



Northern Empire

Corpora of Bylaws

Revision 2.10

Foreword

Welcome to the second major revision of the Northern Empire Corpora. As with the first iteration, this revision marks a major achievement in the history of Northern Amtgard. The parks that comprise the Northern Empire have tested the Corpora, found what works, and documented it here.

The Northern Empire represents a unified form of government charged with ensuring the prosperity and growth of the Amtgard Community in Ontario and its neighboring states and provinces. This political entity represents a unifying solution to the unique issues and challenges faced by Northeastern Amtgard in both Canada and the United States. The broad scope of this mandate drives the Northern Empire to seek to expand this community to all corners of the region, and to develop its existing parks and players towards excellence.

To achieve the above goal, the Northern Empire seeks to create a cohesive whole that is more than just the sum of its associated parks, while at the same time ensuring the continued diversity and growth of the individual Provinces that make up that whole. Each Province makes an equal contribution to the Empire, and each has an important role to play in its functions. The following document keeps this point of view in mind and attempts to separate that which is Imperial jurisdiction and that which is Provincial. The hope is that this will help to avoid conflicts of authority by assigning relevant powers and procedures to each level of government.

The Empire itself encompasses a vast geographic area and has a wide variety of challenges to face. Therefore, we must always remember that a community is made up of individuals who must all be supported and empowered by its institutions. To that end, the Northern Empire must not only promote the far reaching goals of the larger community, both within the Empire and without, but inspire and nurture excellence in each individual within its borders.

The Northern Empire, while unique in its outlook, style of play, political philosophy, and geography, will always have the same goals as any other political body in Amtgard; To provide individuals with the opportunity to live the dream whether they be an artist, fighter, helper, organizer, politician, roleplayer, or any combination thereof.

This document is meant to be interpreted in a way that fulfills its above stated purpose. No right interpretation of this corpora of bylaws undermines that goal.

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I. Parks and People

A. Club Membership

1. Non-Citizen

- a. Players who do not meet the requirements to be a Citizen (as per [I.A.2.a](#)) will be considered non-citizens. Non-citizens may attend Amtgard game-days, feasts, camp-out, and other activities. They must meet the following limited criteria:
 - i. Must have a waiver signed and on file with the Provincial Record Keeping Officer.
 - ii. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
- b. Non-citizens of a province are entitled to the following limited benefit within their home province:
 - i. Shall have their attendance and award status tracked by the Provincial Record Keeping Officer.
 - ii. Members who pay dues in a province but otherwise do not meet the prerequisites of Citizenship (as per [I.A.2.a](#)) will still be entitled to receive one copy of the rulebook and corpora per provincial reign as required.

2. Citizen

- a. Players who meet the following requirements will be considered citizens of their local Northern Empire Province:
 - i. Must have a waiver signed and on file with the Provincial Record Keeping Officer
 - ii. Must be dues paid in the province (as per [I.C.](#))
 - iii. Must be at least 14 years of age
 - iv. Must have signed in at the province for a minimum of six weeks in the last six months. Only one credit per Amtgard week will count towards this number.
 - v. Must have been an associate or non-citizen member of one of the provinces of the Northern Empire for the preceding six months.
 - vi. Must abide by the Amtgard Rules of Play as well as all mundane law while engaged in Amtgard activities.
 - vii. Must have declared one province within the Empire where they wish to maintain citizenship. When a player changes his or her home province the change does not go into effect until the Chancellors of both affected provinces have been informed.
- b. Citizenship in any province entitles a player to the same benefits as a non-citizen, as well as the following local privileges:
 - i. May vote in Provincial Elections and Althings in that province.
 - ii. May run for Provincial Office or seat on the local Board of Directors in that province (as per [II.B.](#) and [V.B.](#)).
- c. Citizenship in a Core Province (as per [I.D.2.](#)) translates to Citizenship in the Empire as a whole and entitles a player to the following Imperial privileges:
 - i. May vote in Imperial Elections and Althings.
 - ii. May run for Imperial Offices or a seat on the Northern Empire Board of Directors (as per [II.A.](#) and [V.A.](#)).

3. Associate Member

- a. Citizens within the Empire may be associate members of several provinces other than their home province (as per [I.A.2.a.vii.](#)). Associate membership requires the following criteria:
 - i. Associate members must meet all requirements of Citizenship in the province in question (as per [I.A.2.a.](#)).
- b. Associate membership in a province entitles you to the following benefits within that province:
 - i. May vote in Provincial Elections and Althings within that province.

B. Attendance and Credits

1. Attendance

- a. An attendance, or attendance credit, requires a player to sign the attendance sheet at the park or event maintained by the local Record Keeping Officer or designated Troll'o'Crat. Players who attended such a field day or event, but were not able to sign in for some reason, may petition the Provincial Record Keeping Officer or Imperial Prime Minister, with support, to be awarded that credit.
 - i. Examples of such events include regular field days, A&S nights, fighter practices, alternate fields, or special provincial events.
 - ii. No attendance credits may be taken for online meetings or closed-invitation events.
- b. Weekly attendance starts on the Monday and ends on the following Sunday.

2. Class Credits

- a. If a player attends a feast and fulfills the requirements (ex: pay feast fee), they are eligible for an extra credit.
 - i. A feast credit is an extra credit above and beyond regular daily credits.
 - ii. Field days with a feast scheduled allows for two credits for that day for members who attend both field and feast; one credit for the field day, and another credit for attending feast.
 - iii. Appropriate garb and class sash must be worn to obtain a class credit at feast; otherwise a colour credit is given.
 - iv. Players must sign the feast attendance sheet to receive their feast credit
- b. Provincial or Imperial Monarchs may approve extra credits for special events.
- c. Fighter Practice will give one warrior credit per day of fighting.
 - i. Fighter practices must take place on days other than regular field days, as they are not in addition to regular daily credits.
 - ii. At least minimal garb must be worn to be eligible for a warrior credit.
 - iii. Players must sign the fighter practice attendance sheet to receive their warrior credit.
- d. Arts and Sciences days, and other days in which no fighting or class based game play occurs, permits one colour credit. Guidelines given under feast credits (as per [I.B.1.a.](#)) should be followed.
- e. Inter-kingdom or multi-day events give one credit per day unless the Provincial or Imperial Monarch deems otherwise.

C. Dues and Policies of the Treasury

1. Dues will be paid to the Provincial Record Keeping Officer.
2. Dues shall consist of \$6 every six months.
3. Players do not pay dues directly to the Empire.
4. Donations may be made to either the Empire or to a province. Donations directly to the Empire should be given to the Imperial Prime Minister and provincial donations should be made to the Provincial Record Keeping Officer. Donations are money given, over and above the dues structure, for which no dues credit is taken. Provincial donations need not be forward to the Empire and are not taxed in any way.
5. Each Core Province will pay money to the Empire in the form of event taxation. This tax must be paid within two weeks of the conclusion of the Imperial event (as per [III.A.2.a.iv.](#)).
6. Repeated failure to pay this taxation to the Empire may constitute grounds for withdrawing Imperial support from a province (as per [I.D.5.c.](#)).

D. Provinces

1. Sponsored Provinces

- a. The Northern Empire will sponsor an Amtgard chapter that fulfills the requirements below and pass a majority vote at an Imperial Althing. All provinces in the Northern Empire are treated as Sponsored Provinces, and some are additionally treated as Core Provinces (as per [I.D.2.](#)). All provinces are treated equally within those designations.

- b. An Amtgard chapter seeking sponsorship with the Northern Empire must fulfill the following requirements:
 - i. Must sign the Amtgard contract (Agreement) with the Central (Burning Lands) Board of Directors.
 - ii. Must sign the Sponsored Province Contract (Agreement) with the Northern Empire Board of Directors.
 - iii. Must not be located within 150 miles (240km) of any other Amtgard Kingdom seat.
 - iv. Must use the Northern Empire Corpora of Bylaws.
- c. The responsibilities of the Empire to a sponsored province are as follows:
 - i. Send them Rulebooks, Corpora, and Imperial Althing decisions.
 - ii. Help them receive their own Kingdom status as soon as the numbers, time in, and stability of the group justify it.
 - iii. Consider their province members for high level awards that their provincial monarchy cannot grant.
- d. The responsibilities of a sponsored province to the Empire are as follows:
 - i. Send updated populace attendance records to the Imperial Prime Minister at least once per Imperial reign.
 - ii. Send updated contact lists to the Imperial Monarch and the Imperial Prime Minister whenever new local officers step up.
 - iii. Send awards requests to the Imperial Monarch and Imperial Consort for any awards that are deserved but that the provincial monarchy cannot give.
- e. No province as a whole may be considered part of another Kingdom of Amtgard or a part of another province of the Northern Empire. That is, a Shire may not, as a whole, be part of a Duchy. Instead, the Shire is part of the Empire.
- f. Failure to follow the requirements listed above can result in the loss of sponsorship (as per [I.D.6.](#)).
- g. A sponsored province of the Northern Empire may elect to leave the Empire by successful Provincial Althing vote.

2. Core Provinces

- a. A Core Province is any province that is part of the Northern Empire and is within 170 miles (275km) of Haliburton, ON, and any other group added to the list below by Imperial Althing.
 - i. The Core Provinces of the Northern Empire, in order of age within the Empire, are:
 1. The Duchy of Wolvenfang
 2. The Barony of Twilight Peak
 3. The Duchy of Felfrost
 4. The Shire of Linnagond
 5. The Shire of White Stone Valley
 - ii. Core Provinces must maintain the same requirements and are entitled to the same benefits as Sponsored Provinces (as per [I.D.1](#)). Additionally, Core Provinces are subject to Imperial Event Taxation (as per [I.C.5.](#)), and their Citizens may vote in Imperial Althings and Elections (as per [I.A.2.C.](#)).

3. Province Types

- a. Duchies must have at least forty different people per month attending provincial fields or events, and have been part of the Empire for two years.
- b. Baronies must have at least twenty different people per month attending provincial fields or events, and have been part of the Empire for one year.
- c. Shires must have at least five different people per month attending provincial fields or events.
- d. Numbers above includes general populace, citizens, associate members, and visitors. A person must sign-in to be counted.
- e. Any province type may also hold alternate field days, examples of which include fighter practices and outpost fields (full field days held in a different location and time than the park's main field).
 - i. The following requirements must be met for alternate fields:
 1. Must be located within 25km of the province's regular field.
 - ii. Alternate fields may be named, but within the following requirements:

1. The contracted province must precede any name chosen; "Wolvenfang at Citadel Shadow"
2. May not use a name of an already contracted land.
- iii. May have a Governor appointed by the Provincial Monarch (as per [II.B.2.e](#))

4. Elevation

- a. Any Core or Sponsored Province may petition to be upgraded to the next provincial level as long as they can prove their readiness to the Imperial Monarch and Imperial Prime Minister. The group must prove that they have met the attendance requirements for twelve months, as well as any other requirements (as per [I.D.3.](#)), averaged over the course of those months. Both the Imperial Monarch and Imperial Prime Minister must agree upon the promotion.

5. Demotion

- a. If a province fails to meet its required size for twelve consecutive months, the Imperial Monarch and the Imperial Prime Minister may put that group on probation for twelve months. If the province cannot improve its numbers and meet minimum size requirements for at least four of the twelve months in the probationary period, then the Imperial Althing may vote to demote them in size. A province may only drop one size level at a time.
 - i. Shires may dip below the required number on a regular basis.
- b. A province may, by local Althing decision, voluntarily self-demote to a smaller group size. The vote to demote must pass by a margin of 60% and the proposal must meet with the approval of the group's Provincial Monarch. The demotion does not become effective until the results of the demotion decision have been communicated to the Imperial Prime Minister and verified by that officer. Once the Imperial Prime Minister has verified the self-demotion, and made it official, the group immediately drops down to the next lower group size (Duchy becomes a Barony, Barony a Shire).
 - i. No province may self-demote more than one step in any given provincial reign.
- c. Should a province fail to follow Corpora requirements regarding qualification of officers, holding a Crown Qualification Tournament, or payment of taxation, the Imperial Monarch, upon agreement from the Imperial Prime Minister, may immediately place the group on probation for demotion, once the Imperial Prime Minister has verified a breach of Corpora requirements. If these Corpora requirements are not met by, or at, the beginning of the next reign of the group in question, (i.e. if another set of officers are elected without the correct qualifications, without holding a Crown Qualification Tournament, or without taxation payment to the Empire), that group shall be immediately demoted by one size (Duchy to Barony, Barony to Shire).

6. Sponsorship Revocation

- a. The Northern Empire may choose to stop sponsoring any province by a majority vote at an Imperial Althing in which any of the following has occurred:
 - i. The province is in violation of the signed contract with the Central (Burning Lands) Board of Directors.
 - ii. The province is in violation of the signed contract with the Northern Empire Board of Directors.
 - iii. The province has provided no contact with the Northern Empire for a period of one year.
 - iv. The membership of the province has been in constant violation the Articles and Bylaws of the Northern Empire (as per [V.C.](#)).
 - v. The province in question has not endeavored to follow the Amtgard Rules of Play to the satisfaction of the Imperial Monarch, Imperial Prime Minister, and Imperial Guildmaster of Reeves.

II. Governing Bodies

A. Imperial Officers

1. Monarchy

a. Prerequisites, Restrictions, and Benefits

- i. All Imperial terms of office are roughly six months long, beginning at the Imperial Coronation, and ending at the next Imperial Coronation.
 1. Exception: The Imperial Prime Minister's term in office begins at the Imperial Midreign, and ends at next Imperial Midreign.
- ii. Any Imperial Officer who misses four weeks in a row, or eight weeks total, counting attendance anywhere in the Empire (as per [I.B.1.a.](#)), or inter-kingdom events, shall have their term count as a Pro-Tem Office (as per [II.C.](#)).
 1. Exception: Should the Imperial Monarch step down for any reason, the Imperial Consort shall occupy the office (as per [II.A.1.c.](#)).
- iii. No player may hold any one specific officer position for more than two consecutive terms.
- iv. No player may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial and Provincial Champions count as an elected office.
 1. Exception: The Imperial Guildmaster of Reeves may hold a provincial office.
- v. All Imperial Officers are required to travel to at least two other Core Provinces within the Northern Empire during their term. It is encouraged, but not required, that officers visit Sponsored Provinces, if any, during their term, as well.
- vi. Players must meet the following additional requirements to run for Imperial Offices:
 1. Must be a Citizen of a Northern Empire Core Province.
 2. Must be 18 years of age or older.
 3. Must be legally able to travel to any Core Province within the Empire.
 4. Must qualify at Imperial Crown Qualifications (as per [III.A.2.b.](#)).
 - a. Exception: The Imperial Prime Minister and Imperial Guildmaster of Reeves need only pass the Reeve and Corpora test.
 5. Candidates for Imperial Monarch and Imperial Prime Minister must be legally able to handle corporate funds within the Province of Ontario Non-Profit Organization.
- vii. Failure to meet any of the above requirements and restrictions will result in the term being considered Pro-Tem (as per [II.C.](#)).
- viii. References
 1. Refer to [III.A.1.b.](#) for details on election procedures.
 2. Refer to [III.A.1.a.](#) for details on removal procedures.
- ix. Benefits: Refer to Section [IV.C.1.](#) for awards for valuable service within the preceding offices.

b. Monarch

- i. Duties
 1. The Imperial Monarch is the head officer of the Empire. It is their responsibility to coordinate with Provincial Monarchs to ensure the Corpora are being followed both on the Imperial and Provincial level, and that the Empire and its players are successful in their endeavors and responsibly recognized for their accomplishments beyond the capabilities of the provinces.
 2. The Imperial Monarch is responsible for public relations and Amtgard's interaction with civilians at Imperial and inter-kingdom events. This includes, but is not limited to:
 - a. Recruiting
 - b. Speaking to interested passersby or delegating someone to, as required to maintain a good image in the community.
 - c. Dealing with police, rangers, and any other forms of mundane authority that need to be addressed.
 3. The Imperial Monarch shall preside over all Imperial Althings, ceremonies, and functions.

4. The Imperial Monarch will schedule and preside over a meeting of Provincial Monarchs to schedule corpora mandated and other Imperial events.
5. The Imperial Monarch shall ensure the publication of a calendar of all Imperial events within thirty days of his or her coronation, to include at least Imperial Althings, Crown Qualifications, Elections, Midreigns, and Coronations.
6. The Imperial Monarch shall ensure that bids are called for and collected on schedule for events which include Imperial functions (as per [III.A.](#)).
7. An Imperial Monarch whose term is during the Gathering of the Clans is responsible for ensuring that a representative of the Northern Empire is present at the annual Circle of Monarchs meeting. This may be themselves, the IKRC representative (as per [II.A.2.d.](#)), or another representative chosen by the Monarch, and subject to the approval of the other Imperial officers.

ii. Powers

1. The Imperial Monarch will have the power to break ties at Imperial Althings and Elections in which he or she is not directly involved in. In such cases, the Imperial Prime Minister will break ties.
 - a. The Imperial Monarch or Imperial Prime Minister's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Imperial Monarch or Imperial Prime Minister's vote as already cast; that vote may not be changed after the results have been tallied.
2. The Imperial Monarch shall hold an automatic seat on the Northern Empire Board of Directors during his or her term.
3. The Imperial Monarch may at his or her discretion grant extra class credits to all members attending an event within the Northern Empire. An event is defined as a meeting that requires physical attendance and the taking of a signed credit sheet including fields, fighter practices, arts and science classes, and feasts.
4. The Imperial Monarch may spend money from the Imperial Treasury in three ways. All expenses must be documented by the Imperial Prime Minister:
 - a. Up to 10% of the Imperial Treasury may be spent each month on the general running of the Empire. Any percentage not spent does not accumulate.
 - b. Up to 50% of the Imperial Treasury may be spent to assist in the running of Imperial events. These events should be budgeted to break even or make money, and any profits are returned (as per [III.A.2.a.iv.](#)).
 - i. If the costs incurred exceed 50% of the treasury, extra funds must be withdrawn from the 10% the Imperial Monarch may spend each month. Additional funds may be withdrawn with an Imperial Althing approval.
 - c. Other expenditures for the Empire may be made with the approval of an Imperial Althing.
5. May award the following honours at his or her discretion:
 - a. All titles of nobility.
 - b. Peerage (The four orders of Knighthood as defined in the Amtgard Rules of Play).
 - c. All ladder awards as defined in the Amtgard Rules of Play and later in these corpora (as per [IV.](#)).
 - d. All non-ladder awards.
 - e. Masterhood as defined in the Amtgard Rules of Play.
 - f. Class Masterhoods and Masterhood in the Reeves Guild.
 - g. May create new honours, awards, and titles in keeping with his or her office.

c. Consort

i. Duties

1. The Imperial Consort is responsible for fostering the arts and sciences within the Empire, and to coordinate with local Arts and Sciences Officers towards this endeavor.
2. The Imperial Consort shall preside over all Imperial ceremonies and functions in the Imperial Monarch's absence.

3. The Imperial Consort is responsible for organizing the Imperial Dragonmaster Tournament (as per [III.A.3.b.i](#)), as well as possibly the Arts and Sciences portion of the Imperial Crown Tournament (as per [III.A.2.b](#))
 4. The Imperial Consort shall become the Imperial Monarch should the Imperial Monarch leave office. Should this occur, the reign does not count towards the player's two-term limit in either office.
- ii. Powers
 1. May award the following orders (up to any level):
 - a. Dragon, Garber, Lion, Owl, Rose, and Smith, as defined in the Amtgard Rules of Play.
 - b. Hydra
 - c. May create new honours in keeping with his or her office.
 - iii. Additional Benefits
 - a. Should the Imperial Consort take the place of the Imperial Monarch, they may be eligible for a higher title than listed in Section [IV.C.1](#). for Imperial Consort, by discretion of the awarding Monarch. Time spent in each office, as well as the level of valuable service, should be considered in this situation.
- d. Prime Minister**
- i. Duties
 1. The Prime Minister is responsible for maintaining accurate records of the Empire's peoples and activities. These include, but are not limited to:
 - a. Records of awards, titles, and honours from the provinces and their members (this includes awards, titles, and honours given at the Imperial level)
 - b. Records of all Imperial income and expenses. This will include all bank activities under the following further restrictions:
 - i. A deposit slip shall be received and added to the financial archives for all deposits.
 - ii. No night drops are ever permitted.
 - iii. All withdrawals must be by cheque and the memo area must be filled out indicating why the cheque was written.
 - iv. The duplicate chequebooks will also become part of the financial records.
 2. The Prime Minister is responsible for collection of all fees, money, and collection of Imperial Event Taxes from provinces.
 3. Shall provide the Imperial Monarch and Imperial Scribe with written records of income and expenses at the Imperial Prime Minister's stepping down midreign.
 4. Shall provide local Record Keeping Officers with compiled records of their people and awards as needed.
 5. The Prime Minister is responsible for providing master-copy rulebooks and corpora to the Provincial Record Keeping Officers for local distribution as needed.
 6. The Prime Minister is to work alongside the Provincial Record Keeping Officers to accomplish the above tasks, as well as assist them in their own requirements (as per [II.B.1.d.ii](#)).
 - ii. Powers
 1. Shall hold an automatic seat on the Northern Empire Board of Directors during his or her term.
 2. May spend up to 10% of the Imperial Treasury every month in order to run the Empire. The Imperial Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.
- e. Champion**
- i. Duties
 1. The Imperial Champion is charged with defending the honour of the Empire.
 2. The Imperial Champion is responsible for coordinating weapon safety throughout the Empire with the Provincial Champions.

- a. The Imperial Champion will also work with the Imperial Guildmaster of Reeves to coordinate and ensure overall battlefield safety at Imperial events and throughout the Empire.
 - 3. The Imperial Champion is responsible for organizing the Imperial Weaponmaster Tournament (as per [III.A.3.a.i](#)), as well as possibly the War portion of the Imperial Crown Qualifications Tournament (as per [III.A.2.b](#)).
 - ii. Powers
 - 1. The Imperial Champion may at his or her discretion remove unsafe weapons from the field at Imperial events.
- f. *Guildmaster of Reeves***
- i. Duties
 - 1. The Imperial Guildmaster of Reeves shall work with the Imperial Monarch, Imperial Prime Minister, and Provincial Guildmasters of Reeves to ensure that the Amtgard Rules of Play are followed fairly, honestly, and accurately throughout the Empire.
 - 2. The Imperial Guildmaster of Reeves is responsible for working with the Imperial Champion in coordinating weapon checks and safety throughout the Empire.
 - 3. The Imperial Guildmaster of Reeves is responsible for ensuring that the conduct of reeves is competent and fair.
 - 4. The Imperial Guildmaster of Reeves will be responsible for creating and distributing a reeve's test and a corpora test within thirty days of stepping into office. Until the new tests are distributed, the previous term's tests will continue to be valid.
 - a. The reeve's test may only test knowledge of the current version of the rules, knowledge of Imperially accepted clarifications of the rules, reeve-relevant judgement ability, and safety issues relevant to Amtgard.
 - b. The corpora test may only test knowledge of the current version of the Northern Empire Corpora.
 - ii. Powers
 - 1. The Imperial Guildmaster of Reeves may at his or her discretion remove unsafe equipment (armour, weapons, musical equipment, etc.) or players from the field throughout the Empire, while present. This sanction may be up to and including the end of the game day as necessary.
 - 2. The Imperial Guildmaster of Reeves has the right to make rules clarifications where they are unclear. No right to change the rule is granted or implied in this position.
 - iii. Benefits
 - 1. After the Imperial Guildmaster of Reeves steps out of office they are still considered reeve qualified until the next Imperial Reeve's test becomes available.
 - iv. Additional References
 - 1. If the current Guildmaster of Reeves wishes to run for a position that requires a passing score on the reeve or corpora test, then a test will be administered by members of the Imperial Reeves Guild who are not involved in the election.

2. Other Positions

a. *Scribe*

- i. The Scribe shall be appointed by the Prime Minister or Provincial Record Keeping Officer as necessary.
- ii. If the Scribe leaves office for any reason, a new one may be appointed.
- iii. The Scribe shall keep and post minutes from all Althings.
- iv. At the end of the reign, the Imperial Scribe shall be responsible for updating the corpora and the rules clarification document (as per [III.A.1.a.](#)). He or she shall pass this on to the new Scribe when appointed and to the Imperial Prime Minister.

b. *Guards and their Captain*

- i. Will be appointed by the Monarch and Consort (or Arts and Sciences Officer).
- ii. Shall aid in keeping event and field sites clean and free of debris.
- iii. Will aid in the collection of fees at Amtgard events.

- iv. The Captain of the Guard will be one of the members of the guard. At Amtgard events that are run by his or her group, he or she will be in charge of security, unless the event Autocrats appoint their own security team.
- v. Consort's Defender is purely an honorary position. This shall come from among the guards and is appointed by the consort.
- c. *Herald and Jester*
 - i. Appointed and dismissed at the Monarch's discretion
 - ii. Heralds are responsible for organization and protocol at Amtgard events. This includes getting people's attention when required by the Monarch.
 - iii. Jesters are responsible for levity and merry-making at events and field days.
- d. *Inter-Kingdom Rules Committee Representative*
 - i. For the purpose of maintaining continuity with the committee, the rules representative position is a life-time appointment, until otherwise decided by the individual holding the appointment, the reigning Imperial Monarch, or the Imperial Althing. In the event that the appointment is dissolved, the reigning Monarch shall appoint a new representative.
 - ii. The representative will be the only person allowed to access the boards on electricsamurai.com from the Northern Empire to discuss or suggest rule changes/clarifications.
 - iii. The main duty of the representative is to poll the Empire for rule changes and clarifications, and then bring these clarifications or changes to the boards. The representative must remain in contact with the Imperial Monarch and populace in order to promote the Empire's rules agenda.
 - iv. The representative has the discretionary right to discard any rules clarifications or changes he or she deems inappropriate.
 - v. The representative will discuss these changes and clarifications on the Rules Revisions boards on electricsamurai.com to help clarify and clean up wording and intention in the changes.
 - vi. The representative must transfer any rule changes from the discussion boards to the final request board before the last day in June, in voting years. (Clarifications must be transferred by the last day of June every year.) Any transfers after the date will be null and void for the current voting year.
 - vii. Once the clarifications and rules have been compiled by an authorized representative of Amtgard, Inc., the representative will post a finalized list of rules changes/clarifications on the Northern Empire forums.
 - viii. As this is a lifetime appointment, the representative is ineligible to receive awards or commendations for his or her service in the role.

3. Organizations

a. *Reeves Guild*

- i. Membership - Anyone who has passed a relevant Northern Empire reeve's test by the required margin within the last six months (as per [III.A.2.b.ii.3.a.v.](#)).
 - 1. For this purpose, players wishing to join the Reeves Guild, but not run for office, may attempt one test or retest per week.
- ii. Reeves may be expected to adjudicate battlegames, tournaments, or other Amtgard fighting events. Within this capacity, Reeves have the following powers:
 - 1. To remove unsafe weapons, equipment, or people
 - 2. To determine valid shots on a person
 - 3. To add newcomers to games or redistribute players among teams if appropriate in order to balance
 - 4. To shorten a player's death count if they show superb role-playing in death
 - 5. To call a person dead for persistently behaving in a dangerous or unsportsmanlike way.
 - 6. To declare an end of the game if play is stagnating.
 - 7. To speed counts as necessary to promote game flow.
 - 8. To enforce initial warning, then bout forfeit, and finally disqualification from a tournament or jugging match while reeving said instance.

- iii. Reeves have the following responsibilities while reeving a game or event:
 - 1. Ensuring that games are safe to participants and bystanders
 - 2. Assisting in retrieving discarded or expended equipment.
 - 3. Interpretation of rules of the battlegame and clarification during games
 - 4. Ensuring the quality of play is honest and keeping with the spirit of the rules

b. *Circle of Knights*

- i. Shall be comprised of all Knights of Amtgard who are residents of the Northern Empire.
- ii. The Imperial Monarch is an honorary member of the Circle during his or her term. If the Imperial Monarch is not a knight of Amtgard he or she does not get to vote within the Circle, although, as an honorary member, he or she may always speak.
- iii. Other club members may be invited to participate in discussion in the Circle of Knights by a vote of the Circle.
- iv. The Circle of Knights advises the Imperial Monarch's decisions concerning knighthood by providing relevant and unbiased opinions on potential candidates. The Imperial Monarch is not required to, but encouraged, to seek the Circle's opinion regarding any upcoming candidate.
 - 1. The opinions and information provided within CoK discussions will be communicated to the Imperial Monarch by the GMCoK, should the Imperial Monarch not be a Knight themselves.
- v. Shall observe group members of the Empire for those eligible to receive knighthood, and discuss their merits within the Circle.
- vi. Every Imperial Crown Qualifications, the Circle of Knights will elect a Guildmaster by plurality vote.
 - 1. Only members who maintain Citizen status within a sponsored land of the Northern Empire will be eligible to declare and vote for this position.
- vii. Only the Imperial Monarch and the Guildmaster of Knights may call a meeting of the Circle of Knights.
- viii. Meetings should be scheduled at least one week in advance, and the Guildmaster of Knights is responsible for contacting all knights beforehand.
- ix. The Guildmaster of Knights is responsible for contacting knights of other kingdoms when such a knight's squire is being considered for knighthood in the Empire.
- x. If a knight of the Northern Empire is to be considered for another order of knighthood, then the meeting of the Circle of Knights will be held in their absence.
- xi. Other knights of Amtgard may attend the Circle and speak but do not get to vote within it.

B. Provincial Officers

1. Monarchy

a. *Prerequisites and Restrictions*

- i. All Provincial terms of office are roughly six months long, beginning at the Provincial Coronation, and ending at the next Provincial Coronation.
 - 1. Exception: The Provincial Record Keeping Officer's term in office begins at the Provincial Midreign, and ends at next Provincial Midreign.
- ii. Any Provincial Officer who misses four weeks in a row or eight weeks total, counting attendance anywhere in the Empire (as per [I.B.1.a.](#)), or inter-kingdom events, shall have their term count as a Pro-Tem Office (as per [II.C.](#)).
 - 1. Exception: Should the Provincial Monarch step down for any reason, the Provincial Arts and Sciences Officer shall take their office (as per [II.B.1.c.](#)).
- iii. No player may hold any one specific officer position for more than two consecutive terms.
- iv. No player may hold more than one elected office in the Northern Empire at a time. NOTE - Imperial and Provincial Champions count as an elected office.
 - 1. Exception: The Imperial Guildmaster of Reeves may hold a provincial office.
- v. Players must meet the following additional requirements to run for Provincial Offices:

1. Must be a Citizen of the Northern Empire Province in question.
 2. Must be 18 years of age or older.
 - a. Exceptions may be made for Shire Arts and Sciences Officer and Shire Champions by agreement of the Imperial Monarch and the Imperial Prime Minister.
 - b. Exception: Guildmasters of Reeves (at any level) are not required to be 18 years of age.
 3. Must qualify at Provincial Crown Qualifications (as per [III.B.2.b.](#)).
 - a. Exception: The Provincial Record Keeping Officer and Provincial Guildmaster of Reeves need only pass the Reeve and Corpora test.
 - b. Exception: Shires are not required, but are encouraged to complete Crown Qualifications for officers. However, in order to be eligible for elevation to a Barony (as per [I.D.4.](#)), Shires must have successfully run Crown Qualifications for two consecutive terms.
 4. Candidates for Provincial Monarch and Provincial Record Keeping Officer must be legally able to handle club funds in their home Province or State.
 - vi. Failure to meet any of the above requirements and restrictions will result in the term being considered Pro-Tem (as per [II.C.](#)).
 - viii. References
 1. Refer to [III.B.1.b.](#) for details on election procedures.
 3. Refer to [III.B.1.a.](#) for details on removal procedures.
 - ix. Benefits: Refer to Section [IV.C.1.](#) for awards for valuable service within the following offices.
- b. Monarch**
- i. Duties
 1. The Provincial Monarch is the head officer of that province. It is their responsibility to work alongside the Imperial Monarch and ensure the Corpora are being followed within their province, and that the province and its players are successful and responsibly recognized for their accomplishments.
 2. The Provincial Monarch is responsible for public relations and Amtgard's interaction with civilians at provincial events. This includes, but is not limited to:
 - a. Recruiting
 - b. Speaking to interested passersby or delegating someone to, as required to maintain a good image in the community.
 - c. Dealing with police, rangers, and any other forms of mundane authority that need to be addressed.
 3. The Provincial Monarch shall preside over all Provincial Althings, ceremonies, and functions.
 4. The Provincial Monarch will attend or send a representative to the meeting of Provincial Monarchs held by the Imperial Monarch.
 5. The Provincial Monarch will coordinate the scheduling of all corpora mandated and other local game days and events.
 6. The Provincial Monarch shall ensure the publication of a calendar of all Provincial events within thirty days of his or her coronation, to include at least Provincial Althings, Crown Qualifications, Elections, Midreigns, and Coronations.
 7. The Provincial Monarch shall ensure that bids are called for and collected on schedule for local events (as per [III.B.](#)).
 8. The Provincial Monarch shall provide the Imperial Monarch with a list of any recommendations for Imperial rewards on request.
 - ii. Powers
 1. The Provincial Monarch will have the power to break ties at Provincial Althings and Elections in which he or she is not directly involved in. In such cases, the Provincial Record Keeping Officer will break ties.
 - a. The Provincial Monarch or Provincial Record Keeping Officer's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Provincial

Monarch or Provincial Record Keeping Officer's vote as already cast; that vote may not be changed after the results have been tallied.

2. The Provincial Monarch shall hold an automatic seat on the Provincial Board of Directors (if any) during his or her term.
3. The Provincial Monarch may at his or her discretion grant extra class credits to any member of his or her province attending a local event. An event is defined as a meeting that requires physical attendance and the taking of a signed credit sheet including fields, fighter practices, arts and science classes, and feasts.
4. The Provincial Monarch may spend money from the Provincial Treasury in three ways. All expenses must be documented by the Imperial Prime Ministers:
 - a. Up to 10% of the Provincial Treasury may be spent each month on the general running of the province. Any percentage not spent does not accumulate.
 - b. Up to 50% of the Provincial Treasury may be spent to assist in the running of Provincial events. These events should be budgeted to break even or make money, and any profits are returned (as per [III.B.2.a.iv.](#)).
 - i. If the costs incurred exceed 50% of the treasury, extra funds must be withdrawn from the 10% the Provincial Monarch may spend each month. Additional funds may be withdrawn with a Provincial Althing approval.
 - c. Other expenditures for the province may be made with the approval of a Provincial Althing.
5. May award the following honours at his or her discretion:
 - a. All ladder awards as defined in the Amtgard Rules of Play and those permitted later in section [IV.](#) of these corpora, up to and including the level as dictated by their provincial rank:
 - i. Duchy Monarchs may grant up to 8th order awards
 - ii. Barony Monarchs may grant up to 5th order awards
 - iii. Shire Monarchs may grant up to 2nd order awards
 - b. May create new honours, awards, and titles in keeping with his or her office.

c. *Arts and Sciences Officer*

- i. Equivalents: Consort, Regent
- ii. Duties
 1. The Provincial Arts and Sciences Officer is responsible for fostering the arts and sciences within their province.
 2. The Provincial Arts and Sciences Officer shall preside over all Provincial ceremonies and functions in the Provincial Monarch's absence.
 3. The Provincial Arts and Sciences Officer is responsible for organizing the Provincial Dragonmaster Tournament (as per [III.B.3.b.i.](#)), as well as possibly the Arts and Sciences portion of the Provincial Crown Tournament (as per [III.B.2.b.](#))
 4. The Provincial Arts and Sciences Officer shall become the Provincial Monarch should the Provincial Monarch leave office. Should this occur, the reign does not count towards the player's two-term limit in either office.
- iii. Powers
 1. May award the following orders
 - a. Dragon, Garber, Lion, Owl, Rose, and Smith, as defined in the Amtgard Rules of Play, up to and including the level as dictated by their provincial rank:
 - i. Duchy Arts and Sciences Officers may grant up to 8th order awards
 - ii. Barony Arts and Sciences Officers may grant up to 5th order awards
 - iii. Shire Arts and Sciences Officers may grant up to 2nd order awards
 - b. Hydra, as defined within these corpora, up to the level dictated above.
 - c. May create new honours in keeping with his or her office.
- iv. Additional Benefits
 1. Should the Provincial Arts and Sciences Officer take the place of the Provincial Monarch, they may be eligible for a higher title than listed in Section [IV.C.1.](#) for Provincial Arts and

Sciences Officers, by discretion of the Imperial Monarch. Time spent in each office, as well as the level of valuable service, should be considered in this position.

d. Record Keeping Officer

- i. Equivalents: Chancellor, Prime Minister
- ii. Duties
 1. The Provincial Record Keeping Officer is responsible for maintaining accurate records of the Province's peoples and activities. These include, but are not limited to:
 - a. Records of awards, titles, and honours from their province and its members (this includes awards, titles, and honours given at the Imperial level)
 - b. Records of the dues paid members of their province.
 - c. Records of all Provincial income and expenses. This will include all bank activities (if any) under the following further restrictions:
 - i. A deposit slip shall be received and added to the financial archives for all deposits.
 - ii. No night drops are ever permitted.
 - iii. All withdrawals must be by cheque and the memo area must be filled out indicating why the cheque was written.
 - iv. The duplicate chequebooks will also become part of the financial records.
 2. The Provincial Record Keeping Officer is responsible for collection of all fees, money at the provincial level, and payment of Imperial Event Taxes from their province.
 3. Shall provide the Provincial Monarch and Provincial Scribe with written records of income and expenses at the Provincial Record Keeping Officer's stepping down midreign.
 4. Shall provide the Imperial Prime Minister with compiled attendance records of their people and awards as needed.
 5. The Provincial Record Keeping Officer must keep the information in the Online Record Keeper up to date and accurate for their province.
 6. Shall provide copies of the Amtgard Rules of Play and Northern Empire Corpora to members of their province as needed.
- iii. Powers
 1. Shall hold an automatic seat on the Provincial Empire Board of Directors (if any) during his or her term.
 2. May spend up to 10% of the Provincial Treasury every month in order to run the province. The Provincial Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented.

e. Champion

- i. Duties
 1. The Provincial Champion is charged with defending the honour of their province.
 2. The Provincial Champion is responsible for coordinating weapon safety within their province.
 - a. The Provincial Champion will also work with the Provincial Guildmaster of Reeves to coordinate and ensure overall battlefield safety at Provincial events and field days.
 3. The Provincial Champion is responsible for running games on normal field days in his or her province when nothing else is planned.
 4. The Provincial Champion is responsible for maintaining a lost and found in his or her province.
 5. The Provincial Champion is responsible for organizing the Provincial Weaponmaster Tournament (as per [III.B.3.a.i.](#)), as well as possibly the War portion of the Provincial Crown Qualifications Tournament (as per [III.B.2.b.](#)).
- ii. Powers
 1. The Provincial Champion may at his or her discretion remove unsafe weapons from the field at Provincial events and field days.

f. Guildmaster of Reeves

- i. Duties

1. The Provincial Guildmaster of Reeves shall work with the Provincial Monarch, Provincial Prime Minister, and local members of the Reeves guild to ensure that the Amtgard Rules of Play are followed fairly, honestly, and accurately within their province.
 2. The Provincial Guildmaster of Reeves is responsible for working with the Provincial Champion in coordinating weapon checks and safety within their province.
 3. The Provincial Guildmaster of Reeves is responsible for ensuring that the conduct of reeves is competent and fair.
 4. The Provincial Guildmaster of Reeves will be responsible for distributing the Imperial reeve's test and a corpora test when requested. They must be made available at Provincial Crown Qualifications at the very least.
 5. The Provincial Guildmaster of Reeves shall be responsible for writing any necessary Reeve or Corpora re-Tests.
 - a. The reeve's test may only test knowledge of the current version of the rules, knowledge of Imperially accepted clarifications of the rules, reeve-relevant judgement ability, and safety issues relevant to Amtgard.
 - b. The corpora test may only test knowledge of the current version of the Northern Empire Corpora.
 - c. These retests are to be made available to players who fail the Imperial tests (as per [III.A.1.b.](#) and [III.B.1.b.](#)).
- ii. Powers
1. The Provincial Guildmaster of Reeves may at his or her discretion remove unsafe equipment (armour, weapons, musical equipment, etc.) or players from their local field, while present. This sanction may be up to and including the end of the game day as necessary.
 2. The Provincial Guildmaster of Reeves has the right to make on-the-spot rules clarifications where they are unclear. No right to change the rule is granted or implied in this position. These clarifications should be later brought to the Imperial Guildmaster of Reeves for further discussion.
- iii. Additional References
1. If the current Guildmaster of Reeves wishes to run for a position that requires a passing score on the reeve or corpora test, then a test will be administered by members of the local Reeves Guild who are not involved in the election.

2. Other Positions

a. *Scribe*

- i. Provincial Record Keeping Officers may appoint a Scribe. They follow all of the guidelines of Imperial Scribes (as per [II.A.2.a.](#), except for item iv.).

b. *Guards and Captain*

- i. Provincial Monarchs and Arts and Sciences Officers may appoint a Guard, and a Captain for them. They follow all of the guidelines of Imperial Guards (as per [II.A.2.b.](#)).

c. *Herald and Jester*

- i. Provincial Monarchs may appoint a Herald and a Jester. They follow all of the guidelines similar Imperial positions (as per [II.A.2.c.](#)).

d. *Guild Masters*

- i. Class
 1. Class Guildmasters shall be elected by a majority of all provincial members who have taken a credit in that class within the last six months, have received a Masterhood in that class, or are level six.
 2. A member must be eligible to vote in Guildmaster elections to be able to nominate him- or her- self for the position.
 3. These Guildmasters will be responsible for promoting their class during that Monarch's term.

4. Class Guildmasters are responsible for administering level tests to players levelling that class. The Guildmaster of that class may delegate this responsibility to any individual who is sixth level in that class or their local or Imperial Guildmaster of Reeves.
 - a. Should the Guildmaster not be present to administer a test to a player needing one, the local Guildmaster of Reeves may administer the test.
- ii. Arts and Sciences, and Other Guilds
 1. The Monarch and Arts and Sciences Officer may at their discretion choose Guildmasters for whatever guilds they wish. This may be done in any appropriate method, including by vote of those affected.
 2. These Guildmasters will be responsible for promoting their interest during that officer's term.
 3. Some examples of Guildmasters are: Brewers, Gladiators, Garbers, and Poets.
- e. **Governor**
 - i. Appointed by the Provincial Monarch, usually in regard to a specific Alternative Field (as per [I.D.3.d.](#)).
 - ii. Duties include:
 1. Taking sign-ins and passing them to the Provincial Record Keeping Officer.
 2. Passing dues to the Provincial Record Keeping Officer.
 3. Make final calls on rules in both the Rules of Play and the Northern Empire Corpora when no other officer is available.
 4. Assist all of the Provincial Officers in their duties throughout the term.
 - iii. This position is typically assigned to a self-nominated individual during the Provincial Coronation by the incoming Provincial Monarch, but may be dissolved and/or appointed at any time it becomes necessary.
 - iv. Any Citizen of the province in question may be appointed Governor.

3. Organizations

- a. **Reeves Guild**
 - i. Membership in the Provincial Reeves Guild is the same as membership in any Imperial Reeves Guild (as per [II.A.3.a.](#)).
- b. **Class Guilds**
 - i. Class Guilds shall be comprised of all the members of the province who are eligible to vote in Class Guildmaster elections (as per [II.B.2.d.i.](#)).
 - ii. Membership within a class guild carries no duties or responsibilities beyond learning to play the class in question and promoting it.
- c. **Arts and Sciences Guilds**
 - i. A Consort or Arts and Sciences Officer may create any number of Arts and Sciences guilds with the purpose of promoting a particular craft or hobby.
 - ii. Membership and leadership within these guilds are at the discretion of the Officer who created them.
 - iii. Some examples of guilds are: Brewers, Gladiators, Garbers, and Poets.

C. Pro-Tem Officers

1. Officers who do not complete a full term in office, or who do not otherwise meet the requirements of office (as per [II.A.1.a.](#) or [II.B.1.a.](#)), are considered Pro-Tem Officers.
 - a. Exception: A Consort or Arts and Sciences Officer who replaces an Imperial or Provincial Monarch is a special circumstance (as per [II.A.1.c.](#) and [II.B.1.c.](#)).
 - b. A Pro-Tem Officer to replace an Imperial Consort, Imperial Prime Minister, Imperial Guildmaster of Reeves, Provincial Arts and Sciences Officer, Provincial Record Keeping Officer, and Provincial Guildmaster of Reeves, must be selected by Emergency Althing (as per [III.A.1.a.iv.6.](#) and [III.B.1.a.iv.6.](#)).
 - c. A Pro-Tem Officer to replace an Imperial or Provincial Champion is the next highest placing person in the Warmaster Tournament that decided the Champion in question. If no other such candidate

- exists, or if the Provincial Champion was determined by vote, a Pro-Tem Champion is chosen by election (as per [II.C.1.b.](#)).
2. Pro-Tem Officers have all of the same duties, responsibilities, powers, and restrictions of the offices that they are occupying (as per [II.A.](#) and [II.B.](#)). That is, a Pro-Tem Champion is still in charge of field safety for example, and is still expected to fulfill the role of the office to the best of their ability.
 - a. If the player's term as a Pro-Tem Officer is not the length of a full term (less than six months), then the term does not count towards the typical two-term limit (as per [II.A.1.a.iii.](#) or [II.B.1.a.iii.](#)).
 3. Pro-Tem Officers may be removed from office in the same fashion as Crown Qualified officers (as per [II.A.](#) and [II.B.](#)).
 4. Pro-Tem Officers are still eligible for awards for their service, but they should never be considered for the highest title suggested for the office in question.
 5. A Pro-Tem Officer may petition the Imperial or Provincial Althing (dependant on whether they are an Imperial or Provincial Officer) to be allowed to attempt Crown Qualifications in order to remove their Pro-Tem status.
 - a. The Althing ballot must pass with the standard 60% majority to allow the candidate to attempt to pass these special Crown Qualifications.
 - b. The scheduling and running of these Crown Qualifications will be up to the highest ranking relevant Officer who is not involved in these Crown Qualifications. It is suggested that they include all the standard Tournaments and Categories (as per [III.A.2.b.](#) and [III.B.2.b.](#)), but due to the special scheduling nature of these events, they are not required to.
 - c. Pro-Tem Officers receive one attempt at Crown Qualifications if the Althing allows. Officers appointed to Pro-Tem status who have already failed Crown Qualifications during the normal election procedure are not eligible for this privilege.

III. Events and Organized Activities

A. Imperial Level

1. Activities

a. *Althings*

i. Schedule

1. Every Imperial Monarch is required to schedule two Imperial Althings during their term in office.
2. One Imperial Althing begins and ends between a Monarch's incoming Coronation and their Midreign. The second occurs between their Midreign and their outgoing Coronation.
3. Ballots may be submitted beginning at either the incoming Coronation or Midreign, and are to be collected by the Imperial Prime Minister up to five weeks before Midreign or the outgoing Coronation.
4. The Imperial Prime Minister has two weeks to compile the ballots in a suitable format to be sent out to the Core Provinces.
5. Three weeks before Midreign or the outgoing Coronation ballots are sent to the Core Provinces for voting, and are due back to the Imperial Prime Minister one week before the event.
6. Results are to be announced at either Midreign or Coronation.
7. Decisions made by the Imperial Althing are to be documented by the Imperial Scribe. This includes working with the Imperial Prime Minister to update the corpora if it is changed. These results are required to be posted publicly in a timely fashion.

ii. Policies

1. Imperial Althings are run by the Imperial Prime Minister, and any discussion is presided over by the Imperial Monarch.
2. Any Citizen of a Core Province may place items before the Althing and all items before the Imperial Althing must be balloted.
 - a. The Imperial Prime Minister may require submitted ballots in writing, and may choose to accept them after the above prescribed deadline if he or she wishes, as long as they can be sent out to the provinces on schedule.
 - b. No eligible voter may place more than five items before a single Althing.
 - c. Should the Imperial Prime Minister receive a proposal that they believe violates the powers of the Imperial Althing, they will bring the proposal before the Imperial Monarch and the Imperial Guildmaster of Reeves. The three officers will vote on whether or not the proposal should be put on the ballot. If two officers vote yes the proposal shall be put on the ballot.
 - d. All items before the Althing require a choice of yes, no, and abstain. A vote of abstain does not count toward the yes/no ratio.
3. The Imperial Althing consists of voting by ballot in your home province, which will be conducted by the Imperial Prime Minister and the Provincial Record Keeping Officers.
4. Provincial Record Keeping Officers are responsible for making sure that ballots from their province are transmitted to the Imperial Prime Minister before the due date.
5. Ballots will be counted by the Imperial Prime Minister and items that pass with a 60% or greater margin are considered decided unless otherwise stated. Those not reaching 60% are considered to have failed.
6. Votes of Abstain do not count towards the ratio of any Althing vote, except those ballots where only one option is presented aside from "Abstain", in which case they are considered a negative vote.
7. An officer may not take part in running an Althing where his or her own impeachment is being considered. An officer who is not being so considered must fill in.

iii. Powers

1. An Imperial Althing may change the corpora.

- a. Imperial Althings may not alter the corpora in such a way that it contradicts the Amtgard Rules of Play.
 2. May make rules clarifications across all provinces. A simple 50% majority of all voters in the Imperial Althing must vote in favour of such a clarification.
 3. May spend money from the Imperial Treasury.
 4. May impeach Imperial Officers or a seat on the Imperial Board of Directors. A vote for impeachment must be submitted on time (as per [III.A.1.a.i.3.](#)), and a reasonable attempt must be made to inform all members of the Northern Empire.
 - a. An impeached officer must immediately step down from office, and a new Pro-Tem Officer must be found to replace them (as per [II.C.](#)).
 5. Shall have the power to undertake large-scale inter-kingdom events and similar activities whose planning requires more than one Imperial Monarch's reign (Olympiad and SKBC, as examples) and to form committees or autocrats as needed to plan and organize such events or to authorize the Imperial Monarch to do so.
 6. Shall have the power to directly change, or form committees to develop modifications to, the Northern Empire's structure, image, or other quality as a whole. No power is implied to effect similar changes to local parks without that Provincial Althing's consent.
- iv. Emergency Althings
1. A ballot proposal, within the power of the Althing (as per [III.A.1.a.iii.](#)), may be submitted by any Citizen of a Core Province to the Imperial Prime Minister, in writing, at any time as an emergency proposal.
 2. In order to create an Emergency Althing, the ballot must be certified by a majority vote of the Imperial Monarch, the Imperial Guildmaster of Reeves, and the Imperial Prime Minister.
 - a. Upon receipt of an emergency proposal the Imperial Prime Minister will at his or her earliest convenience present the proposal to the Imperial Monarch and Imperial Guildmaster of Reeves for certification.
 - b. Should a proposal fail certification for Emergency Althing, it shall either be placed on the next Althing ballot, or may be revised and resubmitted, as decided by the author of the proposal.
 3. The Imperial Prime Minister shall distribute the emergency proposal ballots to all of the Core Provinces in the Empire within one week of certification. Voting at the provincial level shall be conducted by the Provincial Record Keeping Officer.
 - a. The emergency proposal ballot shall include the full text of the proposal, any explanation or rationale for the proposal as drafted by the submitter, the date by which the ballot must be returned to the Imperial Prime Minister, and a method for indicating either a yes, no, or abstention vote on the proposal.
 4. The emergency proposal ballots shall be returned to the Imperial Prime Minister no more than two weeks from the date of distribution.
 5. A majority of at least 60% is needed to pass an emergency proposal. Votes of "abstain" do not count against the 60% needed, except those ballots where only one option is presented aside from "Abstain", in which case they are considered a negative vote.
 6. A special power of an Emergency Althing is to select Pro-Tem Officers for vacant positions.
 - a. If a Pro-Tem officer is required, declarations will be opened for two weeks, to be submitted to the Imperial Prime Minister.
 - b. Ballots are then sent out to the Core Provinces with each declared candidate on it, as well as an Abstain option.
 - c. The candidate who receives the most votes shall ascend to the Pro-Tem Office in question.
 - d. Please note that some officer positions, such as Monarch and Champion, have replacement officers supplied by other methods, as detailed above.

b. Elections

- i. Schedule

1. Elections for Imperial Monarch, Consort, and Guildmaster of Reeves will happen once every six months, and will be run by the Imperial Prime Minister.
 - a. Declarations for these offices open after Imperial Midreign, and close two weeks before Imperial Crown Qualifications (as scheduled per [III.A.2.b.](#)).
 - b. Ballots are sent out to the Provincial Record Keeping Officers one week after Imperial Crown Qualifications.
 - c. Voting will take place over the next three weeks, at which point the ballots are due back to the Imperial Prime Minister.
 - i. Only Citizens who are also members of the Reeves Guild may vote in Imperial Guildmaster of Reeves elections.
 - d. The Imperial Prime Minister will tally the votes, and announce the winner of the election at their convenience between the end of voting and the upcoming Imperial Coronation. Traditionally, the results are presented at court during Imperial Coronation.
 2. The Imperial Champion is not elected, but is the highest placing declared, qualified (as per [II.A.1.a.](#)) candidate in the preceding Crown Qualification Warmaster tournament.
 - a. Placing is defined as having at least entered the tournament. Candidates who do not enter and fight in the competition cannot compete against other candidates. Uncontested Champion candidates who do not fight in the tournament will be considered Pro-Tem (as per [II.C.](#)).
 - b. Extenuating circumstances (medical, organizational, etc.) may be considered by the Imperial Althing. These circumstances should typically result in an election, or the candidate being allowed to appoint a surrogate fighter in the tournament.
 3. Elections for Imperial Prime Minister will happen once every six months, and will be run by the Imperial Monarch. This duty may be delegated to the Imperial Guildmaster of Reeves.
 - a. Declarations for this office open after Imperial Coronation, and close four weeks before Imperial Midreign.
 - b. Ballots are sent out to the Provincial Record Keeping Officers one week after declarations close.
 - c. Voting will take place over the next two weeks, at which point the ballots are due back to the Imperial Monarch or Guildmaster of Reeves.
 - d. The Imperial Monarch or Guildmaster of Reeves will tally the votes, and announce the winner of the election at their convenience between the end of voting and the upcoming Imperial Midreign. Traditionally, the results are presented at court during Imperial Midreign.
 4. Members of the Northern Empire Board of Directors are elected once every year during the election process following June Imperial Crown Qualifications, and will be run by the Provincial Record Keeping Officers and coordinated by the Imperial Prime Minister.
 - a. Declarations for the elected positions are open after April Imperial Midreign, and close two weeks before Imperial Crown Qualifications.
 - b. Ballots are to be made locally available one week after Imperial Crown Qualifications.
 - c. Voting will take place over the next three weeks, at which point the ballots are due back to the Provincial Record Keeping Officer.
 - d. The Provincial Record Keeping Officer will tally the results, and transmit these to the Imperial Prime Minister within the next week.
 - e. The results of these elections will be announced at the earliest convenience of the Provincial Record Keeping Officer (though no later than two weeks after voting closes), and reiterated by the Imperial Prime Minister at August Imperial Coronation.
- ii. Policies
1. Candidates for all Imperial Offices must be self-nominated.
 2. Proxy ballots will be taken in all Imperial Elections.

- a. The Imperial Prime Minister, Monarch, or Guildmaster of Reeves is responsible for passing proxy ballots out to Provincial Record Keeping Officers of the Core Provinces in elections they are running.
- b. The Imperial Officer running the election must receive all proxy votes by midnight of the declared date of the end of the election for them to be considered valid. The Provincial Record Keeping Officers are responsible for making sure that proxy ballots from their provinces make it to this Imperial Officer. Nonetheless, the Imperial Officer should accept signed valid proxy ballots from any eligible voter even if it does not come from the hands of his or her Provincial Record Keeping Officer.
- c. If a proxy ballot votes for a candidate that fails to qualify (as per [II.A.1.a.](#)), that proxy ballot is ignored.
- d. All proxy ballots are to be signed by the voter and kept on record by Provincial Record Keeping Officers for auditing purposes (audit to be run by Imperial Prime Minister if so desired), but need not be released to the general public.
- e. Electronic ballots (such as forum PMs, Facebook messages, text messages) are allowed, so long as the identity of the voter can be easily determined, and a physical record of the vote can be adequately kept.
 - i. Exception: If a candidate drops their candidacy during the declared period of voting, a ballot for that candidate may be changed, so long as the ballot is adjusted before the end of the voting period.
- f. Once a vote has been received and counted it is not possible for a voter to change his or her mind even if he or she is present. With the exception listed immediately above.
- g. Proxy ballots shall include the names of all declared candidates, as well as an option for abstain.
- h. In all Imperial Elections, the candidate receiving the larger number of votes will win the election.
 - i. The Imperial Monarch will break ties in all elections except those in which he or she is directly involved. In such cases, the Imperial Prime Minister will break ties.
 - ii. The Imperial Monarch or Imperial Prime Minister's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Imperial Monarch or Imperial Prime Minister's vote as already cast; that vote may not be changed after the results have been tallied.
3. In the event that one candidate runs for an Imperial Office uncontested (including Imperial Champion), a vote of confidence is still required. The ballots are sent out as above, but with the only available options of the candidate and abstain.
 - a. In the event that such an election results in more abstain votes than votes for the candidate, an Emergency Althing must be called to elect a Pro-Tem officer (as per [III.A.1.a.iv.6.](#)).
4. In the event that no candidate has declared for an office by the time declarations have closed, an Emergency Althing must be called to elect a Pro-Tem officer (as per [III.A.1.a.iv.6.](#)).

2. Events

a. *Bid Procedures and Guidelines*

- i. The procedure for bidding for all Imperial Events shall follow the same guidelines.
- ii. All Imperial Events are matched to a Core Provincial event in a designated month of the year as detailed below. Considerations must be made at these events for required Imperial Functions (i.e. Dragonmaster and Weaponmaster at Imperial Midreigns, and the Imperial Crown Tournament at Imperial Crown Qualifications).
- iii. Bids to run the local event follow the normal procedures (as per [III.B.2.a.](#)).
 1. For months that only have one provincial event available to host an Imperial event, the selected bid must meet the approval of the Imperial Monarch and Imperial Prime Minister as well as the local deciding body.

2. Should two Core Provinces share the same event schedule, they may both submit bids to the Northern Empire Board of Directors. The NEBoD will select the best of these proposals, and designate that Core Provincial event as hosting Imperial Crown Qualifications.
- iv. Funding for these events will be primarily the responsibility of the Core Province hosting the event. The Imperial Monarch may still allocate funds towards running the event (as per [II.A.1.b.ii.4.b.](#)).
 1. Money provided to run the event should be paid back to the Provincial Treasury first and the Imperial Treasury second.
 2. Should the event make a profit, the money is split proportionally between Provincial and Imperial Treasury based on initial investment, with a minimum of 25% paid to the Empire. For example, the Provincial Treasury supplies \$800 to run an Imperial Coronation, the Imperial Treasury supplies \$200, and the event makes a profit of \$150. The Provincial Treasury is given \$117.50 of the profit, and the remaining \$32.50 is given to the Imperial Treasury.
 - a. The profits paid to the Imperial Treasury are known as the Imperial Event Tax, and is the responsibility of the Imperial Prime Minister to collect.

b. Crown Qualifications

- i. Schedule
 1. Imperial Crown Qualifications will occur once every six months, at a Provincial event in June and December.
 2. Imperial Crown Qualifications will consist of an Arts and Sciences, War, and Gaming Tournament (as per [III.A.3.a.ii.](#), [III.A.3.b.ii.](#), and [III.A.3.c.](#)).
 - a. All three tournaments must occur during the same weekend that the event is scheduled, though they may be spread out as necessary throughout the weekend.
 - b. Scheduling of the Tournaments should be accomplished between the Imperial Officer running the Qualifications and the Autocrat of the event.
- ii. Policies
 1. It will be the responsibility of the highest ranking Imperial Officer (excluding Imperial Prime Minister) who is not a candidate in the Crown Elections, to run Imperial Crown Qualifications.
 - a. If available, it is traditionally the responsibility of the Imperial Consort to run the Arts and Sciences portion, and the responsibility of the Imperial Champion to run the War portion.
 - b. In all cases, the running of Imperial Crown Qualifications may be delegated to an autocrat, so long as that autocrat is not otherwise involved in the elections.
 2. Anyone may enter the Crown Qualifications tournaments - you do not have to be a Crown Candidate to enter.
 3. Criteria for qualifying for Crown Elections:
 - a. Entrants will be required to qualify in at least seven Crown Qualification categories. Categories in Imperial Crown Qualifications are:
 - i. Scoring a pass in an Arts and Sciences category, regardless of further score. Candidates may earn multiple Qualification entries in this fashion, but no more than one entry from each Arts and Sciences sub-category (as per [III.A.3.b.ii.](#)).
 - ii. Placing 1st, 2nd, or 3rd in any single war event. Candidates may only receive a maximum of one Qualification entry in this fashion (as per [III.A.3.a.ii.](#)).
 - iii. Placing 1st, 2nd, or 3rd in any single strategic gaming event. Candidates may only receive a maximum of one Qualification entry in this fashion (as per [III.A.3.c.](#)).
 - iv. Candidates taking a Heraldry Test may receive one Qualification entry by passing with a score of 75% or higher.
 1. Heraldry tests are created by the Officer or Autocrat in charge of Crown Qualifications. They will be made available upon request.

- v. In addition, candidates must have passed the Imperial Reeve and Corpora Tests with a grade of 75% or better in both in order to qualify for office. Passing these tests do not count as Qualification entries, and are above and beyond the preceding requirements.
 - 1. Should candidates fail the tests provided by the Imperial Guildmaster of Reeves, they are allowed one retest for each test, provided by the Provincial Guildmaster of Reeves of the province Imperial Crown Qualifications is being held in. Should they pass the retest, they are considered to have met this requirement.
 - 2. For Crown Qualifications purposes, candidates must pass both tests within one week of Imperial Crown Qualifications (either before the event, at the event, or after).

c. Coronations

- i. Schedule
 - 1. Imperial Coronation will occur once every six months, at a Provincial event in February and August.
- ii. Policies
 - 1. Imperial Coronation will consist of a court function run during that event. The scheduling of this court is to be determined by the Imperial Monarch and the Autocrat running the event.

d. Midreigns

- i. Schedule
 - 1. Imperial Midreign will occur once every six months, at a Provincial event in April and October.
- ii. Policies
 - 1. Imperial Midreign will consist of a court function run during that event. The scheduling of this court is to be determined by the Imperial Monarch and the Autocrat running the event.
 - a. Traditionally, Imperial Midreign is also the host event for the Imperial Dragonmaster and Imperial Weaponmaster. However, by joint agreement of the Autocrat running the event, and either the Imperial Consort or Imperial Champion, the tournaments may be run elsewhere at a different time during the reign (as per [III.A.3.a.i.](#) and [III.A.3.b.i.](#)).

3. Tournaments

a. Combat

- i. Weaponmaster
 - 1. Schedule
 - a. The Imperial Weaponmaster Tournament shall be held once every six months, traditionally during Imperial Midreign. It is run by the Imperial Champion.
 - i. By joint agreement of the Imperial Midreign Autocrat and the Imperial Champion, the Imperial Weaponmaster Tournament may be run at a different time, at any other location within a Core Province. If scheduled during the same weekend as another Core Province event, the Tournament must occur at the same location.
 - ii. The Imperial Champion may delegate the running of this tournament to an autocrat, should he or she desire.
- 2. Procedure
 - a. Categories - The event shall consist of six categories:
 - i. Single Sword - Only one short sword allowed.
 - ii. Florentine - Two short swords allowed.
 - iii. Sword and Shield - Only one short sword allowed, and one shield of any size.
 - iv. Polearm - One weapon that is defined as a Polearm.
 - v. Open - Any legal melee weapon/shield combination is allowed.

- vi. Two-Man Teams - Teams of two players who are allowed the same weapon options as in the Open bracket above.
 - vii. All weapon classifications are as defined in the Amtgard Rules of Play.
 - b. Placement - No specific style of the Tournament is required, though it is suggested that Champions or Autocrats running the Tournament consider Double-Elimination, Seeding, and/or Best-Two-out-of-Three style tournaments and bouts.
 - c. Ranking - The overall winner of the Tournament will be the combatant with the highest score from placements in the available categories.
 - i. Placing first in an available category awards a combatant 5 points, second place awards 3, and third place 1.
 - ii. Should a two-man-teams category be fought, or something similar involving multiple winners, each combatant earns full points based on their team's placement. However, streaks accumulated during these brackets do not count towards Orders of the Warrior.
 - iii. In the event of a tie for overall placement, the tied individuals will proceed to a fight-off consisting of one fight in each of the following three categories: Single Sword, Florentine, and Sword and Shield, as defined above. The winner of two of the three categories will in turn win the tournament.
 - 3. Policies
 - a. The Tournament is open to any Amtgard member.
 - b. The overall winner of the tournament shall be known as the Northern Empire Weaponmaster until the next Imperial Weaponmaster Tournament.
 - ii. Warmaster
 - 1. Schedule
 - a. The Imperial Warmaster Tournament shall be held once every six months during Imperial Crown Qualifications. It is run by the Imperial Champion, and is the considered the War portion of Imperial Crown Qualifications.
 - i. The Imperial Champion may delegate the running of this tournament to an autocrat, should he or she desire, or if he or she is running for office.
 - 2. Procedure
 - a. The Imperial Warmaster follows all of the same procedures as the Imperial Weaponmaster tournament (as per [III.A.3.a.i.2.](#)) except that a Two-Man Teams category is not fought (therefore the Warmaster Tournament is only five categories, instead of six).
 - 3. Policies
 - a. The Tournament is open to any Amtgard member.
 - b. The overall winner of the tournament shall be known as the Northern Empire Warmaster until the next Imperial Warmaster Tournament.
- b. Cultural**
 - i. Dragonmaster
 - 1. Schedule
 - a. The Imperial Dragonmaster Tournament shall be held once every six months, traditionally during Imperial Midreign. It is run by the Imperial Consort.
 - i. By joint agreement of the Imperial Midreign Autocrat and the Imperial Consort, the Imperial Dragonmaster Tournament may be run at a different time, at any other location within a Core Province. If scheduled during the same weekend as another Core Province event, the Tournament must occur at the same location.
 - ii. The Imperial Consort may delegate the running of this tournament to an autocrat, should he or she desire.
 - 2. Procedure
 - a. Categories - The Tournament will consist of six broad categories, broken into four subcategories each:
 - i. Art

1. 2D - To include sketches, drawings, paintings, and photography.
2. 3D - To include sculptures, ceramics, and the painting of miniatures and such items.
3. Jewellery - To include chainmaille, wirework, and beadwork.
4. Needlework - To include crochet, knitting, and embroidery.
- ii. Cooking
 1. Beverages, Alcoholic - To include beers, wines, ciders, cordials, and other home-brewed spirits.
 2. Beverages, Non-Alcoholic - To include coffees, non-alcoholic ciders, and teas.
 3. Dessert - To include pastries, cakes, and sweets.
 4. General - To include appetizers, side dishes, and main courses.
- iii. Construction
 1. Armour - Amtgard legal armour of any type, including helmets.
 2. Passive - To include constructed entries not intended for the Amtgard battlefield, such as chests, furniture, and place encampments, or weapons and shields not intended for field use.
 3. Shield - Amtgard legal shields.
 4. Weapon - Amtgard legal weapons, to include siege weapons and crossbows.
- iv. Garb
 1. Accessory - Any item that is used to enhance garb, but not in and of itself garb, such as hats, cloaks, pouches, gloves, belts, and so on.
 2. Court - Includes all garb not for use on the battlefield.
 3. Field - Includes all garb made for use outdoors, or on the battlefield.
 4. Monster - Includes all garb meant for the portrayal of monster classes during battle game and quest scenarios.
- v. Performance
 1. Dance - Original, period, period-appropriate, or period-inspired dance, with a five minute time limit.
 2. Instrumental - No vocal accompaniment. Must be an original, period, period-appropriate or period-inspired piece with a five minute time limit.
 3. Recitation - Original, period, period-appropriate or period-inspired poems and stories with a five minute time limit.
 4. Singing - With or without accompaniment, must be an original, period, period-appropriate, or period-inspired piece, with a five minute time limit.
- vi. Composition
 1. Factual - Five pages or less, to include essays, how-to articles, flyers, pamphlets, and press releases. Must provide up to five copies if requested.
 2. Fictional - Five pages or less, to include persona histories and short stories. Must provide up to five copies if requested.
 3. Media - To include documentaries, how-to videos, promotional videos, and websites.
 4. Poetry - Five pages or less, to include poems, songs, music, and free verse. Must provide up to five copies if requested.
- b. Entries are organized by their category first. If a subcategory has three or more entries in it, that subcategory is "broken out" and ranked as its own category, provided at least three entries remain in the main category. For instance, there are six items entered in Construction, three in Weapon, one in Shield, and two in Armour. The three Weapon entries are ranked against one another, while the Shield and Armour entries remain in the broader Construction category, and are ranked against one another.
 - i. At the option of the Officer or Autocrat running the Tournament, additional subcategories may be offered for entrants to enter with the hopes of being

broken out. Such additional categories can include 3D painting, vintning, and others.

c. Ranking.

i. Category Ranking - After scoring is completed (see e. below), entries in each category (after determining valid categories as per b. above) are ranked from highest score to lowest. Therefore, the winning entry is the entry with the highest score, the second place entry the next highest, etc.

ii. Overall Ranking - The overall winner of the Tournament will be the contestant with the highest cumulative score from placements in the available categories.

1. Placing first in an available category awards a contestant 5 points, second place awards 3, and third place 1.

a. If a category only has one passing entry in it, the entrant earns only 3 points.

b. If an entry involves the work of two entrants (i.e. a couples dance entry), and scores high enough to rank within a category, all entrants receive an equal share of the placement points. For example, in the example of a couples dance entry, that ranks second in the category, both entrants earn 1.5 points for overall placement.

c. If the scores of two entries in a category result in a tie for a ranking placement, they both earn the contestant full points for that rank, but the next lowest score does not score points. For instance, four entries are entered in 2D Art, scoring 8.7, 7.3, 6.7, and 7.3. The 8.7 entry is ranked first, and earns the contestant 5 points. The two 7.3 entries tie for second and earn each of their contestants 3 points. Because there was a tie for second, the 6.7 scored entry does not earn third place points (1).

2. Contestants may only score points in each category once. The next highest scoring entrant will be raised to fill in the next ranking. For instance, if the top scoring entrant in a category has the top three scores, the fourth highest score in a category will become the second place entry, and the fifth highest score will become the third place entry assuming it is not made by the same entrant as the second place entrant.

3. In the event of a tie for overall placement, the entrant with the highest scoring single entry will be declared the winner. Should this still result in a tie, the entrant with the highest average score amongst their entries shall be declared the winner.

d. Judging - The Imperial Dragonmaster will be judged by a panel of no fewer than five, or greater than ten, judges. It is suggested that judges have a level of competency with the Arts and Sciences.

i. All judges must be of legal drinking age in the location that the Tournament is taking place if they are judging alcoholic beverages.

ii. Judges cannot have entries in the competition.

iii. In the event any judge proves to be unreasonably biased, the Autocrat or Officer running the Tournament may, at his or her discretion, throw out all of that judge's scores for the category being judged and/or assign a new judge to rescore all entries.

iv. Entries will be scored based on the following guidelines:

1. All entries will initially be judged as a passing or failing entry. Failing entries do not fulfill the function that they are intended for, look horrible, or in general took no effort to create. Examples include, a class sash that was made by tearing some fabric to proper dimensions, or a weapon illegal for field use entered in Weapon Construction.

2. If an entry is determined to be a passing entry, it is then given a score between 1 to 5 which is used to rank its value as an artistic or construction entry.
 - a. Entries should be given a score based on relative amount of effort or quality. I.e. a score of 1 is for an item that involved limited amount of effort involved or of beginner quality; 3 is for an item that displays a good, solid effort, but has room for improvement, or average quality; while a 5 is for a professional quality entry that demonstrates superior skill and effort.
 - b. Scores can be seen as indicative of ladder awards (i.e. a score of 4 could be seen as a relevant indication of an approximately 7th or 8th Order piece). However, there is no mandate for such items to receive awards. Imperial Monarchs and Consorts are encouraged to evaluate items entered in this Tournament separately when determining award validity.

3. Policies

- a. The Tournament is open to any Amtgard member.
- b. The overall winner of the tournament shall be known as the Northern Empire Dragonmaster until the next Imperial Dragonmaster Tournament.
- c. Entries within a Dragonmaster tournament are subject to the following restrictions:
 - i. An entry cannot be entered in more than one Provincial Dragonmaster Tournament, and no more than one Imperial Dragonmaster Tournament. This means that a single entry can be entered at one Provincial Dragonmaster, one Imperial Dragonmaster, and any example of any other Arts and Sciences competition that doesn't have a similar restriction.
 - ii. Entries within the Dragonmaster Tournament must have been completed within the six months leading up to the tournament.

ii. Cultural Championships

1. Schedule

- a. The Imperial Cultural Championship Tournament shall be held once every six months, during Imperial Crown Qualifications. It is run by the Imperial Consort.
 - i. The Imperial Consort may delegate the running of this tournament to an autocrat, should he or she desire, or if he or she is running for office.

2. Procedure

- a. The Imperial Cultural Championship follows all of the same procedures as the Imperial Dragonmaster tournament (as per [III.A.3.b.i.2.](#)).

3. Policies

- a. The Tournament is open to any Amtgard member.
- b. The overall winner of the tournament shall be known as the Northern Empire Cultural Champion until the next Imperial Cultural Championship Tournament.
- c. Entry restrictions as Imperial Dragonmaster (as per [III.A.3.b.i.3.c.](#)).
- d. For purposes of Crown Qualification, an item entered into a subcategory (as per [III.A.3.b.i.2.a.](#)) that is not broken out (as per [III.A.3.b.i.2.b.](#)), but is still judged as a passing entry, counts towards a candidate's required number of Crown Qualification entries.

c. Strategic Gaming

i. Schedule

1. The Imperial Gamemaster Tournament shall be held once every six months during Imperial Crown Qualifications. It is run by the Officer in charge of Imperial Crown Qualifications, and is considered the Strategic Gaming portion of Imperial Crown Qualifications.
 - a. The Officer in charge of Crown Qualifications may delegate the running of this tournament to an autocrat, should he or she desire, or if he or she is running for office.

- ii. Procedure
 - 1. Categories - This tournament will consist of four games. The specific games will be chosen by the Officer in charge of the Tournament at least two weeks before the Tournament is to occur.
 - a. Examples of appropriate games include chess, pente, and backgammon, amongst many others.
 - 2. Ranking - The overall winner of the Tournament will be the contestant with the highest score from placements in the available categories.
 - a. Placing first in an available category awards a contestant 5 points, second place awards 3, and third place 1.
 - b. In the event of a tie for overall winner, the two contestants will agree on another appropriate game to play, with the winner of this game being declared the overall winner. Should the contestants not be able to agree on a game, the Officer or Autocrat running the Tournament shall decide on a game.
- iii. Policies
 - 1. The Tournament is open to any Amtgard player.
 - 2. The overall winner of the tournament shall be known as the Northern Empire Gamemaster until the next Imperial Gamemaster Tournament.

B. Provincial Level

1. Activities

a. *Althings*

- i. Schedule
 - 1. Every Provincial Monarch is required to schedule one Provincial Althings during each month of their term in office.
 - 2. Any balloted item placed before the Provincial Althing (that is, an item requiring a vote), is required to be announced at least two weeks before the Althing. Ballots without proper notice should be tabled until the next Provincial Althing, or be requested to be moved to an Emergency Althing (as per [III.B.1.a.iv.](#)).
 - 3. Any voting on balloted issues takes place at the physical Althing, or by proxy ballot sent to the Provincial Record Keeping Officer. All results must be recorded.
 - 4. Decisions made by the Provincial Althing are to be documented by the Provincial Scribe. These results should be posted publicly, or at the very least be transmitted to the Imperial Prime Minister as soon as possible.
- ii. Policies
 - 1. Provincial Althings are run by the Provincial Record Keeping Officer, and any discussion is presided over by the Provincial Monarch.
 - 2. Any Citizen of the province may place items before the Althing and all items before the Provincial Althing requiring a vote must be balloted.
 - a. The Provincial Record Keeping Officer may require submitted proposals in writing, but any item must be submitted on time, as above.
 - b. No eligible voter may place more than five items before a single Althing.
 - c. Should the Provincial Record Keeping Officer receive a proposal that they believe violates the powers of the Provincial Althing, they will bring the proposal before the Provincial Monarch and the Provincial Guildmaster of Reeves. The three officers will vote on whether or not the proposal should be put on the ballot. If two officers vote yes the proposal shall be put on the ballot.
 - d. All items before the Althing require a choice of yes, no, and abstain. A vote of abstain does not count toward the yes/no ratio.
 - 3. The Provincial Althing consists of voting by proxy ballot or in person in your home province, which will be conducted by the Provincial Record Keeping Officers.

5. Ballots will be counted by the Provincial Record Keeping Officer and items that pass with a 60% or greater margin are considered decided unless otherwise stated. Those not reaching 60% are considered to have failed.
 6. Votes of Abstain do not count towards the ratio of any Althing vote, except those ballots where only one option is presented aside from "Abstain", in which case they are considered a negative vote.
 7. An officer may not take part in running an Althing where his or her own impeachment is being considered. An officer who is not being so considered must fill in.
- iii. Powers.
1. May spend money from the Provincial Treasury.
 2. May impeach Provincial Officers or a seat on the Provincial Board of Directors. A vote for impeachment must be submitted on time (as per [III.B.1.a.i.2.](#)), and a reasonable attempt must be made to inform all members of the province.
 - a. An impeached officer must immediately step down from office, and a new Pro-Tem Officer must be selected to replace them (as per [II.C.](#)).
 3. The Provincial Althing may vote to do anything that allows that park to fulfill the mandate of these corpora. This includes making one-time decisions or concessions that allow the park to continue to function in its, and the Empire's best interest. Consulting the Imperial Monarch and Prime Minister in these decisions is highly encouraged.
 - a. No ability is implied to contravene these corpora by this power. This power provides allowances for situations that can occur in a province which are not covered by these corpora. Every province is expected to follow the corpora to the best of their ability.
 4. Shall have the power to directly change, or form committees to develop modifications to, the province's structure, image, or other quality as a whole.
- iv. Emergency Althings
1. A ballot proposal, within the power of the Althing (as per [III.B.1.a.iii.](#)), may be submitted by any Citizen of the Province to the Provincial Record Keeping Officer, in writing, at any time as an emergency proposal.
 2. In order to create an Emergency Althing, the ballot must be certified by a majority vote of the Provincial Monarch, the Provincial Guildmaster of Reeves, and the Provincial Record Keeping Officer.
 - a. Upon receipt of an emergency proposal the Provincial Record Keeping Officer will at his or her earliest convenience present the proposal to the Provincial Monarch and Provincial Guildmaster of Reeves for certification.
 - b. Should a proposal fail certification for Emergency Althing, it shall either be placed on the next Althing ballot, or returned to the submitter for revision and resubmitted as an emergency, normal matter, or withdrawal.
 3. The Provincial Record Keeping Officer shall distribute the emergency proposal ballots to all Citizens of the Province within one week of certification. Every effort must be made to reach Citizens who are not able to attend field in this period of time.
 - a. The emergency proposal ballot shall include the full text of the proposal, any explanation or rationale for the proposal as drafted by the submitter, the date by which the ballot must be returned to the Provincial Record Keeping Officer, and a method for indicating either a yes, no, or abstention vote on the proposal.
 - b. Voting will take place on field by a show of hands, but proxy votes may be sent in by Citizens who cannot make that field day.
 4. The emergency proposal ballots shall be returned to the Provincial Record Keeping Officer no more than one week from the date of distribution.
 5. A majority of at least 60% is needed to pass an emergency proposal. Votes of "abstain" do not count against the 60% needed.
 6. A special power of an Emergency Althing is to select Pro-Tem Officers for vacant positions.
 - a. If a Pro-Tem officer is required, declarations will be opened for two weeks, to be submitted to the Provincial Record Keeping Officer.

- b. Ballots are then sent out Citizens with each declared candidate on it, as well as an Abstain option.
- c. The candidate who receives the most votes shall ascend to the Pro-Tem Office in question.
- d. Please note that some officer positions, such as Monarch and Champion, have replacement officers supplied by other methods, as detailed above.

b. Elections

i. Schedule

1. Elections for Provincial Monarch, Arts and Sciences Officer, and Guildmaster of Reeves will happen once every six months, and will be run by the Provincial Record Keeping Officer.
 - a. Declarations for these offices open after Provincial Midreign, and close two weeks before Provincial Crown Qualifications.
 - b. Voting will take place at field or by proxy vote over the two weeks following Provincial Crown Qualifications, at which point all votes, whether by proxy or in person, are due to the Provincial Record Keeping Officer.
 - i. Only Citizens or Associate Members of the park who are also members of the Reeves Guild may vote in Provincial Guildmaster of Reeves elections.
 - c. The Provincial Record Keeping Officer will tally the votes, and announce the winner of the election at their convenience between the end of voting and the upcoming Provincial Coronation. Traditionally, the results are presented at court during Provincial Coronation.
2. The Provincial Champion is either elected or appointed by tournament.
 - a. The Provincial Althing preceding Crown Qualifications must include a ballot to determine whether the next incoming Champion should be elected or appointed by tourney.
 - b. If appointed by tourney, the winner is the highest placing declared candidate in the preceding Crown Qualification Warmaster tournament.
 - i. Placing is defined as having at least entered the tournament. Candidates who do not enter and fight in the competition cannot compete against other candidates. Uncontested Champion candidates who do not fight in the tournament will be considered Pro-Tem (as per [II.C.](#)).
 - c. If elected, the Champion election follows all normal procedures as per [III.B.1.b.i.1.](#)
 - d. Regardless of method used, Champion candidates must still qualify in Crown Qualifications (as per [II.B.1.a.](#)).
3. Elections for the Provincial Record Keeping Officer will happen once every six months, and will be run by the Provincial Monarch. This duty may be delegated to the Provincial Guildmaster of Reeves.
 - a. Declarations for this office open after Provincial Coronation, and close three weeks before Provincial Midreign.
 - b. Voting will take place at field or by proxy vote over the next two weeks, at which point all votes, whether by proxy or in person, are due to the Provincial Monarch or Guildmaster of Reeves.
 - c. The Provincial Monarch or Guildmaster of Reeves will tally the votes, and announce the winner of the election at their convenience between the end of voting and the upcoming Provincial Midreign. Traditionally, the results are presented at court during Provincial Midreign.
4. Members of the Provincial Empire Board of Directors, if any, are elected once every year during the first election process in the calendar year, and will be run by the Provincial Record Keeping Officer.
 - a. Declarations for the elected positions are open after the preceding Provincial Midreign, and close two weeks before the preceding Provincial Crown Qualifications.
 - b. Voting will take place over the standard voting period for Crown Officers, and in the same fashion as above.

- c. The Provincial Record Keeping Officer will tally the results, and announce the winners of the election at their convenience between the end of voting and the upcoming Provincial Coronation. Traditionally, the results are presented at court during Provincial Coronation.
 - d. Provinces may opt to change the timing of their Provincial Board of Directors elections by Provincial Althing. This can be made permanent, so long as the record of this change is made public and is permanently available to any interested party.
 - i. This is a direct exception to the restrictions emplaced elsewhere within these corpora (as per [III.B.1.a.iii.3.](#)).
- ii. Policies
 - 1. Candidates for all Provincial Offices must be self-nominated.
 - 2. Proxy ballots will be allowed in all Provincial Elections, but submitting one's vote to the Provincial Record Keeping Officer in person is the traditional method of voting.
 - a. The Provincial Record Keeping Officer, Monarch, or Guildmaster of Reeves are responsible for making proxy ballots available to Citizens of their province in elections they are running.
 - b. The Provincial Officer running the election must receive all proxy votes by midnight of the declared date of the end of the election for them to be considered valid.
 - c. If a proxy ballot votes for a candidate that fails to qualify (as per [II.B.1.a.](#)), that proxy ballot is ignored.
 - d. All proxy ballots are to be signed by the voter.
 - e. Electronic ballots (such as forum PMs, Facebook messages, text messages) are allowed, so long as the identity of the voter can be easily determined, and a record of the vote can be adequately kept.
 - f. Once a vote has been received and counted it is not possible for a voter to change his or her mind even if he or she is present.
 - i. Exception: If a candidate drops their candidacy during the declared period of voting, a ballot for that candidate may be changed, so long as the ballot is adjusted before the end of the voting period.
 - g. Proxy ballots shall include the names of all declared candidates, as well as an option for abstain.
 - h. In all Provincial Elections, the candidate receiving the larger number of votes will win the election.
 - i. The Provincial Monarch will break ties in all elections except those in which he or she is directly involved. In such cases, the Provincial Record Keeping Officer will break ties.
 - ii. The Provincial Monarch or Provincial Record Keeping Officer's vote shall be cast prior to the tallying of the votes. In the case of a tie, the tie-breaking vote is the Provincial Monarch or Provincial Record Keeping Officer's vote as already cast; that vote may not be changed after the results have been tallied.
 - 3. In the event that one candidate runs for a Provincial Office uncontested (including Provincial Champion), a vote of confidence is still required. The ballots are made available as above, but with the only available options of the candidate and abstain.
 - a. In the event that such an election results in more abstain votes than votes for the candidate, an Emergency Althing must be called to elect a Pro-Tem officer (as per [III.B.1.a.iv.6.](#)).
 - 4. In the event that no candidate has declared for an office by the time declarations have closed, an Emergency Althing must be called to elect a Pro-Tem officer (as per [III.B.1.a.iv.6.](#)).

2. Events

a. *Bid Procedures and Guidelines*

- i. The procedure for bidding for all Provincial Events shall follow the same guidelines.

- ii. Bids for Provincial Coronations and Midreigns are due to the Provincial Monarch, Record Keeping Officer, or representative of the Provincial Board of Directors, if any, four weeks before the preceding event of that type. For example, bids for a province's August Coronation are due four weeks before their February Coronation.
 - 1. These bids should be mostly complete and must include the following: date, site location, proposed budget, proposed events, feast and meal plan.
 - 2. These bids should also be budgeted to either break even, or make money. Any profit from the event goes to the Provincial Treasury, except those events covered under Imperial Events (as per [III.A.2.](#)).
- iii. The Provincial Board of Directors shall certify these proposals based on budget balance, site chosen, and any legal liability issues before the next Provincial Althing if possible.
 - 1. If no Provincial Board of Directors is present, the Provincial Monarch and Record Keeping Officer in office at the time will certify bids.
 - 2. There are special considerations to be made for bids for events during Imperial Event months (February, April, June, August, October, and December) (as per [III.A.2.a.iii.](#)).
- iv. All certified bids will be placed before the next Provincial Althing. This ballot will include all bid options, as well as an abstain option. The bid team with the highest number of votes will be selected to run the event. The results are traditionally announced at the event if possible, but may be announced on field and on the forums in a timely fashion.
 - 1. An autocrat can be replaced once appointed in either of the following ways: by voluntarily stepping down or by straight majority vote of Provincial Althing. In either case, it is the duty of the Provincial Monarch at the time to appoint a replacement autocrat.
- v. If no valid bid is submitted, or only one bid is submitted, but receives more abstain votes than yes votes, it will be the responsibility of the Monarchy in office at the time of the event to co-ordinate the event. This can be accomplished by running the event themselves, or by appointing an Autocrat.
- vi. At the Provincial level, Crown Qualifications is not considered an event so far as this section (Bid Procedures) is concerned. It shall be the responsibility of the highest outgoing Provincial Officer to schedule and organize Provincial Crown Qualifications, or to delegate an Autocrat to do so.
 - 1. If all current officers are seeking re-election, than the Provincial Monarch shall appoint an Autocrat to run Crown Qualifications.
- vii. The Northern Empire Board of Directors requires that members of an event team who will be administering medical aid must provide proof of up-to-date qualifications. A request for qualifications may be extended to other event team members, depending on the position they will hold.

b. *Crown Qualifications*

- i. Schedule
 - 1. Provincial Crown Qualifications will occur once every six months, no later than three weeks before Provincial Coronation.
 - 2. Provincial Crown Qualifications will consist of an Arts and Sciences, War, and Gaming Tournament (as per [III.B.3.a.ii.](#), [III.B.3.b.ii.](#), and [III.B.3.c.](#)).
 - a. All three tournaments do not need to occur during the same weekend, but all three must be completed three weeks before Provincial Coronation.
 - b. Scheduling of the Tournaments is up to the Provincial Officer or Autocrat running Crown Qualifications.
 - 2. Shires may forgo Crown Qualifications for their province with the approval of the Imperial Monarch and Imperial Prime Minister. All officers will be considered Pro-Tem (as per [II.C.](#)). A Shire will not be considered for promotion in status to Barony unless Crown Qualifications have been successfully run twice consecutively leading to the time in question.
- ii. Policies

1. It will be the responsibility of the highest ranking Provincial Officer (excluding the Provincial Record Keeping Officer) who is not a candidate in the Crown Elections, to run Provincial Crown Qualifications.
 - a. If available, it is traditionally the responsibility of the Provincial Arts and Sciences Officer to run the Arts and Sciences portion, and the responsibility of the Provincial Champion to run the War portion.
 - b. In all cases, the running of Provincial Crown Qualifications may be delegated to an autocrat, so long as that autocrat is not otherwise involved in the elections.
2. Anyone may enter the Crown Qualifications tournaments - you do not have to be a Crown Candidate to enter.
3. Criteria for qualifying for Crown Elections:
 - a. Entrants will be required to qualify in a minimum number of Crown Qualification categories based on group size, as well as achieve a score of 75% or greater on both a Reeve and Corpora test within one week of Crown Qualifications. Categories in Provincial Crown Qualifications are the same as Imperial Crown Qualifications (as per [III.A.2.b.ii.3.a.](#)).
 - i. Duchy and Barony candidates are required to pass seven Crown Qualification categories.
 - ii. If running Crown Qualifications for the term in question, Shire candidates need only pass five categories.

c. Coronations

- i. Schedule
 1. Provincial Coronation will occur once every six months.
- ii. Policies
 1. Provincial Coronation will consist of at least a court function run during that event. The scheduling of this court is to be determined by the Provincial Monarch and the Autocrat running the event.

d. Midreigns

- i. Schedule
 1. Provincial Midreign will occur once every six months.
- ii. Policies
 1. Provincial Midreign will consist of at least a court function run during that event. The scheduling of this court is to be determined by the Provincial Monarch and the Autocrat running the event.
 - a. Traditionally, Provincial Midreign is also the host event for the Provincial Dragonmaster and Provincial Weaponmaster. However, by joint agreement of the Autocrat running the event, and either the Provincial Arts and Sciences Officer or Provincial Champion, the tournaments may be run at a different time during the reign (as per [III.B.3.a.i.](#) and [III.B.3.b.i.](#)).

3. Tournaments

a. Combat

- i. Weaponmaster
 1. Schedule
 - a. The Provincial Weaponmaster Tournament shall be held once every six months, traditionally during Provincial Midreign. It is run by the Provincial Champion.
 - i. By joint agreement of the Provincial Midreign Autocrat and the Provincial Champion, the Provincial Weaponmaster Tournament may be run at a different time.
 - ii. The Provincial Champion may delegate the running of this tournament to an autocrat, should he or she desire.
 2. Procedure

- a. Provincial Weaponmaster tournaments follow all of the same procedures as the Imperial Weaponmaster tournament (as per [III.A.3.a.i.2.](#)), with the following exceptions:
 - i. Provincial Weaponmaster tournaments are only required to run the Single Sword, Florentine, and Sword and Shield categories. Other categories are encouraged, and are not limited to those categories provided for Imperial Tournaments.
 - 3. Policies
 - a. The Tournament is open to any Amtgard member.
 - b. The overall winner of the tournament shall be known as that province's Weaponmaster until the province's next Weaponmaster Tournament.
 - ii. Warmaster
 - 1. Schedule
 - a. The Provincial Warmaster Tournament shall be held once every six months during Provincial Crown Qualifications. It is run by the Provincial Champion, and is the considered the War portion of Provincial Crown Qualifications.
 - i. The Provincial Champion may delegate the running of this tournament to an autocrat, should he or she desire, or if he or she is running for office.
 - 2. Procedure
 - a. The Provincial Warmaster follows all of the same procedures as the Provincial Weaponmaster tournament (as per [III.B.3.a.i.2.](#)).
 - i. If a two-man team's bracket is run, it cannot be used as a Crown Qualifications entry.
 - 3. Policies
 - a. The Tournament is open to any Amtgard member.
 - b. The overall winner of the tournament shall be known as that province's Warmaster until the province's next Warmaster Tournament.
- b. Cultural**
- i. Dragonmaster
 - 1. Schedule
 - a. The Provincial Dragonmaster Tournament shall be held once every six months, traditionally during Provincial Midreign. It is run by the Provincial Arts and Sciences Officer.
 - i. By joint agreement of the Provincial Midreign Autocrat and the Provincial Arts and Sciences Officer, the Provincial Dragonmaster Tournament may be run at a different time.
 - ii. The Provincial Arts and Sciences Officer may delegate the running of this tournament to an autocrat, should he or she desire.
 - 2. Procedure
 - a. The Provincial Dragonmaster follows all of the same procedures as the Imperial Dragonmaster Tournament (as per [III.A.3.b.i.2.](#)), with the following exceptions:
 - i. Provincial Dragonmaster Tournaments only require a minimum of three judges, but five judges are preferred at Barony or higher. The maximum number of judges is still ten.
 - 3. Policies
 - a. The Tournament is open to any Amtgard member.
 - b. The overall winner of the tournament shall be known as that province's Dragonmaster until the province's next Dragonmaster Tournament.
 - c. Entry restrictions as Imperial Dragonmaster (as per [III.A.3.b.i.3.c.](#)).
 - ii. Cultural Championships
 - 1. Schedule
 - a. The Provincial Cultural Championship Tournament shall be held once every six months, during Provincial Crown Qualifications. It is run by the Provincial Consort.

- ii. The Provincial Consort may delegate the running of this tournament to an autocrat, should he or she desire, or if he or she is running for office.
- 2. Procedure
 - a. The Provincial Cultural Championship follows all of the same procedures as the Provincial Dragonmaster tournament (as per [III.B.3.b.i.2.](#)).
- 3. Policies
 - a. The Tournament is open to any Amtgard member.
 - b. The overall winner of the tournament shall be known as that province's Cultural Champion until the province's next Cultural Championship Tournament.
 - c. Entry restrictions as Imperial Dragonmaster (as per [III.A.3.b.i.3.c.](#)), but with regards to Cultural Championships, not Dragonmasters.
- c. ***Strategic Gaming***
 - i. Schedule
 - 1. The Provincial Gamemaster Tournament shall be held once every six months during Provincial Crown Qualifications. It is run by the Officer in charge of Provincial Crown Qualifications, and is considered the Strategic Gaming portion of Provincial Crown Qualifications.
 - a. The Officer in charge of Crown Qualifications may delegate the running of this tournament to an autocrat, should he or she desire, or if he or she is running for office.
 - ii. Procedure
 - 1. The Provincial Gamemaster Tournament follows all of the same procedures as the Imperial Gamemaster Tournament (as per [III.A.3.c.](#)), with the following exceptions:
 - a. Provincial Gamemaster tournaments may include any number of strategic games, however, only four may be used for Crown Qualification purposes, as determined by the Tournament's Autocrat before the tournament.
 - iii. Policies
 - 1. The Tournament is open to any Amtgard player.
 - 2. The overall winner of the tournament shall be known as that province's Gamemaster until the province's next Gamemaster Tournament.

IV. Titles and Awards

A. Ladder

1. Awards

- a. The following awards are those that are not contained in the Award Standardization section of the Amtgard Rules of Play, and thus are not included directly on the path to Knighthood. It is suggested that the Imperial Monarch take the reception of these awards into consideration when considering members for Knighthood, in addition to the recommended criteria listed in the Rulebook.
 - i. Order of the Flame
 1. Given by - Imperial and Provincial Monarch
 2. Given for - Outstanding service to Amtgard by a group
 3. Limitations - May only be given once per reign
 4. Masterhood - Masterhood of the Flame is not traditionally given.
 - ii. Order of the Gryphon
 1. Given by - Imperial and Provincial Monarch
 2. Given for - Honour, courage, and chivalry on the field. Examples include positive attitude on the field, scrupulous adherence to the rules, and accepting defeat graciously.
 3. Limitations - None.
 4. Masterhood - The suggested criteria for Master Gryphon is ten Orders of the Gryphon.
 - iii. Order of the Hydra
 1. Given by - Imperial and Provincial Monarch and Consort
 2. Given for - Qualifying for Crown (as per [III.A.2.b.ii.3.](#) and [III.B.2.b.ii.3.](#))
 3. Limitations - None.
 4. Masterhood - The suggested criteria for Master Hydra is ten Orders of the Hydra.
 - iv. Order of the Jovious
 1. Given by - Imperial and Provincial Monarch
 2. Given for - Outstanding attitude on and off the field
 3. Limitations - May only be given once per reign.
 4. Masterhood - Masterhood of the Jovious is not traditionally given.
 - v. Order of the Mask
 1. Given by - Imperial and Provincial Monarch
 2. Given for - Outstanding role-playing or portrayal of persona.
 3. Limitations - Only one may be given out per reign
 4. Masterhood - Masterhood of the Mask is not traditionally given.
 - vi. Order of the Zodiac
 1. Given by - Imperial and Provincial Monarch
 2. Given for - Outstanding contributions in any one month.
 3. Limitations - Only one may be given out per month.
 4. Masterhood - Masterhood of the Zodiac requires Twelve Orders of the Zodiac, one for each month of the year.
 - vii. Order of the Walker in the Middle
 1. Given by - Imperial and Provincial Monarch
 2. Given for - Exemplification of the ideals and conducts of Reeves
 3. Limitations - None.
 4. Masterhood - (as per [IV.A.2.b.](#))
 - viii. Order of the Hardcore
 1. Given by - Imperial and Provincial Monarch
 2. Given for - Overcoming disease, injury, or other extreme hardship to still participate in an Amtgard function.
 3. Limitations - None.
 4. Masterhood - The suggested criteria for Masterhood in the Order of the Hardcore is ten Orders of the Hardcore.

5. Created by - Balthor

2. Masterhoods

- a. Class
 - i. The Imperial Monarch may choose to award Class Masterhoods for excellence in the specified class.
 1. Excellence is described as good play and persona, thorough knowledge of class rules and concepts, owning quality garb and equipment, and outstanding portrayal of the class.
 2. It is strongly suggested that Imperial Monarchs consult existing Northern Empire Masters in the class in question to determine a candidate's excellence. Each class guild will undoubtedly have their own definition and flavour of the above requirements.
 - ii. Must have taken 61 credits in the class.
 - iii. In addition to the Rules of Play methods of denoting a Class Master, silver trim on a class sash also denotes a class master within the borders of the Northern Empire.
- b. Reeves Guild
 - i. Masterhood in the Reeves Guild is awarded by the Imperia Monarch for outstanding service as a reeve.
 - ii. Must have taken 36 credits as a reeve and must have received an Order of the Walker in the Middle to be eligible.
- c. Ladder Awards
 - i. The Imperial Monarch may award Masterhood in any of the non-standard Ladder Awards (as per [IV.A.1.](#)).
 - ii. While these Masterhoods are neither qualifications nor suggested criteria for Knighthood, the Imperial Monarch and Circle of Knights may and should consider them when evaluating a candidate for Knighthood.
 - iii. The suggested criteria for these Masterhoods are listed in their descriptions above.

B. Knighthood

1. Knighthood is the highest honour that a member of Amtgard can aspire to. Knighthood is given in four separate orders, each of which is based on excellence in one area of Amtgard achievement. While a master is expected to set an example of excellence in his or her area of mastery, a knight is expected to not only display excellence in an area of mastery, but also to display excellence in character. The orders of knighthood and the suggested criteria for each order are contained in the Amtgard Rules of Play.

C. Titles and Order of Precedence

1. Titles

- a. Grand Duke
 - i. Honourable and valuable service for two terms as Imperial Monarch
 - ii. Equivalents: None.
- b. Arch Duke
 - i. Honourable and valuable service as Imperial Monarch and one term as Imperial Consort or Prime Minister
 - ii. Equivalents: None
- c. Duke
 - i. Honourable and valuable service for one term as Imperial Monarch
 - ii. Equivalents: Doge, Duz, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda
- d. Count/Countess
 - i. Honourable and valuable service for one term as Imperial Consort or Prime Minister or two terms as Ducal Monarch
 - ii. Equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa
- e. Marquis/Marquise

- i. Honourable and valuable service for one term as Ducal Monarch and one term as Ducal Arts and Sciences Officer or Record Keeping Officer
 - ii. Equivalents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee
- f. Viscount/Viscountess
 - i. Honourable and valuable service for a combination of two terms from the following list: Imperial Champion, Ducal Record Keeping Officer, and Ducal Arts and Sciences Officer
 - ii. Equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha
- g. Baron/Baroness
 - i. Honourable and valuable service for one term as Ducal Monarch
 - ii. Equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone
- h. Baronet
 - i. Honourable and valuable service for one term as Baronial Monarch or Ducal Arts and Sciences Officer
 - ii. Equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum
- i. Defender
 - i. Honourable and valuable service for one term as Imperial Champion
 - ii. Equivalents: None.
- j. Lord/Lady
 - i. Honourable and valuable service for one term as Sheriff, Baronial Arts and Sciences Officer, Ducal Record Keeping Officer, or as a discretionary award from the Imperial Monarch for continuous and outstanding service to Amtgard.
 - ii. Equivalents: Adon, Baal, Bal, Daimyo, Dreadlord, En, Hir, Hiril, Laird, Mister, Upper Classman
- k. Master
 - i. Honourable and valuable service for one term as Ducal Champion, Baronial Record Keeping Officer, Shire Arts and Sciences Officer, or as a discretionary award from the Imperial Monarch for continuous and outstanding service to Amtgard.
 - ii. Equivalents: None.
- l. Esquire
 - i. Honourable and valuable service for one term as Baronial Champion, Shire Champion, Shire Record Keeping Officer, or as a discretionary award from the Imperial Monarch for continuous and outstanding service to Amtgard.
 - ii. Equivalents: None.
- m. Walker in the Middle
 - i. Exemplary service as a Reeve.
 - ii. Equivalents: None.
- n. Squire
 - i. Title given to a player by a Knight.
 - ii. A Knight may only have two Squires, plus one additional Squire per order of knighthood achieved beyond the first.
 - iii. If a Knight moves to the Northern Empire, their belted family remains unaffected. Any future belting must follow the Northern Empire Corpora of Bylaws.
 - iv. A player that resides within the Northern Empire may receive a Squires belt from a Knight outside of the Northern Empire. The Corpora of the Knight's home park takes precedence in resolving conflicts with belted families.
- o. Man-at-Arms
 - i. Title given to a player by a Knight or Squire.
 - ii. Knights and Squires are allowed to take any number of Men-at-Arms.
 - iii. If a Knight or Squire moves to the Northern Empire, their belted family remains unaffected. Any future belting must follow the Northern Empire Corpora of Bylaws.
 - iv. A player that resides within the Northern Empire may receive a Man-at-Arms belt from members outside of the Northern Empire. The Corpora of the Knight's or Squire's home park takes precedence in resolving conflicts with belted families.

- p. Page
 - i. Title given to a player by a Noble, Knight or Squire.
 - ii. Nobles must have a title of Lord or higher to take a Page.
 - iii. Nobles, Knights and Squires are allowed to take any number of Pages.
 - iv. If a Noble, Knight or Squire moves to the Northern Empire, their belted family remains unaffected. Any future belting must follow the Northern Empire Corpora of Bylaws.
 - v. A player that resides within the Northern Empire may receive a Page belt from members outside of the Northern Empire. The Corpora of the Noble's, Knight's or Squire's home park takes precedence in resolving conflicts with belted families.

2. Order of Precedence

- a. Royalty, Nobility, and Peerage
 - i. Imperial Monarch
 - ii. Imperial Prime Minister
 - iii. Imperial Consort
 - iv. Imperial Champion
 - v. Imperial Guildmaster of Reeves
 - vi. Grand Duke
 - vii. Arch Duke
 - viii. Duke
 - ix. Ducal Monarch
 - x. Ducal Record Keeping Officer
 - xi. Ducal Arts and Sciences Officer
 - xii. Ducal Champion
 - xiii. Ducal Guildmaster of Reeves
 - xiv. Count
 - xv. Marquis
 - xvi. Viscount
 - xvii. Baron
 - xviii. Baronial Monarch
 - xix. Baronial Record Keeping Officer
 - xx. Baronial Arts and Sciences Officer
 - xxi. Baronial Champion
 - xxii. Baronial Guildmaster of Reeves
 - xxiii. Knighthood (all orders and numbers of belts equal)
 - xxiv. Defender
 - xxv. Baronet
 - xxvi. Warlord and Masters of the Dragon, Garber, Lion, Owl, Smith, and Rose ladder awards
 - xxvii. Shire Monarch
 - xxviii. Shire Record Keeping Officer
 - xxix. Shire Arts and Sciences Officer
 - xxx. Shire Champion
 - xxxi. Shire Guildmaster of Reeves
 - xxxii. Lord
 - xxxiii. the title of Master
 - xxxiv. Esquire
- b. Other Positions
 - xxxv. Captain of the Guard
 - xxxvi. Scribe, Court Herald, and Jester
 - xxxvii. Weaponmaster and Dragonmaster (Imperial and Provincial equal)
 - xxxviii. Warmaster and Cultural Champion (Imperial and Provincial equal)
 - xxxix. Walkers of the Middle
 - xl. All other Guildmasters
 - xli. All other Court positions

- xlii. Royal Guardsmen
- xlili. Company/House Heads
- xliv. Squire
- xliv. Reeves Guild
- xlvi. Company/House Officers
- xlvi. Man-at-Arms, Page

3. Safety Order of Precedence

- a. In regards to weapon and on-field safety at Northern Empire field days and events, the following Order of Precedence will dictate who is responsible for organizing a weapons check (once per event, or as needed on field days).
 - i. Reeve'o'crat appointed by the Event Bid Team (must be a member of the Reeves Guild).
 - ii. Guildmaster of Reeves (Imperial Guildmaster for Imperial Events, Provincial Guildmaster for Provincial Events or field days).
 - iv. Champion (Imperial Champion for Imperial Events, Provincial Champion for Provincial Events or field days).
 - v. Members of the Reeves Guild
- b. Should the person highest on the Safety Order of Precedence not fulfill their duty, it is the responsibility of the next highest person in the Order to carry it out.
- c. Regardless of their ranking on the Safety Order of Precedence, the Imperial Guildmaster of Reeves and Imperial Champion are charged with ensuring that anyone involved in weapon and field safety are performing their job adequately, and shall take it upon themselves to help whenever needed.
- d. Although the Safety Order of Precedence dictates who organizes weapons checks, it is the responsibility of the player to ensure that their weapons are safe and legal by the Amtgard Rulebook, and have been checked by the relevant safety officer.

V. Appendices

A. Northern Empire Board of Directors

1. Membership

- a. The Northern Empire Board of Directors shall consist of two members from each Core Province and two members of Imperial Office.
 - i. One member from each core province shall be chosen by open ballot to serve in this capacity.
 1. Follow standard Northern Empire Board of Director election procedures (as per [III.A.1.b.i.4.](#)). The candidate with the second highest vote count will be considered an Alternate Member.
 2. Players wishing to serve on the Northern Empire Board of Directors must be a Citizen of one of the Core Provinces of the Northern Empire.
 3. The length of service in office will be one year.
 4. People wishing to serve on the Northern Empire Board of Directors may also serve in elected positions. Note that if a Northern Empire Board of Directors member holds the office of Shire, Baronial, Ducal, or Imperial Monarch, or Imperial Prime Minister, the alternate member will take their place as the member during their reign. However, the Board of Directors duties are not considered to be in conflict with any other elected duties or positions.
 5. A candidate must be eighteen years of age to serve on the Northern Empire Board of Directors.
 6. Should any member elected through this method step down for any reason, a replacement must be elected from that park's citizens, as above.
 - ii. The Monarch of each province will automatically hold a seat on the Northern Empire Board of Directors.
 - iii. The two Imperial Officers to hold automatic seats will be the Imperial Monarch and Prime Minister.
- b. The Northern Empire Board of Directors shall choose the following corporate officers from among their members. Officers are chosen from those chosen by ballot (as per [V.A.1.a.i.](#)).
 1. Chairman of the Board - Responsible for setting meeting dates and locations, creating the agenda, and running the meetings.
 2. Secretary - Membership officer and designated agent; responsibilities include:
 - a. Maintaining a mailing address for the Northern Empire, an Amtgard Corporation.
 - b. Working with the treasurer under the authority of the Northern Empire Board of Directors to handle all corporate business with all government agencies and organizations.
 - c. Shall list the minutes of all Northern Empire Board of Directors meetings.
 3. Treasurer - Shall maintain accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Imperial Prime Minister in these areas:
 - a. The Treasurer shall be on the Imperial bank account.
 - b. The Treasurer shall audit the Imperial books and confirm the disbursement required by the Corpora.
 4. In the event that there are fewer eligible board members willing to run for the above three offices than there are offices, then the remainder may be filled by board members present (as per [V.A.1.a.iii.](#) and [ii.](#)).
 - a. At the end of their term in Imperial or Provincial office, these Northern Empire Board of Directors Officers must step down from their positions, unless they take over the role of elected representative of that park (as per [V.A.1.a.i.](#)). Should an officer position be left unoccupied, a replacement must be elected from the existing members of the Northern Empire Board of Directors at their soonest convenience.

2. Duties

- a. The Northern Empire Board of Directors serves as the business management of the Northern Empire. It will maintain and operate the Corporate offices of the organization and will be responsible for ensuring that the organization is operated according to the Laws of Canada and the United States and applicable provincial and state laws. It will also be responsible for the accounting for the Imperial funds and tax status and liabilities. It will also serve as the authority for any dealings that the Empire has with individuals or organizations outside the group with whom it wants to conduct business.
 - i. The chief concern of this duty is the maintenance of the Northern Empire Non-Profit Organization status.
 - b. The Northern Empire Board of Directors shall meet to discuss business not less than once every three months.
 - i. Scheduled Northern Empire Board of Directors meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within two weeks of the meeting.
 1. The meeting's minutes will be primarily listed on the online forums and must be posted in the primary board for each group.
 2. At least four copies must be printed in hard copy by the elected representative of each group to be shared by that group's members who would prefer to read it on paper than on the forums. One copy should be kept in each group's records.
3. Powers
 - a. A signature from at least two of the Northern Empire Board of Directors officers is required on all legally binding documents.
 - b. The Northern Empire Board of Directors will have no power to change, alter, or otherwise affect the Amtgard Rules of Play or Northern Empire Corpora, outside of the powers of normal Citizens of the Empire.
 - c. The Northern Empire Board of Directors has no status in the Order of Precedence and no jurisdiction over internal group functions.
 - d. The Northern Empire Board of Directors requires that members of an event team who will be administering medical aid must provide proof of up-to-date qualifications. A request for qualifications may be extended to other event team members, depending on the position they will hold.
 4. Benefits
 - a. Members of the Northern Empire Board of Directors should not receive awards or titles from their terms in office. However, outstanding service above and beyond expectations may receive recognition.
 5. References
 - a. Northern Empire Board of Directors members may be impeached from the Northern Empire Board of Directors following the same procedure as Imperial Officers (as per [III.A.1.a.](#)).

B. Provincial Boards of Directors

1. Provinces may, if desired, elect and maintain a Provincial Board of Directors.
2. Membership
 - a. The Provincial Board of Directors shall consist of two members of Provincial office, as well as at least two, but no more than three, elected members.
 - i. Elected members from the province shall be chosen from the Province's Citizens by open ballot.
 1. Follow standard Provincial Board of Directors election procedure (as per [III.B.1.b.i.4.](#)). Members with the highest number of votes become members, with the next lowest being an alternate. For instance, if there are two open positions, and four players run, the two players with the most votes become members, while the player with the third highest becomes the alternate.
 2. The length of service in office will be one year.

3. People wishing to serve on the Northern Empire Board of Directors may also serve in elected positions. Note that if a Northern Empire Board of Directors member holds the office of Shire, Baronial, Ducal, or Imperial Monarch, or Imperial Prime Minister, the alternate member will take their place as the member during their reign. However, the Board of Directors duties are not considered to be in conflict with any other elected duties or positions.
 4. A candidate must be eighteen years of age to serve on the Northern Empire Board of Directors.
 - ii. The two Provincial Officers to hold automatic seats will be the Provincial Monarch and Record Keeping Officer.
 - b. The Provincial Board of Directors shall choose the following corporate officers from among their members. Officers are chosen from those chosen by ballot (as per [V.B.2.a.i.](#)).
 - i. Chairman of the Board - Responsible for setting meeting dates and locations, creating the agenda, and running the meetings.
 - ii. Secretary - Membership officer and designated agent; responsibilities include:
 1. Maintaining a mailing address for the province, if an Amtgard Corporation.
 2. Working with the treasurer under the authority of the Provincial Board of Directors to handle all corporate business with all government agencies and organizations, if maintaining Corporate status.
 3. Shall list the minutes of all Provincial Board of Directors meetings.
 - iii. In the event that there are fewer eligible board members willing to run for the above three offices than there are offices, then the remainder may be filled by board members present (as per [V.B.2.a.ii.](#)).
 1. At the end of their term in Provincial office, these Provincial Board of Directors Officers must step down from their positions, unless they take over the role of an elected representative of the park (as per [V.B.2.a.i.](#)). Should an officer position be left unoccupied, a replacement must be elected from the existing members of the Provincial Board of Directors at their soonest convenience.
 - c. The Provincial Board of Directors may choose the following corporate officers from among their members, but are not required to, unless they operate their own corporate status apart from the Northern Empire. Officers are chosen from those chosen by ballot (as per [V.B.2.a.i.](#)).
 - i. Treasurer - Shall maintain accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Imperial Prime Minister in these areas:
 1. The Treasurer shall be on the Provincial bank account.
 2. The Treasurer shall audit the Provincial books and confirm the disbursement required by the Corpora.
 - ii. In the event that there are fewer eligible board members willing to run for the above three offices than there are offices, then the remainder may be filled by board members present (as per [V.B.2.a.ii.](#)).
 1. At the end of their term in Provincial office, these Provincial Board of Directors Officers must step down from their positions, unless they take over the role of an elected representative of the park (as per [V.B.2.a.i.](#)). Should an officer position be left unoccupied, a replacement must be elected from the existing members of the Provincial Board of Directors at their soonest convenience.
2. Duties and Powers
 - a. Unless the Province is maintaining Corporate status apart from the Northern Empire, the duties of the Provincial Board of Directors are limited to the following:
 - i. Shall assist the Northern Empire Board of Directors in the maintenance of the Northern Empire Corporate status, as necessary with regards to issues or duties within their province.
 - ii. Shall evaluate event bids, and certify them in keeping with any financial and/or legal responsibility (as per [III.B.2.a.](#)).

- b. Should the Province be maintaining Corporate status apart from the Northern Empire, their duties, in addition to the above, are:
 - i. The Provincial Board of Directors serves as the business management of the Province. It will maintain and operate the Corporate offices of the organization and will be responsible for ensuring that the organization is operated according to the Laws of Canada or the United States and applicable provincial or state laws. It will also be responsible for the accounting for the Provincial funds and tax status and liabilities. It will also serve as the authority for any dealings that the Province has with individuals or organizations outside the group with whom they want to conduct business.
 - 1. The chief concern of this duty is the maintenance of the Provincial Non-Profit Organization status.
 - ii. A signature from at least one of the Provincial Board of Directors officers is required on all legally binding documents.
 - iii. The Provincial Board of Directors requires that members of an event team who will be administering medical aid must provide proof of up-to-date qualifications. A request for qualifications may be extended to other event team members, depending on the position they will hold.
 - c. The Provincial Board of Directors shall meet to discuss business not less than once every three months.
 - i. Scheduled Provincial Board of Directors meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within two weeks of the meeting.
 - 1. The meeting's minutes will be primarily listed on the online forums and must be posted in the primary board for each group.
 - 2. At least four copies must be printed in hard copy by the elected to be shared by the group's members who would prefer to read it on paper than on the forums. One copy should be kept in the group's records.
 - d. The Provincial Board of Directors will have no power to change, alter, or otherwise affect the Amtgard Rules of Play or Northern Empire Corpora, outside of the powers of normal Citizens of the Empire.
 - e. The Provincial Board of Directors has no status in the Order of Precedence and no jurisdiction over internal group functions.
3. Benefits
- a. Members of the Provincial Board of Directors should not receive awards or titles from their terms in office. However, outstanding service above and beyond expectations may receive recognition.
4. References
- a. Provincial Board of Directors members may be impeached from the Provincial Board of Directors following the same procedure as Provincial Officers (as per [III.B.1.a.](#)).

C. Articles and Bylaws

- 1. Any individual caught and/or proven guilty of the following "severe" acts on the premises of any Amtgard function, will be subject to the following punishments:
 - a. Offenses:
 - i. Assault with a deadly weapon (gun, knife, sword, etc.)
 - ii. Any mundanely indictable or felony-equivalent offense.
 - b. Punishments include all of the following:
 - i. Banned from all Amtgard attendance within the Northern Empire for a minimum duration of one year, maximum duration of permanent (subject to Monarch's discretion and Imperial Althing vote).
 - ii. Immediately removed from the site of the Event or field.
 - iii. Stripped immediately of all titles of Nobility and Knighthood belts, permanently

1. These awards and titles may be reinstated by appealing to the Imperial Althing once the player's ban has come to a conclusion.
 - iv. Subject to an immediate call to the mundane law enforcement officials (police or sheriff).
 - v. All of the above punishments are applicable in any situation qualified for these offenses. The severity of the punishments (for example i. above) is at the discretion of the Monarch, and possibly the Imperial Althing.
2. Any individual caught and/or proven guilty of the following "minor" acts on the premises of any Amtgard function, will be subject to the following punishments:
 - a. Offences:
 - i. Assault with a non-deadly weapon (fist, stick, flagrant abuse of an Amtgard weapon)
 - ii. Petty theft
 - iii. Wilful destruction of property
 - iv. Any mundanely non-indictable or misdemeanour-equivalent offense
 - b. Punishments include one, some, or all of the following:
 - i. Banned from all Amtgard attendance within the Northern Empire for a minimum duration of two months, maximum duration of six months.
 - ii. Requested to drop any title of Nobility or Knighthood belt for a period of no less than six months
 - iii. Subject to an immediate call to the mundane law enforcement officials (police or sheriff).
 - iv. Restricted from holding office or handling club funds for a minimum duration of one year, maximum duration of five years.
 - v. The severity and combination of punishment given for offenses qualified under this entry are at the discretion of the Provincial Monarch under which the offending individual plays. The severity, resolution, and demeanour of the offense and offender, should be strongly taken into account when determining possible punishment.
 1. Provincial Monarchs are encouraged to consult the Imperial Monarch for advice on these matters.
 2. It is under the discretion of the Imperial Monarch to uphold whatever punishments are decided upon in other Provinces of the Northern Empire.
3. Any person banned from Amtgard participation may petition to be reinstated. A petition signed by at least 20% of the Citizen populace of the Empire (or Province in question if the ban is limited to a single Province) will be enough to have a vote called at Althing to decide whether or not to reinstate participation privileges for that individual (as per [III.A.1.a.](#)).
4. The recognized official Peacekeepers of the Northern Empire consist of: all Knights, Champions, the Consort Defender, the Captain of the Imperial Guard, and any subordinates of the Captain of the Guard. These individuals are to be treated accordingly; these individuals are likewise expected to bear themselves in a fashion appropriate to this station.

D. Procedures for Bidding for Kingdom Status

1. The preceding Corpora of Bylaws has been written with a Roaming Crown Kingdom-level group in mind. The entity referred to therein as the Northern Empire is currently a Principality under the Kingdom of Goldenvale, and limited in some of its powers by the Goldenvale Corpora.
 - a. No park may seek membership within the Principality of the Northern Empire unless they have been a Sponsored Province of Goldenvale for at least 4 consecutive TaCD submissions (GV Corpora 7.93).
 - b. Every group in the Principality must be within 500 miles of every other group in the Principality. An exception can be made by the joint agreement of the Kingdom Monarch, Kingdom Prime Minister, Principality Monarch, and Principality Prime Minister, and Principality Althing (GV Corpora 7.94).
 - c. The Principality may not form a Circle of Knights (GV Corpora 7.996).
 - d. The awards that can be presented by a Principality Monarch as limited as follows:
 - i. All ladder awards as defined in the Amtgard Rules of play up to and including 9th level.
 - ii. All ladder awards described in these Corpora up to and including 9th level.

- iii. Class Masterhood and Masterhood in the Reeves Guild.
- iv. May create new honours, awards, and titles in keeping with his or her office.
- v. May not award the four orders of Knighthood.
- vi. May not award Masterhood as defined in the Amtgard Rules of Play.
- vii. May not award Masterhood in any ladder award described in these Corpora.
- viii. May not award any titles of nobility.
- e. The awards that can be presented by a Principality Consort as limited as follows:
 - i. Dragon, Garber, Owl, Rose, and Smith as defined in the Amtgard Rules of play up to and including 9th level.
 - ii. Hydra
 - iii. May create new honours in keeping with his or her office.
- f. The Principality level officers can be awarded as follows for good and valuable service:
 - i. The Principality Monarch may be awarded the title of Count/Countess
 - ii. The Principality Champion may be awarded the title of Lord/Lady
 - iii. Every other Principality Officer may be awarded as per Duchy level Officers
- g. The preceding section (as per [V.D.1.](#)) is non-exhaustive, and is overridden by section 7.9 - Principalities under the Goldenvale Corpora. It is presented here for ease of reference, and should be changed to be kept in line with the Goldenvale Corpora if necessary.
- 2. Should the Imperial Monarch feel that the Principality of the Northern Empire is ready to proceed with a Bid for Kingdom Status, they may submit the question to the Imperial Althing for populous approval.
 - a. Should this item pass Althing approval, the Northern Empire Board of Directors will call for bids to write the Northern Empire's Kingdom Bid.
 - i. These bids should include (at a minimum) the name of lead author(s), a proposed timeline for Bid drafting, revision, and presentation to the Circle of Monarchs at Gathering of the Clans, and a least a vague table of contents for the proposed bid.
 - b. The Northern Empire Board of Directors will accept bids for up to one month after calling for them.
 - c. Once submission close, the Northern Empire Board of Directors will have one month to deliberate over the submitted bids, and will select a winning bid by popular vote.
 - d. The selected bid team will be charged with seeing the project through until completion, in a professional, timely manner.
 - i. Should the bid team be determined (by Northern Empire Board of Directors popular vote) to not be meeting their deadlines within any reasonable margin, the Northern Empire Board of Directors may vote to reopen submissions for Bids, giving the responsibility to another bid team.
- 3. This appendix is provisional upon the Principality of the Northern Empire remaining at Principality status. Should the Northern Empire ever achieve Kingdom status, as bestowed by the Circle of Monarchs, this Appendix is to be removed by the Imperial Scribe (or Imperial Prime Minister if no Imperial Scribe is present) at his or her soonest convenience.

F. Amtgard is a Place for Fun

- 1. The Northern Empire should endeavor in its many activities to not be evil.
- 2. It should always be remembered that the Corpora exists so that everyone can continue to have fun.
- 3. Play Amtgard.

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