To Amtgard International's Circle of Monarchs:

Please find attached within this packet, a brief summary of Amtgard International's Volunteer Team's work during Quarter 1 of 2025 for your reference and review. We are pleased to continue our efforts in transparency by offering this information, and hope that it is found to be useful and/or informative. Our goal is to serve the community while keeping a level of professionalism and business acumen prevalent to ensure the long term sustainability of Amtgard.

I have included an **Organizational Chart**, that is hopefully more visually simplistic than previous iterations. While there is far less information included, it is hoped that this stripped-down version will make an easier reference for Amtgard's population when trying to determine "who is in charge of what". In a future state, the intention is to make this visual interactive with attached contact information for each of the roles named.

Also included is an *updated* version of our 2024 **State of Amtgard** report. Amtgard International's Volunteer Teams are lucky to have a talented Data Scientist within our ranks to help us analyse numbers and trends in a meaningful way over time. This update occurred based on feedback from our players, and attempts to mitigate the skewing of data that arises from players that sign in a few times and then discontinue their engagement. We remain open to feedback on what information would be useful to Kingdoms in the future. Many thanks and kudos to Eric Lloyd, our Data Scientist, and to Ken Walker, our Assistant Director of Technical Resources for sharing their time and expertise, and (in the case of Ken Walker) for the effort of pulling so much data from the ORK to make this possible.

Then, we have our **Spring Muster Update** from our Assistant Director of Engagement, Madison Chapel and this year's Autocrats of Muster, Krystian Young and Skye McQuilken. We are excited to reintroduce this program to Amtgard International's repertoire in a lasting and sustainable way and hope to create an event that is enticing and exciting to the population of Amtgard, at large. Details regarding timeline, calculations, and other details are included.

There is also an **Olympiad Sketch** included, in hopes that kingdoms will be able to begin to organize themselves for participation in this program. ***We are looking for an Olympiad Autocrat team - watch for the volunteer call!*** If you have someone(s) who might be interested, please reach out to generalmanager@amtgard.com .

Finally, we would like to remind everyone about **Amtgard Market** on RedBubble! All profits from this print-to-order store are applied to Amtgard International programs such as Muster and

Olympiad. Many thanks to Crystina Blaze, Ryan Brown, and Cutesea Elle for their efforts in making this happen, and we welcome the inclusion of Vidalia as a contributing artist! ***Do you have a talented artist or graphic designer that might be willing to work with the team?*** Please reach out to generalmanager@amtgard.com !

Thank you for your time and attention in reviewing this informational packet. We are open to feedback on what kinds of information would be helpful to the Circle of Monarchs in being reported, as this will continue to be a regular, quarterly report. Please reach out with any questions, comments, concerns, or feedback to generalmanager@amtgard.com .

Kindest Regards,

Jennifer M. Palmer

Jennifer M. Palmer
Executive Director
Amtgard International

Joined by:
- David Syas - Assistant Director of Member Services
- Ken Walker - Assistant Director of Technical Resources
- Madison Chapel - Assistant Director of Engagement
- Dusty Marshall - Senior Assistant Director of Engagement
- Eric Lloyd - Assistant Director of Data Science
- Pix Wright - Assistant Director of Process Strategy

Amtgard International

Board of Directors

Legal Team

Executive Director

- Ombudsman
- Volunteer Engagement
- Data Strategy
- Process Strategy

Member Services	Technical Resources	Outreach	Engagement
Contracts	ORK	Fundraising	Muster
Rulebook Management	Website	Marketing	Food Fight
	Wiki	Social Media Manager	
		Amtgard Leadership University	

Amtgard International

Circle of Monarchs

Representatives

Executive Committee

Chair

Secretary

Burning Lands Representative

Rules Revision Committee

Awards Evaluation Committee

State of Amtgard Report

2024

Table of Contents

Introduction

The State of Amtgard report is an annual status update regarding recruitment, retention, and more for the most previous 10 years. The information included in this report is based on data from the Online Record Keeper (ORK). Here are some high-level findings presented in this report:

- The annual number of sign ins has reached pre-pandemic levels.
- The Kingdom of the Rising Winds had the greatest share of sign ins, and The Golden City had the smallest share of sign ins, both in 2024 and for the past 10 years.
- 23 new parks founded in 2024.
- 9 parks were lost in 2024.
- 3 parks were found to be on a downward trend and had less than or equal to 20 sign ins in 2024.

Data Cleaning

The data used from the ORK was exported on 2025-01-04. Prior to analysis, the data was cleaned.

There were 35 kingdom records available in the ORK. 10 kingdom records were removed from the analysis due to being categorized as retired. 25 kingdoms are included in this analysis. Kingdoms, principalities, and the Freeholds of Amtgard as a whole will be referred to as kingdoms for the rest of this report.

There were 1,034 park records available in the ORK. 488 park records were removed from the analysis. 429 park records were removed for being categorized as retired and not having activity within the past 10 years. 18 park records were removed because they were linked to a retired kingdom. 41 parks were categorized as Active, but have no recorded activity in 2024, and were removed from the analysis. Therefore, 293 active parks and 253 retired parks are included in this analysis.

There were 3,252,756 attendance records available in the ORK. 1,570,921 attendance records were removed from the analysis. 163,855 attendance records were removed due to not being associated with a park or a kingdom. 205 attendance records were removed due to not having a valid date associated with them. 1,406,750 attendance records were removed due to being from prior to 10 years ago. 1,681,835 are included in this analysis. The earliest attendance record being analyzed is 2015-01-01 and the latest attendance record being analyzed is 2024-12-31.

There were 167,384 player records available in the ORK. Two player records were removed due to them being administrator accounts, leaving 167,382 player records for analysis.

Summary of 2024

Players

There were 180,330 sign ins for 2024 by the export date for 17,475 players. On average, players that were active in 2024 (at least 1 sign in) signed in 10.3 times (standard deviation = 15.4, min = 1, max = 141). The average number of credits acquired by players in 2024 is 13.6 credits, with an average of 0.3 credits per week.

In an attempt to mitigate any skewing of attendance data from players that signed in a few times and then never returned, players with at least 12 credits and 4 sign-ins per year (normal players) were isolated to identify the descriptive statistics of those players in 2024. There were 149,747 total sign ins by the export date for 5,361 normal players. On average, normal players signed in 27.9 times (standard deviation = 17.8, min = 4, max = 141) in 2024. The average number of credits acquired by normal players in 2024 is 37.2 credits, with an average of 0.7 credits per week.

Kingdoms

Of the 180,330 sign ins for 2024, The Kingdom of the Rising Winds had the greatest share of sign ins and The Golden City had the smallest share of sign ins. Table 1 and Figure 1 show the 2024 sign ins for each kingdom. The average number of sign ins per kingdom was 7,213.2 (4.0% of 2024 attendance).

Table 1. 2024 Sign In Statistics by Kingdom in Descending Rank Order

Kingdom Name	Number	Percentage	Rank
The Kingdom of the Rising Winds	13,989	7.8	1
The Kingdom of Northern Lights	12,158	6.7	2
The Kingdom of Winters Edge	12,050	6.7	3
The Celestial Kingdom	11,082	6.1	4
The Kingdom of Westmarch	10,789	6.0	5
The Freeholds of Amtgard	10,543	5.8	6
Kingdom of the Desert Winds	9,846	5.5	7
The Kingdom of Black Spire	8,864	4.9	8
The Kingdom of Northreach	8,546	4.7	9

Kingdom Name	Number	Percentage	Rank
The Kingdom of Neverwinter	8,363	4.6	10
The Kingdom of Polaris	7,716	4.3	11
The Kingdom of the Emerald Hills	7,281	4.0	12
The Kingdom of Crystal Groves	6,576	3.6	13
The Kingdom of Tal Dagore	6,495	3.6	14
The Kingdom of Dragonspine	6,461	3.6	15
The Kingdom of the Nine Blades	6,413	3.6	16
The Kingdom of Goldenvale	5,444	3.0	17
The Kingdom of Viridian Outlands	5,227	2.9	18
The Kingdom of the Wetlands	4,904	2.7	19
The Kingdom of the Golden Plains	4,885	2.7	20
The Empire of Rivermoor	4,308	2.4	21
The Empire of the Iron Mountains	4,124	2.3	22
13 Roads	2,234	1.2	23
The Kingdom of Burning Lands	2,029	1.1	24
The Golden City	3	<0.0	25

Figure 1. Percentage of 2024 Sign Ins by Kingdom in Alphabetical Order
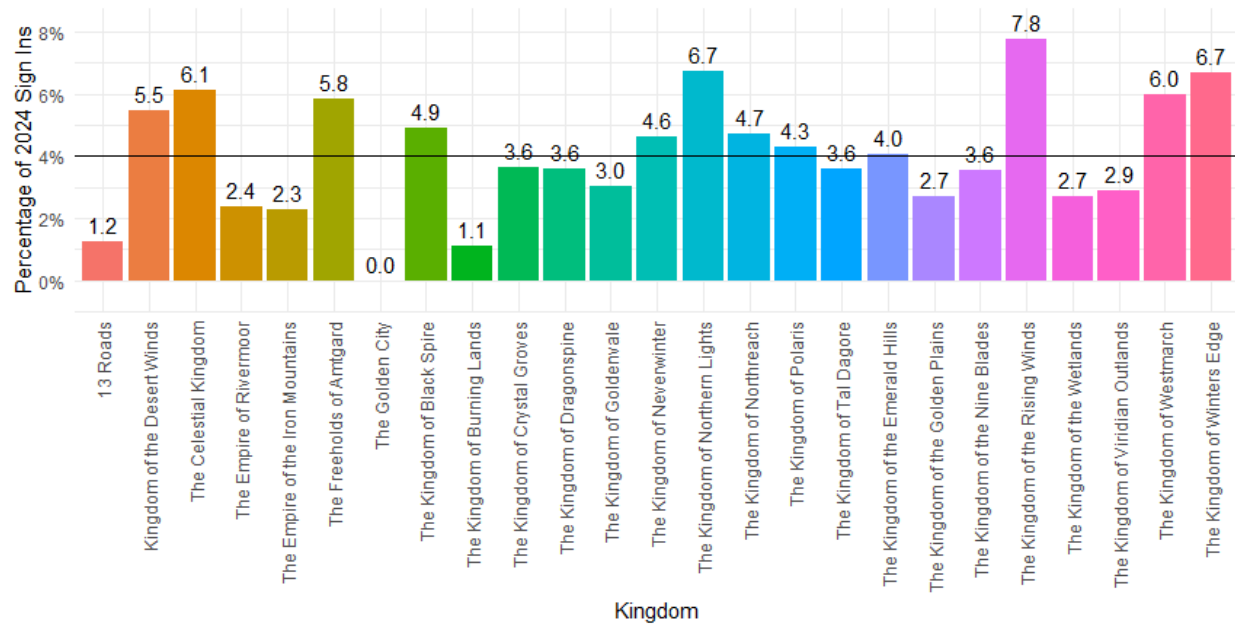
Parks

There were 23 new parks founded in 2024.

15 new park(s) were founded under The Freeholds of Amtgard. 2 new park(s) were founded under The Kingdom of Crystal Groves. 2 new park(s) were founded under Kingdom of the Desert Winds. 1 new park(s) were founded under The Kingdom of Northern Lights. 2 new park(s) were founded under The Kingdom of Westmarch. 1 new park(s) were founded under The Kingdom of Winters Edge.

The new parks that were founded are:

Angels' Dusk, The Freeholds of Amtgard
City of Bone, The Freeholds of Amtgard
Coastal Grove, The Freeholds of Amtgard
Deo's Vault, The Freeholds of Amtgard
Dragonvale, The Kingdom of Westmarch
Druids Den, The Freeholds of Amtgard
Edgewater Keep, The Kingdom of Crystal Groves
Hunters Point, The Freeholds of Amtgard
Ironhill Burrows, The Freeholds of Amtgard
Legends Library, The Freeholds of Amtgard
Leviathan's Run, The Kingdom of Winters Edge
Lords Reach, The Freeholds of Amtgard
Mag Mell, The Freeholds of Amtgard
Maple Grove, The Freeholds of Amtgard
Midnight Raven, The Freeholds of Amtgard
Midway, The Freeholds of Amtgard
Phoenix Hollow, The Kingdom of Crystal Groves
Rattlesnake Roost, Kingdom of the Desert Winds
Raven Hold, The Freeholds of Amtgard
Shattered Star, The Freeholds of Amtgard
Three Lakes, The Kingdom of Northern Lights
Treasure Valley Mimics, Kingdom of the Desert Winds
Wildmire, The Kingdom of Westmarch

There were 9 parks lost in 2024.

2 park(s) were lost under The Kingdom of the Wetlands. 1 park(s) were lost under The Kingdom of Neverwinter. 1 park(s) were lost under The Kingdom of the Emerald Hills. 1 park(s) were lost under The Kingdom of the Rising Winds. 2 park(s) were lost under The Kingdom of Winters Edge. 1 park(s) were lost under The Kingdom of Polaris. 1 park(s) were lost under The Kingdom of the Nine Blades.

The parks that were lost are:

BerLagmark, The Kingdom of Neverwinter
Cinderfel, The Kingdom of Winters Edge

Eagleshire, The Kingdom of the Emerald Hills
Eclipse, The Kingdom of the Wetlands
Faewyld Union, The Kingdom of Winters Edge
Roisin Dubh, The Kingdom of the Wetlands
Savage Lands, The Kingdom of the Rising Winds
Silva Urbem, The Kingdom of the Nine Blades
The Frostlands, The Kingdom of Polaris

Classes

Of the 180,330 sign ins for 2024, Color had the greatest share of sign ins and Reeve had the smallest share of sign ins. Table 2 and Figure 2 show the 2024 sign ins for each class. The average number of sign ins per class was 11,270.6 (6.2% of 2024 attendance).

Table 2. 2024 Sign In Statistics by Class in Descending Rank Order

Class Name	Number	Percentage	Rank
Color	28,172	15.6	1
Warrior	17,220	9.5	2
Barbarian	16,662	9.2	3
Assassin	15,116	8.4	4
Monk	12,708	7.0	5
Scout	11,197	6.2	6
Healer	10,749	6.0	7
Druid	10,674	5.9	8
Wizard	10,332	5.7	9
Anti-Paladin	9,801	5.4	10
Paladin	8,684	4.8	11
Bard	7,905	4.4	12
Archer	7,491	4.2	13
Monster	6,761	3.7	14
Peasant	4,047	2.2	15
Reeve	2,811	1.6	16

Note: Sign ins for Color and Warrior may be inflated due to individual kingdom corpora requirements.

Figure 2. Percentage of 2024 Sign Ins by Class in Alphabetical Order
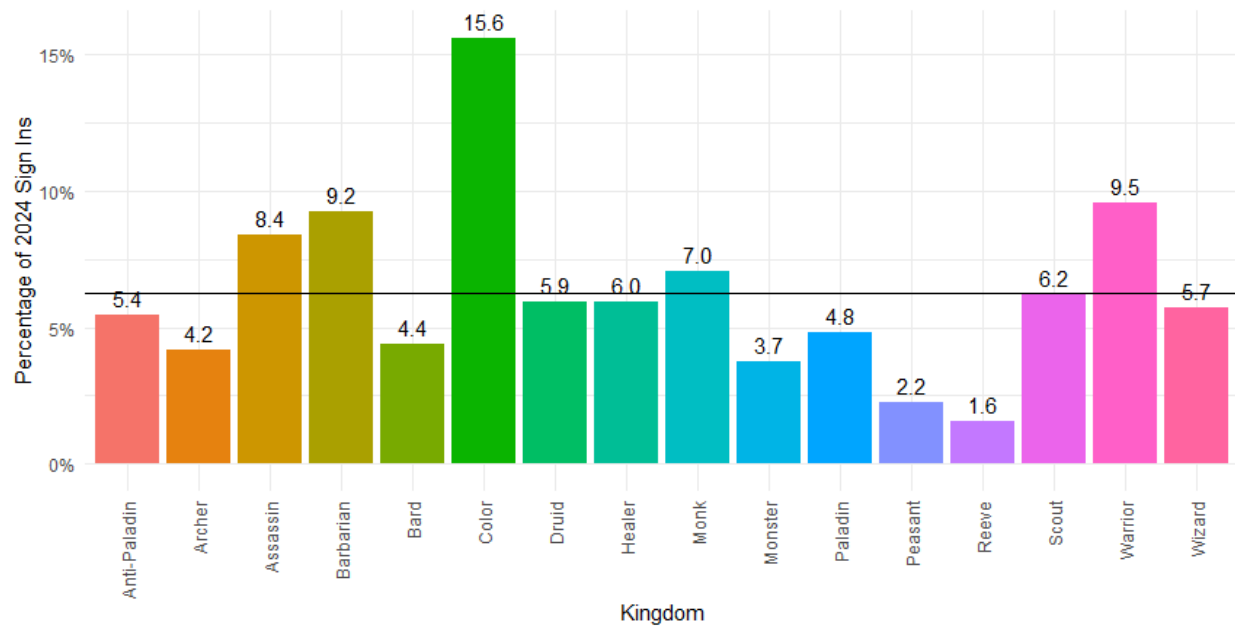
Note: Sign ins for Color and Warrior may be inflated due to individual kingdom corpora requirements.

Summary of the Past 10 Years (2015 - 2024)

Players

There were 1,681,835 total sign ins by the export date for 92,684 players. On average, players signed in 18.1 times (standard deviation = 51.4, min = 1, max = 945). Figure 3 presents the total number of sign ins by year from 2015 to 2024. The average lifespan of players over the past ten years is 2.1 years. The average number of credits acquired by players over the past ten years is 20.8 credits, with an average of 0.1 credits per week.

In an attempt to mitigate any skewing of attendance data from players that signed in a few times and then never returned, players with at least 12 credits and 4 sign-ins per year (normal players) were isolated to identify the descriptive statistics of those players. There were 1,339,271 total sign ins by the export date for 17,568 normal players. On average, normal players signed in 76.2 times (standard deviation = 92.7, min = 4, max = 939) from 2015 to 2024. The average lifespan of normal players over the past ten years is 3.0 years. The average number of credits acquired by normal players over the past ten years is 88.2 credits, with an average of 0.5 credits per week.

Figure 3. Trend of Sign Ins Over Time
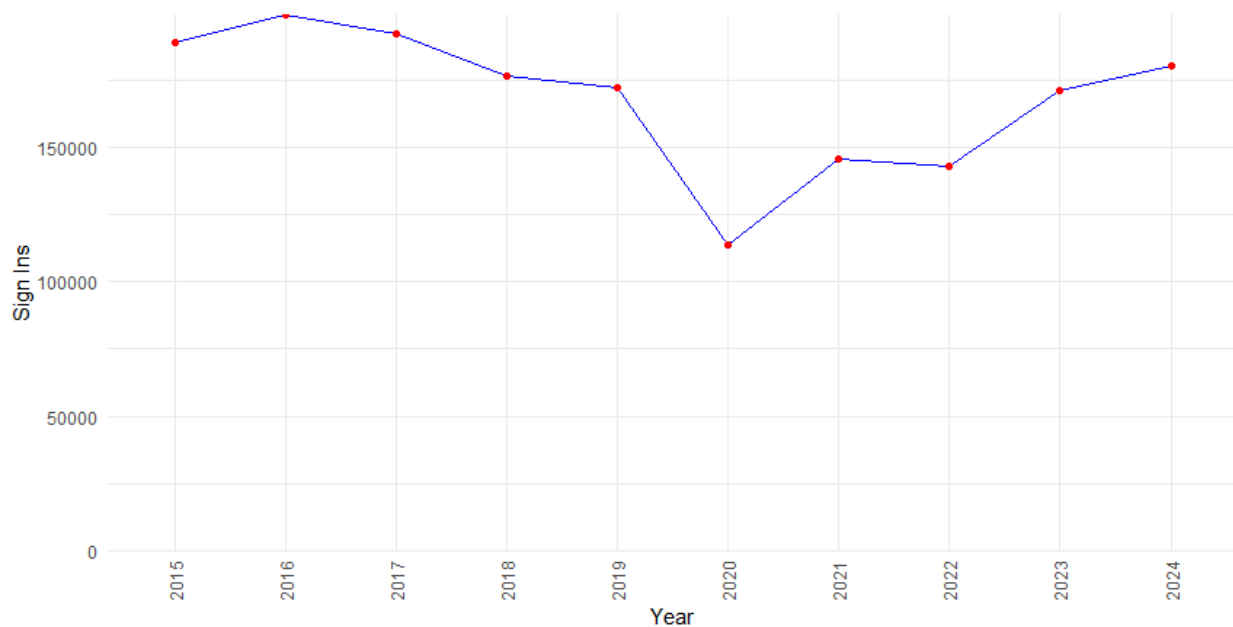
Kingdoms

Of the 1,681,835 total sign ins, The Kingdom of the Rising Winds had the greatest share of sign ins and The Golden City had the smallest share of sign ins. Table 3 and Figure 4 show the sign ins for each kingdom. The average number of sign ins per kingdom was 67,217.2 (4.0% of sign ins). Figure 5 shows the number of active and retired parks by kingdom.

Table 3. Sign In Statistics by Kingdom in Descending Rank Order

Kingdom Name	Number	Percentage	Rank
The Kingdom of the Rising Winds	130,737	7.8	1
The Celestial Kingdom	98,366	5.8	2
The Kingdom of the Wetlands	89,482	5.3	3
The Kingdom of the Emerald Hills	88,988	5.3	4
Kingdom of the Desert Winds	88,284	5.2	5
The Freeholds of Amtgard	85,399	5.1	6
The Kingdom of Westmarch	83,787	5.0	7
The Kingdom of Neverwinter	79,761	4.7	8
The Kingdom of Tal Dagore	79,317	4.7	9
The Kingdom of Northern Lights	75,888	4.5	10
The Kingdom of Winters Edge	74,753	4.4	11
The Kingdom of Northreach	70,491	4.2	12
The Kingdom of Dragonspine	69,163	4.1	13
The Kingdom of Polaris	68,193	4.1	14
The Kingdom of Crystal Groves	67,115	4.0	15
The Kingdom of the Nine Blades	63,649	3.8	16
The Kingdom of Goldenvale	63,272	3.8	17
The Kingdom of Viridian Outlands	60,735	3.6	18
The Empire of Rivermoor	51,141	3.0	19
The Kingdom of Black Spire	49,957	3.0	20
The Kingdom of the Golden Plains	45,405	2.7	21
The Empire of the Iron Mountains	44,798	2.7	22

Kingdom Name	Number	Percentage	Rank
13 Roads	32,901	2.0	23
The Kingdom of Burning Lands	17,316	1.0	24
The Golden City	1,532	0.1	25

Figure 4. Percentage of Sign Ins by Kingdom in Alphabetical Order
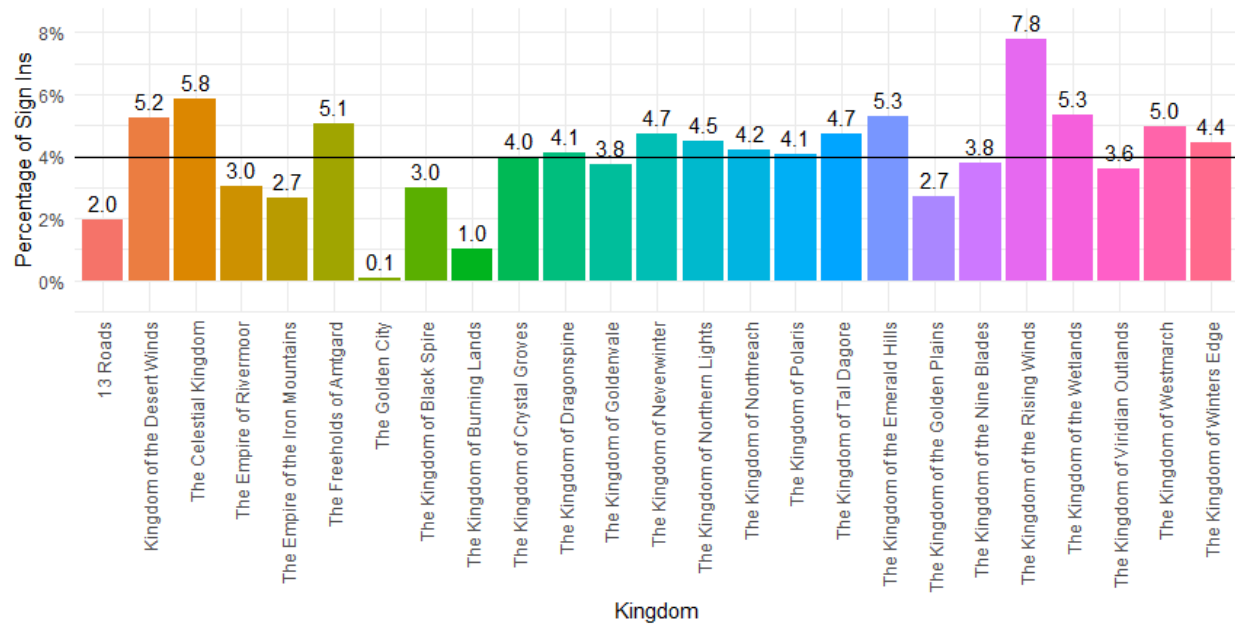
Parks

There are currently 293 active parks in Amtgard. Each kingdom has approximately 11.7 active parks.

Parks that are currently on a downward trend of sign ins should be a focus for each kingdom as part of retention efforts. In order to identify if a park is currently on a downward trend, a Spearman correlation was performed on each park's sign in records per year. A Spearman correlation was chosen as it is unlikely for park sign ins over each year to be normally distributed. Any parks that had a significantly negative Spearman correlation were identified as being on a downward trend. These are the parks that are currently on a downward trend of sign ins, from greatest decrease to least decrease, where their number of sign ins for 2024 was less than or equal to 20:

Spectral Cove, The Kingdom of Goldenvale
Forest of Fado, The Kingdom of Black Spire
## Dagobah, The Golden City

Table 4 shows the number of active and retired parks by kingdom, and the ratio of active to retired parks. Values greater than 1 indicate that the kingdom has had more active parks than retired parks. The opposite is true for kingdoms with values less than 1. Figure 5 shows a visual comparison of active and retired parks by kingdom.

Table 4. Number of Active and Retired Parks by Kingdom in Alphabetical Order

Kingdom Name	Number of Active Parks	Number of Retired Parks	Ratio
13 Roads	10	1	10.0
Kingdom of the Desert Winds	18	3	6.0
The Celestial Kingdom	11	6	1.8
The Empire of Rivermoor	8	3	2.7
The Empire of the Iron Mountains	3	2	1.5
The Freeholds of Amtgard	31	119	0.3
The Golden City	1	3	0.3
The Kingdom of Black Spire	10	1	10.0
The Kingdom of Burning Lands	5	0	Undefined
The Kingdom of Crystal Groves	13	7	1.9

Kingdom Name	Number of Active Parks	Number of Retired Parks	Ratio
The Kingdom of Dragonspine	9	4	2.2
The Kingdom of Goldenvale	13	8	1.6
The Kingdom of Neverwinter	10	12	0.8
The Kingdom of Northern Lights	11	4	2.8
The Kingdom of Northreach	7	0	Undefined
The Kingdom of Polaris	13	7	1.9
The Kingdom of Tal Dagore	10	8	1.2
The Kingdom of the Emerald Hills	13	7	1.9
The Kingdom of the Golden Plains	6	3	2.0
The Kingdom of the Nine Blades	7	2	3.5
The Kingdom of the Rising Winds	26	19	1.4
The Kingdom of the Wetlands	9	13	0.7
The Kingdom of Viridian Outlands	8	4	2.0
The Kingdom of Westmarch	20	8	2.5
The Kingdom of Winters Edge	21	9	2.3

Figure 5. Number of Active and Retired Parks by Kingdom in Alphabetical Order
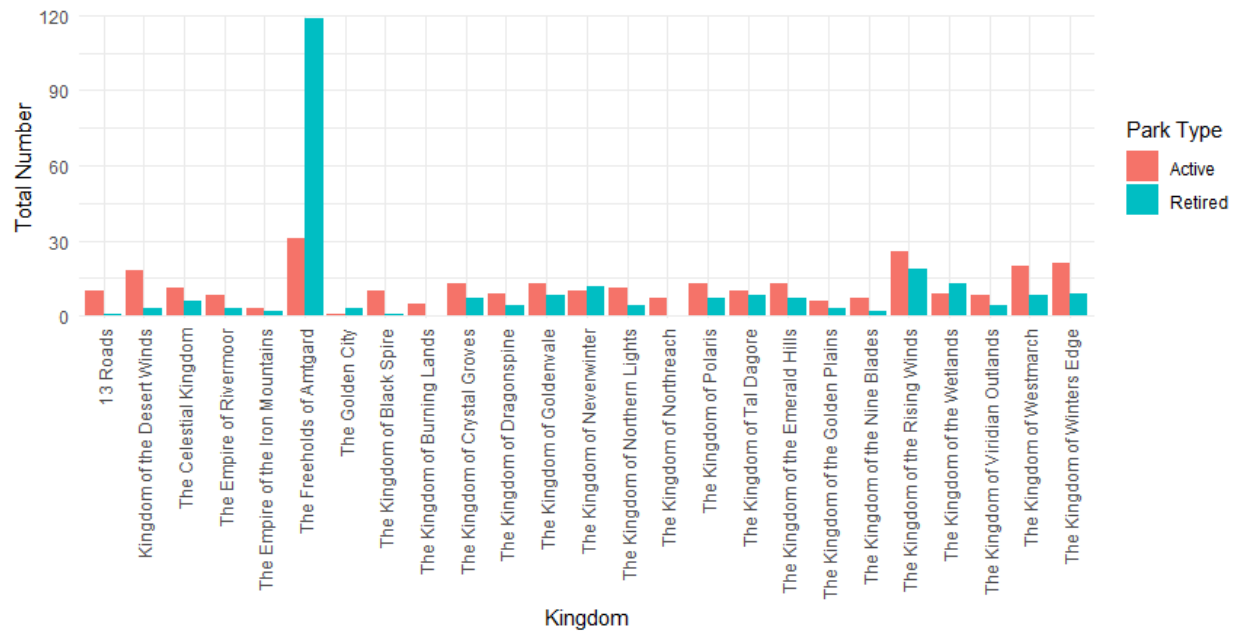
Classes

Of the 1,681,835 total sign ins, Color had the greatest share of sign ins and Reeve had the smallest share of sign ins. Table 5 and Figure 6 show the sign ins for each class. The average number of sign ins per class was 105,114.7 (6.2% of sign ins).

Table 5. Sign In Statistics by Class in Descending Rank Order

Class Name	Number	Percentage	Rank
Color	279,796	16.6	1
Warrior	202,240	12.0	2
Assassin	152,018	9.0	3
Barbarian	143,053	8.5	4
Monk	126,212	7.5	5
Healer	111,629	6.6	6
Druid	111,293	6.6	7
Scout	101,059	6.0	8
Wizard	100,786	6.0	9
Bard	82,521	4.9	10
Monster	71,490	4.3	11
Archer	68,613	4.1	12
Anti-Paladin	41,797	2.5	13
Paladin	37,608	2.2	14
Peasant	29,127	1.7	15
Reeve	22,593	1.3	16

Note: Sign ins for Color and Warrior may be inflated due to individual kingdom corpora requirements.

Figure 6. Percentage of Sign Ins by Class in Alphabetical Order
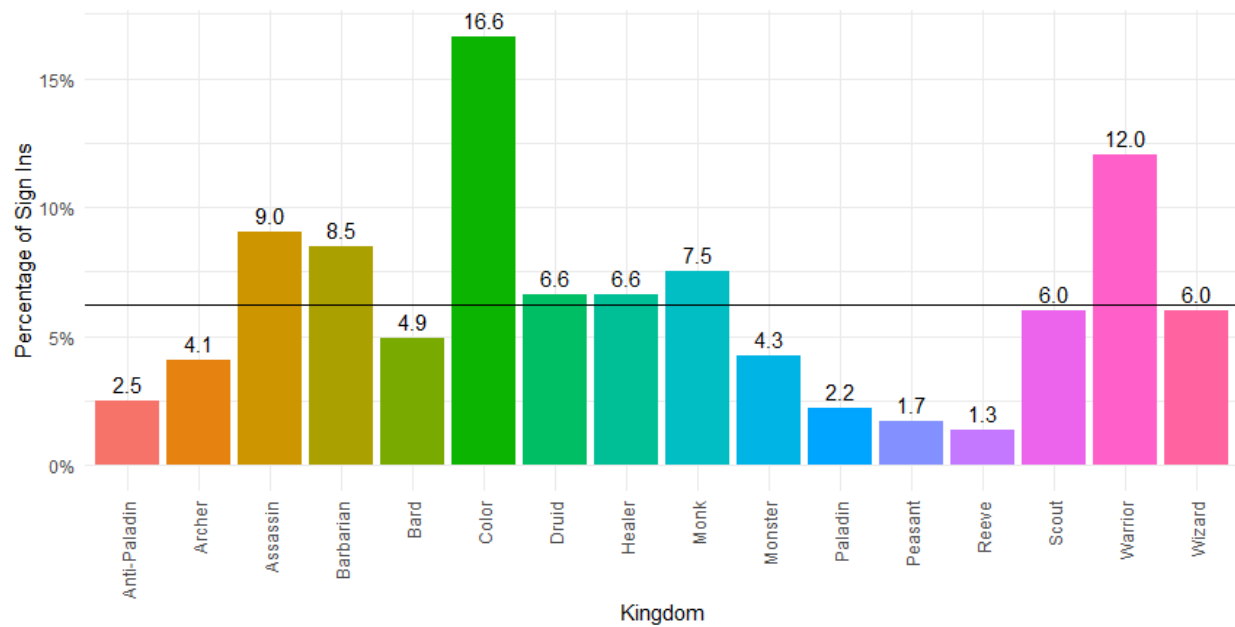
Note: Sign ins for Color and Warrior may be inflated due to individual kingdom corpora requirements.

Spring Muster Update

Spring Muster 2025 kicks off on April 1st! The event autocrats have been working with the Amtgard International volunteer team to design this year's event, and we're excited to provide an update on the schedule, program design, and results of the initial call for Kingdom representatives. You can look forward to full results and a debrief of the event by the next CoM meeting.

Schedule

- January 23 - call for volunteer autocrats
- February 3 - event autocrats announced
- February - Program design
- February 28th - Initial call for Kingdom Representatives, Monarchs messaged throughout the month of March to confirm reps
- April 1st - Event begins!
- April 1st to May 30th - Spring Muster 'Active Phase'
- May 31st to July 31st - Spring Muster 'Passive Phase'
- August 15th - Deadline for announcing winners

Kingdom Representation

As of March 28th, the current breakdown of Kingdom representation is as follows:
- Kingdom Representatives have been confirmed for **14 Kingdoms**
- **3 Kingdoms** elected to opt out of participating in Spring Muster
- **6 Kingdoms** either have not responded or have not yet confirmed a Representative

Kingdoms who do not provide a representative by the start of the event will be considered to have opted out of participation. Data will still be collected for these Kingdoms, but they will be ineligible for prizes.

Program Design

To prioritize both recruitment and retention, this year's Spring Muster event is divided into two phases: the Active Phase (April and May) and the Passive/Retention Phase (June, July). We are also excited to offer prize incentives for the winning kingdoms, collected through Amtgard International fundraising efforts. We are awarding $100 to the winners of each phase, with an additional $200 to the overall winner.

Results will be determined from data pulled from the ORK, allowing the Kingdom representatives to focus on designing recruiting initiatives instead of data collection. At the end of the Active Phase, the AI Assistant Director of Engagement will release exit surveys to both

Kingdom Representatives and the general player base to collect feedback on this year's program design. The event autocrats will also be providing a summary document of the program's strengths, limitations, and priority items to address in subsequent years.

Communications between the event autocrats and the Kingdom representatives will be conducted through Discord and Facebook, with announcements cross-posted to both groups.

Muster Phases

The **Active Phase** runs during April and May, and focuses on recruiting new players. During this phase, Kingdom representatives will be working with their respective lands to design recruitment initiatives and onboard new players. The winner of the Active Phase is the Kingdom who brings in the most new players, as determined by the weighting formula (described below). As May 31st is a Saturday, we will be ending the Active Phase on May 30th to ensure both Saturday and Sunday parks have equal opportunity to have their attendance counted.

We are also introducing a **Passive Phase**, which runs until July 31st, and focuses on retention. Kingdom representatives will be released from their roles during this phase, but Kingdoms will be encouraged to try to retain as many of their new players as possible. The winner of the Passive Phase will be the kingdom that retains the largest proportion of their new players, weighted by the same formula used for the Active Phase.

Scoring

Previous Spring Muster events have used total new players, percent growth, or points earned from new players and other Muster-related activities to determine the winning Kingdom. Absolute counts of new players tend to bias results in favour of large kingdoms, while percent growth tends to bias towards smaller kingdoms. This year's Spring Muster event results will be weighted by a *Shifted and Proportional Fair Growth* (SaPFG) formula that attempts to correct for biases associated with baseline Kingdom size:

$$SaPFG = \left[\frac{\%growth}{\log_{10}(StartingAttendance + ShiftFactor)} \right] / \left[\frac{StartingAttendance}{TotalAttendance} + AttendanceShift \right]$$

Where *AttendanceShift* and *ShiftFactor* are adjustable parameters that scale the results to balance for differences in Kingdom size at the start of the event. These values will be set prior to the beginning of the Muster event.

Olympiad Sketch

What to look forward to…

Introduction

Amtgard International's Volunteer Teams would like to thank the Circle of Monarchs for their votes and trust in allowing us to take on and revive Olympiad as an international program. We are very excited to get started on this project, and we are dedicated to the fullest transparency as we progress in hopes of maintaining that trust and maximizing interest and participation. To that end, you can expect regular updates within these quarterly reports. Thank you for reading.

Timeline

We plan to proceed with the following timeline in mind:

- **Volunteer Call** - April 1st, 2025
- **Interviews and Volunteer Acquisitions** - April to June 2025
- **Announcement of Olympiad Team** - Annual Meeting, July 19th, 2025
- **Program Design** - between Quarter 3 to Quarter 4 2025
- **Program Announcement** - Quarter 4 Circle of Monarchs Meeting
- **Call for Bids** - Quarter 4 2025
- **Bid Selection Announcement** - January 2026
- **Event** - 2026

Roles Needed

The Olympiad team traditionally consists of three individuals: a Primary Autocrat responsible for interfacing with the bid-winning event for infrastructure and support, a Cultural Autocrat responsible for the execution of the Cultural Tournament portion of Olympiad, and a War Autocrat responsible for the execution of the War Tournament portion of Olympiad. We are also interested in exploring the possibility of a Battlegame/Strategy/Teamwork element to Olympiad, but understand that this is an element that would need to be handled delicately and would require the right person to execute properly. These volunteers, once acquired, would stay in these roles until they no longer wished to continue or were removed from the role for cause. They would, as a team, work with the Executive Director and relevant Assistant Director(s) to choose a bidded host event.

Primary Autocrat

Responsible for interfacing with the bid-winning event for infrastructure and support of the Olympiad program. This role also ensures that all branches of the program have the resources necessary to execute the program effectively, and is responsible for the overall production of the Olympiad programming.

Experience should include autocratting larger events at least the kingdom level, and a general knowledge and understanding of both war and cultural tournaments. The ideal candidate will be able to demonstrate a high level of both written and verbal communication skills, and be able to speak to their leadership experience and successes. Prior experience with or awareness of the Olympiad program is a plus.

War Autocrat

Responsible for executing the war events tournament during the Olympiad event. This role will be responsible for seeking out Reeves and tabulation volunteers to facilitate the execution of the war events, and will be responsible for the timely posting of tournament results after the tournament's conclusion.

Experience should include the running of larger fighting tournaments at least at the kingdom level. The ideal candidate will be able to demonstrate a high level of both written and verbal communication skills, and be able to speak to their leadership experience and successes. Prior experience with or awareness of the Olympiad program is a plus.

Cultural Autocrat

Responsible for executing the cultural events tournament during the Olympiad event. This role will be responsible for seeking out Judges and tabulation volunteers to facilitate the execution of the war events, and will be responsible for the timely posting of tournament results after the tournament's conclusion.

Experience should include the running of larger arts & sciences tournaments at least at the kingdom level. The ideal candidate will be able to demonstrate a high level of both written and verbal communication skills, and be able to speak to their leadership experience and successes. Prior experience with or awareness of the Olympiad program is a plus.

Strategy Autocrat

Potentially responsible for executing the battlegaming / strategy / teamwork based events during the Olympiad program. This role would possibly be responsible for seeking out Reeves and game designers to facilitate the execution of these events, and would then be responsible for the timely posting of event results after the programs' conclusion.

Experience should include the running of larger battlegame events at least at the kingdom level. The ideal candidate will be able to demonstrate a high level of both written and verbal communication skills, and be able to speak to their leadership experience and successes. Prior experience with or awareness of the Olympiad program is a plus.

This role is not a guaranteed part of the Olympiad program or team. If interested, please be prepared to speak to how *you* would design these events to incorporate into the overall makeup of the traditional Olympiad program.