

CORPORA OF THE DESERT WINDS



Introduction: This Corpora represents cumulative efforts to provide a cohesive set of Bylaws designed to lend administrative support and structure to running the Kingdom of Desert Winds and its provinces to further enhance its member's recreational pursuit of Amtgard as set forth in the Amtgard Rules of Play. The Corpora is intended to comply with the laws that govern our status as a not-for-profit social entity, as well as ensure there are no conflicts or violations with the contract we hold with Amtgard Inc., the Rules of Play and any ratified agreements set forth by the Inter-Kingdom Circle of Monarchs.

We are thankful for the innumerable support from those Kingdoms and Individuals that have gone before us and provided shoulders in which to spring from in our attempt to make this a solid, living document that will serve us dynamically as the winds of change sweep by. Of particular note is our thanks and gratitude to the Empire of The Iron Mountains and its people, many of whom have provided sponsorship, guidance, outstanding support, and championed us along the winding road to become first guardians of their provinces, stewards and then leaders in our own right. May your forges remain bright and your anvils strong.

~Desert Winds Corpora Committee

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1. Corpora of Desert Winds

For the purposes of identifying the Kingdom of Desert Winds and its members as an independent corporate entity under state and national law, there will be two types of memberships within the Desert Winds and its provinces; General and Contributing membership.

1.1. General Membership Qualifying Criteria:

1.1.1. Must have a waiver signed and on file with the provincial record- keeper.

1.1.2. Must abide by the Amtgard Rules of Play as well as all mundane laws while engaged in Amtgard activities.

1.2. General Membership Rights:

1.2.1 Shall have their attendance and award status tracked by the Provincial Prime Minister. The Kingdom of Desert Winds and its provinces shall use the ORK (Online Record Keeper), or its common successor, for this purpose.

1.2.2 General members may not vote in Althings.

1.3. Provincial Contributing Membership Qualifying Criteria

1.3.1. Must first qualify for general membership as per Section 1.1.

1.3.2. Must be dues paid (See Section 3.1) in their home province during the current reign and must have earned attendance credits at least 6 times in the last six months in their home province. If a member meets only one of these two qualifications, they are considered only a general member until the second qualification is met.

1.3.3. Must be at least 14 years of age or have the approval of the Provincial Monarch if under 14 years of age.

1.4. Provincial Contributing Membership Rights:

1.4.1. Has all the rights of a General Member.

1.4.2. May vote in provincial elections and althings in their home province.

1.4.3. May run for office in their province under the criteria listed for that office in section five.

1.4.4. May submit althing issues as outlined in Section 7.2.6.

1.4.5. Shall have their membership dues tracked by the Provincial Prime Minister.

1.4.6. Any contributing member of a non core province may be considered a Provincial Ambassador to the Kingdom of Desert Winds provided they meet the following criteria.

1.4.6.1. Must qualify for contributing membership as per Section 1.3

1.4.6.2. Must have earned attendance credit at least once at a Kingdom level Event during the last six months.

1.4.6.3 Provincial Ambassadors to the Kingdom of Desert Winds may vote in kingdom althings and elections.

1.5. Kingdom of Desert Winds Contributing Membership Criteria:

1.5.1. Contributing membership in any core province (see Section 4.2) of the Desert Winds translates to contributing membership within the Kingdom of Desert Winds and grants you the following rights:

1.5.1.1. May vote in Kingdom Althings and Elections.

1.5.1.2. May run for kingdom office per Section 9

1.5.1.3. May submit althing issues into the Kingdom of Desert Winds Althings as outlined in Section 7.1.2. and its subsections.

1.5.1.4. General members are not considered contributing members of the Kingdom of Desert Winds and are thus ineligible to vote in Kingdom Althings or run for kingdom level office.

2. ATTENDANCE CREDITS

2.1. Attendance

2.1.1. An attendance credit requires one to sign the attendance sheet at the park or event maintained by the local Prime Minister. Specific exceptions may be made on a case-by- case basis by the provincial or Desert Winds Prime Minister.

2.2. Class Credits

2.2.1. One credit is given for normal Amtgard weekly game-days.

2.2.2. Fighter practices will give you an extra $\frac{1}{4}$ credit in any class per practice.

2.2.3. Desert Winds provincial or kingdom Monarchs may award bonus credits at their discretion to their populace members.

2.2.4. If you travel more than 200 miles (one way) you can get one extra credit for a single event.

2.2.5. Inter-Kingdom or multi-day events give you one extra class credit per day unless specifically stated otherwise by your provincial or kingdom monarch.

2.2.6. Credit may only be given for a class that was actually played except when events preclude playing that class or when taking fighter practice credit. In these cases the credit may be taken in any class you are eligible for.

3. DUES AND POLICIES OF THE TREASURY

3.1. Dues

3.1.1. Dues, or dues paid for life, shall be paid to the provincial level record keeper or prime minister.

3.1.2. Dues shall consist of \$6 per six months as defined by the Amtgard Rules of Play. Dues will expire 6 months from the date of payment.

3.1.2.1 Dues paid for life shall consist of a onetime non-refundable fee of \$100.

3.1.3. A receipt will be given for all dues paid.

3.1.3.1. Receipt will show the member's persona name, mundane name, how much was paid, the date paid, and signed by the prime minister or treasurer.

3.1.4. Individuals do not pay dues directly to the Kingdom of Desert Winds.

3.1.5. Paying dues at the beginning of a player's membership within the province will entitle them to a copy of the current Corpora and Amtgard Rules of Play handbook provided by the province. After the initial disbursement of these documents, the player may purchase new copies from the province for the cost of printing.

3.1.6. Paying dues entitles a member to a monthly newsletter (if one exists).

3.1.7. Donations may be made either to the Kingdom of Desert Winds or to a Province. Donations to the kingdom should be given directly to the Desert Winds Prime Minister and provincial donations should be given directly to the Provincial Prime Minister. Donations are money given, over and above the dues paid and no dues credit is given nor, for tax purposes, it is tax deductible.

3.1.8. The Desert Winds Treasury will be funded through member-attended fundraisers throughout the reigns, member auctions, member raffles and through Salt War Profit excess as covered in Section 15 –Event Committee.

3.2. Treasury:

3.2.1. Bank Accounts- All provinces, barony and above, must maintain a bank account. It is required to track income and expenses and to maintain expense related records for seven years.

3.2.1.1 All prime ministers and monarchs will be made signatories on their respective provincial or kingdom level accounts.

3.2.1.2 Adding/removing signatories will take place within 30 days of either officer stepping down for any reason.

3.2.1.3. When the althing approves expenses NOT part of the 10%-50% useable by club officers (as listed in Section 5.2.1.10.1 and 5.2.1.10.2) those expenses will be held in escrow and will not count as part of the General Fund available to run the province/kingdom until a.) The expense is paid, or b.) There is an althing to reverse the approval.

3.2.2. Auditing the Treasury:

3.2.2.1 Procedures and responsibilities for the auditing of the Treasury (Kingdom and Provincial) are outlined within the office of the respective Prime Minister Duties and the BOD.

3.2.3. Kingdom of Desert Winds Excess Disbursement

3.2.3.1 Core provinces of the Desert Winds have the right to petition the kingdom for matching funds via Kingdom Althing under the following guidelines:

3.2.3.1.1 The province does not go over required provincial spending amounts unless approved via provincial althing.

3.2.3.1.2 Kingdom funds are available. An excess of \$1500.00 in the general Kingdom bank account determines fund availability.

3.2.3.1.3 The petition must be dated and must include what the funds are to be used for.

4. PROVINCES

4.1. There are two types of provinces: Core and Sponsored.

4.2. Core Provinces: A core province consists of any province that is part of the Desert Winds, is within 250 miles of the Salt Lake City limits, and has been granted core status.

4.2.1. New provinces may petition for the status of core province in accordance with Section 4.3.4

4.2.2. Core status can be removed from a province under the following guidelines:

4.2.2.1. The Desert Winds Monarch and Desert Winds Prime Minister must agree upon the demotion (based upon the reasons in Section 4.2.2.2) and must put the issue to Kingdom Althing. The motion must pass a 75% majority.

4.2.2.2. Reasons for this change of status can be for any of the following reasons.

4.2.2.2.1. Chapter inactivity, or non-communication with the Desert Winds Monarchy for 6 months.

4.2.2.2.2. Recommendation of Provincial Monarch for breach of responsibilities.

4.2.2.2.3. The group fails to follow Corpora requirements regarding qualifications of officers and these Corpora requirements are not met by the current officers prior to the next incoming officers or by the incoming officers at the time they take office. Reasons for this change of status can be one of two reasons.

4.2.3. Provinces may voluntarily remove their status as Core provinces through a provincial Althing vote so long as they are outside of the 150- mile radius of Salt Lake City limits.

4.3. Sponsored Provinces: A sponsored province is any other province that is part of the Desert Winds and is not a core province.

4.3.1. A sponsored province follows all the rules for a province of its size listed in Section 4.6. This includes the granting of awards, promotion and demotion of size and all other parts of this document except:

4.3.1.1 Members of sponsored provinces may not run for kingdom level office.

4.3.2. The Desert Winds Monarch and Desert Winds Prime Minister may choose to sponsor a province by agreement.

4.3.3. The Desert Winds Monarch and Desert Winds Prime Minister may choose to stop sponsoring any province with which there has been no contact for 6 months by agreement.

4.3.4. After one year of membership in the Desert Winds, a Sponsored Province may petition for Core Province status, providing they are within the 250 mile radius of Salt Lake City and have achieved Baronial status.

4.3.4.1 The petition must be received and recommended by the Desert Winds Monarch and Desert Winds Prime Minister before proceeding to an Althing vote. This vote must pass by a 60% (in favor) by Kingdom Althing.

4.4. Responsibilities of a core or sponsored province to Desert Winds.

4.4.1. Send updated populous attendance records to the Desert Winds Prime Minister at least once per provincial reign.

4.4.2. Send updated contact lists to the Desert Winds Monarch and Desert Winds Prime Minister whenever new officers step up.

4.5. Rights of a core or sponsored province.

4.5.1. The Desert Winds will provide a base copy of the Amtgard Rules of Play, Desert Winds Corpora and Desert Winds Althing decisions when they become updated (either hardcopy or digital per KPM discretion). The provincial monarchy has the right to photocopy these items for distribution to their populace.

4.5.2. Ask the Desert Winds Monarchy to consider their populace for awards that their provincial leader cannot grant.

4.6. Provincial Size:

4.6.1. Duchies must have at least 40 different people per month claiming the group as a home province. This number includes both contributing members and general members but a player must sign-in to be counted. To be elevated to the level of a duchy, the province must have been part of the Desert Winds for two years, have a bank account, maintain a P.O. Box and fulfill the above attendance requirements.

4.6.2. Baronies must have at least 20 different people per month claiming the group as a home province. This number includes both contributing members and general members but a player must sign-in to be counted. Baronies are required to have a bank account but not a P.O. Box. To be elevated to the level of a barony the province must have been part of the Desert Winds for one year.

4.6.3. Shires must have at least 5 different people per month claiming the group as a home province. This number includes both contributing members and general members but a player must sign-in to be counted. Shires are not required to maintain a bank account or a P.O. Box. They are, however, required to track income and expenses and to maintain expense related records.

4.7. Provincial Elevation

4.7.1. Any group may petition to grow in size after spending one year at their current size level and prove their readiness to the Desert Winds Monarch and Desert Winds Prime Minister by meeting the elevated size attendance requirements for at least the three preceding consecutive months. Both the Desert Winds Monarch and the Desert Winds Prime Minister must agree upon the promotion.

4.7.1.1 New shires may be recognized in the same way. Shires do not need to meet the minimum size requirement for three months but only at the time of recognition.

4.8. Provincial Size Demotion

4.8.1. If a province fails to meet its required size for twelve consecutive months, the Desert Winds Monarch and Desert Winds Prime Minister may put that group on probation for six months. If the province cannot improve its numbers and meet minimum size requirements for at least two of the six months in the probationary period, then the Desert Winds Althing may vote to demote them in size. A province may only drop one size level at a time.

4.8.2. A provincial group may, by Althing decision, voluntarily self-demote to a smaller sized group. The vote to demote must pass by a margin of at least 60%. The demotion does not become effective until the results of the demotion decision have been communicated to the Desert Winds Prime Minister and verified by that officer. Once the Desert Winds Prime Minister has verified the self-demotion, and made it official, the group immediately drops down to the next lower group size (duchy becomes a barony, barony a shire). No group may self-demote more than one step in any given reign (of that group).

4.8.3. Should a group fail to follow Corpora requirements regarding qualification of officers or holding Crown Qualification Tourney, the Desert Winds Monarch, upon agreement from the Desert Winds Prime Minister, may immediately place the group on probation for demotion, once the Desert Winds Prime Minister has verified the breach (es) of Corpora requirements. If these Corpora requirements are not met by, or at, the beginning of the next reign of the group in question, (i.e. if another set of officers is elected without the correct qualifications or without holding Crown Qualification Tourney), that group shall be immediately demoted by one size (duchy to barony, barony to shire).

4.9. No province in the Desert Winds as a whole may be considered part of another Kingdom of Amtgard or part of another province of the Desert Winds. That is, a shire may not, as a whole, be part of a duchy. Instead, the shire is part of the Kingdom of Desert Winds.

4.9.1 Provinces may voluntarily remove their status as a provincial sub-group of the Desert Winds by provincial Althing that passes with 80% in favor so long as they are outside of the 150 mile radius of Salt Lake City limits and the Kingdom Monarch and Kingdom Prime Minister agree.

4.9.2. Provinces may have their status as a provincial sub-group of the Desert Winds removed by Kingdom Althing vote with 75% majority vote provided the Kingdom Monarch and Kingdom Prime Minister agree to the althing submission.

5. ELECTED LEADERS

5.1. General Information:

5.1.1. The offices of Monarch, Regent, Prime Minister, Champion, and Guildmaster of Reeves are considered elected offices. All elected offices have specific requirements that candidates must meet in order to be qualified for that office per Section 8- Elections and/or per Section 9- Crown Qualifications.

5.1.1.1. All Elected Offices (as well as Treasurer) may only be occupied by singular individuals.

5.1.2. Any elected officer shall descend from office if he or she misses more than four weeks in a row or eight weeks total not counting attendance anywhere in the Kingdom, (for feasts, mid-reign's etc.), kingdom events or inter-kingdom events. Exception - the Kingdom/Provincial Althing may consider special circumstances.

5.1.3. The offices of Monarch, Regent, and Prime Minister are considered The Monarchy.

5.1.3.1 No person may hold the same position in The Monarchy for more than two consecutive terms nor hold more than one elected office in the Kingdom of Desert Winds at a time. NOTE - The exceptions to this rule are Kingdom Champion and Kingdom GMR. Both of these offices may hold provincial office.

5.1.4. All monarchy candidates must be 18 years of age or older at the beginning of their reign with the following corpora required and other kingdom level events. Provincial exceptions:

5.1.4.1. A provincial Prime Minister may be under 18 years of age IF a treasurer is elected to take the responsibilities of the treasury (See Section 5.5.1.11.).

5.1.5. See Section 14 for suggested criteria for awarding officers who have served with excellence

5.2. Monarch:

5.2.1. General Duties and Definition: Note: General duties include duties applicable to everyone within their level of office-e.g. provincial or kingdom level. Privileges specific to the level of office are listed at the end.

5.2.1.1. Shall preside over all ceremonies, althings, and functions.

5.2.1.2. Will have the power to cast a tie breaker vote (separate from their already cast vote as a contributing member) on separate ballot issues that deal with the same topic and/or would produce conflicting results if they both would pass, where the individual yes and no totals for each item in question matches the individual yes and no totals of the other item(s) in question. In the event that ballot item topics directly involve the Monarch or the Monarch's immediate family, the tie-breaker vote will pass to the PM. Tie breaker votes may never be cast on issues that do not meet the minimum Yes/ No ratio for that particular vote.

5.2.1.3. May create non-ladder honors, awards, and titles in keeping with his or her office provided they do not replace, supersede or conflict with the honors, awards, masterhoods or knighthood as defined in the Amtgard Rules of Play.

5.2.1.4 Should the Monarch descend from the throne for any reason, the Regent will become the Pro-Tem Monarch.

5.2.1.5. At the beginning of the reign, the Desert Winds Monarch will schedule and preside over a meeting of provincial leaders to schedule monarchs must be in attendance or send a representative to said meeting.

5.2.1.6. Will coordinate the scheduling of all corpora required events and other game days and events.

5.2.1.7. Shall ensure the publication of a calendar of all events (specific to their province) within 30 days of his or her coronation.

5.2.1.8. Shall solicit a list of award recommendations from populace or provincial leaders not less than 30 days before mid-reign or coronation.

5.2.1.9. May at his/her discretion grant extra class credits to any member of their elected province within the restrictions of Section 2.2.6.

5.2.1.10. May spend money from the treasury in three ways. All income and expenses must be documented:

5.2.1.10.1. Up to 10% of the treasury may be spent each month on the general running of the Province/Kingdom. Any percentage not spent does not accumulate.

5.2.1.10.2. Up to 50% of the treasury may be spent to run corpora required events. These events should be budgeted to make money or break even. If such an event is run so that proceeds are not intended to pay for it, the extra cost must come out of the 10% the Monarch may spend each month or must be approved by an althing. All monies from an event return to the treasury with documentation detailing a profit or loss and become part of the permanent income and expense report maintained by the Prime Minister.

5.2.1.10.3. Other expenditures may be made with the approval of the Provincial or Kingdom (as applicable) Althing under the restrictions listed in Section 3.2.1.3 of the treasury regarding impound.

5.2.1.11. Is responsible for public relations and Amtgard's interaction with mundania at events within their province. This includes but is not necessarily limited to:

5.2.1.11.1 Speaking to interested passersby or delegating someone to, (see Section 5.7.8 Marshall) as required to maintain a good image in the community.

5.2.1.11.2. Dealing with police, rangers and whatever other forms of mundane authority need to be addressed.

5.2.1.12. Recruitment/Retention- because recruitment and retention are the lifeblood of Amtgard, it is required to hold a minimum of two recruitment and two retention "activities" per reign, for a total of four said

activities per reign. Examples for recruitment include, but are not limited to: Passing out flyers, Demo's, community service or food drive, booth at the local faire or convention, etc. The recruitment activities should be formal events listed on the calendar for the reign. Examples of retention "activities" can be to personally call or delegate someone (see Section 5.7.8 Marshall) to call individuals who have been inactive for more than a month to check on them, holding loaner garb parties, and arranging and rotating a pick-up schedule for members without transportation.

5.2.1.13. Shall have the authority and duty to suspend members from participation in all kingdom/provincial activities for repeated and/or serious instances of inappropriate behavior such as but not limited to: verbal and/or physical altercations, assault of any kind, property, theft, providing alcohol or drugs to minors, or any other violation of mundane law occurring at kingdom or provincial sponsored events.

5.2.2. Monarch level specific privileges/duties:

5.2.2.1 Kingdom of Desert Winds Monarch. (Queen/King):

5.2.2.1.1. May award all titles of nobility

5.2.2.1.2. May award Peerage (four orders of knighthood) as defined in the Amtgard Rules of Play.

5.2.2.1.3. May award all Ladder Awards as defined by the Amtgard Rules of Play and all Non-Ladder Awards as defined in Section 11.

5.2.2.1.4. May award Masterhood of the Ladder Orders as defined by the Amtgard Rules of Play and Non- Ladder Masterhoods as defined in Section 11.

5.2.2.1.5. May award Masterhoods for the Fighting Class Guilds.

5.2.2.1.6. Shall hold an automatic voting seat on the Desert Winds Board of Directors during his or her term.

5.2.2.1.7 Desert Winds annually impound up to \$200.00 to be used to ensure the King of the Desert Winds in the summer Reign has help to get to Clan each year to attend the circle of monarch meeting. These funds would be used as matching funds. The King of the Desert Winds is eligible to receive dollar-for-dollar funds (up to \$200.00) from the Kingdom account that match the amount they have raised through their own efforts.

5.2.2.2 Ducal Monarch. (Duke/Duchess):

5.2.2.2.1. May award titles of nobility up to and including Baron.

5.2.2.2.2 May award all Ladder Awards as defined by the Amtgard Rules of Play and all Non-Ladder Awards as defined in Section 11 up to the Eighth Order.

5.2.2.2.3. May award Masterhoods for the Fighting Class Guilds.

5.2.2.2.4. May not award the four orders of Knighthood.

5.2.2.2.5. May not award Masterhood for the Orders.

5.2.2.3. Baronial Monarch (Baron/Baroness):

5.2.2.3.1. May award titles of nobility up to and including Baronet.

5.2.2.3.2. May award all Ladder Awards as defined by the Amtgard Rules of Play and all Non-Ladder Awards as defined in Section 11 up to the Fifth Order.

5.2.2.3.3. May not award the four orders of Knighthood.

5.2.2.3.4. May not award Masterhood for the Orders.

5.2.2.3.5. May not award titles of Masterhood for the Fighting Class guilds.

5.2.2.4. Shire Monarch (Sheriff):

5.2.2.4.1. May award titles of nobility up to and including Lord Lady.

5.2.2.4.2. May award all Ladder Awards as defined by the Amtgard Rules of Play and all Non-Ladder Awards as defined in Section 11 up to the Third Order.

5.2.2.4.3. May not award the four orders of Knighthood.

5.2.2.4.4. May not award Masterhood for the orders.

5.2.2.4.5. May not award titles of Masterhood for the Fighting Class Guilds.

5.2.2.4.6. A Sheriff should be at least 18 years of age, but exceptions may be made by

agreement of the Queen and the Desert Winds Prime Minister.

5.3. Regent:

5.3.1. General Duties and Definition Note: General duties include duties applicable to everyone within their level of office-e.g. provincial or kingdom level. Privileges specific to the level of office are listed at the end.

5.3.1.1 Shall preside over all applicable ceremonies and functions in the Monarch's absence.

5.3.1.2 Shall be responsible for the Mid-Reign and Crown/Coronation Feast.

5.3.1.3. Shall become Pro-Tem Monarch should the monarch leave office for any reason.

5.3.1.4. Should the regent leave office for any reason, the monarch would appoint a contributing member as Pro-Tem Regent, who must then be ratified via althing majority within a month.

5.3.1.4.1 If the althing does not ratify the appointment, then a general election is held to choose the new Pro-Tem Regent from volunteering eligible populous.

5.3.1.5 Shall be responsible for fostering the arts & sciences in his/her province and/or kingdom.

5.3.2. Regent level specific privileges/duties:

5.3.2.1 Kingdom Regent:

5.3.2.1.1. May award the following orders up to any level: Garber, Dragon, Rose, Smith and Owl as defined by the Amtgard Rules of Play.

5.3.2.1.2. Shall be responsible for running a kingdom arts and sciences (A&S) tourney called Dragonmaster (See Section 10.1.2.) and shall assist the provincial regents in fostering the arts and sciences in their respective parks.

5.3.2.2. Ducal Regent:

5.3.2.2.1. May award the following orders: Garber, Dragon, Rose, Smith and Owl up to the 8th level as defined in the Amtgard Rules of Play.

5.3.2.2.1. Shall run at least four A&S events in their duchy, not counting A&S Crown Quals. These events can be, but are not limited to: Dragonmaster, Sapling Tourney, Iron Dragon, garb parties, or other instructional classes.

5.3.2.3. Baronial Regent:

5.3.2.3.1. May award the following orders: Garber, Dragon, Rose, Smith and Owl up to the 5th level as defined by the Amtgard Rules of Play.

5.3.2.3.2. Shall run at least two A&S events in their barony, not counting A&S Crown Quals. These events can be, but are not limited to: Dragonmaster, Sapling Tourney, Iron Dragon, garb parties, or other instructional classes.

5.3.2.4 Shire Regent:

5.3.2.4.1. Shires may, if desired, elect a Shire Regent.

5.3.2.4.2. May award the following orders: Garb, Dragon, Rose, Smith and Owl up to the 3rd level as defined in the Amtgard Rules of Play.

5.4. Champion:

5.4.1. General Duties and Definition Note: General duties include duties applicable to everyone within their level of office-e.g. provincial or Kingdom level. Privileges specific to the level of office are listed at the end.

5.4.1.1. Champion - The person who places highest in the fighting portion of the Crown Tournament and meets the requirements as stated in Section 9.3. of Crown Qualifications shall become Champion of the Desert Winds or of their province as applicable.

5.4.1.1.1-In the event that no player qualifies via Section 9.3., or those that do qualify through Section 9.3 decline the position, the highest placed individual in the champion tourney that is willing to hold the position (and not stepping into the Monarchy office or currently PM) shall take the office of Champion.

5.4.1.2. If the Champion leaves the office, the person that came in next in the fighting portion of the Crown Tourney and meets the qualifications as outlined in Section 9.3 of Crown Qualifications shall ascend to the office.

5.4.1.3 The Champion will be in charge of defending their realm's honor.

5.4.1.4 The Provincial Champion is responsible for running games on normal battle game days in his or her province. The Desert Winds Champion is responsible for game-time at kingdom level events where nothing else is scheduled.

5.4.1.5 Champions should remove unsafe weapons from the field and are responsible for coordinating weapon safety in their province. Provincial Champions should work with the Desert Winds Champion and Desert Winds Guildmaster of Reeves (GMR) to ensure weapon safety throughout the Desert Winds by performing regular weapons' checks and weapon safety classes.

5.4.1.6. Champions are responsible for lost and found in their realm.

5.4.1.7. Champions are responsible for running Weaponmaster in their realm (if Weaponmaster is held) Note: Desert Winds Kingdom level Weaponmaster is required every reign. See Section 10. - Other events.

5.5. Prime Minister (PM):

5.5.1. General Duties and Definition Note: General duties include duties applicable to everyone within their level of office-e.g. provincial or Kingdom level. Privileges specific to the level of office are listed at the end.

5.5.1.1. Prime Ministers must be 18 years of age, capable, and legally able to handle club funds.

Exceptions to this are listed in Section

5.5.1.2. May Spend up to 10% of the Kingdom/Provincial treasury every month in order to run the Kingdom/Province as applicable. The Kingdom/Provincial Althing must vote on all larger expenditures. Any percentage not spent does not accumulate. All expenses must be documented. For example: If the PM may spend \$100 in March and only spends \$50, the remaining \$50 may not be added to the amount available to spend in April.

5.5.1.2.1. Other expenditures may be made with the approval of the Provincial or Kingdom (as applicable) Althing under the restrictions listed in Section 3.2.1.3 of the treasury regarding impound.

5.5.1.3. Is responsible for collection of all fees, dues, and monies applicable to their realm.

5.5.1.4. Is responsible for keeping accurate records of all applicable Kingdom/Provincial income and expenses, which will include all bank activities. A deposit slip shall be received and added to the financial archives for all deposits. No night drops are ever permitted. All withdraws must be documented with receipts filled out indicating why the withdrawal took place. Duplicate checkbooks will also become part of the financial archives.

5.5.1.5. At the middle and end of the Prime Minister's reign (both Kingdom and Provincial respectively) the Prime Minister must provide an accounting report of all expenditures, balances, incoming and outgoing funds etc., publicly to the group and provided to the Provincial/Kingdom officers and the BOD.

5.5.1.6. Is responsible for distributing hard copies of realm newsletters to the populace if applicable.

5.5.1.7. Is responsible for ensuring an up-to-date Desert Winds Corpora is available for distribution to contributing members of their realm and that a copy of althing results are available to their respective populace as outlined in Section 7.1.2.6.2. and 7.2.6.13.

5.5.1.8. Shall be responsible for keeping and compiling an on-going record of awards, titles and honors from their realm (this includes awards, titles and honors given at the Kingdom level) and will supply such records to Monarch's or PM's as needed.

5.5.1.9. Should the Prime Minister descend from office a new one will be elected as soon as possible (within a month). During the interim, the GMR will take over pro-tem duties of the PM.

5.5.1.10. Candidates wishing to run for Prime Minister must pass a Corpora Test and be a member of the Reeve's Guild.

5.5.1.11. Relevant to all PROVINCIAL Prime Ministers ONLY. The Provincial Prime Minister must be at least 18 years of age or a Treasurer must be used as outlined below:

5.5.1.11.1 If, for any reason, an elected Provincial Prime Minister is unable to perform his or her duties in administering the club funds, a Provincial Treasurer must be elected by provincial althing vote.

5.5.1.11.2. Candidates for Treasurer must meet all of the qualifying requirements of Prime Minister (Dues, attendance, etc) and be at least 18 years old.

5.5.1.11.3 The Treasurer must be capable and legally able to handle club funds.

5.5.1.11.4. The Treasurer shall take over all financial responsibilities from the Prime Minister for that reign should the above exception be necessary.

5.5.1.11.5. The Treasurer shall serve in office until the next Prime Minister is elected.

5.5.1.11.6. The Treasurer is responsible for compiling accurate records of the dues paid members of their realm and providing them to the Desert Winds PM upon request.

5.5.1.11.7. The Treasurer may not hold other provincial elected offices.

5.5.1.12. Must maintain physical sign-in class attendance records and provide such to the Desert Winds PM upon request.

5.5.1.13. Must keep all member waivers for their province and provide such to the Desert Winds PM upon request.

5.5.1.14. Must keep the information in the Online Record Keeper up to date and accurate for their province. (See section 1.2.1)

5.5.1.15. Provincial Prime Ministers are responsible for getting out the Desert Winds and Provincial Althing ballots electronically and in writing two weeks prior to the actual physical park voting. Will accept absentee ballots only up to two days prior to the physical park voting Althing date.

5.5.1.15.1. All provinces will have the physical park vote on the 3rd Game Day of the month. If the third game day of the month is determined not to be feasible (such as a conflict with a large inter-kingdom event) the vote will take place on a date announced by the PM in advance.

5.5.1.15.2. Provincial Prime Ministers are required to retain physical ballots of Althing results occurring during their reign.

5.6. Guildmaster of Reeves (GMR):

5.6.1. General Duties and Definition: Note: General duties include duties applicable to everyone within their level of office-e.g. Provincial or Kingdom level. Privileges specific to the level of office are listed at the end.

5.6.1.1. Kingdom/Provincial GMR's shall be chosen by and from the Kingdom/Provincial Reeves Guild for the term coinciding with the Monarch and Regent by election during the Crown Qualifications. (i.e. The Desert Winds GMR will be chosen from all the members of the core chapters Reeve's Guild.)

5.6.1.2. Shall work with the monarch and champion, and at the kingdom level, the Provincial GMRs to ensure that the rules are followed fairly, honestly, accurately within the Desert Winds/Province(s).

5.6.1.3. The GMR may at their discretion remove unsafe equipment (armor, weapons, musical instruments, etc....) or players from the field, while present. This sanction may be up to and including the end of the game day as necessary.

5.6.1.4. The GMR's are responsible for working with the Kingdom/Provincial Champion(s) in coordinating weapon safety throughout the Desert Winds and it's provinces.

5.6.1.5. Are responsible for conducting reeve and corpora tests at their applicable level.

5.6.1.5.1. The reeves test may only test knowledge of the current version of the Amtgard Rules of Play, knowledge of Desert Winds clarifications of the rules, reeve-relevant judgment ability, and safety issues relevant to Amtgard.

5.6.1.5.2. The corpora test may only test knowledge of current version of the Desert Winds Corpora.

5.6.1.5.3 Reeves and Corpora tests are in effect upon passing and are good for 6 months from the time of passing the respective tests.

5.6.1.6. The GMR is responsible for ensuring that the conduct of reeves is competent and fair.

5.6.1.7. The GMR will be the Crown's advisor to the rules.

5.6.1.8. The GMR has the right to make rules clarifications where they are unclear. No right to change the rules is granted or implied in this position. The Provincial GMR is also responsible for bringing such situations to the Desert Winds GMR's attention so they can be addressed kingdom wide as needed.

5.6.1.9. If a current GMR wishes to run for a position that requires a passing score on the reeves or corpora test, then tests will be written and administered by members of the Reeves Guild chosen by the respective Monarch.

5.6.1.10. After a GMR steps out of office they are still considered reeves qualified until the next kingdom reeves test becomes available.

5.6.2. GMR level specific privileges/duties:

5.6.2.1 Desert Winds GMR: Will be responsible for creating and distributing a kingdom wide reeve's test and corpora test within 30 days of stepping up. Until the new tests are distributed, the previous term's tests will continue to be valid.

5.6.2.2. Shire, Barony, & Duchy GMR's: The Provincial GMR is responsible for administering the Desert Winds Reeves test to candidates who wish to become reeves qualified.

5.6.2.2.1. Provincial GMR's are responsible for writing a reeve and corpora test to use as the backup test in the event that a player fails the kingdom reeve or corpora test for the reign or an alternate is needed.

5.7. Other Positions,

5.7.1. General Information: Except where noted, "Other" positions have no age requirement and hold no official order of precedence. A person may hold multiple positions. Candidates for these positions must be a member of the Kingdom of Desert Winds.

5.7.2. Captain of the Guard:

5.7.2.1. Appointment and dismissal are at the Monarch's discretion.

5.7.2.2. Is in charge of security at all Amtgard events, both mundane and role- play based.

5.7.2.3. Ensures that their monarch and regent are properly escorted.

5.7.2.4 Shares duties with the champion in terms of carrying out the policies of the crown.

5.7.2.5. Shall aid in keeping the event sites clean and free of debris.

5.7.2.6. Will aid in the collection of fees at Amtgard events.

5.7.2.7. The Captain of the Guard will be one of the members of the guard. At Amtgard events that are run by his or her group, he or she will be in charge of mundane security to help control mundane theft and/or harassment and enforce mundane event site rules. Violations of federal, state, county, city, or municipal law (“mundane law”) should be handled by contacting the monarch and the proper authorities unless serious emergency then should call 911.

5.7.3. Guard Members: Aid the captain of the guard in his/her duties and are chosen by the captain of the guard with approval of the monarch.

5.7.4. Regent Defender: Regent’s Defender is purely an honorary position. This shall come from among the guards and is appointed by the regent.

5.7.5. Court Herald: Appointment/dismissal at monarch discretion. Responsible for organization/protocol and announcements at Amtgard court events.

5.7.6. Guildmasters (GM’s):

5.7.6.1. The monarch and regent may at their discretion choose class (Wizard, Monk, etc) and cultural (Brewing, Garber, Armoring, Culinary, etc) guildmasters. This may be done in any appropriate method. (ex: The monarch may require those wishing to be GM to take a test on their class or art or populace members of that same class or art may vote among themselves with monarch permission.)

5.7.6.2. Guildmasters are responsible for encouraging the interest, growth, and application of their particular discipline in the club including but not limited to; helping new people learn to play by the rules of their class, encouraging garb and equipment applicable to their class, maintaining a supply of equipment for their discipline for new members of their park to use and holding frequent lectures, demos or workshops. Guildmasters are also encouraged to inform the monarch and/or regent when individuals do work worthy of an award within their area of responsibility.

5.7.6.2.1. Class Guildmasters are further encouraged to prepare a written and/or verbal test of knowledge for individuals in their guild who wish to advance to the next class level.

5.7.7. Heir Apparent:

5.7.7.1 Heir Apparent exists to provide a trial position for members during the crown qualification process.

5.7.7.2 The Heir Apparent should 1) assist the regent in planning feasts, 2) assist the champion in conducting at least one monthly equipment check, 3) serve as a reeve in at least two battlegames and, 4) assist the prime minister in distributing newsletters.

5.7.7.3 May bestow awards with the permission of the monarch.

5.7.7.4 May be removed by joint agreement of the monarch and regent.

5.7.7.5 The Heir Apparent is an optional position intended for helping members ease into monarchy positions and may be left vacant.

5.7.8. Marshall:

5.7.8.1 May be appointed at the monarch’s discretion to assist with recruitment and retention duties as listed in Section 5.2.1.12.

5.7.8.2 Assist the monarch in speaking to interested passerby’s and providing instruction and guidance for brand-new members.

5.7.8.3 Assist the champion with duties as needed.

5.7.9. Quartermaster:

5.7.9.1. Must be appointed by the monarch to list and know the locations of all items (feast gear, banners, monster gear etc)

5.7.9.2. Assist the monarch in having such items ready and in working order for events as needed.

5.7.9.3. Give an itemized report to monarch during each reign of items.

5.7.9.4 Assist in repairs and/or purchases of said item.

5.8. Order of Precedence- i.e. "The chain of command," or who presides/is in charge of administrative duties when the next highest officer is not present.

5.8.1. Officer Order of Precedence for Kingdom/Provincial offices:

5.8.1.1 Monarch

5.8.1.2 Regent

5.8.1.3 Prime Minister

5.8.1.4 Champion

5.8.1.5 Guild Master of Reeves

5.8.1.6 Marshall

5.8.1.7 Members of the Reeves Guild

5.8.2. Active officers always outrank nobility. Titles of nobility do not infer any administrative power to their holder.

5.8.3. Kingdom officers outrank provincial officers only when;

5.8.3.1 Acting in an official capacity for their office.

5.8.3.2 As directed by the Desert Winds Monarch.

5.8.3.3 At Desert Winds Kingdom level events.

6. OTHER KINGDOM ORGANIZATIONS

6.1. These organizations only exist on the Kingdom level. These organizations have no powers or duties at the provincial level but may be used in an advisory capacity.

6.2. Circle of Knights:

6.2.1. Shall be comprised of all Knights of Amtgard who are residents of the Kingdom of Desert Winds.

6.2.1.1 A knight must be a contributing member of a Desert Winds province in order to vote upon a candidate.

6.2.1.2 Any knight residing in the Desert Winds who is not a contributing member of a Desert Winds province may attend and speak in The Belted Circle, or otherwise communicate his/her opinion to the Desert Winds Monarch, but he/she will not have a vote counted towards approval of a candidate.

6.2.2. The Desert Winds Monarch is an honorary member of the circle during his or her term. If the Desert Winds Monarch is not a Knight of Amtgard she or he does not get to vote within the circle-although as an honorary member she or he may always speak.

6.2.3 Other club members may be invited to participate in discussion in the Circle of Knights by a vote of the circle.

6.2.4. The Desert Winds Monarch should have the Desert Winds Circle of Knights' approval by a simple, open ballot plurality vote for approval to knight a club member.

6.2.5. Shall observe group members of the Desert Winds for those qualified to receive knighthood and discuss their merits within the circle.

6.2.6. Shall discuss any possible changes for knighthood criteria to be presented to the Inter-kingdom Circle of Monarchs.

6.2.7 Every crown qualifications, the Circle of Knights will elect a Guildmaster.

6.2.8. Only the Desert Winds Monarch and the Desert Winds Guildmaster of Knights may call a meeting of the Desert Winds Circle of Knights.

6.2.9. Meetings should be scheduled at least one week in advance, and the Guildmaster of Knights is responsible for contacting all Desert Winds knights beforehand.

6.2.10. The Guildmaster of Knights is responsible for contacting knights of other kingdoms when such a knight's squire is being considered for Knighthood in the kingdom.

6.2.11. If a Knight of the Desert Winds is to be considered for another order of knighthood, then the meeting of the Circle of Knights will be held in their absence.

6.2.12. Other Knights of Amtgard may attend the Desert Winds Circle of Knights and speak, but do not get to vote within it.

6.2.13. Should the matter of removing/stripping a Desert Winds Knight of his/her belt ever arise in the Desert Winds, it shall require a majority vote of the Circle of Knights and the approval of the Desert Winds Monarch before going to the Desert Winds Kingdom Allthing for final decision.

6.3. Circle of Steel: The Circle of Steel shall consist of representatives of all fighting companies (as defined in the Amtgard Rules of Play) with three or more members in the Desert Winds. The Circle of Steel shall organize and orchestrate all company-related activities within the Kingdom of Desert Winds.

6.4. Desert Winds Reeves Guild:

6.4.1. Membership – Any member of The Desert Winds who has passed a reeves test (75% or better) for the current term.

6.4.1.1 Reeve's tests passed at any time are in effect upon passing and are good for 6 months from the time of passing the test.

6.4.1.2 These tests will be created by the/a Desert Winds GMR and may be administered by kingdom or provincial GMRs, or other elected officers. These tests should be made available regularly and at every Crown Qualifications (Provincial and Kingdom).

6.4.1.3 In the event that a retest is needed, the provincial GMR will be responsible for making it. No one may use a test that they have already taken as a retest and no one may take more than two reeves tests in one week

6.4.2. Reeves may be expected to adjudicate battlegames, tournaments, or other Amtgard fighting events.

6.4.3. Powers – Reeves have the following powers while 'reeving' a game or event:

6.4.3.1 The authority to remove unsafe weapons, equipment, or people

6.4.3.2 The power to call whether a hit on a person is valid.

6.4.3.3 The power to add newcomers to games or redistribute players among teams if appropriate in order to balance.

6.4.3.4 The ability to take time off a person's death count if they die well.

6.4.3.5. The power to call a person dead if he/she is persistently behaving in a dangerous or unsportsmanlike way.

6.4.3.6 They may also declare an end of the battlegame if play is stagnating.

6.4.3.7 They may speed time as necessary to promote game flow.

6.4.3.8. In tournaments and/or juggling, reeves may enforce initial warning, then bout forfeit and lastly disqualification from the tournament

6.4.4. Responsibilities

6.4.4.1 Must ensure games are safe to participants and bystanders

6.4.4.2 Shall assist in retrieving discarded and expended equipment

6.4.4.3. Shall be responsible for battlefield rules interpretation and clarification during games they reeve.

6.4.4.4 Shall ensure the quality of play is honest and in keeping with the spirit of the rules.

7. ALTHINGS

7.1. Desert Winds Althing

7.1.1. Powers of the Desert Winds Althing

7.1.1.1. May change corpora. Sixty percent of all voters in the Desert Winds Althing must vote in favor of such a change

7.1.1.2. May make temporary rules clarifications across the kingdom until amended by the Inter-Kingdom Circle of Monarchs.

7.1.1.3. May spend Desert Winds money. A simple majority must vote in favor of such expenditures.

7.1.1.4. May impeach Desert Winds officers or a seat on the DW BOD. This requires a minimum of Sixty Percent majority of voters voting in favor of impeachment to pass.

7.1.1.5. Shall have the power to undertake large-scale Inter-kingdom events and activities whose planning requires more than one Desert Winds Monarch's reign (Olympiad, for example) and to form committees or autocrats as needed to plan and organize such events or to authorize the Desert Winds Monarch to do so.

7.1.2. Scheduled Desert Winds Althing Procedures

7.1.2.1. The Desert Winds Prime Minister is responsible for conducting the Desert Winds Althing.

7.1.2.2. There shall be at least two Desert Winds althings scheduled per reign.

7.1.2.3 At least one Desert Winds Althing shall be held before DesertWinds Midreign when the new DW PM steps up.

7.1.2.4 At least one Desert Winds Althing shall be held after the Desert Winds Midreign and before the next Desert Winds Monarch steps up.

7.1.2.5. Any Contributing Member of the Desert Winds may place up to five items before the Desert Winds Althing and all items before the Desert Winds Althing must be balloted. Any Provincial Ambassador to the Kingdom of Desert Winds as defined in Section 1.4.6. and its subsections may place one item before the Desert Winds Althing and all items before the Desert Winds Althing must be balloted.

7.1.2.5.1. The Desert Winds Prime Minister must accept ballot proposals for the Desert Winds Althing until five business days before the Desert Winds Althing ballots are scheduled to go out to the provinces.

7.1.2.5.2. Should the Desert Winds Prime Minister receive a proposal that they believe violates the powers of the Desert Winds Althing, they will bring the proposal before the Desert Winds Monarch and the Desert Winds GMR. The 3 officers will vote on whether or not the proposal should be put on the ballot. It requires 2 yes votes at this point in order for the proposal to be put on the ballot.

7.1.2.5.3. The Desert Winds Prime Minister may ask for clarification or a rewrite on the issue from the Author if there is sufficient time for the rewrite to be complete before the ballots are to be sent out. The Desert Winds Prime Minister does not have the power to alter any submitted issue. If the rewritten issue has not been received in time then the original proposal will be submitted to Desert Winds Althing with the rest of that Althing's issues.

7.1.2.5.4. Proposed corpora amendment issues must be submitted in writing and must specify precisely which sections and words of the corpora are to be added, deleted, and/or modified.

7.1.2.5.5. Each Desert Winds Althing proposal may only address one issue.

7.1.2.5.6. All items before the Desert Winds Althing require a choice of yes, no, and abstain. A vote of abstain does not count toward the yes/no ratio.

7.1.2.6. Desert Winds Althing ballots must go out to the provinces at least 2 weeks before the Desert Winds Althing is scheduled. Balloted issues must be posted on the Desert Winds Website as well as sent via email/post to the provinces at least 2 weeks before the actual physical provincial/sit- down voting of the Desert Winds/Provincial Althing occurs.

7.1.2.6.1 The Provincial Prime Minister turns in Desert Winds Althing ballot totals (via certified mail, electronically or in person) to the Desert Winds Prime Minister by the scheduled Desert Winds Althing deadline. If the Provincial Prime Minister is unable to fulfill this duty in this regard, the Provincial Monarch may transmit their provinces votes to the Desert Winds Prime Minister.

7.1.2.6.2 Ballots will be counted and items that pass or fail by a 60% or greater yes margin are considered to have passed. The Desert Winds Prime Minister must post the Althing results to the Desert Winds Althing section of the Yahoo Groups and Desert Winds website within one week. The Desert Winds Prime Minister is also responsible for updating the relevant section(s) and re-versioning the corpora within one month of the Althing.

7.1.2.6.3. In the event there are conflicting issues, such as an election vote, that meet the minimum passing margin, the winning item will be that with the highest number of Yes votes. If the number of Yes votes match, then the item with the fewest number of No votes. If the number of No votes between the issues also match, then they are considered tied. Votes that are looking for multiple winning items, (such as filling BoD positions) will fill positions in order of the highest number of Yes votes moving sequentially down, only moving to fewest number of No votes in the event that upon reaching the tied Yes vote number, there are more tied items than available positions left.

7.1.2.6.4. An officer may not take part in running an althing where his or her own impeachment is being considered. The highest officer in the order of precedence (See Section 5.8) who did not run on the same ticket with the officer whose impeachment is being considered will run the althing. Any officer whose impeachment is being considered may specify a representative to watch as the votes are counted to ensure accurate tallies are taken.

7.1.3. Emergency Desert Winds Althing Procedures:

7.1.3.1 A ballot proposal, within the power of the althing, may be submitted by any contributing member of the Desert Winds to the Desert Winds Prime Minister, in writing, at any time as an emergency proposal.

7.1.3.2 In order for the althing to consider an emergency proposal it must be certified as such by a vote of the Desert Winds Monarch, Desert Winds GMR and the Desert Winds Prime Minister.

7.1.3.3 Upon receipt of an emergency proposal the Desert Winds Prime Minister will, at his or her, earliest convenience present the proposal to the Desert Winds Monarch, and Desert Winds GMR for certification.

7.1.3.4 The three officers (Desert Winds Monarch, Desert Winds GMR and Desert Winds Prime Minister) will vote to either certify the proposal to the althing as an emergency matter, or to reject certification. It will require at least two votes in favor of certification in order for a proposal to be certified as an emergency matter and sent to the althing.

7.1.3.5 Should a proposal fail certification it shall either be placed on the next althing ballot, or returned to the submitter for revision and re- submittal, as an emergency or normal balloted issue, or withdrawal.

7.1.3.6. The Desert Winds Prime Minister shall distribute the emergency proposal ballots to all provinces in the Desert Winds within one week of certification. Determination of eligibility and voting at the provincial level shall be conducted by the provincial prime ministers or monarch.

7.1.3.7 The emergency proposal ballot shall include the full text of the proposal, any explanation or rationale for the proposal as drafted by the submitter, the date by which the ballot must be returned to the Desert Winds Prime Minister, and a method for indicating either a yes, no, or abstain vote on the proposal.

7.1.3.8 The emergency proposal ballots shall be returned to the Desert Winds Prime Minister no more than two weeks from the date of distribution.

7.1.3.9 A majority of at least 60% is needed to pass an emergency proposal. Votes of “abstain” do not count against the 60% needed. Section 7.1.2.6.2.1 Applies here in determining the winning items.

7.2. Powers of the Provincial Althing

7.2.1. May make temporary rules clarifications that affect that province. A simple majority of all voters in the Provincial Althing must vote in favor of such a clarification.

7.2.2 Spend provincial money. A simple majority of all voters in the Provincial Althing must vote in favor of such expenditures.

7.2.3. May impeach provincial officers or a seat on the provincial BOD (if a provincial BOD exists). Sixty Percent of all voters in the Provincial Althing must vote in favor of impeachment for it to happen.

7.2.4. Shall have the power to undertake provincial events and activities whose planning requires more than one monarch’s reign and to form committees or autocrats as needed to plan and organize such events or to authorize the monarch to do so.

7.2.5. When decisions are made in the Provincial Althing it is up to the Provincial Prime Minister to document such changes in writing and in an electronic format accessible to all affected populace. This includes updating and informing the Kingdom of Desert Winds of such changes.

7.2.6. Scheduled Provincial Althing Procedures:

7.2.6.1. The Provincial Monarch is responsible for presiding over the Provincial Althing. The Provincial Prime Minister is responsible for conducting the althing up to the point where actual sit down discussion is required. The Monarch chairs any actual discussion at the sit down portion of the althing but may use the assistance of the Provincial Prime Minister.

7.2.6.2. Provincial Althings should be scheduled for the third weekend of every month although if there are no business/issues presented they may be canceled.

7.2.6.3. Any contributing member may place up to five items before a single althing and all items before the provincial Althing must be balloted.

7.2.6.4 The provincial prime minister must accept ballot proposals for the provincial althing until the Friday 2 weeks prior to the vote.

7.2.6.5. Should the Provincial Prime Minister receive a proposal that they believe violates the powers of the Provincial Althing, they will bring the proposal before the Monarch, Provincial Prime Minister, and the Provincial Guildmaster of Reeves. The three officers will vote on whether or not the proposal should be put on the ballot. It requires 2 yes votes at this point in order for the proposal to be put on the ballot.

7.2.6.6. The Provincial Prime Minister may ask for clarification or a rewrite on the issue from the author if there is sufficient time for a rewrite to be completed before the ballots are to be sent out. The Provincial Prime Minister does not have the power to alter any submitted issue without the consent of the author of the issue. If the rewritten issue has not been received in time then the original proposal will be submitted to Althing with the rest of that althing’s issues.

7.2.6.7. Each althing proposal may only address one issue.

7.2.6.8. All items before the althing require a choice of yes, no, and abstain. A vote of abstain does not count toward the yes/no ratio.

7.2.6.9. The Provincial Althing will be conducted in two parts. The first part will consist of a voting by absentee ballot for those contributing members unable to attend the park day meeting. The second part will consist of a sit down meeting for discussion at the park during a normal park day.

7.2.6.10. Provincial althing ballots must go out to the province at least two weeks before the sit down portion of the Provincial Althing is scheduled. Issues should be made available to the populace via hard copy at the park as well as electronic web-media. The date and location of the sit down althing should be clearly printed on the ballot so that all voters know when and where it will be located should they wish to participate in the live part of the althing.

7.2.6.11. Provincial Althing absentee ballots may be required to be turned in to the provincial Prime Minister no less than two business days before the scheduled provincial althing. All absentee ballots must be labeled with the voter's name (not anonymous).

7.2.6.12. Absentee ballots will be counted along with the secret ballots cast at the sit down portion of the althing. No proxies will be accepted at the time of the sit down portion of the Althing. If a voter submitted his ballot by absentee vote but then makes it to the sit down portion he may address the Althing and change his absentee vote as long as his previously cast ballot can be identified and removed.

7.2.6.13. Provincial althing votes use the same voting process, Yes ratio, and winning item determination process as outlined in sections 7.1.2.6.2 and 7.1.2.6.2.1. The Provincial Prime Minister must post the althing results to the althing section of the provincial Yahoo Groups and any provincial website within one week, if applicable.

7.3. An officer may not take part in running an althing where his or her own impeachment is being considered. The highest officer in the order of precedence (See Section 5.8 –Order of Precedence) who did not run on the same ticket with the officer whose impeachment is being considered will run the althing. Any officer whose impeachment is being considered may specify a representative to watch as the votes are counted to ensure accurate tallies are taken.

8. ELECTIONS

8.1. Crown elections will be held approximately every six months during the month of the crown.

8.1.1. All officers (excluding Prime Ministers/Treasurers) are elected/determined during this time.

8.1.2. The monarch and the regent will always run on the same ticket. No person may run simultaneously for two offices in the same group.

8.1.3. Members of the Board of Directors are elected at Spring/Summer Desert Winds Crown Tourney.

8.1.4. Monarch, Regent, Champion, Prime Minister and GMR candidates must pass a reeve and corpora test (See Section 6.4) administered by the local GMR as part of their qualification process. GMR candidates should reference 5.6.1.9. and 5.6.1.10 for further information.

8.1.4.1 Exception: Candidates wishing to run for Shire level Prime Minister must only pass a corpora test.

8.2. Candidates for all Kingdom/Provincial offices must be self-nominated.

8.3. The Order of Precedence (Section 5.8) will determine which officer(s) will run elections at the kingdom/provincial level.

8.3.1. No person may run an election where they themselves are running for office.

8.4. Kingdom and Provincial Prime Minister elections are staggered to be held approximately 3 months after the Crown Elections.

8.5. The Kingdom/Provincial Prime Minister must accept declarations for elections until 2 weeks before the proxy ballots are scheduled to go out, which marks the start of the actual elections. He/She may require them in writing and may choose to accept them later if he/she wishes as long as they can get on the proxy ballots.

8.5.1. Elections are held as Althings and as such follow the same timetable as Althing issues as outlined in section 7 (Althings).

8.5.2. The offices of Monarch, Regent, Prime minister and GMR of each level are required to declare their intent to run for office. Exception: in a Shire only the Sheriff is required to declare, if needed the other officers may be appointed if there is no contestation for the position.

8.6. In the event that a Monarch/Regent ticket is running uncontested, and the candidate(s) receive more “Abstain” votes than “Yes” votes, an issue will be put to Emergency Althing by the Prime Minister (or Monarch if the Prime Minister is directly involved) as to whether or not the candidates(s) will be allowed to take office. A vote of 60% is necessary to pass a measure to elect the ticket to office.

8.7. In the event that a ticket does not pass the emergency althing, or in the event that no candidates(s) are able to qualify for the applicable position, the officer in charge of elections shall direct the Prime Minister to hold an emergency althing, allowing any contributing member of that respective realm to declare for the positions(s). Whichever candidate(s) in this instance that receive the most votes shall take office, but will be required to undergo another Crown Qualifications tournament within one month of taking office (if such qualifications are required for the position).

8.7.1. Exception: Any candidate(s) who has already participated in the current Crown Qualification Tourney will have to complete ONLY those portions of the qualifications they previously missed subject to the qualification(s) criteria for that position. For EXAMPLE: If a monarchy ticket fails to qualify because of low scores on a corpora test, or received a low score in an Arts and Sciences category, they will need to re-do only those parts they missed.

9. CROWN QUALIFICATIONS

9.1. Qualifications

9.1.1. Will be the responsibility of the highest club officer who is not a candidate in the crown elections (excluding the Prime Minister).

9.1.2. Crown qualifications will take place during the 30-day period prior to the date of Coronation. If circumstances prevent this, once the Monarchy has agreed to a new timeframe, they must notify the populace with at least two-week notice.

9.1.3. Anyone may enter crown qualification events.

9.2. Criteria for qualifying for Crown:

9.2.1. All candidates for monarch and regent must qualify in the appropriate crown qualifications based on size as stated below in Section 9.2.3.

9.2.2. Monarchs and regents at all levels must run on a single ticket, therefore they also must qualify as a ticket.

9.2.3. Candidates qualify by achieving criteria as listed below based on group size. Each candidate will be required to qualify in a specific number of separate categories (See below for group size category requirements) by achieving a score of three (3.0) or higher. As many as two events may be qualified for by winning two individual fights in the Champion’s Tournament. No limit is placed on the number of separate cultural categories that may be used to qualify. In addition, candidates must have passed a corpora and reeves test for the upcoming reign. These tests do not count as qualifying categories.

9.2.3.1. Kingdom level entrants will be required to qualify in nine categories.

9.2.3.2. Ducal level entrants will be required to qualify in seven categories.

9.2.3.3. Baronial level entrants will be required to qualify in five categories

9.2.3.4. Shire Level entrants are not required to hold a crown qualification tourney. Shires wishing to

be considered for baronial status, however, are advised to utilize the criteria for barony qualifications.

9.3. Criteria for qualifying for Champion:

9.3.1. Shall be the individual who places highest in the fighting portion of the crown tournament that meets all qualifying criteria.

9.3.2. Must be self nominated for the position, this does not require a formal declaration prior to Crown Qualifications.

9.3.3. Must receive a minimum 3.0 score in at least three categories in the Arts and Sciences portion of the qualifying crown tournament. See also section 5.4.1.1.1.

9.3.3.1 Exception: Champion candidates at the shire level do not have this requirement.

9.3.4. Must pass a reeve's test and a corpora test.

9.4. Tournament Categories-Crown Qualifications and Crown Tourney will on all levels consist of a two-part tournament to be scheduled and held in a core province. One part will be an arts and sciences tournament. The other will be a fighting tournament.

9.4.1. Arts and Sciences Tournament- No item may be entered in more than one crown qualifications tournament at any level. See Appendix B for A & S overall scoring methods. The arts and sciences part of crown qualifications must include at least the following categories:

9.4.1.1. Art, 2D (Flat) -sketches, drawings, paintings

9.4.1.2. Art, 3D -sculpture, ceramics

9.4.1.3. Composition -5 pages or less. Persona histories, short stories. Must have 5 copies.

9.4.1.4. Factual writing -5 pages or less. Essays, how-to articles. Must have 5 copies.

9.4.1.5. Poetry -5 pages or less. Poems, songs, free verse. Must have 5 copies.

9.4.1.6. Construction, Armor -Legal Amtgard armor. Judged on appearance, effort and construction.

9.4.1.7. Construction, Passive -helmets, chests, furniture, judged on appearance, quality, and

originality

9.4.1.8. Construction, Active – Amtgard constructs with important moving parts. Crossbows, Siege

engines, etc.

9.4.1.9. Construction, Shield -Legal Amtgard shields. Judged on safety, quality, originality, and

appearance.

9.4.1.10. Construction, Weapon -Legal Amtgard weapons. Judged on safety, quality, originality, and

appearance.

9.4.1.11. Construction, Unique Weapon – May or may not be an Amtgard legal weapon. Based more on creativity and skillful execution of design elements in a fantasy or science fiction based flavor.

9.4.1.12. Dancing - with or without musical accompaniment. Period pieces or original compositions with an Amtgard theme. Five minute time limit.

9.4.1.13. Cooking, Beverages -Beer, wine, cordials, ciders.

9.4.1.14. Cooking, Food – Any food not prepared in an oven.

9.4.1.15. Cooking, Baking – cakes, pastries, baked meats, casseroles, etc.

9.4.1.16. Garb Accessories – any item that is used to enhance garb, but not in and of itself garb, such as hats, cloaks, pouches, gloves, belts, and so on.

9.4.1.17. Garb, Court -includes all garb not for use on the battlefield.

9.4.1.18. Garb, Field -includes all garb made for use outdoors, or on the battlefield

9.4.1.19. Garb, Monster – includes all garb meant for the portrayal of monster classes during battlegame and quest scenarios.

9.4.1.20. Heraldry - favors, banners, and flags. Judged on originality, quality and effort.

9.4.1.21. Instrumental Music, - no vocal accompaniment. 5 minute time limit.

9.4.1.22. Needlework-embroidery by hand and cross-stitch

9.4.1.23 Yarn work: Knitting, crochet and tatting

9.4.1.24 Jewelry – Should have an Amtgard theme of some kind.

9.4.1.25. Singing - with or without accompaniment. Period pieces or original compositions with a 5-minute time limit.

9.4.1.26. Recitation - original or period poems and stories. 5 minute time limit.

9.4.1.27. The Rose - any entry whose principle function is to benefit the club. Judged on both the category it would normally be under and the amount of service provided to the club.

9.4.1.28. Healing Arts – Homemade oils, lotions, soaps, etc.

9.4.1.29 Film - How-to Videos, Promotional Videos, any video related to Amtgard or having a related theme. Judged on editing, proper use of special effects, sound and video quality. 5 minute limit.

9.4.2. A&S Judging and Scoring

9.4.2.1 All entries will be judged by a panel of no fewer than 5, or greater than 10 judges. At the baronial and shire level the minimum number of judges is three and the maximum is still 10.

9.4.2.2. Items will be entered, and scores will be tallied by the tourney autocrat or designated assistant.

9.4.2.3. The Autocrat/designated assistant cannot also be a judge.

9.4.2.4. Judges may not judge any category in which they have an entry or entries.

9.4.2.5. In the event any judge proves to be unreasonably biased, the autocrat will throw out all of that judge's scores for all entries being judged and/or assign a new judge to re-score all entries.

9.4.2.6. All entries will be judged on a number system from one to five points: one being the lowest, and five being the highest.

9.4.2.7. Scoring for the overall arts and sciences winner of Crown Qualifications and/or Dragonmaster (see section 10.1.2.), will be determined utilizing the scoring method as ratified by Desert Winds Althing and outlined in Appendix B.

9.4.2.8. Individual scores and the overall A & S winner scores must be posted and available to the monarchy and the populace either electronically and/or hard copy no later than seven days after the A&S Crown Tournament or Dragonmaster Tourney date.

9.4.3. Champion Tournament – The fighting part of the crown qualification tourney will consist of at least 4 events (called the war events) that will be ran as double elimination brackets. The war events must include, but are not limited to, the following:

9.4.3.1. Single Sword – Only one sword allowed, which must be over 12" and under 36" in total length.

9.4.3.2 Florentine – Two swords allowed, both of which must be over 12" and under 36" in total length.

9.4.3.3. Sword and Shield – Only one sword allowed, which must be over 12" and under 36" in total length. Combatants may use up to a Medium sized shield.

9.4.3.4. Open – Any melee weapon/shield combinations are allowed.

9.4.3.5. In the event of a tie in the fighting part of the Crown Quals tournament, the tied individuals will proceed to a fight-off consisting of one fight in each of the following three categories: Single Sword, Florentine, and Sword and shield. The winner of two of the three categories will in turn win the tournament.

9.4.3.6 "Buys" – Buys do not count for or against a participant wins in a row and are not fought. The participant just moves forward in the bracket.

10. OTHER EVENTS

10.1. Two other events are required at the kingdom level (optional at provincial levels) and should be scheduled near the middle of the reign. They must be held in a core province of the Desert Winds.

10.1.1. Weaponmaster- Will be open to all and will be run by the champion. The events for this tournament will always include but are not limited to: Single sword, Florentine, Sword and Shield, Open. Restrictions on weapon length will be the same as with the Crown Qualification tourney in the Single Sword, Florentine, and Sword and Shield categories. Additional categories such as Great Weapon, Single Dagger, Double Dagger, and Two Person Teams, etc, may be added to the core events as time permits at the champions discretion..

10.1.1.1. Kingdom level Weapon Master Events will be run as double elimination, Swiss, or Modified Swiss brackets and are subject to Section 9.4.3.6

10.1.2. Dragonmaster- An A&S Tournament that will be open to all and run by the regent. The list of cultural categories under Section 9.4 should serve as a guide to what events should be included in Dragonmaster. Entries may only ever be entered into one Dragonmaster event. Entries that have been used in Crown Qualifications may be entered into a single Dragonmaster. Likewise entries that have been entered into a Dragonmaster may later be used for a Crown Tourney. No entry may ever be used for more than one of each type of tournament. See Section 9.4.2. for A & S judging methods.

10.1.2.1. All other details, including additional A & S or fighting categories are determined by the monarchy. This information must be given to the populace of the relevant group at least six weeks in advance of the actual tourney.

11. AWARDS

11.1. Awards-Ladder Awards: As defined in the Award Standardization section in the Amtgard Rules of Play. Note: You can award for things outside of tournaments. Think outside the box.

11.2. Awards-Non-Ladder Awards: Non-Ladder awards are those awards that are not contained in the Award Standardization section of the Amtgard Rules of Play, and thus are not included directly on the path to Knighthood. It is suggested that monarchs take the reception of these awards into consideration when considering members for Knighthood, in addition to the recommended criteria listed in the rulebook. Note: You can award for things outside of tournaments. Think outside the box.

11.2.1. Order of the Flame

11.2.1.1. Given by: Monarch

11.2.1.2. Given for: outstanding contribution from a group.

11.2.1.3. Limitations: Must go to a group and can only be awarded once per reign.

11.2.2. Order of the Hydra

11.2.2.1. Given by: Monarch

11.2.2.2. Given for: Entering sufficient quality and quantity of items into A&S Crown Quals to qualify for monarch.

11.2.2.3. Limitations: None

11.2.2.4. Note: Players do not have to be running for said position to be awarded a hydra.

11.2.2.5. Following Monarch duties per Park level of awards that can be given - Hydra's above 8th can

only be earned at Kingdom Level

11.2.3. Order of the Jovious

11.2.3.1. Given by: Monarch

11.2.3.2. Given for: Outstanding attitude.

11.2.3.3. Limitations: Only one of these can be awarded each reign

11.2.4. Order of the Mask

11.2.4.1. Given by: Monarch

11.2.4.2. Given for: Exceptional role-play

11.2.5.3. Limitations: This can only be awarded once per reign

11.2.5. Order of the Zodiac

11.2.5.1. Given by: Monarch

11.2.5.2. Given for: Most contributions in a single month

11.2.5.3. Limitations: None

11.2.6. Walker in the Middle

11.2.6.1. Given by: Monarch

11.2.6.2. Given for: Epitome of the ideals and standard of a Reeve

11.2.6.3. Limitations: This award can only be earned once. Player should have at least 15 credits in

Reeve to receive this award.

11.2.7. Order of the Roach

11.2.7.1. Given by: Monarch

11.2.7.2. Given for: Successful role-play of a villainous deed.

11.2.7.3. Limitations: none

11.2.7.4. Note: This is intended to enhance the Amtgard flavor and experience. Thuggish behavior,

damage to property, backstabbing, or thievery are NOT acceptable.

11.2.8. Order of the Mantis

11.2.8.1. Given by: Monarch

11.2.8.2. Given for: Successful role-play of a heroic deed.

11.2.8.3. Limitations: None

11.2.9 Order of the Gryphon

11.2.9.1 Given by: Monarch

11.2.9.2 Given for Honor Courage, and Chivalry on the field

11.2.9.3 Limitations: none

11.2.9.4 Note: Examples include positive attitude on the field, scrupulous adherence to the rules and

accepting defeat graciously.

12. AWARDS – MASTERHOODS

12.1. Ladder Masterhoods: As defined in the Award Standardization section of the Amtgard Rules of Play.

12.2. Non-Ladder Masterhoods

12.2.1. Master Roach -Accumulation of ten Orders of the Roach qualifies a person for Master Roach

12.2.2. Master Mantis -Accumulation of ten Orders of the Mantis qualifies a person for Master Mantis

12.3. Class Masterhoods -The King/Queen and all Dukes/Duchesses may choose to award class masterhoods for excellence in the specified class. Excellence is described as good play and persona, thorough knowledge of class rules and concepts, owning quality garb and equipment, and outstanding portrayal of the class. Candidates are required at a minimum to have sixth level experience in that class.

13. AWARDS – KNIGHTHOODS

13.1. Knighthood is the highest honor that a member of Amtgard can aspire to.

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

14. AWARDS – TITLES

14.1. Titles of nobility are given once each to deserving Amtgardians, usually for completing a specific term of Amtgard service with excellence. The following titles are honorary and should not be confused with the titles of the same name held by elected leaders of local provinces (see Section 5). The suggested criteria for the bestowing of specific titles are listed below.

14.2. Grand Duke/Duchess

14.2.1. Served with excellence for two terms as Kingdom Monarch.

14.3. Arch Duke/Duchess

14.3.1. Served with excellence for one term of as Kingdom Monarch and one term as Kingdom Regent or Kingdom Prime Minister.

14.4. Duke/Duchess

14.4.1. Served with excellence for one term as Kingdom Monarch.

14.5. Count/Countess

14.5.1. Served with excellence for one term as Kingdom Regent or two terms as Duke.

14.6. Marquis/Marquise

14.6.1. Served with excellence for one term as Duke/Duchess and one term as Ducal Regent or Ducal Prime Minister.

14.7. Viscount/Viscountess

14.7.1. Served with excellence one term as Kingdom Prime Minister or for a combination of two terms from the following list: Kingdom Champion, Ducal Regent, Ducal Prime Minister.

14.8. Baron/Baroness

14.8.1 Served with excellence for one term as Duke or two terms as Baron.

14.9. Baronet

14.9.1. Served with excellence for one term as Baron/Baroness or Ducal Regent or Ducal Prime Minister or 2 terms as Baronial Regent.

14.10. Lord/Lady

14.10.1. Served with excellence for one term as Baronial Regent, Baronial Prime Minister or two terms as Sheriff or as a discretionary award from the Kingdom Monarch, Duke/Duchess, Baron/Baroness, or Sherriff for continuous and outstanding service to Amtgard.

14.11. Esquire

14.11.1. Served with excellence for one term as Sheriff or two terms as Shire Regent or Shire Prime Minister or as a discretionary award from the Kingdom Monarch, Duke/Duchess, Baron/Baroness or Sheriff for continuous and outstanding service to Amtgard.

14.12. Defender

14.12.1. Served with excellence for one term as Kingdom Champion.

14.13. Protector

14.13.1. Serve with excellence for three terms as a Provincial Champion.

15. EVENT COMMITTEE

15.1 Purpose and Duties of the Event Committee

15.1.1 The Event Committee provides an experienced group of people for running specific events. The Event Committee is also available to provide information and advice to those running events. The Event Committee also provides a training ground for people to gain experience running events.

15.1.2 The Event Committee is responsible for administering and running events listed in Section 15.4 – Event Committee Assigned Events.

15.1.3 The Event Committee may elect to run, help run, or serve in an advisory capacity, events not listed in Section 15.4 – Event Committee Assigned Events, if the Autocrat (or person in charge of or responsible for) said event makes a request to the Event Committee.

15.2 Membership of the Event Committee consists of five members

15.2.1 Members are elected by open ballot

15.2.2 Candidates must be Contributing Members of The Kingdom of the Desert Winds or a Provincial Ambassador of The Kingdom of the Desert Winds.

15.2.3 Candidates must pass a Corpora and Reeves test, and be currently qualified in both.

15.2.4 Candidates who become Event Committee members must remain Corpora and Reeves qualified for the duration of their term as a member of the Event Committee (taking a current Corpora and Reeve's test at least once every 6 months).

15.2.5 Candidates must announce their intention to run one month prior to the election.

15.2.6 Candidates may also hold any other elected or appointed office in The Kingdom of the Desert Winds.

15.2.7 Length of office is two years with staggered elections. Two members (running as a single ticket) are elected on even years, three members (two running as a single ticket) are elected on odd years.

15.2.8 If a member of the Event Committee cannot perform their duties for whatever reason, then the Event Committee may request a special election to fill the vacancy for the remainder of that term in office.

15.2.9 Event Committee members may be impeached from the Event Committee following the same procedures as Desert Winds Officers.

15.2.10 Elections for the Event Committee will be held in July of every year. The election is run by the Desert Winds Prime Minister in a manner consistent with Desert Winds elections.

15.3 Responsibilities of the Event Committee

15.3.1 The Event Committee will elect a Committee Head shortly after elections in July.

15.3.1.1 The Committee Head is responsible for organizing and scheduling Event Committee meetings, setting the agenda, and keeping the committee 'on track' for the successful completion of events they are responsible for running.

15.3.1.2 In the event the Committee Head position becomes vacant, the Event Committee will elect a new Committee Head to fill the position for the remainder of the term.

15.3.1.3 The term of the Committee Head is one year.

15.3.2 The current Desert Winds Kingdom Monarchy must be given the option to observe any meetings of the Event Committee.

15.3.3 The Autocrat (or person in charge or responsible) for an event the Event Committee elects to run, but is not covered in Section 15.4 – Event Committee Assigned Events, must be given the option to observe any meetings where said event is being discussed.

15.3.4 The Event Committee is not limited to only members of the Event Committee for running events assigned to them, but is encouraged to seek appropriate help and support from the Amtgard members outside of the committee for running events. This serves many purposes, but one is to help additional Amtgard members gain experience with running events.

15.3.5 The Event Committee is responsible for running or overseeing every aspect of an event they are responsible for, until the completion of said event.

15.3.6 Unless otherwise noted or designated, the Event Committee must fund each specific event from fundraisers, donations, contributions, and fees associated to the specific event.

15.3.6.1 Unless otherwise noted or designated, any funds derived from a given event will remain associated to that specific event for future use of said event, and managed along with other Kingdom Funds (but only available for use for the specific event).

15.3.6.1.1 A 60% majority Kingdom Althing vote can be used to release the Kingdom managed funds of a specific event into the general Kingdom fund.

15.3.6.2 Request for funds or reimbursement of expenses for a specific event's funds which are managed by the Kingdom, are handled through the Event Committee (requiring two committee members to approve) and are released by either the Kingdom Monarch or Prime Minister. Funds that are managed by other entities are handled in the same manner, but are released by an authorized agent of the managing entity.

15.3.7 Events the Event Committee elects to run, help with, or advise on, which are not covered in Section 15.4 – Event Committee Assigned Events, will always be 'owned' by the Autocrat (or person in charge of or responsible) who requested help from the Event Committee.

15.4 Event Committee Assigned Events

15.4.1 Salt Wars

15.4.1.1 Salt Wars is the annual May event hosted by the Kingdom of the Desert Winds.

15.4.1.2 The Event Committee is responsible for planning, overseeing, and running the Salt Wars event.

15.4.1.3 All donation and proceeds made at each successive Salt Wars will go into a specific Salt Wars escrow account, maintained by the Kingdom of the Desert Winds. In the circumstance where the Salt Wars account is in excess of \$5,000, the Event Committee is encouraged to run specific fund raisers or donate a portion of the excess Salt Wars proceeds to the Kingdom General Fund, provided those donations are not to the detriment of future Salt Wars events.

15.4.1.4 Salt Wars must be budgeted to minimally run as 'break even' through funds raised prior to the event through fundraisers, donations, and anticipated gate fees and anticipated sales of goods / services at the event. All funds and proceeds derived prior to, and during the Salt Wars event that were designated for the benefit of the Salt Wars event are included in the account balancing of the Salt Wars event.

16. BOARD OF DIRECTORS – BOARD OF DIRECTORS (BOD)

16.1. Duties of the BOD

16.1.1. The BOD shall serve as the business management arm of the Desert Winds and its subsidiaries. It will maintain and operate as the corporate offices of the organization. The BOD shall be responsible for ensuring the organization is operated according to national and local law.

16.1.2. The BOD will be responsible for final review and audit of all financial records, tax status and liabilities of Desert Winds including its member parks.

16.1.3. The BOD may serve as a corporate authority for dealings that Desert Winds has with individuals, organizations and government entities outside the group in a legal capacity.

16.1.4. The BOD has no power or jurisdiction over any internal group functions including changes, alterations, or otherwise affecting the Amtgard Rules of Play, the Desert Winds Corpora or Althing.

16.2. Membership of the BOD shall consist of seven members.

16.2.1. Two of the members will consist of the Desert Winds Monarch and Desert Winds Prime Minister. Both positions have an automatic voting seat on the BOD.

16.2.2 Five members shall be elected by open ballot.

16.2.3. Candidates must be a contributing member of a core province of the Desert Winds.

16.2.4. Candidates must be at least 18 years of age.

16.2.5. Candidates must announce their intention to run one month prior to the election.

16.2.6. Candidates may also hold an elected office in the provinces or as Desert Winds Regent, Desert Winds GMR or Desert Winds Champion.

16.2.7. Length of office shall be two years with staggered elections. Two members will be elected on even years, three members will be elected on odd years.

16.2.8. If a member cannot perform their duties for whatever reason, then the BOD may request a special election to fill the vacancy for the remainder of that term in office.

16.2.9. BOD members may be impeached from the BOD following the same procedure as Desert Winds Officers.

16.2.10. Elections to the BOD shall be held in conjunction with the Desert Winds Spring election every year. The election is run by the Desert Winds Prime Minister in a manner consistent with Desert Winds elections.

16.3. Officers of the BOD.

16.3.1. The BOD will elect from their number, new officers following elections in the Spring. These positions will be for a term of one year.

16.3.2. The Desert Winds Monarch and Desert Winds Prime Minister are ineligible for these positions. If either held prior B.O.D. officer positions, new officers must be elected by the B.O.D.

16.3.3. Chairman of the Board- Responsible for setting meeting date and location, setting the agenda and chairing the meeting. Shall act as the liaison and B.O.D. advisor in attendance at meetings related to Amtgard Rules or Corpora changes.

16.3.4. Vice-Chairman of the Board- Who shall serve as Chairman if the Chairman is absent and become Chairman if the position becomes empty.

16.3.5. Secretary- Responsible for maintaining the mailing address for the Desert Winds. Shall keep and post the minutes of all BOD meetings within four weeks.

16.3.6. Treasurer- Shall maintain an accurate record of all Desert Winds income and expenditures, specifically in the case of government audits. Will be required to work closely with the Desert Winds Prime Minister in these areas. Must have a working knowledge of tax laws and regulations pertinent to the Desert Winds- Non-profit Organization status to ensure compliance with those laws.

16.3.6.1. Duties of the Treasurer- Shall be a signatory on the Desert Winds bank account and work closely with the Desert Winds Prime Minister in monitoring Desert Winds funds.

16.3.6.2. Shall perform unsolicited audits of the Desert Winds books at least bi-yearly and audit all records at the end of each Desert Winds Prime Minister's reign before turning the records over to the new Desert Winds Prime Minister.

16.3.6.3. Shall report status of bank and tax related activities and the results of internal and external audits to the B.O.D at each meeting or earlier if there are any discrepancies or concerns.

16.3.7. Liaison Officer- Shall be responsible for contact with all outside agencies. Maintain a mailing and phone list of all agencies the Desert Winds deals with and maintain copies of all contracts between the BOD and any outside agency or subsidiary chapters.

16.4. Responsibilities of The BOD

16.4.1. Shall meet to discuss business not less than once every three months and more frequently as outlined:

16.4.1.1. Any member of the B.O.D. can call for a meeting if there is a serious or urgent business. The B.O.D. member announces this to the BOD group board. Any B.O.D. member can second it to make the meeting official. If an unplanned meeting is seconded, the Chairman of the Board will have two weeks to co-ordinate and schedule a meeting.

16.4.2. The BOD will work with the Desert Winds Monarchy in areas where the group has dealings with various government agencies and their institutions and laws.

16.4.3. A signature from at least two BOD officers is required on all legally binding documents.

16.4.4. Scheduled BOD meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.

16.4.5. The B.O.D. retains the right to advise or make recommendations regarding the rulebook(s) and corpora as it pertains to any conflict with mundane laws or regulations.

16.4.6. Members of the BOD should not receive awards or titles for their terms in office. (However, outstanding service above and beyond expectations may receive recognition.)

16.4.7: The BOD shall appoint the Amtgard food fight Representative from among those who have volunteered for the position.

17. CREDITS

The Desert Winds Corpora committee worked for over four principality reigns on this document and consisted of the following individuals-in alphabetical order: Alceaus, Ararnon, Ceowulf, Daenen, Elsa, Evan T., Garlon, Fitz, Kere, Loptr, Mathias, Rayne,Rico, Sev, Sindari, Vexx, and William. We dissected all kingdom corpora's in existence prior to

Clan '07 and credit them for the work and ideas we incorporated. We used what would work best for our demographic. Thank you Amtgard.

18. DISCIPLINARY PROCESS

18.1. Amtgard is a club meant to be for the fun and enjoyment of its members. Amtgard has rules, policies, and expectations of responsible conduct of its membership. It is the duty and right of the Monarch, both Provincial and Kingdom, to enforce those rules, policies and expectations.

18.2. Provincial Discipline

18.2.1. Provincial Monarchs have the authority and duty to suspend members from participation in all provincial activities for the following:

18.2.1.1. Repeated and/or serious violations of the Corpora;

18.2.1.2. Instances of inappropriate behavior such as, but not limited to: dishonesty as it pertains to one's execution of an Amtgard office, verbal and/or physical altercations, assault of any kind, property theft, providing alcohol or drugs to minors, or any violations of mundane law occurring at Provincial sponsored events;

18.2.1.3. Violation(s) of the Amtgard Code of Conduct.

18.2.2. Provincial Monarchs may escalate a Provincial Suspension to the Kingdom Monarch for consideration of extending the suspension Kingdom wide.

18.2.2.1. Provincial Monarchs may request of the Kingdom Disciplinary Oversight Board an impartial investigation and judgment (disciplinary action) for given provincial situations that may require disciplinary action.

18.2.3. A provincial member may request an appeal of a Provincial Disciplinary action against them to the Kingdom Disciplinary Oversight Board.

18.2.4. A provincial member may request to the Kingdom Disciplinary Oversight Board a review for disciplinary action if the Provincial Monarch fails to timely address a complaint and the Kingdom Monarch has also been notified and has also failed to address the matter. A majority vote is needed by the Kingdom Disciplinary Oversight Board to render a decision and any needed disciplinary action under this circumstance.

18.2.5. Disciplinary Action issued by the current or former Provincial Monarch may be overturned by the current Provincial Monarch, or by the 100% vote of the Kingdom Disciplinary Oversight Board.

18.3. Kingdom Discipline

18.3.1. Kingdom Monarchs have the authority and duty to suspend members from participation in all Kingdom and Provincial activities for the following:

18.3.1.1. Repeated and/or serious violations of the Corpora;

18.3.1.2. Instances of inappropriate behavior such as, but not limited to: dishonesty as it pertains to one's execution of an Amtgard office, verbal and/or physical altercations, assault of any kind, property theft, providing alcohol or drugs to minors, or any violations of mundane law occurring at Kingdom or Provincial sponsored events;

18.3.1.3. Violation(s) of the Amtgard Code of Conduct.

18.3.2. The Kingdom Monarch may escalate a Kingdom Suspension to the Kingdom Disciplinary Oversight Board for purposes of extending the suspension to an indefinite banning. It requires a 100% vote of the Kingdom Disciplinary Oversight Board in order to enact a ban.

18.3.2.1. Kingdom Monarchs may request of the Kingdom Disciplinary Oversight Board an impartial investigation and judgment (disciplinary action) for given situations that may require disciplinary action.

18.3.3. A Kingdom Member may request an appeal review of a Kingdom level disciplinary action by the Kingdom Disciplinary Oversight Board using the following process:

18.3.3.1. First must obtain a petition of 20% of the Kingdom Contributing Members and Provincial Ambassadors as a whole;

18.3.3.2. After obtaining the petition, a Kingdom Althing may be submitted (as either normal or emergency) to allow the decision to be reviewed;

18.3.3.3. Provided the althing item listed in 18.3.3.2 passes with a 60% or better majority in favor of a review, the Kingdom Disciplinary Oversight Board will review the disciplinary action and may overturn it with 100% vote of the Kingdom Disciplinary Oversight Board.

18.3.4. A Kingdom member may request to the Kingdom Disciplinary Oversight Board a review for disciplinary action if the Kingdom Monarch fails to timely address a complaint, the Kingdom Monarch has also been notified, and still fails to address the matter.

18.3.5. Disciplinary Action issued by the current or former Kingdom Monarch may be overturned by the current Kingdom Monarch, or by the 100% vote of the Kingdom Disciplinary Oversight Board.

18.4. Kingdom Disciplinary Oversight Board

18.4.1. The Kingdom Disciplinary Oversight Board consists of the Kingdom Prime Minister, Kingdom Champion, and Kingdom Guildmaster of Reeves.

18.4.2. The Kingdom Disciplinary Oversight Board has the right, authority, and duty to review and issue disciplinary action, including suspension and banning, for situations brought to them as per Section 18 – Disciplinary Process, for the following:

18.4.2.1. Repeated and/or serious violations of the Corpora;

18.4.2.2. Instances of inappropriate behavior such as, but not limited to: dishonesty as it pertains to one's execution of an Amtgard office, verbal and/or physical altercations, assault of any kind, property theft, providing alcohol or drugs to minors, or any violations of mundane law occurring at Kingdom or Provincial sponsored events;

18.4.2.3. Violation(s) of the Amtgard Code of conduct.

18.4.3. Situations may only be brought to the Kingdom Disciplinary Oversight Board as outlined in Section 18 – Disciplinary Process.

18.4.4. When a situation arises that disciplinary action or review of disciplinary action is being sought against a member of the Kingdom Disciplinary Oversight Board, the affected member must pass their vote to the next highest Officer in the order of precedence starting with the Kingdom Regent (See section 5.8 – Order of the Precedence).

18.4.5. Disciplinary action issued by the current or former Kingdom Disciplinary Oversight Board may only be overturned by the current Kingdom Disciplinary Oversight Board with a 100% vote.

18.4.6. The Kingdom Disciplinary Oversight Board (KDOB) will select from its membership a Spokesperson. When the KDOB is enacted as per the guidelines in Section 18, the Spokesperson will be responsible for making sure KDOB meetings are organized and for providing the primary point of contact between the KDOB and all other parties. The Spokesperson has no authority or any special powers/responsibilities other than what is outlined. A Spokesperson is selected each time a new member of the KDOB takes office.

19. APPENDICES- See attached appendices

A: Arts and Sciences Tournaments: Overall Scoring Method

B: DW KPM

Appendix A

Arts and Sciences Tournaments: Overall Scoring Method

For calculating the winner of the title of Dragonmaster and Overall A & S Crown Tourney:

1. The 1st placement points for determining overall winner is calculated by giving bonus points to each individual's TOP scoring item per category entered by the individual that is above a 3.00. For example, if your TOP score in field garb was 3.80 (even if you entered 20 items into field garb), then your bonus would be .80. This is the case for each top score per category entered.

I think it is important to repeat this: The top scoring ENTRY PER CATEGORY, PER PERSON, for calculating OVERALL winner placement is used.

2. The 2nd factor used to determine overall winner is your overall quality average. Adding up all your top scores per category entered and dividing it by the number of categories entered determine the overall quality average. If the top-scoring item in a category does not get above a 3.00, that category score is still used to determine your overall quality average. For example, you entered 6 items in 5 different categories, your top judge score in each category is added up and divided by 5 even if one of the categories you received no extra bonus for being over a 3.00.

3. Placement points earned in #1 is added to the overall quality average placement points earned in #2 to get the final score.

(For more information, including examples, commentary, judge sheets and excel spreadsheets that do the grunt work, look under the A & S File Section of the Yahoo Group or the Desert Winds website.)

Appendix B

Desert Winds Kingdom Prime Minister

The Kingdom Prime Minister may renumber the Corpora when updating it without seeking permission at each update. The Desert Winds Prime Minister may make edits to the corpora document to fix obvious spelling errors and formatting and font discrepancies without seeking the approval of the populace. Most of these discrepancies are the result of document editing and do not change the meaning of the document. This approval does not extend to editing grammar, punctuation or spelling that would change the meaning of passages or the document as a whole.