

Award Standards Proposal

Being a proposal whereby the criterion for the qualification of Ladder Awards becomes standard throughout each Amtgard kingdom and their sub-groups

Section I – Agreement

1. The Kingdoms of Amtgard recognize through binding action by the Circle of Monarchs, that all Ladder Awards leading to the bestowal of Knighthood shall be unified through an agreed framework and that no kingdom shall add to, remove, or modify the agreed upon requirements independently nor will any kingdom alter their individual corporas to contradict this agreement. The monarch retains the ability to bestow any award or honor as granted by their respective kingdom corpora. This agreement does not prevent the monarchy from creating non-Ladder Awards that do not impact the line of Ladder Awards.

2. The Kingdoms of Amtgard resolve, through binding action by the Circle of Monarchs, to remove definitions of Ladder Awards, Ladder Masterhoods and Knighthoods from their respective corporas. Ladder Awards and Masterhoods being those that lead to Knighthood.

- A. Definitions of Ladder Awards, Ladder Masterhoods and Knighthoods, as detailed in this document, are to be placed inside the Official Amtgard Rulebook with the proviso that they do not fall under the adopted rules revision process.

- B. Changes to the definitions of Ladder Awards, Ladder Masterhoods and Knighthoods, once adopted, can only be made by one hundred percent (100%) approval of the existing kingdoms of Amtgard.

Section II – Scope

1. This framework pertains specifically to the four orders of Knighthood, Ladder Masterhoods, and Ladder Awards: Knight of the Flame, Knight of the Serpent, Knight of the Sword, Knight of the Crown, Master Rose, Master Smith, Master Lion, Master Dragon, Master Owl, Master Garber, Warlord, Order of the Rose, Order of the Smith, Order of the Lion, Order of the Dragon, Order of the Owl, Order of the Garber, and Order of the Warrior.

2. This framework does not replace or address awards existing outside of the Ladder Awards framework excepting that no kingdom may replace or

supplementary other award for an existing Ladder Award, Ladder Masterhood, or Knighthood.

Section III – Framework

1. Knighthood: Below are the recommended criteria for becoming eligible for the four orders of Knighthood. Having these awards only grants eligibility and does not require that Knighthood be bestowed. Whereas Masterhood is recognition of skill, Knighthood is also recognition of character in addition to having skill beyond that of a Master. It is suggested that orders that reflect a player's positive character (Griffin, Walker in the Middle, Jovious, Mask, etc.) be considered when determining any class of Knighthood.

A. Flame: A player may be eligible for Knight of the Flame after obtaining Masterhood in Rose, Smith, or Lion.

B. Crown: A player may become eligible for Knight of the Crown after serving with excellence, and completing, four terms in any of the following offices, in any combination, at kingdom level: Monarch, Regent, Prime Minister, or Champion.

A player may become eligible for Knight of the Crown after serving with excellence, and completing, six terms in any of the following offices, in any combination, at duchy level or higher: Monarch, Regent, Prime Minister, or Champion.

Note: The position of Kingdom Monarch counts as two offices. The position of Champion can only be counted once toward these qualifications.

C. Serpent: A player may be eligible for Knight of the Serpent after obtaining Masterhood in Owl, Dragon, or Garber.

D. Sword: A player may be eligible for Knight of the Sword after obtaining Masterhood of the Order of the Warrior, known as a Warlord.

2. Masterhood: Masterhoods are recognition of skill in a field of work. Meeting the criteria below does not automatically grant the associated Masterhood. Masterhoods are granted when a player has both the recommended requirements set forth herein and obvious expertise in their field.

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

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

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

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

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

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

G. Master Order of the Warrior (Warlord): A player may be eligible for receipt of the title of Warlord upon earning their tenth Order of the Warrior.

3. Ladder Awards: Ladder Awards start out at zero and progress to tenth level. Attaining the next rung on the ladder should require a demonstrable level of ability beyond that required for the previous rung. This does not necessarily require bettering a player's previous work so long as the work itself is sufficient to achieve the next rung. All levels must be earned consecutively. Monarchs have the discretion to award multiple levels of award to the same individual but all awards must be given in sequence.

Note: The examples given in each order category are not meant to define the service required to earn the stated level of award, but are meant as only guidelines as to what might be the appropriate level of service for those levels.

A. Rose: Awarded for service to the club not necessarily related to an elected office. A first level Order of the Rose indicates a very minor service to the club such as picking up trash, while a tenth level Order of the Rose could be comparable to providing consistent, long-term service to the club.

B. Smith: Awarded for organizing and running battle games, quests, workshops, demonstrations, and the like while not in office, or for running such events above

and beyond the requirements of one's office. A first level Order of the Smith might be awarded for running a good battlegame at park level. A tenth level Order of the Smith might be awarded for running a series of fun, immersive, and well-scripted battlegames or quests providing direction for an entire reign.

C. Lion: Awarded for going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. A first level Order of the Lion might be awarded for organizing Fighter practices on off-Amtgard days. A tenth Order of the Lion might be awarded for running a series of demonstrations that increase attendance and ingratiate the club with the local community.

D. Owl: Awarded for demonstrating ability in the construction sciences of Amtgard. Weapon construction, armor construction, furniture, shoes, belts, etc. A first level Order of the Owl could be awarded for constructing your first legal and functional sword. A tenth level Order of the Owl might be creating a full suit of decorated and articulated armor, or introducing critical new technologies and construction advancements that affect the group as a whole.

E. Dragon: Awarded for demonstrating ability in the arts of Amtgard. Performance, painting, sculpting, photography, cooking, banners, artistically focused garb, writing, acting, roleplaying, etc. A first level Order of the Dragon might be awarded for doing a good reading of a non-original poetry piece. A tenth level Order of the Dragon might be awarded for writing and directing an excellent play for entertainment at a large event.

F. Garber: Awarded for the creation of garb: Tunics, tabards, pants, cloaks, gloves, sashes, pouches, handbags, etc. A first level Order of the Garber might be awarded for creating a simple, well-constructed pouch. A tenth level Order of the Garber might be awarded for making themed, elaborate and intricate court garb for a group of people.

G. Warrior: Awarded for fighting prowess. Orders of the Warrior follow a regimented pattern for distribution:

1. A 1st Order is granted for winning three consecutive matches in any tournament or for battlefield prowess.
2. A 2nd Order is granted for winning five consecutive matches in any tournament or for battlefield prowess.

3. A 3rd Order is granted for winning seven consecutive matches in any tournament or for battlefield prowess.
4. A 4th level is granted for winning nine consecutive matches in any tournament or for battlefield prowess.
5. A 5th level is granted for winning eleven consecutive matches in any tournament, or for taking at least 3rd overall in a kingdom-level tournament.
6. A 6th level is granted for winning thirteen consecutive matches in any tournament, or for placing at least 2nd overall in a kingdom-level tournament.
7. A 7th level is granted for winning fifteen consecutive matches in any tournament or placing 1st overall in a major kingdom-level tournament.
8. An 8th level is granted for winning seventeen consecutive matches in any tournament or for winning a second major kingdom-level tournament.
9. A 9th is granted for winning nineteen consecutive matches in any tournament or for winning a third major kingdom-level tournament.
10. A 10th is granted for winning twenty-one consecutive matches in a kingdom-level tournament or a fourth, first place win in a major kingdom-level tournament.

Note: Major kingdom-level tournament is defined as Weaponmaster, Warmaster, Olympiad, and/or an inter-kingdom event tournament. The level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Warrior above seven. The difficulty of the tournament must warrant the level of order awarded.

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