

The Principality of the Painted Skies

of the Kingdom of Northern Lights of
Amtgard

Corpora

This Corpora is a set of regulations and procedures for which to govern and operate The Principality of the Painted Skies (with the NPO also referred to as "Amtgard Painted Skies Society") and all member lands. This is meant as a living document, continually clarified and updated, via processes contained within, for smooth and clear operation of this community. All members of the Principality are welcomed and encouraged to read, understand, and assist in making sure our Corpora is as clear and effective as possible.

This Corpora is supplemented by a set of Appendices, contained within a separate document, which contain additional information, references, policies, and procedures.

The Principality of the Painted Skies exists as a Principality under the Kingdom of Northern Lights. This Corpora provides regulations for the operation of the Principality, subject to the terms set out in the Northern Lights Corpora. When "Kingdom" is used in this document, it refers to the Kingdom of Northern Lights.

This Corpora is a governing document to be used for the players and groups that are directly sponsored by the Principality, and shall not apply to any players and groups that are not part of the Principality.

The "Official Communication Platform" as referred to in this document, shall be the primary platform for all communication and organizing for the group. This platform shall be governed according to the provisions within this Corpora regarding digital assets.

Current Principality Official Communication Platform: Principality of the Painted Skies Discord Server

Lands may designate an alternate Official Communication Platform for their land's business at their discretion. This will have no effect upon any Principality-level business.

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1. Membership

There are two categories of membership within the Principality. The requirements for a Voting Membership includes all requirements of General Membership.

1.1. General Membership

- 1.1.1. Must abide by the Amtgard Rules of Play, Amtgard International Code of Conduct, as well as this Corpora and all Appendices.
- 1.1.2. Limited to persons who have signed a waiver in the current calendar year and attend official meetings and events in groups and locations officially recognized by the Principality of the Painted Skies.
- 1.1.3. All individuals under the provincial age of majority must have their waiver signed by their parent or legal guardian.
- 1.1.4. All individuals must be a member of exactly one constituent land at a time.

1.2. Voting Membership

- 1.2.1. Must meet all requirements of General Membership.
- 1.2.2. Must sign-in and attend an in-person event at least six times in the previous six months, within the Principality of the Painted Skies.
- 1.2.3. Must be 14 years of age or older.
- 1.2.4. Must be dues-paid as per 5.3.1.

2. Lands

- 2.1. As required by agreement with the Kingdom of Northern Lights, the geographic boundaries for the Principality of the Painted Skies are defined as:
 - 2.1.1. Any constituent Northern Lights land falling within the Canadian provinces of British Columbia and Alberta.
- 2.2. Attendance class credit can be given for any Principality or member land event that meets the following criteria:
 - 2.2.1. Must be publicly announced to the membership.
 - 2.2.2. Must be open to all members, as well as the public.
 - 2.2.3. Must be approved by one of the Monarchy Officers of the group.

- 2.2.4. Should be scheduled in advance when possible, but “pop-up” spontaneous events are also allowed.
- 2.3. Bonus credits for land and Principality events are granted at the discretion of the Northern Lights Kingdom Monarch, as limited by the Northern Lights Corpora.
- 2.4. Lands shall have a certain status, taking into account their average attendances. Land status is determined by the Kingdom of Northern Lights, and cannot be directly changed by the Principality. As per the Kingdom Corpora:
- 2.4.1. Shire - Over 5 people in Average Attendance
- 2.4.2. Barony - Over 20 people in Average Attendance
- 2.4.3. Duchy - Over 40 people in Average Attendance
- 2.4.4. Average Attendance is determined by the following, and regulated by the Kingdom Corpora.
- 2.4.4.1. Official "attendance" is the average of each month over the previous twelve months.
- 2.4.4.2. Unique sign-in (Each individual sign-in counts only once per month)
- 2.4.4.3. Count local member sign-in only
- 2.4.4.4. Count from 1st day of the month, until last day, no matter how many times the park meets
- 2.4.4.5. Count sign-ins from every official local event and every official kingdom event hosted by the park (Battlegame days, fighter practice, Kingdom Weaponmaster, etc.)
- 2.5. Officers may be referred to with a title according to the status of their land.

Shire	Barony	Duchy	Principality
Sheriff	Baron/Baroness	Duke/Duchess	Prince/Princess
Regent	Regent	Regent	Regent
Champion	Champion	Champion	Champion
Prime Minister	Prime Minister	Prime Minister	Prime Minister
Guildmaster of Reeves	Guildmaster of Reeves	Guildmaster of Reeves	Guildmaster of Reeves

3. Monarchy Offices

3.1. General Information

3.1.1. Per the Amtgard Rules of Play, the Monarchy Offices of the Principality of the Painted Skies shall be made up of the following officers, each of which may only be held one at a time:

- (i) Monarch
- (ii) Regent
- (iii) Prime Minister
- (iv) Champion
- (v) Guildmaster of Reeves

3.1.2. Monarchy Officer Term Length

3.1.2.1. Terms shall be approximately six months, from the event they took office, until the end of the next event of the same name.

3.1.2.2. No member may hold the same Monarchy Office for longer than two consecutive terms.

3.1.2.2.1. Terms that are pro tempore shall not count toward this limit.

3.1.2.2.2. This limit may be waived at the land level, in the event there are no other candidates for a position, and the incumbent officer is willing to hold another term.

3.1.3. Attendance of Monarchy Officers

3.1.3.1. Monarchy Officers are required to maintain a certain level of attendance. They can miss no more than four weeks in a row or eight weeks in total during their term.

3.1.3.1.1. A land-level officer may count weeks when they have attended their home land, Principality-sponsored events, or Kingdom-level events.

3.1.3.1.2. A Principality officer may count any weeks when they have attended any Principality member lands, Principality-sponsored events, or Kingdom-level events.

3.1.4. Dues Term Extension

3.1.4.1. If a Monarchy Officer's dues would be set to expire during the length of their term, their dues-paid date shall be adjusted to match the date they assumed office.

3.1.5. Awards for Service in Office

3.1.5.1. Monarchy Officers become eligible for appropriate awards and/or titles for excellence in office on the day their term ends.

3.1.5.1.1. Members removed from office are ineligible.

3.1.5.1.2. Officers pro tempore, or officers who stepped down from their term early, may be considered on a case-by-case basis, weighing the length and quality of service.

3.1.6. Transition of Office

3.1.6.1. Outgoing officers must take every effort to ensure a smooth transition to their successor, ensuring that within two weeks of the end of their reign, all paperwork, materials, and resources of their role have been passed to the incoming officer. All paperwork and records from previous reigns must be maintained for seven years.

3.2. Requirements to run for Monarchy Office

3.2.1. Land-level officers must be at or over the provincial age of majority by the time they assume office. Principality-level officers must be nineteen years of age or older.

3.2.2. Must hold a Voting Membership by the time the declaration period closes.

3.2.3. Principality officers must have completed one term as any land-level officer.

3.2.4. Must be considered Reeve-Qualified and Corpora-Qualified at time of Election.

3.2.5. A member may only declare for one Monarchy Office position at once.

3.2.6. Some offices require reign plans presenting their priorities and intentions to the populace when declaring to run for office. Reign plans should include a general overview of any important themes, goals, strategies, and plans for the proposed reign.

3.2.6.1. Monarch

3.2.6.1.1. General direction and strategy for the reign.

3.2.6.1.2. Plan for distribution of relics/magic items.

3.2.6.1.3. Draft of an approximate calendar for the reign, to be finalized upon assuming office.

3.2.6.2. Regent

- 3.2.6.2.1. Outlines for how they intend to run Official Arts & Sciences competitions.
- 3.2.6.2.2. Examples and intentions for how they will foster the Arts & Sciences within the group.
- 3.2.6.3. Champion
 - 3.2.6.3.1. Outlines for how they intend to run Official Tournaments.
 - 3.2.6.3.2. Examples of battlegames they plan to run throughout the reign.

3.3. Officers Pro Tempore and Succession of Office

Officers pro tempore are usually temporary appointed officers that fulfill the duties of a vacant officer role. This can occur when a role is not filled in an Election, the previous officer steps down or is removed, or when a land first joins the Principality.

- 3.3.1. Officers Pro Tempore
 - 3.3.1.1. An officer pro tempore is given all the same rights and responsibilities as the relevant officer, and is removed the same way, if necessary.
 - 3.3.1.2. Land-level officers must be at or over the provincial age of majority by the time they assume office. Principality-level officers must be nineteen years of age or older.
 - 3.3.1.3. Must hold a Voting Membership.
 - 3.3.1.4. Must be willing to fulfill the duties of the office.
 - 3.3.1.5. If appointed, must be ratified by majority vote of an Althing, not to occur later than one month following appointment. If elected pro tempore, ratification is not necessary.
 - 3.3.1.6. Officers pro tempore shall hold office for the remaining term length as the office would have had, had it been filled with a regular officer.
- 3.3.2. Succession of Office
 - 3.3.2.1. Should the office of Monarch be empty at any time, the Regent shall assume the office of Monarch pro tempore.
 - 3.3.2.1.1. If the Regent is unwilling, or this office is also empty, then the position shall be offered to, in order, the group's Champion, Prime Minister, and Guildmaster of Reeves. If

the office of Monarch is still empty, the Principality Circle of Monarchs shall appoint any willing member to the position.

- 3.3.2.2. Should any office of Regent, Prime Minister, Champion, Guildmaster of Reeves, or any other office be empty at any time, the Monarch shall appoint any other eligible willing member to hold the position pro tempore. If no other members are willing, the office shall be left empty, and the Monarch shall assume its duties.

3.4. Removal from Office

- 3.4.1. Any Monarchy Officer can be impeached and removed from office by vote of an Althing, following any of the below procedures:

- 3.4.1.1. Non-compliance

- 3.4.1.1.1. If at least 20% of individuals with a Voting Membership in a group sign an impeachment petition certifying non-compliance of one or more Monarchy Officers, then an impeachment Althing will proceed.

- 3.4.1.1.2. Non-compliance is defined as any of:

- (i) non-attendance as per 3.1.3.
 - (ii) non-performance of the duties or responsibilities of the office to which they are elected.

- 3.4.1.2. Misconduct or Disciplinary

- 3.4.1.2.1. For violation of the Conduct Policy or Guidelines.

- 3.4.1.2.2. As a disciplinary action of the Principality Board of Directors against a sitting Monarchy Office member, they may be forwarded to the populace for an impeachment vote.

- 3.4.1.3. The Prime Minister shall run this impeachment Althing. If the Prime Minister is brought up for removal, the Monarch will run the Althing. If both the Monarch and the Prime Minister are being brought up for removal, then the next uninvolved individual in the Order of Precedence shall run the Althing.

- 3.4.1.3.1. If all five Monarch Office members of a group are being impeached, then the Principality Circle of Monarchs shall run the ballot.

- 3.4.1.4. An officer may also voluntarily resign, at which point the normal process for succession of office shall take place.

3.5. Monarch

The Monarch is the top officer of the group, who sets the general direction and vision for their reign. They're responsible for scheduling and decision-making.

- 3.5.1. Monarchs are in charge of organizing the group for the duration of their reign in office. They are the highest authority in their group.
- 3.5.2. Monarch Responsibilities
 - 3.5.2.1. Set the general direction for the group for the duration of their reign.
 - 3.5.2.2. Preside over and conduct all ceremonies and functions.
 - 3.5.2.3. Ensure that Althings are scheduled regularly.
 - 3.5.2.4. Publish a calendar for the reign within two weeks of taking office. This must be posted to the Official Communication Platform in any format, as long as an easily text-readable format is also posted.
 - 3.5.2.4.1. This calendar must include all scheduled Althings, Elections, Official Events, and any other pertinent dates.
- 3.5.3. The Monarch, with joint agreement of either the Prime Minister or the Guildmaster of Reeves, shall have the power to make any temporary rulings to resolve any in-game issues not covered by this Corpora. This provision does not apply to ambiguities that can be resolved through the Corpora Clarification process, as per 6.3.4.
 - 3.5.3.1. For any rulings made this way, the Corpora Committee shall create and submit a Corpora Change Proposal at the next opportunity to do so. This proposal must add Corpora text to support the ruling made by the Monarch. This Corpora Change Proposal must pass in order to ratify the Monarch's ruling.
- 3.5.4. Over the duration of their reign, in the process of fulfilling their duties and running the group, the Monarch may spend up to 20% of the group's Treasury as calculated on the day they took office, without an Althing vote being required.
- 3.5.5. Duties to Treasury
 - 3.5.5.1. At the start of their reign, the Monarch shall sign Appendix E: Fiduciary Agreement, an agreement stating their fiduciary and financial responsibility to the group.

- 3.5.5.2. The Monarch shall be held personally responsible for any funds and materials in their care, and shall make amends in the event of their loss.

3.6. Regent

The Regent is in charge of ensuring that the group has a thriving Arts & Sciences culture, driving innovation and creativity.

- 3.6.1. Regents are responsible for fostering the Arts and Sciences (A&S) culture within their group.
- 3.6.2. Shall be responsible for organizing and ensuring judges for the Official Arts & Sciences competitions during their reign. By default, they will run these events, but may designate another willing member to run this event.
 - 3.6.2.1. Land-level Regents are responsible for the Dragonmaster.
 - 3.6.2.2. The Principality Regent is responsible for the Crown Laureate Trials and Dragonmaster events.
 - 3.6.2.3. If requested, the Principality Regent shall assist land-level Regents with organizing and creating judging rubrics for their land's events.

3.7. Champion

The Champion is the officer in charge of battlegaming, tournaments, and safety for the duration of their reign.

- 3.7.1. Champions are responsible for ensuring that field activities, such as quests, battlegames, and tournaments, are run for all group meetings for the duration of their reign.
- 3.7.2. Champion Responsibilities
 - 3.7.2.1. Shall be ultimately responsible for maintaining safety and the enforcement of the rules on the field.
 - 3.7.2.2. Together with the Guildmaster of Reeves, shall ensure that all weapons and armor pieces are checked for safety and legality prior to use on the field, and re-checked periodically as needed.
 - 3.7.2.3. Shall maintain a lost-and-found for the group.

- 3.7.2.3.1. If any item turned into the lost-and-found is not claimed within 30 days, the Champion may donate, auction, or dispose of the item at their discretion.
- 3.7.2.4. Shall be responsible for organizing Official Tournaments during their reign. By default, they will run these events, but may designate another willing member to run this event.
 - 3.7.2.4.1. Land-level Champions shall be responsible for the Weaponmaster event.
 - 3.7.2.4.2. The Principality Champion shall be responsible for the Warskills, Weaponmaster, and Morrigan events.

3.8. Prime Minister

The Prime Minister shall serve as the record-keeper for all in-game matters, and assist the populace with various organizational tasks.

- 3.8.1. Land-level Prime Minister Responsibilities
 - 3.8.1.1. Maintain records within the Online Record Keeper (ORK) including:
 - 3.8.1.1.1. Awards given out by other officers during their reign.
 - 3.8.1.1.2. Attendance credits, entered within fourteen days of the event. Credits issued for entirely-online events should be indicated as such by including "online" in the event name.
 - 3.8.1.1.3. Dues-paid and waived status of members.
 - 3.8.1.2. Run all Elections and Althings, and serve as their Ballot Officer, unless otherwise noted by this Corpora.
 - 3.8.1.3. Assist and educate their populace in using the Online Record Keeper (ORK).
 - 3.8.1.4. Collect all dues, fees, and donations.
 - 3.8.1.5. Provide waivers to players and collect and maintain signed copies.
 - 3.8.1.6. Maintain accurate financial records: income, expenditures, chapter funds, and receipts for all income and expenditures.
 - 3.8.1.6.1. All records must be stored and passed on to new Prime Ministers at transitions of office. All records must be kept for seven years.

- 3.8.1.7. Prime Ministers shall post a report showing the balance of the group's Treasury, if requested to by any member.
- 3.8.2. Principality Prime Minister Duties
 - 3.8.2.1. All applicable duties of land-level Prime Ministers.
 - 3.8.2.1.1. The Principality Prime Minister shall not be directly responsible for collecting dues.
 - 3.8.2.2. May request all records held by land-level Prime Ministers, in order to perform an audit at their discretion.
 - 3.8.2.3. Chair the Corpora Committee during their reign, accepting Corpora Change Proposals, and assisting the populace in understanding the Corpora.
 - 3.8.2.4. Update a member's ORK to indicate Reeve-Certified or Corpora-Certified status within fourteen days of notification from the Principality Guildmaster of Reeves that a member has passed a respective test.
 - 3.8.2.5. Post a monthly financial report to the Official Communication Platform, showing the current sum of the Principality's Treasury.
- 3.8.3. Over the duration of their reign, in the process of fulfilling their duties and running the group, the Prime Minister may spend up to 20% of the group's Treasury as calculated on the day they took office, without an Althing vote being required.
- 3.8.4. Duties to Treasury
 - 3.8.4.1. At the start of their reign, the Prime Minister shall sign Appendix E: Fiduciary Agreement, an agreement stating their fiduciary and financial responsibility to the group.
 - 3.8.4.2. The Prime Minister shall be held personally responsible for any funds and materials in their care, and shall make amends in the event of their loss.

3.9. Guildmaster of Reeves

The Guildmaster of Reeves is the officer responsible for enforcing the rules, and fostering education and learning in the arts of the rulebook and battlegaming.

- 3.9.1. The Guildmaster of Reeves is the head reeve in charge of settling any rules disputes, making sure that all Reeves are qualified and doing their

job well, and advising the other elected officers on any rules issues they may have.

3.9.2. Land-level Guildmaster of Reeves Responsibilities

- 3.9.2.1. Work with the Monarch and Champion to ensure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 3.9.2.2. Work with the Champion in checking armor and weapons for safety and legality.
- 3.9.2.3. Work with the Monarch and Champion to rate and assign armor point values to armor.
- 3.9.2.4. Ensuring an appropriate number of Reeves at any official group event, and that the conduct of Reeves is competent and fair.

3.9.3. Principality Guildmaster of Reeves Responsibilities

- 3.9.3.1. All applicable land-level Guildmaster of Reeves responsibilities at any Principality event.
- 3.9.3.2. Reeve and Corpora Tests
 - 3.9.3.2.1. Shall be responsible for administering and grading these tests.
 - 3.9.3.2.2. Shall create new tests for the reign within two weeks of the beginning of their reign, where they fully supersede and replace the previous tests, which will no longer be considered valid.
 - 3.9.3.2.3. Must notify the Principality Prime Minister when members have become Reeve or Corpora certified within fourteen days of them doing so.

3.9.4. The Principality Guildmaster of Reeves shall be considered Reeve-Certified and Corpora-Certified until the last day of their reign, and is not required to pass the Reeve or Corpora tests.

3.9.5. Rule Clarifications

- 3.9.5.1. In the event of confusion, uncertainty, or contention over an issue involving the rulebook, the Guildmaster of Reeves shall issue a temporary binding ruling, until an official answer can be sought.
 - 3.9.5.1.1. The ruling of a local land-level Guildmaster of Reeves may be overturned by the Principality Guildmaster of Reeves.

4. Additional Offices

The Principality utilizes several additional offices that perform roles within the Principality, but are not regarded as part of the Monarchy Offices.

4.1. Discretionary Offices

- 4.1.1. Monarchy Officers shall have the power to create and appoint any office or position to delegate or perform any duty, responsibility, performance, or roleplay. An office's applicable disciplinary powers may not be delegated.
- 4.1.2. A respective Monarchy Officer retains ultimate responsibility for fulfilling all requirements and duties of their office, and noncompliance of a delegate shall be considered noncompliance of the officer.
- 4.1.3. Discretionary Offices may have no power that overrides any provision of this Corpora.
- 4.1.4. Discretionary Offices may be created at either the Principality or land level, and these shall exist independently.
- 4.1.5. Discretionary Offices are generally created and maintained at the will of the issuing Monarchy Officer. Two types shall exist:
 - (i) Temporary Discretionary Office: unless specifically reinstated, these will expire at the end of the issuing officer's term in office.
 - (ii) Persistent Discretionary Office: these will persist until specifically terminated by the Monarch.
- 4.1.6. Examples of Discretionary Offices that are commonly used by the Principality shall follow. These offices are usually not required at the land level, but may be used if desired.
 - (i) Chief Scribe - Coordinator of art and design for awards.
 - (ii) Herald - Coordinator of marketing, promotion, and communication for the Principality.

4.2. Class Guildmasters

Class Guildmasters are responsible for fostering knowledge and skill in their designated class, showing the strength and possibilities of its playstyles. These individuals should be great mentors and guides to newer players starting to explore a class.

- 4.2.1. Requirements to run for Class Guildmaster

- 4.2.1.1. Must hold a Voting Membership by the time the declaration period closes.
- 4.2.1.2. Must be a member of the relevant Class Guild at time of declaration.
- 4.2.2. Term length for Class Guildmasters shall be approximately six months, from the event they took office, until the end of the next event of the same name.
- 4.2.3. Class Guildmasters are primarily intended as Principality level offices, but may be created at the land level at the discretion of the land's Monarch.
- 4.2.4. Class Guildmaster Responsibilities
 - 4.2.4.1. Act as a welcoming representative and exemplar of their class.
 - 4.2.4.2. Mentor new players and promote class identity.
 - 4.2.4.3. Coordinate with the Guildmaster of Reeves to teach Amtgard rules as they apply to the class.
 - 4.2.4.4. Ensure guild members follow class rules and mechanics accurately and fairly in gameplay.
 - 4.2.4.5. Recommend players for consideration as a Paragon of the class.

4.3. Guildmaster of Fletchers

The Guildmaster of Fletchers shall serve as a representative and exemplar of safe and skilled arrow construction

- 4.3.1. Eligibility requirements to run for Guildmaster of Fletchers
 - 4.3.1.1. Must be at least nineteen years of age.
 - 4.3.1.2. Must hold a Voting Membership by the time the declaration period closes.
 - 4.3.1.3. Must be a member of the Guild of Fletchers at time of declaration.
- 4.3.2. Term length for the Guildmaster of Fletchers shall be approximately one year, from the event they took office, until the end of the same-named event after next.
- 4.3.3. If this office is vacant for any reason, the Principality Monarch shall appoint an eligible member to hold the position pro tempore.
- 4.3.4. Guildmaster of Fletchers Responsibilities
 - 4.3.4.1. Serve as a representative and exemplar of safe and skilled arrow construction.

- 4.3.4.2. Ensure members adhere to guild standards and safe practices.
- 4.3.4.3. Advise the monarchy on matters of arrow safety.
- 4.3.4.4. Create, administer, and grade the Fletcher's written and construction tests.
- 4.3.4.5. Provide an up-to-date membership list to the Principality Prime Minister.

4.4. Quartermaster

- 4.4.1. Eligibility requirements for Quartermaster
 - 4.4.1.1. Must be at least nineteen years of age.
 - 4.4.1.2. Must hold a Voting Membership.
- 4.4.2. The Quartermaster position shall function as a Persistent Discretionary Office created by the Principality Monarch, as per 4.1.
- 4.4.3. The Quartermaster is appointed and removed only by the Principality Monarch.
- 4.4.4. Quartermaster Responsibilities
 - 4.4.4.1. Tracking and maintaining the Principality's physical assets.
 - 4.4.4.2. Establishing and coordinating agreements with individuals who store Principality property and equipment. These agreements shall allow for rights and access for Principality use of this property. These must all be recorded indefinitely and made available to the Monarch upon request.

5. Operations

5.1. Althings

The Althing is a meeting of the group's members used to discuss and conduct business related to the group. Althings are followed by a period wherein eligible members may vote on various issues and proposals.

- 5.1.1. General Information
 - 5.1.1.1. Regularly scheduled Althings shall be held once a month, but may be cancelled if no items are added to the docket.
 - 5.1.1.2. An irregularly scheduled Althing may be called with two weeks' notice by the Monarch or Prime Minister.

- 5.1.1.3. Althings may be used for discussing matters of group business.
 - 5.1.1.3.1. Discuss and establish rules or policies for the group that do not conflict with the Amtgard Rules of Play, or any other agreement or contract.
 - 5.1.1.3.2. Discuss and vote on major expenditures of the group's Treasury.
 - 5.1.1.3.3. Discuss the future of the group and its priorities.
 - 5.1.1.3.4. Individual sections of this Corpora may be temporarily overridden by Althing vote. Althing items which contradict the Corpora must include language about which sections of the Corpora are being temporarily altered by the item, and the duration that the temporary alternate procedure will remain in place.
- 5.1.1.4. Any member may propose an item or topic of discussion via the Official Communication Platform.
 - 5.1.1.4.1. A proposed item must be added to the docket for the next Althing unless the Prime Minister determines that the same issue was previously discussed at an Althing within the preceding six months.
 - 5.1.1.4.1.1. Officer impeachment votes can never be removed from the docket using this provision.
 - 5.1.1.4.2. All new items must be added to an Althing's docket by eight days prior to the date of the Althing. Any items submitted past this date shall be added to the next upcoming Althing.
- 5.1.1.5. One week prior to an Althing, a list of all items on the Althing's docket, along with all voting items, must be posted to the Official Communication Platform.
- 5.1.1.6. Althings may be held in-person or virtually, synchronously or asynchronously, at the discretion of the Prime Minister.
 - 5.1.1.6.1. If an Althing is held in-person, provisions must be made for members to participate virtually as well.
- 5.1.1.7. At the conclusion of the Althing, a two week voting period shall open, during which eligible voters may cast ballots on any voting items on the Althing's docket.

- 5.1.1.7.1. The voting period is run by a Ballot Officer, which is the individual or group running the Althing. This shall by default be the Prime Minister, unless otherwise specified by this Corpora.
- 5.1.1.7.2. Unless otherwise noted, all members holding a Voting Membership at the time the Althing may cast ballots for all voting items in group Althings.
- 5.1.1.7.3. The Ballot Officer will announce the time, on the last day of the voting period, that the Althing will close and all votes will be finalized.
- 5.1.1.7.4. Votes shall be primarily cast via virtual online ballot (Google Forms or similar). Physical ballots may also be submitted to the Ballot Officer, as able and required.
 - 5.1.1.7.4.1. The Ballot Officer shall be responsible for creating and publishing a virtual online ballot, to facilitate the voting period.
- 5.1.1.7.5. All ballots shall include an “Abstain” option for all voting items, whereby a voting member may waive their participation in a particular vote.
- 5.1.1.7.6. Unless otherwise noted by this Corpora, the passing threshold for voting items shall be simple majority. An appropriate method of ranked-choice voting should be used when possible, as determined by the Ballot Officer.
 - 5.1.1.7.6.1. In the case of a tie for any voting item, the group's Monarch shall cast a second vote to break the tie. If the Monarch is involved in the topic of the voting item (such as their Election, or a disciplinary vote) then the next uninvolved individual in the Order of Precedence shall break the tie.
- 5.1.1.7.7. Following the completion of the voting period, the Ballot Officer must post all voting results to the Official Communication Platform within one week.

Althing Calendar:

Day -8: Final day for new items

Day -7: Agenda of topics and voting items posted

Day 0: Althing and voting period opens
Day 14: Voting period closes
Day 21: Latest date that results must be posted

5.2. Elections

Elections are used to elect new officers, and are run as a form of special Althing, whereby the candidates have an opportunity to discuss their plans and priorities, followed by a voting period where they are elected by the populace.

5.2.1. Elections are considered special Althings, and function as per 5.1.

5.2.1.1. Each office position up for Election shall be a voting item for this Election Althing.

5.2.1.1.1. Election voting ballots shall additionally contain a “No Confidence” option for each candidate. If this option wins the Election, then the position is left unfilled, and may be filled according to the regular Succession of Office procedures, as per 3.3.2.

5.2.2. Declarations for Elections

5.2.2.1. Four weeks prior to the Election Althing, any eligible member who meets the respective requirements may declare their intent to run for an office that is up for Election, by posting to the Official Communication Platform.

5.2.2.2. Declarations shall close fifteen days prior to the Election Althing. The Election docket, with all valid candidates, must be posted seven days prior to the Election.

5.2.2.3. For positions requiring a reign plan, declarants must post their reign plan to the Official Communication Platform before the end of the final day of declarations.

5.2.2.4. If a current Monarchy Officer decides to run for a different Monarchy Office position, they should resign two weeks prior to the Election except in the event their term ends before or on the same day they would assume the new office.

5.2.3. Regular Elections

5.2.3.1. Elections for the positions of Monarch, Regent, and Champion shall occur five weeks prior to Coronation.

- 5.2.3.1.1. The Prime Minister shall run this Election.
- 5.2.3.2. Elections for the positions of Prime Minister, Guildmaster of Reeves, Class Guildmasters, and Guildmaster of Fletchers shall occur five weeks prior to Midreign.
 - 5.2.3.2.1. In the case the current Prime Minister is running for any position in the Election, a split Election shall be run. The group's Monarch shall run the current Prime Minister's Election, while the Prime Minister shall run the others.
 - 5.2.3.2.2. Only members of the respective Class Guild may cast votes for a Class Guildmaster.
 - 5.2.3.2.3. Only members of the Guild of Fletchers may cast votes for the Guildmaster of Fletchers.

Election Calendar:

- Day -28: Declarations open
- Day -15: Declarations close
- Day -7: List of candidates is posted
- Day 0: Election and voting period opens
- Day 14: Voting period ends
- Day 21: Latest date that results must be posted
- Day 35: Coronation/Midreign event

5.3. Dues and Treasury

Dues are payments made by members to support the group and gain additional privileges. The Treasury refers to the sum of wealth of the group, used to support the running of the group, while being funded from dues, fundraising, and other sources.

5.3.1. Dues

- 5.3.1.1. Dues shall be set at \$20 CAD for a period of six months.
- 5.3.1.2. Dues are paid to a group's local Prime Minister.
- 5.3.1.3. Two weeks prior to each Coronation event, payments shall be transferred between groups in accordance with this Corpora.
 - 5.3.1.3.1. 50% of each dues payment, valued at \$10, shall be kept by the land's treasury.

5.3.1.3.2. 25% of each dues payment, valued at \$5, shall be remitted to the Principality.

5.3.1.3.3. 25% of each dues payment, valued at \$5, shall be remitted to the Kingdom of Northern Lights.

5.3.2. Treasury

5.3.2.1. The Treasury holds the group's funds, and is entrusted to the care of the group's Prime Minister.

5.3.2.2. Expenditures may be funded by the Treasury, following a successful Althing vote. Unless where otherwise allowed by this Corpora, no amount may be withdrawn from the Treasury without an Althing vote.

5.3.2.3. The Principality BOD Treasurer shall be required to renew any requisite paperwork to maintain the legal status of the group, and may use Principality funds to do so, without requiring an Althing.

5.3.2.3.1. The Treasurer must communicate this expenditure with the Principality Prime Minister, so that it may be recorded.

5.4. Reeve-Certified

Members who are Reeve-Certified can be trusted to have a foundational knowledge of the Amtgard Rules of Play, and can be granted the responsibility to act as a Reeve during battlegames or tournaments.

5.4.1. Members become Reeve-Certified upon passing the applicable Reeve Test for the current reign. A score of at least 75% is required to pass. Reeve-Certification lasts for six months following the date the test is passed. At the end of this period, another test must be passed to renew this status.

5.5. Corpora-Certified

Members who are Corpora-Certified have demonstrated a foundational level of knowledge about the Principality Corpora.

5.5.1. Members become Corpora-Certified upon passing the applicable Corpora Test for the current reign. A score of at least 75% is required to pass. Corpora-Certifications lasts for six months following the date the test is

passed. At the end of this period, another test must be passed to renew this status.

5.6. Corpora Revision

- 5.6.1. During Althings that occur alongside regularly scheduled Elections (Coronation and Midreign events), Corpora Change Proposals may be submitted for consideration by the populace.
 - 5.6.1.1. All sections of the Corpora may be modified by submitted proposals. Appendices to this Corpora may also usually be modified in the same way, unless otherwise specified by conditions within the Appendix in question.
- 5.6.2. These proposals must contain the Corpora text to be changed as well the intent, reasoning, and summary of the change.
- 5.6.3. Prior to the submission deadline for the Althing, proposals must:
 - 5.6.3.1. Be posted to the Official Communication Platform in PDF format.
 - 5.6.3.2. Have been approved by the Corpora Committee for legality and compatibility.
- 5.6.4. If voted in at Althing, the proposal shall be incorporated into the Corpora and published within four weeks.

6. Official Organizations

6.1. Board of Directors

- 6.1.1. The Board of Directors serves as the legal entity representing the Principality of the Painted Skies. It shall maintain and operate the corporate offices of the organization and ensure that all operations comply with the laws of the jurisdictions in which the Principality operates. The Board is responsible for managing the accounting of Principality funds, tax status, and liabilities, and acts as the official authority for any external dealings or contracts entered into on behalf of the Principality.
- 6.1.2. The Board of Directors will have no power to alter this Corpora.
- 6.1.3. The Board of Directors shall consist of not less than five nor more than eleven Directors, the specific number to be set by resolution of the Board.
 - 6.1.3.1. This Board shall be composed of not less than three nor more than nine directly elected Board members.

- 6.1.3.2. Members wishing to serve on the Board of Directors must meet the following criteria to declare their intent to run for this position.
 - 6.1.3.2.1. Must be at least nineteen years of age by the time they would assume the position.
 - 6.1.3.2.2. Must hold a Voting Membership.
 - 6.1.3.2.3. The length of service in office will be one year with staggered elections. 50% of members (rounded down) will be elected in conjunction with Winter Midreign, 50% of members (rounded up) will be elected in conjunction with Summer Midreign. New Board of Directors members will take office at the respective events.
 - 6.1.3.2.4. Individuals interested in serving on the Board of Directors may also hold elected positions. However, Board members cannot simultaneously serve as the Principality Monarch or Principality Prime Minister. If a Board member is elected to either of these roles, they must resign from the Board. Aside from these two exceptions, serving on the Board of Directors does not conflict with any other elected positions or duties.
- 6.1.3.3. The remaining two members shall be the Principality Monarch and Principality Prime Minister, who shall both serve as members for the duration of their terms in office.
- 6.1.4. The Board of Directors shall meet to discuss business not less than once every three months.
- 6.1.5. The Board of Directors shall elect the following corporate officers from among its members. These officers may not be selected from the Principality Monarch nor Principality Prime Minister.
 - 6.1.5.1. Chair – Responsible for scheduling meeting dates and locations, preparing agendas, presiding over meetings, and other duties as identified in this Corpora or the Board bylaws.
 - 6.1.5.2. Vice Chair – Shall assume the role of Chair in all capacities should the Chair be absent or unable to fulfill their duties.
 - 6.1.5.3. Secretary – Shall work with the Treasurer under the authority of the Board of Directors to handle all corporate business with all government entities. Must record and post the Minutes of all Board of Directors meetings to the Official Communication Platform within four weeks of the meeting.

- 6.1.5.3.1. Meeting Minutes – The official written record of a meeting, summarizing attendance, discussions, motions, decisions, and assigned actions, which becomes part of the organization's permanent records upon approval.
 - 6.1.5.4. Treasurer – shall maintain an accurate record of all Society income and expenditures, specifically in the case of government audits. Will be required to work closely with the Principality Prime Minister in these areas.
 - 6.1.5.4.1. The Treasurer shall be listed on the Principality's bank account.
 - 6.1.5.4.2. The Treasurer shall audit the Principality financial records and confirm the disbursement required by the Corpora.
 - 6.1.5.4.3. At the start of their term, the Treasurer shall sign Appendix E: Fiduciary Agreement, a contract acknowledging their fiduciary duty to the Society. Each Treasurer is personally accountable for the funds in their care and must make restitution for any missing funds.
 - 6.1.5.4.4. Within fourteen calendar days after the end of their term, the outgoing Treasurer must ensure a complete and secure handoff to the incoming Treasurer, including the transfer of all relevant materials including but not limited to: financial records, lockboxes, bank information, due dates, account passwords.
- 6.1.6. The Board of Directors shall collaborate with the Principality Monarch and Principality Prime Minister on matters involving government agencies, institutions, and legal compliance.
- 6.1.7. A signature from at least one of the BOD officers is required on all legally binding documents.
- 6.1.8. Regular scheduled Board of Directors meetings must be open to all members. The Board of Directors may schedule additional closed meetings, however the minutes of these meetings must be posted to the Official Communication Platform and made available to the populace within four weeks of that meeting.
- 6.1.9. The Board of Directors has no status in the Order of Precedence and unless otherwise specified, no jurisdiction over Principality internal group functions.

- 6.1.10. Members of the Board of Directors may be impeached for non-compliance following the same procedure used for Principality Officers, as per 3.4.1.1.

6.2. Circle of Monarchs

The Circle of Monarchs is one of the governing bodies of the Principality, consisting of the leaders of all member lands. It helps make decisions relating to the membership and overall structure of the group.

- 6.2.1. The Principality Circle of Monarchs shall consist of the Monarchs of each constituent land of the Principality, as well as the Principality Monarch.
- 6.2.2. Meetings
 - 6.2.2.1. The Circle of Monarchs must hold a regularly scheduled meeting either during, or within fourteen days of, each Principality Coronation and Midreign event. This meeting may be in-person or virtual.
 - 6.2.2.1.1. If a meeting is held in-person, provisions must be made for members to participate virtually as well.
 - 6.2.2.2. The Principality Monarch may call for an unscheduled meeting with at least fourteen days notice.
- 6.2.3. Voting Process
 - 6.2.3.1. At meetings, every Land Monarch, whether present or by proxy, shall have one vote on each issue.
 - 6.2.3.2. All voting items shall pass with simple majority, unless otherwise noted. If able, an appropriate method of ranked choice voting should be used.
 - 6.2.3.3. The Principality Monarch does not normally cast a vote. However, in the event of a tie, the Principality Monarch shall cast a vote to break the tie.
- 6.2.4. Powers of the Circle of Monarchs
 - 6.2.4.1. Running Althings and Elections
 - 6.2.4.1.1. As per various sections of this Corpora, the Principality Circle of Monarchs may periodically be called upon to run an Althing or Election.
 - 6.2.4.1.2. If the Circle of Monarchs is required to run an Althing or Election, they shall appoint one or more of their members

to create the ballot and post all relevant information. This appointed individual(s) shall serve as the Ballot Officer for any votes. If multiple individuals are appointed, they shall share this responsibility.

6.2.4.1.3. The Circle of Monarchs may run Althings or Elections at either a land or Principality level, whenever specified as per this Corpora.

6.2.4.2. Acceptance of new lands

6.2.4.2.1. Should a petitioning land of the Kingdom of Northern Lights meet all requirements, the Circle of Monarchs shall vote to accept the land into the Principality.

6.2.4.3. Removal of lands

6.2.4.3.1. Should a land fail to maintain the requirements stated within this Corpora and/or at the recommendation of the Principality Monarch, the Circle of Monarchs may vote to remove a land from the Principality. Approval by 2/3rd of a Principality Althing is also required. Both the Circle of Monarchs and Althing decision must agree before a land is removed from the Principality.

6.2.4.4. Actions Required by Kingdom

6.2.4.4.1. Should any situation arise where action is required of the Principality, in order to maintain its standing with the Kingdom of Northern Lights, the Circle of Monarchs, by majority vote, may take any action that is required.

6.2.4.5. Actions towards Formation of Kingdom

6.2.4.5.1. By majority vote, the Circle of Monarchs may take any action as required by AICOM or AIBOD along the path to the Principality becoming a new Kingdom.

6.3. Corpora Committee

The Corpora Committee exists to host and manage the Principality Corpora, ensuring a high level of quality and clarity to this document. Their primary responsibility is to ensure that all sections of this Corpora are consistent, legal, and valid within the requirements set by the Kingdom Corpora. Secondly, they will be responsible for clarifying any uncertainty that arises with interpretation of this document.

- 6.3.1. The Corpora Committee shall consist of a number of volunteers, appointed by the Principality Monarch.
 - 6.3.1.1. These members may be appointed at any time, and their appointment stands until specifically removed by the same or any future Principality Monarch.
 - 6.3.1.2. It is suggested that these members are very familiar with the Corpora, and the intent and precedence behind its provisions.
 - 6.3.1.3. The current Principality Prime Minister shall chair this committee for the duration of their reign, being responsible for bringing issues up for consideration.
- 6.3.2. This Committee shall be responsible for preparing, updating, and publishing a publicly-accessible and readable version of this Corpora.
- 6.3.3. The Corpora Committee may, at their discretion, voluntarily update the Corpora at any time to make nonmaterial changes to correct errors in numbering, spelling, or grammar. No material or functional changes may be made using this provision.
- 6.3.4. Corpora Clarification
 - 6.3.4.1. If contention over any ambiguity or uncertainty about the Corpora arises, the Principality Prime Minister shall invoke this Committee to deliberate the issue, and deliver a clarification to the populace.
 - 6.3.4.2. The Committee should consider precedence, implied intent, and context in order to determine the optimal clarification.
 - 6.3.4.3. The original authors of the Corpora sections under examination may be contacted, and their intent also utilized in the Committee's decision.
 - 6.3.4.4. The Committee should come to a consensus agreement on a clarification to be issued. If consensus is unable to be reached, the Principality Prime Minister shall determine the majority opinion, and publish the clarification.
 - 6.3.4.5. Once issued, a clarification shall be binding.
 - 6.3.4.6. The Committee may draft and submit a Corpora Change Proposal at the next opportunity to do so. This proposal should modify any text needed to support the clarification and reduce confusion or ambiguity.
- 6.3.5. Corpora Change Proposals

- 6.3.5.1. The Committee shall make itself available to authors of Corpora Change Proposals, and assist in ensuring that all proposals are drafted with appropriate and specific formal language, consistent with the style of the Corpora. Proposals should be free of spelling and grammar mistakes, and easily understood by the populace.
- 6.3.5.2. All submitted Corpora Change Proposals must be reviewed by this Committee prior to being considered by the populace.
- 6.3.5.3. The role of the Committee in reviewing proposals is only to ensure the use of appropriate and specific language, as well as compliance with all other Corpora sections, the Kingdom Corpora, and all other contracts and legal requirements.
- 6.3.5.4. The Principality Board of Directors shall be consulted on any instance where there is concern over the legality or contract implications of a proposal.
- 6.3.5.5. The Committee should come to a consensus agreement on any necessary changes to the proposal, followed by issuing approval. If consensus is unable to be reached, the Principality Prime Minister shall determine the majority opinion, and modify/approve the proposal.
 - 6.3.5.5.1. This vote is not on the intent and merit of the proposal, but purely on the language, legality, and compatibility.
- 6.3.6. Corpora Updates Required by Kingdom
 - 6.3.6.1. If the Principality Prime Minister is informed by the Kingdom of Northern Lights that the Kingdom Corpora has changed in some way that affects the way the Principality shall function, then they shall direct this Committee to review the issue.
 - 6.3.6.2. All changes to the Kingdom Corpora shall be reviewed and determined to what extent the Principality Corpora will be required to change in order to stay compliant.
 - 6.3.6.3. The Committee shall, by consensus agreement, modify the Principality Corpora to bring it into compliance. If consensus is unable to be reached, the Principality Prime Minister shall determine the majority opinion, and implement the changes.
 - 6.3.6.4. These changes are not required to be voted on by the Principality populace, as they shall be considered an essential requirement of the group's existence, and thus mandatory. Corpora sections modified in this manner may still be changed through regular

Corpora Change Proposals, once ensured to still be compliant with Kingdom requirements.

6.4. Guild of Fletchers

The Guild of Fletchers exists to:

Ensure arrows and related equipment are constructed safely for participants and bystanders.

Educate new and prospective fletchers in proper techniques and best practices.

Maintain standards of craftsmanship, safety, and adherence to the Rules of Play and this Corpora.

- 6.4.1. The Guild of Fletchers shall consist of all members that have passed a Fletcher's written test with a score of 75% or higher within the last six months, and passed the Fletcher's arrow construction test demonstrating safe and proper techniques.
- 6.4.2. Pass the Fletcher's written test with a score of 75% or higher within the last six months.
- 6.4.3. Pass the Fletcher's arrow construction test demonstrating safe and proper techniques.

6.5. Class Guilds

- 6.5.1. Each Class Guild shall consist of all eligible members within the Principality that meet the specified criteria.
- 6.5.2. A member may be part of as many Class Guilds as they meet the respective criteria for.
- 6.5.3. One of the following criteria:
 - (i) Have received a credit in the class in the past six months.
 - (ii) Have achieved level six in the class.
 - (iii) Be a Paragon or Master of the class.

6.6. Reeves Guild

- 6.6.1. The Reeves Guild shall consist of all currently Reeve-Certified members of the group.

- 6.6.2. Members of the Reeves Guild may act in their capacity as a Reeve during battlegames, if designated so by the gamerunner and/or group Champion.
- 6.6.3. Reeves have the following responsibilities and privileges during battlegames, at the discretion and direction of the gamerunner and group Champion.
 - 6.6.3.1. Ensure that games are safe to participants and bystanders.
 - 6.6.3.2. Ensure that all participants understand and follow the rules and format of the battlegame.
 - 6.6.3.3. Ensure that all play is honest and fair, and in keeping with the Amtgard Rules of Play, the Amtgard Code of Conduct, and this Corpora.
 - 6.6.3.4. Educate players who have uncertainty over the rules or game mechanics.
 - 6.6.3.5. Issue rulings on uncertain or contentious rules interactions that arise during the flow of play.
 - 6.6.3.5.1. As per the Amtgard Rules of Play, on the battlefield, a Reeve's decision is final and binding. Any standing uncertainty or contention shall be settled after the completion of the battlegame.

7. Official Events

7.1. Coronation/Midreign Events

Coronation and Midreign events represent the point where the Monarchy Offices change reigns, on an alternating six month schedule.

- 7.1.1. Coronation
 - 7.1.1.1. Coronation is the event where the newly elected Monarch, Champion, and Regent assume office. One reign begins as the previous reign ends.
 - 7.1.1.2. Spring Coronation
 - 7.1.1.2.1. Principality Spring Coronation must occur within the month of May, while land-level Spring Coronations must occur within the three weeks prior to this.

- 7.1.1.2.2. Principality Spring Coronation shall be hosted as an annual campout event, that is selected via the bidding process in 7.1.3.
 - 7.1.1.3. Fall Coronation
 - 7.1.1.3.1. Principality Fall Coronation must occur within the month of November, while land-level Fall Coronations must occur within the three weeks prior to this.
 - 7.1.1.3.2. Fall Coronation is usually a day event, but may be hosted as any other type of event at the discretion of the Monarchy Officers.
 - 7.1.2. Midreign
 - 7.1.2.1. Midreign is the event where newly elected Prime Minister and Guildmasters assume office.
 - 7.1.2.2. Midreign is usually a day event. Principality Midreign events shall be hosted at any one land, chosen at the discretion of the Monarchy Officers.
 - 7.1.2.3. Principality Summer Midreign must occur within the month of August, while land-level Summer Midreigns must occur within the three weeks prior to this.
 - 7.1.2.4. Principality Winter Midreign must occur within the month of March, while land-level Winter Midreigns must occur within the three weeks prior to this.
 - 7.1.3. Bid Process for Spring Coronation
 - 7.1.3.1. Bids for the next Spring Coronation open on the last day of the current event and remain open for four weeks.
 - 7.1.3.2. A two week evaluation period follows the close of bidding.
 - 7.1.3.3. The Principality Monarchy Officers shall select the winning bid by majority vote within two weeks of review.
 - 7.1.3.4. Bids will be evaluated to ensure they include all required information, as per 7.1.4.
 - 7.1.3.5. Issues may be resolved by reaching out and collaborating with the bid authors to make edits.
 - 7.1.3.6. If major issues remain unresolved (safety, fiduciary, or event structure), the Monarchy Officers may amend the bid by majority vote.

- 7.1.3.7. All bids must undergo a financial review by the Monarchy Officers and the Board of Directors.
- 7.1.3.8. Upon financial approval, funds are released to the autocrat(s) one month prior to the event, following signature of the Appendix E: Fiduciary Agreement by the Autocrat(s), applicable Gate-Crat(s), and any other individuals who will be involved in handling money.
- 7.1.3.9. Any additional funding must be approved by Althing.
- 7.1.4. Bid Requirements
 - 7.1.4.1. Proposed dates, location, site features, any attendance limits, access, and camping provisions.
 - 7.1.4.2. A list of event organizers, including at minimum an Autocrat and Gate-Crat, with potential for a Food-Crat, War-Crat, Med-Crat, Green-Crat, A&S-Crat, etc.
 - 7.1.4.3. Information on proposed theming if present, activities, and an idea of a potential schedule.
 - 7.1.4.4. A proposed budget, showing expected expenditures, revenue, and break-even points.

7.2. Tournaments and Competitions

Tournaments and Competitions are a core part of Amtgard, a showcase of skills across the lands. The formats for official events are described here, with specific details required to be posted a month before the event occurs. Any number of other events may occur, that may be organized and run in any manner.

- 7.2.1. General Information
 - 7.2.1.1. Four weeks prior to all Official Events, an announcement should be posted to the Official Communication Platform with full event details, including categories, format, schedule, scoring, and other rules.
 - 7.2.1.2. All tournaments and competitions shall be open to any member unless a restriction is explicitly noted.
 - 7.2.1.3. Official Events:
 - 7.2.1.3.1. Arts & Sciences Competitions

- 7.2.1.3.1.1. The Principality shall run a Dragonmaster and the Crown Laureate Trials.
- 7.2.1.3.1.2. Lands shall run a Dragonmaster only.
- 7.2.1.3.2. Fighting Tournaments
 - 7.2.1.3.2.1. The Principality shall run a Weaponmaster, the Warskills, and the Morrigan.
 - 7.2.1.3.2.2. Lands shall run a Weaponmaster only.
- 7.2.1.3.3. Other competitions and tournaments may be run by officers, event crats, or any other individual. These are not considered Official Events and these organizers may run their events with categories, format, and scoring at their discretion.

7.2.2. Arts and Sciences Competitions

7.2.2.1. Dragonmaster

- 7.2.2.1.1. The Dragonmaster competition must be held once per reign, no later than three weeks before Coronation.
- 7.2.2.1.2. Participants shall submit entries as per the standard scoring categories and matrix found in Appendix B: A&S Standard Categories and Scoring.
- 7.2.2.1.3. Items may be entered in one land-level and one Principality-level Dragonmaster.
- 7.2.2.1.4. In order to qualify to win this event, participants must reach the following requirements:
 - (i) Principality or Duchy: 5 entries across 3 divisions.
 - (ii) Barony: 3 entries across 2 divisions.
 - (iii) Shire: 2 entries across 2 divisions.
- 7.2.2.1.5. The overall winner holds the title of “Dragonmaster” of the group until the next Dragonmaster event occurs.

7.2.2.2. Crown Laureate Trials

- 7.2.2.2.1. The Crown Laureate Trials must be held once per reign, no later than three weeks before Coronation.

- 7.2.2.2.2. Appendix B: A&S Standard Categories and Scoring serves as an optional guide but is not mandatory for this event. The event organizer is encouraged to utilize a format of their choice, with categories and scoring at their discretion.

7.2.2.3. Invalid Entries

- 7.2.2.3.1. The host of an Arts and Sciences event may declare entries invalid.
- 7.2.2.3.2. Entries that are less than 80% original work from the submitter are considered invalid. This may include:
 - (i) Plagiarized works.
 - (ii) Unmodified purchased items.
 - (iii) Items crafted by third-party artisans.
 - (iv) Unmodified items created by Generative AI.
- 7.2.2.3.3. Entries may also be declared invalid for the following reasons:
 - (i) Items previously entered into a competition of the same name at the same level.
 - (ii) Consumable items improperly stored or otherwise deemed unsafe to consume by the tournament host.
- 7.2.2.3.4. The tournament host and local Regent are responsible for verifying originality and must complete investigations within one week after the event.
- 7.2.2.3.5. Proof of invalidity must be documented and submitted to the Principality Prime Minister.
- 7.2.2.3.6. Verified violations result in disqualification and a six month suspension from entering any Arts & Sciences events at any level.

7.2.3. Fighting Tournaments

- 7.2.3.1. These are usually single-day events.
- 7.2.3.2. Must be open to all members, unless otherwise noted.
- 7.2.3.3. Standard Scoring and Format:
 - 7.2.3.3.1. The format shall be a 1v1, using Ditch rules.

7.2.3.3.2. Ranking may be determined by bear pit kills or in a two step tournament with pits to determine seeding in a playoff bracket.

7.2.3.3.3. When possible, streaks should be tracked within each category, and also continue across categories.

7.2.3.3.4. Simultaneous kills in any bout shall count as both combatants losing the fight.

7.2.3.3.5. Standard per category scoring: 1st = 5 points, 2nd = 3 points, 3rd = 2 point, 4th = 1 points, 5th = 0.5 points.

7.2.3.3.6. Ties:

7.2.3.3.6.1. Tied Category:

7.2.3.3.6.1.1. The tied combatants shall fight in the tied category. The first combatant to win three matches within the tiebreaker set wins the tie.

7.2.3.3.6.2. Tied Overall Event:

7.2.3.3.6.2.1. The tied combatants shall fight one match in each of the following, where the winner of two of the three bouts wins the tie.
Simultaneous kills will be refought.

(i) Single Sword - one short melee weapon

(ii) Florentine - two short melee weapons

(iii) Sword and Shield - one short melee weapon, up to one small or medium shield

7.2.3.4. Weaponmaster

7.2.3.4.1. Weaponmaster tournaments must be held once per reign, no later than three weeks before Coronation.

7.2.3.4.2. This format shall consist of at least the following categories:

(i) Single Sword - one short melee weapon

(ii) Florentine - two short melee weapons

(iii) Sword and Shield - one short melee weapon, up to one small or medium shield

(iv) Open - one or two melee weapons, up to one shield of any size

(v) One the following categories:

- Closed - one or two melee weapons and up to one shield of any size. Weapon types used in Open may not be used in Closed. If a shield was used in Open, no shield may be used in Closed. A single short melee weapon may always be used.
- Great weapon
- Great sword - Great weapon under 6ft

7.2.3.4.3. This event must follow the Standard Scoring and Format, as per 7.2.3.3.

7.2.3.4.4. The overall winner of this tournament shall hold the title of "Weaponmaster" of the group, until the next Weaponmaster tournament occurs.

7.2.3.5. Warskills

7.2.3.5.1. Warskill events must be held once per reign, no later than three weeks before Coronation.

7.2.3.5.2. The tournament should include 4-5 of the following categories, at the discretion of the tournament organizer:

(i) Single Sword - one short melee weapon

(ii) Florentine - two short melee weapons

(iii) Sword and Shield - one short melee weapon, up to one small or medium shield

(iv) Great - one great melee weapon

(v) Greatsword - one great melee weapon 6ft or less in length

(vi) Open - one or two melee weapons, up to one shield of any size

(vii) Closed - one or two melee weapons and up to one shield of any size. Weapon types used in Open may not be used in Closed. If a shield was used in

Open, no shield may be used in Closed. A single short melee weapon may always be used.

- 7.2.3.5.3. Categories, format, and scoring is at the discretion of the event organizer, but may otherwise follow the standard as set out in 7.2.3.3.

7.2.3.6. Morrigan Tournament

- 7.2.3.6.1. The Morrigan Tournament is only open to players who identify as women or gender minorities.

- 7.2.3.6.2. This event shall be held once per reign and must be scheduled to not conflict with any other Official Event.

- 7.2.3.6.3. The tournament should, at minimum, include the following events:

(i) Single Sword - one short melee weapon

(ii) Florentine - two short melee weapons

(iii) Sword and Shield - one short melee weapon, up to one small or medium shield

(iv) Open - one or two melee weapons, up to one shield of any size

(v) One the following categories:

- Closed - one or two melee weapons and up to one shield of any size. Weapon types used in Open may not be used in Closed. If a shield was used in Open, no shield may be used in Closed. A single short melee weapon may always be used.
- Great weapon
- Great sword - Great weapon under 6ft

- 7.2.3.6.4. Unless otherwise determined and announced by the tournament organizer, this event shall follow the standard format and scoring system as set out in 7.2.3.3.

- 7.2.3.6.5. The overall winner of this tournament shall hold the title of "The Morrigan" until the next tournament occurs.

8. Awards and Honours

8.1. Ladder Awards

- 8.1.1. All awards shall be administered and granted following the guidelines and terms set out by the Kingdom of Northern Lights Corpora. The Principality may not modify these terms in any way; however they are reproduced here for reading:
- 8.1.2. Officers may grant awards according to the office they hold.
 - 8.1.2.1. Monarchs may grant any award.
 - 8.1.2.2. Regents may award Lion, Rose, Smith, Dragon, Owl, Garber, Crown.
 - 8.1.2.3. Champions may award Hunter, Griffin, Battle, Warrior.
- 8.1.3. Awards may be granted by groups according to their status.
 - 8.1.3.1. Shires may grant up to the third level of ladder awards.
 - 8.1.3.2. Baronies may grant up to the fifth level of ladder awards.
 - 8.1.3.3. Duchies may grant up to the seventh level of ladder awards.
 - 8.1.3.4. The Principality may grant up to the ninth level of ladder awards.
- 8.1.4. The Principality may grant an award to any member. Lands may usually only bestow awards upon members of their own land.
 - 8.1.4.1. A land may make a request to the appropriate Principality officer who has the capability to grant the award, in the case that they wish to bestow an award of a level they would usually not be allowed. If approved, then the award may be given on behalf of the Principality officer.
 - 8.1.4.2. Any land may grant an award to a member of a different nearby land, provided they are also a land of the Principality, and the Monarchs of both lands are in agreement.

8.2. Non-Standard Awards

- 8.2.1. As listed in Appendix D: Non-Standard Awards, all current non-standardized, non-ladder, and Northern Lights-specific awards shall also be applicable to members of the Principality.
- 8.2.2. Officers may create new honours and awards in keeping with their duties that do not conflict/compete with the established ladder awards, nor conflict with the regulations of the Kingdom Corpora.

- 8.2.3. All titles are granted exclusively by the Northern Lights Kingdom Monarch.

8.3. Removing Awards

8.3.1. Rescinding Awards

- 8.3.1.1. Any award given may be rescinded by sending written notice of intent to the Principality Monarch and Prime Minister.
- 8.3.1.2. Within two weeks of receipt of this notice by the Principality Prime Minister, they shall remove the award and notify the member it has been completed.

8.3.2. Removing Awards

- 8.3.2.1. By agreement of the Principality Monarch, Prime Minister, and Guildmaster of Reeves, any award(s) or honour(s) may be removed from a member.
 - 8.3.2.1.1. Only the Northern Lights Kingdom Monarch may remove a Knighthood.

8.3.3. ORK Award Recommendation Removal

- 8.3.3.1. To delete an award recommendation from the ORK without the permission of the recommender or the recipient, both the player's land Monarch and the Principality Monarch must be in agreement.

9. Order of Precedence

- 9.1. The Order of Precedence shall be a sequential hierarchy of various titles and positions with the Principality. A member shall by default be referred to using the highest entry on this list.
- 9.2. Principality-level officers take precedence over land-level officers. Within each level, the Order of Precedence is as follows:
 - (i) Monarch
 - (ii) Regent
 - (iii) Champion
 - (iv) Prime Minister
 - (v) Guildmaster of Reeves
- 9.3. Monarchy Officers take precedence over all other positions. Following this:

(i) All noble titles - ranked as listed in the order they appear in Appendix A3 of the Kingdom Corpora.

- 9.4. When necessary to fulfill some purpose of this Corpora, and all other possible members in this order have been exhausted, the Principality Circle of Monarchs may appoint any willing member to serve as the “next uninvolved individual”.

10. Principality Management and Path to Kingdom

10.1. Lands Joining the Principality

- 10.1.1. Any Northern Lights land that is seeking to join the Principality must meet all the following requirements:

- (i) Approval of at least 2/3rd by local Althing.
- (ii) Be within the geographic boundaries of the Principality.
- (iii) Have the approval of the current Principality Monarch.
- (iv) The Northern Lights Circle of Monarchs has voted to allow the land to transfer to the Principality.

- 10.1.2. The Principality Circle of Monarchs must vote to accept the new aspiring land.

- 10.1.3. Upon acceptance, the land shall immediately become part of the Principality and become bound by all tenets of this Corpora.

- 10.1.4. When a new land joins the Principality, it shall have a grace period for the remainder of the current reign. During this transition period:

- 10.1.4.1. The land is not required to meet requirements for running Official Events.

- 10.1.4.2. All current sitting land officers shall become considered officers pro tempore for the remainder of their term, while new Elections should be run in accordance with this Corpora.

- 10.1.4.2.1. These officers pro tempore shall be considered already ratified, with no Althing required to maintain their positions.

10.2. Lands Voluntarily Leaving the Principality

- 10.2.1. Any land seeking to leave the Principality requires approval of a 2/3rd local Althing.

- 10.2.2. Notification must be sent to both the Principality and Kingdom Prime Ministers.

- 10.2.3. Upon leaving, the land immediately returns entirely to the Kingdom of Northern Lights and must exclusively follow the Kingdom Corpora.

10.3. Principality Dissolution

- 10.3.1. In the event that the Principality dissolves or is dissolved, all member lands return entirely to the Kingdom of Northern Lights and must exclusively follow the Kingdom Corpora.
- 10.3.2. All sitting Principality officers would return back to their previous membership.
- 10.3.3. The Principality Board of Directors shall be responsible for dissolving any agreements, contracts, or resources established by the Principality. The Board of Directors may utilize the Treasury if needed to fulfill this.
- 10.3.4. After all affairs of the Principality have wound down, the Principality Board of Directors shall be responsible for evenly distributing any remaining Principality funds or resources amongst the previous member lands, according to their chapter size at time of dissolution.

11. Conduct & Discipline

11.1. Accessibility

- 11.1.1. Reasonable efforts should be made to ensure that all members are able to participate in activities to the fullest extent, with accommodations made for any disability.
- 11.1.2. Any requested custom accommodations should be discussed with the gamerunner, game reeves, and park officers. All accommodations should be announced to other players on the field prior to the beginning of a game.
- 11.1.3. Pink Sashes - non-melee
 - 11.1.3.1. A player wearing a pink sash opposite their class sash is requesting a non-melee accommodation, with alternative rules for combat and dying. These players should not be struck in melee combat, and will declare themselves dead if an engagement is threatened. These players should actively position themselves to attempt to avoid engagements. If an enemy combatant points their weapon at a player wearing a pink sash and declares their engagement, then the player wearing the pink sash should

declare themselves dead. This may be done within 10' using a melee weapon, or within the enemy's effective range using a projectile weapon or magic ball.

- 11.1.3.1.1. This provision should not be construed as an absolute guarantee that an individual will not be struck in combat, and all players participate at their own risk.

11.2. Conduct Expectations

- 11.2.1. Appendix A: Principality Code of Conduct Framework outlines behavioural expectations for members, as well as a non-exhaustive list of unacceptable behaviour and conduct.
- 11.2.2. Violations of this policy should be reported to the group's Monarchy Officers, and an investigation may be initiated.

11.3. Investigations and Discipline

- 11.3.1. Any member may report actions or behavior of another individual that they allege to have violated the Amtgard Code of Conduct. Reports should be initially made to the group's Monarchy Officers, who will then begin the appropriate investigations process, as per Appendix H.
- 11.3.2. Disciplinary procedures shall be carried out following the guidelines in Appendix H.

11.4. Appeals

- 11.4.1. Any disciplinary decision may be appealed by sending a written request to the Principality Board of Directors, for whom contact information will be made publicly available, who will then review all relevant information, and respond following the procedures in Appendix H.

12. Digital Assets

- 12.1. Unless otherwise stated in any law, copyright, license, user agreement, or similar contract, the Principality of the Painted Skies shall be considered the sole owner/operator of the following electronic assets:
 - 12.1.1. The Principality of the Painted Skies Discord Server.

- 12.1.1.1. This shall be managed according to the procedures detailed in Appendix G: Principality Discord Server.
- 12.1.2. The website domains “amtgardpaintedskies.com”, “amtgardpaintedskies.ca”, “amtgardpaintedskies.org” and all content stored under those domains.
- 12.1.3. The Google Account “amtgardpaintedskies@gmail.com”
- 12.1.4. Any Facebook group, Discord server, website, message board, email account, social media account, or similar digital communication medium using the Painted Skies name.

Corpora Changelog:

Version:	Changes made:
1.0.0	Initial release, forwarded to lands for proposal Althing.
1.0.1	Update for June 2026 Northern Lights Corpora Changes.