Warrior, the level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Hunter above seven. The difficulty of the tournament must warrant the level of order awarded.

8.2.4.15 A recipient of a 10th order is eligible to receive the title Master Avian, Raptor, Arcuarius, Arcuaria, Arcuarium, or Hunter, or equivalent title. The title is awarded to those who have won kingdom-level archery tournaments, shown the highest level of skill and prowess in combat scenarios, and helped others learn archery safely. Masters of the Order are expected to be an example of what it means to be an archer in Amtgard.

8.2.4.16 A "major kingdom-level archery tournament" means an archery tournament held at a Westmarch Kingdom-level event (e.g., Feast of the Gods, The War of the Darkshore, Coronation, or Midreign), or other events in accordance with this Corpora.

8.3. MASTERHOOD

8.3.1. Masterhood is bestowed at the discretion of the Monarch for excellence in the arts & sciences, fighting, or service aspects of Amtgard.

8.3.2. Masterhood for arts & sciences, service, or fighting may only be awarded by the Monarch of the Kingdom.

8.3.3. A Class Masterhood, known as Paragon, may be given to an outstanding member of a fighting class.

8.3.3.1. The Monarch should consult the Circle of Paragons before granting a Class Masterhood.

8.3.3.2. The criteria for awarding someone a Class Masterhood should be:

8.3.3.2.1. Exemplifying the class. The potential class master in question should immediately come to mind as embodying the class.

8.3.3.2.2. Thorough knowledge of the class rules and concept

8.3.3.2.3. Good role-play

8.3.3.2.4. Possession of quality garb and equipment for the class

8.3.3.3. A masterhood for being a Reeve may be granted to a member who:

8.3.3.3.1. Has at least twelve weeks experience as a reeve

8.3.3.3.2. Excellence as a reeve.

8.4. KNIGHTHOOD

8.4.1. Candidates for knighthood must have achieved the criteria listed for that knighthood and have the approval of the Westmarch Circle of Knights.

8.4.1.1. Basic criteria for each Order of Knighthood are listed in the Amtgard Rules of Play.

8.4.2. The Monarch of the Kingdom may knight candidates for knighthood into any of the Five (5) orders of knighthood for the greatest contributions to Amtgard.

8.4.3. Achievement of the listed criteria does not automatically confer knighthood.

8.4.4. Leadership and the knightly virtues are prerequisites to earning knighthood.

8.4.5. The five orders of knighthood are Crown, Flame, Serpent, Sword, and Battle.

8.4.5.1. A Knight of the Crown may wear a white belt trimmed with gold.

8.4.5.2. A Knight of the Flame may wear a white belt trimmed with red.

8.4.5.3. A Knight of the Serpent may wear a white belt trimmed with green.

8.4.5.4. A Knight of the Sword may wear a white belt trimmed with silver.

8.4.5.5 A Knight of the Battle may wear a white belt trimmed with blue.

8.4.6. White or near-white belts and baldrics, spurs, and unadorned chains are reserved for knights.

8.4.6.1. White belts, near-white belts, and belts that are more than half white are reserved for knights.

8.4.6.2. Non-knights may wear chains with emotional, spiritual, or familial significance.

8.4.6.3. The Monarch, Champion, and Guildmaster of Knights shall enforce rules concerning garb reserved for knighthood.

8.4.6.4. Knights may wear a phoenix as part of their garb.

8.4.6.4.1. Anyone may display a phoenix as part of their garb if it is part of their Kingdom heraldry.

8.4.7. Knights may choose to take squires.

8.4.7.1. Red belts, near-red belts, and belts that are more than half red are reserved for squires.

8.4.8. Knights and squires may take pages and men-at-arms.

8.4.8.1. Yellow belts, near-yellow belts, and belts that are more than half yellow are reserved for pages.

8.4.8.2. Black belts trimmed in silver are reserved for men-at-arms.

8.4.9. A knighthood may be removed by 2 of the following:

8.4.9.1. 2/3 vote of the Circle of Knights, with a 50% quorum

8.4.9.2. 2/3 vote of the Kingdom Althing, with a 50% quorum

8.4.9.3. Approval of the Kingdom Monarch.

8.5. TITLES OF NOBILITY

8.5.1. 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.

8.5.2. 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.

8.5.2.1. Tier X titles including Grand Duke, Grand Duchess and Magnus Dux may be granted for serving two complete terms as Monarch.

8.5.2.2. Tier IX titles including Archduke, Archduchess and Arci Dux may be granted for serving one (1) complete term as Monarch and Regent

8.5.2.3. Tier VIII titles including Duke, Duchess and Dux may be granted for serving one complete term as Monarch.

8.5.2.4. Tier VII titles including Marquess, Marchioness and Warden may be granted for serving one (1) complete term as Monarch of a Principality

8.5.2.5. Tier VI titles including Count, Countess and Castellan may be granted for serving in any

combination of two of the following roles including Guildmaster of Reeves, Champion, Prime Minister

8.5.2.6. Tier V titles including Viscount, Viscountess and Vicarius may be granted for earning the titles of Defender and Weaponmaster

8.5.2.7. Tier IV titles including Baron, Baroness and Viceroy may be granted for serving one (1) complete term as Monarch of a Duchy, or one (1) complete term as Regent of a Principality

8.5.2.8. Tier III titles including Defender which may be granted for serving one (1) complete term as Champion of a Principality or Kingdom, and Steward which may be granted for serving (1) complete term as Guildmaster of Reeves, or Prime Minister of a Principality or Kingdom. This title may only be granted by the monarch of a kingdom.

8.5.2.9. Tier II titles including Baronet, Baronetess and Constable may be granted for serving as a pro-tem officer of the Monarchy.

8.5.2.10. Tier I titles including Lord, Lady and Noble may be granted for serving 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.

8.5.3. 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.

8.6. ORDER OF PRESTIGE

8.6.1. The Order of Prestige exists for purposes of role-play to determine the rank of each person.

8.6.2. Rank in the Order of Prestige grants no special powers or duties to the holder of a title or position.

8.6.3. The Order of Prestige is as follows:

8.6.3.1. Monarch

8.6.3.2. Regent

8.6.3.3. Prime Minister

8.6.3.4. Champion

8.6.3.5. Guildmaster of Reeves

8.6.3.6. Tier X titles

8.6.3.7. Tier IX titles

8.6.3.8. Tier VIII titles

8.6.3.9. Heir Apparent

8.6.3.10. Tier VII titles

8.6.3.11. Tier VI titles

8.6.3.12. Tier V titles

8.6.3.13. Tier IV titles

8.6.3.14. Tier III titles

8.6.3.15. Walker of the Middle

8.6.3.16. Tier II titles

8.6.3.17. Tier I titles

8.6.3.18. Masters and Paragons

8.6.3.19. Captain of the Guard
8.6.3.20. Scribe, Herald, and Jester
8.6.3.21. Current Weaponmaster, current Dragonmaster
8.6.3.22. Current Warmaster, current Cultural Champion
8.6.3.23. All other guildmasters
8.6.3.24. Other court positions
8.6.3.25. Royal guardsmen
8.6.3.26. Page or Man-at-Arms
8.6.3.27. Peasantry

9.0 SPONSORED CHAPTERS

9.1. GENERAL INFORMATION

9.1.1. The Kingdom may sponsor other Amtgard chapters, making them a part of Westmarch, with a majority vote at Kingdom Althing.

9.1.2. 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.

9.1.3. 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 land's records to ensure a member is only counted once inside the Kingdom each week.

9.1.4. If a group dissolves, agrees to cease meeting, or fails to meet for a 6-month period, the Prime Minister of that group must transfer all cash assets and records to Westmarch via the Westmarch Prime Minister. The funds will be held for a period not to exceed two years. Should the group re-start and maintain regular park days for a 3-month period, the assets and records shall be returned to that group's monarchy. Otherwise, the funds will be added into the Westmarch general fund and the records retained for 3 years.

9.2. AUDITS

9.2.1. Audits are to assess land health and aid the monarchy in the smooth running of the kingdom and its sublands.

9.2.2. The Monarch may initiate an audit of any sponsored chapter at any time to ensure the smooth operation of the sponsored chapter.

9.2.2.1. Monarch may request other monarchy members, or BOD to assist with the audit.

9.2.3. Promotion and demotion themselves are not automatic, but require approval of the Kingdom Althing and Kingdom Monarch.

9.2.3.1. A sponsored chapter may be considered for a promotion if they submit an application to Kingdom monarchy. An application must include:

9.2.3.1.1. Proof that the land has met all current status requirements.

9.2.3.1.2. Proof that they meet the requirements for the proposed status promotion.

9.2.3.2. A sponsored chapter may be considered for demotion if:

9.2.3.2.1. Are found to be in breach of their contract.

9.2.3.2.2. Are found to not be maintaining the requirements for their current land status.

9.2.3.2.3. An exception is made to allow a land to fall to 75% of the numbers they needed to become their current size.

9.2.4. Items that may be requested are:

9.2.4.1. 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.

9.2.4.2. Copies of financial records and ledger for the past six (6) months.

9.2.4.3. Copies of bank statements, if applicable.

9.2.4.4. Proof of meeting attendance requirements.

9.2.4.5. Details of any emergency that affected regular meetings of the land.

9.2.4.6. A list of current officers.

9.2.4.7. A list of current dues-paid members.

9.2.4.8. The most recent crown election results.

9.3. SHIRE

9.3.1. A Shire must have the following:

9.3.1.1. Maintain an average monthly unique member attendance of five (5) members.

9.3.1.2. Have signed a contract on file with Westmarch.

9.3.1.3. Have a contract on file with Amtgard, Inc, and

9.3.1.4. Meet at least once every other week.

9.3.1.5. Have held elections every six (6) months, per this corpora.

9.3.1.6. Have the offices of Monarch and Prime Minister filled, at minimum.

9.3.2. The Monarch of a Shire is called a Sheriff.

9.3.2.1. A Sheriff may award first and second levels of any order.

9.3.2.2. A Sheriff may not award any titles, knighthoods, or masterhoods.

9.4. BARONY

9.4.1. A Barony must have the following:

9.4.1.1. Maintain an average monthly unique member attendance of twenty (20) members.

9.4.1.2. Have signed a contract on file with Westmarch, for at least one (1) year.

9.4.1.3. Have a contract on file with Amtgard, Inc.

9.4.1.4. Meet at least once a week.

9.4.1.5. Have held elections every six (6) months, as per this corpora.

9.4.1.6. Must have the offices of Monarch, Prime Minister, and Champion, at minimum.

9.4.2. The Monarch of a Barony is called a Baron.

9.4.2.1. A Baron may award first through fifth levels of any order.

9.4.2.2. A Baron may not award any titles, knighthoods or masterhoods.

9.5. DUCHY

9.5.1. A Duchy must have the following:

9.5.1.1. Maintain an average monthly unique member attendance of forty (40) members.

9.5.1.2. Have signed a contract on file with Westmarch, for at least two (2) years.

9.5.1.3. Have a contract on file with Amtgard, Inc.

9.5.1.4. Have been a Barony for at least two (2) years.

9.5.1.5. Have held elections every six (6) months, as per this corpora.

9.5.1.6. Meet at least once a week.

9.5.1.7. Must have the offices of Monarch, Regent, Prime Minister, and Champion filled, at minimum.

9.5.2. The Monarch of a Duchy is called a Duke.

9.5.2.1. A Duke may award first through eighth levels of any order.

9.5.2.2. A Duke may award the title of Lord or Lady once per reign.

9.5.2.3. A Duke may award Paragon in the fighting guilds.

9.5.2.4. A Duke may not award any other titles or masterhoods.

9.5.2.5. A Duke may not award knighthood.

9.6. GRAND DUCHY

9.6.1. A grand duchy is meant as an intermediary step to forming a floating crown principality. They must:

9.6.1.1. Have a minimum of two founding lands.

9.6.1.2. At least one of the founding lands must have been a Duchy for at least one (1) year.

9.6.1.3. The founding lands must have maintained an average monthly unique member attendance of fifty (50) members.

9.6.1.4. Received permission from the Althing to begin acting as a Grand duchy.

9.6.1.5. Must have the offices of Monarch, Regent, Prime Minister, Champion, and Guildmaster Reeves filled.

9.6.2. Once Grand Duchy status has been granted they may:

9.6.2.1. In preparation of promotion to principality, be in the process of obtaining a Board of Directors as per this Corpora.

9.6.2.2. In preparation of promotion to principality, be in the process of obtaining a Post Office box.

9.6.2.3. Members of a Grand Duchy may hold offices within the Grand Duchy, or at a kingdom level.

9.6.2.4. Operate in the same manner as the kingdom as laid out in this corpora in regards to sponsored lands.

9.6.2.4.1. Kingdom althing is still required to approve new lands wishing to join the Grand Duchy.

9.6.2.5. Award first through ninth levels of any order.

9.6.2.6. Award Tier I and II titles.

9.6.2.7. Award Paragon in the fighting guilds

9.7. PRINCIPALITY

9.7.1. A Principality must have the following:

9.7.1.2. Maintain an average monthly unique member attendance of sixty (60) members.

9.7.1.3. Have a sponsored land that has signed a contract on file with Westmarch, for at least three (3) years.

9.7.1.4. Have a sponsored land that has been a Duchy for at least two (2) years.

9.7.1.5. Have held elections every six (6) months, as per this corpora.

9.7.1.6. Have a contract with Amtgard, Inc.

9.7.1.7. Operate as a non-profit group, have State and Federal non-profit tax identification number, if possible

9.7.1.8. Have an active Board of Directors as per this corpora.

9.7.1.9. Maintain a Post Office box

9.7.1.10. Have at least one (1) sponsored chapter.

9.7.1.11. Must have all offices of the Monarchy filled.

9.7.2. A Principality may:

9.7.2.1. Award any first through tenth levels of any order.

9.7.2.2. Award the Tier I, II, and III titles.

9.7.2.3. Award Paragon in the fighting guilds.

9.7.2.4. Not award any other titles or masterhoods.

9.7.2.5. Not award knighthood.

9.8. TERMINATION OF LAND STATUS

9.8.1. A land may cease to be a part of the kingdom by

9.8.1.1. Vote by kingdom althing to terminate the contract.

9.8.1.2. Unanimous vote by the BOD to terminate the contract in the case of subland being judged to be in breach of the contract.

9.8.1.3. Vote by a subland althing to terminate their contract

9.8.2 A land that has ceased to be a part of the kingdom must transfer all cash assets and records to Westmarch via the Westmarch Prime Minister

9.8.2.1 Westmarch shall hold the funds for a period not to exceed two years.

9.8.2.1.1. Within this timeframe, should the group re-start and maintain regular park days for a 3-month period, the assets and records shall be returned to that group's monarchy.

9.8.2.1.2. After this timeframe, the funds will be added into the Westmarch general fund and the records retained for an amount of time as dedicated by law.

10.0 BOARD OF DIRECTORS

10.1. GENERAL INFORMATION

10.1.1. The Board of Directors ("the Board", "Board", "BoD", "WM-BoD") shall

10.1.1.1. Deal with any government or outside agencies, businesses, or organizations, or any of the local chapter's subsidiary chapters with regard to contractual obligations.

10.1.2. 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.

10.1.3. An election shall be held by the Prime Minister every January to elect members of the Board of Directors.

10.1.3.1. Only voting members may hold a seat on the Board of Directors.

10.1.3.1.1. Voting membership must be maintained in order to remain on the Board.

10.1.3.2. Candidates must announce their candidacy publicly and in writing to the Prime Minister at least one week prior to the election.

10.1.3.3. All candidates must be eighteen (18) years or older.

10.1.3.4. All Candidates must qualify with a simple majority confidence/no confidence vote.

10.1.3.5. 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.

10.1.4. The alternate member of the Board of Directors shall only vote in Board meetings when another Board member is absent.

10.1.5. No person may hold more than one vote on the Board.

10.1.6. 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.

10.1.7. Should the membership of the Board of Directors fall below seven, the alternate will become a full member, and an election shall be held to fill the vacant seats until January.

10.1.7.1 If there is no alternate then an election shall be held to fill the vacant seats until January.

10.1.8. The Board must have a quorum of 51% or more present to conduct any Board business.

10.1.9. 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.

10.1.10. All meeting notes shall be made public via electronic posting or print copy upon request from anyone mundane or member.

10.2. OFFICERS OF THE BOARD

10.2.1. The Board of Directors shall elect from their number a President who shall conduct all meetings of the Board.

10.2.1.1. The President has the authority to break all ties, for votes of the WM-BoD.

10.2.2. The Board of Directors shall elect from their number a Vice President who shall:

10.2.2.1. Serve as President if the President is absent,

10.2.2.2. Become President if the position becomes empty.

10.2.3. The Board of Directors shall elect from their number a Treasurer who shall:

10.2.3.1. Work closely with the Prime Minister in monitoring Kingdom funds,

10.2.3.2. Perform unsolicited audits of the Kingdom financial records,

10.2.3.3. 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,

10.2.3.4. 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,

10.2.3.5. Maintain the Kingdom's non-profit status.

10.2.4. The Board of Directors shall elect from their number a Liaison Officer who shall:

10.2.4.1. Be responsible for contact with all outside agencies,

10.2.4.2. Maintain a mailing and phone list of all agencies the Kingdom deals with,

10.2.4.3. Maintain copies of all contracts between the Board of Directors and any outside agency or

subsidiary chapter.

10.2.5. The Board of Directors shall elect from their number a Secretary who shall:

10.2.5.1. 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).

10.2.6. The Monarch and Prime Minister may not serve as officers of the WM-BoD.

10.3. LIMITATIONS OF THE BOARD

10.3.1. 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.

10.3.2. The Board has no power to change, amend, alter, or otherwise affect the rulebook, Corpora, or supplements to either publication.

11.0 MUNDANE ISSUES AND LAWS

11.1. GENERAL INFORMATION

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

11.1.2. 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.

11.2. VIOLATIONS

11.2.1. 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.

11.2.1.1. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (ii) being stripped of all titles and knighthoods as per this Corpora, (iii) termination of membership permanently or for one year, as per this Corpora, (iv) 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.

11.2.2. 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.

11.2.2.1. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (ii) being stripped of any titles and knighthoods as per this Corpora, (iii) termination of membership for three to six months, as per this Corpora, (iv) 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.

11.2.3. 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 voting members to the Althing and receiving a two-thirds vote of the Althing.

11.3. DISCLAIMER

11.3.1. Westmarch does not condone any illegal activity or physical violence against any person.

11.3.2. Westmarch is a not-for-profit, free, non-sectarian group dedicated to the recreation of medieval and fantasy genres.

11.3.3. Westmarch officials are not responsible for any injuries sustained while playing Amtgard.

11.4. EMERGENCIES AND CONTINGENCIES

11.4.1. In the event an emergency or issue arises that would affect at least 1/3rd of the sponsored chapters of the kingdom, the monarch may cancel, waive, or postpone Westmarch Events and Events in Westmarch including Midreign, Coronation, and sponsored chapter meetings

11.4.1.1. The Kingdom Monarch can amend or declare an end to the emergency contingencies.

11.4.1.2. Dues will not be required to be reinstated for a period of up to 90 days after the emergency contingency has been lifted

11.4.2. In the event an emergency or issue arises that would affect less than 1/3rd of the sponsored chapters of the kingdom, sponsored chapter monarchs shall be granted the authority to cancel, waive, or postpone local events, including Midreign, Coronation, and chapter meetings.

11.4.2.1. If a sponsored chapter needs to cancel regularly scheduled meetings for an extended period of time, attendance for the purposes of voting eligibility, monarchy attendance requirements, and audit attendance requirements will be suspended for the duration of the emergency. All affected dues-paid members will have their dues extended an amount of time equal to the emergency's duration.

11.4.2.2. Full written records of the emergency including any alternative meeting platforms used and the reason for extended cancellation of regular meetings will be submitted to the Kingdom Monarchy for review. If a sponsored chapter needs to cancel regularly scheduled meetings for an extended period of time, attendance for the purposes of voting eligibility, monarchy attendance requirements, and audit attendance, attendance requirements and dues will be suspended for the duration of the emergency. The Land Monarch shall declare an end to the emergency as appropriate.

11.5. WESTMARCH CODE OF CONDUCT (COC) PROCESS

11.5.1 The Westmarch Code of Conduct (CoC) defines the expected standards of behavior and outlines the procedures for handling complaints, investigations, and disciplinary recommendations within the Kingdom of Westmarch.

11.5.2 Use of the CoC process is mandatory for all complaints or investigations handled at the Kingdom level or involving Kingdom officers, and is recommended for use at all levels of Westmarch.

11.5.3 The CoC process shall be maintained as a companion document with the Westmarch Corpora. The most recent version must be posted on the official Westmarch Documents webpage.

11.5.4 Details of the CoC process may be amended or replaced by a simple majority vote of the Althing, following the publication and notice requirements for law changes.

11.5.5 In the event of a conflict between the CoC process and the Amtgard Rules of play or the Westmarch Corpora, the Rules of play or the Corpora shall prevail unless otherwise required by state or federal law.

11.5.6 All members participating in Amtgard within the Kingdom of Westmarch are expected to comply with the Westmarch Code of Conduct.

12.0 CONTRACT

12.1. GENERAL INFORMATION

12.1.1. 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.

12.2. 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 contract may be terminated. The Sponsored must meet the following terms, sign this agreement and send it by registered mail to Westmarch within one (1) year of the Sponsored Chapter's Althings acceptance by Westmarch. 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 a simple majority 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.
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. Educate the Amtgard membership and the community through demonstrations and instruction of but not limited to combat, arts, and sciences.
7. Sponsored will not copy for distribution any copyrighted material without the express written permission of said copyright.
8. Hold regularly scheduled Amtgard activities at least twice a month.
9. 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.
10. Treat all members and joining members fairly, according to the Equal Opportunity Act and the Americans with Disabilities Act.
11. This contract may be terminated by the sponsored land, the kingdom Althing, unanimous agreement of the Westmarch BOD, or upon the sponsored land’s elevation to kingdom status by Amtgard, Inc.

The Kingdom of Westmarch Board of Directors:

WM-BoD President:	Legal Name:_____	Signature:_____	Date:_____
WM-BoD Vice-President:	Legal Name:_____	Signature:_____	Date:_____
WM-BoD Treasurer:	Legal Name:_____	Signature:_____	Date:_____
WM-BoD Secretary:	Legal Name:_____	Signature:_____	Date:_____
WM-BoD Liaison	Legal Name:_____	Signature:_____	Date:_____
WM-Monarch	Legal Name:_____	Signature:_____	Date:_____
WM-Prime Minister	Legal Name:_____	Signature:_____	Date:_____

Officers of the Sponsored Chapter:

Monarch:	Legal Name:_____	Signature:_____	Date:_____
Prime Minister:	Legal Name:_____	Signature:_____	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:_____

13.0 WM WAIVER

13.1. GENERAL INFORMATION

13.1.1. Any person wishing to join, relocate to, or renew membership with Westmarch must sign a new waiver.

13.1.1.1. Park representative must verify the age range selected by the signer.

13.1.1.2. In the case of a minor the ID of the parent can used in place of new member's ID.

13.1.2. At the time of signing a waiver with Westmarch or any of its sponsored lands, the signer must show valid legal ID to a park representative.

13.2. KINGDOM CONTRACT

(Attachment: Westmarch Waiver)

14. A&S STANDARD TOURNAMENT FORMAT

14.1. GENERAL

14.1.1. Arts and Science (A&S) events are held as part of the cultural tournament process and consist of seven (7) categories, each of which is broken up into individual sub-categories. Additional categories may be added at the discretion of the A&S organizer.

14.1.2. Standard sub-categories are listed for each category in the following table. Additional sub-categories may be added at the discretion of the event organizer.

14.1.3. All entries must be signed in within the time constraints set forth by the A&S organizer

14.1.4. All entries must be the individual work of the entrant or be listed as a joint entry.

14.1.4.1. No more than one (1) qualifying entry may be a joint entry,

14.1.4.2. A joint entry is defined as an entry where less than 75% of the work was done by one person.

14.1.4.3. 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.

14.1.5. An A&S organizer may set a reasonable limit on the number of entries allowed from each contestant in each category. This limit should be at least two (2) entries per category.

14.1.6. Parts of an item may be entered into separate categories. Such as the artwork on an armor and the armor itself may be separate entries. No item part may be entered in more than one (1) sub-category.

14.1.7. All entries are strongly encouraged to be related in some way to Amtgard or the related genres. Documentation notating such is encouraged. Items that are not related to Amtgard may receive reduced scores from the judges.

14.2. CATEGORIES

14.2.1. Category: Garb

14.2.1.1. Fighting - Garb Made for wear on the battlefield

14.2.1.2. Court - Garb Made for wear during Court or formal functions

14.2.1.3. Monster - Garb Made for portrayal of a monster class

14.2.1.4. Other Garb - Garb not covered within the other Garb events

14.2.1.5. Garb Accessory - Belts, pouches, favors, but not jewelry.

14.2.2. Category: Art

- 14.2.2.1. Flat Art - 2-D artistic medium (illustrations, painting, etc.)
- 14.2.2.2. 3-D Art - 3D three-dimensional artistic mediums
- 14.2.2.3. Needlework - Embroidery, latch hook, cross-stitch, knitting, beadwork, etc. (Non-Machine)
- 14.2.2.4. Jewelry - Items made to be worn as jewelry
- 14.2.2.5. Digital Media - Photography, movies, web pages or digital enhanced art.

14.2.3. Category: Literature

- 14.2.3.1. Fiction - Any fictional work
- 14.2.3.2. Non-Fiction - Work based on factual events
- 14.2.3.3. Battlegame - Description of a new game to play with Amtgard rules
- 14.2.3.4. Poetry - Any type of Poetry
- 14.2.3.5. Tutorial - Any instructional document, video, or other media

14.2.4. Category: Cooking (see additional notes below)

- 14.2.4.1. Main Dish - Food served as a main course
- 14.2.4.2. Appetizer - Food item to be served prior to or separate from a main dish
- 14.2.4.3. Side dish - Food or condiment served to accompany a meal
- 14.2.4.4. Beverage - Any beverage and may be alcoholic (see additional notes below)
- 14.2.4.5. Dessert - Food served primarily as a dessert

14.2.5. Category: Construction

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

14.2.6. Category: Bardic

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

14.2.7. Category: Rose

- 14.2.7.1. Rose - Items donated that impact an Amtgard group or the Kingdom
- 14.2.7.2. Advertising - Any activity or media that aids any Amtgard group in their recruitment efforts

14.3. ADDITIONAL CATEGORY REQUIREMENTS

14.3.1. Cooking entries:

14.3.1.1. Should be made primarily from scratch.

14.3.1.2. Should include enough for all judges to get an adequate taste of the entry.

14.3.1.3. Must include a copy of the recipe used, including a detailed list of ingredients for allergy considerations.

14.3.1.4. Should beverages be alcoholic

14.3.1.4.1. The A&S organizer must be given notice of any alcoholic beverage submissions at least two (2) weeks in advance of the Arts and Science event.

14.3.1.4.2. All judges for alcoholic beverages must be at least 21 years of age.

14.3.1.4.3. If the A&S event location does not permit alcohol these entries may be judged at a different time and location.

14.3.1.4.4. 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 Arts and Science event.

14.3.1.4.5. While reasonable effort should be made to accommodate all A&S entries, the A&S organizer may disallow entry of alcoholic beverages if it would be an undue burden to accommodate them.

14.3.2. Literature entries:

14.3.2.1. Any entries in the literature category that are over one (1) page in length must be submitted to the A&S organizer at least two (2) weeks in advance for distribution to the judges.

14.3.2.2. 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.

14.3.3. Rose Entries:

14.3.3.1. 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.

14.3.3.2. 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.

14.4. JUDGING

14.4.1. Items entered in incorrect categories/sub-categories may be reassigned to another category/sub-category by the A&S organizer after consultation with the entrant.

14.4.2. An entry is considered to have received a qualifying score if it receives an average score of 3.0 from the judges

14.4.3. Each entry in the Arts and Science event should be judged by a panel of at least five (5) judges appointed by the A&S organizer of the Arts and Science event.

14.4.3.1. For A&S 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.

14.4.4. All entries will be scored in increments of .25 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.

14.4.4.1. 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.

14.4.4.2. If a sub-category requires that an item be legal to the standards of the RoP, entry fails those standards shall not receive a qualifying (3.0 or higher) score.

14.4.4.3. Items that are not related Amtgard may receive reduced scored from the judges.

14.4.5. All judges are expected to be unbiased and impartial. If a judge feels they are unable to do so they shall recuse themselves from judging on an entry-by-entry basis.

14.4.6. Entries shall be judged on their own merits, and never in comparison to other entries.

14.4.7. Each entry will have all the judge's scores averaged to produce its final score.

14.4.7.1. For calculating the final score, if there are at least five (5) judges present drop the highest and lowest scores and calculate the final score from the remaining scores.

14.4.8. An individual’s Arts and Sciences score shall be determined using the following:

14.4.8.1. In the case of multiple entries in the same sub-category, the highest scoring of them will be used to score that sub-category.

14.4.8.2. The top seven (7) sub-category scores will be added together to determine the Arts and Sciences Score.

14.4.8.3. The individual with the highest Arts and Sciences Score shall be the winner of the A&S event.