

CONSTITUTION

1 Awards Standardization

1.1 The kingdom is bound by all agreements ratified by the Amtgard Circle of Monarchs, including the interkingdom Awards Standardization Agreement which can be found among the Bylaws and Rulings of the Circle of Monarchs and is listed for reference in the current version of the Amtgard Rules of Play.

1.2 As this agreement will be referenced repeatedly in this document it will be referred to simply as "Awards Standardization" for concision.

2 Monarch

2.1 The kingdom's Operations Officer shall be known in-game as its Monarch.

2.2 Only those who qualify at Crown Qualifications may try for Monarch.

2.3 May award the following:

2.3.1 Titles of Nobility (at the Monarch's discretion)

2.3.1.1 Has the authority to delegate the awarding of noble titles to land holders as outlined under section 15.12.8 of this document.

Changes

2.3.2 Non-noble Titles (at the Monarch's discretion)

2.3.3 Peerage (per Awards Standardization)

2.3.4 The following Orders (per Awards Standardization):

2.3.4.1 Battle

2.3.4.2 Crown

2.3.4.3 Dragon

2.3.4.4 Flame

2.3.4.5 Garber

2.3.4.6 Lion

2.3.4.7 Owl

2.3.4.8 Rose

2.3.4.9 Smith

2.3.4.10Warrior

2.3.5 The following Orders (at the Monarch's discretion):

2.3.5.1 Griffon

2.3.5.2 Hydra

2.3.5.3 Jovious

2.3.5.4 Mask

2.3.5.5 Walker of the Middle

2.3.5.6 Zodiac

2.3.6 The following Titles of Masterhood (per Awards Standardization):

2.3.6.1 Master Battle

2.3.6.2 Master Dragon

2.3.6.3 Master Garber

2.3.6.4 Master Lion

2.3.6.5 Master Owl

2.3.6.6 Master Rose

2.3.6.7 Master Smith

2.3.6.8 Master Warrior (also known as Warlord) 2.3.6.8 Master Hydra
(to members holding 10 Orders of the Hydra)

2.3.6.9 Master Reeve (to members with 12 or more credits as Reeve)

2.3.7 Titles of Paragon in a specific Class (at the Monarch's discretion)

2.4 May create new honors, awards and titles that do not conflict/compete with those listed in this document or the Awards Standardization.

2.5 Titles and honors may never be awarded to members of another kingdom without that kingdom's Monarch's permission.

2.6 May become eligible to receive these titles at the end of their term, if it was served with excellence:

2.6.1 Knight of the Crown(per Awards Standardization)

2.6.2 Duke/Duchess (or Grand Duke/Grand Duchess for serving two or more terms as Monarch)

3 Regent

3.1 The kingdom's Assistant Operations Officer shall be known in-game as its Regent.

3.2 Only those who qualify at Crown Qualifications may try for Regent.

3.3 May bestow the following Orders (per Awards Standardization):

3.3.1 Dragon

3.3.2 Garber

3.3.3 Lion

3.3.4 Owl

3.3.5 Rose

3.3.6 Smith

3.3.7 Warrior

3.3.8 Crown

3.4 May bestow the following Titles of Masterhood (per Awards Standardization):

3.4.1 Master Dragon

3.4.2 Master Garber

3.4.3 Master Lion

3.4.4 Master Owl

3.4.5 Master Rose

3.4.6 Master Smith

3.4.7 Master Warrior (also known as Warlord)

3.4.8 Master Hydra (to members holding 10 Orders of the Hydra)

3.4.9 Master Reeve (to members with 12 or more credits as Reeve)

3.5 May create new honors and awards in keeping with their duties that do not conflict/compete with those listed in this document or the Awards Standardization.

3.6 At the end of their term, if it was served with excellence, may receive the title of Count/Countess.

4 Prime Minister

4.1 The kingdom's Financial Officer shall be known in-game as its Prime Minister.

4.2 At the end of their term, if it was served with excellence, may receive the title of Baron/Baroness.

5 Champion

5.1 The kingdom's Safety Officer shall be known in-game as its Champion.

5.2 Only those who qualify at Crown Qualifications may try for Champion.

5.3 May bestow the following Orders (per Awards Standardization):

5.3.1 Smith

5.3.2 Warrior

5.4 The Champion shall be the defender of the crown.

5.5 At the end of their term, if it was served with excellence, may receive the title of Defender.

6 Guildmaster of Reeves

6.1 The kingdom's Adjudication Chief shall be known in-game as

its Guildmaster of Reeves.

7 Reeves

7.1 Referees shall be known in-game as Reeves.

8 Monarch's Guard

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

8.2 Shall ensure that the Monarch and Regent are properly escorted.

8.3 Shall be responsible for in-game security at kingdom events (i.e., their security function is a roleplay aspect).

9 Class Guildmaster

9.1 Must keep the members of their class following the proper rules for that class.

9.2 Shall help new members of the class learn the rules for their class.

9.3 Shall encourage garb, equipment and personas applicable to their class.

9.4 Shall monitor their classes in play and present ideas for relevant rules clarification and rules revisions to the Monarch and Althing.

9.5 Class guildmasters may be removed from office by a ⅔ vote of all members of a class and approval of the Monarch and Prime Minister.

10 Arts and Science Guildmasters

10.1 If popular interest permits, a Guildmaster may be elected to head an arts and sciences guild, at the same time as the Monarch and Regent are elected.

10.2 Such Guildmasters are responsible for encouraging the interest, growth and application of their particular discipline.

10.3 Such Guildmasters may adopt additional duties as appropriate to their discipline, for example a Guildmaster of Garbers may take it upon themselves to assess garb and present Order of the Garber recommendations to the Regent, or a Guildmaster of Heraldry may take it upon themselves to maintain a registry of the heraldry of the kingdom's members.

11 Althing

11.1 General membership meetings shall be known in-game as Althings.

12 Honors and Awards

12.1 Renouncing Awards and Titles

12.1.1 Any member may voluntarily renounce any title or award given to them by submitting a written request to do so to the Prime Minister. Any title or award renounced in such a fashion shall be immediately removed from their record, and this decision cannot be rescinded.

12.2 Stripping Awards and Titles

12.2.1 Any award or title may be rescinded by a $\frac{3}{4}$ majority of vote of active members at an Althing.

12.2.2 If the person whose title to be removed no longer resides within the kingdom, agreement of their local kingdom monarchy is also required.

12.3 Knighthood

12.3.1 In addition to the criteria set by Awards Standardization, Monarchs are very strongly suggested to acquire the approval of the current circle of Knights before awarding a new knighthood.

12.3.2 A Knight may choose to take a Squire.

12.3.2.1 The garb of a Squire is a red belt.

12.3.2.2 It is suggested that a Knight should never have more Squires than separate orders of Knighthood that they have achieved.

12.4 Order of the Flame

12.4.1 Is awarded to a group of people (fighting company, household, etc.) for outstanding contributions to Amtgard.

12.4.2 Only one Order of the Flame may be given in each Monarch's reign.

12.5 Order of the Griffin

12.5.1 Is awarded for courage, chivalry and honor on the battlefield.

12.5.2 Is a Ladder Award progressing through ten levels of escalating accomplishments as per the Ladder Awards described in Awards Standardization.

12.5.3 Does not have a corresponding Master title and cannot be used as a qualification for Knighthood.

12.6 Order of the Hydra

12.6.1 Is awarded for entering enough Crown Qualification events to qualify.

12.6.2 Each person may only receive one Hydra per Crown Qualification.

12.7 Order of the Jovious

12.7.1 Is Awarded For Outstanding Attitude.

12.7.2 Only one Order of the Jovious may be given in each Monarch's reign.

12.8 Order of the Mask

12.8.1 Is awarded for outstanding portrayal of a persona.

12.8.2 Only one Order of the Mask may be given in each Monarch's reign.

12.9 Order of Walker in the Middle

12.9.1 Is awarded for exemplification of the ideals and conduct of Reeves.

12.9.2 A person may never receive more than one Order of Walker in the Middle.

12.10 Order of the Warrior

12.10.1 Is detailed in the Awards Standardization.

12.10.2 The number of Orders of the Warrior a person has earned may be signified by a belt favor according to the following scheme:

1:Green snake.

2:Blue boar.

3:Red Mongoose.

4:Brown bear.

5:Rust hawk.

6:Gray wolf.

7:Orange tiger.

8:Black panther.

9:Purple dragon.

10 or more: Yellow phoenix with a red border.

12.11 Order of the Zodiac

12.11.1 Is awarded for outstanding contributions in any one month.

12.11.2 Only one Order of the Zodiac may be given each month.

12.12 Titles of Nobility

12.12.1 Grand Duke/Grand Duchess

12.12.1.1 Recommended title for serving two terms with

excellence as Monarch

12.12.1.2 Archduke/Archduchess

12.12.1.3 Recommended title for serving with excellence one term each as Monarch and Duke (Holder of a Duchy), or one term each as Monarch and pro-tem Monarch.

12.12.2 Duke/Duchess

12.12.2.1 Recommended title for serving a term with excellence as Monarch.

12.12.2.2 Recipient may substitute an equivalent title name for this rank such as Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, or Chiangchun.

12.12.2.3 Although the Holder of a Duchy is referred to as a Duke and enjoys the same position in the Order of Precedence, the title and the position remain distinct statuses.

12.12.3 Count/Countess

12.12.3.1 Recommended title for serving a term with excellence as Regent.

12.12.3.2 Recipient may substitute an equivalent title name for this rank such as Earl, Comes, Comite, Graf, Jarl, Conde, Comte, Conte, Graaf, Orkhan, Shireman, Dey, Kaliph, Khidiw, Cuauhtlahtoque, or Contessa.

12.12.4 Marquis/Marquise

12.12.4.1 Recommended title for serving with excellence one term each as Monarch, Regent, and Champion.

12.12.4.2 Recipient may substitute an equivalent title name for this rank such as Markgraf, Marchioness, Margrave, Mark, Markis, Margraf, Marques, Marchese, Margravine, or Marquee.

12.12.5 Viscount/Viscountess

12.12.5.1 Recommended title for serving a term with excellence as Champion in addition to winning the kingdom Weaponmaster tourney.

12.12.5.2 Recipient may substitute an equivalent title name for this rank such as Vicomte, Viconte, Visconte, Vizconde, Visconde, Walgraf or Pasha.

12.12.6 Baron/Baroness

12.12.6.1 Recommended title for serving a term with excellence as Prime Minister.

12.12.6.2 Recipient may substitute an equivalent title name for this rank such as Daimyo, Emir, Thane, Khan, Barun, Barao or Barone

12.12.6.3 Although the Holder of a Barony is referred to as a Baron and enjoys the same position in the Order of Precedence,

the title and the position remain distinct statuses.

12.12.7 Baronet

12.12.7.1 Recommended title for serving with excellence as pro-tem Monarch, Regent, Prime Minister or Champion.

12.12.7.2 Recipient may substitute an equivalent title name for this rank such as Nawab, Freiherr, Lesser Thane, Sheik, Seignur, or Begum.

12.12.8 Lord/Lady

12.12.8.1 Recommended title for excellent service outside of office.

12.12.8.2 Recipient may substitute an equivalent title name for this rank such as Chieftain, Don, Laird, Halfweard, Loverd, Laferd, Pan, Kyrios, Dom, Sherif, Sayid, Agah or Rabban.

12.12.9 Defender

12.12.9.1 Recommended title for serving a term with excellence as Champion.

12.13 Non-noble Titles

12.13.1 Master

12.13.1.1 Recommended title for serving a term with excellence in Holding office (see below).

12.13.2 Esquire

12.13.2.1 Recommended title for serving a term with excellence in Holding office (see below).

13 Order of Precedence

13.1 Monarch

13.2 Prime Minister

13.3 Regent

13.4 Grand Duke

13.5 Archduke

13.6 Champion

13.7 Duke (both the title and the Holder position in a Duchy enjoy this rank)

13.8 Count

13.9 Marquis

13.10 Viscount

13.11 Baron (both the title and Holder position in a Barony enjoy this rank)

13.12 Knight

13.13 Baronet

13.14 Warlord

13.15 Lord

13.16 Master (only the specific title "Master" confers this

rank)

13.17 Esquire

13.18 Guildmaster of Reeves

13.19 Captain of the Monarch's Guard

13.20 Weaponmaster

13.21 Warmaster

13.22 Guildmaster of an Arts and Sciences Guild

13.23 Guildmaster of a Class Guild

13.24 Any court position appointed directly by the Monarch or Regent

13.25 Master Rose or Master Smith (equivalent rank)

13.26 Head of a fighting company

13.27 Head of a household

13.28 Squire

13.29 Reeve

14 Month of the Crown

14.1 The 30 days prior to Coronation is the Month of the Crown.

14.2 Crown Qualifications

14.2.1 The winner of the cultural events at Crown Qualifications shall hold the title of kingdom Arts and Sciences Champion for the next six months.

14.3 Warmaster Tournament

14.3.1 The Warmaster Tournament will be held the same day as the Crown Qualifications event.

14.3.2 Those running for kingdom office are strongly recommended to participate in both the tournament and battle game portions of the Warmaster event.

14.3.3 The running of the Warmaster Tournament will be the responsibility of the current Champion

14.3.4 The Warmaster will be a multi-bracketed, single-elimination tournament and include a full-class battle game.

14.3.5 The tournament brackets will be:

14.3.5.1 Single short weapon.

14.3.5.2 Double short weapon.

14.3.5.3 Shield and weapon (any melee weapon).

14.3.5.4 Greatweapon.

14.3.5.5 Open (contestant's choice).

14.3.6 The first and second place contestants from these brackets overall will then act as captains for a full-class

battle game of the Champion's choice.

14.3.6.1 The Champion is encouraged to select from the standard battle games described in the current Rules of Play so as to avoid setting up a battle game that favors one contestant over another.

14.3.7 The captain of the winning team will be awarded the title of Warmaster for the next six months.

14.4 Guildmaster Elections

14.4.1 Guildmaster Elections are to be held on the same day as the elections for Monarch and Regent.

14.4.2 Each class guild and the Reeve's Guild will each vote for their Guildmaster at these elections.

14.4.3 One must have participated in a class in the past six months in order to vote in the election for that class's Guildmaster.

14.4.4 If elections are held for any Arts and Sciences Guildmaster, they are to be held at this time as well, and are open to be voted on by any active dues paid member of the kingdom.

14.5 Weaponmaster Tournament

14.5.1 Shall be held once a reign either on the same day as elections for Monarch and Regent or the same day as elections for Prime Minister, or within two weeks of one of those dates.

14.5.2 Shall be run by the Reeves Guild.

14.5.3 This is a passage of arms in several different weapon classes.

14.5.4 The Weaponmaster tournament will be a multi-bracketed, single-elimination tournament.

14.5.4.1 A different tournament format may be used at the discretion of the Guildmaster of Reeves.

14.5.5 The brackets must include:

14.5.5.1 Open (contestant's choice of melee weapons and shield).

14.5.6 Other brackets may be included at the discretion of the Guildmaster of Reeves.

Possibilities include but are not limited to:

- 14.5.6.1 Single short weapon
- 14.5.6.2 Double short weapon
- 14.5.6.3 Shield and short weapon
- 14.5.6.4 Single long weapon
- 14.5.6.5 Archery
- 14.5.6.6 Flail

14.5.6.7 Thrown weapon

14.5.6.8 Great weapon

14.5.6.9 Double dagger

14.5.7 Three (3) or more brackets must be selected to qualify for any Order of the Warrior that could be received from streaks or overall wins.

14.5.7.1 Unless the reigning Monarch and Champion agree to make an exception for fighters under five (5) Orders of the Warrior.

14.5.8 Specific rules and bracket selection for the Weaponmaster Tourney must be posted at least two (2) weeks prior to the date set forth for the Tournament.

14.5.9 The winner will hold the title of Weaponmaster until the date of the next Weaponmaster Tournament.

14.6 Coronation Feast

14.6.1 The coronation feast is the responsibility of the outgoing Regent.

14.7 Dragonmaster

14.7.1 Shall be held once a reign.

14.7.2 The sponsor for this event will be the Regent.

14.7.2.1 The regent may appoint someone else to run the event.

14.7.2 The winner will hold the title of Dragonmaster until the date of the next Dragonmaster.

14.7.3 Those competing for Dragonmaster will be required to enter a minimum specified number of cultural events, as set by the sponsor. In the event no requirement is set the requirement shall be seven items entered into at least five different categories

14.7.4 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.

14.7.5 Typical cultural skill contests include (but are NOT limited to): flat art, 3D art, heraldry, singing, instrumental music, factual writing, composition, weapon and shield construction, passive construction, court garb, fighting garb, strategic gaming, poetry, brewing and wine-making, etc

14.7.6 Specific rules for Dragonmaster shall be put out by the sponsor at least six weeks prior to the scheduled date of the Dragonmaster.

15 Holdings

15.1 Subsidiary groups shall be known in-game as Holdings.

15.2 Holdings that are members of subsidiary group

confederations are not subject to this section but instead should be governed by their subsidiary group confederation corpora or local corpora.

15.3 A member of the kingdom may only be a member of one Holding at a time.

15.4 Holdings are classified as Shires, Baronies or Duchies according to their attendance record and will be generally referred to by those titles.

15.5 Attendance will be measured in the form of the number of unique persons signing in as having attended a Holding function at any point within a given month.

15.6 Unique sign-ins per month will be averaged over a year's time to give an average uniquesign-ins per month figure that will be used to determine whether a holding qualifies for a given status.

15.7 The attendance required to qualify for each Holding status is as follows:

15.7.1 Shire: Any.

15.7.2 Barony: An average of at least 20 unique sign-ins per month.

15.7.3 Duchy: An average of at least 40 unique sign-ins per month.

15.8 In order for a holding to ascend to a higher status, the following requirements must all be met

15.8.1 The attendance standard must be met for the status sought, taken as an average over the past year.

15.8.2 At least one year must have passed since the approval of the Holding's contract with the AI BOD in order for it to ascend to Barony status.

15.8.3 At least three years must have passed since the approval of the Holding's contract with the AI BOD in order for it to ascend to Duchy status.

15.8.4 The Monarch must approve the change in Holding status.

15.9 A holding will be demoted to a lower status if all of the following requirements are met:

15.9.1 The attendance standard, taken as an average over the past two years, has not been met.

15.9.2 The Monarch approves the change in Holding status.

15.10 The maximum level of award that a Holding officer may bestow is determined by the status of their Holding as follows:

15.10.1 Shire: may only bestow 1st and 2nd orders.

15.10.2 Barony: may bestow awards up to the 5th order.

15.10.3 Duchy: may bestow awards up the 8th order.

15.11 Any Holding officer may be impeached by a petition signed by at least 20% of all active dues paid members of the Holding. An officer thus impeached may then be removed from office by a 2/3 vote at a Holding Althing.

15.12 Holder

15.12.1 The Holder is a Holding-level office serving a role similar to the Monarch.

15.12.2 No powers granted to the Monarch in this document should be assumed to apply equally to a Holder; only those powers specifically granted to Holders are granted to them.

15.12.3 All references in the Rules of Play to gameplay functions fulfilled by the Monarch apply equally to the Holder regarding Holding level gameplay.

15.12.4 Should not hold the office for more than two consecutive terms.

15.12.4.1 Exceptions may be made when no replacement candidate is available.

15.12.5 The specific in-game title for a Holder varies by the status of their Holding

15.12.5.1 Shire: Referred to as Sheriff.

15.12.5.2 Barony: Referred to as Baron (or may substitute any alternative title listed in 12.12.7.2).

15.12.5.3 Duchy: Referred to as Duke (or may substitute any alternative title listed in 12.12.3.2).

15.12.6 May award the following Orders (as per Awards Standardization)

15.12.6.1 Battle

15.12.6.2 Crown

15.12.6.3 Dragon

15.12.6.4 Flame

15.12.6.5 Garber

15.12.6.6 Lion

15.12.6.7 Owl

15.12.6.8 Rose

15.12.6.9 Smith

15.12.6.10Warrior

15.12.7 May award the following Orders (per the Holder's discretion):

15.12.7.1 Griffon

15.12.8 Titles of Nobility to those officers that served in their holding up to the level outlined by the corpora, as long as the authority has been delegated that reign by the monarch to

land level.

15.12.9 May create new honors, awards and titles that do not conflict/compete with those listed in this document or the Awards Standardization.

15.12.10 Has the authority to expend up to 10% of the Holding treasury per month. Any further expenditures require authorization by a Holding Althing.

15.12.11 At the end of their term, if it was served with excellence, may receive one of the following titles, depending on the status of their Holding:

15.12.12.1 Shire: recommended to be given the title of Lord.

15.12.12.2 Barony: recommended to be given the title of Baronet.

15.12.12.3 Duchy: recommended to be given the title of Baron.

15.13 Consort

15.13.1 The Consort is a Holding-level office serving a role similar to the Regent.

15.13.2 No powers granted to the Regent in this document should be assumed to apply equally to a Consort; only those powers specifically granted to Consorts are granted to them.

15.13.3 May award the following Orders (as per Awards Standardization):

15.13.3.1 Dragon

15.13.3.2 Garber

15.13.3.3 Lion

15.13.3.4 Owl

15.13.3.5 Rose

15.13.3.6 Smith

15.13.3.7 Crown

15.13.3.8 Warrior

15.13.4 May create new honors, awards and titles that do not conflict/compete with those listed in this document or the Awards Standardization.

15.13.5 At the end of their term, if it was served with excellence, may receive one of the following titles, depending on the status of their Holding:

15.13.5.1 Shire: recommended to be given the title of Master.

15.13.5.2 Barony: recommended to be given the title of Lord.

15.13.5.3 Duchy: recommended to be given the title of Baronet.

15.14 Chancellor

15.14.1 The Chancellor is a Holding-level office serving a role

similar to the Prime Minister.

15.14.2 No powers granted to the Prime Minister in this document should be assumed to apply equally to a Chancellor; only those powers specifically granted to Chancellors are granted to them.

15.14.3 Should not hold the office for more than two consecutive terms.

15.14.3.1 Exceptions May be made when no replacement candidate is available.

15.14.4 Is responsible for the collection of all fees and dues, including dues.

15.14.5 Should maintain accurate records of the Holding treasury.

15.14.5.1 Will provide a financial update, once a calendar year, to the Treasurer

15.14.5.2 Will have at a minimum a financial ledger, receipt book, and lock box.

15.14.6 Should maintain accurate records of all Holding income and expenditures.

15.14.7 Should keep minutes of Holding level Althings.

15.14.8 Will keep attendance records of all Holding functions.

15.14.9 Is responsible for making these attendance records accessible to the Prime Minister.

15.14.10 Has the authority to expend up to 10% of the Holding treasury per month. Any further expenditures require authorization by a Holding Althing.

15.14.11 At the end of their term, if it was served with excellence, may receive one of the following titles, depending on the status of their Holding:

15.14.11.1 Shire: recommended to be given the title of Esquire.

15.14.11.2 Barony: recommended to be given the title of Master.

15.14.11.3 Duchy: recommended to be given the title of Lord.

15.15 Guardian

15.15.1 The Guardian is a Holding-level office serving a role similar to the Champion.

15.15.2 No powers granted to the Champion in this corpora should be assumed to apply equally to a Guardian; only those powers specifically granted to them.

15.15.3 All references in the Rules of Play to gameplay functions fulfilled by the Champion apply equally to the Guardian regarding Holding level gameplay.

15.15.4 May award the following Orders (as per Awards Standardization):

15.15.4.1 Smith

15.15.4.2 Warrior

15.15.5 Shall maintain a lost and found for the Holding.

15.15.6 Shall check all equipment for safety and legality.

15.15.7 Will organize games as necessary in the absence of previously scheduled games.

15.15.8 At the end of their term, if it was served with excellence, may receive one of the following titles, depending on the status of their Holding:

15.15.8.1 Shire: recommended to be given the title of Esquire.

15.15.8.2 Barony: recommended to be given the title of Esquire.

15.15.8.3 Duchy: recommended to be given the title of Master.

15.16 Althing

15.16.1 Holdings may hold their own Althings to decide their own policies.

15.16.2 Voting at a Holding Althing is open only to active dues paid members of that Holding.

15.16.3 Holdings are recommended to conduct their Althings in as similar a fashion to Kingdom Althings as possible.

15.17 Month of the Crown

15.17.1 During the Month of the Crown each Holding shall also hold elections for their Holder and Consort.

15.17.2 Each Holding shall also hold elections for their Chancellor at the middle of each reign.

15.17.3 Only active dues paid members of a Holding are eligible to participate in that Holding's elections or to run for Holding office.

15.17.4 Only members aged 18 years or older are eligible for the offices of Holder, Consort and Chancellor.

15.17.5 Holding elections shall be administered by the current Chancellor, with the exception of the Chancellor election, which shall be administered by the Holder.

15.17.6 Holdings may hold Crown Qualification events and require candidates for holding office to enter or meet minimum requirements in them.

15.17.6.1 If this is done, the Kingdom Crown Qualification procedure should be used as a model, but a lower number of entries required commensurate with the smaller size of the Holding is suggested.

15.17.6.2 Holdings may hold their own versions of Warmaster, Weaponmaster and Dragonmaster tournaments but the winners of these events are not granted the title of Warmaster, Weaponmaster

or Dragonmaster.

15.18 Disciplinary Action At Holding Level

15.18.1 A Holder and Chancellor, or A Holder and Guildmaster of Reeves for that land acting in agreement may issue a Disciplinary action as deemed appropriate.

15.18.2 Such disciplinary action will not be effective at Holdings other than the one at which they were issued, but will be effective for Kingdom level gameplay scheduled to occur at the Holding where they were issued

16 Principalties

16.1 Subsidiary group confederations shall be known in-game as Principalties.

16.2 Principalties are expected to maintain their own corpora, in preparation for their ascension to kingdom status.

16.3 Principalties, may, according to the provisions of their own corpora, award the followingTitles:

16.3.1 Paragon in a specific Class

16.3.2 Baron/Baroness

16.3.3 Baronet

16.3.4 Lord/Lady

16.3.5 Master

16.3.6 Esquire

16.4 Principalties, may also, according to the provisions of their own corpora and subject toAwards Standardization, bestow up to 9th order awards.

17 Miscellaneous

17.1 Bonus Credits

17.1.1 Bonus credits will be given, in addition to the usual attendance credit as outlined in the rules of play, in the following circumstances:

17.1.2 One(1) additional credit for attending kingdom level event.

17.1.3 One (1) additional credit for traveling more than 100 miles to another park, round trip.