

CORPORA OF THE FREEHOLDS OF AMTGARD - VERSION 1.1

- I. Precedence of Law
 - A. In the event of conflict between the various governing documents or bodies of Amtgard, the following list determines which has the highest authority in descending order.
 1. The Amtgard Rules of Play
 2. The Freehold Corpora
 3. Freehold Althing Decision
 4. Freehold Monarch Decision
- II. Role of the Corpora
 - A. The Freehold Corpora governs all Amtgard related functions in the Freeholds of Amtgard. The corpora is intended to work in conjunction with the Amtgard Rules of Play, and other official documents as determined by the Amtgard Circle of Monarchs (COM).
- III. Role of the Althing
 - A. The Freehold Althing is the voting process by which the group makes decisions regarding group functions not directly governed by the Amtgard Rules of Play or Freehold Corpora. Examples of decisions that may be made via Althing are:
 1. Election of officers;
 2. Removal of elected officers;
 3. Spending of group funds; (if applicable)
 4. Choosing to join an Amtgard Kingdom;
 5. Other decisions that are not covered under section III.B.
 - B. The group Althing may not be used for any of the following:
 1. To override or change the current edition of the Amtgard Rules of Play or any of its supplements;
 2. To override or change the Freehold Corpora.
 3. To override or change a decision by the Amtgard Circle of Monarchs.
 4. To override or change a ban/suspension issued by a Kingdom of Amtgard.
- IV. Membership
 - A. There are two types of membership within a freehold:
 1. Standard Member
 - a) Has the following requirements:
 - (1) Must have a waiver signed by either the member, or a parent/guardian if under 18 years of age, on file with the freehold.
 - (2) Must maintain their records within the freehold, and not under another group.

- b) Has the following benefits:
 - (1) May have their awards and credits tracked in the Amtgard Online Record Keeper.
 - (2) May receive awards from the freehold.
 - 2. Contributing Member
 - a) Has the following requirements:
 - (1) Must have signed in within the freehold at a minimum of six events within the preceding six months.
 - (2) Must be Dues Paid within the freehold.
 - (3) Must be a minimum of 14 years of age.
 - (4) Must be a standard member of the freehold.
 - b) Gains the benefits of:
 - (1) Able to vote in the freehold Althing.
 - (2) Able to put items on the Althing agenda.
 - (3) Able to run for offices within the freehold.
- V. Dues and Policies of the Treasury
 - A. Freeholds that choose to maintain a treasury must operate as a non-profit. No member of a freehold may make a profit from the operation of the freehold.
 - B. Members may choose to become Dues Paid in the freehold.
 - 1. Dues are \$6, and last for a period of six months from the date paid.
 - 2. Receipts shall be given upon request.
- VI. Offices of the Freehold
 - A. Elected Officers are those individuals who are elected by the freehold's members to manage the freehold.
 - B. Freehold Monarchs, Regents, Guildmasters of Reeves, and Champions step into office at the freehold's Coronation event, and are elected in the immediately preceding Althing.
 - C. Freehold Prime Ministers step into office at the freehold's Midreign event, and are elected in the immediately preceding Althing.
 - D. All Elected Officers are subject to the following requirements while in office:
 - 1. No Officer may hold more than one position at a time.
 - 2. Are removed from office if they miss more than eight total weeks of attendance within their group.
 - 3. Shall hold office for approximately a six-month period.
 - 4. May only hold the same office for two consecutive terms.
 - a) May continue to run for and hold office beyond their second consecutive term only if there are no other qualified candidates able to take the position.
 - 5. Must be at least 18 years of age at the beginning of their term in office.

6. Must uphold all bans and suspensions that are issued by any Kingdom of Amtgard, without exception.

E. Officers

1. Monarch

- a) Is responsible for the primary maintenance and leadership of the freehold.
- b) Should maintain a schedule of events for their group, and ensure that schedule is readily available to all members.
- c) May bestow awards to members of their group up to the following levels:
 - (1) Ladder awards (as defined in the Amtgard Rules of Play Award Standardization) up to the second order.
 - (2) Progressive Awards (awards that increase in rank, but do not count as Ladder awards in the Rules of Play) up to the second order.
 - (3) Monarchs may create new awards as necessary, so long as those awards do not conflict or compete with any other awards mentioned above or within the Amtgard Rules of Play.
- d) Acts as a liaison with local law enforcement, and adjudicates conflicts within their group.
- e) Each calendar month, may spend up to 10% of the balance of their group's coffers (if applicable), calculated as of the end of the prior month, for the general maintenance of the group.
- f) Should preside over all group ceremonies, functions, and Althing.
- g) Is responsible for enforcing the Amtgard Code of Conduct within their group.
- h) Shall have the power to break ties in their group's Althing unless they are directly involved in the proceedings, in which case, the Prime Minister shall break ties.

2. Prime Minister

- a) The Prime Minister is the primary record keeping officer for the freehold. They are responsible for maintaining records of the freehold's funds (if applicable) and updating awards and attendance.
- b) Shall maintain a record of the Group's coffers (if applicable), including income and expenditures.

- c) Is responsible for assisting the monarch in enforcing the Amtgard Code of Conduct within their group.
- d) Shall have the power to break ties in their group's Althing if the Monarch is involved.
- e) Each calendar month, may spend up to 10% of the balance of their group's coffers (if applicable), calculated as of the end of the prior month, for the general maintenance of the group.
- f) Shall be responsible for running the group's Althing, and for tabulating and communicating results to the group.
- g) Is responsible for entering attendance for all events held by their group into the Online Record Keeper.
- h) Is responsible for entering awards granted at their group level into the Online Record Keeper.
- i) Must be capable and legally able to handle group funds.
- j) Must have consistent internet access readily available.

3. Regent

- a) The Regent acts as the Monarch's second-in-command. The Regent is also in charge of fostering the Arts and Sciences for the freehold.
- b) Shall assist the Monarch in the exercise of their duties, and shall act in the Monarch's stead in their absence.
- c) Shall organize events to promote the Arts and Sciences (A&S) (e.g. local A&S tournaments, craft nights, etc.) within their group.
- d) May bestow the following award types up to the second order to members of their freehold: Dragon, Garber, Owl, Rose, Lion, Smith, Hydra.
- e) Shall be responsible for organizing the group's Coronation event.

4. Guildmaster of Reeves

- a) The Guildmaster of Reeves (GMR) is the head of the Reeves Guild for the group, and is responsible for ensuring the rules of play are applied fairly and accurately within their group.
- b) Shall create, provide and proctor application of reeves and corpora tests to interested parties in their group.
- c) Shall act as adjudicator of rules disputes within their group.
- d) Is responsible for enforcing the Amtgard Code of Conduct within their group.
- e) Is responsible for coordinating weapon safety in their group with the group Champion as per the Amtgard Rules of Play.

5. Champion

- a) The Champion is responsible for organizing event activities and for coordinating weapon safety within their group.
- b) Is responsible for enforcing weapon standards as per the Amtgard Rules of Play.
- c) Is responsible for planning and running battlegames for their group.

VII. Organizations/Guilds

A. Reeves Guild

1. The Reeves Guild consists of all members within the freehold that have passed a reeves test with a score of 75% or higher within the past six months.
2. Members of the Reeves Guild who are in charge of reeving a battlegame have authority over the running of battlegames as per the Amtgard Rules of Play.

VIII. Althing Functions and Procedures

A. Althings

1. Shall be run by the freehold Prime Minister, or the highest ranking officer if there is a conflict of interest.
2. Must be scheduled once a month.
 - a) If there is no business to bring before the group, no Althing is required for the month.
3. Althings must be open to all members, although only contributing members of the freehold shall be eligible to vote in the Althing.
4. Any contributing member of the freehold may place an Althing item on the agenda. Such an item must be submitted to the officer in charge of the Althing at least two weeks prior to the scheduled vote.
5. The monarch shall have the power to break ties on any Althing vote in which they are not directly involved. In this case, the Prime Minister shall have the power to break ties.
6. By joint agreement, the Monarch and Prime Minister may remove any agenda item from the ballot that they do not consider appropriate. Agenda items to remove an elected officer from office may not be removed in this manner.
7. Agenda items to remove a park officer must meet the following requirements:
 - a) Shall be initiated by a petition signed by at least 20% of the current contributing members of the freehold.
 - b) Requires a $\frac{2}{3}$ majority in order to pass.

8. In the event that an officer is removed from office for any reason, the Monarch may appoint a new officer, who must then be ratified at the next available Althing.

B. Elections

1. Elections are a special Althing during which officers of the club are voted on to take office.
2. Candidates for office must meet the following requirements:
 - a) Must be self declared.
 - b) Must be a contributing member of the freehold.
 - c) Must have signed in at freehold events at least six times in the six months prior to the election.
 - d) Must pass a Reeves Test and a Freehold Corpora test each with a score of 75% or better prior to the election.
3. Candidates who do not meet the requirements of VIII.B.2 at the time of the vote will be removed from the Althing ballot.
4. The candidate for office who receives the highest number of votes shall be considered the winner of the election.

IX. Awards

- A. Members of a freehold may not receive awards from other groups.
- B. Freehold monarchs may only grant awards to members of the freehold.
- C. Ladder awards - These awards are defined in the Amtgard Rules of Play Award Standards, and may be granted up to the second level by the freehold's monarchy.
- D. Progressive Orders - These Orders start out at zero and progress to tenth level. Attaining the next Order should require a demonstrable level of ability beyond that required for the previous Order. This does not necessarily require bettering a player's previous work so long as the work itself is sufficient to achieve the next Order. All levels must be earned consecutively. Monarchs have the discretion to award multiple levels of Orders to the same individual but all Orders must be given in sequence. Progressive Orders differ from Ladder Awards in that Masterhood in a Progressive Order does not qualify one for knighthood. These awards may be granted up to the second level by the freehold's monarchy.
 1. Hydra - Granted for qualifying for the office of Monarch or Regent.
 2. Griffin - Granted for honor and chivalry on the field.
 3. Mask - Granted for outstanding role-playing or portrayal of a persona.
 4. Flame - Granted to a group for outstanding contributions to the freehold during a given reign. May only be granted once per reign.
 5. Jovious - Granted for outstanding attitude. May only be granted once per reign.

6. Zodiac - Granted for outstanding contributions in a single month. May only be granted once per month.

X. Events

A. Regular Park Days

1. Each province must meet at least bi-weekly for the purpose of playing Amtgard, and this event should include at least one battlegame.

B. Fighter Practice

1. This is an event focused on combat, and typically does not involve class games.

C. Arts and Sciences (A&S) Events

1. This is an event focused on working on or teaching arts and sciences, and typically does not involve Amtgard combat.

D. Coronation

1. Coronation is the event at which one Monarchy's term ends, and the next Monarchy's term begins.
2. Coronation events also often involve award distribution and a feast.
3. Coronation events take place roughly every six months.

E. Midreign

1. Midreign is the event at which one Prime Minister's term ends, and the next Prime Minister's term begins.
2. Midreign events also often involve award distribution and a feast.
3. Midreign events take place roughly every six months, at the midpoint between Coronations.

APPENDIX: CHANGE LOG

9/20/18 - Added III.B.4.
Added VI.D.6.