

## **THE CORPORA OF LAWS (BYLAWS) OF AMTGARD KINGDOM OF THE BLACK SPIRE, INC.**

Note: Amtgard is the name of the live action role playing game owned by Amtgard, Kingdom of the Burning Lands, Inc.

Introduction: It's been twenty-five years since Amtgard first sprung up in the Lands that Burn. In that time, we've seen the game grow from a single park to hundreds, a single kingdom to a dozen. And though we've suffered the strains of our expansion--our wills tested, our loyalties strained--we have always emerged from the storm stronger for having endured it. This is a testament to all those that have dedicated their time, effort, and heart to the service of "The Dream", from the pioneers to the present. It is upon their backs that we have built our success and it is upon ours that future generations will build theirs. With that direction in mind, we have entered a new age of Amtgard; one of change yet reconciliation; one of individuality yet togetherness. We have come at last to rally beneath a common banner, behind a common cause. It is my hope that our vision will always be so clear as it is now.

- Kurse (taken from the Burning Lands corpora)

This corpora is written with the corpora of bylaws from Burning Lands as the base. It has been amended to have the rulings made by Black Spire althing within. No further changes will be made to this document based on changes made to the Burning Land corpra. Instead this document will only be changed by the althing decisions of Black Spire.

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## 1.0 Offices of the Kingdom

### 1.1 Monarch (King/Queen)

- 1.11 Crown elections will be held once every six months. The winner of the election will be the monarch for the next six months.
- 1.12 Has an automatic seat at the Althing.
- 1.121 Has the power to break ties at the Althing.
- 1.13 Shall preside over and conduct all in-game ceremonies and functions.
- 1.14 Is not required to pay any dues during his/her term.
- 1.15 May award the following orders:
  - 1.151 Titles of Nobility – granted by patent (discretion of Monarch): Marquis, Viscount, Baronet, and Lord (lesser title).
  - 1.152 Titles of Nobility – earned by tenure (for the specific service listed in the Corpora): Grand Duke, Duke, Arch Duke, Count, Baron, and Defender (lesser title).  
Titles of Nobility – earned by tenure (for the specific service)
    - 1.1521 Titles of tenure will be given at the discretion of the Monarch based on how well the person served in that office (I.E. No tenure titles for completion, only for excellence in the office)
  - 1.153 Peerage – The four orders of Knighthood – Note: It is strongly recommended that each Monarch follow the current Award Standardization, as listed in the Rules of Play, when awarding Knighthoods.
    - Crown - For excellence in Amtgard's highest offices
    - Flame – For excellence in service to Amtgard
    - Serpent – For excellence in the arts and/or sciences
    - Sword – For excellence in combat
  - 1.154 The following orders: Dragon, Flame, Garber, Griffon, Hydra, Jovious, Lion, Mask, Owl, Rose, Smith, Walker of the Middle, Warrior, and Zodiac. (Per Award Standardization.)
  - 1.155 Titles of Masterhood for the service guilds (by tenure): Garber, Reeve, Smith. (Per Award Standardization)
  - 1.156 Titles of Masterhood for the orders (by tenure): Dragon, Lion, Griffon, Owl, Rose, Warrior (Warlord) (Per Award Standardization.)
  - 1.157 Titles of Masterhood (in conjunction with the Prime Minister and class Guildmaster) for the fighting guilds.
  - 1.158 Titles of Masterhood for the service guilds (by patent).
- 1.16 May create new honors, awards, Masterhoods, and titles that do not conflict/compete with the established ladder awards (per the current Award Standardization).
- 1.17 May become eligible to receive these titles after his/her term is over:
  - 1.171 Knight of the Crown (per the current Award Standardization)
  - 1.172 Duke/Duchess (or Grand Duke for serving two or more terms as Monarch)
- 1.18 Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total.
- 1.181 Exception - special situations will be taken into consideration by the Althing.
- 1.19 No Monarch may hold the throne for more than two consecutive terms.
- 1.1A Only those who qualify at Crown Qualifications may try for Monarch.
- 1.1B Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.1C A Monarch may remove (strip) a title of honor from a person for repeated proven violations of the corpora and/or rulebook under the following conditions:
  - 1.1C1 Agreement of 75% at the vote of an Althing,
  - 1.1C2 Agreement of the Prime Minister,
  - 1.1C3 A majority vote of all people with the same title that is removed (i.e.- all Barons would vote for the removal of a Baron title),
  - 1.1C4 Agreement of 75% of the local group monarchy if the person to be stripped no longer resides in that kingdom.

- 1.1D Note: Titles and honors may never be awarded to the members of another kingdom without that kingdom Monarch's permission.
- 1.1E The Monarch must be at least 18 years of age.
- 1.1F Must pass a reeve's test with a minimum score of 75%.
- 1.1G Must be dues paid at time of declaration for office.
- 1.1H If, for whatever reason, the position of Monarch is vacated, the acting Regent becomes pro-tem Monarch until the end of the current reign.
- 1.1H1 If, for whatever reason, the acting Regent/Consort is unable, or ineligible, to assume the position of pro-tem Monarch, a new election must be held. An Althing must be convened within one month of the date the office was vacated to set terms for an emergency election, except in situations where a regularly scheduled election would occur before this date. The acting Prime Minister will oversee the formation of the Althing as well as coordinate the emergency election.
- 1.1H2 Should the office of Monarch be vacated, with no viable Regent/Consort successor, for less than one month before a scheduled election is to occur, an Althing will be convened as needed to coordinate any kingdom business (non B.O.D. related) that arises until the scheduled election appoints a Monarch.
- 1.1I Shall set reasonable attendance voting requirements for all elections, one month prior to the election. (If no requirements are set, the requirements default to the most recent requirements set.)
- 1.1J May appoint, or defer to Althing, the selection of a Rules Representative.

## **1.2 Regent/Consort:**

- 1.21 Every Monarch must have a Princess/Prince Consort/Regent.
- 1.22 May bestow the following orders: Dragon, Garber, Lion, Owl, Rose, Smith.
- 1.23 Is not required to pay any dues during his/her term.
- 1.24 Head and be responsible for the Colleges of Arts and Sciences.
- 1.25 May create new honors and awards in keeping with her/his duties that do not conflict/compete with the established ladder awards. (per current Award Standardization)
- 1.26 Is responsible for the outgoing Crown Coronation feast.
- 1.27 May receive the title of Countess/Count after her/his term is over.
- 1.28 Shall not miss six weeks in a row or more than twelve weeks total.
- 1.2A Only those who qualify at Crown Qualifications may try for Regent/Consort.
- 1.2B The Regent must be at least 18 years of age.
- 1.2C Must pass a reeve's test with a minimum score of 75%.
- 1.2D Must be dues paid at time of declaration for office.
- 1.2E Will become pro-tem Monarch should the office of Monarch, for whatever reason, be vacated.
- 1.2E1 If the Regent/Consort assumes position of pro-tem Monarch, with less than one month before a scheduled election, the position of Regent/Consort will remain vacated until the next scheduled election, the pro-tem Monarch assuming all Regent/Consort duties.
- 1.2E3 If the Regent/Consort assumes the position of pro-tem Monarch, with more than one month before a scheduled election, the pro-tem Monarch may appoint a successor to the Regent/Consort position with Althing approval. (Current office holders are ineligible for appointment.)

## **1.3 Prime Minister:**

- 1.31 Once every six months during a Monarch's midreign an election shall be held. The winner of this election shall become the Prime Minister for six months.
- 1.32 The Prime Minister is not required to pay any monthly dues during his/her term.
- 1.33 Is responsible for the following aspects of the group funds:
  - 1.331 Collection of all fees and dues
  - 1.332 Maintain and keep accurate records of the group treasury
  - 1.333 Keep accurate records on all group income and expenditures
  - 1.334 Maintain accurate records on the dues paid status of all group members.
- 1.34 Must keep records of attendance and active members
- 1.35 Must keep the Member Information files on all members up to date.

- 1.36 Is responsible for providing rulebooks and newsletters to the populace.
- 1.37 May receive the title: Baron/Baroness when his/her term is over.
- 1.38 Shall not miss more than a total of eight weeks else a new Prime Minister must be elected.
- 1.39 Shall hold an automatic seat on the B.O.D. during his/her term.
- 1.3A Must be at least 18 years of age.
- 1.3B Must be dues paid at time of declaration of office.
- 1.3C If, for whatever reason, the office of Prime Minister is vacated, an emergency election must be held within two weeks of the date the office was vacated. All Prime Minister requirements must be met for the emergency election.

#### **1.4 Champion of the Realm:**

- 1.41 The Champion is the individual who placed first in the Champion tourney.
- 1.42 Shall maintain a lost and found for the organization.
- 1.43 Responsible that all weapons and armor have been checked for safety and legality.
- 1.44 Responsible for organizing battlegames on days when no predetermined scenarios are scheduled.
- 1.45 Shall be the defender of the Crown.
- 1.46 Shall not miss more than four weeks in a row or twelve weeks total.
- 1.47 May receive the title of Defender after his/her term.
- 1.4A Only those who qualify at Crown Qualifications may try for Champion.
- 1.4B Must be at least 18 years of age.
- 1.4C Must pass a reeve's test with a minimum score of 75%.
- 1.4D Must be dues paid.
- 1.4E If, for whatever reason, the office of Champion is vacated, the Monarch (or protem Monarch) may appoint a successor to the Champion position. (Current office holders are ineligible for appointment.)

#### **1.5 Board of Directors (or B.O.D.):**

- 1.51 A minimum of five group members (maximum of eleven) shall be chosen by open ballot to serve in this capacity.
- 1.511 An election for the B.O.D. will be held once a year during the month of January.
- 1.512 The Monarch and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.
- 1.52 The B.O.D. will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
- 1.53 The B.O.D. will work with the Monarch and Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws. (Note: The B.O.D. is not intended to supplant the authority of the monarchy. Its role is to provide support to the monarchy with regard to legal issues that extend beyond the scope of the game. It is not the role of the B.O.D. to determine the principles, priorities, or future direction of its elective group.)
- 1.54 The B.O.D. has no status in the order of precedence and no jurisdiction over internal group functions. (Note: This includes, but is not limited to, member punishment and event organization.)
- 1.55 The B.O.D. shall meet to discuss business as necessary.
- 1.56 The B.O.D. shall choose the following corporate officers:
- 1.561 Membership officer and designated agent (i.e.- Secretary)- responsible for maintaining a mailing address for the Amtgard, Kingdom of Black Spire, Inc. Will work with the treasurer under the authority of the B.O.D. to handle all corporate business with all government agencies and organizations. Shall list the minutes of all B.O.D. meetings.
- 1.562 Treasurer shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Prime Minister in these areas.
- 1.57 Scheduled BOD meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.
- 1.58 The Black Spire Board of Directors shall have automatic permission for annual expenditures for maintaining a PO Box, Fees for Incorporation Renewal, and for adjusting corporate information with the Oregon Justice Department. Before these expenditures can be made the Board of Directors must meet, in addition these expenditures must be made public in that meetings minutes.

1.59 If a BOD member misses 2 scheduled meetings, then he/she must be replaced.

1.5A Must be at least 18 years of age.

1.5B Must be dues paid.

### **1.6 Scribe:**

1.61 Appointment and dismissal are the Monarch's option.

1.62 Shall work with the Prime Minister on the kingdom newsletter.

1.63 Print any fliers, letters, or other news of the Crown and Prime Minister.

1.63 Work with the Monarch and Prime Minister to maintain a yearly calendar of events.

1.65 Keep the minutes of all in-game Amtgard meetings and Althings, as required by Monarch.

### **1.7 Guildmaster of Reeves:**

1.71 Shall be chosen from the Reeves guild by election at the Crown Qualifications. Members of the guild who may vote are those who passed the Reeves test with a score of 75% or better, and the current guildmaster.

1.72 Shall work with the Monarch and Prime Minister to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.

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

1.74 Must make sure there is an appropriate number of reeves at all Black Spire events, and ensure that the conduct of reeves is competent and fair.

1.75 Will be the Crown's advisor on the rules.

1.76 Will give the Reeves test every six months at Crown Qualifications.

1.761 Is exempt from Reeves test requirements while in office, but must remain current with regards to the Rules of Play.

1.77 Dismissal is by a joint decision of the Monarch and Prime Minister.

1.78 May enforce an initial warning, followed by bout forfeit, and then tourney disqualification system for particularity troublesome or unsportsmanlike fighters at any Black Spire tourney.

### **1.8 Captain of the Monarch's Guard:**

1.81 Appointment and dismissal are the Monarch's option.

1.82 Shall be in charge of security at all Black Spire events.

1.83 Shall ensure that the Monarch and Consort are properly escorted.

1.84 Will share duties with the Champion in terms of carrying out the policies of the Crown.

### **1.9 Class Guildmasters:**

1.91 Each fighting guild, the Circle of Steel, and the Reeves Guild will each vote for their Guildmaster at the Crown Elections held every six months.

1.911 One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster.

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

1.93 Guildmasters have the following responsibilities:

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

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

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

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

1.94 Guildmasters may be removed from office by a 2/3 vote of all guild members and approval of the Monarch and Prime Minister.

1.95 Shall descend from the throne if he/she misses more than four weeks in a row or twelve weeks total.

## **2.0 Other Positions**

### **2.1 Colleges of Arts and Sciences:**

- 2.11 The non-fighting guilds shall have a guildmaster chosen every six months at the Crown feast. The Monarch shall choose the Science guildmasters, and the Consort shall choose the Arts guildmasters.
- 2.12 Although the guilds will vary, the following are examples:
  - 2.121 Arts- Art, Garbers, Literature, Minstrels, Theatre, Drama
  - 2.122 Sciences- Heraldry, Sages, Engineers, Gladiators, Smiths, Vintners
- 2.13 Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline.
- 2.14 Certain Arts and Sciences guilds have additional duties:
  - 2.141 Garbers- inform the Monarch and Prime Minister when a Garber credit should be awarded for one of the following reasons: making nice garb for others, armor construction, flag construction, making superior garb for oneself (note that Garber credits may be awarded in addition to orders of the Dragon).
  - 2.142 Heraldry- collect and maintain the personal symbols and persona histories of all group members.
  - 2.143 Smiths-
    - 2.1431 Inform the Monarch and Prime Minister when a smith credit should be awarded for one of the following reasons: sponsoring a major Amtgard event, publication, or workshop, or any other comparable service to Amtgard.
    - 2.1432 Aid the Monarch, and especially the Champion and Guildmaster of Reeves, to insure that equipment utilized on the battlefield is safe.
    - 2.1433 Inform the Prime Minister when a person achieves a new weapon classification rating in dueling. Ratings are gained in each weapons class by the schedule that follows:
      - AA win twelve or more consecutive duels\*
      - A win six or more consecutive duels\*
      - B win a tourney (four or more duels)\*
      - C place 2nd or 3rd in a tourney (four or more duels)\*\* duels must be fought against four or more different opponents determined by the dueling/tourney organizers.
    - 2.1434 Work with the Prime Minister to keep people's dueling records accurate.

### **2.2 Reeves Guild:**

- 2.21 Members are those who have passed the Reeves test within the last six months with a score of 75% or better.
- 2.22 Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:
  - 2.221 May add newcomers and adjust the teams to balance a game.
  - 2.222 May call whether a hit on a person is valid or not.
  - 2.223 May take unsafe people or equipment off the battlefield.
  - 2.224 May take time off a person's death if he/she died especially well.
  - 2.225 May declare a person dead if he/she persistently causes problems.
  - 2.226 May declare the end to a game if play is stagnating.
  - 2.227 May appropriate additional reeves if they are needed.
- 2.23 Reeves are responsible for the following:
  - 2.231 Must ensure that the games are safe to participants and bystanders.
  - 2.232 Shall retrieve expended and discarded equipment.
  - 2.233 Shall help the participants in their understanding of the games.
  - 2.234 Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

### **2.3 Monarch's/Consort's Guard:**

- 2.31 No more than ten people shall fill these slots. They will be chosen by the Monarch and the Consort, respectively.
- 2.32 Shall escort the Crown and aid the Captain of the Guard in his/her duties.

### **2.4 Circle of Steel:**

- 2.41 Shall be composed of the captains of all companies with three or more participating members.
- 2.42 Shall organize and orchestrate company-related activities within the group.

### **2.5 Consort/Regent's Defender:**

- 2.51 Shall be chosen by the Monarch's Consort/Regent.
- 2.52 Will escort and serve the Consort/Regent in much the same way the Champion augments the Monarch.

### **2.6 Court Bard:**

- 2.61 Appointment and dismissal are the Monarch's discretion.
- 2.62 Responsible for organization and performance of the arts at official Amtgard functions.

### **2.7 Court Jester:**

- 2.71 Appointment and dismissal are the Monarch's discretion.
- 2.72 Responsible for humor and levity at official Amtgard functions.
- 2.73 May double as the herald for all announcements of the Crown.

### **2.8 Rules Representative**

- 2.81 Shall be appointed and dismissed at the Monarch's discretion, or deferred to Althing.
- 2.82 Responsible for collecting, collating, and reporting the kingdom's wishes with respect to the Rules Revision Process. (Detailed in the Rules of Play)
- 2.83 Must be an active member of the kingdom represented.

### **3.0 Amtgard Government**

#### **3.1 Althing:**

- 3.11 An Althing shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (i.e.- if no one has business to bring before the group, then there will be no Althing for that month).
- 3.12 Anyone may attend; only dues paying members (“active” and "donating" members) may vote on Black Spire policies.
- 3.121 An “active member” is defined as a person who has attended at least one kingdom level event and one other time at any dependent Black Spire function.
- 3.13 The Althing may do the following things:
  - 3.131 Discuss and enact rule clarifications for presentation to the CoM.
  - 3.132 Revise and update the Corpora.  
Note: groups lesser than kingdom-level are bound to the corpora of their sponsoring kingdom and must follow its rules of operation as long as doing such does not violate the Agreement with Amtgard Inc, the Rules of Play, or any ratified agreements by the Circle of Monarchs.
  - 3.1321 This corpora is to be updated every three months by the Prime Minister or Monarch and the Guildmaster of Reeves.
  - 3.1222 The Prime Minister or Monarch and the Guildmaster of Reeves must also provide an errata sheet every three months.
  - 3.133 Discuss and vote on major expenditures of the group treasury.
  - 3.134 Discuss the future of the Kingdom and its priorities.
  - 3.135 All items put before the Althing for vote must be submitted in written form using the language intended to be included in the vote.
  - 3.136 Items put before the Althing for vote must be announced and opened for discussion for at least one Althing and then tabled until the following Althing for vote. Exception: Emergency situations and fund expenditures may be discussed and voted upon at the same Althing. An Emergency situation will be defined as a situation that places the Kingdom into violation of mundane law or any contractual agreement
- 3.14 Althing rules of order may be set down by the Crown. The Champion is responsible for enforcement.
- 3.15 No issues brought before Althing may be brought up again for at least six months, unless said issue(s) puts us in legal or contractual breach.

#### **3.2 Elections:**

- 3.21 Shall be held by the Prime Minister.
- 3.211 Exception- the Prime Minister election will be held by the Guildmaster of Reeves.
- 3.22 The winner of any election requires a simple plurality vote (more votes than the next highest vote-getter).
- 3.23 Must have been an active member of the group for six months, have attended one kingdom level event, and be a dues paying member in order to vote in any election.
- 3.231 Minimum attendance to run for Kingdom level office shall be at least once a month at any dependent sponsored land (lands within 150 miles of the core w/ a signed dependent contract) and at least one kingdom level attendance within the last six months.
- 3.2312 This may be set higher by the Monarch and must be announced (if different from the minimum) within one month of assuming office. This requirement applies to Monarch, Regent, PM, and Champion.
- 3.232 Must be dues paid to vote.
- 3.24 The Monarch shall break any tie votes in an election. (Except in circumstances wherein the monarch is involved as a candidate.)
- 3.25 A person may only be an active member of one group in any six month period (and thus, may only vote in Althings and elections in that one group).

### **3.3 Removing Amtgard Officers**

- 3.31 Can be initiated by a petition signed by at least 20% of the active (dues paying) members of the group.
- 3.32 Requires a 2/3 vote of all the group's members for removal.
- 3.33 May be vetoed by joint agreement of the Monarch and Prime Minister except in situations where either of the two positions are being contested.
- 3.34 Note: no person may hold any of the following two positions at the same time- Monarch, Royal Consort/Regent, Champion, Prime Minister, Guild Master of Reeves.

### **3.4 Rules Changes:**

- 3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Althing (a duration of one to seven weeks). (Such decisions cannot conflict with or override the Agreement with Amtgard Inc, the Rules of Play, or any ratified agreement by the CoM.)
- 3.42 Temporary rulings may be published in the newsletter.
- 3.43 Final rulings will be added to an addenda sheet for local group use only.
- 3.44 Only the Althing, or the Monarch and Prime Minister, can change, add or delete from the Corpora of Laws.
- 3.45 Any suggested clarifications to a class should be first passed by the guildmaster of that class.
- 3.46 Rules changes that apply to all groups of Amtgard are bound to the current Rules Revision Process in the Rules of Play.

### **3.5 Dues (donations) and Policies of the Treasury:**

- 3.51 Dues are \$6 for six months. Though not required of Amtgard members, certain positions and prerogatives may only be applicable to active (dues paying) members. People should read this corpora very carefully to ascertain the advantages of active (i.e.- donating) membership.
- 3.52 Receipts will be given if requested.
- 3.53 The Prime Minister shall serve in the capacity of group treasurer.
- 3.54 The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.
- 3.541 Neither the Monarch nor the Prime Minister may ever use part of their 10% of kingdom funds allocated a month for personal expenditures.
- 3.55 Dues paying members are entitled to a copy of the rules, the Corpora, and the group newsletter (if one exists). However, note that the group is not obligated to provide materials to a member if the cost to reproduce those materials exceeds the sum of the dues that particular person paid.

## **4.0 Honors and Awards**

### **4.1 Knighthood:**

4.11 The Monarch of a Kingdom may knight people into any of the four orders.

Although not required, it is strongly suggested that candidates for Knighthood should meet the criteria set forth in the most current Award Standardization Process listed in the Rules of Play, and have the approval of the circle of knights. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.

4.12 The orders of Knighthood:

4.121 Knights of the Crown:

a. a civil order for serving in the highest echelons of the group

b. colors: white trimmed with gold

c. suggested criteria: Per the current Award Standardization

4.122 Knights of the Flame:

a. a service order for contributions to the group

b. colors: white trimmed with red

c. suggested criteria: Per the current Award Standardization

4.123 Knights of the Serpent:

a. an achievement order for excellence in the arts and/or sciences

b. colors: white trimmed with green

c. suggested criteria: Per the current Award Standardization

4.124 Knights of the Sword:

a. a military order for fighting skills and battlefield prowess

b. colors: white trimmed with silver

c. suggested criteria: Per the current Award Standardization

4.13 Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a Paladin or Antipaladin. Exception if for any reason a person loses his/her knighthood, they also lose the ability to play Paladin or Antipaladin.

4.14 A Knight may choose to take a squire.

4.141 The garb of a squire is a red belt.

4.142 It is suggested that a knight should never have more squires than separate orders of knighthood that he/she has achieved.

### **4.2 Masterhood in the Service Guilds and Orders:**

4.21 As per the current Award Standardization.

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

4.23 Specific types of Masterhood:

4.231 Dragon- Per the current Award Standardization.

4.2311 Hydra- 10 orders of the Hydra.

4.232 Garber- Per the current Award Standardization.

4.233 Lion- Per the current Award Standardization.

4.234 Owl- Per the current Award Standardization.

4.235 Reeve- 12 weeks experience as a reeve.

4.236 Rose- Per the current Award Standardization.

4.237 Smith- Per the current Award Standardization.

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

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

### **4.3 Orders:**

- 4.31 Order of the Dragon  
awarded by: Monarch, Consort/Regent  
awarded for: demonstrating ability in the arts of Amtgard. (Per the current Award Standardization)  
limitations: none
- 4.32 Order of the Garber  
awarded by: Monarch, Consort/Regent  
awarded for: awarded for the creation of garb. (Per the current Award Standardization)  
limitations: none
- 4.33 Order of the Flame  
awarded by: the Monarch  
awarded for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard  
limitations: only one may be given in each Monarch's reign
- 4.34 Order of the Griffon (Gryphon)  
awarded by: the Monarch  
awarded for: courage, chivalry, and honor on the battlefield  
limitations: none
- 4.35 Order of the Hydra  
awarded by: the Monarch  
awarded for: entering enough Crown Qualifications events to qualify for the Crown tourney/election  
limitations: each person may only receive one Hydra per Crown qualifications
- 4.36 Order of the Jovious  
awarded by: the Monarch  
awarded for: outstanding attitude  
limitations: only one may be given in each Monarch's reign
- 4.37 Order of the Lion  
awarded by: Monarch, Consort/Regent  
awarded for: going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. (Per the current Award Standardization)  
limitations: none
- 4.38 Order of the Mask (Masque)  
awarded by: the Monarch  
awarded for: outstanding portrayal of persona  
limitations: only one may be given in each Monarch's reign
- 4.39 Order of the Owl  
awarded by: Monarch, Consort/Regent  
awarded for: demonstrating ability in the construction sciences of Amtgard. (Per the current Award Standardization)  
limitations: none
- 4.39A Order of the Rose  
awarded by: Monarch, Consort/Regent  
awarded for: service to the club not necessarily related to an elected office. (Per the current Award Standardization)  
limitations: none
- 4.39B Order of the Smith  
given by: Monarch, Consort/Regent  
awarded for: organizing and running battlegames, quest, workshops, workshops, and the like while not in office, or for running such events above and beyond the requirement's of one's office. (Per the current Award Standardization)  
limitations: none

#### 4.39C Order of the Walker of the Middle

given by: the Monarch

given for: exemplification of the ideals and conduct of reeves

limitations: a person may never receive more than one of these

#### 4.39D Order of the Warrior

given by: the Monarch

given for: fighting prowess. (Per the current Award Standardization)

limitations: Orders of the Warrior follow a regimented pattern for distribution detailed under the Awards Standardization section in the Rules of Play.

<b>Level</b>	<b>Belt Favor</b>	<b>Animal</b>
1	green	snake
2	blue	boar
3	red	mongoose
4	brown	bear
5	rust	hawk
6	gray	wolf
7	orange	tiger
8	black	panther
9	purple	dragon
10+	yellow with a red border	phoenix

#### 4.3C Order of the Zodiac

awarded by: the Monarch

awarded for: outstanding contributions in any one month

limitations: only one may be given each month

4.3D Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (i.e.- a person's 7th order of the dragon should be harder to attain than his or her 2nd order, etc.).

#### 4.4 Titles of Nobility and Lesser Titles of Honor (awarded by the Monarch):

##### 4.41 Title: Grand Duke

equivalents: none

suggested criteria: serve the kingdom two terms as Monarch

##### 4.42 Title: Arch Duke

equivalents: none

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

##### 4.43 Title: Duke/Duchess

equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun

suggested criteria: serve the kingdom six months as Monarch

##### 4.44 Title: Count/Countess

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

suggested criteria: serve the kingdom six months as Royal Consort

##### 4.45 Title: Marquis/Marquise

equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee

suggested criteria: serve in each of the following positions of a kingdom- Monarch, Consort, Prime Minister

##### 4.46 Title: Viscount/Viscountess

equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha

suggested criteria: have held both the following positions of a kingdom- Champion, Weaponmaster

- 4.47 Title: Baron/Baroness  
equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone  
suggested criteria: serve the kingdom six months as Prime Minister
- 4.48 Title: Baronet  
equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum  
suggested criteria: serve in a pro-tem position for any of the following kingdom positions: Monarch, Champion, Prime Minister, Consort
- 4.49 Title: Lord/Lady (lesser title)  
equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U, Sayid, Agah, Rabban, Chieftain  
suggested criteria: Monarch's discretion (service to Amtgard)
- 4.4A Title: Defender (lesser title)  
equivalents: none  
suggested criteria: serve the kingdom six months as Champion

## **5.1 Royalty, Nobility, Peerage**

### **5.2 Other Positions:**

- a) Kingdom Monarch (King/Queen)
- b) Prime Minister
- c) Regent/Royal Consort
- d) Grand Duke
- e) Arch Duke
- f) Champion
- g) Duke
- h) Count
- i) Marquis
- j) Viscount
- k) Baron
- l) Knighthood
- m) Baronet
- n) Warlord
- o) Lord
- p) The title of Master
- q) Esquire
- r) Guildmaster of Reeves
- s) Captain of the Guard
- t) Scribe, Court Herald, and Jester
- u) Weaponmaster
- v) Warmaster, Arts and Sciences
- w) All other guildmasters
- x) All other court positions
- y) Royal guardsmen
- z) Masters of service orders
- aa) Masters of guilds
- bb) Company/House heads
- cc) Squire
- dd) Reeves guild
- ee) Company/House officers
- ff) Rules Representative

## **6.0 Crown Tournament and Qualifications**

### **6.1 Qualifications:**

- 6.11 Will be held every six months, one or two weeks prior to the Crown tournament and election.
- 6.12 Will be the responsibility of the highest group officer (excluding the Prime Minister) not running for Crown.
- 6.13 Anyone may enter Crown qualification events.
- 6.14 Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural events, as set by the sponsor. (If no qualifications are set, the requirements default to the most recent set.)
- 6.15 Crown contestants must pass the Reeves test.
- 6.16 The group may set other criteria for Crown contestants.
- 6.17 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.
- 6.18 The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Owl, Warrior (for warskill events).
- 6.19 Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb, strategic gaming, vitners, poetry, etc.
- 6.1A Specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date set for Crown Qualifications.

### **6.2 The Month of Crown:**

These events occur twice a year, during the period of Crown Qualifications and Monarch selection, during the months of January and July:

- 6.21 Event: Guildmaster Elections  
Date: during Crown tournament/Election  
Sponsor: Prime Minister
- 6.22 Event: Crown Qualifications  
Date: one or two weeks prior to the Crown tournament/Election  
Sponsor: highest uninvolved group officer (excluding the Prime Minister)
- 6.221 The winner of the cultural events at Crown Qualifications shall hold the title of group Arts and Sciences Champion for 6 months.
- 6.222 The winner of the war events at Crown Qualifications shall hold the title of Warmaster for six months.
- 6.223 The Warmaster Tournament will be a multi-bracketed, single-elimination tournament and include a class battlegame. The tournament brackets will be: Single Sword, Double Weapon, Shield and Melee, Polearm, and Open Weapon. The First and Second place contestants from the tournament portion will then act as captains for a class shatter battle. The captain of the winning team will be awarded the title of Warmaster for six months.
- 6.23 Event: Crown tournament  
Date: third or fourth weekend of the month, once every six months in approximately January and July.  
Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves.
- 6.231 The Crown Tournament shall be a double-elimination Open Weapon tournament.
- 6.24 Event: Crown Coronation Feast  
Date: one or two weeks after the Crown tournament  
Sponsor: outgoing Royal Consort
- 6.25 Event: Weaponmaster tournament  
Date: one or two weeks after the Crown tournament  
Sponsor: Reeves guild  
Note: This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weaponmaster for six months until the next such tourney.

- 6.251 The Weaponmaster tournament will be a multi-bracketed, single-elimination tournament. The brackets must include: Single Sword, Double Weapon, Shield and Melee, Polearm, and Open Weapon. The Single Sword bracket may be divided into Single Short and Single Long. Other brackets may be included at the decision of tournament organizer.
- 6.252 Specific rules and bracket selection for the Weaponmaster Tourney must be posted at least two weeks prior to the date set for the Tourney.

## 7.0 Other Amtgard Groups

7.1 Amtgard groups may choose to form in other cities with the approval of Amtgard, Inc. They may use the name of "Amtgard," but may not call themselves the Burning Lands, as that is reserved to the parent group's: Kingdom status, incorporation as a non-profit group, and the name of the central (Burning Lands) Board of Directors (Amtgard Inc).

7.2 New groups must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors (Amtgard Inc).

7.3 New groups must have a sponsoring kingdom or be limited to the restrictions placed upon Freeholds.

**Note: Freeholds are not directly under Burning Lands sponsorship. They are, however, bound to the Burning Lands Corpora, at the limits of shire level.**

7.4 This corpora is written with Kingdom level groups in mind. Smaller groups may form and change status through the hierarchy of Shire/Barony/Duchy/Kingdom via the following criteria:

7.41 Shire- as per the contract

7.42 Barony- as per the contract

7.43 Duchy- as per the contract

7.44 Kingdom-

7.441 as per the contract, approval of all documentary requirements by the Board of Directors of Amtgard Kingdom of the Burning Lands, Inc., and

7.442 a majority vote of the Monarchs of all currently existing kingdoms

7.5 All Amtgard groups are bound by the Amtgard Rules of Play, the contract with Amtgard Inc, and all ratified agreements by the CoM.

7.6 Awards and Orders:

7.61 New groups may award orders by type (i.e.- so many roses, etc.) up to a maximum level as follows:

7.611 Shire- second level

7.612 Barony- fifth level

7.613 Duchy- eighth level

7.62 Sponsoring Kingdoms may award any number of awards and orders to new groups under their jurisdiction.

7.7 Titles:

7.71 New groups may not award titles of Nobility, Knighthood, and Masterhoods until, and if, they achieve kingdom status.

7.72 New groups may create their own awards, orders, and non- noble titles limited to their group status and that do not conflict/compete with the existing ladder awards.

7.73 Sponsoring kingdoms may award titles to new groups under their jurisdiction.

7.74 Suggested criteria for titles awarded to former (stepping down) officers of new groups (Awarded by the sponsoring Kingdom's Monarch):

<b>Shire</b>	<b>Barony</b>	<b>Duchy</b>	<b>Principality/Grand Duchy</b>	<b>Kingdom Equivalent</b>
Lord	Baronet	Baron	Count	Monarch
Master	Lord	Baronet	Baron	Consort
Esquire	Master	Lord	Baronet	Prime Minister
Esquire	Esquire	Master	Lord	Champion

7.8 Officers- New group officers are referred to as follows:

<b>Shire</b>	<b>Barony</b>	<b>Duchy</b>	<b>Principality/Grand Duchy</b>	<b>Kingdom Equivalent</b>
Sheriff	Baron	Duke	Prince/Grand Duke	Monarch
Regent	Baronial Regent	Ducal Consort	Prince/Grand Ducal Regent	Royal Consort
Chancellor	Chancellor	Chancellor	Prime Minister	Prime Minister
Champion	Baronial Champ.	Ducal Champ.	Prince/Grand Ducal Champ.	Champion

## **8.0 Amtgard Contract/Agreement**

### **8.1 Kingdom Agreement Contract Kingdom Agreement/Contract**

This Agreement is entered into on this day of \_\_\_\_\_, 20\_\_\_; between **Amtgard: Kingdom of the Burning Lands, Inc.** and the Kingdom of “\_\_\_\_\_” hereinafter referred to as “**Grantee.**” Under specific terms contained herein, Amtgard: Kingdom of the Burning Lands, Inc., a Texas Nonprofit Corporation hereinafter referred to as “**Amtgard, Inc.,**” which holds all applicable copyrights, agrees to allow the Grantee use of the name Amtgard and the live action, role-playing system. Providing that all terms of this Agreement are met, the Grantee shall, in perpetuity, be permitted the use of the Amtgard name and role-playing system and enjoy the rights and privileges of an Amtgard kingdom.

#### **Terms of Agreement**

##### **The Grantee agrees to:**

1. Operate a non-profit group, with governmental recognition. All proceeds gained from dues, sales of publications, special events, etc., must be used for the furtherance of the contracted group. At no time may any monies gained by the contracted group be used for personal profit.
2. Abide; without deletion, addition, or alteration; by the Amtgard Rules of Play, the kingdom-level Agreement, and all ratified agreements by the Circle of Monarchs.
3. Appoint, through fair and equitable means; whether competition, election, or other method; officers as described either in the Amtgard Corpora, or the kingdom-level corpora approved at the time of this Agreement.
4. Abide by all laws, whether local, state, or federal.
5. Maintain a positive relationship with the authorities, with the general public, with other groups and organizations, and with other Amtgard groups.
6. Educate and enrich the membership and the public through demonstration, instruction, and creativity.
7. Provide its populace with rulebooks, corpora, newsletters, supplements, etc. at a cost no greater than 10% above the price paid by the contracted kingdom.
8. Hold Amtgard events on at least a biweekly basis. The events may be combative, competitive, or instructional, but must be related to Amtgard. These events must be open for participation to the entire membership of the Grantee’s group, members of other Amtgard groups, and non-members interested in joining.
9. Maintain records of attendance, a membership roster, accurate financial records, and records of awards and honors received by members.
10. Treat all members fairly and equally, without regard to sex, race, creed, color, national origin, religion, disability, or age. Such restrictions as must be placed for purposes of safety and reduction of liability must be fair and not discriminatory.

##### **Amtgard, Inc. agrees to:**

1. Grant permission for use of the Amtgard name and role-playing system in perpetuity for as long as the Grantee meets the terms of this Agreement.
2. Provide printable copies of the Rules of Play, Burning Lands Corpora, and other copyrighted publications. These forms are available at [www.amtgardinc.com](http://www.amtgardinc.com). The Grantee may resell these publications to its members at a cost no greater than 10% above the price paid by the Grantee.
3. Provide copyright-free forms for copying and use for maintenance of attendance and other records.

#### **Provisions of Kingdom Status**

##### **Amtgard, Inc. confers the rights to:**

1. Alter the kingdom-level corpora that was approved at the time that kingdom status was granted, in any manner that does not conflict with or contradict the Rules of Play, this Agreement, or any ratified agreements by the Circle of Monarchs.

2. A single seat within the Circle of Monarchs (hereinafter referred to as the CoM).
3. Cast a single, equally weighted vote in all CoM meetings (either in person or by written proxy).
4. An equal voice of representation in the Rules Revision Process.
5. Grant any existing award, honor, or title (to include knighthood) at kingdom-level or below, to the members of the contracted kingdom, or its contracted subgroups, that does not conflict or contradict the Rules of Play, this Agreement, or any ratified agreements made by the Circle of Monarchs.
6. Create any award, honor, or title (excluding knighthood) that does not alter or affect the existing Ladder Awards and does not conflict or contradict the Rules of Play, this Agreement, or any ratified agreement made by the Circle of Monarchs.
7. Administer internal kingdom affairs (in game and mundane), and those of its subgroups, without interference so long as the policies created do not conflict with or contradict the Rules of Play, this Agreement, or any ratified agreement made by the Circle of Monarchs.
8. Sponsor contracted Amtgard groups below kingdom level. (Every group that wishes to use the name Amtgard, or use the Amtgard role-playing system, must have a valid contract with Amtgard Inc. before they can be sponsored by an Amtgard Kingdom.)
9. Copy and distribute any copyrighted materials to its members within the limits of this Agreement.

### **Liability**

**Amtgard, Inc., its officers and members**, accept neither liability nor responsibility for the actions of, or any injury to, any member or officer of the Grantee's group. The Grantee undertakes the formation of an Amtgard kingdom under its own recognizance, and its members participate in the Amtgard role-playing system by choice and at their own risk.

### **Termination of Agreement**

**The Grantee, or Amtgard Inc.**, may choose at any time to terminate this Agreement. A letter detailing the reasons for termination must be sent by registered mail to the President of the Board of Directors of Amtgard, Inc. within thirty days. Copies of all records, including a full accounting of the distribution of assets, must be forwarded to the President of the Board of Directors of Amtgard, Inc. The Board of Directors of Amtgard, Inc. may, at their sole discretion, choose to form a new Agreement with any members of a terminated group who desire to remain active Amtgard members. Failure to comply with any term of this Agreement by the Grantee will constitute a material breach of this Agreement, and may result in the termination of this Agreement by Amtgard, Inc. A letter detailing the reasons for termination must be sent by registered mail to the Board President of an incorporated kingdom. Within thirty days of receipt of such letter, copies of all records, including a full accounting of the distribution of assets must be forwarded to the President of the Board of Directors of Amtgard, Inc.

### **Distribution of Assets**

Immediately upon the termination of this Agreement, all assets must be eliminated in a fair and legal fashion. Such elimination of assets must be completed within thirty days of termination of this Agreement, at the end of which period a full report must be forwarded to the President of the Board of Directors of Amtgard, Inc. as previously described. Options for elimination of assets include:

1. Use of cash on hand for the sponsorship of a final special event.
2. Contribution of cash assets and/or capital property to a legally recognized non-profit charitable organization.
3. Return of dues to members who paid them, return of capital properties to donors, equal redistribution of special event profits to members who purchased tickets to the event, etc.

Whatever method used must be in compliance with all applicable laws and reported in detail to Amtgard, Inc. within thirty days of termination.

## 8.2 Land Sponsorship Agreement Contract

### Agreement between Dark Valley of the Black Spire, Inc. and its Sponsored Lands

#### Independent Lands:

- Are located outside 150 road miles of Portland, OR
- Must retain a contract with the Burning Lands Board of Directors
- Must abide by the Corpora and Amtgard Handbook on the Rules of Play
- Retain all of their own funds
- Do not vote in BS elections or Althings.
- Are not subject to BS Althing rulings, except regarding issues upon which they have voting privileges
- Use their own set of relics listed in the Amtgard Handbook on the Rules of Play
- Will send proof of their attendance records once per six months to the Prime Minister of BS
- Will be reviewed each year to verify or adjust status of Land "Title" (Shire, Barony, Duchy), based on attendance levels and time in contact with BS and Burning Lands Board's of Directors
- Are entitled to use of the BS non-profit numbers for requests deemed reasonable by the BS Board of Directors
- Will only have kingdom events scheduled in their lands by mutual agreement of the Land Monarch and the BS Monarch and Prime Minister.
- Are eligible to receive awards from Kingdom level which smaller lands cannot issue

#### Dependent Lands:

- Are located inside 150 road miles of Portland, OR
- Must retain a contract with the Burning Lands Board of Directors
- Must abide by the Corpora and Amtgard Handbook on the Rules of Play
- Send 33 % of their "dues" to the kingdom level account
- Retain voting privileges in BS elections and Althings
- Are subject to BS Althing rulings
- May not use their own set of relics listed in the Amtgard Handbook on the Rules of Play, but may use one "Land Level" relic of their own creation, if desired
- Will send proof of their attendance records monthly to the Prime Minister of BS
- Will be reviewed each year to verify or adjust status of Land "Title" (Shire, Barony, Duchy), based on attendance levels and time in contact with BS and Burning Lands Board's of Directors
- Are entitled to use of the BS non-profit numbers for requests deemed reasonable by the BS Board of Directors
- Will have kingdom events scheduled in their lands by the BS Monarch and Prime Minister
- Are eligible to receive awards from Kingdom level which smaller lands cannot issue

Based on the above information, we do hereby enter mutually into this sponsorship agreement.

[Please enter Land name followed by which land status you are contracting for (dependent or independent)]

Dark Valley of the Black Spire, Inc.      Land name: \_\_\_\_\_  
\_\_\_\_\_-Monarch- \_\_\_\_\_  
\_\_\_\_\_-Prime Minister- \_\_\_\_\_  
\_\_\_\_\_-Witness 1- \_\_\_\_\_  
\_\_\_\_\_-Witness 2- \_\_\_\_\_  
\_\_\_\_\_-Date- \_\_\_\_\_

Notary Public:

## **9.0 Althing Addendums**

### **9.1 Autocrating a Kingdom Level Event**

9.11 Autocrats for Kingdom Funded Events will be responsible for the following:

9.111 All Kingdom Funded Events

9.1111 Providing a copy of all sign-in sheets, receipts for all expenses, records for all income, and all applicable tournament results

9.112 Fighting Tournaments

9.1121 Reporting all winners (first, second, third place) of each category, and over-all to the Prime Minister of the Kingdom

9.1122 Reporting all win streaks of three or more (as defined in section 4.3B of the standard Burning Lands Corpora) to the Prime Minister of the Kingdom

9.113 Arts and Sciences Tournaments

9.1131 Reporting all winners (first, second, third place) or each category, and over-all to the Prime Minister of the Kingdom

### **9.2 Sponsored Lands**

9.21 To sponsor a new land in the Kingdom the following steps must be followed:

a. Approval of the Kingdom Monarch and Prime Minister

b. Approval of the Kingdom Althing, by majority vote

c. Signing of the Kingdom land contract by both the kingdom and land officers (which must then be approved by the Board of Directors)

9.22 To remove the sponsorship of a land in the Kingdom the following steps must be followed:

Note: Failure to abide by the Kingdom land contract may automatically be grounds for removal of sponsorship, such circumstances are to be reviewed by the Board of Directors)

a. Approval of the Kingdom Monarch and Prime Minister

b. Approval of the Kingdom Althing, by majority vote

9.23 To determine land size the following must be observed:

a. A person must be a wavered member of the land (no person may be part of more than one land)

9.24 The Monarch of the Kingdom may, with the agreement of the local monarch, award titles of nobility and other awards listed in the corpora

9.25 Local Level Corpora Addendum(s)

9.251 Any sponsored land may choose to make a corpora addendum of their own to use. The local level corpora addendum may not conflict with, nor override, any Black Spire corpora addendum, the rules of play, nor the standard Black Spire corpora.

9.252 The local level corpora addendum must be submitted and approved by the BS-Board of Directors and the BL-Board of Directors (if applicable).

9.26 Kingdom officers may not also be land level officers.

### **9.3 Grand Duchy**

9.31 Any Sub-group attaining Duchy status who has also received a Non-Profit ID, Tax ID, and acquired a Bank Account or Safety Deposit Box (for holding Club Funds) in the name of the NPO may petition to be known as a Grand Duchy. The title of Grand Duchy is specific to the Kingdom of Blackspire, and holds no place in ranking outside of the Kingdom.

9.32 With the permission of the Blackspire Althing, Grand Duchies may take Sub-groups of their own. These Sub-groups may only consist of Shires, and Baronies. These Sub-groups will ultimately be sponsored by the Kingdom, and will be required to sign any contracts the Grand-Duchy requires, a standard group Contract with the Burning Lands Board of Directors, as well as any contracts that the Kingdom of Blackspire requires.

9.321 Grand Duchies may issue awards to the Sub-groups, up to the level that they may hand out to their own group.

- 9.33 In the case that the Grand Duchy be promoted to “Kingdom Status” (as defined by section D of the Kingdom Contract) the smaller Sub-groups underneath the Duchy will each decide via Althing if they wish to be sponsored by the new Kingdom, or the Kingdom of Blackspire.
- 9.34 Monarchs of a Grand Duchy may bestow the following:
  - 9.341 Orders and Awards up to the 9th Level.
  - 9.342 Title of Lord/Lady or equivalent.
  - 9.343 Title of Baronet or equivalent.
  - 9.344 Class Masterhoods

#### **9.4 Principality**

- 9.41 A group of independent lands may group together and petition to be known as a Principality. The combined monthly average of these lands must be 75 or greater unique sign-ins a month. The title of Principality is specific to the Kingdom of Blackspire, and holds no place in ranking outside of the Kingdom.
- 9.42 With the permission of the Blackspire Althing, Principalities may add other independent lands to their own. These lands may only consist of Shires, Baronies, and Duchies. These lands will ultimately be sponsored by the Kingdom, and will be required to sign any contracts the Principality requires, a standard group Contract with the Burning Lands Board of Directors, as well as any contracts that the Kingdom of Blackspire requires.
  - 9.421 Principalities may issue awards to the Sub-groups, up to the level that they may hand out to their own group.
- 9.43 In the case that the Principality be promoted to “Kingdom Status” (as defined by section D of the Kingdom Contract) the smaller Sub-groups underneath the Principality will each decide via Althing if they wish to be sponsored by the new Kingdom, or the Kingdom of Blackspire.
- 9.44 Monarchs of a Principality may bestow the following:
  - 9.441 Orders and Awards up to the 9th Level.
  - 9.442 Titles of Nobility up to and including Baron
  - 9.4421 Principalities may not award the title of Defender
  - 9.443 Class Masterhoods

#### **9.5 Miscellaneous Addendums**

- 9.51 In order to renounce an award or title, the individual with said title must inform their renouncement, in writing, to the Kingdom Prime Minister.
- 9.52 Rusti Walker may not handle money in the Kingdom.
  - 9.521 This issue may be reviewed only if one calendar year has passed since the last review.
- 9.53 Rusti Walker may not hold the following positions: Monarch, Prime Minister, and GMR.
  - 9.531 This issue may be reviewed only if one calendar year has passed since the last review.
- 9.54 Only members wishing to take the position of Champion of the Realm may enter the crown tournament.