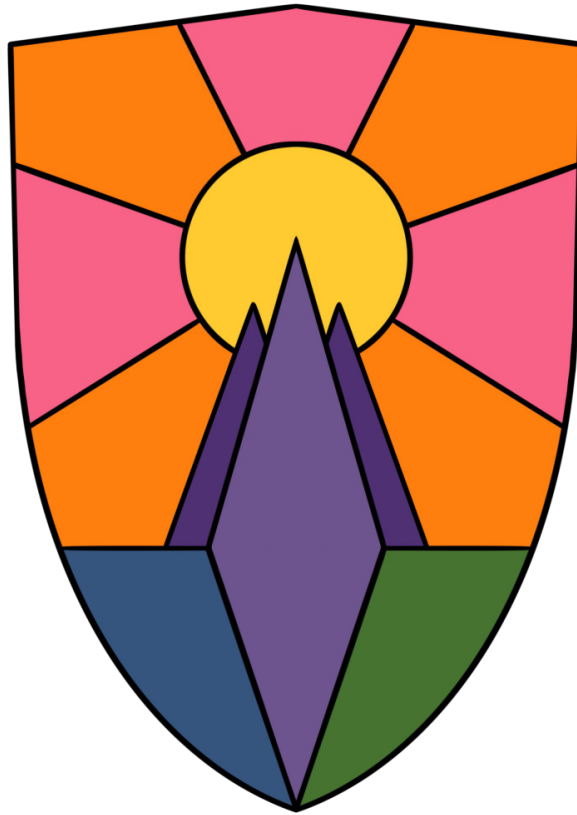




The Principality of the Painted Skies

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 (legally known as the “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.

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 in any way 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.

The current Official Communication Platform is the 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.

The official Principality website can be found at amtgardpaintedskies.ca. This site hosts a plethora of helpful resources and documents.

1.	Membership.....	5
1.1.	General Membership	5
1.2.	Citizens	5
2.	Lands.....	5
3.	Monarchy Offices.....	6
3.1.	General Information	6
3.2.	Requirements to run for Monarchy Office.....	7
3.3.	Officers Pro Tempore and Succession of Office.....	8
3.4.	Removal from Office	9
3.5.	Monarch.....	10
3.6.	Regent	10
3.7.	Champion.....	11
3.8.	Prime Minister	12
3.9.	Guildmaster of Reeves	13
4.	Additional Offices.....	14
4.1.	Discretionary Offices.....	14
4.2.	Class Guildmasters.....	14
4.3.	Guildmaster of Fletchers.....	15
4.4.	Quartermasters	16
5.	Operations	16
5.1.	Althings	16
5.2.	Elections	17
5.3.	Dues and Treasury	18
5.4.	Reeve-Certified	19
5.5.	Corpora-Certified	20
5.6.	Corpora Revision	20
6.	Official Organizations.....	21
6.1.	Board of Directors.....	21
6.2.	Circle of Monarchs	23
6.3.	Corpora Committee.....	25
6.4.	Guild of Fletchers.....	27
6.5.	Class Guilds.....	27

6.6.	Reeves Guild	28
7.	Events.....	28
7.1.	General Information	28
7.2.	Coronation/Midreign Events.....	29
7.3.	Tournaments and Competitions.....	31
7.3.1.	Arts and Sciences Competitions.....	31
7.3.1.1.	Dragonmaster	31
7.3.1.2.	Crown Laureate Trials.....	31
7.3.1.3.	Invalid Entries.....	31
7.3.2.	Fighting Tournaments.....	32
7.3.2.4.	Weaponmaster	33
7.3.2.5.	Warskills.....	34
7.3.2.6.	Morrigan Tournament.....	34
8.	Awards and Honours.....	35
8.1.	Ladder Awards.....	35
8.2.	Non-Standard Awards.....	36
8.3.	Removing Awards.....	36
9.	Order of Precedence	36
10.	Principality Management and Path to Kingdom.....	37
10.1.	Lands Joining the Principality.....	37
10.2.	Lands Voluntarily Leaving the Principality.....	37
10.3.	Principality Dissolution	38
11.	Conduct & Discipline.....	38
11.1.	Accessibility.....	38
11.2.	Conduct Expectations	39
11.3.	Investigations and Discipline	39
11.4.	Appeals.....	39
12.	Digital Assets.....	39
	Operations Calendar	41
	Principality Code of Conduct Appendix.....	43
	A&S Standard Categories and Scoring Appendix.....	48
	Non-Standard Awards Appendix.....	49
	Investigations, Discipline, and Appeals Appendix.....	51

1. Membership

There are two categories of membership within the Principality. The requirements for Citizenship 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 the Painted Skies waiver and also attend official events held by the Principality or its member lands.
 - 1.1.2.1. All individuals under the provincial age of majority must have their waiver signed by their parent or legal guardian.
- 1.1.3. All individuals must be a member of exactly one constituent land at a time.

1.2. Citizens

- 1.2.1. Must meet all requirements of General Membership.
- 1.2.2. Must sign in to an event within the Principality of the Painted Skies at least six times in the past six months, with attendances spread across at least two different months.
- 1.2.3. Must be 14 years of age or older.
- 1.2.4. Must be dues-paid.

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:

Shire - Over 5 people in Average Attendance

Barony - Over 20 people in Average Attendance

Duchy - Over 40 people in Average Attendance

Average Attendance is determined by the following, and regulated by the Kingdom Corpora.

- Official "attendance" is the average of each month over the previous twelve months.
- Unique sign-in (Each individual sign-in counts only once per month)
- Count local member sign-in only
- Count from 1st day of the month, until last day, no matter how many times the park meets
- 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 as their position title, except that land-level Monarchs may be referred to by the size of their land, where Shire Monarchs may be termed a Sheriff, Barony Monarchs a Baron/Baroness, and Duchy Monarchs a Duke/Duchess. The Principality Monarch may be known as the Prince/Princess.

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:

3.1.1.1. Monarch

3.1.1.2. Regent

3.1.1.3. Prime Minister

3.1.1.4. Champion

3.1.1.5. Guildmaster of Reeves

3.1.2. Monarchy Officer Term Length

3.1.2.1. Terms shall be approximately six months, from the Coronation or Midreign they took office, to the next Coronation or Midreign, respectively.

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. Dues Term Extension
 - 3.1.3.1. 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.
 - 3.1.4. Awards for Service in Office
 - 3.1.4.1. Monarchy Officers become eligible for appropriate awards and/or titles for excellence in office on the day their term ends.
 - 3.1.4.1.1. Members removed from office are ineligible.
 - 3.1.4.1.2. 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.
 - 3.1.5. Transition of Office
 - 3.1.5.1. 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. A member may only declare for one Monarchy Office position at once.
- 3.2.2. Principality officers must have completed one term as any land-level officer.
- 3.2.3. By the time of the end of the declaration period, declarants must:
 - 3.2.3.1. 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.
 - 3.2.3.1.1. If there are no valid declarations from an eligible member of age, then a declaration from a member under the age requirement will be considered valid. This may be used at the land level only, for the positions of Regent, Champion, or Guildmaster of Reeves.
 - 3.2.3.2. Be a Citizen.
 - 3.2.3.3. Be Reeve-Qualified and Corpora-Qualified.

- 3.2.3.4. Post their reign plan in an easily-readable format, and have it validated by the Prime Minister.
- 3.2.4. If a current Monarchy Officer decides to run for a different Monarchy Office position, they should resign from their current position by the time voting opens for the Election, except in the event their term ends before or on the same day they would assume the new office.
- 3.2.5. 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.
 - 3.2.5.1. Monarch
 - 3.2.5.1.1. General direction and strategy for the reign.
 - 3.2.5.1.2. Plan for distribution of relics/magic items.
 - 3.2.5.1.3. Draft of an approximate calendar for the reign, to be finalized upon assuming office.
 - 3.2.5.2. Regent
 - 3.2.5.2.1. Outlines for how they intend to run required Arts & Sciences competitions for the reign.
 - 3.2.5.2.2. Examples and intentions for how they will foster the Arts & Sciences within the group.
 - 3.2.5.3. Champion
 - 3.2.5.3.1. Outlines for how they intend to run required Tournaments for the reign.
 - 3.2.5.3.2. 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 Requirements
 - 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.
 - 3.3.1.2.1. For lands, if there are no other eligible willing members available, then this age requirement may be waived for the

pro tempore positions of Regent, Champion, and Guildmaster of Reeves. No minor, neither through appointment nor succession, may hold the positions of Monarch or Prime Minister.

- 3.3.1.3. Must be a Citizen.
- 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, Champion, Prime Minister, or Guildmaster of Reeves be empty, 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 a group's Citizens 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 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. Publish a calendar for the reign with all major events within two weeks of taking office. This must be posted in an easily text-readable format, as well as uploaded to the Website.
 - 3.5.2.3.1. This calendar must include all scheduled Althings, Elections, major events, and any other pertinent dates.
- 3.5.3. The Principality Monarch, with joint agreement of either the Principality Prime Minister or the Principality Guildmaster of Reeves, shall have the power to make a temporary ruling to resolve any issues that arise that are not covered by this Corpora. This provision does not apply to ambiguities that can be resolved through the Corpora Clarification process, or any issues that would fall within the jurisdiction of the Board of Directors.
 - 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, that modifies Corpora text to implement this ruling. 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. At the start of their reign, the Monarch shall sign the Fiduciary Agreement, stating their fiduciary and financial responsibility to the group.

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 Arts & Sciences competitions during their reign. By default, they will run these events, but may designate another willing member as event organizer.
 - 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 using the Checking Process in the Amtgard Rules of Play 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 Martial Tournaments during their reign. By default, they will run these events, but may designate another willing member as event organizer.
 - 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 serves as the lead organizer and record-keeper for the group.

- 3.8.1. Land-level Prime Minister Responsibilities
 - 3.8.1.1. Maintain records within the Online Record Keeper 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.
 - 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 Althing 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. Assist in the collection of all dues, fees, and donations.
 - 3.8.1.5. Provide waivers to players and collect and maintain signed copies.
 - 3.8.1.6. Working with the Board Treasurer, maintain accurate financial records: income, expenditures, chapter funds, and receipts. 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.
 - 3.8.2.2. 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. At the start of their reign, the Prime Minister shall sign the Fiduciary Agreement, stating their fiduciary and financial responsibility to the group.

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 using the Checking Process in the Amtgard Rules of Play.
 - 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. If, while on the field of play, there arises some confusion, uncertainty, or contention over the Rules of Play, 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:
 - 4.1.5.1. Temporary Discretionary Office: unless specifically reinstated, these will expire at the end of the issuing officer's term in office.
 - 4.1.5.2. 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.
 - 4.1.6.1. Chief Scribe - Coordinator of art and design for awards.
 - 4.1.6.2. 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 be a Citizen 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 Midreign they took office, to the next Midreign.
- 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 be a Citizen 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 Midreign they took office, to the Midreign after next.
- 4.3.3. If this office is vacant for any reason, the Principality Monarch shall appoint a willing 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. Quartermasters

- 4.4.1. Quartermasters are appointed and removed by resolution of the Board of Directors, and report to the Board.
 - 4.4.1.1. Appointees are required to be at least nineteen years of age, and must sign the Fiduciary Agreement.
- 4.4.2. Quartermaster Responsibilities
 - 4.4.2.1. Tracking and maintaining the Principality-owned physical assets. They should also facilitate distribution, access, return, and maintenance of assets as they are used in events.
 - 4.4.2.2. 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.
 - 4.4.2.3. Keeping detailed records of the location and condition of all assets.
- 4.4.3. Digital Quartermasters
 - 4.4.3.1. These Quartermasters are responsible for the ownership, administration, hosting, and/or maintenance/development of the Principality's digital assets.

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. Althings are scheduled to occur once per month, and consist of a period of discussion followed by a period of voting on various items, such as:
 - 5.1.1.1. Authorization of major expenditures from the group's Treasury.
 - 5.1.1.2. Discussion regarding the future of the group and its priorities.
 - 5.1.1.3. At Principality Althings, the following items may be added to the ballot:
 - 5.1.1.3.1. Changes to the Corpora via the Corpora Revision Process.
 - 5.1.1.3.2. Temporary suspension of sections of this Corpora. These items must include which sections are being suspended, the alternate procedure to use, and for what duration this shall take effect.
- 5.1.2. The member running the Althing is termed the Althing Officer. This is usually the group's Prime Minister, unless otherwise noted.
- 5.1.3. Any member may propose items to be added to the next Althing by posting to the Official Communication Platform.
 - 5.1.3.1. If the group's Prime Minister determines an issue has been previously discussed at an Althing within the last six months, it is not eligible to be brought up again.
- 5.1.4. Items are accepted to an Althing's docket until the end of the first Sunday of the month. The Althing Officer must post the full Althing docket to the Official Communication Platform within one week.
 - 5.1.4.1. If the docket for a given month would be empty, no Althing will be run.
- 5.1.5. The discussion period for an Althing shall occur during the weekend of the second Sunday of the month. This discussion may be held in-person or virtually, synchronously or asynchronously, at the discretion of the group's Prime Minister. If held in-person, allowances must be made for members to participate virtually as well.
- 5.1.6. The voting period shall begin at the end of the second Sunday of the month, and shall close at the end of the fourth Sunday of the month.
 - 5.1.6.1. Unless otherwise noted, all members who are Citizens by the close of the voting period may vote in group Althings.
 - 5.1.6.2. The Althing Officer shall create and distribute a closed virtual ballot (Nextcloud Forms or similar). Physical ballots may be arranged if necessary.
 - 5.1.6.2.1. All voting items shall include an "Abstain" option, whereby a member may waive their participation in a particular vote.
 - 5.1.6.3. Unless otherwise noted, the passing threshold for single voting items shall be a simple majority. For items with multiple choices, an appropriate method of ranked-choice voting should be used.

- 5.1.6.4. 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.
- 5.1.7. The Althing Officer must post the results of the ballot to the Official Communication Platform no later than one week following the end of the voting period.
- 5.1.8. The group's Prime Minister may trigger an unscheduled emergency Althing at any time by posting a voting item to the Official Communication Platform, upon which a one week voting period opens.

5.2. Elections

Elections are used to elect new officers. Candidates have an opportunity to discuss their plans and priorities, and then are voted on at Althing, to be elected by the populace.

- 5.2.1. Elections are run as special voting items on the Althings in the month prior to Coronation/Midreign events.
 - 5.2.1.1. Each office position up for Election shall become a voting item.
 - 5.2.1.1.1. Election voting items 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.
- 5.2.2. Starting the third Sunday of the month prior to the Election Althing, any eligible member may declare their intent to run for an officer that is up for election by posting to the Official Communication Platform.
- 5.2.3. Declarations close the end of the first Sunday of the month, when the Althing docket closes.
- 5.2.4. In conjunction with the Althing's discussion period, an optional Q&A session with the candidates may occur.
- 5.2.5. Regular Elections
 - 5.2.5.1. Elections for the positions of Monarch, Regent, and Champion shall occur on the Althing in the month prior to the Coronation event.
 - 5.2.5.1.1. The group's Prime Minister shall run this Election.
 - 5.2.5.2. Elections for the positions of Prime Minister, Guildmaster of Reeves, Class Guildmasters, Guildmaster of Fletchers, and any Board of Directors members shall occur on the Althing in the month prior to the Midreign event.

- 5.2.5.2.1. In the case the group's 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.
- 5.2.5.2.2. Only members of the Guild of Fletchers may cast votes for the Guildmaster of Fletchers.

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. Dues payments shall be split between groups according to the distribution below. Transfers between lands and the Principality shall be made monthly, while transfers to the Kingdom shall be made on their schedule.
 - 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 Board Treasurer, who shall operate a suitable system of bank accounts, allowing for access of other authorized officers.
- 5.3.2.2. The Treasury may be used for an expenditure or reimbursement in any of the following ways:
 - 5.3.2.2.1. A successful Althing vote.
 - 5.3.2.2.2. The Monarch or Prime Minister spending their allotted amounts within their reigns.
 - 5.3.2.2.3. The Board Treasurer in maintaining the legal or operational status of the group, such as registrations, insurance, or other requirements.
 - 5.3.2.2.4. The Board Treasurer in making site bookings in advance for approved bidded events.

- 5.3.2.3. Any release of funds from the Treasury should be recorded by both the group's Prime Minister and the Board Treasurer.

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 Principality Althings that occur alongside Principality Elections, 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. A Change Proposal template is available on the Website.
- 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 wording, legality, and compatibility with other existing Corpora text.

- 5.6.4. All approved Change Proposals should have their contents presented verbatim in the Althing. The proposal author(s) should also be noted.
 - 5.6.4.1. For any mechanically contradictory proposals, they should be presented in a ranked-choice format, also ranked against “No Change/Abstain.”
- 5.6.5. Proposals that pass the Althing shall take effect upon being incorporated into the Corpora by the Corpora Committee within two weeks. In the case of multiple passing proposals that modify the same Corpora sections, the Corpora Committee shall make a best effort to implement the intents of all proposals in a non-contradictory way.

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 shall generally not alter nor interpret the Corpora, but may make Corpora changes by Board resolution if it is deemed necessary to comply with the laws of the jurisdictions in which the Principality operates.
 - 6.1.2.1. In addition to this Corpora, the Board is primarily governed by the Society Bylaws. If there is any conflict between this Corpora and the Bylaws, the latter prevails.
- 6.1.3. The Board of Directors shall consist of seven members.
 - 6.1.3.1. Five of these members are elected, and must meet the following criteria to run for the position:
 - 6.1.3.1.1. Must be at least nineteen years of age by the time they would assume the position.
 - 6.1.3.1.2. Must be a Citizen.
 - 6.1.3.2. The length of service in office will be two years with staggered elections. Two members will be elected in conjunction with Winter Midreign in even-numbered years, three members will be elected in conjunction with Winter Midreign in odd-numbered years.
 - 6.1.3.3. 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.

- 6.1.3.4. 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.
- 6.1.3.5. In the case that a Board position is vacant, then a special election is run. Immediately after the vacancy opens, declarations for the position are accepted for one week, with the election being added to the next available scheduled Althing.
- 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.
 - 6.1.5.1.1. The Chair shall be listed as a signing authority on the Society's bank accounts.
 - 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. This role is optional.
 - 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 as a signing authority on the Society's bank accounts.
 - 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 the 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 Board corporate 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, and the minutes of these meetings must be posted in the same manner as minutes for open meetings, except that any sensitive information may be redacted.
- 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.
- 6.1.11. Annual General Meeting (AGM)
 - 6.1.11.1. The Society's Annual General Meeting shall occur once per calendar year, scheduled with at least three months' notice by the Board Chair and announced on the Official Communication Platform.
 - 6.1.11.2. During the AGM, the following actions may be taken:
 - 6.1.11.2.1. Amending the Society Bylaws or Constitution.
 - 6.1.11.2.2. Changing the type or name of the Society.
 - 6.1.11.2.3. Dissolving the Society.
 - 6.1.11.3. The Board Treasurer shall present the Society's financial statements, which must be approved by majority vote of all members within attendance.
 - 6.1.11.4. The AGM shall host an open forum, whereby any member may bring forward any business to be considered by the membership.
 - 6.1.11.5. Hosting the AGM

- 6.1.11.5.1. During the AGM, votes can be cast by all those with General Membership.
- 6.1.11.5.2. The Board Chair shall announce a physical location for the AGM, where all members may participate. All other members may join in virtually to participate as well.

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 seven days notice.
 - 6.2.2.3. The Principality Prime Minister, or a delegate if they are unavailable, shall attend these meetings to take minutes, which must be posted to the Official Communication Platform within seven days.
- 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 Althing 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 to make changes to numbering, spelling, grammar, formatting, the section explainer boxes, the preamble sections, or the title pages. No 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 to the Official Communication Platform.
 - 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:
 - 6.5.3.1. Have received a credit in the class in the past six months.
 - 6.5.3.2. Have achieved level six in the class.
 - 6.5.3.3. 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. Events

7.1. General Information

- 7.1.1. Four weeks prior to any major event, an announcement should be posted to the Official Communications Platform with full event details.
- 7.1.2. Arts & Sciences Competitions
 - 7.1.2.1. The Principality shall, at minimum, run the Dragonmaster and the Crown Laureate Trials.
 - 7.1.2.2. Lands shall, at minimum, run the Dragonmaster.
- 7.1.3. Martial Tournaments
 - 7.1.3.1. The Principality shall, at minimum, run the Weaponmaster, the Warskills, and the Morrigan.
 - 7.1.3.2. Lands shall, at minimum, run the Weaponmaster.
- 7.1.4. Other events, competitions, and tournaments may be run by officers, event crats, or any other individual. These other events may follow any structure at the discretion of their respective event runner.
- 7.1.5. Within four weeks of the conclusion of any event, the event runner shall post, to the Official Communications Platform, an event closeout document. This document shall include:
 - 7.1.5.1. For Arts & Sciences Competitions or Martial Tournaments: all scoring and ranking details, and any winners of the event.
 - 7.1.5.2. For any court session held: a list of any awards or honours that were given out, as well as any significant announcements that were made.
 - 7.1.5.3. For any event, bidded or otherwise, that carried expenses paid by the Principality: the expected budget and actual expenses/revenue, all receipts for expenses, list of attendees, list of volunteers, an accounting of any security/medical incidents that occurred during the event, and any of the information required from tournaments, competitions, or court sessions, as listed above.

7.2. Coronation/Midreign Events

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

7.2.1. Coronation

- 7.2.1.1. Coronation is the event where the newly elected Monarch, Champion, and Regent assume office. One reign begins as the previous reign ends.
- 7.2.1.2. Spring Coronation
 - 7.2.1.2.1. Principality Spring Coronation must occur within the month of May, while land-level Spring Coronations must occur within the month of April..
 - 7.2.1.2.2. Principality Spring Coronation shall be hosted as an annual campout event, that is selected via the bidding process below.
 - 7.2.1.2.2.1. If no bid is successful, then this event will be run as a day event by the Monarchy Officers.
- 7.2.1.3. Fall Coronation
 - 7.2.1.3.1. Principality Fall Coronation must occur within the month of November, while land-level Fall Coronations must occur within the month of October.
 - 7.2.1.3.2. Fall Coronation is usually a day event, but may be hosted as any other type of event at the discretion of the Monarchy Officers.
- 7.2.2. Midreign
 - 7.2.2.1. Midreign is the event where the newly elected Prime Minister and Guildmasters assume office.
 - 7.2.2.2. Midreign is usually a day event, with Principality Midreign hosted at a location chosen by the Principality Monarchy Officers.
 - 7.2.2.3. Principality Summer Midreign must occur within the month of August, while land-level Summer Midreigns must occur within the month of July.
 - 7.2.2.4. Principality Winter Midreign must occur within the month of February, while land-level Winter Midreigns must occur within the month of January.
- 7.2.3. Bid Process
 - 7.2.3.1. Bids for the next annual occurrence of any bidded event shall open on the last day of the current event and remain open for four weeks.
 - 7.2.3.2. The Principality Monarchy Officers shall select the winning bid by majority vote within two weeks of review.
 - 7.2.3.3. Bids will be evaluated to ensure they include all required information. Issues may be resolved by reaching out and collaborating with the bid authors to make edits.

- 7.2.3.4. If major issues remain unresolved (safety, fiduciary, or event structure), the Monarchy Officers may amend the bid by majority vote.
- 7.2.3.5. All bids must gain financial approval from the Board Treasurer.
- 7.2.3.6. Upon bid approval, the Board Treasurer may secure a site booking in advance.
- 7.2.3.7. Budgeted event funds are released to the autocrat(s) one month prior to the event, following signature of the Fiduciary Agreement by the Autocrat(s), applicable Gate-Crat(s), and any other individuals who will be involved in handling money.
- 7.2.3.8. Any additional funding must be approved by Althing.
- 7.2.4. Bid Requirements
 - 7.2.4.1. Proposed dates, location, site features, any attendance limits, access, and camping provisions.
 - 7.2.4.2. 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.
 - 7.2.4.3. Information on proposed theming if present, activities, and an idea of a potential schedule.
 - 7.2.4.4. A proposed budget, showing expected expenditures, revenue, and break-even points.

7.3. Tournaments and Competitions

Tournaments and Competitions are a core part of Amtgard, a showcase of skills across the lands. The formats for official major events are described here. Any number of other events may occur, that may be organized and run in any manner.

1.1.1. Arts and Sciences Competitions

7.3.1.1. Dragonmaster

- 7.3.1.1.1. The Dragonmaster competition must be held once per reign, no later than three weeks before Coronation.
- 7.3.1.1.2. The A&S Standard Categories and Scoring Appendix 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.
- 7.3.1.1.3. Items may be entered in one land-level and one Principality-level Dragonmaster.
- 7.3.1.1.4. The overall winner holds the title of “Dragonmaster” of the group until the next Dragonmaster event occurs.

7.3.1.2. Crown Laureate Trials

- 7.3.1.2.1. The Crown Laureate Trials must be held once per reign, no later than three weeks before Coronation.
- 7.3.1.2.2. Participants shall submit entries as per the standard scoring categories and matrix found in the A&S Categories and Scoring Appendix.
- 7.3.1.2.3. In order to qualify to win this event, participants must reach the following requirements:
 - 7.3.1.2.3.1. Principality or Duchy: 5 entries across 3 divisions.
 - 7.3.1.2.3.2. Barony: 3 entries across 2 divisions.
 - 7.3.1.2.3.3. Shire: 2 entries across 2 divisions.

7.3.1.3. Invalid Entries

- 7.3.1.3.1. The host of an Arts and Sciences event may declare entries invalid.
- 7.3.1.3.2. Entries that are not original work from the submitter are considered invalid. This may include:
 - 7.3.1.3.2.1. Plagiarized works.
 - 7.3.1.3.2.2. Unmodified purchased items.
 - 7.3.1.3.2.3. Items crafted by third-party artisans.
 - 7.3.1.3.2.4. Unmodified items created by Generative AI.
- 7.3.1.3.3. Entries may also be declared invalid for the following reasons:
 - 7.3.1.3.3.1. Items previously entered into a competition of the same name at the same level.
 - 7.3.1.3.3.2. Consumable items improperly stored or otherwise deemed unsafe to consume by the tournament host.
- 7.3.1.3.4. The tournament host and local Regent are responsible for verifying originality and must complete investigations within one week after the event.
- 7.3.1.3.5. Proof of invalidity must be documented and submitted to the Principality Prime Minister.
- 7.3.1.3.6. Verified violations result in disqualification and a six month suspension from entering any Arts & Sciences events at any level.

1.1.2. Fighting Tournaments

7.3.1.4. These are usually single-day events.

7.3.1.5. Must be open to all members, unless otherwise noted.

7.3.1.6. Standard Scoring and Format:

7.3.1.6.1. The format shall be a 1v1, using Ditch rules.

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

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

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

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

7.3.1.6.6. Ties:

7.3.1.6.6.1. Tied Category:

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

7.3.1.6.6.2. Tied Overall Event:

7.3.1.6.6.2.1. 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.

7.3.1.6.6.2.1.1. Single Sword - one short melee weapon

7.3.1.6.6.2.1.2. Florentine - two short melee weapons

7.3.1.6.6.2.1.3. Sword and Shield - one short melee weapon, up to one small or medium shield

7.3.1.7. Weaponmaster

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

7.3.1.7.2. The tournament should include between four and five of the following categories, at the discretion of the tournament organizer:

7.3.1.7.2.1. Single Sword - one short melee weapon

- 7.3.1.7.2.2. Florentine - two short melee weapons
- 7.3.1.7.2.3. Sword and Shield - one short melee weapon, up to one small or medium shield
- 7.3.1.7.2.4. Great - one great melee weapon
- 7.3.1.7.2.5. Greatsword - one great melee weapon 6ft or less in length
- 7.3.1.7.2.6. Open - one or two melee weapons, up to one shield of any size
- 7.3.1.7.2.7. 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.
- 7.3.1.7.3. Categories, format, and scoring is at the discretion of the event organizer.
- 7.3.1.7.4. The overall winner of this tournament shall hold the title of "Weaponmaster" of the group, until the next Weaponmaster tournament occurs.

7.3.1.8. [Warskills](#)

- 7.3.1.8.1. Warskill events must be held once per reign, no later than three weeks before Coronation.
- 7.3.1.8.2. This format shall consist of at least the following categories:
 - 7.3.1.8.2.1. Single Sword - one short melee weapon
 - 7.3.1.8.2.2. Florentine - two short melee weapons
 - 7.3.1.8.2.3. Sword and Shield - one short melee weapon, up to one small or medium shield
 - 7.3.1.8.2.4. Open - one or two melee weapons, up to one shield of any size
 - 7.3.1.8.2.5. One of the following categories:
 - 7.3.1.8.2.5.1. 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.
 - 7.3.1.8.2.5.2. Great weapon
 - 7.3.1.8.2.5.3. Great sword – Great weapon under 6ft
- 7.3.1.8.3. This event must follow the Standard Scoring and Format.

7.3.1.9. Morrigan Tournament

- 7.3.1.9.1. The Morrigan Tournament is only open to players who identify as women or gender minorities.
- 7.3.1.9.2. This event shall be held once per reign and must be scheduled to not conflict with any other major event..
- 7.3.1.9.3. The tournament should, at minimum, include the following events:
 - 7.3.1.9.3.1. Single Sword - one short melee weapon
 - 7.3.1.9.3.2. Florentine - two short melee weapons
 - 7.3.1.9.3.3. Sword and Shield - one short melee weapon, up to one small or medium shield
 - 7.3.1.9.3.4. Between zero and three of the following categories:
 - 7.3.1.9.3.4.1. Open - one or two melee weapons, up to one shield of any size
 - 7.3.1.9.3.4.2. 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.
 - 7.3.1.9.3.4.3. Great weapon
 - 7.3.1.9.3.4.4. Great sword - Great weapon under 6ft
- 7.3.1.9.4. 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.
- 7.3.1.9.5. 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 the Non-Standard Awards Appendix, 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:
 - 9.2.1. Monarch
 - 9.2.2. Regent
 - 9.2.3. Champion
 - 9.2.4. Prime Minister
 - 9.2.5. Guildmaster of Reeves
- 9.3. Monarchy Officers take precedence over all other positions. Following this:
 - 9.3.1. 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:
 - 10.1.1.1. Approval of at least 2/3rd by local Althing.
 - 10.1.1.2. Be within the geographic boundaries of the Principality.
 - 10.1.1.3. Have the approval of the current Principality Monarch.
 - 10.1.1.4. 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 major 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. The Principality Code of Conduct Appendix 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 Board of Directors, or the group's Monarchy Officers, and an investigation may be initiated through the proper channels.

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 made to the Board of Directors, who will then begin the appropriate investigations process. Reports made to the group's Monarchy Officers shall be passed on to the Board.

11.3.2. In accordance with the Amtgard Rules of Play, all authority for bans is delegated to the Board of Directors from the Monarch, Prime Minister, and Guildmaster of Reeves.

11.3.3. Disciplinary procedures shall be carried out following the guidelines in the Investigations, Discipline, and Appeals Appendix.

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 the Investigations, Discipline, and Appeals Appendix.

12. Digital Assets

- 12.1. Unless otherwise stated in any law, copyright, license, user agreement, or similar contract, the Amtgard Painted Skies Society, through the Digital Quartermasters, 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 procedures managed by the Board of Directors.
 - 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. The Painted Skies Nextcloud instance.
 - 12.1.5. The Painted Skies website.
 - 12.1.6. Any Facebook group, Discord server, website, message board, email account, social media account, or similar digital communication medium using the Painted Skies name.

Operations Calendar

January: <i>Land-level Winter Midreigns</i>	1st Sunday:	Althing docket closes, list of items announced within one week. Principality Winter Midreign declaration period closes with a list of candidates posted. Corpora Change Proposal submission deadline.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Principality Winter Midreign candidates. Voting period opens.
	3rd Sunday:	
	4th Sunday:	Voting period closes, results must be posted within one week.
February: <i>Principality Winter Midreign</i>	1st Sunday:	Althing docket closes, list of items announced within one week.
	2nd Sunday:	Althing discussion period occurs. Voting period opens.
	3rd Sunday:	Land-level Spring Coronation declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.
March:	1st Sunday:	Althing docket closes, list of items announced within one week. Land-level Spring Coronation declaration period closes with a list of candidates posted.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Land-level Spring Coronation candidates. Voting period opens.
	3rd Sunday:	Principality Spring Coronation declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.
April: <i>Land-level Spring Coronations</i>	1st Sunday:	Althing docket closes, list of items announced within one week. Principality Spring Coronation declaration period closes with a list of candidates posted. Corpora Change Proposal submission deadline.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Principality Spring Coronation candidates. Voting period opens.
	3rd Sunday:	
	4th Sunday:	Voting period closes, results must be posted within one week.
May: <i>Principality Spring Coronation</i>	1st Sunday:	Althing docket closes, list of items announced within one week.
	2nd Sunday:	Althing discussion period occurs. Voting period opens.
	3rd Sunday:	Land-level Summer Midreign declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.
June:	1st Sunday:	Althing docket closes, list of items announced within one week. Land-level Summer Midreign declaration period closes with a list of candidates posted.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Land-level Summer Midreign candidates. Voting period opens.
	3rd Sunday:	Principality Summer Midreign declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.

July: <i>Land-level Summer Midreigns</i>	1st Sunday:	Althing docket closes, list of items announced within one week. Principality Summer Midreign declaration period closes with a list of candidates posted. Corpora Change Proposal submission deadline.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Principality Summer Midreign candidates. Voting period opens.
	3rd Sunday:	
	4th Sunday:	Voting period closes, results must be posted within one week.
August: <i>Principality Summer Midreign</i>	1st Sunday:	Althing docket closes, list of items announced within one week.
	2nd Sunday:	Althing discussion period occurs. Voting period opens.
	3rd Sunday:	Land-level Fall Coronation declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.
September:	1st Sunday:	Althing docket closes, list of items announced within one week. Land-level Fall Coronation declaration period closes with a list of candidates posted.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Land-level Fall Coronation candidates. Voting period opens.
	3rd Sunday:	Principality Fall Coronation declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.
October: <i>Land-level Fall Coronations</i>	1st Sunday:	Althing docket closes, list of items announced within one week. Principality Fall Coronation declaration period closes with a list of candidates posted. Corpora Change Proposal submission deadline.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Principality Fall Coronation candidates. Voting period opens.
	3rd Sunday:	
	4th Sunday:	Voting period closes, results must be posted within one week.
November: <i>Principality Fall Coronation</i>	1st Sunday:	Althing docket closes, list of items announced within one week.
	2nd Sunday:	Althing discussion period occurs. Voting period opens.
	3rd Sunday:	Land-level Winter Midreign declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.
December:	1st Sunday:	Althing docket closes, list of items announced within one week. Land-level Winter Midreign declaration period closes with a list of candidates posted.
	2nd Sunday:	Althing discussion period occurs. Optional Q&A with Land-level Winter Midreign candidates. Voting period opens.
	3rd Sunday:	Principality Winter Midreign declaration period opens.
	4th Sunday:	Voting period closes, results must be posted within one week.

Principality Code of Conduct Appendix

All Corpora Change Proposals submitted to modify this Appendix must first be approved by the Principality Board of Directors.

Overall, we want the Principality to be a fun, safe, and welcoming space for all individuals. We recognize that every person brings with them their own unique set of experiences and contexts through which they will interact in our community, and the use of language and images can have a very different effect on other people.

As players, officers, and moderators, we can all do our part to maintain a welcoming and supportive environment.

These Conduct Policy and Guidelines shall apply to all Principality-sanctioned activities or events. They shall also apply to the use of any digital program, tool, or media for Principality-affiliated purposes, including all online spaces, such as official forums, email lists, social media groups, and Discord servers.

Officers and Moderators (in their respective virtual spaces) have full discretion to address any unacceptable behaviour. If necessary, any concern about behaviour, conduct, or moderation action may be escalated to the group's Monarchy Officers and/or the Principality Board of Directors. Any individual banned or sanctioned from the Principality shall also have their access restricted or suspended to all affiliated official online forums.

All participants are expected to conduct themselves in a manner consistent with the Amtgard Rules of Play, the Amtgard Code of Conduct, this Corpora, and the Universal Code of Conduct to Prevent and Address Maltreatment in Sport (UCCMS). The following conduct policies and guidelines are intended to cover the baseline of inappropriate behaviour, and do not constitute an exhaustive list of unacceptable conduct.

Conduct Policy

→ Discrimination/Bigotry

- ◆ Discrimination of any form is unacceptable. This includes all slurs, and hateful or derogatory language and jokes. As excerpted from the BC Human Rights Code:

A person must not publish, issue or display, or cause to be published, issued or displayed, any statement, publication, notice, sign, symbol, emblem or other representation that:

- (a) indicates discrimination or an intention to discriminate against a person or a group or class of persons, or
- (b) is likely to expose a person or a group or class of persons to hatred or contempt

because of the Indigenous identity, race, colour, ancestry, place of origin, religion, marital status, family status, physical or mental disability, sex, sexual orientation, gender identity or expression, or age of that person or that group or class of persons.

→ Advertising

- ◆ Posting any advertisement for non-Amtgard/non-LARP related corporate businesses or organizations in exchange for goods, services, or money is prohibited without the approval of Officers/Moderators.

→ Generative Artificial Intelligence

- ◆ The Principality is taking a position against the use of Generative AI. This is defined as artificial intelligence that is capable of generating new content (such as images or text) in response to a submitted prompt (such as a query) by learning from a large reference database of examples. (Merriam-Webster definition)
- ◆ The posting of content fabricated by Generative AI is prohibited within Principality-affiliated online spaces. Users in violation of this policy shall be given warnings, escalating to having their access or privileges in those online spaces reduced or revoked.
- ◆ The use of Generative AI to wholly fabricate any material or resources for the Principality is prohibited. This includes but is not limited to all promotional materials/advertising, announcements, awards, and artwork. If an officer is in violation of this policy, they would be considered to be non-compliant and thus eligible for an impeachment vote.

Conduct Guidelines

These guidelines, following the Amtgard Code of Conduct, are supported by relevant citations from the UCCMS, with additional citations from the Safe Sport Code of Conduct (SSCOC). Text in curly braces "{}" is added text to contextualize these citations for Amtgard.

Speech That Would Cause a Reasonable Person to Fear for Their Property or Safety

UCCMS Section 5.2 – Psychological Maltreatment

Prohibited conduct includes, but is not limited to:

- “comments that are demeaning, humiliating, belittling, intimidating, insulting or threatening” (UCCMS 5.2.1(a))
- “physical behaviour, or the encouragement of physical behaviour, that has the potential to be harmful or instil fear” (UCCMS 5.2.1(b))
- “forms of physically aggressive behaviours such as, without limitation, throwing {non Strike-Legal} objects at or in the presence of others without striking another; damaging another’s personal belongings; hitting, striking or punching objects in the presence of others” (UCCMS 5.2.1(b)(ii))

Physical Violence Outside of the Normal Bounds of Combat Conduct

UCCMS Section 5.3 – Physical Maltreatment

Prohibited conduct includes, but is not limited to:

- “deliberately punching, kicking, beating, biting, striking, strangling or slapping another” (UCCMS 5.3.1(a))
- “deliberately hitting another with {non Strike-Legal} objects” (UCCMS 5.3.1(a))
- “forcing a person to assume a painful stance or position for no athletic purpose” (UCCMS 5.3.1(b))
- “the use of exercise for the purposes of punishment” (UCCMS 5.3.1(b))

Sexual Harassment or Inappropriate Sexual Contact

UCCMS Section 5.5 – Sexual Maltreatment

Prohibited conduct includes, but is not limited to:

- “any non-Consensual touching of a sexual nature and/or the Criminal Code offence of sexual assault” (UCCMS 5.5.1(a))
- “Sexual harassment, which is defined as any series of or serious comment(s) or conduct of a sexual nature that is unwelcome and that would be objectively perceived to be unwelcome” (UCCMS 5.5.1(e))
- “jokes, remarks or gestures of a sexual or degrading nature” (UCCMS 5.5.1(e))

“distributing, displaying or promoting images or other material of a sexual or degrading nature” (UCCMS 5.5.1(e))

“sexual acts or communications (electronic or otherwise) between any Participant and another Participant are prohibited” where “there is a Power Imbalance” (UCCMS 5.5.6)

Theft or Willful Destruction of Other People’s Property

UCCMS Section 5.2 – Psychological Maltreatment

UCCMS Section 5.4 – Neglect

Prohibited conduct includes, but is not limited to:

“Failure to respect the property of others and not malappropriate or wilfully cause damage” (SSCOC11(m))

“failure to ensure safety of equipment or environment” (UCCMS 5.4.1)

Repeated Unwillingness to Follow Game Rules

UCCMS Section 5.4 – Neglect

UCCMS Section 3 – Objectives

Prohibited conduct includes, but is not limited to:

“Willful disregard of the sport’s rules, regulations, and standards” (UCCMS 5.4.1)

“Continual lack of adherence and understanding of the rules of the sport” (UCCMS 3.1.7)

“profanity, harassment, or disrespectful language directed toward officials”(SSCOC11(e))

“failure to adhere to the direction and judgement of a game official”(SSOC 2.40(f))

Creating a Hostile Environment Detrimental to the Enjoyment of the Group as a Whole (Including Online or In-Person Harassment)

UCCMS Section 5.2 – Psychological Maltreatment

UCCMS Section 5.5 – Sexual Maltreatment

Prohibited conduct includes, but is not limited to:

“verbal conduct, including in online forms” that has “the potential to cause harm” (UCCMS 5.2.1)

“the use of rumours or false statements about someone to diminish that person’s reputation” (UCCMS 5.2.1(a))

“socially isolating a person repeatedly or for an extended period of time” (UCCMS 5.2.1(c))

“conduct that denies attention or support” (UCCMS 5.2.1(c))

“patterns of unwanted communication or harassment in person or by electronic means” (UCCMS 5.5.1(e))

A&S Standard Categories and Scoring Appendix

→ Entries are classified according to their Division. Each Division contains Categories. Event formats may require a certain number of entries across different Divisions or Categories.

- ◆ Division: Owl (*items judged for their construction and functional merit*)
 - Construction (*an item that serves a function beyond aesthetics*)
 - Amtgard Legal Weapons (*melee, projectile, magic balls*)
 - Amtgard Legal Shields (*includes Madus*)
 - Amtgard Legal Armor
- ◆ Division: Garber
 - Garb (*court garb, field garb, monster garb*)
 - Garb Accessories
- ◆ Division: Dragon (*items judged for their artistic merit*)
 - Writing (*fiction, nonfiction, poetry*)
 - Painting + 2D Art
 - Recitation + Expository Speaking
 - Musical Performance (*singing, instruments*)
 - 3D Art
 - Food + Drinks (*includes alcohol when permitted*)
 - Needlework + Fiber Arts
 - Dance + Movement Art (*kata, yoga, live weapon demonstration, mime, etc*)
 - Jewelry
 - Inedible Consumables (*soap, candles, incense, cosmetics, etc*)
- ◆ Division: Smith-Rose
 - Items entered in this category are not necessarily judged on their quality, but more on their potential to benefit Amtgard. Entries might include distributing belt favors, creating park banners, digital tools, writeups or summaries of events/demonstrations/quests/battlegames.

→ Scoring

- ◆ Items should be scored based upon standardized rubrics that weigh various quality and characteristics of the submission. Event runners may create their own rubrics, but an example default rubric is supplied on the Website.
- ◆ When scoring Amtgard Legal Weapons, Amtgard Legal Shields, and Amtgard Legal Armor, the Checking Process from the Amtgard Rules of Play should be considered. As the intended user is likely to be unknown in competition judging, the submission should be checked with average force from the average user.

Non-Standard Awards Appendix

Included as an excerpt from the Northern Lights Corpora, and cannot be modified.

Award	Awarded By	Awarded For	Limitations
Order of the Flame	Monarch	A group for outstanding contributions to Amtgard	None
Order of the Griffin	Monarch, Champion	Courage, chivalry, and honor on the battlefield	None
Order of the Hydra	Monarch, Regent	Entering enough events to qualify for the Crown Tourney or elections	None
Order of the Jovius	Monarch	Outstanding attitude	None
Order of the Mask	Monarch	Outstanding portrayal of persona	None
Order of the Zodiac	Monarch	Outstanding contributions in any one month	Given once per month
Order of the Hunter	Monarch, Champion	Fighting prowess with a bow or crossbow	See below
Order of the Walker of the Middle	Monarch	Exemplification of the ideals and conduct of reeves	Can only be awarded to a person once

Orders of the Hunter are earned under the following suggested criteria:

- I. First Order of the Hunter – Awarded for showing fighting prowess with a bow or crossbow in combat or a tournament;
- II. Second Order of the Hunter – Awarded for showing higher than normal fighting prowess with a bow or crossbow in combat or a tournament;
- III. Third Order of the Hunter – Awarded for showing continued fighting prowess with a bow or crossbow in combat or a tournament;
- IV. Fourth Order of the Hunter – Awarded for showing exceptional and continued fighting prowess with a bow or crossbow in combat or a tournament;
- V. Fifth Order of the Hunter – Awarded for advanced bowmanship and archery prowess during combat scenarios of a large group or for showing exceptional skills during a kingdom level archery tournament hosting at least 10 competitors;
- VI. Sixth Order of the Hunter – Awarded for advanced bowmanship and archery prowess during combat scenarios of a large group or for showing exceptional skills during a kingdom level archery tournament hosting at least 12 competitors;
- VII. Seventh Order of the Hunter – Awarded for advanced combat skills with a bow or crossbow during a large-scale battle game or “war” at kingdom level events or for showing advanced skill sets and accuracy during kingdom level tournaments hosting at least 15 competitors;
- VIII. Eighth Order of the Hunter – Awarded for displaying exceptional skill and accuracy during large scale combat events (i.e. – Kingdom level events/campouts), standing out as exemplary, or for placing at least 3rd in a kingdom level bracketed archery tournament hosting at least 15 competitors or more;
- IX. Ninth Order of the Hunter – Awarded for displaying exceptional skill and accuracy during large scale combat events (i.e. – Kingdom level events/campouts) standing out as exemplary, or for placing at least 2nd in a kingdom level bracketed archery tournament hosting at least 15 competitors or more;
- X. Tenth Order of the Hunter - Awarded for displaying exceptional skill and accuracy during large scale combat events (i.e. – Kingdom level events/campouts) standing out as exemplary, or for placing 1st in a kingdom level bracketed archery tournament hosting at least 15 competitors or more.

Note: as with the order of the warrior, orders of all types, when awarded at higher levels, should be harder to earn (i.e.-the requirements for a person’s 7th Hunter should be higher than the requirements to attain their 2nd, etc.).

Investigations, Discipline, and Appeals Appendix

All Corpora Change Proposals submitted to modify this Appendix must first be approved by the Principality Board of Directors.

1. Introduction and Source Acknowledgment

This section has been developed using established Canadian sport governance and safe-sport policy frameworks as reference texts. In particular, it draws on nationally recognized best practices related to conduct standards as reflected in the Canadian Fencing Federation Safe Sport Policy Manual and the Canadian Safe Sport Program Rules.

The provisions have been adapted for use within the Principality while remaining consistent with expectations of fairness and proportionality. Additionally, this policy framework is adherent to the requirements mandated in the Universal Code of Conduct to Prevent and Address Maltreatment in Sport (UCCMS). While the Principality is neither a signatory nor under the jurisdiction of UCCMS these policies would qualify it to do so.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rules 6–17).

2. Compliance with Law and Scope of Application

Members must comply with all applicable federal, provincial, and municipal laws while taking part in Principality activities.

Conduct that may constitute a criminal or regulatory offence, or that presents an immediate safety concern, may be referred to appropriate civil authorities at any point and may proceed alongside Principality processes. *(CSSP Rules, Rules 6.3 and 8).*

This document applies to conduct occurring:

- at any Principality-sanctioned activity or event; and
- within Principality-affiliated online spaces, including official forums, email lists, social media groups, and Discord servers.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rule 3).

3. Grounds for Discipline

Disciplinary action may be taken where:

- an individual has been convicted of an offense under Canadian law; or
- an investigation finds, on a balance of probabilities, that a violation of this Corpora or the Amtgard Code of Conduct has occurred.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rule 14).

Violations may include unlawful conduct, breaches of behavioural standards, or online misconduct such as discrimination, harassment, intimidation, denigration, or cyberstalking.

4. Disciplinary Process

4.1 Reporting and Intake

Any member, participant, or third party may raise a concern or submit a complaint.

Upon receipt, the matter is reviewed to determine jurisdiction, whether the allegation could amount to a policy breach if substantiated, and whether immediate safety concerns are present.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rule 6).

4.2 Interim Measures

Where necessary to address immediate safety concerns, prevent further harm, or preserve the integrity of Principality activities, interim measures may be imposed at any stage following receipt of a concern or complaint and prior to the conclusion of an investigation.

Interim measures are precautionary in nature. They are not disciplinary, do not constitute a finding of responsibility, and do not imply that a violation has occurred.

(CSSP Rules, Rule 12).

4.2.1 Authority to Impose Interim Measures

Interim measures may be imposed where necessary by the Board of Directors or, where appropriate, by the Monarchy or other authorized officers acting within the scope of their assigned duties and jurisdiction.

Authority to impose interim measures is tied to functional responsibility for the activity, event, or environment in which the concern arises, and is limited to measures reasonably connected to that responsibility.

Where practicable, the individual subject to interim measures shall be informed of the measures imposed and the general reasons for their implementation, subject to limitations necessary to protect safety, confidentiality, or the integrity of the process.

Principality-Level Authority:

The Board of Directors, or the Monarch, with joint agreement of either the Prime Minister or Principality Guildmaster of Reeves, has authority to impose interim measures affecting participation in Principality and land-level activities, events, offices, or privileges.

Land-Level Authority:

A land Monarch, with joint agreement of the local Chancellor or Guildmaster of Reeves, has authority to impose interim measures related to activities, practices, meetings, or events occurring within their land.

Land-level authority is limited to measures affecting participation at the land level and does not extend to Principality-wide restrictions unless escalated in accordance with this Corpora.

Event-Level Authority:

An Event Autocrat, with the joint agreement of either the event Gate-Crat, or any Monarchy Officer of the group hosting the event, has authority to impose interim measures necessary to manage safety, conduct, and order at the specific event for which they are responsible.

Such measures are limited to the duration and scope of that event unless otherwise escalated.

Game-Level Authority:

A Game Runner, with the joint agreement of a Monarchy Officer of the land the game is being run at, has authority to impose interim measures necessary to address conduct or safety concerns within the game or activity they are overseeing.

Game-level measures are limited to that specific game or activity session.

Immediate Action:

Where immediate action is required to address an imminent safety risk, a single authorized Monarchy Officer or Board Director may impose interim measures, provided that authority through one of the above provisions is sought as soon as practicable thereafter.

4.2.2 Grounds for Interim Measures

Interim measures may be imposed where one or more of the following conditions are present:

- a reasonable concern for the safety or well-being of members, participants, or the public;
- a risk of interference with an investigation, including intimidation of witnesses or destruction of information;
- a risk of retaliation or escalation of the alleged conduct;
- a need to maintain order, trust, or integrity within Principality activities or events; or
- circumstances where continued participation could reasonably undermine confidence in the process.

4.2.3 Types of Interim Measures

Interim measures may include, but are not limited to:

- temporary removal from a Principality event or activity;
- temporary suspension of participation in battlegames, tournaments, or practices;
- temporary restrictions on contact with specified individuals;
- temporary suspension of access to Principality-affiliated communication platforms;
- temporary reassignment or limitation of roles, responsibilities, or privileges.

Interim measures shall be no more restrictive than necessary to address the identified risk.

4.2.4 Duration and Review

Interim measures remain in effect only for as long as reasonably required to address the underlying concern.

Interim measures may be reviewed, modified, or lifted as circumstances change, including where new information becomes available or where the risk factors prompting their imposition are no longer present.

4.2.5 Relationship to Investigation and Outcome

The imposition, modification, or removal of interim measures does not predetermine the outcome of an investigation or subsequent determination.

Where an investigation concludes without a finding of violation, interim measures shall be lifted promptly, subject to any other applicable governance requirements.

4.3 Investigation

4.3.1 Appointment and Authority

If a matter proceeds beyond intake, an investigation is initiated under the authority of the Principality.

Unless otherwise required by this Corpora, investigations are carried out by an Investigation Committee drawn from the Board of Directors and appointed in accordance with Board bylaws. Additionally, members of the Investigation Committee should declare all relationships that on balance of probability are likely to be perceived as a conflict of interest by any party. These perceived conflicts of interest must be included in the investigation report, and do not prohibit participation in the Investigation Committee. If at any point, an Investigator recognizes their ability to act impartially is impaired, they should recuse themselves, and another Investigator shall be appointed.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rule 14).

Where independence or subject-matter expertise is required, the Board Chair may approve the use of an external investigator or advisor.

4.3.2 Scope and Standard of Proof

The investigation examines whether the alleged conduct occurred and whether it amounts to a breach of the Corpora, the Code of Conduct, or other Principality policies.

Findings are made using the civil standard of proof, namely the balance of probabilities.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rule 14).

4.3.3 Procedural Fairness

Investigations are conducted in a fair manner, which includes timely handling, impartial decision-making, reasonable opportunities for affected parties to provide information, and reliance on relevant and reliable evidence.

(CSSP Rules, Rules 2.1 and 14).

4.3.4 Investigation Process

Definitions used:

Respondent: the person alleged to have breached the Corpora, COC, or other policy.

Complainant: the person who reported the behaviour.

Witnesses: any people who witnessed the behaviour.

Investigations generally involve the following steps:

a) Notice

Where appropriate, the respondent is informed that an investigation is underway and advised of the general nature of the allegations, subject to limits necessary to protect confidentiality or safety.

(CSSP Rules, Rule 10).

b) Information Gathering

Investigators may collect written statements, electronic communications, records, and other relevant materials.

c) Interviews

Interviews may be conducted with the complainant, respondent, witnesses, or others with relevant information, in person or by electronic means.

d) Opportunity to Respond

Where practicable, the respondent is given an opportunity to respond before the investigation concludes.

(CSSP Rules, Rule 7).

e) Assessment

Evidence is assessed for relevance, reliability, credibility, consistency, and context.

4.3.5 Timelines

Investigations are completed as promptly as circumstances allow. Complexity, witness availability, or external proceedings may affect timing. Where delays occur, progress updates are provided to decision-makers as appropriate.

(CSSP Rules, Rule 2.1(g)).

4.3.6 Investigative Record

At the conclusion of the investigation, a written summary is prepared outlining:

- the allegations examined;
- the evidence reviewed;
- findings of fact on a balance of probabilities; and
- any observations relevant to determination.

(CSSP Rules, Rule 14).

The summary is provided to the whole Board of Directors. It does not impose discipline.

If the respondent is currently one of the aforementioned Directors, then the summary is withheld from them.

4.3.7 Confidentiality

Participants are expected to maintain confidentiality throughout the process. Information is shared only where required for the administration of the process or by law.

(CSSP Rules, Rule 9).

4.3.8 External Processes

If civil authorities are investigating the same conduct, the Principality may pause or limit its investigation to avoid interference, while still taking steps necessary to address safety.

(CSSP Rules, Rule 8).

4.3.9 Conclusion

Once the investigation summary is submitted, the investigation phase is complete and the matter proceeds to determination under Section 4.4.

4.4 Determination and Authority

The Board of Directors is responsible for determining whether a violation has occurred and whether discipline is warranted, based on the investigation record.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rule 15).

A decision is issued within four weeks.

4.5 Sanctions

Where a violation is established, sanctions may be imposed under Section 5. Sanctions are proportionate to the conduct and consistent with prior outcomes.

(CSSP Rules, Rules 13 and 15).

4.6 Disclosure and Confidentiality

Disciplinary matters are handled with due regard for privacy. Disclosure is limited to what is required for fairness, administration of the process, or compliance with relevant legislation.

(CSSP Rules, Rule 9).

Reasonable steps are taken to protect the identities of complainants and witnesses.

4.7 Notification

Written notice of the outcome is provided within twenty-four hours of a final decision. Notice includes:

- The decision
- Any sanctions imposed
- The jurisdiction the sanctions are applicable within
- The relevant Code of Conduct violation
- Contact information for follow up questions
- Appeal information

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy; CSSP Rules, Rule 15).

4.8 Finality

A concluded matter may only be reopened where new, material information becomes available that could reasonably affect the outcome.

(CFF Safe Sport Policy Manual, Discipline and Complaints Policy).

5. Available Disciplinary Measures

Disciplinary measures may include but are not limited to the following:

- removal from a Principality event
- referral to civil authorities
- recommendation to Althing for removal of honours or titles
- temporary or permanent suspension or termination of membership
- prohibition from Principality events or battlegames
- restriction from Principality communication platforms and online forums

The Board of Directors may implement any other appropriate disciplinary measure at its discretion.

6. Appeals

Any disciplinary individual may contact the Board of Directors, in writing, with their request to appeal a disciplinary decision. The Board of Directors shall facilitate their appeal being forwarded to the next Althing.

A two-thirds vote by Principality Althing is required to amend or overturn a disciplinary decision. Appeals are conducted in a manner that respects independence, fairness, and the opportunity to be heard.

(CFF Safe Sport Policy Manual, Appeals Policy; CSSP Rules, Rule 17).

7. Whistleblowing and Non-Retaliation

The Principality affirms the protection of victims, whistleblowers, and officers acting in good faith in the performance of their official duties, and expressly prohibits and condemns any form of retaliation against such individuals in accordance with the Amtgard International Whistleblower Policy.

https://www.amtgard.com/_files/ugd/927b50_2ec78b402f8c44ad87661f1639be0f62.pdf

8. Disclaimer and Limitation of Liability

The Principality does not condone illegal activity or physical violence.

The Principality is a non-sectarian, educational organization.

Participants are responsible for their own safety and well-being.

The Principality indemnifies its officers and directors except where liability arises from intentional misconduct or a knowing violation of law, consistent with Canadian legal standards.

Change Log:

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.
August 2026	General cleanup and wording improvements. Reworked Quartermaster position. Removed 80% original work rules from A&S. Restructured Official Events and required closeout packages. Updated the BoD section to match real world structure. The PM takes minutes at CoM meetings. Voting Membership changed to Citizen. Slight updates to Corpora Committee and Corpora Revision Process. Attendance minimums for officers removed. Everybody can vote for Class Guildmasters. Restructured and updated the Dues and Treasury section. Combined Corpora+Appendices into one document. Clarified the Monarch's provisional ruling powers. Updated the Disciplinary appendix to delegate all ban authority to the Board. Swapped the requirements for the Dragonmaster/Crown Laureate, and Weaponmaster/Warskills. Created a "month-aligned" system for scheduling and running Althings and elections.
October 2026	General cleanup and patches. Instrument performances added as an A&S category. GMR clarification powers narrowed to on-field rules clarifications. If no other declarations are made, members under the age requirement can be permitted, only at the land level, and only for the positions of Regent, Champion, or Guildmaster of Reeves. Citizenship requirements now counts online attendances, and requires six attendances in six months, with attendances in at least two different months. When Checking equipment, the processes in the Rules of Play must be followed, with average force assumed.