

Awards and Honors final draft (08/02/09)

ARTICLE VII: AWARDS AND HONORS

Section 1. GENERAL INFORMATION

1. Awards include any order, masterhood, title, or knighthood.
2. Awards granted to a person are considered to be held by all of their personas.
3. No award is earned automatically and all awards are given at the discretion of those with the power to give them.
4. The person granting and receiving an award cannot be the same person.
5. As a Principality; Westmarch will not be able to award service or skill masterhoods, titles above Baron, or Knighthoods. Members of Westmarch may still receive these honors from the Kingdom Monarch.

Section 2. AWARDS

1. The Monarch and Regent may both grant the following Ladder Awards as given in the Rules of Play:
 - a. Orders of the Dragon,
 - b. Orders of the Garber,
 - c. Orders of the Lion,
 - d. Orders of the Owl,
 - e. Orders of the Rose.
2. In addition to the Ladder Awards listed in the Rules of Play, the Monarch and Regent may both grant Orders of the Façade.
 - a. Orders of the Façade are awarded for outstanding role-play.
3. Only the Monarch may award Orders of the Smith as given in the Awards Standards in the Rules of Play.
4. In addition, only the Monarch may grant Orders of the Flame, Griffon, Hydra, Jovius, Mask, Zodiac.
 - a. Orders of the Flame are for outstanding service by a group and may only be given once per reign.
 - b. Orders of the Griffon are for courage, chivalry, and honor on the field or in tournaments..
 - c. Orders of the Hydra are for qualifying for the office of Monarch during Crown Qualifications. Sublands are not allowed to give more Orders of the Hydra than their max allotted amount for their land level.
 - d. Orders of the Jovious are for having an outstanding positive attitude and may be given only once per reign.
 - e. Orders of the Mask are for outstanding portrayal of persona and may only be given once per reign.

- f. Orders of the Zodiac are for outstanding contributions in a single month and may only be given once per month. An example: serving as a water-bearer during a battlegame, donating hot chocolate on cold days, giving garb to a newbie, etc.
- 5. The Monarch may grant Orders of the Warrior. See the Rules of Play for requirements for each rank.
 - a. Orders of the Warrior may be displayed on a favor using the following color and animal scheme:
 - i. First Order on a green favor represented by a snake.
 - ii. Second Order on a blue favor represented by a boar.
 - iii. Third Order on a red favor represented by a mongoose.
 - iv. Fourth Order on a brown favor represented by a bear.
 - v. Five Order on a rust favor represented by a hawk.
 - vi. Sixth Order on a gray favor represented by a wolf.
 - vii. Seventh Order on an orange favor represented by a tiger.
 - viii. Eighth Order on a black favor represented by a panther.
 - ix. Ninth Order on a purple favor represented by a dragon.
 - x. Tenth Order on a gold-trimmed red favor represented by a gold phoenix.

Section 3. MASTERHOOD

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

Section 4. KNIGHTHOOD

- 1. The Monarch of a Kingdom-level land may knight people into any of the four (4) orders of knighthood for the greatest contributions to Amtgard. For more information please see the Kingdom of Dragonspine’s Corpora of Bylaws.

2. A Knight of the Crown may wear a white belt trimmed with gold.
3. A Knight of the Flame may wear a white belt trimmed with red.
4. A Knight of the Serpent may wear a white belt trimmed with green.
5. A Knight of the Sword may wear a white belt trimmed with silver.
6. Only knights may wear an unadorned chain (Knight's Chain), spurs, white belt or display a phoenix on their garb. These are signs of Knighthood reserved for those awarded this honor.

Section 5. TITLES OF NOBILITY

1. The Monarch may bestow any title of nobility for serving with distinction in the offices of the Confederacy or for exemplary service to the Confederacy.
2. Although all titles are granted at the discretion of the Confederacy Monarch, the following criteria are suggested for members who serve with distinction.
 - a. Count (Countess) may be granted for serving one complete term as Monarch of a Principality, and is addressed as "Your Excellency". This title may only be granted by the monarch of a kingdom.
 - b. Baron (Baroness) may be granted for serving one complete term as Monarch of a Duchy, or one complete term as Regent of a Principality, and is addressed as "Your Excellency".
 - c. Defender (Defender) may be granted for serving one complete term as Champion of a Principality, and is addressed as "Defender". This title may only be granted by the monarch of a kingdom.
 - d. Baronet (Baronetess) may be granted for serving as a pro-tem officer of the Monarchy, and is address as "Your Lordship" or "Your Ladyship".
 - e. Lord (Lady) may be granted for serving one complete term as Guildmaster of Reeves, one complete term as Monarch of a Barony, or one complete term as Regent of a Duchy, or at the discretion of the Monarch for excellent and continued service to Amtgard, and is addressed as "Your Lordship" or "Your Ladyship".
3. Nobles may choose to take Pages or Men-at-Arms in the same manner as Knights or Squires.
4. A title of nobility may be removed by:
 - a. A 2/3 vote of all Confederacy nobles,
 - b. A 2/3 vote of an Althing, and
 - c. The approval of the Monarch.

Section 6. ORDER OF PRESTIGE

1. The Order of Prestige exists for purposes of role-play to determine the rank of each person.
2. Rank in the Order of Prestige grants no special powers or duties to the holder of a title or position.

3. The Order of Prestige is as follows:
 - a. Monarch
 - b. Regent
 - c. Prime Minister
 - d. Champion
 - e. Guildmaster of Reeves
 - f. Heir Apparent
 - g. Count
 - h. Baron
 - i. Knight
 - j. Defender
 - k. Baronet
 - l. Lord
 - m. Warlord and Masters of a service order or class
 - n. Captain of the Guard
 - o. Scribe, Herald, and Jester
 - p. Current Weaponmaster
 - q. Current Warmaster, current Arts and Sciences Champion
 - r. All other guildmasters
 - s. All other court positions
 - t. Royal guardsmen
 - u. Company or Household head
 - v. Walker of the Middle
 - w. Squire
 - x. Reeve
 - y. Company or House officer
 - z. Page or Man-at-Arms
 - aa. Peasantry