



Corpora of Bylaws for Westmarch

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ARTICLE I: NAME AND PURPOSE

Section 1. NAME

1. The name of the organization is Amtgard Inc. This corpora is for the Chapter of Westmarch located in northern California, USA.

Section 2. PURPOSE

1. Westmarch is a confederacy of Amtgard chapters whose members play in northern California.
2. Amtgard, including Westmarch, is a not-for-profit, free, non-sectarian group dedicated to the recreation of medieval and fantasy genres.
3. Westmarch typically meets at various parks in California (“the park”, “the field”) where battlegames, ditches, tournaments, and events are held using the Amtgard Rules of Play. Events hosted by lands of the Confederacy at locations other than the host park are considered to be held at the parks for purposes of officer jurisdiction and attendance.



ARTICLE II: MEMBERSHIP

Section 1. DEFINITION

1. Membership is limited to persons who have signed a waiver within any land in Amtgard.
2. Persons under the age of eighteen (18) may only join if their legal guardian signs a waiver for them.
3. No person under the age of fourteen (14) may fight without the permission of the local Monarch. If an event does not fall under the jurisdiction of a local Monarch, then the Confederacy Monarch shall make the decision.

They can, however, still be a member. A parent, legal guardian or someone approved by the parent/legal guardian must be present for persons under the age of fourteen (14) to participate. Individual lands may set their own minimum age for play. Please speak with your local Monarchy if you have any questions about this age limit.

Section 2. TYPES OF MEMBERSHIP

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

Section 3. CREDITS

1. All members who attend and play a class (including reeves and non-combatant roles such as color) at an officially scheduled meeting or function shall gain one credit in that class.
2. If scheduled Amtgard events preclude members from playing a class, then they may still sign in as that class.
3. If serving as a reeve precludes members from playing a class, they may still sign in as that class.
4. Regular meetings occur at least once each week per land.
5. All members who attend and participate at an officially scheduled fighter practice event shall gain one-quarter (¼) Warrior credit.
6. A player may receive no more than one-half (½) Warrior credit per week from fighter practices.



7. Additional credits may be awarded for attendance at feasts, special events, or events in other Amtgard chapters at the discretion of the local Monarch.
 - a. For members of the core lands, travel of over 350 miles from Berkeley, CA, shall grant the traveler one (1) additional credit, in addition to any credits earned from the event.
 - b. For members outside the confederacy, travel in excess of 100 miles from their home park will grant one (1) additional credit.
8. Members may earn no more than eight (8) credits per month.

Section 4. TERMINATION OF MEMBERSHIP

1. If a person's membership is terminated, that person is no longer a member of the Confederacy or their local land.
2. Membership is automatically terminated when a member begins maintaining their records in another Amtgard chapter.
3. Members who have terminated their own membership voluntarily or through maintaining their records in another Amtgard chapter may restore their membership by
 - a. Communicating their intent to the Prime Minister and
 - b. Maintaining their records solely in one of the lands or sublands comprising Westmarch.
4. A person's membership may be terminated by joint agreement of any three holders of the offices of Monarch, Regent, Prime Minister, Champion, or Guildmaster of Reeves at the local, or confederacy level.
5. Cases in which membership may be terminated include, but are not limited to:
 - a. Repeated violations of the Amtgard Rules of Play.
 - b. Violent or dangerous behavior at an Amtgard event.
 - c. Criminal activity at Amtgard events.
6. Termination of membership may be temporary at the discretion of the Monarch.
7. A person whose membership is terminated may appeal, to the Althing of the chapter which expelled them, to have their membership restored. Restoration of membership requires a 2/3 approval of an Althing vote.



ARTICLE III: OFFICES OF THE CONFEDERACY

Section 1. GENERAL INFORMATION

1. The four offices of Monarch, Regent, Prime Minister, and Champion are known collectively as “the Monarchy”.
2. All officers must be over eighteen (18) years old.
3. No person may hold more than one (1) of the top four (4) offices of the Confederacy, or within the individual chapters comprising Westmarch, simultaneously. These offices include Monarch, Regent, Champion, and Prime Minister.
4. All officers must be voting members in one of the lands or sublands comprising Westmarch.
5. No officer may hold an office for more than two consecutive terms.
 - a. A 2/3 majority of an Althing vote prior to declarations may allow an officer to run for another term.
6. In the event a member of the monarchy does not attend regular meetings within the Confederacy for four (4) weeks in a row or six (6) weeks total, a vote to remove said officer shall be automatically brought before an Althing.
 - a. Special situations may be given consideration by an Althing.
 - b. The officers may miss an additional two (2) weeks for travel to lands outside the Confederacy.
7. The Monarch and Regent are known collectively as “the Crown”.

Section 2. MONARCH

1. The Monarch is the highest-ranking official in the Confederacy and is the chief executive officer.
2. The Monarch shall be elected during the Time of the Crown.
3. The Monarch presides over all official functions and ceremonies. The exception is: The Board of Directors, which is presided over by the President of the Board of Directors.
4. The Monarch represents Westmarch to the rest of Amtgard.
5. The Monarch shall hold an automatic seat in the Confederacy Circle of Monarchs.
6. The Monarch shall hold an automatic seat on the Board of Directors.
7. The Confederacy Monarch shall have the power to break all ties in Confederacy level elections and Althings. The local Monarch shall have the power to break all ties in local level elections and Althings.
 - a. The exceptions include situations in which
 - i. The Monarch is a candidate in the election, in which case the Prime Minister breaks the tie.
 - ii. The Board of Directors, in which case the President shall break all ties.
 - b. If the Monarch and the Prime Minister are both involved in the election as candidates, the power to break ties falls to the next highest uninvolved person in the Order of Precedence.
8. The Monarch may bestow any Order, Masterhood, or Title, allowed according to their land status, to any member of their land, or its sponsored chapters.
 - a. The Monarch may create and bestow new orders, masterhoods and titles.



- b. A Monarch may never bestow orders, masterhoods, or titles to members of another kingdom or its sponsored chapters without the consent of that kingdom's Monarch.
 - c. Monarchs of sponsored lands may receive awards from their sponsoring land.
9. Should the position of Monarch be vacated, the Regent shall assume the office of pro-tem Monarch for the remainder of that term of office.
10. The Monarch is allowed to spend up to 10% of the treasury each month in order to run their land as needed; receipts are required.

Section 3. REGENT

1. The Regent is the second-highest ranking official in the Confederacy and is the chief arts and sciences officer.
2. The Regent shall be elected during the Time of the Crown.
3. The Regent shall ascend to the position of pro-tem Monarch should the position of Monarch be vacated.
4. The Regent shall lead and be responsible for the College of Arts and Sciences and its weekly meetings ("Collegiums").
5. The Regent shall be in charge of the coronation and mid-reign events, as well as coordinating with subgroup events.
6. The Regent may appoint arts and science guildmasters at their discretion.
7. The Regent may bestow certain orders on any member of their land, or its sponsored chapters.
 - a. The Regent may only grant Orders of the Rose, Lion, Owl, Dragon, Garber and Facade.
 - b. The Regent may create and bestow new orders in keeping with the duties of the Regent.
8. Should the position of Regent become vacant, the Monarch must appoint a voting member as pro-tem Regent for the remainder of that term of office.

Section 4. PRIME MINISTER

1. The Prime Minister is the third highest ranking official in the Confederacy and is the secretary-treasurer of the Confederacy.
2. The Prime Minister shall be elected one (1) week before mid-reign unless another date is decided by an Althing.
 - a. Any person wishing to run for Prime Minister must declare their intentions publicly and in writing to the Guildmaster of Reeves two (2) weeks prior to the elections.
 - b. Any person wishing to run for the office of the Westmarch Prime Minister must be voting member of the Confederacy. Likewise, any person wishing to run for a local office of Prime Minister must be a voting member of that land.
 - c. Any person wishing to run for Prime Minister must have passed the most recent Corpora Test.
3. The Prime Minister must have regular and reliable access to a computer and the Internet.
4. They must establish and make public a reliable means of contact, such as a forum topic at a Westmarch sponsored site, or an email address.
5. All elections shall be conducted by the Prime Minister except:
 - a. The Prime Minister election



- b. Any election in which the Prime Minister is a candidate
 - c. These elections shall be conducted by the Guildmaster of Reeves.
 6. The local Prime Minister is responsible for maintaining accurate and current records of all members of their land.
 - a. A hard copy of the records shall be called the Book of the Living.
 - b. Each member's records shall include their
 - i. Credits
 - ii. Dues-paid status
 - iii. Orders, Masterhoods, Titles and Knighthoods
 - iv. Waiver information
 - v. Name, phone number and address
 - vi. Emergency contact information
 - vii. Persona information.
 - c. An online version of the records shall be maintained and kept current.
 - d. The records must be updated on a bi-weekly basis
 - e. Records for players that have not signed in the last six months shall be stored separately in the Book of the Dead.
 7. The Prime Minister is responsible for maintaining the Confederacy treasury.
 - a. Records of the treasury shall include detailed, clear, current and accurate information concerning
 - i. Confederacy income,
 - ii. Confederacy expenditures
 - iii. Current Confederacy funds
 - iv. Receipts for all expenditures and income.
 - b. An accurate and current financial report must be provided by the Prime Minister for publication in every Confederacy newsletter.
 - c. The Prime Minister must provide an accurate and current quarterly report to the Treasurer of the Board of Directors.
 - d. The financial records shall be maintained in a digital spreadsheet format.
 - e. Records must be maintained for a minimum of three (3) years.
 8. The local land Prime Minister shall collect all dues and fees.
 9. The Confederacy Prime Minister shall collect and record tithes from sublands.
 10. Shall work with local Prime Ministers to ensure local parks records are accurately maintained.
 11. The Prime Minister shall maintain accurate and current records of all Confederacy contractual obligations.
 12. The Prime Minister shall be responsible for providing Confederacy members access to copies of the club's publications, including
 - a. Rulebooks.
 - b. The Corpora of Bylaws.
 - c. Newsletters.
 - d. All supplements to the rulebook or Corpora.
 - e. Any other applicable publications. A fee may be charged for these publications to cover the cost of their production.
 13. The Prime Minister shall hold an automatic seat on the Board of Directors.
 14. Upon being elected, the Confederacy Prime Minister shall assume financial responsibility for the treasury by signing a contract with the Confederacy stating said responsibility.



Should funds in the treasury go missing and the Prime Minister is found to be responsible, then the Prime Minister will be required to make amends for those funds and may be subject to legal action.

15. Should the position of Prime Minister become vacant, the Guildmaster of Reeves shall conduct a new election to elect a pro-tem Prime Minister.
16. The Prime Minister is allowed to spend up to 10% of the treasury each month in order to run their land as needed; receipts are required.

Section 5. CHAMPION

1. The Champion is the fourth highest ranking official in the Principality and is the chief safety officer.
2. The Champion shall be selected during the Time of the Crown.
3. The Champion shall uphold the honor of the Crown.
4. The Champion shall organize game play on days when no predetermined scenarios are scheduled. The Principality Champion is in charge of coordination of fighting events at Westmarch sponsored events.
5. The Champion is responsible for ensuring all battle games and battlefield equipment are legal and safe according to the Amtgard Rules of Play. The Champion may remove people or equipment from the field to ensure safety.
6. The Champion shall maintain the local land's lost and found. The Principality Champion should work with local Champions to ensure equipment is returned after Westmarch events.
7. The Champion shall check all field equipment in use, in their land, on a monthly basis. The Principality Champion is responsible for coordinating with the local Champions monthly weapon and equipment checks of each land. These monthly checks shall be scheduled and announced ahead of time and be conducted in a public manner.
8. The Champion shall maintain a supply of loaner weapons for use by new members. The Principality Champion shall encourage local Champions in maintaining loaner equipment and provide assistance in constructing loaner gear if asked by the local champion.
9. Should the position of Champion become vacant, the Monarch must appoint a voting member as pro-tem Champion for the remainder of that term of office.

Section 6. MONARCHY ORDER OF PRECEDENCE

1. The Order of Precedence exists to determine which person is in charge of events at any given Amtgard meeting of the lands or sublands comprising Westmarch.
2. The Order of Precedence is Monarch, Regent, Prime Minister and then Champion.
3. The highest-ranking officer present shall assume whatever duties necessary of officers not in attendance in order to ensure that events proceed in a smooth and orderly fashion.
4. Local Monarchy takes precedence over Confederacy Monarchy for purposes of running a local park.



ARTICLE IV: OTHER POSITIONS

Section 1. GENERAL INFORMATION

1. A position is an office not listed in the Order of Precedence.
2. Except where noted, the positions listed here have no age requirement.
3. A person may hold multiple positions.
4. All persons holding positions must be members of the Confederacy.
5. Unless otherwise stated, any member (both voting and non-voting) may hold these positions.
6. All guilds must have a minimum of three (3) members. The exception to this is the Reeve's Guild.

Section 2. CIRCLE OF MONARCHS

1. The Circle of Monarchs shall:
 - a. Be comprised of the monarchs of each of the core lands, as well as, the Monarch of Westmarch.
 - b. Introduce issues that should be escalated to the confederate level.
 - c. Bring recommendations for recognition of its members for confederate-level awards, titles, masterhoods, or knighthoods.
 - d. Keep their populace informed of confederate issues.

Section 3. GUILDMASTER OF REEVES

1. The Confederacy Guildmaster of Reeves ("GMR") is the fifth highest ranking official in the Confederacy and is the chief rules authority.
2. Every voting member, having passed the most recent Reeve's test, shall elect the Guildmaster of Reeves during the Month of the Crown.
3. Candidates for Guildmaster of Reeves must be voting members of their land and members of the Reeve's Guild.
4. The Principality Guildmaster of Reeves shall work with the Monarch and Champion at both the Principality and local levels to ensure rules are applied accurately and fairly. The Principality Guildmaster of Reeves shall work with the local land Guildmaster of Reeves to do the same.
5. The Guildmaster of Reeves shall work with the Champion to ensure that all battlefield equipment is legal and safe.
6. The Guildmaster of Reeves shall
 - e. Ensure there are an appropriate number of reeves at any local chapter event,.
 - f. Ensure there are an appropriate number of reeves at a Confederacy event.
 - g. Ensure the conduct of those reeves is competent and fair.
7. The Guildmaster of Reeves may remove members from the field, for issues of safety, or abusing the rules. Another member of the Reeves Guild shall take on this responsibility if the Guildmaster of Reeves is involved in play.
8. Prime Minister elections and any election in which the Prime Minister is involved shall be conducted by the Guildmaster of Reeves.



9. The Weaponmaster Tournament shall be conducted by the Guildmaster of Reeves. The Weaponmaster Tournament shall:
 - h. Take place the day of Midreign.
 - i. Run according to the guidelines set forth for the Fighting Events of Crown Qualifications.
10. The Confederate Guildmaster of Reeves:
 - j. Must make at least two (2) reeve and Corpora tests available during the Month of Crown. These tests must be made available for local land Guildmaster of Reeves to proctor.
 - k. May make the tests available at other times.
 - l. The reeve test must be written so that someone familiar with the Amtgard Rules of Play can pass the test with a score of 75% or greater.
 - m. The Corpora test must be written so that someone familiar with this Corpora can pass the test with a score of 75% or greater.
 - n. If a person fails two Reeve, or Corpora tests, they will be considered as failing the tests for the purposes of running for office.
 - o. If the Confederacy Guildmaster of Reeves is running for an office, they are considered to have passed the most recent Reeve's test, as is the local Guildmaster of Reeves.
 - p. Shall compile a list of all those reeve-certified. Local Guildmasters of Reeves shall submit a list of those certified in their land for the Confederate Guildmaster of Reeves to maintain a master list.
11. The Guildmaster of Reeves may not hold any of the four offices within the confederacy, or their local land.
12. In the event the Guildmaster of Reeves does not attend regular meetings within the Confederacy for four (4) weeks in a row or six (6) weeks total while in office, the Guildmaster of Reeves shall descend from office per the impeachment process (Article VI; Section 2).
 - q. Special situations may be given consideration by the Althing.
 - r. The Guildmaster of Reeves may miss an additional two (2) weeks for travel to Amtgard lands outside the confederacy.
13. The Guildmaster of Reeves may be impeached by a 2/3 decision of the voting members of the Reeves Guild.
14. Should the position of Guildmaster of Reeves become vacated, voting members of the Reeves Guild elect a pro-tem Guildmaster of Reeves.
15. The Guildmaster of Reeves may only serve a maximum of two (2) terms in a row.

Section 4. HEIR APPARENT

1. Heir Apparent ("Prince", "Princess") exists to provide a position for members under the age of eighteen (18) to run for an office during the Crown Qualification process. It is intended to give youth experience and encouragement with regards to how the chapter is run in preparation for their holding the adult required offices when they reach eighteen (18) years of age.
 - a. The position of Heir Apparent is only filled at the local land level.
 - b. The position of Heir Apparent holds no financial or legal obligation, as this is a mentorship position.



2. The Heir Apparent shall be elected during the Time of the Crown.
3. Candidates must be voting members of their local land and must qualify per Crown Qualifications (Article VI; Section 3.2).
4. The Heir Apparent must be between fourteen (14) and eighteen (18) years of age at the beginning of their term in office.
5. The Heir Apparent should :
 - a. Assist the Regent in planning feasts.
 - b. Assist the Champion in conducting at least one (1) monthly equipment check.
 - c. Serve as a reeve in at least two battlegames,.
 - d. Assist the Prime Minister and Scribe in producing and distributing newsletters.
 - e. Assist the Monarchy as necessary.
6. The Heir Apparent may bestow orders with the permission of the Monarch.
7. The Heir Apparent may be removed by joint agreement of the Monarch and Regent.
8. No person may hold the office of Heir Apparent for more than two consecutive terms.
9. The position of Heir Apparent may be left vacant.

Section 5. REEVES GUILD

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

Section 6. CAPTAIN OF THE ROYAL GUARD

1. The Confederacy Captain of the Royal Guard ("Captain of the Guard") is in charge of security at all Confederacy events. At the local level, the Captain of the Guard is in charge of security at all local land events.
2. The Captain of the Guard, in conjunction with the Champion, shall ensure the Monarchy is properly defended.



3. The Captain of the Guard shall share duties with the Champion in carrying out the policies of the Crown.
4. The Captain of the Guard is appointed and dismissed by the Crown.
5. The Captain of the Guard must be at least eighteen (18) years old.

Section 7. ROYAL GUARD

1. The Royal Guard (“the Guard”) shall defend the Crown and assist the Captain of the Guard.
2. The Monarch may appoint and dismiss the guard at will.
3. There may be no more than three (3) members of the guard in a shire, five (5) in a barony, seven (7) in a duchy, or ten (10) in a principality or kingdom.
4. The Confederacy Monarch must choose at least one (1) member from each land to make up his/her Guard.

Section 8. REGENT’S DEFENDER

1. The Regent’s Defender (“Defender”) shall defend the Regent.
2. The Regent may appoint and dismiss the Regent’s Defender at will.

Section 9. GUILDMASTER OF SMITHS

1. The Guildmaster of Smiths is responsible for running demonstrations (“demos”) of Amtgard and Westmarch at community events such as schools, movies and Renaissance Faires. The Monarch should appoint an autocrat for larger functions.
2. The Guildmaster of Smiths should make recommendations to the Monarch when someone should be considered for an Order of the Smith for:
 - a. Sponsoring a major or Confederacy level event such as a large camping event.
 - b. Sponsoring a demo.
 - c. For other comparable service to the Confederacy.
3. The Crown shall appoint and dismiss the Guildmaster of Smiths

Section 10. GUILDMASTER OF GARBERS

1. The Guildmaster of Garbers is responsible for taking charge of special garbing projects set forth by the Crown.
2. The Guildmaster of Garbers shall help members of the Confederacy learn to make their own garb.
3. The Guildmaster of Garbers should make recommendations to the Crown when someone should be considered for an Order of the Garber for making especially nice garb.
4. The Regent may appoint and dismiss the Guildmaster of Garbers at will.

Section 11. GUILDMASTER OF ENGINEERS

1. The Guildmaster of Engineers is responsible for taking charge of special engineering projects set forth by the Crown.



2. The Guildmaster of Engineers shall work in conjunction with the Champion to help members of the land learn how to make safe weapons.
3. The Guildmaster of Engineers should make recommendations to the Crown when someone should be considered for an Order of the Owl for making especially nice equipment.
4. The Regent may appoint and dismiss the Guildmaster of Engineers at will.

Section 12. GUILDMASTER OF HERALDRY

1. The Guildmaster of Heraldry shall maintain records of all heraldry belonging to members, companies, and households.
2. The Guildmaster of Heraldry shall work with the Monarchy to protect the heraldic rights of all members.

Section 13. CLASS GUILDMASTERS

1. All fighting classes have a Guildmaster.
2. Guildmasters are responsible for
 - a. Guiding members of the guild in following the proper rules of their class by reporting infractions to the Reeve's Guild.
 - b. Monitoring their class and present ideas for improvement and solutions to problems to the Monarch, Guildmaster of Reeves, and the Althing.
 - c. Helping interested new people to learn to play the rules of their class.
 - d. Encouraging garb and equipment applicable to their class.
 - e. Making recommendations to the Monarch for candidates for masterhood of their class.
 - f. Maintaining a supply of equipment for their class for new members to use.
3. Guildmasters are chosen during crown elections by all voting members of a guild who have met one of the following criteria:
 - a. Have earned at least one (1) credit in the guild's class in the past six (6) months.
 - b. Are sixth level in the class.
 - c. Have the title of Master of the class.
4. Only guild members who can vote in their guild may become the Guildmaster.
5. Candidates for a class guildmaster position must pass the reeves test with a score of 75% or better.
6. A Guildmaster may be removed by 2/3 vote of their guild or by joint agreement of the Monarch and Prime Minister.

Section 14. SCRIBE

Duties of the Scribe are the same at the local level as they are at the Confederate level.

1. The Scribe shall
2. Keep minutes of Althings.
3. Ensure the production of a newsletter at least once every two months.
 - For each newsletter, the Scribe shall request:
 - a. Letters to the populace from all members of the Monarchy,
 - b. A Confederacy budget report from the Prime Minister,
 - c. Letters from other Confederacy officials.



- d. Board of Directors meeting minutes,
- e. Althings minutes,
- f. Literature, art, and contributions from the populace.
4. The Scribe shall work with the Monarchy to maintain a yearly calendar of events.
5. The Monarch may appoint and dismiss the Scribe at will.

Section 15. CIRCLE OF STEEL

1. The Circle of Steel shall consist of representatives of all fighting companies (as defined in the Amtgard Rules of Play) with three (3) or more members in the Confederacy.
2. The Circle of Steel shall organize and orchestrate all company-related activities within the Confederacy.
3. The Circle of Steel may elect a guildmaster during crown elections to represent their circle.

Section 16. COURT HERALD

Duties of the Court Herald is the same at the local level as they are at the Confederate level

1. The Court Herald (“Herald”) is responsible for all announcements of the Crown.
2. The Herald shall open and close courts for the Crown and announce all persons coming before the Crown while court is being held.
3. The Monarch may appoint and dismiss the Herald at will.

Section 17. OTHER ARTS AND SCIENCES GUILDMASTERS

1. The Regent may appoint other Arts and Sciences guildmasters at their discretion..
2. Other guilds which may have guildmasters include, but are not limited to, Arts, Literature, Minstrels, Theatre, Gladiators and Sages.
3. Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the Confederacy.



ARTICLE V: GOVERNMENT

Section 1. ELECTIONS

1. Elections shall be conducted by the Prime Minister, except
 - a. When the Prime Minister is involved as a candidate,
 - b. In the case of the Prime Minister elections, in which case elections shall be conducted by the Guildmaster of Reeves,
 - c. The Board of Directors shall conduct its own elections for the positions of Secretary, Treasurer, President, and Vice President.
2. The winner of any election requires a simple plurality vote. A plurality vote is one in which the winner is determined by receiving more votes than the next highest person/item on the ballot.
3. In cases where a candidate is running unopposed, the candidate must pass a vote of confidence in order to win the election.
 - a. If a candidate loses a vote of confidence, anyone who qualified during Crown Qualifications may declare their intent to run for that office. A second election shall be held in one week by the Prime Minister.
 - b. If no one is qualified to run for office, an Althing shall be held to appoint pro-tem officers.
 - i. All pro-tem officers must have passed a reeves and open book corpora test.
 - ii. The order of precedence for pro-tem positions shall be as follows:
 1. Those who entered Crown Qualifications and have passed a Reeve and open book Corpora test
 2. Those who have passed a Reeve and open book Corpora test.
 3. Anyone who wishes to run for the position.
4. Only voting members may vote in an election.
5. Proxy votes are allowed provided that:
 - a. The vote is in a sealed and signed envelope with the voter's name on the outside,
 - b. The vote is submitted prior to the closing of the polls.
 - c. Proxy votes may be e-mailed to the Prime Minister no later than twenty-four hours before the closing of the polls, or a predefined time set at least one week earlier, by the person running the election.
 - d. If a person is present for an election, any and all proxy votes submitted from that person are considered null and void.
6. For Confederacy-wide votes, the person running the election of each sponsored chapter is responsible for collecting the votes of their group and reporting the results to the appropriate Confederacy official in charge of the election.
 - a. Each land will conduct the voting in the same week.
 - b. The Confederacy official in charge of the election will do the following:
 - c. Determine the week of the election in conjunction with the Confederacy Monarchy.
 - d. Determine the appropriate deadline for votes submitted from each land.
 - e. Post the final results within three days of the deadline to submit votes.
7. Write-in candidates are not permitted.
8. All candidates for office may appoint a representative to witness the counting of votes.



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

Section 2. IMPEACHMENT

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

Section 3. THE ALTHING

1. The Althing is a public meeting open to all members of the Confederacy (or local land in the case of regular local Althings) in which issues are discussed and voted upon.
2. Types of issues discussed and voted on by voting members include:
 - a. Rules clarifications,
 - b. Revising and updating the Corpora with a quorum of at least 51% of all voting members meeting a 2/3 majority,
 - c. Major expenditures of the treasury with a simple majority. This does not include the 10% per month allowed to the Monarch and Prime Minister,
 - d. Vote on approving the adoption and promotion of sponsored chapters with a simple majority.
 - e. Vote to change the status of a sponsored land with a 2/3 majority.
 - f. Vote on restoring the membership status of a terminated member with a 2/3 majority.
 - g. Vote on the future of the land or policy with a simple majority.
3. Abstentions never count towards a vote outcome except to meet a required number of participating voting members.
4. An Althing shall be scheduled and held (“called”) at least once a month on the first weekend of the month, but may be canceled by the Monarch if there is a lack of interest.
 - a. The Althing may not be canceled if a petition for impeachment is being presented.
 - b. The Althing can be rescheduled if it falls on a special event or non-Amtgard holiday.
5. The Monarch shall preside over and call all Althings.
 - a. If the Monarch cannot attend, the Regent may preside over an Althing with the permission of the Monarch.
 - b. If a petition to impeach the Monarch is being presented, another member of the Monarchy shall preside over the Althing according to the Order of Precedence.
6. Anyone may attend and take part in discussions, but only voting members may vote.
7. Althing rules of order may be set down by the Monarch and shall be enforced by the Champion.
8. Althing votes that would affect the play of Amtgard in the Confederacy and its sponsored chapters (“Confederacy-wide”) shall be held as an election according to the standards in Article V, Section 1.6.
 - a. Votes must be scheduled at least one month in advance.
 - b. Changes to the Corpora must be scheduled at least four (4) weeks in advance.
 - c. Last minute items may be added to an Althing agenda, provided an option for moving that item to a later date is given along with a yes or no option.



Section 4. DUES AND POLICIES OF THE TREASURY

1. The treasury shall consist of all funds owned by Westmarch, or its individual chapters.
2. Dues are paid to each chapter's individual Prime Minister.
3. Dues are \$6 every six (6) months.
 - a. Paying dues entitles a member to a copy of each newsletter and a CD containing the rulebook and corpora. A member may pay the additional cost to have a rulebook printed.
 - b. Receipts given for paying dues shall display the time period covered by the dues.
 - c. When a dues-paid member of a land sponsored by Westmarch transfers membership to another land sponsored by Westmarch, their voting status does not change, but no portion of the monies paid for dues transfer between lands.
4. Receipts shall be given for all income and expenditures.
5. The Monarch and the Prime Minister may each spend up to 10% of the treasury each month in order to run the Confederacy. They still must provide receipts for all expenditures.
6. Larger expenditures require the approval of an Althing vote.
7. Sponsored "core land" chapters are required to send \$1.00 per dues-paid member ("tithe") to the Prime Minister of the Confederacy.
 - a. This tithe shall be collected one (1) month after the Prime Minister election of the sponsored land.
 - b. A list of all dues-paid members shall accompany this tithe.
 - c. Sponsored chapters which have not tithed within three (3) months of a Confederacy Prime Minister election cannot submit a vote tally for Confederacy-wide elections or Confederacy-wide Althing issues until this has been resolved.



ARTICLE VI: CROWN QUALIFICATIONS

Section 1. GENERAL INFORMATION

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

Section 2. TIME OF THE CROWN

1. The Time of the Crown is the period from when declarations are due to when a new Monarch is crowned.
2. Any person wishing to run for Monarch, Regent, Champion, Guildmaster of Reeves, or Heir Apparent must declare their intentions publicly and in writing to the Prime Minister one (1) week prior to Crown Qualifications.
3. Cultural and Fighting events of Crown Qualifications shall be held the week after declarations are due. The autocrat of Crown Qualifications may request literature entries be turned in up to two (2) weeks early.
4. A tournament consisting of all members who qualify to run for Champion shall be held the same day as elections. The tournament shall consist of three (3) bouts: short sword, short sword and shield, and double short sword.
5. The Crown Coronation event shall be run by the Regent four (4) weeks after elections.



Section 3. QUALIFICATION REQUIREMENTS

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

Land Size	Monarch	Regent	Champion	Heir Apparent
Principality	7	7	5	3
Duchy	7	7	5	2
Barony	5	5	3	2
Shire	3	3	1	1

- d. Participate in fighting events to meet requirements in the following table:

Land Size	Monarch	Regent	Champion	Heir Apparent
Principality	5	5	All	3
Duchy	5	5	All	3
Barony	3	3	5	2
Shire	3	3	5	2

3. Candidates for Champion must be able and willing to compete in the Champion’s Tournament on the day of elections.
4. If a candidate is unable to participate in the fighting events for any reason, fighting requirements may be waived with the joint agreement of the Monarch and the Autocrat of Crown Qualifications.
5. Candidates for a class Guildmaster position must pass a reeves test with a 75% or better.
6. Should no candidates qualify to run for an office, that office may be filled on a pro-tem basis, by an Althing vote, in order of precedence.
 - a. Those who qualified for office, but did not declare.
 - b. Those who entered Crown Qualifications but did not qualify for office.
 - c. Any voting member.

Section 4. CULTURAL EVENTS

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



Category	Event	Description
Garbing	Fighting Garb	Made for wear on the battlefield
	Court Garb	Made for wear during Court or formal functions
	Monster Garb	Made for portrayal of a monster class.
	Garb Accessory	Belts, pouches, favors, but not jewelry.
Art	Flat Art	2-D artistic medium
	3-D Art	Any three dimensional artistic medium
	Needlework	Embroidery, latch hook, cross stitch, knitting, beadwork, etc.
	Jewelry	Items made to be worn as jewelry
	Digital Media	Photography, movies, webpages or digital enhanced art.
Literature	Fiction	Any fictional work
	Non-Fiction	Work based on factual events
	Battlegame	Description of a new game to play with Amtgard rules
	Poetry	Any type of Poetry
Cooking	Main Dish	Food served as a main course
	Side dish	Food or condiment served to accompany a meal
	Beverage	Any beverage and may be alcoholic
	Dessert	Food served primarily as a dessert
Construction	Weapon	Weapons legal for Amtgard use.
	Shield	Shields legal for Amtgard use.
	Armor	Any form of armor
	Banner	Any banner construction
	Active Construction	Items made for battlefield use not covered by other events
	Passive Construction	Items not for battlefield use and not already covered by other events
Bardic	Singing	Singing with or without accompaniment
	Instrumental Music	Any musical performance with an instrument
	Dance	Any form of dancing or choreographed movement
	Recitation	Story, poetry, comedy, drama, etc.
Rose	Rose	Items donated to Amtgard.

3. All entries (or “items”) except cooking must be related in some way to Amtgard or the related genres. Documentation notating such is encouraged.
4. All cooking entries
 - a. Should be made primarily from scratch and
 - b. Should include enough for all judges to get an adequate taste of the entry.
5. All entries must be signed in within the time constraints set forth by the autocrat of Crown Qualifications.
6. All entries into Cultural Events must be the individual work of the entrant or be listed as a joint entry.
 - a. No more than one (1) qualifying entry may be a joint entry.
 - b. A joint entry is defined as an entry where less than 75% of the work was done by one person.
7. An entry is considered to have received a qualifying score if it receives an average score of 3.0 from the judges.
8. Only one (1) qualification may be received per contestant from each event.
9. No item may be entered in more than one (1) event.
10. Items entered in an inappropriate event may be moved to another event by the autocrat of Crown Qualifications, with the consent of the majority of the judges.



11. Should beverages be alcoholic, they shall be judged at a different time and location than the other cultural events unless the location used permits alcohol. All judges for alcoholic beverages must be at least 21 years of age.
12. A strategic gaming category may be held with the approval of the Autocrat, including-- but not limited to--games such as chess, pente, etc.
 - a. The winner of each strategic gaming category shall receive an extra cultural qualification providing at least five (5) people participate in the event.
 - b. A qualification earned from strategic gaming may only be counted once towards becoming Arts and Sciences Champion and will only receive a score of 3.0.

Section 5. JUDGING

1. Each entry in the Cultural Events of Crown Qualifications will be judged by a panel of at least five (5) judges appointed by the autocrat of Crown Qualifications.
2. All entries will be scored in increments of .1 on a scale of 1.0 to 5.0 by each judge, with 3.0 being a qualifying score and 5.0 being a perfect score.
3. All judges are expected to be unbiased and impartial.
4. Entries shall be judged on their own merits, and never in comparison to other entries.
5. An individual's Arts and Sciences score shall be determined using the following:
 - a. In the case of multiple entries in the same event, the highest scoring item from each event will be used to score that event.
 - b. The top seven category (7) scores will be added together to determine the Arts and Sciences score.
6. The individual with the highest Arts and Sciences score shall be the Arts and Sciences Champion.

Section 6. FIGHTING EVENTS

1. The Fighting Events ("Warmaster") are held as part of the Crown Qualifications process and shall consist of the following five (5) tournaments:
 - a. Single short sword.
 - b. Double short swords.
 - c. Short sword and shield.
 - d. Great weapon, or any weapon over five feet in length.
 - e. Open weapon, with a limitation of only a single item in each hand.
 - f. Any other categories are at the option of the Autocrat (e.g. single dagger, double dagger, flail and shield).
2. All events shall be held on the same day as Crown Qualifications Cultural Events.
3. All combatants must be signed in within the time constraints set forth by the autocrat of Crown Qualifications.
4. The overall winner of the Fighting Events shall be the Warmaster. The Warmaster is determined by giving three (3) points for first place in an event, two (2) points for second, one (1) point for third, and half a point (.5) for each individual win in the case of a tie, with the Warmaster determined as the combatant with the most points.



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



ARTICLE VIII: SPONSORED CHAPTERS

Section 1. GENERAL INFORMATION

1. The confederacy may sponsor other Amtgard chapters, making them a subsidiary part of Westmarch, with a majority vote confederacy Althing, and the Dragonspine Althing.
 - a. Only sponsored lands considered “core groups” may vote in Confederacy-wide elections.
 - b. No land farther than 250 miles from Berkeley, CA may be considered a core group.
2. Any land less than or equal to 250 miles from Berkeley, CA which is not a core land may petition the Confederacy to become one.
 - a. All petitioning lands must wait a minimum of six (6) months for the Confederacy lands to consider the application.
 - b. A 75% approval of a Confederate level Althing vote may waive the six-month waiting period.
3. All subsidiary chapters are bound by the Amtgard Rules of Play, rules clarifications issued by Westmarch, the Corpora where it applies to running groups smaller than a kingdom, and the contract signed with Westmarch.
4. For the purposes of determining attendance in a sponsored chapter, a land size is determined by the six-month average of unique members who attend each month. The confederacy level Prime Minister is required to audit each core land’s records to ensure a member is only counted once inside the confederacy each week.
5. A sponsored chapter of Barony status or greater may supervise nearby shires also sponsored by the Confederacy with the 2/3 agreement of the Confederacy Althing and a simple majority of the Confederacy Board of Directors. Non-sponsored Shires supervised by a sponsored chapter are eligible to receive orders, titles and masterhoods directly from their sponsoring chapter.
6. If any sponsored chapter chooses to write a Corpora, that Corpora must be approved by a Westmarch Althing vote. Until such a time as Westmarch should become a Kingdom, the proposed corpora must also be approved by the parent Kingdom, Dragonspine.

Section 2. AUDITS

1. The confederacy may audit any sponsored chapter at any time to ensure the smooth operation of the sponsored chapter.
2. The Confederacy Board of Directors shall conduct regular audits of all lands every six (6) months.
 - a. Shires must submit:
 - i. Copies of sign in sheets for the past six (6) months.
 - ii. Proof of advertising their chapter, such as a flyer for a demo.
 - b. Principalities, Duchies and Baronies must submit:
 - i. Copies of bank statements and financial records for the past six (6) months.
 - ii. Copies of sign in sheets for the past six (6)months.
 - iii. A list of current officers.



- iv. A list of current dues-paid members.
 - v. The results of most recent crown qualifications.
 - vi. The most recent crown election results.
 - vii. For lands other than Shires or Baronies: Proof of a bank account showing the required stable balance required per land size (\$100.00 for Duchies; \$200.00 for Principalities).
3. Audits will be given ratings by the Board of Directors.
 - a. A land submitting all required items and meeting attendance requirements will earn an “excellent” rating.
 - b. A land missing one (1) required item but provides everything else and meeting attendance requirements earns a “passed” rating.
 - c. A land missing more than one (1) required item, or misses attendance requirements, will earn a “failed” rating.
 - d. If the Board of Directors fails to post the results of the audit within one (1) month of the deadline, all lands automatically receive “excellent” ratings.
4. All groups must meet minimum attendance requirements equal to 60% of the numbers they needed to become their current size.
5. Promotion and demotion themselves are not automatic, but require approval of the confederacy Althing, and Monarch, as well as approval from the Dragonspine Althing, and Monarch.
 - a. If a sponsored chapter passes two (2) consecutive regular audits with “excellent” ratings, as well as, meets the requirements for the proposed status promotion, they will automatically be brought to the Westmarch Althing vote for promotion consideration.
 - b. If a sponsored group fails two (2) consecutive regular audits they will be automatically brought before the Westmarch Althing vote for demotion consideration.



Section 3. SHIRE

1. A Shire must
 - a. Have at least five (5) members.
 - b. Have signed a contract on file with Westmarch.
 - c. Have a contract on file with Amtgard, Inc, and
 - d. Meet at least once every other week
2. The Monarch of a Shire is called a Sheriff.
 - a. A Sheriff may award first and second levels of any order.
 - b. A Sheriff may not award any titles, knighthoods, or masterhoods.
3. A Regent of a Shire may award first and second levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Facade.

Section 4. BARONY

1. A Barony must
 - a. Have at least twenty (20) members.
 - b. Have signed a contract on file with Westmarch.
 - c. Have a contract on file with Amtgard, Inc.
 - d. Meet at least once a week.
 - e. Have held elections every six (6) months, as per this corpora.
2. The Monarch of a Barony is called a Baron.
 - a. A Baron may award first through fifth levels of any order.
 - b. A Baron may not award any titles, knighthoods or masterhoods.
3. The Regent of a Barony may award first through fifth levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Facade.

Section 5. DUCHY

1. A Duchy must
 - a. Have at least forty (40) members.
 - b. Have signed a contract on file with Westmarch.
 - c. Have a contract on file with Amtgard, Inc.
 - d. Have been a Barony for at least one (1) year and held at least two (2) sets of Crown Qualification events, organized as per this corpora.
 - e. Have held elections every six (6) months, as per this corpora.
 - f. Meet every week.
 - g. Have a stable checking account with a local bank under the chapter's name, maintaining a balance of at least \$100.00.
 - h. Operate as a non-profit group and obtain a State non-profit tax identification number, if possible
 - i. Have an active Board of Directors as per this corpora.
 - j. Maintain a Post Office box.
2. The Monarch of a Duchy is called a Duke.
 - a. A Duke may award first through eighth levels of any order.
 - b. A Duke may award the title of Lord once per reign.



- c. A Duke may award masterhood in the fighting guilds.
 - d. A Duke may not award any other titles or masterhoods.
 - e. A Duke may not award knighthood.
3. The Regent of a Duchy may award first through eighth levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Facade.

Section 6. PRINCIPALITY

1. A Principality must
 - a. Have at least fifty (50) members,.
 - b. Have signed a contract on file with Westmarch.
 - c. Have been a Duchy for at least one (1) year and held at least two (2) sets of Crown Qualification events, organized as per this corpora.
 - d. Have held elections every six (6) months, as per this corpora.
 - e. Have a contract with Amtgard, Inc.
 - f. Meet every week.
 - g. Have a stable checking account with a local bank under the chapter's name, maintaining a balance of at least \$200.00.
 - h. Operate as a non-profit group, have State and Federal non-profit tax identification number, if possible.
 - i. Have an active Board of Directors as per this Corpora.
 - j. Maintain a Post Office box.
2. The Monarch of a Principality is called a Prince.
 - a. A Prince may award any first through tenth levels of any order.
 - b. A Prince may award the titles of Lord, Baronet, and Baron.
 - c. A Prince may award masterhood in the fighting guilds.
 - d. A Prince may not award any other titles or masterhoods.
 - e. A Prince may not award knighthood.
3. The Regent of a Principality may award first through tenth levels of Orders of the Rose, Lion, Owl, Dragon, Garber and Facade.



ARTICLE IX: BOARD OF DIRECTORS

Section 1. GENERAL INFORMATION

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

Section 2. OFFICERS OF THE BOARD

1. The Monarch or Prime Minister must have been elected to a seat on the Board of Directors.
2. The Board of Directors shall elect from their number a President who shall conduct all meetings of the Board.
3. The Board of Directors shall elect from their number a Vice President who shall
 - a. Serve as President if the President is absent.
 - b. Become President if the position becomes empty.
4. The Board of Directors shall elect, from their number, a Treasurer who shall:
 - a. Work closely with the Prime Minister in monitoring Confederacy funds.
 - b. Perform unsolicited audits of the Confederacy financial records.



- c. Audit all records at the end of each Prime Minister's term of office before they are turned over to the next Prime Minister, as well as the middle of the Prime Minister's term.
 - d. If necessary, seize all records and finances with the approval of the President, the disposition of which must be handled at the next Board meeting.
 - e. Shall maintain the land's non-profit status.
 - f. The Prime Minister may not serve as the Board of Director's Treasurer.
5. The Board of Directors shall elect, from their number, a Liaison Officer who shall
 - a. Be responsible for contact with all outside agencies.
 - b. Maintain a mailing and phone list of all agencies the Confederacy deals with.
 - c. Maintain copies of all contracts between the Board of Directors and any outside agency or subsidiary chapter.
6. The Board of Directors shall elect, from their number, a Secretary who shall record all minutes of Board of Directors meetings and publish them within four (4) weeks. Publication is defined as hard copy or electronic retrieval (such as posted on a website).

Section 3. LIMITATIONS OF THE BOARD

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



ARTICLE X: MUNDANE LAWS

Section 1. GENERAL INFORMATION

1. Members are required to obey all federal, state, city, county, and municipal laws.
2. Violations of the law occurring at Amtgard functions (local and Confederate level) should be reported to the proper authorities.

Section 2. VIOLATIONS

1. In the event an individual commits a crime punishable in the State of California, USA, the highest Amtgard authority, be it a local or confederate level officer, present shall expel the person(s) from the site of the event; and immediately call mundane law enforcement officials.
2. Punishment may include:
 - a. Being stripped of all titles and knighthoods as per this Corpora;
 - b. Termination of membership permanently or for one year, as per this Corpora,
 - c. Being banned from Amtgard battlegames, tournaments and events permanently or for one year, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
3. Any person subject to any punishment by the Confederacy or a local land may appeal the decision to the Althing of the land which imposed their consequences by:
 - a. Presenting a petition signed by 20% of the voting members to the Althing.
 - b. Receiving a 2/3 vote of the Althing.

Section 3. DISCLAIMER

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



ARTICLE XI: AFFIRMATION

All lands undersigned hereby declare to abide by this document for the purposes of running both local and Confederacy level lands.

Wavehaven

Monarch	Prime Minster	

Crimson Wood

Monarch	Prime Minster	

Wyvern's Spur

Monarch	Prime Minster	

Seven Sleeping Dragons

Monarch	Prime Minster	

Thor's Refuge

Monarch	Prime Minster	



ARTICLE XII: AMTGARD WAIVER

Name: _____ Birth date: _____

Persona: _____

Phone: _____

Date joined: _____

Emergency contact: _____ Phone: _____

I understand that this is a physical activity, and I assume any risks that I take are my responsibility. I agree to release and hold harmless Amtgard, and all members of all Amtgard Chapters from and against all claims, demands, and actions in respect to damage to my person or my property arising in connection with my participation in Amtgard functions. Furthermore, I accept and understand that neither Amtgard nor any Amtgard member is responsible for any injuries received or given at any Amtgard function.

Signature

Date

Signature of legal guardian if a minor

Date



ARTICLE XIII: CONTRACT

Section 1. GENERAL INFORMATION

1. Westmarch will accept, and use the contract used by Dragonspine until such time as Westmarch becomes a kingdom.
2. Any land wishing to join Westmarch as a sponsored land must first be approved as a Dragonspine sponsored land until such a time as Westmarch becomes a kingdom.

Section 2. DRAGONSPINE CONTRACT

Dragonspine Contract Agreement

This agreement is entered into on the date of _____; between the Amtgard, Chapter of Dragonspine and, _____ hereinafter referred to as "Sponsoree". Under the specific terms contained herein, Amtgard Chapter of Dragonspine, a nonprofit group in Las Cruces, New Mexico, agrees to sponsor the sponsoree until such time as the Sponsoree gains the title of kingdom by attaining the requirements dictated in the current edition of the Amtgard Corpora, a publication provided and copyrights by Amtgard, Inc. the founding nonprofit corporation, located in El Paso, Texas.

The sponsoree must meet the following terms, sign this agreement and send it by registered mail to the receipt by Dragonspine within one year of the sponsoree's formation as an Amtgard group. Otherwise, this agreement will be considered null and void, This document is not valid until signed by the following: Dragonspine Monarch, Dragonspine Board of Directors, Sponsoree Monarch, Sponsoree's Officers.

Terms of this Agreement

The Sponsoree agrees to:

1. Sign and send by Registered Mail to Amtgard Chapter of Dragonspine the original contract, with a copy of the signed contract with Amtgard Inc. Pending approval by two-thirds of the current dues paid members of the Chapter of Dragonspine, the Board of Directors agrees to sign and return this contract to the sponsoree within 30 days of receipt.
2. Operate as a nonprofit group, preferably with governmental recognition from the state resided in.
3. Abides by the current edition of the rulebook and the Corpora, both as published by Amtgard Inc.
4. Abide by all laws; local, state and federal.
5. Maintain a positive relationship with authorities, the public and other Amtgard chapters.
6. Educate and enrich the Amtgard membership and the community through demonstrations and instruction of but not limited to fighting and arts and sciences.
7. Sponsoree with not copy for distribution any copy-written material without the express written permission of said copyright.
8. Hold regularly scheduled Amtgard activities at least twice a month.



- 9. Hold Crown qualifications per the current Corpora of Amtgard Inc. before each election of a new Monarch, Regent and Champion, All candidates for these positions must take part in a both cultural and fighting events. Note that special consideration will be given on a case-by-case basis in the area of fighting events.
- 10. Maintain the following pertaining to the Sponsoree Chapter.
- 11. Record of attendance of all members, a membership roster, accurate financial records n a ledger format, a post office box in the name of the Sponsoree's chapter and records of awards and honors received by that chapter's members, At such time as the funds of the chapter exceed one hundred dollars, a checking account shall also be opened and maintained in the name of the Sponsoree's chapter, requiring the Prime Minister and one other officer as signatories.
- 12. Treat all members and joining members fairly, according to the Equal Opportunity Act and the Americans with Disabilities Act.

The Chapter of Dragonspine Board of Directors

Mundane Name: _____ Persona Name _____ Date: _____
 Mundane Name: _____ Persona Name _____ Date: _____
 Mundane Name: _____ Persona Name _____ Date: _____
 Mundane Name: _____ Persona Name _____ Date: _____
 Mundane Name: _____ Persona Name _____ Date: _____

The Current Dragonspine Monarch:

Mundane Name: _____ Persona Name _____ Date: _____

Officers of the Sponsoree Chapter:

Mundane Name: _____ Persona Name _____ Date: _____
 Mundane Name: _____ Persona Name _____ Date: _____

Sponsoree Monarch:

Mundane Name: _____ Persona Name _____ Date: _____

Date sent to Sponsoree: _____ Initialed: _____ Office: _____
 Date received by Sponsoree: _____ Initialed: _____ Office: _____
 Date signed by Sponsoree: _____ Initialed: _____ Office: _____
 Date received by Dragonspine: _____ Initialed: _____ Office: _____
 Date signed by Dragonspine: _____ Initialed: _____ Office: _____