

The Principality of

**Westmarch**

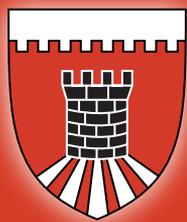
<http://www.caamtgard.com/>

A confederacy of these proud lands:

Aegir's Hall,  
Crimson Sanctum,  
Diablo's Cauldron,  
Eternal Wolf,  
Seven Sleeping Dragons,  
Silver Sun,  
Thor's Refuge,  
and Wyvern's Spur;

Ashen Spire,  
Crimson Wood,  
Eldritch Hills,  
Fal Dare,  
Siar Geata,  
Sunset Cliffs,  
Wavehaven,

**Clan 2013 Kingdom Bid**



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## Esteemed members of the Circle of Monarchs and Burning Lands Board of Directors,

Westmarch would like consideration to be the next Kingdom of Amtgard. We represent all the chapters located in California, and some in Nevada. Westmarch lands have counseled each other, and joined together for events long before it was officially a floating crown Principality of Dragonspine.

The people of Westmarch travel extensively to each other's events, and local weekly game days. They support each other's events from Sacramento to San Diego, and everywhere in between. It is common to see visitors from every chapter at our primary events of the year, and the camaraderie can easily be felt when they greet each other and say their farewells.

Our events are seeing more and more inter-land teams of autocrats, and the combination of ideas and enthusiasm has produced amazing successes. The people of Westmarch are industrious and efficient, and do not flinch from difficulties or hard work.

Westmarch had some rough water to traverse, but that has forged a group of Amtgard members that are willing to work together to maintain a principality that is stable on the backs of good people. Westmarch is great due to the number of people who make her up.

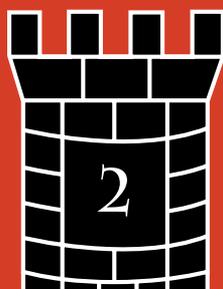
Westmarch citizens can be seen at a number of Amtgard events, such as Salt Wars, Rakis, Clan, Dragonblade War, Pac War, and SKBC. Westmarch was built on the idea of traveling, and her citizens continue to exemplify that ideal.

In conclusion, we believe that Westmarch will meet your expectations, her people will be met with fondness, and we know she can represent our part of the West as a Kingdom for Amtgard.

Princess Dame Gwendair Tryst

March 2013

p.s.: I would like to personally thank the people who have made this possible: Baron Sir Keluric Tryst, Grand Duke Sir Euric Bloodstone, The Corpora Committee, Marquis Squire Hannoske-sama, Baron Squire Niveus, Lord Azus, Lord Ranvier, Baron Fiks, Baron Squire Deimos, Squire evil Randy, Lady Suraya, Lord Porkins, Countess Sir Nakita Bloodstone, Lord MaA Miles Ookami, Baronetta Squire Leah, Lord MaA Mikezilla, Lady WaA Courtenay, Lord MaA Collin the Red, Baronet Squire Laoric, Baronet Squire Torbjorn, Lord MaA Drenth, Lord MaA Griffin Koford and all the citizens of Westmarch who have persevered since 2007 to embrace the spirit of Amtgard here in California.



## A Letter of Support from Our Parent Kingdom

FROM: King Randall Andalsa VII

TO: Amtgard, Inc. Board of Directors and the Circle of Monarchs of the Amtgard:

It is my pleasure to recommend the Principality of Westmarch as the next kingdom of Amtgard. The duchies, baronies and shires under the Westmarch banner are producing the quality of Amtgard expected of all our kingdoms, and represent Amtgard's core values and culture well. The principality has my full endorsement.

Amtgard in California has existed for a long time. Wavehaven was founded in 1994 by Sir Jetara of Dragonspine, became a duchy in 1999, and has been one ever since. In 2007, Wavehaven, Falcon's Reach, Seven Sleeping Dragons, a Blackspire barony named Wyvern's Spur, and a Burning Lands duchy named Crimson Wood united to form the principality of Westmarch. This union brought a deep bench of expertise from many different kingdoms, and the principality quickly grew throughout California and into the western edges of Nevada. Chapters such as Thor's Refuge—often the biggest park in Amtgard—have been born, adding fresh new perspectives to the experience and knowledge that already existing in the principality. Westmarch now has an estimated 130-150 people playing every weekend throughout its chapters, with perhaps 250-300 unique players each month. These Amtgarders have organized themselves in a way that continually impresses Dragonspine with their professionalism and expertise, and which will serve Amtgard well when Westmarch becomes a kingdom. Indeed, the principality already meets or exceeds the standards set by the kingdoms of Amtgard. Their members visit our events. They are integrated with the rest of Amtgard. They fit our game well.

Westmarch also has two excellent events—Darkshore and the Feast of Mars—which regularly draw in excess of 100 people, and which draw visitors from both Dragonspine's crown lands and from other kingdoms. I have attended several Feasts of Mars over the years, and have continually marveled at the innovations the event produces. It is one of my must-attend events.

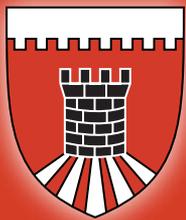
Westmarch has kingdom numbers. In their 2011 pre-bid to the Circle of Monarchs, the average of the best attendance day each month was well over 75. In 2012, the principality finalized their non-profit paperwork and did not submit a bid. For 2013, I have seen their March 2012-March 2013 numbers, and the numbers average over 80. That means Westmarch has been averaging kingdom numbers as required of a new kingdom for over 30 months. This is a remarkable feat of determination. It has also been an exhausting process for the people of Westmarch—yet they are still ready, still prepared to become a kingdom.

It is my strong recommendation that the Amtgard, Inc. Board of Directors approves Westmarch's bid and forwards it to the Circle of Monarchs for a final vote. Thank you, and good luck.

King Randall Andalsa VII

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# The Kingdom of Westmarch

## Kingdom Requirement Summary

- |   |   |
|---|---|
| <input checked="" type="checkbox"/> Required Item                       | <input checked="" type="checkbox"/> Required Item                       |
| <input checked="" type="checkbox"/> Declared intent previous year       | <input checked="" type="checkbox"/> Stated support of parent kingdom    |
| <input checked="" type="checkbox"/> Valid contract with Amtgard, Inc.   | <input checked="" type="checkbox"/> Contract be at least five years old |
| <input checked="" type="checkbox"/> 75 unique sign-ins per month        | <input checked="" type="checkbox"/> Sign-in sheets for these days       |
| <input checked="" type="checkbox"/> 150 miles away from nearest kingdom | <input checked="" type="checkbox"/> Proof of tax-exempt / NPO status    |
| <input checked="" type="checkbox"/> Kingdom-level corpora               |   |

## Past and Current Officers

*The following brave souls stepped up to accept the mantle of leadership:*

### November '11 – May '12

### May '12 – November '12

#### Monarch

Grand Duke Sir Euric Bloodstone

Baron Sir Keluric Tryst

#### Regent

Lady Suraya

Baroness Dame Gwendair Tryst

#### Prime Minister (Feb. – Aug.)

Porkins

#### (Aug. – Feb.)

Squire Deimos

#### Champion

Baroness Dame Gwendair Tryst

Grand Duke Sir Euric Bloodstone

#### Guildmaster of Reeves

Countess Sir Nakita Bloodstone

Lord Man-at-Arms Miles Ookami

### November '12 – May '13

#### Monarch

Baroness Dame Gwendair Tryst

#### Regent

Squire Leah

#### Prime Minister (Feb. – Aug.)

Countess Sir Nakita Bloodstone

#### Champion

Man-at-Arms Mikezilla

#### Guildmaster of Reeves

Woman-at-Arms Courtenay



*Photograph by Phocion, during Feast of Mars VII, 2011*

# Lands of Westmarch

These are the lands that form our principality, from north to south, Core lands then Sponsored lands:

## The Core Lands



**1** Duchy of Thor's Refuge  
*Sacramento, CA*

Average Weekly Attendance: 53



**2** Duchy of Crimson Wood  
*Rohnert Park, CA*

Average Weekly Attendance: 35



**3** Shire of Wyvern's Spur  
*Berkeley, CA*

Average Weekly Attendance: 7



**4** Barony of Ashen Spire  
*Santa Clara, CA*

Average Weekly Attendance: 10



**5** Duchy of Wavehaven  
*Santa Cruz, CA*

Average Weekly Attendance: 17



**6** Barony of Seven Sleeping Dragons  
*San Luis Obispo, CA*

Average Weekly Attendance: 16

## The Sponsored Lands



**7** Shire of Eternal Wolf  
*Reno, NV*

Average Weekly Attendance: 19



**8** Barony of Fal Dare  
*Carson City, NV*

New transplant from Desert Winds



**9** Shire of Aegir's Hall  
*Lodi, CA*

Average Weekly Attendance: 14



**10** Shire of Diablo's Cauldron  
*Concord, CA*

Average Weekly Attendance: 5



**11** Shire of Silver Sun  
*Santa Barbara, CA*

Defunct



**12** Shire of Crimson Sanctum  
*La Canada, CA*

Defunct



**13** Shire of Eldritch Hills  
*Pasadena, CA*

Defunct



**14** Barony of Siar Geata  
*Escondido, CA*

Average Weekly Attendance: 21

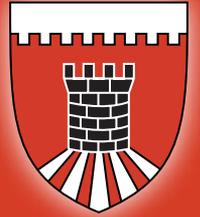


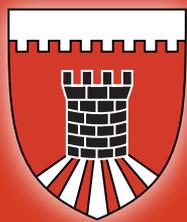
**15** Shire of Sunset Cliffs  
*San Diego, CA*

Average Weekly Attendance: 3



Lands





### Duchy of Thor's Refuge

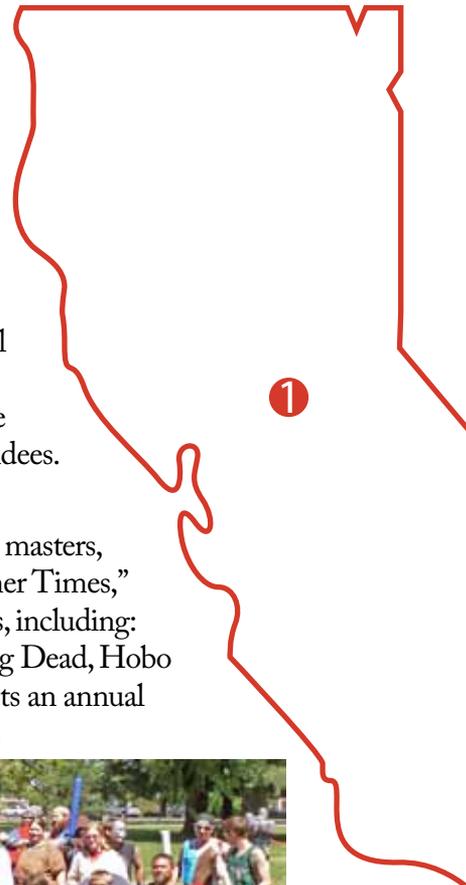
*Sacramento, CA*

Average Weekly Attendance: 53

Originally founded in May of 2006 as the Shire of Falcon's Reach and was one of the five founding lands of

Westmarch. In 2008, after struggling for attendance, the land rebranded and refocused themselves and created the Shire of Thor's Refuge. Since then, in large part to successful use of MeetUp, flyers, and local news stories and video, the northernmost of our core lands has become the jewel on the Westmarch crown with the highest number of weekly attendees. Raised to a barony in 2009, then a duchy in 2011.

The duchy maintains a full compliment of officers and class masters, publishes their own monthly newsletter named the "Hammer Times," and frequently runs reigns using various imaginative themes, including: Roman gladiators, post-apocalypse horror-survival (Walking Dead, Hobo with a Shotgun, etc.), and Star Wars. Thor's Refuge also hosts an annual Dungeon Crawl in an authentic Halloween haunted house.



### Duchy of Crimson Wood

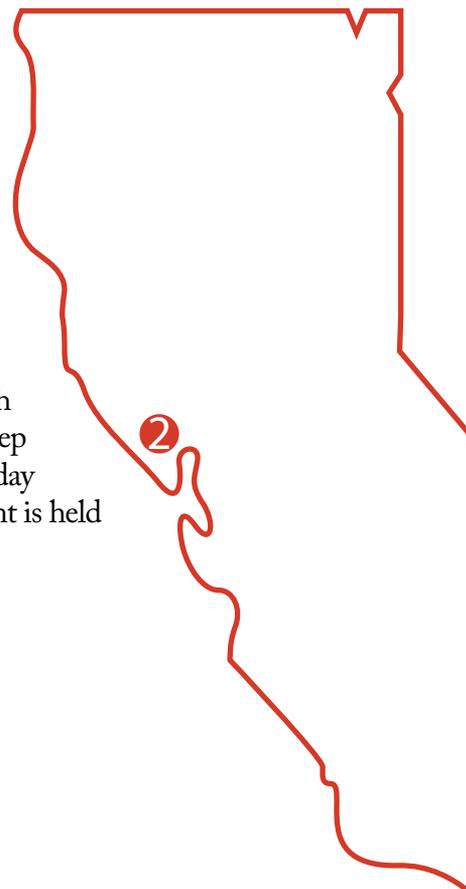
*Robnert Park, CA*

Average Weekly Attendance: 35

Founded in 2002 by a consortium of Amtgard devotees under the banner of the Burning Lands, where they grew to

barony size. In September 2007 they joined Dragonspine and Westmarch as a founding land, and were also promptly promoted to a duchy.

Crimson Wood plays weekly on a fairly well-tended, though swamp-prone municipal park lovingly called the Briney Deep during the wetter months. The duchy annually holds a one day event named Dunes Day, named for the beach that the event is held at. You have not ditched until you ditch in the sand.



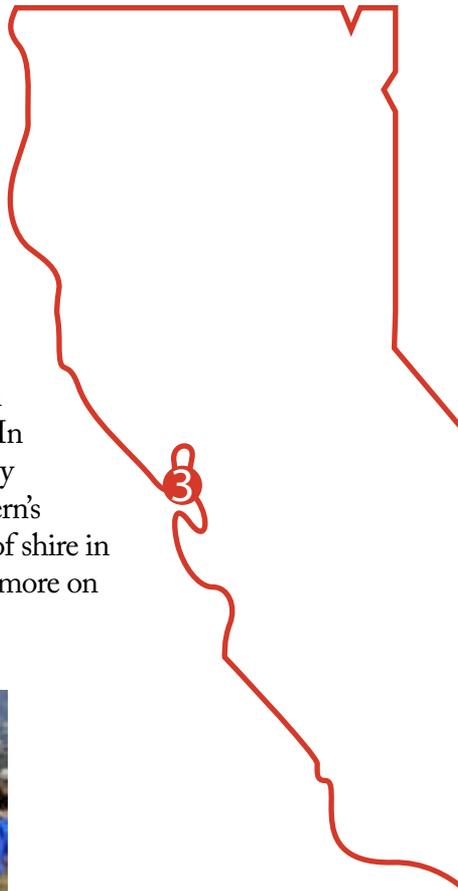


## Shire of Wyvern's Spur *Berkeley, CA*

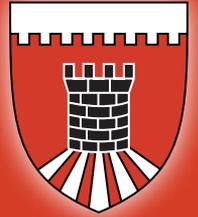
Average Weekly Attendance: 7

Wyvern's Spur was established in April of 2001, though it was originally known as Burning Gnome, and at one point a land under the Kingdom of Blackspire. Fast forward to 2007, and the land is both a barony and a founding land of Westmarch.

Fast forward more to 2011, and hard times have fallen upon the land; their numbers were down to less than five a week. In an effort to revitalize the group, parks were changed and they moved from Sunday, to Saturday, and back to Sunday. Wyvern's Spur also voluntarily demoted themselves back to the level of shire in order to focus less on the higher auditing requirements and more on reestablishing a strong core player group in the park.



Wyvern's Spur



## Barony of Ashen Spire *Santa Clara, CA*

Average Weekly Attendance: 10

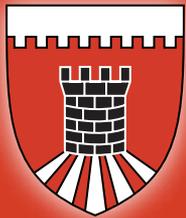
Ashen Spire was founded in March of 2007 as an off shoot of Wavehaven after many recruits from DunDraCon and some veteran Amtgarders identified that they were interested in establishing a new land in the San Jose area. In 2009 they joined Westmarch, then later were established as a core land by the principality Althing.

As of June 2011 Ashen Spire was promoted to a barony underneath Westmarch. The land celebrated by collectively declaring themselves part of the siege weapon.



Ashen Spire





### Duchy of Wavehaven

*Santa Cruz, CA*

Average Weekly Attendance: 17

Wavehaven was founded in the summer of 1994 by Sir Jetara, a Dragonspine transplant. Five years later found the park with a regular fielding of over forty and they were given duchy status under the Kingdom of Dragonspine. In 2007 they helped create Westmarch as one of the original five founding lands.

Though their numbers have dwindled, the duchy managed to get by and continue to add the experience of California Amtgard both in service and by the annual hosting of the state's longest running event: The War of the Darkshore.



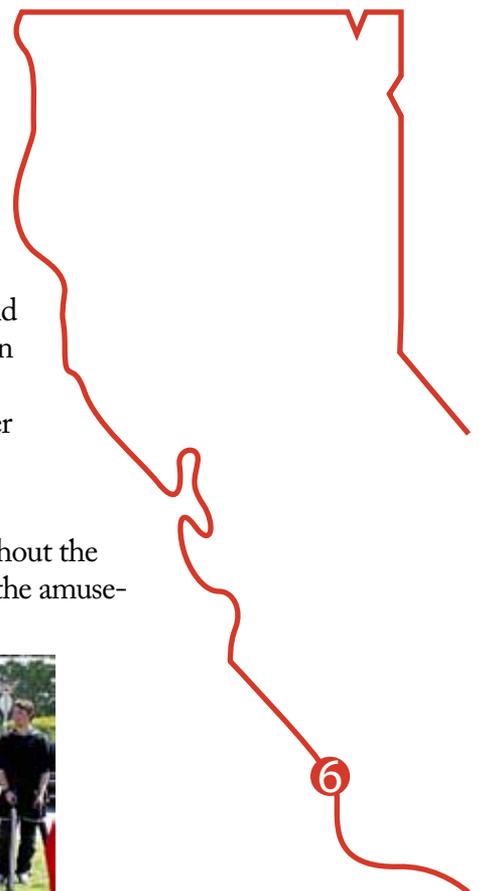
### Barony of Seven Sleeping Dragons

*San Luis Obispo, CA*

Average Weekly Attendance: 16

Founded in 1997, and once a sponsored land of Wavehaven, the land operates as an official club of California Polytechnic State University of San Luis Obispo. During the period of sponsorship, the land flourished into a barony as a vassal land of Dragonspine and was tasked with defending the southern borders against the encroaching Crystalline Confederacy. After the Confederacy folded, SSD joined up with the other more northern lands to create Westmarch as one of the five founding lands.

The barony maintains a constant level of attendance throughout the years and is renown for the quests that its people create for the amusement (and destruction) of all.



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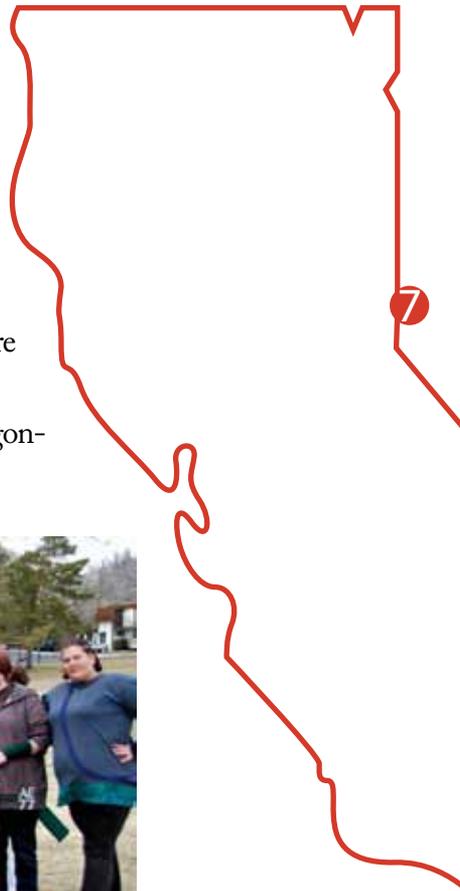
## Shire of Eternal Wolf

*Reno, NV*

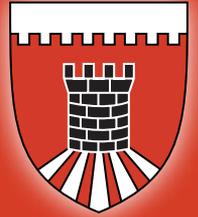
Average Weekly Attendance: 19

Originally founded in 2005 in Wellington, NV, but quietly folded after a year. In 2011 the chapter was re-opened in Reno, NV, under the banner of the Kingdom of the Desert Winds. After struggling a few months, the shire has grown in numbers. Thanks to their proximity to Fal Dare and Thor's Refuge, they see frequent visitors.

In 2012 they changed allegiance to Westmarch, under Dragon-spine and have been adopted as a sponsored land.



Eternal Wolf



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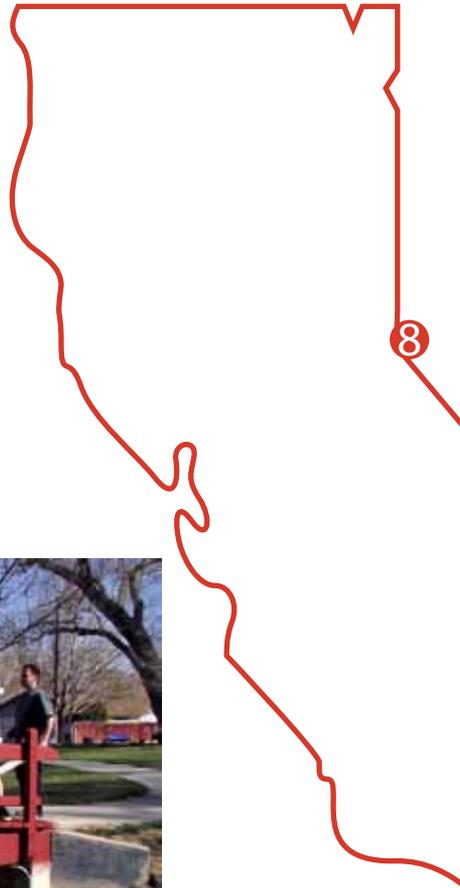
## Barony of Fal Dare

*Carson City, NV*

New transplant from Desert Winds

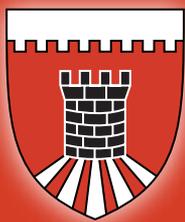
Joined the Kingdom of the Desert Winds in August of 2008 and rose to become a barony.

When they joined Westmarch in 2013, they kept their land status and their friendship with the Desert Winds. We hope both Fal Dare and its sister land Eternal Wolf will continue to flourish under our stewardship.



Fal Dare





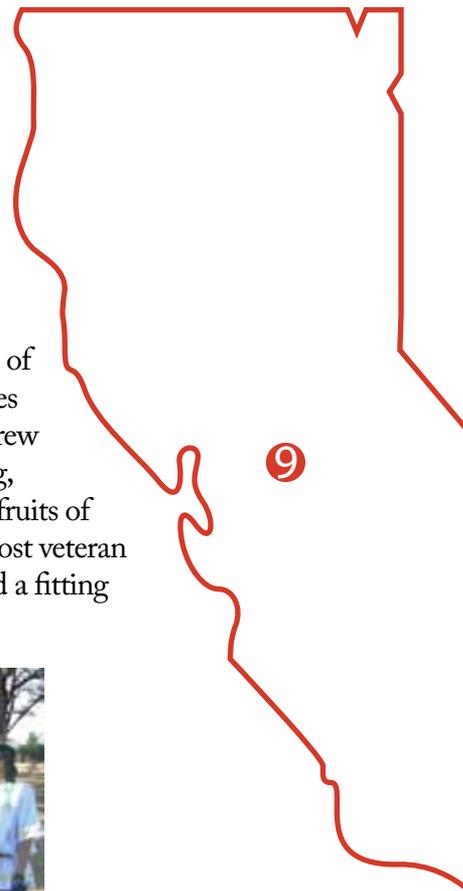
### Shire of Aegir's Hall

*Lodi, CA*

Average Weekly Attendance: 14

In May 2011, Aegir's Hall (said: age-ers hall) was start by Thor's Refuge players who were commuting from outside Sacramento. They formed under the banner of Westmarch.

Aegir, also known as Gymir was a giant, and the god of the seas and storms. He was known as the greatest brewer in all of Asgard. His brews were so renown, that the Aesir themselves gave him the largest cauldron ever made, so that he could brew mead and wine for the Gods. After a long season of warring, the gods would come to Aegir's Hall to feast and enjoy the fruits of their wars. Lodi, being known for its wine, and the park's most veteran player, Grimbold, being known for brewing mead, it seemed a fitting name for the park.



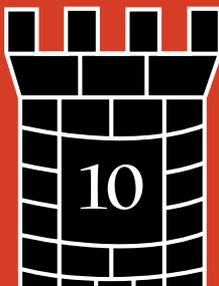
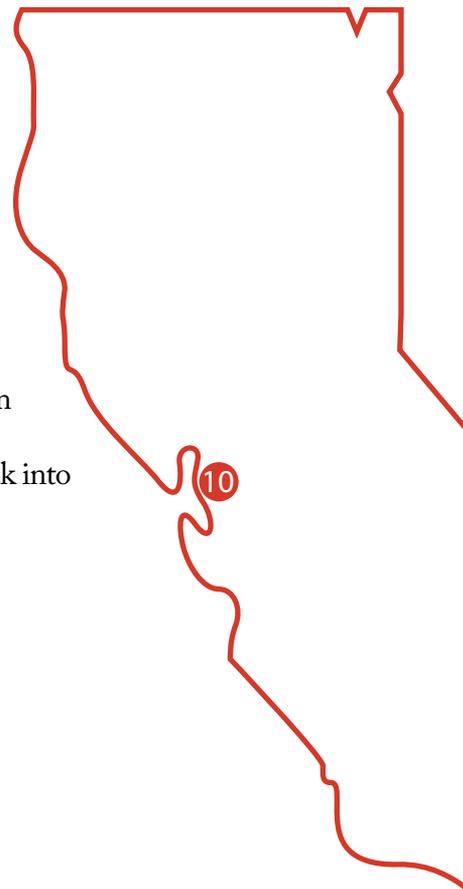
### Shire of Diablo's Cauldron

*Concord, CA*

Average Weekly Attendance: 5

It all began in a fencing club at highschool, where the instructor showed his pupils some strange foam weapons and described a game called "Amtgard." Those students went on to create their own shire in the year 2009, and joined Westmarch in October of 2010.

Their central location amongst the northern lands nets them plenty of visitors, when the land is active. They have had a rough patch as of late, but by all appearances are getting back into the swing of swinging foam.





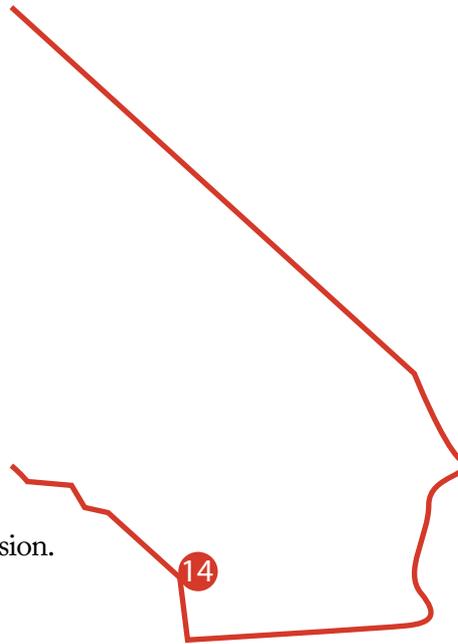
## Barony of Siar Geata

*Escondido, CA*

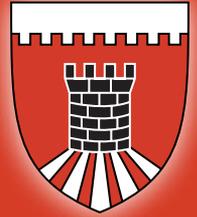
Average Weekly Attendance: 21

Pronounced “shar gee-A-tah,” this land was formed in August 2005 when two struggling groups in the area, Strathclyde and Nazzeroc, joined together. They petitioned to join Westmarch in November of 2007, shortly after the creation of the principality and were the first of our sponsored lands to join. Almost a year later, Siar Geata was promoted to a barony in October of 2008.

Siar Geata frequently takes part in the local Escondido Renaissance Faire, where they typically hold a booth and small ditch field, as well as participate in the Queen’s Procession.



Siar Geata



## Shire of Sunset Cliffs

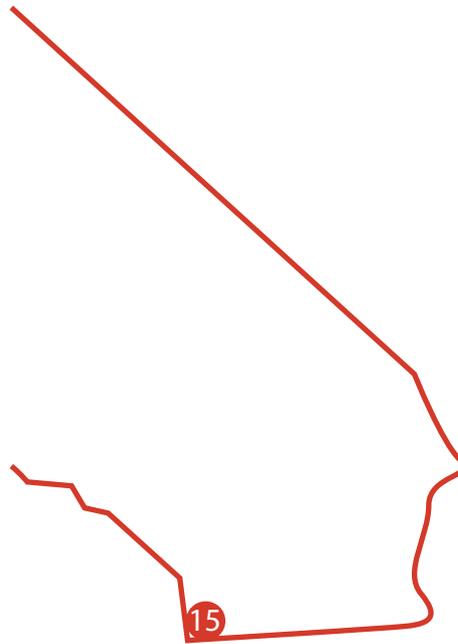
*San Diego, CA*

Average Weekly Attendance: 3

An off-shoot of Siar Geata, this most southerly land of Westmarch was created by members who were interested in playing in San Diego itself. The group held their first meeting in September 2009 and joined Westmarch in September 2010.

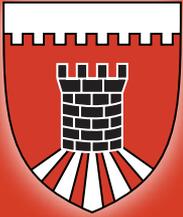
Though their attendance is very sporadic, an attempt at reviving the shire is underway and players representing the park still make appearances at the occasional event and the local Renaissance Faires.

*The Shire of Silver Sun and the Shire of Eldritch Hills have been defunct for at least a year, and the Shire of Crimson Sanctum has also been defunct but a rumor of a revival has been circulating our forums. However, at the time of our bid printing, we have not heard of an official meeting yet.*



Sunset Cliffs





## Westmarch Days

*The following is a run-down of our concerted effort to assemble kingdom level attendance in a single land on a single day at least once every month. Though a hard, long task, our people have continued to strive to meet the challenge for two years now. Presented are our "Westmarch Days" as we called them, with the date, a brief description of the days' events, and our total attendance for the day.*

January 14, 2012

### **Westmarch Day, hosted by Aegir's Hall**

Today's festivities were held at one of our newer lands, Aegir's Hall, which is an off-shoot of the Duchy of Thor's Refuge. The events done this day included a Prize Tourney, a class in sword construction, and the first of the War of the North Winds quests ran by Dame Gwendair and Sir Keluric Tryst. At the end of the quest, a relic was awarded to Mikezilla of Wavehaven.

**Total sign-ins for the day: 89**

February 4–5, 2012

### **Westmarch Day Weekend, hosted by Thor's Refuge**

Another month another Westmarch Day, this one held by our highest attended land: Thor's Refuge. The fun and games this day included a sword themed Arts & Science tournament, a leather working class that went over the basic principles and gave participants a basic sword frog to take home, and the second of the War of the North Winds quests. Another relic was bestowed upon Harefor of Aegir's Hall.

**Total sign-ins for the weekend: 83**

March 2–4 / 25, 2012

### **Westmarch Midreign / Westmarch Day, hosted by Thor's Refuge**

Westmarch's winter midreign was hosted by Regent Suraya at her parent's ranch in Tehachapi, CA. The third relic to come from the quests was awarded to Leper of Thor's Refuge. Once it was clear that we were not going to have enough people at Midreign alone, another Westmarch Day was planned at Thor's Refuge on March 25.

**Total sign-ins for the weekend: 54 / 81**

April 14, 2012

### **Crown Qualifications, hosted by Thor's Refuge**

With the new reign just around the corner, we gathered once again at Thor's Refuge to hold our crown qualifications. The day was mostly taken up by the needs of the Qualification process, but after the cultural and fighting tournaments were completed, we took to the field for our fourth War of the North Winds quests.

**Total sign-ins for the day: 85**

May 18–20, 2012

### **War of the Darkshore XV**

The fifteenth iteration of Wavehaven's War of the Darkshore was also May's official Westmarch Day and Coronation. It was a glorious weekend full of battlegames, tournaments, and merriment. Bridge Battles, Pirates vs. Ninjas Battles, and Castle Battles were just a few of the games played over the weekend. After that we all gathered around the stage for food, professional belly-dancing, and then Court.

**Total sign-ins for the weekend: 117**

June 8–11, 2012

### **Flurbtastic Weekend**

Westmarch's flurbiest weekend returned in 2012. Jointly hosted by Thor's Refuge and Crimson Wood, this weekend event had a safari style. Those brave enough to take to the wilds of Africa assisted the Expeditionary League of Gentlemen Explorers in saving their missing Colonel Lexington. Only the flurbiest would succeed, and to that we said "Bully!"

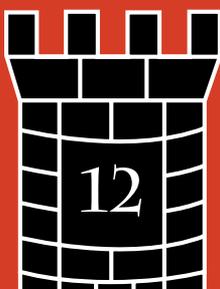
**Total sign-ins for the day: 53**

July 14, 2012

### **Westmarch Tutorial for Fighters, hosted by Thor's Refuge**

Westmarch saw the third year of our own day event dedicated to improving fighting skills across California. This year we were blessed with the presence of Sir Guy and Thedro as our marquee instructors.

**Total sign-ins for the day: 56**



August 4, 2012

### **Westmarch Midreign, hosted by Thor's Refuge**

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Westmarch gathered forth in Thor's Refuge to host its Midreign festivities. Weaponmaster and Dragonmaster tournaments were held, and fun was had by all.

**Total sign-ins for the day: 45**

September 15, 2012

### **"Gwenmarch" Day, hosted by Thor's Refuge**

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Westmarch Day was the same day as our own Dame Gwendair's birthday, and was dubbed "Gwenmarch Day." Many people came out to enjoy battlegames, ditching, and cake.

**Total sign-ins for the day: 79**

October 11–October 14, 2012

### **Feast of Mars VIII**

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Feast of Mars returned for its eighth year of gladiatorial themed combat, battlegames, camaraderie, and great food. This year added an archery booth and an A&S competition to the usual festivities. If you haven't experienced Feast of Mars, you should talk to Randall about it. I hear he likes the event.

**Total sign-ins for the weekend: 113**

November 3 / 25, 2012

### **Westmarch Crown Qualifications, hosted by Crimson Wood**

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Crown Qualifications were held in Crimson Wood. The usual festivities were augmented by a battlegame and fierce ditching. A second Westmarch Day was had in Thor's Refuge later in the month.

**Total sign-ins for the day: 66 / 85**

December 1, 2012

### **Westmarch Day, hosted by Thor's Refuge**

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December's Westmarch day suffered slightly from cold, wet weather, but Westmarch citizens still came out to enjoy the day.

**Total sign-ins for the day: 50**

January 5, 2013

### **Westmarch Day, hosted by Thor's Refuge**

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Again the cold weather threatened to keep our attendance and spirits low, but as many as us that could brave the cold showed up to celebrate the second Westmarch Day of Dame Gwendair's new reign and to participate in the first lead-up battlegame to this year's Flurbtastic that featured Sir Francis Drake and a trio ships.

**Total sign-ins: 55**

February 9, 2013

### **Westmarch Midreign, hosted by Thor's Refuge**

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This midreign featured beef stroganoff, a Food Throw Down in addition to the usual Dragonmaster competition, and further Flurbtastic lead-up battlegame shenanigans. This was also our best single-day attendance recorded during our kingdom push effort.

**Total sign-ins: 108**

March 3, 2013

### **Flurbtastic III**

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The third installment of the Flurbtastic franchise occurred a little earlier in the year, and like someone showing up to an appointment way before their scheduled time, the enthusiasm displayed at this day was borderline obnoxious. Many a pirate crew battled it out to claim the prize of the Crown of the Pirate King. Allegiances were formed and broken at the turn of a hat and a wink of an eye, and as if the crews didn't have enough to worry about in each other, there was a crew of undead pirates and their trained land-shark named "Jay!"

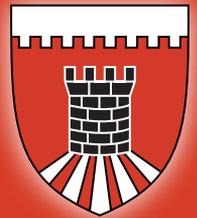
**Total sign-ins: 97**

### **Average Sign-ins for January 2012 – December 2012: 78**

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Average sign-ins for March 2012 - March 2013: 86

Westmarch Days  
Continued



## Sign-ins Across the Lands

*A summary of the total sign-ins across the lands of Westmarch per weekend:*

### January

| Date  | Total Sign-ins | Notes          |
|-------|----------------|----------------|
| 01    | 90             | New Year's Day |
| 07/08 | 146            |                |
| 14/15 | 100            | WM Day Weekend |
| 21/22 | 59             |                |
| 28/29 | 153            |                |

**Average sign-ins: 110**

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### February

| Date  | Total Sign-ins | Notes          |
|-------|----------------|----------------|
| 04/05 | 166            | WM Day Weekend |
| 11/12 | 140            |                |
| 18/19 | 129            |                |
| 25/26 | 149            |                |

**Average sign-ins: 146**

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### March

| Date  | Total Sign-ins | Notes                        |
|-------|----------------|------------------------------|
| 03/04 | 99             | WM Midreign (WM Day Weekend) |
| 10/11 | 153            |                              |
| 17/18 | 82             |                              |
| 24/25 | 136            |                              |

**Average sign-ins: 118**

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### April

| Date  | Total Sign-ins | Notes          |
|-------|----------------|----------------|
| 31/01 | 104            |                |
| 07/08 | 116            | Easter         |
| 14/15 | 173            | WM Day Weekend |
| 21/22 | 193            |                |
| 28/29 | 159            |                |

**Average sign-ins: 149**

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### May

| Date  | Total Sign-ins | Notes                         |
|-------|----------------|-------------------------------|
| 05/06 | 135            |                               |
| 12/13 | 135            | Mother's Day                  |
| 19/20 | 142            | Darkshore XV (WM Day Weekend) |
| 26/27 | 129            | Memorial Day Weekend          |

**Average sign-ins: 136**

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### June

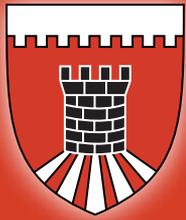
| Date  | Total Sign-ins | Notes                                    |
|-------|----------------|--|
| 02/03 | 161            |  |
| 09/10 | 83             | Flurbtastic Weekend '12 (WM Day Weekend) |
| 16/17 | 127            | Father's Day                             |
| 23/24 | 145            |  |

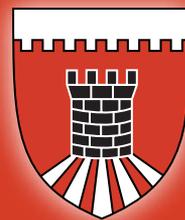
**Average sign-ins: 129**

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**Six-month average: 132**

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## July

| Date  | Total Sign-ins | Notes                    |
|-------|----------------|--------------------------|
| 30/01 | 144            | Independence Day Weekend |
| 07/08 | 160            |                          |
| 14/15 | 137            | WTF III (WM Day Weekend) |
| 21/22 | 163            |                          |
| 28/29 | 155            |                          |

Average sign-ins: 152

## August

| Date  | Total Sign-ins | Notes                        |
|-------|----------------|------------------------------|
| 04/05 | 148            | WM Midreign (WM Day Weekend) |
| 11/12 | 140            |                              |
| 18/19 | 161            |                              |
| 25/26 | 166            |                              |

Average sign-ins: 154

## September

| Date  | Total Sign-ins | Notes                            |
|-------|----------------|----------------------------------|
| 01/02 | 174            |                                  |
| 08/09 | 186            |                                  |
| 15/16 | 128            | “Gwenmarch Day” (WM Day Weekend) |
| 22/23 | 157            |                                  |
| 29/30 | 179            |                                  |

Average sign-ins: 165

## October

| Date  | Total Sign-ins | Notes                               |
|-------|----------------|-------------------------------------|
| 06/07 | 190            |                                     |
| 13/14 | 88             | Feast of Mars VIII (WM Day Weekend) |
| 20/21 | 179            |                                     |
| 27/28 | 151            |                                     |

Average sign-ins: 152

## November

| Date  | Total Sign-ins | Notes                            |
|-------|----------------|----------------------------------|
| 03/04 | 190            | WM Crown Qualls (WM Day Weekend) |
| 10/11 | 163            | Veteran's Day                    |
| 17/18 | 111            |                                  |
| 24/25 | 192            | Thanksgiving Day Weekend         |

Average sign-ins: 164

## December

| Date  | Total Sign-ins | Notes                              |
|-------|----------------|------------------------------------|
| 01/02 | 89             | Winter Coronation (WM Day Weekend) |
| 08/09 | 150            |                                    |
| 15/16 | 160            |                                    |
| 22/23 | 81             | Christmas Weekend                  |
| 29/30 | 128            | New Year's Eve Weekend             |

Average sign-ins: 122

Six-month average: 152

Year long average: 142



## Events

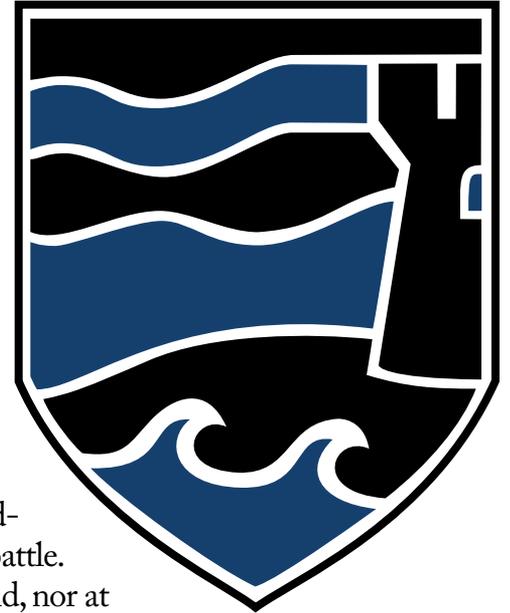
*Here are a pair of more detailed summaries for the two largest, reoccurring events that we hold:*

### The War of the Darkshore

**May 18 – 20, 2012—117 in Attendance**

First started in 1997, the War of the Darkshore is hosted annually by the Duchy of Wavehaven. For over a decade this weekend camp out event was California's largest and premier event that drew amtgarders from all over the state and on occasion a small inter-kingdom draw.

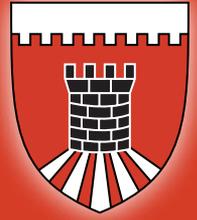
Traditionally the event was hosted near Wavehaven's home of Santa Cruz over Memorial Day Weekend. For years the event was held on Mount Madonna, overlooking the foggy farms of Watsonville, CA. Running between the redwoods, players would fight in tournaments and battle games, including the inevitable castle monarchy versus populace battle. Though the event is not held on the holiday weekend, nor at Mount Madonna anymore, it has continued to grow.



This year the sixteenth War of the Darkshore is being held in King City, CA at the San Lorenzo County Park that has held Feast of Mars and Sword Knight Boot Camp previously, as well as Darkshore itself one year. In accordance with Dame Gwendair's reign theme of Shakespeare plays, the autocrats have gone with the epic tragedy of Romeo and Juliette. The battle games will lead players through the "lost chapters" of the play, where battles and intrigues happened off stage while the audience watched the star-crossed lovers. The games will culminate with the monarchy trying to quell riots in the streets of Verona after Romeo and his Juliette take their lives inside their tomb.



*Photos by Bill the Num, at Darkshore 2012*



## Feast of Mars

**October 11 – 14, 2012—113 in Attendance**

The Feast of Mars is an event held once a year, typically around the end of summer/early fall. First started in 2005 in the Duchy of Crimson Wood, it was a single day event centered around the concept of gladiatorial games. Since then, the Feast has grown to be a weekend camp out event hosted by Westmarch and California's premiere event. The Feast has a strong pull from both within and without Westmarch, with attendees from our neighboring lands of Desert Winds and our parent kingdom of Dragonspine showing up the last few years.

Since Feast of Mars IV (2008) the event has been held at the San Lorenzo County Park in King City, CA. The park's lush grass has been generously fed by the blood of our eager gladiators without fail, and more and more show up to give glory to the Roman god Mars every year.

Thursday night and Friday are taken up with tournaments and battle games that generally match the Roman theme. The centerpiece of the event though is the Feast itself, which has remained conceptually the same. Each warrior who wishes to earn glory is given a simple tunic with a number and thereafter is treated as an enslaved gladiator. They are whipped to a lather in a ditch, then presented to members of Roman aristocracy to be purchased and added to their school of gladiators. These schools then battle each other to earn glory for the gladiators and their owner, and to impress the god Mars himself.

The pinnacle reward for a gladiator is to be named the Champion of Mars. Mars, or a proctor of his choosing, presents one game after another to challenge the gladiators while the school's owners and trainers exchange bets and purchase special armaments for their slaves. The finest armaments are bestowed by Mars in person to those who have done him great honor, particularly those named Champion of Mars in previous years. The blood flows freely until sundown, when Mars names his new Champion, and bestows rewards upon those who have earned glory throughout the day.



*Photo by Bill the Nun, at Feast of Mars 2011*



# Photographs

More photographs of our members during our Westmarch Days and weekend events:

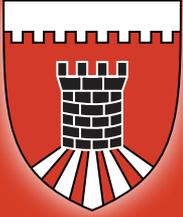


Photo by Ki Terril, at Feast of Mars 2011

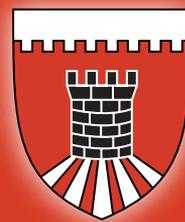


Photo by Sir Euric, at our Feb. 9, 2013 Westmarch Midreign



Photo by Ki Terril, at Darkshore 2012





*Photo by Fiks, at Darkshore 2012*



*Photo by Ki Terril, at Darkshore 2012*



*Photo by Ki Terril, at Feast of Mars 2011*



*Photo by Ki Terril, at Darkshore 2012*



*Photo by Ki Terril, at Flurbtastic 2011*



*Photograph by Drake of Wavehaven, at our February 9, 2013 Westmarch Midreign*





State of California  
**Franchise Tax Board**  
PO Box 1286  
Rancho Cordova CA 95741-1286

AMTGARD, KINGDOM OF WESTMARCH, INC.  
P.O. BOX 660992  
SACRAMENTO CA 95866

Date: 09.19.12  
Case: 26600492792359020  
Case Unit: 26600492792359023  
In reply refer to: 760:KTT:F120

Regarding : **Tax-Exempt Status**  
Organization's Name : Amtgard, Kingdom Of Westmarch, Inc.  
CCN : 3476405  
Purpose : Social & recreational - other  
R&TC § : 23701g  
Form of Organization : Incorporated  
Accounting Period Ending : 12/31  
Tax-Exempt Status Effective : 04/13/2012

### Exempt Determination Letter

We have determined the organization is tax-exempt from California franchise or income tax as stated in the above Revenue and Taxation Code (R&TC) section (§).

To retain tax-exempt status, the organization must be organized and operating for nonprofit purposes within the provisions of the above R&TC section. An inactive organization is not entitled to tax-exempt status.

We have based our decision on the information submitted and the assumption that the organization's present operations will continue unchanged or conform to those proposed in the organization's application. In order for us to determine any affect on the tax-exempt status, the organization must immediately report to us any change in:

- Operation
- Character
- Purpose
- Name
- Address

Our determination may no longer be applicable, if these changes occur:

- Material facts or circumstances relating to the organization application.
- Relevant statutory, administrative, or judicial case law.

INTERNAL REVENUE SERVICE  
P. O. BOX 2508  
CINCINNATI, OH 45201

DEPARTMENT OF THE TREASURY

Date: SEP 17 2012

AMTGARD KINGDOM OF WESTMARCH INC  
C/O IAN CRAWFORD  
448 MORRISSEY BLVD  
SANTA CRUZ, CA 95062

Employer Identification Number:  
26-2861827  
DLN:  
17053220347012  
Contact Person:  
APRIL D GARRETT ID# 31493  
Contact Telephone Number:  
(877) 829-5500  
Accounting Period Ending:  
December 31  
Form 990 Required:  
Yes  
Effective Date of Exemption:  
April 13, 2012  
Contribution Deductibility:  
No  
Addendum Applies:  
No

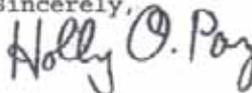
Dear Applicant:

We are pleased to inform you that upon review of your application for tax-exempt status we have determined that you are exempt from Federal income tax under section 501(c)(7) of the Internal Revenue Code. Because this letter could help resolve any questions regarding your exempt status, you should keep it in your permanent records.

Please see enclosed Publication 4221-NC, Compliance Guide for Tax-Exempt Organizations (Other than 501(c)(3) Public Charities and Private Foundations), for some helpful information about your responsibilities as an exempt organization.

A section 501(c)(7) organization is permitted to receive up to 35 percent of its gross receipts, including investment income, from sources outside of its membership without losing its tax-exempt status. Of the 35 percent, not more than 15 percent of the gross receipts may be derived from the use of the club's facilities or services by the general public. Income in excess of these limits may jeopardize your continued tax-exempt status.

Sincerely,



Holly O. Paz  
Director, Exempt Organizations  
Rulings and Agreements

Enclosure: Publication 4221-NC

Letter 948 (DO/CC)

# Kingdom Corpora

*This is a copy of our Kingdom Corpora, confirmed by the populace to be our operating document in the event of our promotion to kingdom:*

## ARTICLE I: NAME AND PURPOSE

### Section 1. NAME

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

### Section 2. PURPOSE

1. Westmarch is a collection of Amtgard chapters whose members participate primarily in California. The Kingdom shall operate as a Floating Crown, with officers and voting eligibility determined by distance from a general Kingdom center point of Gilroy, CA.
2. Amtgard, including Westmarch, is a non-profit, free, non-sectarian group dedicated to the recreation of medieval and fantasy genres.
3. Westmarch typically meets at various locations in California (“the park”, “the field”) where battlegames, ditches, tournaments, and other events are held using the, most current, Amtgard Rules of Play. Events hosted by the Kingdom are considered to be held by the Kingdom for the purposes of officer jurisdiction and attendance.
4. Westmarch sponsors several smaller chapters that also play Amtgard, but are not autonomous kingdoms. Although voting membership in the Kingdom as defined by these bylaws, all chapters within the Kingdom are considered to be part of the Kingdom and under the jurisdiction of the Kingdom officers and these bylaws.

## ARTICLE II: MEMBERSHIP

### Section 1. DEFINITION

1. Membership is limited to persons who have signed a waiver within any chapter of Westmarch.
  - a. Persons under the age of eighteen (18) may only join if their legal guardian signs a waiver for them.
2. 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 Kingdom 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.

### Section 2. TYPES OF MEMBERSHIP

1. A non-voting member need not meet any attendance requirements, nor pay dues in the Kingdom. They must have a signed waiver on file with their local prime minister.
2. All members of all chapters sponsored by the Kingdom are considered to be non-voting members of the Kingdom.
3. A voting member must do as follows:
  - a. Have a signed waiver on record in one of the chapters 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 chapters 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, and
  - 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 (1) 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. Officially scheduled meetings occur at least once every other week, unless otherwise noted.
5. All members who attend and participate at an officially scheduled fighter practice event shall gain one-quarter ( $\frac{1}{4}$ ) Warrior credit.
  - a. A player may receive no more than one-half ( $\frac{1}{2}$ ) Warrior credit per week from fighter practices.
6. 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. Travel of more than 250 miles from Gilroy, CA, shall grant one (1) additional credit, in addition to any credits earned from the event.
  - b. Members of non-Core chapters may receive this additional credit for travel more than 250 miles from their home park.
7. Members may earn no more than eight (8) credits per month, at rate of no more than two (2) per week.
  - a. More than two (2) credits may be earned in a single week if there was a multi-day event that week.

### Section 4. TERMINATION OF MEMBERSHIP

1. If a person's membership is terminated, that person is no longer a member of the Kingdom, or their local land.
2. Membership is automatically terminated when a member begins maintaining their records in another Amtgard chapter, outside of Westmarch.
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 local prime minister and,
  - b. Maintaining their records solely in one of the lands or chapters comprising Westmarch.
4. A person's membership may be terminated by joint agreement of the Kingdom Monarch, Prime Minister, and Guildmaster of Reeves.
5. Cases in which membership may be terminated include, but are not limited to:
  - a. Repeated violations of the, most current, Amtgard Rules of Play.
  - b. Violent or dangerous behavior at an Amtgard event or meeting.
  - c. Criminal activity at Amtgard events.
6. A person whose membership is terminated may appeal, to the Kingdom Althing, to have their membership restored. Restoration of membership requires a 2/3 approval of an Althing vote.

## ARTICLE III: OFFICES OF THE KINGDOM

### Section 1. GENERAL INFORMATION

1. The four offices of Monarch, Regent, Champion, and Prime Minister are known collectively as “the Monarchy”.
  - a. The Monarch and Regent are known collectively as “the Crown”.
2. All officers must be at least eighteen (18) years old.
3. No person may hold more than one (1) of the offices of Monarchy at any level of Westmarch.
4. All officers must be voting members in one of the core chapters 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 Kingdom for four (4) weeks in a row, a vote to remove said officer shall be brought before an Althing.
7. Unless otherwise noted, a local chapter Officer has the same authorities and duties as the Kingdom Officer, but in respect to their local chapter only.

### Section 2. MONARCH

1. The Monarch is the highest-ranking official in the Kingdom., and 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 except the Board of Directors.
4. The Monarch represents Westmarch on the Inter-kingdom Circle of Monarchs (“IK-COM”).
  - a. Must physically attend the IK-COM, or send a representative who can physically attend.
  - b. Must maintain a presence on the Inter-kingdom discussion online or otherwise.
5. The Monarch shall be Chairman of the Westmarch Circle of Monarchs (“WM-COM”).
6. The Monarch shall hold an automatic seat on the Board of Directors.
7. The Kingdom Monarch shall have the power to break all ties in Kingdom level elections and Althings. The local monarch shall have the power to break all ties in local level elections and Althings.
  - a. The exceptions include situations in which
    - i. The Monarch is a subject of the vote, in which case the Prime Minister breaks the tie.
    - b. If the Monarch and the Prime Minister are both subjects of the vote, the power to break ties falls to the next highest uninvolved person in the Order of Precedence.
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, titles, or knighthoods to members of another kingdom or its sponsored chapters without the consent of that kingdom's Monarch.
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 Kingdom Monarch is allowed to spend up to 10% of the treasury each month in order to run the Kingdom, as needed; receipts are required.

### Section 3. REGENT

1. The Regent is the second-highest ranking official in the Kingdom 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 coordinate the College of Arts and Sciences.
5. The Regent shall be in charge of the coronation and mid-reign events, as well as coordinating a Westmarch wide calendar of events.
6. The Regent may bestow certain orders on any member of the Kingdom.
  - 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.
7. Should the position of Regent become vacant, the Monarch must appoint a voting member as pro-tem Regent.
  - a. The appointment of the pro-tem Regent is to be confirmed at the next Althing, with a confidence vote.

### Section 4. PRIME MINISTER

1. The Prime Minister is the third highest ranking official in the Kingdom, the secretary-treasurer of the Kingdom, and the Chief Financial Officer.
2. The Prime Minister shall be elected one (1) week before mid-reign.

- a. Any person wishing to run for Prime Minister must declare their intentions publicly and in writing to the Guildmaster of Reeves at least two (2) weeks prior to the elections.
  - b. 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
    - i. 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, physically and on the Amtgard O.R.K..
  - a. Each member's records shall include their
    - i. Credits
    - ii. Dues-paid status
    - iii. Orders, Masterhoods, Titles and Knighthoods
    - iv. Waiver information
    - v. Persona Name.
  - b. The records must be updated on a weekly basis
7. The Kingdom Prime Minister is responsible for maintaining the Kingdom treasury. Local Prime Ministers will do the same for their chapters.
  - a. Records of the treasury shall include detailed information concerning
    - i. Kingdom income,
    - ii. Kingdom expenditures
    - iii. Current Kingdom funds
    - iv. Receipts for all expenditures and income.
  - b. An accurate and current financial report must be provided by the Prime Minister for publication monthly..
  - 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, in addition to permanent hardcopy.
  - 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 Kingdom Prime Minister shall collect and record tithes from all Kingdom chapters.
10. The Prime Minister shall work with local Prime Ministers to ensure local chapter's records are accurately maintained.
11. The Prime Minister shall maintain accurate and current records of all contractual obligations.
12. The Prime Minister shall be responsible for providing 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 Kingdom Prime Minister shall hold an automatic seat on the Westmarch Board of Directors.
14. Upon being elected, the Prime Minister shall assume financial responsibility for the treasury by signing a contract with the Kingdom or local chapter stating said responsibility. Should funds in the treasury go missing and the Prime Minister is found to be responsible, then the Prime Minister will be required to make amends for those funds and may be subject to legal action.
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 Kingdom Prime Minister is allowed to spend up to 10% of the treasury each month in order to run the Kingdom, as needed; receipts are required.

## Section 5. CHAMPION

1. The Champion is the fourth highest ranking official in the Kingdom and is the chief safety officer.
2. The Champion shall be elected during the Time of the Crown.
3. The Champion shall uphold the honor of the Crown.
4. The Champion shall ensure battle games and ditches are organized.
5. The Champion is responsible for ensuring all battle games and battlefield equipment are legal and safe according to the Amtgard Rules of Play.
6. The Champion may remove people or equipment from the field to ensure safety.

7. The Champion shall maintain the lost and found. The Kingdom Champion shall work with local Champions to ensure equipment is returned after Westmarch events.
8. The Kingdom Champion is responsible for ensuring the local champions accomplish weapon and equipment checks.
9. The local champion shall maintain a supply of loaner weapons for use by new members.
10. Should the position of Champion become vacant, the Monarch must appoint a voting member as pro-tem Champion.
  - a. The appointment of the pro-tem Champion is to be confirmed at the next Althing, with a confidence vote.

#### Section 6. MONARCHY ORDER OF PRECEDENCE

1. The Order of Precedence in the Kingdom is Monarch, Regent, Prime Minister, Champion, and then the Guildmaster of Reeves.
2. The Order of Precedence exists to determine which person is in charge of events on any given meeting.
  - a. The Order of Precedence does not allow an officer to assume the duties of an office that is higher than their station, and only allows them to take charge in order to ensure that events proceed in a smooth and orderly fashion.

#### Section 7. CIRCLE OF MONARCHS

1. The Circle of Monarchs shall:
  - a. Be comprised of the monarchs of all chapters as well as the Monarch of Westmarch.
  - b. Act as an advisory council for the Kingdom Monarch.

#### Section 8. CIRCLE OF KNIGHTS

1. The Circle of Knights shall consist of all knights who are members of Westmarch or its sponsored chapters.
2. The Circle of Knights shall elect a Guildmaster during the crown elections.
3. The Guildmaster of Knights ("GMK") is responsible for hosting meetings of the Circle of Knights.
4. The Monarch may be invited to these meetings if the Monarch is not a knight.
5. The Guildmaster of Knights shall conduct votes of the knights of the Kingdom to determine whether candidates for knighthood have the approval of the Circle of Knights.
  - a. Approval of the Circle of Knights is determined by a vote of the active voting members of the Circle of Knights, that passes with a 2/3 majority.
  - b. All knights who are both Active and Voting eligible, must be consulted and vote on a candidate.
    - i. Any vote, even an abstention, is considered a consultation for this purpose.
6. The Circle of Knights determines the ability to vote as follows:
  - a. A knight must be both Active and Voting eligible to vote on Circle of Knight's issues.
    - i. Voting eligibility is the same as that of the Kingdom, six (6) weekly attendance credits within the previous three (3) months.
    - ii. Active status is achieved by having a waiver on file in, and records maintained at a chapter of Westmarch for at least six (6) months

## ARTICLE IV: OTHER POSITIONS

### Section 1. GENERAL INFORMATION

1. Except where noted, the positions listed here have no age requirement.
2. A person may hold multiple positions.
3. All persons holding positions must be members of the Kingdom.
4. Unless otherwise stated, any member (both voting and non-voting) may hold these positions.

### Section 2. GUILDMASTER OF REEVES

1. The Guildmaster of Reeves ("GMR") is the fifth highest ranking official in the Kingdom 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.
4. The Guildmaster of Reeves shall work with the Monarch and Champion to ensure rules are applied accurately and fairly.
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:
  - a. Ensure there are an appropriate number of reeves at an event
  - b. 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.
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:
  - a. Take place the day of Midreign.
  - b. Run according to the guidelines set forth for the Fighting Events of Crown Qualifications.
10. The Guildmaster of Reeves:
  - a. Must make at least two (2) Reeve and Corpora tests available during the Month of Crown. These tests must be made available for local chapter's Guildmaster of Reeves to proctor.
  - b. May make the tests available at other times, scheduled in advance.
  - c. 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.
  - d. The Corpora test must be written so that someone familiar with this Corpora can pass the test with a score of 75% or greater. The Corpora test is open book.
  - e. If a person fails two Reeve, or two Corpora tests, they will be considered as failing the tests for the purposes of running for office.
  - f. If the Guildmaster of Reeves is running for an office, they are considered to have passed the most recent Reeve's test.
  - g. Shall compile a list of all those reeve-certified. Local Guildmasters of Reeves shall submit a list of those certified in their land for the Kingdom Guildmaster of Reeves to maintain a master list.
11. The Guildmaster of Reeves may not hold any of the four offices within the Kingdom or their local land.
12. The Guildmaster of Reeves may be impeached in the same manner as a member of the Monarchy.
13. Should the position of Guildmaster of Reeves become vacant, voting members of the Reeves Guild shall elect a pro-tem Guildmaster of Reeves.

### Section 3. HEIR APPARENT

1. Heir Apparent exists to provide a position for members under the age of eighteen (18) to run for an office during the Crown Qualification process. It is intended to give youth experience and encouragement with regards to how the chapter is run in preparation for their holding the adult required offices when they reach eighteen (18) years of age.
  - a. The position of Heir Apparent holds no financial or legal obligation.
2. The Heir Apparent shall be elected during the Time of the Crown.
3. Candidates must be voting members of the Kingdom and must qualify per Crown Qualifications.
4. The Heir Apparent must be between age fourteen (14) and seventeen (17) at the beginning of their term.
5. The Heir Apparent shall assist the Monarchy.
6. The Heir Apparent may bestow orders with the permission of the Monarch.
7. The position of Heir Apparent may be left vacant.

### Section 4. 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 Guildmaster of Reeves is exempt from the test requirement.
2. Reeves oversee and help run battle games and tournaments in which they are not playing.
3. While acting as a reeve, guild members may:

- a. Adjust teams to balance battle games.
  - 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.
4. While acting as a reeve, a guild member 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 5. CAPTAIN OF THE ROYAL GUARD

1. The Captain of the Royal Guard ("Captain of the Guard") is in charge of security at all Kingdom events. At the local level, the Captain of the Guard is in charge of security at all local chapter 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.
6. This position may be left vacant.

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

#### 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.
3. This position may be left vacant.

#### Section 9. SCRIBE

1. The Scribe shall keep minutes of Althings.
2. The Scribe shall ensure the production of a newsletter at least once every three months. For each newsletter, the Scribe may request:
  - a. Letters to the populace from all members of the Monarchy,
  - b. A budget report from the Prime Minister,
  - c. Letters from other officials.
  - d. Board of Directors meeting minutes,
  - e. Althing minutes,
  - f. Literature, art, and contributions from the populace.
4. The Scribe shall work with the Regent to maintain a yearly calendar of events.
5. The Prime Minister may appoint and dismiss the Scribe at will.
6. The position may be left vacant, and if so, the duties of the Scribe default to the Prime Minister.

## 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 (1) 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 that entered Crown Qualifications and have passed a Reeve and open book Corpora test
      2. Those that 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 (1) 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 Kingdom-wide votes, the person running the election of each sponsored chapter is responsible for collecting the votes of their group and reporting the results to the appropriate Kingdom official in charge of the election.
  - a. Each land will conduct the voting in the same week.
  - b. The Kingdom official in charge of the election will do the following:
    - i. Determine the week of the election in conjunction with the Kingdom Monarchy.
    - ii. Determine the appropriate deadline for votes submitted from each land.
    - iii. Contact all other chapter officers by e-mail or phone.
    - iv. 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 Kingdom may be removed from office ("impeached") for criminal actions or dereliction of duty.
2. An officer of the Kingdom 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 Kingdom (or local land in the case of regular local Althings) in which issues are discussed and voted upon.
2. All votes of the Althing, require a quorum of at least 51% of all voting members.
3. Types of issues discussed and voted on by voting members include:
  - a. Revising and updating the Corpora with a 2/3 majority
  - b. Expenditures of the treasury, other than the 10% per month allowed to the Monarch and Prime Minister, with a simple majority.
  - c. Vote on approving the adoption and promotion of sponsored chapters with a simple majority
  - d. Vote to change the status of a sponsored land with a 2/3 majority
  - e. Vote on restoring the membership status of a terminated member with a 2/3 majority
3. Abstentions never count towards a vote outcome except to meet quorum.
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.

- 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 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.
8. Althing votes shall be held as an election.
9. Althing items must be scheduled at least four (4) weeks in advance, including, but not limited to changes of the Corpora.
  - a. If the four (4) week minimum cannot be met, items may still be added to an Althing agenda, provided an option for moving that item to a later date is given along with a yes or no option.

#### Section 4. DUES AND POLICIES OF THE TREASURY

1. The Kingdom and each individual chapter shall maintain their own separate treasury.
2. Dues are paid to each chapter's individual Prime Minister.
3. Dues are \$10.00 every six (6) months for Core Chapters, and \$6.00 every six (6) months for non-Core Chapters
  - a. Receipts given for paying dues shall display the time period covered by the dues.
  - b. When a dues-paid member of a chapter sponsored by Westmarch transfers membership to another chapter sponsored by Westmarch, their voting status does not change, but no portion of the monies paid for dues transfer between chapters.
4. Receipts shall be maintained 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 Kingdom or local chapter. They still must provide receipts for all expenditures.
6. Larger expenditures require the approval of an Althing vote.
7. Core Chapters are required to send \$5.00 per dues-paid member ('tithe') to the Prime Minister of the Kingdom.
  - a. This tithe shall be collected one (1) month after the Prime Minister election of the chapter.
  - b. A list of all dues-paid members shall accompany this tithe.
  - c. Chapters which have not tithed within three (3) months of a Kingdom Prime Minister election cannot submit a vote tally for Kingdom-wide elections or Althings until this has been resolved.

# 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 chapter shall host the Crown Qualifications, on a rotating schedule.
    - i. Chapters with Kingdom voting ability may host Kingdom 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 chapter may host its own Crown Qualifications on the same weekend, or within a week of Kingdom Quals.
  - c. Qualifying at the Westmarch level Crown Qualifications also qualifies a candidate at the local level.
3. The hosting chapter of Crown Qualifications shall appoint an autocrat by the Althing at least two (2) months before the election of the Crown. If no one wishes to autocrat Crown Qualifications, the autocrat 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 at least six (6) weeks 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 over one (1) page be turned in up to two (2) weeks early.
4. The Crown Coronation event shall be run by the Regent within three (3) 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. Maintain attendance and be a dues-paid member.
  - b. Pass the reeves test with a 75% score or better.
  - c. Pass an open book Corpora test with a score of 75% or better.
  - d. Meet the required number of cultural qualifications in the following:

| <i>Sub-Category Entries:</i> | Monarch | Regent | Champion | Heir Apparent |
|------------------------------|---------|--------|----------|---------------|
| Kingdom, Principality, Duchy | 7       | 7      | 5        | 3             |
| Barony                       | 5       | 5      | 3        | 2             |
| Shire                        | 3       | 3      | 1        | 1             |

- e. Participate in required number of fighting events in the following table:

| <i>Fighting Events:</i>      | Monarch | Regent | Champion | Heir Apparent |
|------------------------------|---------|--------|----------|---------------|
| Kingdom, Principality, Duchy | 5       | 5      | 5        | 3             |
| Barony                       | 3       | 3      | 5        | 2             |
| Shire                        | 3       | 3      | 5        | 2             |

3. 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.
4. Candidates for a class Guildmaster position must pass a reeves test with a 75% or better.
5. 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. All pro-tem officers must be voting eligible.
  - a. Those that qualified for office but did not declare.
  - b. Those that 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 sub-categories.

2. Standard sub-categories are listed for each category in the following table. Additional sub-categories may be added if there is interest for at least three (3) entries and the sub-category is published along with the specific requirements for Crown Qualifications.

**Category: Garb**

|                |  |
|----------------|--|
| 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          |
| Other Garb     | Garb not covered within the other Garb events  |
| Garb Accessory | Belts, pouches, favors, but not jewelry.       |

**Category: Art**

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

**Category: 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                                   |

**Category: 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           |

**Category: Construction**

|                      |   |
|----------------------|---|
| Weapon               | Weapons legal for Amtgard use   |
| Shield               | Shields legal for Amtgard use   |
| Armor                | Any form of armor for Amtgard use                                     |
| 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 |

**Category: 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.            |

**Category: Rose**

|      |                                    |
|------|------------------------------------|
| Rose | Items donated that impact 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
- b. Should include enough for all judges to get an adequate taste of the entry
- c. Should include a copy of the recipe used, including a detailed list of ingredients for allergy considerations

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 sub-category.

9. No item may be entered in more than one (1) sub-category.

10. Items entered in inappropriate sub-categories may be moved to other sub-categories by the autocrat of Crown Qualifications, with the consent of the majority of the judges.

- a. Consultation should be given to the entrant by the autocrat of the Crown Qualification Event

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, pentec, etc.
  - a. The winner of the 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.
  - a. If no score is given by the judge, then that is considered a null score, and will not impact the average score for that item.
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. Each entry will have all the judge's scores averaged to produce its final score.
6. An individual's Arts and Sciences score shall be determined using the following:
  - a. In the case of multiple entries in the same sub-category, the highest scoring of them will be used to score that sub-category.
  - b. The top seven (7) sub-category scores will be added together to determine the Arts and Sciences Score.
7. The individual with the highest Arts and Sciences Score shall be the Cultural Champion.

#### Section 6. FIGHTING EVENTS

1. The Fighting Events ("Warmaster") are held as part of the Crown Qualifications process and shall consist of five (5) events, as follows:
  - 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
2. All events shall be held on the same day as the 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 five (5) points for first place in an event, three (3) 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.

#### Section 7. MIDREIGN EVENT

1. The cultural competition ("Dragonmaster"), is held in the same manner as per the Cultural Events of Crown Qualifications, except where noted.
  - a. An individual's Arts and Sciences score shall be determined by:
    - i. In the case of multiple entries in the same sub-category, the highest scoring of them will be used to score that sub-category
    - ii. The top five (5) event scores will be added together to determine the Arts and Sciences Score.
  - b. The individual with the highest Arts and Sciences Score shall be the winner.
  - c. The winner will be known as Dragonmaster until the next Dragonmaster competition.
2. The fighting events ("Weaponmaster") are held as part of the Midreign event, in the same manner as the Warmaster tournament.
  - a. The winner shall be known as Weaponmaster until the next Weaponmaster tournament.
3. Both Dragonmaster and Weaponmaster will be held on the same day in the same location.

## 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 authority to give them.
4. The person granting and receiving an award cannot be the same person.
5. With regards to knighthood and the awards and positions that lead to eligibility for knighthood, the section on Awards Standards in the Amtgard Rules of Play shall take precedence over the Corpora.

### 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, Jovious, Mask, and 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 in a number of Cultural events, during a single Crown Qualifications, as follows:
    - i. First or Second Order of the Hydra – a minimum of three events
    - ii. Third, Fourth or Fifth Order of the Hydra – a minimum of five events
    - iii. Sixth or Higher Order of the Hydra – a minimum of seven events
  - 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.
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. Eight 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, also known as a master Order of the Warrior, or Warlord.

### 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, service, or fighting may only be awarded by the Monarch of the 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. The potential class master in question should immediately come to mind as embodying the class.
    - 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 being a Reeve 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. Candidates for knighthood must have achieved the criteria listed for that knighthood and have the approval of the Westmarch Circle of Knights.
  - a. Basic criteria for each Order of Knighthood are listed in the Amtgard Rules of Play.
2. The Monarch of the Kingdom may knight candidates for knighthood into any of the four (4) orders of knighthood for the greatest contributions to Amtgard.
3. Achievement of the listed criteria does not automatically confer knighthood.
4. Leadership and the knightly virtues are prerequisites to earning knighthood.
5. The four orders of knighthood are Crown, Flame, Serpent and Sword.
  - a. A Knight of the Crown may wear a white belt trimmed with gold.
  - b. A Knight of the Flame may wear a white belt trimmed with red.
  - c. A Knight of the Serpent may wear a white belt trimmed with green.
  - d. A Knight of the Sword may wear a white belt trimmed with silver.
6. White or near-white belts and baldrics, spurs, and unadorned chains are reserved for knights.
  - a. White belts, near-white belts, and belts that are more than half white are reserved for knights.
  - b. Non-knights may wear chains with emotional, spiritual, or familial significance.
  - c. The Monarch, Champion, and Guildmaster of Knights shall enforce rules concerning garb reserved for knighthood.
  - d. Knights may wear a phoenix as part of their garb.
    - i. Anyone may display a phoenix as part of their garb if it is part of their Kingdom heraldry.
7. Knights may choose to take squires.
  - a. Red belts, near-red belts, and belts that are more than half red are reserved for squires.
8. Knights and squires may take pages and men-at-arms.
  - a. Yellow belts, near-yellow belts, and belts that are more than half yellow are reserved for pages.
  - b. Black belts trimmed in silver are reserved for men-at-arms.
9. A knighthood may be removed by a 2/3 vote of the Circle of Knights, a 2/3 vote of the Kingdom Althing, and the approval of the Kingdom Monarch.

#### Section 5. TITLES OF NOBILITY

1. The Monarch may bestow any title of nobility for serving with distinction in the offices of the Kingdom or for exemplary service to the Kingdom.
2. Although all titles are granted at the discretion of the Kingdom Monarch, the following criteria are suggested for members who serve with distinction. Service is at Kingdom level, unless otherwise noted.
  - a. Grand Duke (Grand Duchess) may be granted for serving two complete terms as Monarch and is addressed as "Your Grace."
  - b. Archduke (Archduchess) may be granted for serving one (1) complete term as Monarch and Regent and is addressed as "Your Grace."
  - c. Duke (Duchess) may be granted for serving one complete term as Monarch and is addressed as "Your Grace."
  - d. Count (Countess) may be granted for serving one (1) 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.
  - e. Marquis (Marquise) may be granted for serving twice as, or two of the three positions of, Guildmaster of Reeves, Champion, or Prime Minister and is addressed as "Your Excellency."
  - f. Viscount (Viscountess) may be granted for earning the titles of Defender and Weaponmaster and is addressed as "Your Excellency."
  - g. Baron (Baroness) may be granted for serving one (1) complete term as Monarch of a Duchy, or one (1) complete term as Regent of a Principality and is addressed as "Your Excellency".
  - h. Defender (Defender) may be granted for serving one (1) complete term as Champion of a Principality and is addressed as "Defender". This title may only be granted by the monarch of a kingdom.
  - i. Baronet (Baroness) may be granted for serving as a pro-tem officer of the Monarchy and is address as "Your Lordship" or "Your Ladyship".
  - j. Lord (Lady) may be granted for serving one (1) complete term as Guildmaster of Reeves, one (1) complete term as Monarch of a Barony, or one (1) complete term as Regent of a Duchy, or at the discretion of the Monarch for excellent and continued service to Amtgard, and is addressed as "Your Lordship" or "Your Ladyship".
3. Nobles may choose to take a Page or Man-at-Arms in a similar manner as Knights or Squires.
4. A title of nobility may be removed by a 2/3 vote of all Kingdom nobles, a 2/3 vote of a Kingdom Althing, and the approval of the Kingdom Monarch.

## 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. Grand Duke
  - g. Archduke
  - h. Duke
  - i. Heir Apparent
  - j. Count
  - k. Marquis
  - l. Viscount
  - m. Baron
  - n. Knight
  - o. Defender
  - p. Walker of the Middle
  - q. Baronet
  - r. Lord
  - s. Warlord and Masters of a service order or class
  - t. Captain of the Guard
  - u. Scribe, Herald, and Jester
  - v. Current Weaponmaster, current Dragonmaster
  - w. Current Warmaster, current Cultural Champion
  - x. All other guildmasters
  - y. All other court positions
  - z. Royal guardsmen
  - aa. Squire
  - ab. Page or Man-at-Arms
  - ac. Peasantry

## ARTICLE VIII: SPONSORED CHAPTERS

### Section 1. GENERAL INFORMATION

1. The Kingdom may sponsor other Amtgard chapters, making them a part of Westmarch, with a majority vote Kingdom Althing.
  - a. Only sponsored chapters considered "Core Chapters" may vote in Kingdom-wide elections.
  - b. No chapter farther than 250 miles from Gilroy, CA may be considered a Core Chapter.
  - c. Any chapter less than or equal to 250 miles from Gilroy, CA which is not a Core Chapter may petition the Kingdom to become one.
    - i. All Chapters petitioning for Core status must obtain a "Pass" or better on two consecutive audits for the Kingdom to consider the application.
    - ii. All chapters petitioning Core status must be the status of Barony or greater.
2. All subsidiary chapters are bound by the Amtgard Rules of Play, the Westmarch Corpora where it applies to running groups smaller than a kingdom, and the contract signed with Westmarch.
3. For the purposes of determining attendance in a sponsored chapter, a land size is determined by the six-month average of unique members who attend each month. The Kingdom Prime Minister is required to audit each core land's records to ensure a member is only counted once inside the Kingdom each week.

### Section 2. AUDITS

1. The Kingdom may audit any sponsored chapter at any time to ensure the smooth operation of the sponsored chapter.
2. The Kingdom Board of Directors shall conduct regular audits of all lands every six (6) months.
  - a. All chapters must provide the following requirements:
    - i. Copies of attendance sheets for the past six (6) months.
    - ii. Proof of advertising their chapter, such as a flyer for a demo.
    - iii. Copies of financial records and ledger for the past six (6) months.
    - iv. Copies of bank statements, if applicable.
    - v. Meet attendance requirements.
  - b. Principalities, Duchies and Baronies must submit:
    - i. A list of current officers.
    - ii. A list of current dues-paid members.
    - iii. The results of most recent crown qualifications.
    - iv. The most recent crown election results.
3. Audits will be given ratings by the Board of Directors.
  - a. A land submitting all required items will earn an "excellent" rating.
  - b. A land missing one (1) required item but provides everything else earns a "pass" rating.
  - c. A land missing more than one (1) required item will earn a "failed" rating.
  - d. If the Kingdom Board of Directors fails to post the results of the audit within one (1) month of the deadline all lands automatically receive "excellent" ratings.
  - e. If a chapter's audit is not received by the date set forth by the WM-BoD it will be considered an automatic rating of "fail".
4. All groups must maintain minimum attendance requirements equal to 75% of the numbers they needed to become their current size.
5. Promotion and demotion themselves are not automatic, but require approval of the Kingdom Althing and Kingdom 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 have the following:
  - a. Maintain an average monthly unique member attendance of 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
  - e. Have held elections every six (6) months, per this corpora
  - f. Have the offices of Monarch and Prime Minister filled, at minimum
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.

#### Section 4. BARONY

1. A Barony must have the following:
  - a. Maintain an average monthly unique member attendance of twenty (20) members
  - b. Have signed a contract on file with Westmarch, for at least one (1) year
  - 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
  - f. Must have the offices of Monarch, Prime Minister, and Champion, at minimum.
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.

#### Section 5. DUCHY

1. A Duchy must have the following:
  - a. Maintain an average monthly unique member attendance of forty (40) members
  - b. Have signed a contract on file with Westmarch, for at least two (2) years
  - c. Have a contract on file with Amtgard, Inc.
  - d. Have been a Barony for at least two (2) years
  - e. Have held elections every six (6) months, as per this corpora
  - f. Meet at least once a week.
  - g. Must have the offices of Monarch, Regent , Prime Minister, and Champion filled, at minimum.
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 or Lady once per reign.
  - c. A Duke may award masterhood in the fighting classes.
  - d. A Duke may not award any other titles or masterhoods.
  - e. A Duke may not award knighthood.

#### Section 6. PRINCIPALITY

1. A Principality must have the following:
  - a. Maintain an average monthly unique member attendance of sixty (60) members
  - b. Have signed a contract on file with Westmarch, for at least three (3) years if a single chapter is the Principality
  - c. Have been a Duchy for at least two (2) years
  - d. Have held elections every six (6) months, as per this corpora
  - e. Have a contract with Amtgard, Inc.
  - f. Meet at least once a week.
  - g. Operate as a non-profit group, have State and Federal non-profit tax identification number, if possible
  - h. Have an active Board of Directors as per this Corpora
  - i. Maintain a Post Office box
  - j. Have at least one (1) sponsored chapter
  - k. Must have all offices of the Monarchy filled, and the GMR position.
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.

## ARTICLE IX: BOARD OF DIRECTORS

### Section 1. GENERAL INFORMATION

1. The Board of Directors (“the Board”, “Board”, “BoD”, “WM-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.
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.
    - i. Voting membership must be maintained in order to remain on the Board.
  - 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, or as needed, and all meetings shall be open to the public. Board of Directors meetings may be canceled by joint agreement of the Board of Directors President and Vice President.
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 a quorum of 51% or more 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 Board of Directors shall elect from their number a President who shall conduct all meetings of the Board.
  - a. The President has the authority to break all ties, for votes of the WM-BoD.
2. 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.
3. The Board of Directors shall elect from their number a Treasurer who shall:
  - a. Work closely with the Prime Minister in monitoring Kingdom funds.
  - b. Perform unsolicited audits of the Kingdom 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 Kingdom’s non-profit status.
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 Kingdom 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
  - a. 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).
7. The Monarch and Prime Minister may not serve as officers of the WM-BoD.

### 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 Kingdom or chapter functions that endanger members of the Kingdom or the public should be reported to the proper authorities.

### Section 2. VIOLATIONS

1. In the event that an individual should be caught and/or proven guilty of (i) assault with a deadly weapon (gun, sword, knife, etc.), (ii) possession or trafficking of narcotics, (iii) serving alcohol to a minor, or (iv) any other felony offense on the premises of any Amtgard function, that individual may be punished by the kingdom.
  - a. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (iii) being stripped of all titles and knighthoods as per this Corpora, (iii) termination of membership permanently or for one year, as per this Corpora, (iv) being banned from Amtgard battlegames, tournaments and events permanently or for one year, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
2. In the event that an individual should be caught and/or proven guilty of (i) assault with a non-deadly weapon (fist, stick, flagrant abuse of an Amtgard weapon), (ii) petty theft, (iii) willful destruction of property, or (iv) any other misdemeanor offense on the premises of any Amtgard function, that individual may be punished by the kingdom.
  - a. Punishment may include (i) being expelled from the site of the event, (ii) an immediate call to the mundane law enforcement officials, (ii) being stripped of any titles and knighthoods as per this Corpora, (iii) termination of membership for three to six months, as per this Corpora, (iv) being banned from Amtgard battlegames, tournaments and for two to six months, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
3. Any person subject to any punishment by the kingdom may appeal the decision to the Althing by presenting a petition signed by 20% of the dues-paid members to the Althing and receiving a two-thirds 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

### Section 1. FINAL WORDS

These bylaws were revised by the Corpora Committee created by Sir Euric Bloodstone, Prince of Westmarch. The revision and additions for Kingdom were completed March 3, 2012. Bylaws and corpora were based on the corpora of various existing kingdom documents from, but not limited to, the Kingdom of the Desert Winds, Empire of the Iron Mountains, Kingdom of Dragonspine, Kingdom of the Burning Lands. Westmarch thanks those that have come before and provided a solid foundation for what we have here.

### Section 2. COMMITTEE

|                                   |                     |
|-----------------------------------|---------------------|
| Baron Sir Keluric Tryst, Chairman | (Thomas Schneider)  |
| Grand Duke Sir Euric Bloodstone   | (Robert Mott, Sr.)  |
| Baron Squire Hannoske             | (JD Helm)           |
| Baron Squire Niveus               | (Shawn Ramus)       |
| Lord Azus                         | (David Zucker)      |
| Lord Ranvier                      | (Nicholas Denny)    |
| Baron Fiks                        | (Ian Crawford)      |
| Baron Squire Deimos               | (David Inglis)      |
| Lord evil Randy                   | (Randall Eddington) |

## ARTICLE XII: CONTRACT

### Section 1. GENERAL INFORMATION

1. Any Amtgard chapter wishing to join the Kingdom of Westmarch, must complete the Westmarch contract and then be voted in with a 2/3 majority during a Kingdom Althing.

### Section 2. KINGDOM CONTRACT

This agreement is entered into on the date of \_\_\_\_\_; between the Amtgard, Kingdom of Westmarch, Inc. and, \_\_\_\_\_ hereinafter referred to as "Sponsored". Under the specific terms contained herein, Amtgard Kingdom of Westmarch, a nonprofit group in California, agrees to sponsor the Sponsored until such time as the Sponsored 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 Sponsored must meet the following terms, sign this agreement and send it by registered mail to the receipt by Westmarch within one (1) year of the Sponsored Chapter'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: Westmarch Monarch, Westmarch Board of Directors, Sponsored Monarch and Prime Minister.

#### Terms of this Agreement

The Sponsored Chapter agrees to:

1. Sign and send by Registered Mail to Amtgard Kingdom of Westmarch the original contract, with a copy of the signed contract with Amtgard Inc. Pending approval by 2/3 of the current dues paid members of the Kingdom of Westmarch, the Board of Directors agrees to sign and return this contract to the Sponsored within 30 days of receipt.
2. Operate as a not-for-profit group.
  - a. Governmental recognition of non-profit status recommended, but not required except where chapter size mandates.
3. Abide by the current edition of the rulebook published by Amtgard Inc.
4. Abide by the Corpora and Bylaws of the Kingdom of Westmarch.
4. Abide by all laws; local, state and federal.
5. Maintain a positive relationship with authorities, the public and other Amtgard chapters.
6. Educate the Amtgard membership and the community through demonstrations and instruction of but not limited to combat, arts, and sciences.
7. Sponsored will not copy for distribution any 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 Westmarch before each election of a new Monarch, Regent and Champion.
10. Maintain records of attendance of all members, a membership roster, accurate financial records and a ledger format, and records of awards and honors received by that chapter's members.
12. Treat all members and joining members fairly, according to the Equal Opportunity Act and the Americans with Disabilities Act.

#### *The Kingdom of Westmarch Board of Directors:*

WM-BoD Member: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

WM-BoD Member: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

WM-BoD Member: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

WM-BoD Member: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

WM-BoD Member: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

WM-BoD Member: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

WM-Monarch: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

#### *Officers of the Sponsored Chapter:*

Monarch: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

Prime Minister: Mundane Name: \_\_\_\_\_ Persona Name \_\_\_\_\_ Date: \_\_\_\_\_

Date signed by Sponsored Chapter: \_\_\_\_\_ Initialed: \_\_\_\_\_ Office: \_\_\_\_\_

Date sent by Sponsored Chapter: \_\_\_\_\_ Initialed: \_\_\_\_\_ Office: \_\_\_\_\_

Date received by Westmarch: \_\_\_\_\_ Initialed: \_\_\_\_\_ Office: \_\_\_\_\_

Date signed by Westmarch: \_\_\_\_\_ Initialed: \_\_\_\_\_ Office: \_\_\_\_\_

Date returned to Sponsored Chapter: \_\_\_\_\_ Initialed: \_\_\_\_\_ Office: \_\_\_\_\_



