

KINGDOM OF TAL DAGORE CORPORA

Table of Contents

I. Membership	page 2
A. General Populace	page 2
B. Members in Good Standing	page 2
II. Offices of the Kingdom	page 2
A. Requirements for Running for Office	page 2
B. Monarch	page 2
C. Regent	page 3
D. Prime Minister	page 4
E. Champion of the Realm	page 4
F. Guild Master of Reeves	page 5
III. Other Offices	page 5
A. Kingdom Created	page 5
B. Board of Directors	page 5
C. Class Guild Masters	page 6
D. Weaponmaster	page 7
E. Reeves Guild	page 7
IV. Official Organizations	page 7
A. Circle of Monarchs	page 7
B. Circle of Knights	page 8
V. Amtgard Government	page 8
A. Althing	page 8
B. Elections	page 8
VI. Dues (Donations)and Policies of the Treasury	page 9
VII. Honors and Awards	page 9
A. Knighthood	page 9
B. Master Hood in the Service Guilds and Orders	page 10
C. Titles of Nobility and Lesser Titles of Honor	page 12
D. Order of Precedence	page 13
VIII. Events	page 13
A. Crown Qualifications	page 14
B. Coronation	page 14
C. Crown Coronation feast	page 14
D. Dragonmaster and Weaponmaster	page 15
IX. Other Amtgard Groups	page 15
A. General	page 15
B. Group Size	page 15
C. Awards and Orders	page 15
D. Titles	page 16
E. Sub-group Election	page 16
X. Mundane Laws	page 16
A. General Information	page 16
B. Violations	page 16
C. Disclaimer	page 17

I. Membership

Membership is divided into two groups:

A. General Populace:

- Membership is limited to persons who have signed a waiver, and attend official meetings and events in groups and locations officially recognized by the Kingdom of Tal Dagore. There is no further requirement.
- This is a non-voting membership.

B. Members in Good Standing:

1. This group consists of all members who occasionally participate in the functions of the Kingdom of Tal Dagore and who adhere to the rules, clarifications and decisions of the governing bodies of Tal Dagore.
 - 'Occasionally' is defined as at least 8 (eight) times in the 6 (six) months immediately prior to an election, 2(two) of these credits can come from events.
 - 'Participate' is defined as attend, sign-in, and interact in accordance to the nature of the function as determined by the Prime Minister or the Prime Minister's designated representative.
2. The person must be dues paid.
3. Membership in Good Standing confers the following privileges:
 - May vote in elections and Althings
 - May run for any office of their park or any Kingdom office as long as they also meet the other requirements for the given position.

II. Officers of the Kingdom

A. Requirements for Running for Office

1. The following offices may not hold any other in-game office concurrently: Monarch, Regent, Prime Minister, Champion and Guild Master of Reeves.
 - Should an individual in one of these positions decide to run for another office, they shall step down from their position by the Qualifications Event prior to the election, except in the event their position's term ends at the resolution of the election.
 - A Member in Good Standing may only declare for one of these offices at a time.
2. All Kingdom officers must adhere to the following guidelines:
 - a. Must pass a reeve's test with a minimum score of 75%.
 - b. Must pass a corpora test with a minimum score of 75%.
 - c. Must have a working phone number and access to a working internet connection.
 - d. Shall descend from office if he or she misses more than four weeks in a row or twelve weeks total.
 - Exception- special situations will be taken into consideration by the Althing
 - a. Must be at least 18 years of age.

B. Monarch (King/Queen)

1. Crown elections will be held once every six months. The winner of the election will be the monarch for the next six months.
2. Must pass Crown Qualifications
3. No Monarch may hold the throne for more than two consecutive terms.
4. Is not required to pay any dues during his or her term.

5. At the start of his or her term, the Monarch shall sign a contract that states their fiduciary responsibility to the corporation. Each Monarch shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.
 6. Has the power to break ties at the Althing.
 7. The Monarch shall have the power to resolve any in-game issues not covered by this document
 8. The Monarch may award any honor, title or award outlined in section “VII” (Honors and Awards section) of this document
 9. May create new honors and awards in keeping with her/his duties that do not conflict/compete with the established ladder awards. (per current Award Standardization)
 10. Awards and honors may never be given to members of other kingdoms without the permission of the monarch of that kingdom.
 11. A Monarch may remove (strip) a title of honor from a person for repeated proven violations of the corpora and/or rulebook under the following condition:
 - o Agreement of 2/3 vote of an Althing by Members in Good Standing
 12. Shall preside over and conduct all in-game ceremonies and functions.
 13. Shall hold an automatic seat on the Board of Directors during his or her term.
 14. At the end of his or her term, the Monarch shall present a list of awards, titles, and honors given by him/her during his or her reign to the incoming Monarch and the Prime Minister.
 15. May become eligible to receive the title of Duke/Duchess (or Grand Duke for serving two or more terms as Monarch) after his or her term is over
 16. Should the Monarch leave office for any reason the Regent shall take the position of Monarch.
- C. Regent
1. Must pass Crown Qualifications
 2. No Regent may hold the throne for more than two consecutive terms
 3. Is not required to pay any dues during his or her term.
 4. Responsible for fostering the Arts and Sciences in the Kingdom of Tal Dagore.
 5. The Regent is responsible for organizing the Midreign feast and the Crown Coronation feast at the end of his or her term
 6. Shall be responsible for running the Dragonmaster competition during his or her reign.
 7. Shall be responsible for running the cultural qualifications event at the end of his or her term.
 - o Should they be running for another term or position, they shall appoint a Member in Good Standing not running for office to run the cultural qualifications in their stead.
 8. The Regent may give out awards as outlined in section “VII” (Honors and Awards section) of this document.
 9. May create new honors and awards in keeping with his or her duties that do not conflict/compete with the established ladder awards. (per current Award Standardization)
 10. At the end of his or her term, the Regent shall present a list of awards, titles, and honors given by him/her during his or her reign to the incoming Monarch and the Prime Minister.

11. May become eligible to receive the title of Countess/Count after her/his term is over.
12. Should the Regent leave office for any reason, the Monarch appoints another to be pro-tem Regent who must be a Member in Good Standing and be ratified by majority vote in an althing which must take place within one month. If the althing does not ratify the appointment then a special election is held to choose a new Regent from volunteering eligible populace.

D. Prime Minister

1. Once every six months during a Monarch's Midreign, an election shall be held. The winner of this election shall become the Prime Minister for six months.
2. The Prime Minister is not required to pay any monthly dues during his or her term.
3. This position has no term limits
4. At the start of his or her term, the Prime Minister shall sign a contract that states their fiduciary responsibility to the corporation. Each Prime Minister shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.
5. Is responsible for the following aspects of the group funds:
 - a. Collection of all fees and dues
 - b. Maintain and keep accurate records of the group treasury
 - c. Keep accurate records on all group income and expenditures
 - d. Maintain accurate records on the dues paid status of all group members.
 - e. Must keep records of attendance and active members
 - f. Is responsible for providing access to rulebooks.
6. Shall hold an automatic seat on the Board of Directors during his or her term.
7. May become eligible to receive the title: Baron/Baroness when his or her term is over.
8. Should the Prime Minister (delete the 2nd “should” from here)leave office for any reason, the Monarch appoints another to be Prime Minister who must be a Member in Good Standing and be ratified by majority vote in an althing which must take place within one month. If the althing does not ratify the appointment then a special election is held to choose a new Prime Minister from volunteering eligible populace.

E. Champion of the Realm

1. The Champion is the individual who placed highest in the warskills portion of crown qualifications.
2. Must pass Crown Qualifications
3. Is not required to pay any dues during his or her term in office.
4. Shall maintain a lost and found for the organization.
5. Responsible that all weapons and armor have been checked for safety and legality on a regular basis.
6. Responsible for organizing battlegames on days when no predetermined scenarios are scheduled.
7. May become eligible to receive the title of Defender when his or her term is over.
8. Should the Champion leave office for any reason, the Monarch appoints another to be Champion who must be a Member in Good Standing and be ratified by majority vote in an althing which must take place within one month. If the althing does not ratify the appointment then a special tournament shall be held to determine a new Champion from volunteering eligible populace.

F. Guild Master of Reeves

1. Shall be chosen from the Reeves Guild by election at Midreign.
2. Will be the Crown's advisor on the rules.
3. Will give the Reeves test upon request.
4. Shall work with the Monarch and Champion to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
5. Shall work with the Champion in checking armor and weapons for safety and legality.
6. Must make sure that there are an appropriate number of reeves at any Kingdom of Tal Dagore event, and ensure that the conduct of reeves is competent and fair.
7. If there is contention over a handbook rule, the Guildmaster of Reeves shall issue a temporary clarification that will be held as official until the next Althing. The Monarch has the power to overrule this temporary clarification.
8. The Guild Master of Reeves may be removed by a 2/3 vote of all members of the Reeves Guild

III. Other Offices

- A. Kingdom officers shall have the ability to create and appoint any offices or ranks that will help him/her to better perform their duties. Ranks and offices outside those mentioned in this Corpora shall have no powers that override the Corpora.
- B. Board of Directors:
 1. The Board of Directors serves as the business management of the Kingdom of Tal Dagore. It will maintain and operate the corporate offices of the organization and will be responsible for insuring that the organization is operated according to the laws of the United States and applicable state laws. It will also be responsible for the accounting for of Kingdom funds and tax status and liabilities. It will also serve as the authority for any dealings that the Kingdom has with individuals or organizations outside the group with whom we want to conduct business.
 2. The Board of Directors will have no power to change, alter, or otherwise affect the rulebook(s) or Corpora.
 3. The Board of Directors shall consist of 7 members.
 - a. Five Members shall be chosen by open ballot to serve in this capacity.
 - i. Members wishing to serve on the Board of Directors must be:
 - o Member in Good Standing of the Kingdom of Tal Dagore.
 - o Members wishing to serve on the Board of Directors must announce their intention to run 1 month prior to the elections.
 - o A candidate must be 18 years old to serve on the Board of Directors
 - ii. The length of service in office will be 1 year with staggered elections. 2 members will be elected in conjunction with Winter Midreign, 3 members will be elected in conjunction with Summer Midreign. New Board of Directors members will take office at the respective events.
 - iii. People wishing to serve on the Board of Directors may also serve in elected positions. Note that Board of Directors members may not hold Kingdom Monarch or Kingdom Prime Minister positions and retain their seat on the board. The member will have to step down from the Board of Directors if they gain the Kingdom Monarch or Kingdom Prime Minister office. However, Board of Directors duties

are not considered to be in conflict with any other elected duties or positions.

- b. The remaining two members shall be the Kingdom Monarch and Kingdom Prime Minister.
 - i. They will automatically hold seats on the Board of Directors during their terms in office.
 4. The Board of Directors shall meet to discuss business not less than once every three months.
 5. The Board of Directors shall choose the following corporate officers from among the Board of Directors. Officers may not be the Kingdom Monarch and/or the Kingdom Prime Minister.
 - a. President – responsible for setting meeting dates and locations, creating the agenda, and running the meetings.
 - b. Secretary – responsible for maintaining a mailing address for the Kingdom of Tal Dagore, an Amtgard corporation. Will work with the treasurer under the authority of the Board of Directors to handle all corporate business with all government entities. Shall list the minutes of all Board of Directors meetings.
 - c. Treasurer – shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Kingdom Prime Minister in these areas:
 - o The Treasurer shall be on the Kingdom bank account.
 - o The Treasurer shall audit the Kingdom books and confirm the disbursement required by the Corpora.
 6. The Board of Directors will work with the Kingdom Monarch and the Kingdom Prime Minister in areas where the group has dealings with various government agencies and their institutions and laws.
 7. A signature from at least one of the Board of Directors officers is required on all legally binding documents.
 8. Scheduled Board of Directors meetings may be closed to the populace, but the minutes of the meetings must be printed and made available to the populace within four weeks of that meeting.
 9. The Board of Directors has no status in the order of precedence and no jurisdiction over internal group functions.
 10. Members of the Board of Directors should not receive awards or titles for their terms in office. (However, outstanding service above and beyond expectations may receive recognition.)
 11. Board of Directors members may be impeached from the Board of Directors following the same procedure as Kingdom Officers.
- C. Class Guildmasters:
1. Each class guild will each vote for their Guildmaster at the Midreign held every six months.
 2. One must have participated in a guild in the past six months in order to vote in the election for that guild's guildmaster.
 3. Class guilds include all fighting guilds (Warriors, Healers, Barbarians, etc.).
 4. Guildmasters have the following responsibilities:
 - a. Must keep the members of their guild following the proper rules of their class.
 - b. Monitor their classes and present ideas for improvements and possible solutions for problem areas to the Monarch and the Althing.
 - c. Help new people to learn and play by the rules.

- d. Encourage garb, equipment, and personas applicable to their class.
- 5. Guildmasters may be removed from office by a 2/3 vote of all guild members
- D. Weaponmaster
 - 1. The Weaponmaster is the individual who placed first in the warskill events at the Dragonmaster/Weaponmaster event held prior to Midreign.
 - 2. The Weaponmaster shall assist the Champion in all duties.
 - 3. If the Champion is unable to attend, the Weaponmaster will assume full responsibility for that day.
- E. Reeves Guild
 - 1. Members are those who have passed the Reeves test within the last six months with a score of 75% or better.
 - 2. Though under the jurisdiction of the Monarch and the Guildmaster of Reeves, the Reeves have the following powers over the battlegames:
 - a. May add newcomers and adjust the teams to balance a game.
 - b. May call whether a hit on a person is valid or not.
 - c. May take unsafe people or equipment off the battlefield.
 - d. May take time off a person's death if he or she died especially well.
 - e. May declare a person dead if he or she persistently causes problems.
 - f. May declare the end to a game if play is stagnating.
 - g. May appropriate additional reeves if they are needed.
 - 3. Reeves are responsible for the following:
 - a. Must ensure that the games are safe to participants and bystanders.
 - b. Shall retrieve expended and discarded equipment.
 - c. Shall help the participants in their understanding of the games.
 - d. Shall ensure that the quality of play is honest and in keeping with the spirit of the rules and corpora.

IV. Official Organizations

- A. Tal Dagore Circle of Monarchs
 - 1. The Tal Dagore Circle of Monarchs shall consist of all monarchs of the provinces of the Kingdom of Tal Dagore and the Monarch of the Kingdom of Tal Dagore.
 - 2. They shall hold a regularly scheduled meeting at every Coronation and Midreign.
 - 3. Powers of the Tal Dagore Circle of Monarchs:
 - a. Acceptance of New Provinces
 - o Upon verification of completion of requirements by the Board of Directors and the recommendation of the Kingdom Monarch, the Tal Dagore Circle of Monarchs may vote to accept a new province into the Kingdom of Tal Dagore.
 - b. Elevation of Status
 - o Upon verification of elevation requirements (per Amtgard Incorporated contract) by the Prime Minister and the recommendation of the Monarch, the Tal Dagore Circle of Monarchs may vote to promote a province to the next elevation level (e.g. Baron or Duchy).
 - c. Demotion of Status
 - o Should a province fail to maintain qualifying numbers for twelve consecutive months; at the recommendation of the Monarch and verification by the Prime Minister, the Tal Dagore Circle of Monarchs may vote to demote a province to the previous elevation level
 - d. Removal of Provinces

- Should a province fail to maintain the requirements stated within this corpora and/or at the recommendation of the Monarch, the Tal Dagore Circle of Monarchs may vote to remove a province from the Kingdom of Tal Dagore.
 - 4. Tal Dagore Circle of Monarchs Voting:
 - a. At a Tal Dagore Circle of Monarchs meeting, every province monarch present, either in person or by proxy, shall have one official vote on each issue.
 - b. Tal Dagore Circle of Monarchs decisions with regards to acceptance and elevation shall be decided by a simple majority vote. Decisions with regards to demotion and removal shall require a 2/3rds vote.
 - c. The Monarch of the Kingdom of Tal Dagore will have the power to break ties in the Tal Dagore Circle of Monarchs vote.
 - B. Circle of Knights
 - 1. Shall be composed of all Knight(s) who are Members in Good Standing of the Kingdom of Tal Dagore.
 - 2. The Circle of Knights By-Laws shall be made public one month after any changes have been made.
- V. Amtgard Government**
- A. Althing
 - 1. Kingdom Althings are scheduled to occur at each Kingdom Coronation and Midreign.
 - 2. Provincial Althings shall be scheduled once each month. Whether it is actually held is subject to group interest and involvement. (i.e.- if no one has business to bring before the group, then there will be no Althing for that month).
 - 3. An emergency Althing may be called with two weeks notice.
 - 4. Anyone may attend; only members in good standing may vote.
 - 5. Althing agenda's should be posted to the Kingdom's mailing group two weeks prior to the scheduled Althing. Any new business may be added to the agenda after posting at the discretion of the Monarch.
 - 6. The Althing may do the following things:
 - a. Discuss and enact rule clarifications that do not conflict with the Rules of Play, the agreement with Amtgard Inc. or any ratified agreements of the InterKingdom Circle of Monarchs.
 - b. Revise and update the Corpora.
 - c. The corpora may only be updated at the Kingdom Midreign.
 - d. Corpora changes must be properly worded and submitted to the Kingdom's mailing list at least four weeks prior to the Althing.
 - e. Discuss and vote on major expenditures of the group treasury.
 - f. Discuss the future of the Kingdom and its priorities.
 - 7. Removing Amtgard Officers
 - a. Requires a 2/3 vote to pass
 - 8. Althing rules of order may be set down by the Monarch. The Champion is responsible for enforcement.
 - B. Elections
 - 1. Shall be held by the Prime Minister and the Guildmaster of Reeves.
 - a. Exception- the Prime Minister election will be held by the Monarch and Guildmaster of Reeves.
 - 2. The winner of any election requires a simple plurality vote (more votes than the next highest vote-getter).

3. Elections shall be held open for two weeks prior to the Coronation or Mid-reign event and shall end on the Sunday Preceding the event.
4. Declarations for office must open at least 2 weeks prior to Crown Qualifications for elections occurring in conjunction with Kingdom Coronation, and at least 4 weeks prior for elections occurring in conjunction with Kingdom Midreign. Declarations close the Friday prior to the start of the election
5. The Monarch shall break any tie votes in an election. (Except in circumstances wherein the monarch is involved as a candidate.)

VI. Dues (Donations and Policies of the Treasury)

- A. Dues are \$6 for six months.
 - o Dues Paid For Life:requires a non-transferable onetime fee of \$100
- B. Receipts will be given if requested.
- C. The Prime Minister shall serve in the capacity of group treasurer.
- D. The Monarch or Prime Minister may each spend 10% of the treasury every month in order to run the group. The Althing must vote on any larger expenditures of the treasury.

VII. Honors and Awards

A. Knighthood

1. The Monarch of the Kingdom of Tal Dagore may knight people into any of the four orders upon confirmation of eligibility with the Kingdom of Tal Dagore Circle of Knights. The Monarch must have the Circle of Knight's approval by a simple ballot plurality vote for approval to knight a club member. Although not required, it is strongly suggested that candidates for Knighthood should meet the criteria set forth in the most current Award Standardization Process listed in the Rules of Play. Note that the achievement of criteria set forth does not automatically grant Knighthood. Also note that the traditional positive knightly virtues will go a long way towards achieving the white belt.
2. The orders of Knighthood:
 - a. Knight of the Crown
 - o A civil order for serving in the highest echelons of the group
 - o Colors: white trimmed with gold
 - o Suggested criteria: Per the current Award Standardization
 - b. Knight of the Flame
 - o A service order for contributions to the group
 - o Colors: white trimmed with red
 - o Suggested criteria: Per the current Award Standardization
 - c. Knight of the Serpent
 - o An achievement order for excellence in the arts and/or sciences
 - o Colors: white trimmed with green
 - o Suggested criteria: Per the current Award Standardization
 - d. Knight of the Sword
 - o A military order for fighting skills and battlefield prowess
 - o Colors: white trimmed with silver
 - o Suggested criteria: Per the current Award Standardization
3. Only those Knights who have been a member of the Circle of Knights (Guild of Knights) for twelve or more weeks may play a Paladin or Antipaladin. Exception if for any reason a person loses his or her knighthood, they also lose the ability to play Paladin or Antipaladin.
4. A Knight may choose to take a squire.

- a. The garb of a squire is a red belt.
 - b. It is suggested that a knight should never have more squires than separate orders of knighthood that he or she has achieved.
- B. Masterhood in the Service Guilds and Orders
1. Suggested criteria: As per the current Award Standardization.
 2. Denotes excellence in contributions to the group in the area listed (see explanations of the orders themselves).
 3. Specific types of Masterhood:
 - a. Dragon- Per the current Award Standardization.
 - b. Hydra- 10 orders of the Hydra.
 - c. Garber- Per the current Award Standardization.
 - d. Lion- Per the current Award Standardization.
 - e. Owl- Per the current Award Standardization.
 - f. Reeve- 12 weeks experience as a reeve.
 - g. Rose- Per the current Award Standardization.
 - h. Smith- Per the current Award Standardization.
 - i. Warrior (designated title: Warlord)- Per the current Award Standardization.
 4. The Monarch may create other titles and forms of Masterhood that do not conflict/compete with the existing ladder awards.
 5. Orders:
 - a. Order of the Dragon
 - i. Awarded by: Monarch, Regent
 - ii. Awarded for: demonstrating ability in the arts of Amtgard. (Per the current Award Standardization)
 - iii. Limitations: none
 - b. Order of the Garber
 - i. Awarded by: Monarch, Regent
 - ii. Awarded for: awarded for the creation of garb. (Per the current Award Standardization)
 - iii. Limitations: none
 - c. Order of the Flame
 - i. Awarded by: the Monarch
 - ii. Awarded for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard
 - iii. Limitations: only one may be given in each Monarch's reign
 - d. Order of the Griffon (Gryphon)
 - i. Awarded by: the Monarch
 - ii. Awarded for: courage, chivalry, and honor on the battlefield
 - iii. Limitations: none
 - e. Order of the Hydra
 - i. Awarded by: the Monarch
 - ii. Awarded for: entering enough Crown Qualifications events to qualify for the Crown tourney/election
 - iii. Limitations: each person may only receive one Hydra per Crown qualifications
 - f. Order of the Jovious
 - i. Awarded by: the Monarch
 - ii. Awarded for: outstanding attitude
 - iii. Limitations: only one may be given in each Monarch's reign

- g. Order of the Lion
 - i. Awarded by: Monarch, Regent
 - ii. Awarded for: going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. (Per the current Award Standardization)
 - iii. Limitations: none
- h. Order of the Mask (Masque)
 - i. Awarded by: the Monarch
 - ii. Awarded for: outstanding portrayal of persona
 - iii. Limitations: only one may be given in each Monarch's reign
- i. Order of the Owl
 - i. Awarded by: Monarch, Regent
 - ii. Awarded for: demonstrating ability in the construction sciences of Amtgard. (Per the current Award Standardization)
 - iii. Limitations: none
- j. Order of the Rose
 - i. Awarded by: Monarch, Regent
 - ii. Awarded for: service to the club not necessarily related to an elected office. (Per the current Award Standardization)
 - iii. Limitations: none
- k. Order of the Smith
 - i. Given by: Monarch, Regent
 - ii. Awarded for: organizing and running battlegames, quest, workshops, workshops, and the like while not in office, or for running such events above and beyond the requirements of one's office. (Per the current Award Standardization)
 - iii. Limitations: none
- l. Order of the Walker of the Middle.
 - i. Given by: the Monarch
 - ii. Given for: exemplification of the ideals and conduct of reeves
 - iii. Limitations: a person may never receive more than one of these.
- m. Order of the Warrior
 - i. Given by: the Monarch
 - ii. Given for: fighting prowess. (Per the current Award Standardization)
 - iii. Limitations: Orders of the Warrior follow a regimented pattern for distribution detailed under the Awards Standardization section in the Rules of Play.
 - iv. Level Belt Favor Animal

Level	Belt Favor Color	Animal
1	Green	Snake
2	Blue	Boar
3	Red	Mongoose
4	Brown	Bear
5	Rust	Hawk
6	Grey	Wolf
7	Orange	Tiger
8	Black	Panther
9	Purple	Dragon
10	Red with Yellow Border	Phoenix (Warlord)

- n. Order of the Zodiac
 - i. Awarded by: the Monarch
 - ii. Awarded for: outstanding contributions in any one month
 - iii. Limitations: only one may be given each month
 - o. Order of the Golden Key
 - i. Awarded by the Monarch.
 - ii. Awarded in recognition of outstanding enthusiasm, garb and attitude in the game
 - iii. Limitations: May only be awarded to a new player during their first six months in the game.
 - p. Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (i.e.- a person's 7th order of the dragon should be harder to attain than his or her 2nd order, etc.).
- C. Titles of Nobility and Lesser Titles of Honor (awarded by Monarch)
1. Grand Duke
 - a. Equivalentents: none
 - b. Suggested criteria: serve the kingdom two terms as Monarch
 2. Arch Duke
 - a. Equivalentents: none
 - b. Suggested criteria: one term each as a Kingdom and Duchy (or Kingdom pro-tem) Monarch.
 3. Duke/Duchess
 - a. Equivalentents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun
 - b. Suggested criteria: serve the kingdom six months as Monarch
 4. Count/Countess
 - a. Equivalentents: Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, Contessa
 - b. Suggested criteria: serve the kingdom six months as Royal Regent or as Prince of a principality.
 5. Marquis/Marquise
 - a. Equivalentents: Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, Marquee
 - b. Suggested criteria: serve multiple terms as Kingdom Prime Minister
 6. Viscount/Viscountess
 - a. Equivalentents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha
 - b. Suggested criteria: have held both the following positions of a kingdom- Champion and Weaponmaster
 7. Baron/Baroness
 - a. Equivalentents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone
 - b. Suggested criteria: serve the kingdom six months as Prime Minister or Duke of a Duchy
 8. Baronet
 - a. Equivalentents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum
 - b. Suggested criteria: serve in a pro-tem position for any of the following kingdom positions: Monarch, Champion, Prime Minister, Regent or six months as a Baron of a Barony
 9. Lord/Lady (lesser title)

- a. Equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, U Sayid, Agah, Rabban, Chieftain
- b. Suggested criteria: Monarch's discretion (service to Amtgard) and serving six months as the Sheriff of a Shire.

10. Defender (lesser title)

- a. Suggested criteria: serve the kingdom six months as Champion

D. Order of Precedence

1. Monarch (King/Queen)
2. Regent
3. Prime Minister
4. Grand Duke
5. Arch Duke
6. Court Champion
7. Duke
8. Count/Marquis
9. Viscount
10. Champion
11. Baron
12. Knighthood
13. Baronet
14. Warlord
15. Lord
16. Master
17. Esquire
18. Guildmaster of Reeves
19. Captain of the Guard
20. Scribe, Court Herald, and Jester
21. Weaponmaster
22. All other Guildmasters
23. All other court positions
24. Royal guardsmen
25. Masters of service orders
26. Masters of guilds
27. Company/House heads
28. Squire
29. Reeves guild
30. Company/House officers
31. Rules Representative

VIII. Events

A. Crown Qualifications:

1. Qualifications will be held every six months, at least three weeks prior to the Crown Coronation.

2. Qualifications are typically a single day event.
 3. Cultural Events shall be run by the current Regent.
 4. Warskill Events shall be run by the current Champion.
 5. Anyone may enter Crown Qualification events - you do not have to be running for office to enter.
 6. Members running for office in the upcoming Crown elections will be required to enter a minimum specified number of cultural and warskill events in this Crown Qualifications.
 - a. Monarch: 10 Cultural Qualification categories entries in 7 different cultural categories and all war events.
 - b. Regent: 10 Cultural Qualification categories entries in 10 different cultural categories and all war events.
 - c. Champion: 6 Cultural Crown Qualification categories in 6 different cultural categories and all war events.
 7. Should a candidate not be able to participate in the warskill events due to physical restrictions or a mundane matter that interferes with the candidate's ability to participate, they may request a personal champion to take their place. This does not apply to the position of Champion.
 8. Typical cultural skill contests include (but are not limited to): flat art, 3-D art, heraldry test, singing, instrumental music, cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, garb, fighting garb, strategic gaming, poetry, etc.
 9. Warskill Events
 - a. The warskill portion of the Crown Qualification Tourney will consist of 6 events (called the war events). The war events must include the following:
 - i. Single Sword – Only one sword allowed, which must be over 18” and under 36” in total length.
 - ii. Florentine – Two swords allowed, both of which must be over 18” and under 36” in total length.
 - iii. Sword and Shield – Only one sword allowed, which must be over 18” and under 36” in total length. Combatants may also have a shield.
 - iv. Open – Any melee weapon/shield combinations are allowed.
 - v. Reach or Pole Weapon – Any weapon longer than 4’.
 - vi. Dagger – Any weapon over 12” shorter than 18” in total length.
 - b. In the event of a tie in the fighting part of the Crown Qualifications 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.
 10. More specific rules for these qualifications, including the events to be held shall be put out by the sponsor at least four weeks prior to the date set for Crown Qualifications.
- B. Coronation
1. The Event where the winners of the Crown Elections and the new Champion assume office.
- C. Crown Coronation Feast/Mid -Reign
1. The outgoing Regent holds the responsibility for planning the feast. This includes menu, recruiting members to assist and obtaining necessary equipment for the feast.

2. Shall be held in conjunction with Coronation
- D. Dragonmaster and Weaponmaster Events
1. These events will be held at least two weeks before a Monarch's Midreign event.
 2. Dragonmaster and Weaponmaster are typically a single day event.
 3. Cultural Events shall be run by the current Regent.
 4. Cultural events will be open to all. The list of cultural categories under section 8.A.8 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.
 5. The winner of the cultural events at Dragonmaster and Weaponmaster event shall hold the title of Dragonmaster for six months.
 6. Warskill Events shall be run by the current Champion and is open to any who wish to participate.
 7. Warskill Events
 - a. The warskill portion of the Weaponmaster Tourney will consist of 6 events. The war events must include the following:
 - i. Single Sword – Only one sword allowed, which must be over 12” and under 36” in total length.
 - ii. Florentine – Two swords allowed, both of which must be over 12” and under 36” in total length.
 - iii. Sword and Shield – Only one sword allowed, which must be over 12” and under 36” in total length. Combatants may also have a shield.
 - iv. Open – Any melee weapon/shield combinations are allowed.
 - v. Great Weapon – Any weapon longer than 4’.
 - vi. Two Person Teams – Open weapon.
 - b. In the event of a tie in the Weaponmaster 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.
 8. The winner of the Warskill events at Dragonmaster and Weaponmaster event shall hold the title of Weaponmaster for six months.

IX. Other Amtgard Groups

- A. This corpora is written with the Kingdom of Tal Dagore in mind. Smaller groups will be governed in the following subsections.
- B. Group size
 1. Shire- as per the Amtgard Incorporated contract
 2. Barony- as per the Amtgard Incorporated contract
 3. Duchy- as per the Amtgard Incorporated contract
- C. Awards and Orders:
 1. Subgroups may award orders by type (i.e.- so many roses, etc.) up to a maximum level as follows:
 - i. Shire- third level
 - ii. Barony- fifth level
 - iii. Duchy- Seventh level
- D. Titles:

1. Subgroups may award titles up to and including the exit title given the outgoing Monarch
2. Suggested criteria for titles awarded to former (stepping down) officers of subgroups (Awarded by the sponsoring Kingdom's Monarch):

Shire	Barony	Duchy	Kingdom Equivalent
Lord	Baronet	Baron	Monarch
Master	Lord	Baronet	Regent
Esquire	Master	Lord	Prime Minister
Esquire	Esquire	Master	Champion

3. Officers- subgroup officers are referred to as follows:

Shire	Barony	Duchy	Kingdom Equivalent
Sheriff	Baron	Duke	Monarch
Regent	Regent	Regent	Regent
Chancellor	Chancellor	Chancellor	Prime Minister
Champion	Champion	Champion	Champion

E. Subgroup Elections

1. Subgroups shall run their own crown quals.
2. Subgroup elections should be handled identical to Kingdom elections and events with the exception of the following qualifications.
 - a. Monarch
 - Duchy 7 Cultural Qualification in 7 different categories and all war events.
 - Barony 5 cultural Qualification in 5 different categories and 5 war events.
 - Shire 3 Cultural Qualification in 3 different categories and 3 war events.
 - b. Regent
 - Duchy 7 Cultural Qualification in 7 different categories and all war events.
 - Barony 5 cultural Qualification in 5 different categories and 5 war events.
 - Shire 3 Cultural Qualification in 3 different categories and 3 war events.
 - c. Champion
 - Duchy 5 Cultural Qualification in 5 different categories and all war events.
 - Barony 4 cultural Qualification in 4 different categories and 5 war events.
 - Shire 3 Cultural Qualification in 3 different categories and 3 war events.

X. Mundane Laws

A. General Information

1. Members are required to obey all federal, state, city, county, and municipal laws while participating in any Amtgard function.
2. Violations of the law that occur at the Kingdom of Tal Dagore functions that endanger members of the Kingdom of Tal Dagore or the public should be reported to the proper authorities.

B. Violations

1. In the event that an individual should be caught and/or proven guilty of (i) assault with a deadly weapon (gun, sword, knife, etc.), (ii) possession or trafficking of narcotics, (iii) serving alcohol to a minor, or (iv) any other felony offense on the premises of any Kingdom of Tal Dagore sponsored function, that individual may be punished by the kingdom.
 - a. Punishment may include:
 1. Being expelled from the site of the event.
 2. An immediate call to the mundane law enforcement officials.
 3. Being recommended to Althing to be stripped of all titles and knighthoods as per this Corpora.

4. Termination of membership permanently or for one year, as per this Corpora, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves
 5. Being banned from battlegames, tournaments and events sponsored by the Kingdom of Tal Dagore permanently or for one year, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
2. In the event that an individual should be caught and/or proven guilty of (i) assault with a non-deadly weapon (fist, stick, flagrant abuse of an Amtgard weapon), (ii) petty theft, (iii) willful destruction of property, or (iv) any other misdemeanor offense on the premises of any Kingdom of Tal Dagore sponsored function, that individual may be punished by the kingdom.
 - a. Punishment may include:
 1. Being expelled from the site of the event.
 2. An immediate call to the mundane law enforcement officials.
 3. Being recommended to Althing to be stripped of all titles and knighthoods as per this Corpora.
 4. Termination of membership for three to six months, as per this Corpora. at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves
 5. Being banned from battlegames, tournaments and events sponsored by the Kingdom of Tal Dagore for two to six months, at the discretion of the Monarch, Prime Minister, and the Guildmaster of Reeves.
 3. Any person subject to any punishment by the kingdom may appeal the decision to the Althing by presenting a petition signed by 20% of the members in good standing to the Althing and receiving a two-thirds vote of the Althing.
- C. Disclaimer
1. The Kingdom of Tal Dagore does not condone any illegal activity or physical violence against any person.
 2. The Kingdom of Tal Dagore is a non-sectarian, educational organization.
 3. The Kingdom of Tal Dagore Incorporated, or its designated officers and representatives are not responsible for any injuries, physical or otherwise, sustained while playing Amtgard or attending an Amtgard sponsored event. All members and participants are wholly responsible for their own well-being.