

# Kingdom of the Rising Winds

Kingdom Newsletter

September 10, 2004

## Coronation V Of The Rising Winds



*J passed through the gates  
Of that old familiar place  
All the people turned around  
To see their lost brother found*

*Tears came to my eyes  
J was foolish then not to realize  
This land is my home, this land is my pride  
This is where i was born, this is where i will die*

*J'm going back home to the  
Valley of the Rising Winds*

*There's a place in my heart for the  
Valley of the Rising Winds*

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## Upcoming Events

October 7—10	World Banner Wars
October 22—24	Knoblender 6
November 4—7	RW Midreign V

For more information on these events visit  
[Http://www.therisinwinds.com/events](http://www.therisinwinds.com/events)

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## Kingdom Officers

### Kingdom of the Rising Winds Monarchy

**King** TBD at this event

**Princess** Kizmit  
- kizmitbastet@hotmail.com

**Champion** TBD at this event

**Prime Minister** Master Jolin  
- lambertbrian22@sbcglobal.net

**Weapon Master** Raban  
- rabanisdeath@yahoo.com

**Dragon Master** Tey SaiYuk  
- tey\_rudeika@HOTMAIL.COM

## Coronation Schedule

**Thursday:** Set up and camp free

**Friday:** open lit ditching, shield quest shield and night quest (one relic will be out).

**5pm** Skull bowl

**Saturday:**

**9am** Circle of Monarchs Meeting, merchant mart opens

**10am** Fighting classes start

**10am** The future of Amtgard quest begins. 13 and under only. People who volunteer will be greatly rewarded

**10:30am** Amtgard archery contest

**11am** Fighting classes, controlled ditching

**11am** Sign up for skull bowl

**12noon** Fighting classes open tourney

**2pm** Champions Tourney

**2:30pm** Get ready for the quest

**3pm** Knight's meeting(you have to be a knight to go to the meeting)

**3pm** RP quest and TD battle

**5pm** Merchants auction starts

**6pm** Feast

**7pm** Court

After court will be the Circle of steel Meeting

After court there will be a Baric

### Night and Shield quest Rules:

Five person teams and no helping other team, the penalty for helping other team will be the first time you are warned and the second time you will be asked to leave the quest area

### Skull Bowl:

Standard Juggling Rules

### Quest and TD Battle

Quest will be 10 person only, with one reeves qualified person. Story line will be given at the start of the quest. If you cannot find ten people for a team we will make you a team with the leftover people.

**TD battle** will be at the end of the quest, all non-TD people will be on there last life. IE as if you were on you last life in a battle game, all spell stay the same, if you used four curses in the quest you do not have any left for the final battle. All people from TD will exit the field when the warning is sounded for the invasion and will have two live total, Unless for some reason the caravan from TD is 100 people.

### Auto-Crats

**Gate:** Lord Hexloc

**Security:** Varas

**Medical:** Proxy Sue

**GMR:** Master Anavrin

**Merchant Row:** Lady June

**Sword Knight Fighting Classes:** Sir Mac

**Skull Bowl:** Count Sir Owl

**Quest and Warskill:** Baron Dekland and Lord Rigor

**Feast:** Princess Kismet

**Court arrangements:** Baron Lorell of Tal Dagore

## A letter from the Princess

Greetings! I cannot believe my first term as your Regent has come and gone and you all have trusted me to a second term. I truly appreciate all of the support I have been given during my first term. A lot of people provided help when needed, sometimes without my asking, or before I even knew I needed help. While I did not make any sweeping changes, I feel things went well. We had excellent turnouts for both Weaponmaster/Dragonmaster and Crown Qualifications. I implemented a different system of judging, where 10 judges split into 2 groups. This helped insure judging was done in a timely manner and that the judges were fresh throughout the judging. We also split cultural and warskill events at Crown Qualifications so the judges could compete as well.

This term will likely see changes in the cultural categories for both Weaponmaster/Dragonmaster and Crown Qualifications. I would also like to see some more demonstrations and sharing of knowledge and skills at several points throughout the term. If you have skills you would like to share, please let me know so we can arrange something. As always, if anyone has any constructive criticism, please share them with me. Also, if you would like to judge in the future please let me know.

Thank you for all of your support,

Princess Kizmit  
Regent of the Rising Winds

## A letter from the Prime Minister

Hey all its Jolin, your PM. I was told by Azmandius that you all care what I had to say, I know he lied but to get him off my so tail here we go. Most of you know me, my name is Brian, but here is some information for those of you that do not. I have been in Amtgard for about 6 years, maybe bit longer. I am more then willing to help out with what ever you need, if I can. If I cannot help I'll try to find you someone that can. You should also know I am very strong willed and do stick to my guns even if it makes some people unhappy, most of the time more people are happy then not. As we all know its just the unhappy people that are vocal. I have been called the biggest asshole in the Rising Winds and sometime justly so. That is because when I say I will do something it gets done one way or another. Ork is one good example of this. Also talking about ork, I would like to thank all the local PM's for doing their jobs getting Ork up and running. It has really made my life much easier (the local PM's did most of the work on Ork barring very few parks so please thank them for a job well done). I am working on getting our "not for profit" status as this is being written (Thanks Kizmit for working on the not for profit status so I can take all the credit and look good). So in short here I am. Please don't thank me for doing my job, someday it might be your job and I wont say thanks - just that it was your turn. But if you must say thanks, "Nothin' says thanks like a Bud Light". I do plan on running for PM for one more term. After that I am done with PM so if you are going to run be ready.

Master Jolin  
Master Monk  
asshole@theringwinds.com

# Amt-Knattleikr

By Lord Wisp

Knattleikr is an ancient game of sport enjoyed by the Danes during the height of the Viking Era. Little is known about the actual rules of play for Knattleikr although numerous versions have been tested to recreate the game. This version of Knattleikr is an attempt to translate the best of the versions of the viking game into a playable and enjoyable version for the Amtgard Larp. For a more historical collection of information, simply do a google search on Knattleikr and start surfing.

## Game Set Up:

Two teams of five compete within a field 40 by 15 paces. Each team may have as many reserve players as they wish, and each player must have a single short sword. A tennis ball is needed for play. A neutral reeve will oversee play.

The object of the game is to carry the ball across the opposing teams goal line. Players attempt to stop the play by killing the player who has the ball. Once the player carrying the ball is "down" the play ends and the round resets. Any player may carry the ball and it may be tossed between players freely.

## Rules of Play:

Each team lines up on opposite ends of the field across from one another. Team captains from each team meet in the center of the field. The Reeve will begin play by tossing the ball into the air (like in basketball) at which point the team captains lay on and battle. Both teams are free at this point to rush to the ball.

Players may engage each other with their short swords, attacking and killing as in any Amtgard ditch game.

One a player is "down" or "killed", they must count to 10 at which time they re-join play. There is no pinning in Knattleikr.

Players may freely leave the boundaries of play unless they have possession of the ball. If the ball ever goes across the boundary line, play is halted and a member of the opposing team "throws in" the ball (again, like in basketball).

Any player may leave the field and be replaced by a reserve team mate. This is accomplished by simply leaving the field and touching swords to "tag" in the new player. This may be done at any time.

A point is scored whenever the ball crosses a teams goal line. Play resets with the two team captains meeting in the center of the field and teams forming up on opposite ends of the field. Games are played to any number of points agreed upon by the teams. First one to reach the number wins.

# A Dissertation on the Growing and Up-keep of a Lands Populus

By Baronet Squire Arminius the Pale-Skinned

The single greatest problem facing each land in Amtgard is growth and maintenance of a land's population. While this can be an extremely difficult task, membership loss and stagnation of growth can be turned around. A major step in combating park stagnation and membership loss is the view that it only needs to be treated when it becomes a problem. Recruitment must be an ongoing process, even for lands that have high membership. There are three major areas to successful recruiting: Resources, Demos, and Community Involvement.

## Resources

Recruitment requires a wide variety of resources. The first resource any park needs is to know where its membership is going to come from. Major sources of membership include universities and colleges, gaming stores, and other boffer organizations. A group also needs to find the alternate avenues of recruitment. Examples of alternate avenues include bookstores and new age retailers. Having this knowledge will help you maximize the affect of flyers and other recruitment materials in those areas. Also, know what other LARP and medieval period organization exist in your town. Build as many positive relations as you can with groups like the SCA, St. Andrew's Society, Civil War Re-enactments, and VLARP groups. Know where these and when these groups meet. These groups will often have members that will join Amtgard.

The next vital resource is flyers. Flyers need to include a contact, the meeting time and location, and a hook. The hook should give the reader an idea of what Amtgard is. Flyers should also be customized to the place they are being displayed. What is appropriate for a game store may not be appropriate in a chain bookstore. Also, a flyer should play up the aspect of Amtgard the reader at that location is most likely to come out for. Game store flyers should play up role-play, while a flyer in the Arts department of a university should play up the Arts and Sciences. Design a few different flyers that advertise regular meetings and alternate them with flyers designed for specific events and recruitment days. When people see new flyers, it will get their attention.

Another set of resources a group needs should be kept available at the park during regular meetings. Design a brochure that includes a hook, meeting time and location, contact information, and valuable resources such as the land's email list and the Amtgard website. These can be given to curious spectators so they can do some research about Amtgard. Keep a handful of waivers on hands so that those who want to give the game a try can. Another helpful resource is either a sheet with the websites of various how-to pages, or a few basic how-tos to hand out to those who seem optimistic about joining.

The most important resource a group can have is a few dedicated members who are willing to talk to spectators. These members need to be willing to stop fighting and talk to anyone who has stopped to watch

for longer than a minute. Be friendly, have your brochure on hand, and just explain what Amtgard is. Granted, the majority of these people will not be back, but they will at least have a little bit of knowledge about Amtgard, and a positive experience to tell their friends about. This word of mouth is often what will lead to new members coming out.

### **Demos**

Demos are an excellent way to recruit new members. Demos are a bit more successful than most recruitment endeavors because usually the people you will meet generally have an interest in subject that runs in the same genre as Amtgard. The most common type of demo is the movie demo. Set up a good rapport with a local movie theater. Any movie that draws from sword and sorcery fantasy, medieval and renaissance history, or classic fairy tales is good movies to set up a demo for. Bring along your handout resources and your best garb and weapons. You can normally negotiate sparring either indoors or outdoors. Bring some arts and sciences project to display to show that Amtgard is a multi-faceted organization. Another thing to consider is the subject of the movie and attempt to play to it. For example, if it is based on a fable or legend, have some storytellers tell tales to those waiting in line. Most of these people have some interest in the genre, or they wouldn't be at the movie.

Renaissance Faires are also great places to hold demos. Contact the organizers and try to arrange a time when you are in the spotlight. In this time frame, do a quick explanation and history of Amtgard, explain how combat works, and run a few mock battles. Ren faire demos are a great opportunity because this avenue gives the spectator a chance to join in the combat. Bring your extra waivers and let people give it a try. Like with movie demos, you want to bring your handouts and arts and sciences display. Ren faires generally require those involved wearing period costumes. This is the time you want to display your best court garb.

Schools are also a good place to demo, whether it is a university or a grade school. The major thing to remember with schools is the age restrictions on participation. At grade schools and junior high schools, you can demo by setting up either a small faire to demonstrate the arts and combat of the period, or do something creative such as an honorary knighting ceremony for those who have had perfect attendance. While these demos may not yield direct membership, it is highly probable this kids have older siblings, and possibly even parents, that might be interested. Also, it gives you a good tie in with the school district to be able to try recruit from the high schools. Universities offer many options on how to demo. Most have their own theaters, and show movies and perform plays. Treat these opportunities just as you would a regular movie demo. Many colleges have madrigals as fundraisers for their music departments. A good way to demo for these is to set your group up to escort those who have purchased tickets to their seats. Often times, in exchange you can either get your land mentioned during the ceremony, or the chance for an officer to stand up and give a short speech. In addition, many universities have medieval combat or study organizations. Doing demonstrations for these groups can give you a foot in the door at that particular university. Most universities will even allow you to become a student organization once you have a certain number of students in your popu-

lus.

Craft shows and county fairs are great opportunities to do arts and sciences demos. These demos give your land's artisans the chance to shine, and to recruit more of them. Often times, these demos can even be turned into fundraisers by running auctions, raffles, or just selling selected items. Because combat is generally discouraged, many groups pass up these excellent recruitment opportunities. What you need to remember is that even though you are not directly demonstrating the combat aspect, the majority of the artisans you recruit from these events will eventually pick up the sword. Again, keep reminding yourself that Amtgard is more than straight combat. A land always can benefit from a solid color guild. A good color guild will be the ones providing your park with feasts, donating goods for fundraisers, and more often than not become your park's ambassadors so that the fighters can continue to fight to their heart's content.

### **Community Involvement**

Community involvement is an often-overlooked avenue to recruit. Now, in truth, community involvement rarely brings direct membership increases. This may be why it has been left to the wayside in so many places. The reason you want your land to be active in the community is to build a good reputation within the community, and often it will get a fluff article on your group's efforts in the newspaper or on the nightly news. Imagine if you will the following scenario:

Little Johnny went to see *King Arthur*. Your land held a demo and he seemed excited. He is 15, so he still needs a parent to sign his waiver. He is informed of this, and the next day, he asks his mom to take him out to the park and let him join. Now, mom just happens to be reading the paper and stumbles across an article about your park running a canned food drive by holding a large tournament where three cans of food were the entry fee. Mom agrees, and your park picks up a new member.

Johnny's mom was more than likely more receptive to the idea of him joining this group knowing that they do what they can to give back to the community. The small article would also reach members who are not active in other parallel activities. I cannot emphasize the importance of community involvement enough. No matter how trivial it seems, it will be noticed.

There are several ways to work Amtgard into community charities and organizations. You could visit a hospital during Halloween and give the children there goodies since they cannot be out trick-or-treating. You could visit the same hospital during Christmas time to carol to the children and give small gifts. You could work with a local library or literacy council to run a story-time for children. Participate in a charity walk-a-thon. All of these activities can be done in garb. During Halloween, you could run a haunted house and donate a part of the proceeds to a good cause. This is a wonderful avenue to show off monster garb and even get a little bit of fighting in. As stated above you could run a tourney for canned food for a food bank, or run it for toys and donate them to Toys for Tots. Even running a simple park clean-up squad will help build your land's

reputation. It also serves to get the name of Amtgard into the community. Unlike many organizations, Amtgard does not have the luxury of being a household name. Anytime that you have the opportunity to create a positive reputation, be sure to take full advantage of it. As Amtgard becomes better known, your lands membership will begin to increase.

### **Keeping the Members You Have**

Often times, recruiting is less of a problem than keeping the members you currently have. There are times when you will lose veterans and what seemed to be optimistic newbies to mundane life. While it sucks, it is unavoidable. However, sometimes you will lose members due to other factors. These factors include politics, burnout, and dull meetings. These factors are notorious land-killers and are very difficult to stop once they take root. One of the best methods of keeping these evils from affecting your park is finding out *why* someone no longer attends your park's meetings. Have your Prime Minister make it a policy to contact those members who are about to be put into the Book of the Dead and keep track of what feedback you are getting. While it is not possible to appease everyone at the same time, this will generally give you the major problems to combat, be it sluffing or slow battlegames.

One major means of losing members in your land is people reach a point they feel they are not being recognized for anything. A shire usually is only capable of given up to the second or third order in a given award. If you have a member who excelled quickly, but seems to start becoming disappointed when nothing else comes from repeated efforts, reach out and support them. Let them know about large groups nearby, and when their events are. If they really excel, let your Kingdom know about it. If necessary, use your right to create your own awards to given them recognition the might not get otherwise.

Another common downfall of many lands is failure to get new members active in leadership. It is hard for many veteran members to let go as they are so accustomed to things being done their way. Allowing new members to hold office will bring fresh ideas to your land, and help prevent burnout by your group's veterans. Granted, it is never a good idea to allow someone who has been to Amtgard once to run for office, encourage those who have stuck around for a year or so to become dues paid and active in the decisions and leadership of your land. The results just might surprise you.

While recruiting and upkeep of a land's membership is the biggest problem a land can face, it is not an impossible foe. With the dedication and energy of a land's members, any park can reach staggering numbers, and possibly even achieve the status of Kingdom. The simple fact of the matter is that as more people become involved in Amtgard, the more fun and prosperity your group will receive. And last time I checked, fun is what it is all about.

Note: I would like to thank Countess Sir Galen Silverthorne of the Celestial Kingdom for her helping in composing this article. Many of the ideas and examples come either from her own paper on recruitment ideas, which can be found on the CK website, or through discussions she and I have had over ways to get new members into Amtgard.

## Book review The Hollow Hills

By Juniper

Where I work we have a book and magazine exchange, which is where I found this gem. The Hollow Hills by Mary Stewart puts a different spin on the Arthurian legend and tells much more of the history leading up to his birth. It is told in Merlin the Enchanter's view, and definitely is not the sugar coated Disney version, as the conception of Arthur is achieved by rape, pillage, and deceit. If you are not as familiar with the story and that statement comes as a shock I will condense the story a bit for you.

It is said that King Uther Pendragon during a feast fell in love with the wife of Duke Cornwall and made no secret of his affection. However, the Lady Ygraine paid no heed and her husband Gorlois, angry at Uther's advancements, collected his wife and his men and left that night for Cornwall. In retaliation Uther gathered an army and marched to Cornwall, burning cities and castles as he went. Gorlois sent Ygraine to the castle of Tintagel for refuge, while preparing to defend Dimilloc Castle. Well, as Gorlois and his men were held at Dimilloc, he asked Merlin to assist him gain access to Tintagel. By glamour magic Merlin changed the appearance of Uther into Gorlois and himself into the likeness of his captain. They rode to Tintagel and were admitted. Ygraine taking Uther to be her husband, with no thought to deny him, took him to bed. That night while Uther was with Ygraine at Tintagel, Gorlois lay dying at Dimilloc. Uther eight days later married the duchess who was by then already pregnant with the future King. This is the legend generally agreed upon.

But this book is the "true" telling of the chain of events leading up to this tale. With Uther's hatred of his half-brother Merlin throughout their lives. Merlin's hermit existence in the cave within the hollow hills until summoned for his assistance with Arthur's birth and raising. The happening of that fateful night and its many repercussions afterwards. It follows in detail after Arthur's birth and having been secreted away to the family of Sir Ector and his wife to be raised as a foster son.

# The Rising Winds Song

Written by  
Tarkington Erevan  
Kalig Nos

I'm so far away from home  
I've traveled alone through towns unknown  
I climbed upon my steed  
And rode away, my spirit free

I came upon a man  
Who offered me everything I asked  
He held the key to dreams  
Lost long ago in the age of sleep

He led me to a place of mysteries  
I was showered in gold and ecstasies  
I thought less and less of home  
And drowned myself in thoughts of gold

I was given a place to stay  
There was nothing there that would turn me away  
I had wealth beyond control  
I was given more wives than I could hold

All my desires were fulfilled  
But I lacked something I couldn't fell  
Through all the women I had embraced  
There wasn't a soul, only a face

Will my family all forget  
My presence there, shortly spent  
I've lost my urge to roam  
All of my dreams lead back home

I'm going back home to the  
Valley of the Rising Winds  
I'm going back home to the  
Valley of the Rising Winds  
I'm going back home to the  
Valley of the Rising Winds

There's a place in my heart for the  
Valley of the Rising Winds

I passed through the gates  
Of that old familiar place  
All the people turned around  
To see their lost brother found

Tears came to my eyes  
I was foolish then not to realize  
This land is my home, this land is my pride  
This is where i was born, this is where i will die

I'm going back home to the  
Valley of the Rising Winds  
I'm going back home to the  
Valley of the Rising Winds  
I'm going back home to the  
Valley of the Rising Winds

There's a place in my heart for the  
Valley of the Rising Winds