

P. 2 Reeves add:

“and take credit in the Reeve class.” to the end of the first sentence.

P. 3 Color Change the word “term” to “class” in the first sentence

P. 3 Masters add “Crown: Gold phoenix on a black background.

P.3 Men-at-arms and Pages Replace entire section with

At-Arms and Pages: At-Arms or Pages are usually individuals who are sworn to Knights, Squires, or Nobles. In Amtgard, being an At-Arms or Page denotes a special relationship between the individual and their mentor, who is typically a Knight, Noble, or Squire. At-Arms can generally be recognized by a black belt with silver trim or a green belt. Pages can generally be recognized by a yellow belt. At-Arms may also go by Man-at-Arms, Woman-at-Arms, Comrade-at-Arms, Sword-at-Arms, Standardbearer, Shieldmaiden, Shield Brother, or other similar terms.

P. 4 Replace entire Code of Conduct section with:

Amtgard strives to maintain a fun, friendly, welcoming environment for mature players. As such the following behaviors are not acceptable and may lead to ban from combat or attending:

1. Speech that would cause a reasonable person to fear for their property or safety
2. Physical violence outside of the normal bounds of combat conduct
3. Sexual harassment or inappropriate sexual contact
4. Theft or willful destruction of other peoples' property
5. Repeated unwillingness to follow game rules
6. Creating a hostile environment detrimental to the enjoyment of the group as a whole. This includes engaging in online or in person harassment.
7. Violating the Amtgard Youth Protection Policy.

The Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may ban a player from their group (and subgroups) for any of the reasons including, but not limited to, the list above at their discretion for any amount of time they feel appropriate. Any Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may end a ban on a player at any time with the exception that a park Monarch may not overturn a ban instituted at the Kingdom level.

Any Kingdom level ban placed by a player's Kingdom of residence or Kingdom of physical residence for items 1 through 5 and 7 is automatically extended to all Kingdoms and their Subgroups. For purposes of this section "Kingdom of residence" means the Kingdom where a player's records are maintained and "Kingdom of physical residence" means the Kingdom in which the player has obtained the majority of their credits in the past three months. It is the responsibility of the Monarch enacting the ban to notify the Kingdoms using the Circle of Monarchs communication tools. Any Kingdom Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may exempt their Kingdom from this extension by choosing to assume responsibility for the banned player and allowing the banned player to engage in Amtgard activities within their Kingdom and Subgroups, except that a Monarch may not exempt their Kingdom from a ban under item 3. In making an exemption, that Monarch is stating that they believe the following is true:

1. The banned player adds no additional threat to the safety of the players in this Kingdom or its Subgroups
2. The presence of the banned player will not create a hostile or unwelcoming environment for other players attending functions of this Kingdom or its Subgroups related to the nature of the ban
3. There is a compelling reason that having the banned player participate in the functions of this Kingdom and its Subgroups is beneficial to the functioning of those same groups

No person who has ever been convicted of a felony level sexual offense in any jurisdiction of the United States may participate in any Amtgard function at any time.

No Person who is currently listed on a sexual offender registry for any jurisdiction within the United States based upon conviction of a crime may participate in any Amtgard function at any time.

#### P. 6 Hit locations Notes 4. Replace

"If the player cannot place their dead knee in contact with the ground, the player must immediately notify his/her opponent(s) of this by stating "posting" in order to avoid dropping to his/her knees."

With

"If the player cannot place their dead knee in contact with the ground, the player must immediately notify their opponent(s) of this by stating "posting" in order to avoid dropping to their knees."

P. 7 Deaths 2. Change to:

“Unless otherwise noted in the battlegame description a Dead player may choose to return to their respawn point or remain where they died but may not otherwise move about.”

P. 7 Combat notes 2. Change “his” to “their”

P. 20 Equipment checking change “by the Champion or his” to “by the Champion or their”

P. 27 Quest Ability Hooks 2. Change “his” to “their”

P. 28 Prepared Change. “he is” to “they are”

P. 30. Credits and levels Change:

After “If no class is played but fighting takes place, you may take a Warrior credit.” Add “Players who reeve may take a Reeve Credit, and players who otherwise participate may take a Color Credit”

And

At the end before the chart add:

“Kingdoms are allowed to award a maximum of 12 total bonus credits (credits above and beyond attendance credits) to any player in a single month and no more than 3 bonus credits may be issued per 1 attendance credit.”

P. 48 Ability 3. Change “his Poison Arrow” to “their Poison Arrow”

P. 49 Enchantments 9. Change to

“States, Abilities, and Special Effects imparted by Enchantments to their bearer cannot be removed in any way while the Enchantment is active and are removed when the Enchantment is removed, unless otherwise noted. Example One: A player bearing Corrosive Mist is Stopped. When they die the Enchantment becomes inactive and the Stopped State is removed since all States, except Cursed, are removed by death. If the player is returned to life in a manner that preserves their Enchantments then they will again become Stopped as Corrosive

Mist becomes active again and re-applies the State. Example Two: A player bearing Protection From Magic is killed and becomes Cursed by Protection From Magic. Protection From Magic becomes inactive after they die but the Cursed State persists as Cursed is not removed by player death. Since Protection From Magic is no longer active the Cursed State would be removable by Greater Release or similar means.”

P. 51 Immune change “his armor” to “their armor”

P. 55 Circle of Protection change “his” to “their”

P. 56. Empower change “his” to “their”

P. 69 I.b.2 change 100% to 90%

P. 69 Knighthood Replace 2. Crown with:

Crown: A player may be eligible for Knight of the Crown after obtaining Masterhood in Crown.

P. 69 Masterhood add:

8. Master Crown: A player may be eligible for receipt of the title of Master Crown upon earning their tenth Order of the Crown.

P. 70 Ladder Awards add:

8. Crown: Awarded for serving with excellence in office from the local level to the kingdom level. A first level Order of the Crown might be for serving as a Shire Prime Minister and keeping all necessary records up to date. A tenth Order of the Crown might be awarded for serving as kingdom monarch and encourage your kingdom in such a way as to promote new player growth. This award may be stacked when given for a single term of office and groups are encouraged to do so.

And delete:

“Note: The title of Defender (awarded for serving with excellence in the office of Kingdom Champion), which may be earned only once, confers a single kingdom-level tournament win upon the title’s recipient.”

P.71 1.e replace “he/she is” with “they are”

P. 74 16. Replace “he/she” with “they”