



Tal Dagore Corpora ver 5.04

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1. Membership: Player status is divided into two categories Resident and Citizen Players.

1.1. Resident Players are defined by the following.

1.1.1. Must abide by the Amtgard Rules of Play as well as all mundane laws while engaged in Amtgard activities.

1.1.2. Players must have a waiver signed and on file at a Kingdom of Tal Dagore sponsored park.

1.1.3. Must chose a local park to be their resident province, players are only able to choose one resident province at any given time.

1.1.4. This is a non-voting Status.

1.2. Resident Players are provided the following services:

1.2.1. Having their attendance and award status tracked by the local park record-keeping officer.

1.2.2. Having access to kingdom calendar and all online kingdom resources.

1.3. Citizen Players are defined by the following.

1.3.1. Player must pay dues.

1.3.2. Player must be at least fourteen (14) years of age.

1.3.3. Player must have held "Resident Player" status within a Province of the Kingdom of Tal Dagore for at least three (3) months.

1.3.4. Player must have gained at least eight (8) attendance credits at a Kingdom of Tal Dagore sponsored or recognized Amtgard function in the prior six (6) months. Only two (2) of these credits may be from functions outside the Kingdom of Tal Dagore and its sponsored parks. Multi-credit events may grant no more than two (2) credits per event toward Citizen Status.

1.4. Citizen Players are provided the following services:

1.4.1. All services provided to Resident Players are extended to Citizen Players.

1.4.2. May vote in Kingdom & Provincial Elections.

1.4.3. May vote in Kingdom and home province Althing.

1.4.4. May run for kingdom and home province office (Provided they also meet any other requirements in section 5).

2. Dues

2.1. Membership Dues

2.1.1. Dues are \$6 per six months or a onetime payment of \$100.00 will grant Dues Paid for Life Status.*

**Dues paid for life are non-transferable outside of The Kingdom of Tal Dagore but may transfer between provinces within the Kingdom of Tal Dagore.*

2.1.2. Receipts must be provided to anyone who pays dues. Receipts must be provided at time of payment.

2.1.3. The Kingdom Prime Minister shall maintain a list of all dues paid players within the Kingdom of Tal Dagore.

2.1.4. Dues may only be paid to your resident province Prime Minister

3. Offices of the Crown (Monarch, Regent, Prime Minister, Champion, & Guildmaster of Reeves) Listed by order of precedence.

3.1. Monarch: (King/Queen)(Tal Dagore NPO Amtgard Program Director)

3.1.1. Shall serve as the Amtgard Program Director for the Tal Dagore NPO during his or her term of office.

3.1.2. Shall preside over all functions, ceremonies, Althing, and the daily operations of the Kingdom.

3.1.3. Has the power to break ties at Althing, excepting those that in which he or she is directly involved. In such cases the tie breaking power is passed to the next highest uninvolved officer

3.1.4. Should the Monarch leave office for any reason, the Regent shall become Monarch pro-tem. The pro-tem Monarch must be ratified by a majority of Citizen Players in attendance at an emergency Althing, to take place within one month. If the Althing does not ratify the pro-tem Officer, a special election shall be held to choose a new Monarch from the Citizen Player populace.

3.1.5. Should an office become vacant for any reason, the Monarch shall appoint a Citizen Player to that office pro-tem. The pro-tem Officer must be ratified by majority of Citizen Players in attendance at an emergency Althing, to take place within one month. If the Althing does not ratify the appointment, a special election shall be held to choose a new officer from the Citizen Player populace.

3.1.6. At the start of his or her term, the Monarch shall sign a contract that states their fiduciary responsibility to the Tal Dagore NPO. Each Monarch shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.

3.1.7. The Monarch has the ability to discipline players in accordance with the Amtgard Rules of Play and this Corpora (ROP).

3.1.8. The Monarch, with agreement of the Prime Minister or Guild Master of Reeves, shall have the power to resolve any in-game issues not covered by this document.

3.2. Regent:

3.2.1. Responsible for fostering the Arts and Sciences within the Kingdom of Tal Dagore.

3.2.2. Responsible for the running of cultural tournaments during their reign.

3.2.3. Shall represent the Monarch when he or she is not present but is not granted any additional powers without special decree from the Monarch.

3.3. Prime Minister:

3.3.1. Responsible for maintaining the records and attendance of all players of the Kingdom of Tal Dagore.

3.3.2. Responsible for creating, administering, and recording Corpora tests and results.

3.3.3. Is responsible for publishing a list of Corpora tested certified players prior to declaration closure.

3.3.4. Is responsible for publishing a list of Citizen Players one week before any election, Althing, or vote.

- 3.3.5. The Prime Minister shall work with the Tal Dagore NPO Treasurer in regards to the following:
 - 3.3.5.1. Supervision of collection of all fees and dues, and provision of receipts for such to players.
 - 3.3.5.2. Maintain accurate records on the dues paid status of all group members.
 - 3.3.5.3. Maintain and keep accurate records of program funds (income and expenditures).
- 3.3.6. At the start of his or her term, the Prime Minister shall sign a contract that states their fiduciary responsibility to the Tal Dagore NPO. Each Prime Minister shall be held personally responsible for funds in their care and shall make amends should those funds turn up missing.
- 3.3.7. Is responsible for conducting a Provincial Audit once per reign as per Appendix C. of this document
- 3.4. Champion:
 - 3.4.1. Responsible for organizing tournaments and battlegames at kingdom events.
 - 3.4.2. Responsible for working with the Guildmaster of Reeves to ensure that all equipment used has been checked for safety and legality in accordance with the requirements set down by the Amtgard Rules of Play on a regular basis.
 - 3.4.3. Responsible for the running of war skill tournaments during their reign.
 - 3.4.4. Shall maintain a lost and found at Kingdom events.
- 3.5. Guildmaster of Reeves(GMR):
 - 3.5.1. Shall work with the Monarch and Champion to ensure that the rules are applied accurately and honestly on the battlefield.
 - 3.5.2. Responsible for working with the Champion to ensure that all equipment used has been checked for safety and legality in accordance with the requirements set down by the Amtgard ROP on a regular basis.
 - 3.5.3. Ensures that there are an appropriate number of Reeves at events, and ensures that the conduct of Reeves is competent.
 - 3.5.4. Advises the Monarch on rules disputes.
 - 3.5.5. Responsible for creating, administering, and recording reeve's tests and results.
 - 3.5.6. Is responsible for publishing a list of Reeve Qualified players prior to declaration closure.
- 3.6. All Offices of the Crown are elected to a six (6) month term of office.
- 3.7. Crown Officers are not required to pay for event admission or feast during their term.
- 3.8. Crown Officers Dues are extended for the length of time in office.
- 3.9. No Officer may hold the same elected position in excess of two (2) consecutive full terms.
- 3.10. Must have and maintain a working phone number and access to an internet connection.
- 3.11. Crown Officers may only hold one Crown Office at a time within the Kingdom of Tal Dagore.
Exceptions being Kingdom Champion and Kingdom Guildmaster of Reeves who may also hold office at provincial level.
- 3.12. Must maintain Citizen Player status within the Kingdom of Tal Dagore or be removed from office.
- 3.13. May not miss four (4) consecutive weeks or twelve (12) total weeks during their term in office or be removed from office.
- 3.14. May be removed from office with a 2/3rds majority at an Allthing.*
- 3.15. Additional Offices: Crown officers shall have the ability to create and appoint any additional offices to help them better perform their duties.

** Offices outside those mentioned in this Corpora shall have no powers that override this Corpora.*

4. Official Organizations

- 4.1. Tal Dagore Circle of Monarchs: The Tal Dagore Circle of Monarchs (COM) shall consist of all monarchs of the provinces of the Kingdom of Tal Dagore and the Monarch of the Kingdom of Tal Dagore.
 - 4.1.1. Shall hold a regularly scheduled meeting at every Coronation and Mid-reign.
 - 4.1.2. Powers of the Tal Dagore Circle of Monarchs:
 - 4.1.2.1. Acceptance of new provinces: Upon approval from the Tal Dagore Board of Directors and Kingdom Monarch, the Tal Dagore COM may vote to accept a new province into the Kingdom of Tal Dagore.
 - 4.1.2.2. Elevation of Provincial Status: Upon verification of elevation requirements (per Amtgard Incorporated contract) by the Prime Minister and with the recommendation of the Monarch, The Tal Dagore COM may vote to promote a province to the next elevation level (e.g. Baron or Duchy).
 - 4.1.2.3. Demotion of Status: Should a province fail to maintain qualifying numbers for twelve consecutive months; at the recommendation of the Monarch and verification by the Prime Minister; or for any other reason agreed upon by the COM, the Tal Dagore COM may vote to demote a province to any level the Circle deems appropriate.
 - 4.1.2.4. Removal of provinces: Should a province fail to maintain the requirements stated within this corpora and/or at the recommendation of the Monarch, the Tal Dagore COM may vote to remove a province from the Kingdom of Tal Dagore.
 - 4.1.2.5. Issue Probationary Status: Should a province fail to uphold the standards of the Kingdom of Tal Dagore or Amtgard the COM may vote to place them under Probationary Status. Probationary provinces may only issue awards at one level bellow there current status, and shall not grant any titles described in this document. A Province under probationary status must be reevaluated at the next COM.
 - 4.1.3. Tal Dagore Circle of Monarchs Voting:
 - 4.1.3.1. At a Tal Dagore COM meeting, every province Monarch or representative thereof shall have one official vote on each issue.
 - 4.1.3.2. Tal Dagore COM decisions shall be decided by a simple majority vote except decisions with motions to remove a province, which shall require a 2/3 vote.
 - 4.1.3.3. The Monarch of the Kingdom of Tal Dagore will have the power to break ties in the Tal Dagore COM vote.

4.2. Circle of Knights:

4.2.1. Shall be composed of all Knights who are Citizen Players of the Kingdom of Tal Dagore, and governed by the COK bylaws and its revision process.

4.2.2. The Circle of Knights bylaws shall be made public one month after any changes have been made. See Appendix K

5. Tal Dagore Government:

5.1. Althing are the forums for players to make decision that will affect the Kingdom in a democratic venue.

5.1.1. Anyone may attend, however only Citizen Players may vote in an Althing.

5.1.2. Althing decisions are determined by a majority vote of all Citizen Players in attendance unless otherwise stated in this document. The Monarch with agreement of the Prime Minister may allow absentee voting as they see fit.

5.1.2.1. Two (2) weeks prior to any Althing the Prime Minister shall post a list of all Citizen Players at that time.

5.1.2.2. One (1) weeks prior to any Althing the Prime Minister shall post a list of all Citizen Players that are eligible to vote in the upcoming Althing.

5.1.3. Althing agendas must be posted to the official forums two weeks prior to the Althing by the Monarch.

5.1.4. New business may be added to the agenda after that date at the discretion of the Monarch and another Crown office.

5.1.5. Types of Althing

5.1.5.1. Kingdom Althing are scheduled to occur at all kingdom events.

5.1.5.2. Provincial Althing shall be scheduled once each month.

(If no one has business to bring before the Althing, then there is no need for an Althing for that month).

5.1.5.3. Emergency Althing may be called for by the Monarch with a two (2) week notice.

5.1.6. Althing Powers: may include but are not limited to the following.

5.1.6.1. May discuss and enact rule clarifications that do not conflict with the Rules of Play, the agreement with Amtgard Inc. or any ratified agreements of the Inter-Kingdom Circle of Monarchs.

5.1.6.2. May update and revise the Corpora, at the Kingdom Mid-Reign or Coronation. Corpora changes must be properly worded, formatted, and submitted to the Kingdoms official internet forums at least four weeks prior to the Althing at which the revisions will be voted upon.

5.1.6.3. May discuss the future of the Kingdom and its priorities.

5.1.6.4. May remove players from the Kingdom of Tal Dagore and all provinces.

5.1.6.5. May strip or remove player titles and awards.

5.1.6.6. May overturn previous Althing decisions

5.1.6.7. May vote on Official requests to the B.O.D.

5.1.6.8. May overturn bans or suspensions (requires 2/3 majority)* except those issued by the Tal Dagore BOD.

5.1.6.9. May remove Crown Officers (requires 2/3 majority)

5.2. Declarations, Qualifications and the Election Process:

5.2.1. Declarations:

5.2.1.1. Crown declarations must open the two (2) weeks immediately prior to, and end the day before Crown Qualifications for elections occurring in conjunction with Coronation.

5.2.1.2. Midreign declarations must open at least four (4) weeks prior, and remain open two (2) weeks, for elections occurring in conjunction with Mid-Reign. All declarations close prior to the start of the election.

5.2.1.3. In the event that no individuals declares for office, a new declaration period will be opened for seven days at which time a new Crown Qualification event will be held.

5.2.1.4. Declaration Requirements: Candidates for Crown Office must meet the following criteria in order to be considered declared for office.

5.2.1.4.1. Must declare on the Kingdom of Tal Dagore Official Forums for intended office.

5.2.1.4.2. Must have passed a reeve test administered by the Kingdom Guildmaster of Reeves (in the case of GMR the Monarch may administer a test).

5.2.1.4.3. Must have passed a Corpora test administered by the Kingdom Prime Minister (in the case of Prime Minister the Monarch may administer a test).

5.2.1.4.4. Must possess a title of nobility.

5.2.1.5. Must be over the age of eighteen (18) to declare for Monarch or Prime Minister.

5.2.2. Qualifications: In order to run for and hold Kingdom level office, the candidate must be a Citizen Player of the Kingdom of Tal Dagore, and must:

5.2.2.1. Candidates entering the Crown Election must meet the following additional criteria at Crown Qualifications.

5.2.2.1.1. Cultural Competition: Candidate must enter the listed minimum items*
Kingdom: 6 Cultural Qualification entries in 6 different cultural categories
Duchy: 5 Cultural Qualifications entries in 5 different cultural categories
Barony: 4 Cultural Qualifications entries in 4 different cultural categories
Shire: 3 cultural Qualifications entries in 3 different cultural categories

*(Items that are disqualified do not count toward this total)

5.2.2.1.2. Warskill Competition: candidate must enter all Warskills categories.*

*Should a candidate not be able to participate in the War Skill events due to physical restrictions they may request a personal champion to take their place.

5.2.2.2. Must resign from any conflicting office prior to stepping up into new position.

5.2.3. Elections:

5.2.3.1 Elections shall be held for two (2) weeks prior to the Coronation or Mid-Reign event and shall end no later than the Sunday preceding the event.

5.2.3.2. Two (2) weeks prior to elections beginning the Prime Minister shall post a preliminary list of all Citizen Players at that time.

5.2.3.3. At the opening of elections the Prime Minister shall post a list of all Citizen Players within the Kingdom, these shall be the only eligible voters in that election.

5.2.4. Election Officiating:

5.2.4.1. Crown Elections shall be officiated by the Prime Minister and the Guildmaster of Reeves.

5.2.4.2. Mid-Reign Elections shall be officiated by the Monarch and Regent.

5.2.4.3. Should the current Prime Minister or Guildmaster of Reeves be a candidate in an election, the highest ranking exiting crown officer not involved in the election shall assist with the election (Monarch, Regent, then Champion)

5.2.4.4. The winner of any election requires a simple plurality vote.

5.2.4.5. The Monarch shall break any tie votes in an election. (Except in circumstances wherein the monarch is involved as a candidate, in which case, the next highest uninvolved officer shall break the tie.)

6. Events: The Kingdom of Tal Dagore is responsible for running 4 events per reign

6.1. Coronation: The event where the winners of the Crown Elections assume office.

6.1.1. Held every six (6) Months.

6.1.2. Beginning of Term of Office for Monarch, Regent, & Champion.

6.1.3. Hosts the Crown Coronation Feast: The outgoing Regent is responsible for organizing this feast.

6.2. Weapon Master\Dragon Master: Will be held at least two weeks before a Monarch’s mid-reign event.

6.2.1. An Arts and Sciences tournament shall be run by the Regent and is open to any who wish to participate.

6.2.2. The winner of the cultural event shall hold the title of Dragonmaster for the following six (6) months.

6.2.3. Warskill Events shall be run by the current Champion and is open to any who wish to participate.

6.2.4. Shall be ran accordingly to Appendix A1

6.2.5. The winner of the Warskill events at shall hold the title of Weaponmaster for the following six (6) months.

6.3. Mid-Reign: Event: beginning of Term of Office for Prime Minister & Guild Master of Reeves

6.3.1. Held every six (6) Months

6.3.2. Hosts the Mid-Reign Feast: The Regent is responsible for organizing this feast.

6.4. Crown Qualifications:

6.4.1. Qualifications will be held every six months, at least three weeks prior to Coronation.

6.4.2. A Cultural Tournament shall be run by the current Regent and are open to any who wish to participate. Categories are listed in Appendix A2

6.4.3. Warskill Events shall be run by the current Champion and are open to any who wish to participate.

6.4.4. Warskill events shall be ran accordingly to Appendix A1

6.4.5. Members running for office in the upcoming Crown elections will be required to enter a minimum specified number of cultural, and all warskill events in this Crown Qualifications (See: 5.2.1.5).

7. Provincial Groups: The Kingdom of Tal Dagore is composed of multiple Amtgard chapters based primarily in Missouri & Illinois, referred to as Provinces. Only those chapters specifically recognized as a part of Amtgard, The Kingdom of Tal Dagore & the Tal Dagore NPO are considered a province for the purpose of this Corpora.

7.1. Provincial size: Provincial size is determined by the number of unique player (Resident & Citizen) sign-ins at a province each month, averaged over the previous six (6) months.

7.1.1. The size of a group plays a significant role in determining the title of a province and the awards it may grant.

	Shire	Barony	Duchy	Kingdom
Average Yearly Attendance	Less than 20	20-39	40-74	75+
Minimum Age of Park	0+ years	1+ year	3+ years	4+ years
# of Citizen Players	-	10	20	40

7.2. Provincial Officers: Provincial officers have the same responsibilities as those of the Kingdom Officers relative to their Provincial Park. Provincial Group Officer Nomenclature is listed below

Province Size	Shire	Barony	Duchy	Kingdom
Office Title	Sheriff	Baron	Duke	Monarch
	Regent (Optional)	Regent	Regent	Regent
	Champion (Optional)	Champion	Champion	Champion
	Chancellor	Chancellor	Chancellor	Prime Minister
	Guild Master of Reeves (Optional)	Guild Master of Reeves (Optional)	Guild Master of Reeves (Optional)	Guild Master of Reeves

*Shires are only required to fill the Sherriff and Chancellor Roles; additional offices may be elected as necessary.

7.3. Awards and Orders: Ladder Awards (As outlined in the Amtgard ROP) may be granted by the Crown Officers of provinces but must not exceed the maximum, in accordance with the following table:

Provincial Size	Shire	Barony	Duchy	Kingdom
Award Level	3 rd Level	5 th Level	7 th Level	All

- 7.4. Titles: Provinces may award Titles of Nobility upon exit of office with the permission of the Kingdom Monarch: (Suggested criteria for titles to former provincial officers may be found in 8.4.1)
- 7.5. Provincial Elections: Subgroups shall run their own Election Processes
 - 7.5.1. Provincial elections are to be handled in an identical fashion to Kingdom elections and events.
- 7.6. Provincial Operation: This Corpora is written with the kingdom in mind primarily, all provinces are expected to operate in the same manner.
- 7.7. Provincial Althings: Provincial althings are identical to kingdom althings with the additional powers allotted to provincial althings ONLY to allow for the operation of the province.
 - 7.7.1. Provincial Althing may vote on the expenditure of park coffers as necessary (receipts must be archived my Provincial Prime Minister).

8. Awards and Honors:

*Awards and honors may never be given to members of another kingdom without the permission of the monarch of that kingdom.

8.1. General Awards: May be awarded by any level province

8.1.1. Order of the Dragon

Awarded by: Monarch, Regent

Awarded for: Demonstrating ability in the arts of Amtgard (Per the current Award Standardization). 8.1.2. Order of the Garber

Awarded by: Monarch, Regent

Awarded for: The creation of garb (Per the current Award Standardization).

8.1.3. Order of the Griffon (Gryphon)

Awarded by: the Monarch, Champion

Awarded for: Honor on the battlefield or in tournaments.

8.1.4. Order of the Lion

Awarded by: Monarch, Regent

Awarded for: going above and beyond the call of duty in an office, or for leadership outside of office while performing a service to Amtgard (Per the current Award Standardization).

8.1.5. Order of the Owl

Awarded by: Monarch, Regent

Awarded for: Demonstrating ability in the construction sciences of Amtgard (Per the current Award Standardization).

8.1.6. Order of the Rose

Awarded by: Monarch, Regent, Champion

Awarded for: Service to the club not necessarily related to an elected office (Per the current Award Standardization).

8.1.7. Order of the Smith

Awarded by: Monarch, Regent, Champion

Awarded for: organizing and running battlegames, quest, workshops, and the like while not in office, or for running such events above and beyond the requirements of one's office (Per the current Award Standardization).

8.1.8. Order of the Warrior

Awarded by: the Monarch, Champion

Awarded for: fighting prowess (Per the current Award Standardization).

*Orders of the Warrior follow a regimented pattern for distribution detailed under the Awards Standardization section in the Amtgard ROP.

8.1.9. Order of the Zodiac

Awarded by: the Monarch

Awarded for: outstanding contributions in any one month. Limitations: only one may be given each month.

8.1.10. Order of the Golden Axe.

Awarded by the Monarch.

Awarded in recognition of outstanding enthusiasm, garb and attitude in the game. May only be awarded to a new player during their first six months in the game.

8.1.11. Order of the Hydra

Awarded by: the Monarch, Regent

Awarded for: entering enough Crown Qualifications events to qualify for the Crown tourney/election. Limitations: each person may only receive one Hydra per Crown qualifications.

8.1.12 Order of the Raider

Awarded by the Monarch, Regent, Prime Minister, Champion

Awarded for: visiting parks, attending kingdom & inter-kingdom events (awarded in accordance with Table 8.1.12).

1st	Raid another park.	6th	Raid at least 6 other parks, have at least 15 visiting credits - no more than 1/3 at any one park, attended at least 2 home kingdom events and 1 inter-kingdom event.
2nd	Raid at least 2 separate parks.	7th	Raid at least 7 other parks, have at least 18 visiting credits - no more than 1/3 at any one park, attended at least 3 home kingdom events and 1 inter-kingdom event.
3rd	Raid at least 3 separate parks and have at least 6 visiting credits	8th	Raid at least 8 other parks, have at least 21 visiting credits - no more than 1/3 at any one park, attended at least 4 home kingdom events and 2 inter-kingdom events.
4th	Raid at least 4 other parks, have at least 9 visiting credits, attended at least 1 home kingdom event.	9th	Raid at least 9 other parks, have at least 24 visiting credits - no more than 1/3 at any one park, attended at least 5 home kingdom events and 3 inter-kingdom events.
5th	Raid at least 5 other parks, have at least 12 visiting credits - no more than half at any one park, attended at least 2 home kingdom events.	10th	Raid at least 10 other parks, have at least 27 visiting credits - no more than 1/3 at any one park, attended at least 6 home kingdom events and 4 inter-kingdom events.

Table 8.1.12

8.2. Kingdom Level Awards: May only be issued by Kingdom level Officers

8.2.1. Order of the Flame

Awarded by: the Monarch

Awarded for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard.

Limitations: only one may be given once in each Monarch's reign.

8.2.2. Order of the Jovious

Awarded by: the Monarch

Awarded for: outstanding attitude.

Limitations: only one may be given in each Monarch's reign.

8.2.3. Order of the Mask (Masque)

Awarded by: the Monarch

Awarded for: outstanding portrayal of persona.

Limitations: only one may be given in each Monarch's reign.

8.2.4. Walker of the Middle

Awarded by: Monarch

Awarded for: Exemplification of the ideals and conduct of reeves.

Limitations: a person may never receive more than one of these, only one may be given in each Monarch's reign.

8.2.5. Paragon of a Class: Denotes excellence in an Amtgard player class, and may only be issued by the Kingdom Monarch.

8.2.6. Masterhood: Denotes excellence in contributions to the group in the area concerned, as per the current Award

Standardization. Specific types of Masterhood:

8.2.6.1. Dragon- Per the current Award Standardization.

8.2.6.2. Garber- Per the current Award Standardization.

8.2.6.3. Lion- Per the current Award Standardization.

8.2.6.4. Owl- Per the current Award Standardization.

8.2.6.5. Rose- Per the current Award Standardization.

8.2.6.6. Smith- Per the current Award Standardization.

8.2.6.7. Warrior (Designated title: Warlord) - Per the current Award Standardization.

8.2.6.8. Raider- Must have obtained 10th Order of the Raider. Master Hood here means more than just travel. It denotes commitment to the very purpose of the award. Building friendships, supporting other lands, and improving the Amtgard experience of all members by expanding that experience well beyond the boundaries of a home park.

8.3. Knighthood: The Monarch of the Kingdom of Tal Dagore may knight players into any of the four orders upon confirmation of eligibility from the Kingdom of Tal Dagore Circle of Knights. The Monarch must have the Circle of Knight's approval by a simple ballot majority vote for approval to knight a citizen. Although not required, it is strongly suggested that candidates for knighthood should meet the criteria set forth in the most current Award Standardization Process listed in the Amtgard ROP. Note that the achievement of criteria set forth does not automatically grant knighthood. Note that the traditional positive knightly virtues are vital to obtaining knighthood.

8.3.1. The orders of Knighthood:

8.3.1.1. Knights of the Crown: A civil order for serving in the highest echelons of the group.

Colors: white trimmed with gold

Suggested criteria: Per the current Award Standardization

8.3.1.2. Knights of the Flame: A service order for contributions to the group.

Colors: white trimmed with red

Suggested criteria: Per the current Award Standardization

8.3.1.3. Knights of the Serpent: An achievement order for excellence in the arts and/or sciences.

Colors: white trimmed with green

Suggested criteria: Per the current Award Standardization

8.3.1.4. Knights of the Sword: A martial order for fighting skills and battlefield prowess.
 Colors: white trimmed with silver
 Suggested criteria: Per the current Award Standardization

8.4. The Monarch may create other titles and forms of Masterhood that do not conflict/compete with the existing ladder awards.

8.5. Titles of Nobility

8.5.1. All titles of nobility are granted by the Kingdom Monarch for service with excellence; below is a list of the most common exit titles and the offices they are awarded for serving in. Please See Appendix D for more details.

	Shire	Barony	Duchy	Kingdom
Monarch	Lord	Baronet	Baron	Duke
Regent	Esquire	Lord	Lord	Count
Champion	Esquire	Esquire	Master	Defender
Prime Minister	Master	Master	Lord	Marquis

9. Mundane Laws: Members are required to obey all federal, state, & local laws.

9.1. Violations of the law that occur at the Kingdom of Tal Dagore functions that endanger Kingdom of Tal Dagore, its members or the public should be reported to the proper authorities.

9.2. In the event that an individual should be caught and/or charged with any felony or misdemeanor offense on the premises of any Kingdom of Tal Dagore or Provincial sponsored function, domain, or associated activities that individual may be punished by the Kingdom of Tal Dagore.

9.3. Punishment may include but is not limited to:

- 9.3.1. Being expelled from the site of the event.
- 9.3.2. An immediate report to law enforcement officials.
- 9.3.3. Being recommended to Althing to be stripped of all titles and awards as per this Corpora.
- 9.3.4. Termination of affiliation with the club as per The Amtgard ROP, Althing decision, or Tal Dagore Board of Directors.
- 9.3.5. Being banned from battlegames, tournaments and events sponsored by the Kingdom of Tal Dagore.
- 9.3.6. Having accounts suspended and/or being banned from Amtgard communication groups sponsored by the Kingdom of Tal Dagore; such as email lists, forums, message boards, websites, Facebook pages, and similar.

9.4. Any sanctions issue to a player that is found innocent or all charges or had all charges cleared shall have all sanctions removed unless stated in the punishment decree from the Kingdom of Tal Dagore.

9.5. Appeal Any person subject to punishment by the kingdom may appeal the decision to the Althing by presenting a petition

- 9.5.1. The petition must be started by a Citizen Player.
- 9.5.2. The petition wording must be approved by the Kingdom Prime Minister prior to begin.
- 9.5.3. The petition must be signed by 20% of the Citizen Players corresponding to the level of the punishment was dealt from at the time the petition is started. (Example: from a Duchy then 20% of the Duchy's Citizen Players must sign the petition)
- 9.5.4. The petition must be announced on the official communications channels upon starting.
- 9.5.5. The petition must be presented to the Monarch within sixty (60) days of start.
- 9.5.6. The petitions signatures must be verified by the Prime Minister upon presentation to the Monarch.
- 9.5.7. Once the petition has been submitted and verified, the Monarch will then present the petition to the Althing. It then takes a 2/3rds vote of the Althing to overturn the punishment.

10. Disclaimer

10.1. The Kingdom of Tal Dagore does not condone any illegal activity or physical violence against any person.

10.2. The Kingdom of Tal Dagore is a non-sectarian, educational organization.

10.3. The Kingdom of Tal Dagore Incorporated, or its designated officers and representatives are not responsible for any injuries, physical or otherwise, sustained while playing Amtgard or attending an Amtgard sponsored event. All members and participants are wholly responsible for their own well-being Please play safe.

Appendix A: Tournaments

1. Warskill Tournaments: The Warskill Tournament will consist of 5 events and include the following.

- 1.1. Categories:
 - 1.1.1. Single Sword – Only one sword allowed, which must be over 18”and less than 36” in total length
 - 1.1.2. Florentine – Two swords allowed, both of which must be over 18”and less than 36” in total length
 - 1.1.3. Sword & Shield – Only one sword allowed, which must be over 18” and less than 36” in total length. Combatants may also have a shield. (Medium or Small in Size)
 - 1.1.4. Open – Any melee weapon/shield combinations are allowed
 - 1.1.5. Great Weapon – Any weapon over 48” in total length.
- 1.2. Tie: In the event of a tie in the warskill tournament, the tied individuals will proceed to a fight-off consisting of one fight in each of the Warskill categories; the winner of three of the five categories will in turn win the tournament.
- 1.3. Standardized pointing: all warskill events shall be pointed in the following manner to allow for consistency
 - 1.3.1. First place will receive 5 points
 - 1.3.2. Second place will receive 3 points
 - 1.3.3. Third place will receive 1 point

Appendix B

2. Qualification Cultural Tournaments Categories: As per the 60 Category System

Broad Category	Sub Category					
	Active Construction	Weapon	Shield	Armor	Siege	Open
Passive Construction	Wood	Metal	Ceramic	Leather	Other	
Bardic	Singing	Oratory	Instrumental	Physical	Other	
Food	Main Dish	Appetizer	Dessert	Beverage	Other	
Jewelry	Wire	Beading	Metal	Textile	Other	
Garb	Court	Fighting	Accessory	Monster Garb	Other	
2D Art	Painting	Drawing	Photograph	Digital Image	2D Art on a 3D Medium	Other
3D Art	Subtractive	Additive	Low Relief	Display/Diorama	Other	
Textile	Embroidery	Applique	Crochet	Weaving	Other	
New Media	Computer Design	Media	Programming	Web Site/Online Production	Other	
Written	Factual	How To	Poetry	Other		
Open	Rose	Heraldic Device	Smith	Open		

For a more detailed list please see 60 Cat System

Appendix C

1. Provincial Audits

- 1.1 At the Cultural Qualifications event, all provinces under the Kingdom of Tal Dagore are required to submit an Audit Packet to the Kingdom Prime Minister.
 - 1.1.1 One month prior to Cultural Qualifications, the Kingdom Prime Minister will make an announcement that the Audit is upcoming.
 - 1.1.2 Provincial Prime Ministers are responsible for compiling the packet and providing it to the Kingdom Prime Minister at Cultural Qualifications.
- 1.2 Provincial Audit Packets must consist of the following items:
 - 1.2.1 A list of all provincial Crown Officers and their contact information.
 - 1.2.2 List of unique sign-ins per month for the prior six months(the Kingdom Prime Minister may request copies of daily sign-in sheets if needed)
 - 1.2.3 A list of all citizen players in the province and their dues paid expiration as of the audit due date.
 - 1.2.4 A list of all players who have signed waivers within the Province since the last audit, and a copy of all newly signed waivers.
 - 1.2.5 Copies of the prior six months financial records in a manner defined by the Tal Dagore NPO Treasurer.
- 1.3 The Kingdom Prime Minister will review the Audit information, and will provide a rating as follows:
 - 1.3.1 Excellent - The Audit contains all requested items, and the Group has the appropriate attendance numbers for the province size.
 - 1.3.2 Pass - No more than one item is missing or incomplete, and the province has the appropriate attendance numbers for the province size.
 - 1.3.3 Fail - Two or more items are missing or incomplete, or the group does not have the appropriate maintenance attendance numbers for the province size.
- 1.4 The Kingdom Prime Minister shall publish the results of the audit, and submit recommendations to the Circle of Monarchs in the event of the following conditions:
 - 1.4.1 When a Province has received two consecutive excellent ratings on the most recent audits, and meets the attendance requirements for elevation, the Monarch may place a recommendation for elevation of that Province.
 - 1.4.2 When a Province has received two consecutive fail ratings on the most recent audits, the Monarch may place a recommendation for demotion of that Province.

Appendix D: Titles

Titles of Nobility listed by precedent

1. Grand Duke/Duchess

Equivalents: none

Suggested criteria: serve as Kingdom Monarch 2 times.

2. Arch Duke/ Duchess

Equivalents: none

Suggested criteria: serve one term each as a Kingdom and Duchy (or Kingdom pro-tem) Monarch.

3. Duke/ Duchess

Equivalents: Doge, Dux, Herzog, Duc, Duque, Duca, Pfalzgraf, Shogun, Bretwalda, Chiangchun Suggested criteria: serve one term as Kingdom Monarch.

4. Count/Countess

Equivalents: Earl, Comes, Comite, Graf, Jarl, Conde, Kaliph, Khidiw, Cuauhtlahtoque, Contessa Suggested criteria: serve as Kingdom Regent.

5. Marquis/Marquise

Equivalents: Markgraf, Marchioness, Margrave, Markis, Margraf, Marques, Marchese, Margravine, Marquee Suggested criteria: serve as Kingdom Prime Minister.

6. Viscount/Viscountess

Equivalents: Vicomte, Viconte, Visconte, Vizconde, Visconde, Walfgraf, Pasha

Suggested criteria: have held both the following positions of a Kingdom Champion and Weaponmaster.

7. Baron/Baroness

Equivalents: Thane, Daimyo, Khan (Kahn), Emir, Barun, Barao, Barone Suggested criteria: serve as Duke.

8. Baronet

Equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, Begum Suggested criteria: serve a term as Baron, or Duchy Regent.

9. Lord/Lady

Equivalents: Halfweard, Loverd, Laferd, Pan, Laird, Kyrios, Dom, Don, Sherif, Chieftain

Suggested criteria: Monarch's discretion (service), service in office of Sheriff, Barony Regent or, or Duchy Prime Minister, or Regent.

10. Defender

Suggested criteria: serve a term as Kingdom Champion.

11. Master/Mistress

Suggested criteria: serve a term as Duchy Champion, Barony Prime Minister, or Shire Chancellor.

12. Esquire

Suggested criteria: serve a term as Barony Champion, Shire Regent, or Shire Champion.

The Monarch may create other titles and forms of Masterhood that do not conflict/compete with the existing Nobility titles.

The suggested criteria is only a suggestion, Kingdom Monarchs are free to award titles based upon the deeds and actions of the recipient, and are not limited to those of this list.

Appendix K: Circle of Knights Bylaws

This portion is included for reference only and may not be changed by althing vote.

1. The Guildmaster of Knights will endeavor to give a minimum of two (2) weeks notice prior to a meeting of the Circle of Knights. The circle will meet at every Kingdom Mid-Reign and Kingdom Coronation event.
2. Meetings must be opened and closed by the Guildmaster of Knights or a duly appointed representative thereof.
 - 2.1. In the event that the Guildmaster of Knights (or the appointed representative) is unavailable or unreachable, the previous Guildmaster of Knights will open and close the meetings and act in place of the current Guildmaster.
3. The Kingdom Monarch of Tal Dagore may be asked to attend the Circle of Knights meetings. They may not attend any vote on an individual candidate unless they are a Knight themselves.
4. A knight must be Active to vote. An Active knight is any knight currently residing within the boundaries of Tal Dagore who meets all qualifications for a Member in Good Standing as defined by the Kingdom Corpora with the following exception:
 - 4.1. Any knight residing in a park seeking sponsorship by The Kingdom of Tal Dagore is permitted to attend a meeting but will not be permitted to vote.
 - 4.2. A knight must be considered Active in the six (6) months immediately preceding a vote of the Circle of Knights (excluding the meeting at which said vote is occurring), not preceding the end of office declarations as specified in the Kingdom of Tal Dagore Corpora.
5. Quorum must be established to conduct official voting on bylaws. Quorum is defined as two-thirds (2/3) of the Active Knights (dropping fractions).
6. Online /Absentee voting is permitted for candidate votes only and must be sent directly to the e-list for the Knights of Tal Dagore.
7. All votes require a two-thirds (2/3) majority of voting members to pass (dropping fractions). Abstentions are permitted and are not included in the voting tallies.
8. The Circle of Knights will vote on qualified candidates for knighthood, and create a list of approved candidates to be sent to the Monarch. The Circle of Knights can rescind the qualified status of a candidate with a (2/3) majority vote of members.
9. The Guildmaster of Knights is elected at each Mid-Reign event by a majority vote of members attending.
10. The Guildmaster of Knights is additionally responsible for:
 - 10.1. Conducting Circle of Knights meetings a minimum of two (2) times per reign (every Kingdom Mid-Reign and Kingdom Coronation event).
 - 10.2. Maintaining the Knights of Tal Dagore O.R.K. list and the Circle of Knights e-lists (the official form of communication) with accurate information to ensure ease of notifications and other Circle of Knights business.
 - 10.3. Tallying the votes of the Circle of Knights and the vote ratio of any candidates available for review by the Circle of Knights.
 - 10.4. Delivering the list of approved candidates to the Monarch of The Kingdom of Tal Dagore.
 - 10.5. Posting the minutes of all Circle of Knights meetings to the Circle of Knights e-list no later than one (1) week after the meeting has adjourned.
11. The Bylaws of The Circle of Knights of the Kingdom of Tal Dagore can be reviewed and modified as needed within the voting rules currently approved and established within these Bylaws.
 - 11.1. Votes for bylaw changes may be conducted by public vote over the Circle of Knights e-list if the Guildmaster of Knights so chooses.