

Kingdom Of The Rising Winds



Judges Companion for Cultural Competitions



Thank you for volunteering to be a judge in a Rising Winds cultural competition. This Judge's Companion is provided to be a guide to help you in your task. It was modeled after the Golden Plains Judging Companion and many parts of that document are used here with permission. Listed herein are the guidelines and judging sheets to aid you with this competition.

Cultural Entries Eligibility

These are general guidelines that you should be aware of:

- Items must not have been entered in a previous RW Cultural Event.
- So long as a participant completed at least 90% of the entry it will be considered their submission. If another person completes more than 10% of an item it will be considered a joint entry.
- Joint entries and group entries will be accepted. Group entries from more than 3 people will not count towards an individual's overall score or office qualification.
- Limit of 3 entries per category.
- Cooking Entries – Entrant should bring all necessary serving utensils.
- Written Entries – All entries must be 5 pages or less, include 5 copies, and be typed.
- The Rising Winds considers a score of 2.5 to be average.

Crown Qualifications

The required cultural entries for qualifying for Rising Winds offices are enumerated in the Rising Winds Corpora. Qualification is determined as follows:

- So long as there are at least 5 judges the highest and lowest judge's score will be dropped for each individual item before averaging the scores.
- Only the highest scoring items spanning the required number of categories and entries will be calculated for the Final Average.
- The qualifying Final Average is 3.0. Any candidate that does not have a Final Average of at least 3.0 will not be qualified for the office.

Dragon Master/Cultural Champion Scoring

Ideally, the competitors will have diverse talents and score well. The object of this scoring system is to keep people from winning the cultural tournament by flooding one category or entering a lot of poor quality entries in order to increase their score. Dragon Master/Cultural Champion will be the person with the highest score from entries that meet the following requirements:

- So long as there are at least 5 judges the highest and lowest judge's score will be dropped for each individual item before averaging the entries score.
- Only the entrant's highest scoring submission in any given category will count towards their overall score.
- Points will be received as below:
 - One point for a third place entry
 - Two points for a second place entry
 - Three points for a first place entry

The competitor with the most points is Dragon Master/Cultural Champion.



Recommendation for Awards/Honors

As a judge in this competition, it is up to you to make recommendations on items that should be recognized in the form of Awards and Honors (Dragons, Garbers, Owls, Armorers and Masterhoods). Below is a list of Awards/Honors that can be given for outstanding work in the Arts and Sciences.

Dragon

- Outstanding achievements in the arts (Garb, art, music, etc.).

Garber Credit

- For making nice Garb for others, making superior Garb for themselves or (cloth) flag construction
Note: Garber credits may be awarded in addition to orders of the Dragon

Owl

- For outstanding achievements in the sciences (armor, construction, etc.).

Armorer Credit

- Armor construction

Rose

- For a significant donation to the club via the Rose category.

There is a space provided on the scoring sheets to record award recommendations. Please ensure that you also record up to which order you would recommend. An example would be – **Owl – 4**. This would indicate that you are recommending an order of the owl but not above the fourth order.



Categories

This is a list of categories that may be judged. The Regent may decide to remove or add categories to each competition as he/she sees fit. Each category is broken into subcategories which are coded to help prevent confusion on what category an item was entered into. Each item that will be judged should have a label with the appropriate code for its category. If an item is found to not have a label, please see the person in charge of the competition and they will label it accordingly.

Category	Category Code	Category	Category Code
Food (F)		Construction (C)	
• Appetizer	FA	• Passive	CP
• Main Course	FM	• Active	CA
• Dessert	FD	• Armor	Car
• Beverage	FB	• Weapon	CW
		• Shield	CS
Needlework (NW)		• Banner	CB
• Fighting	NWF		
• Court	NWC	2D Art (A2D)	
• Monster	NWM	• Sketch	A2DS
• Accessory	NWA	• Painting	A2DP
• Favor	NWFa	• Photography	A2DPh
• Needlepoint	NWN		
• Beadwork	NWB	3D Art (A3D)	
		• Sculpture	A3DS
Open (O)		• Jewelry	A3DJ
• Rose	OR	• Miniatures	A3DM
• Open	OO		
		Bardic(B)	
Literature(L)		• Singing	BS
• Factual	LF	• Oratory	BO
• Fictional	Lfi	• Instrumental	BI
• Poetry	LP	• Dance	BD
• How-To	LHT		

On the following pages, you will find score sheets for each subcategory. These sheets will be labeled by Category/Subcategory with a brief description of that category/subcategory. You will also find a brief explanation of what item should be in that category as well as what the item should be judged on.

For example:

Fighting Garb is an item of Garb intended for use on the battle field and should be judged on durability, attractiveness, etc.

Thanks to Squire Moonshadow for use of the Judges Companion for Cultural Competitions
 Thanks to Sir Michael of IM for use of his Judging Guide
 Thanks to Sir Kaz of EH for the use of the Template



Food

Appetizer – FA

This should be a dish that is intended to be served as an appetizer.

An example of an entry that would deserve an average score would be a dish of eggrolls that was fairly tasty despite the outer layer being a little hard. Hand-Rolled is always a plus.

Entries should be judged on taste, texture, appetizing presentation and difficulty.

Entry	Score	Award	Comments
FA-1			
FA-2			
FA-3			
FA-4			
FA-5			
FA-6			
FA-7			
FA-8			
FA-9			
FA-10			
FA-11			
FA-12			
FA-13			
FA-14			
FA-15			
FA-16			
FA-17			
FA-18			
FA-19			
FA-20			
FA-21			
FA-22			
FA-23			
FA-24			
FA-25			
FA-26			
FA-27			
FA-28			
FA-29			
FA-30			



Food

Main Course – FM

This should be a dish that is intended to be served as a main course.

An example of an entry that would deserve an average score would be a serving of enchiladas that were fairly tasty but lacked anything truly special.

Entries should be judged on taste, texture, appetizing presentation and difficulty.

Entry	Score	Award	Comments
FM-1			
FM-2			
FM-3			
FM-4			
FM-5			
FM-6			
FM-7			
FM-8			
FM-9			
FM-10			
FM-11			
FM-12			
FM-13			
FM-14			
FM-15			
FM-16			
FM-17			
FM-18			
FM-19			
FM-20			
FM-21			
FM-22			
FM-23			
FM-24			
FM-25			
FM-26			
FM-27			
FM-28			
FM-29			
FM-30			



Food

Dessert – FD

This should be a dish that is intended to be served as a dessert.

An example of an entry that would deserve an average score would be a pie that was fairly tasty despite the crust being a little hard, with a home made crust and filling that came mostly out of a can.

Entries should be judged on taste, texture, appetizing presentation and difficulty.

Entry	Score	Award	Comments
FD-1			
FD-2			
FD-3			
FD-4			
FD-5			
FD-6			
FD-7			
FD-8			
FD-9			
FD-10			
FD-11			
FD-12			
FD-13			
FD-14			
FD-15			
FD-16			
FD-17			
FD-18			
FD-19			
FD-20			
FD-21			
FD-22			
FD-23			
FD-24			
FD-25			
FD-26			
FD-27			
FD-28			
FD-29			
FD-30			



Food

Beverage – FB

This should be a liquid whose sole purpose is for drinking.

An example of an entry that would deserve an average score would be a fruit punch that was fairly tasty, completely modern and used a finished product like soda pop to achieve part of it's taste.

Entries should be judged on taste, texture, appetizing presentation and difficulty.

Entry	Score	Award	Comments
FB-1			
FB-2			
FB-3			
FB-4			
FB-5			
FB-6			
FB-7			
FB-8			
FB-9			
FB-10			
FB-11			
FB-12			
FB-13			
FB-14			
FB-15			
FB-16			
FB-17			
FB-18			
FB-19			
FB-20			
FB-21			
FB-22			
FB-23			
FB-24			
FB-25			
FB-26			
FB-27			
FB-28			
FB-29			
FB-30			



Needlework

Fighting Garb – NWF

This should be a major item of Garb that is intended to be worn in battle such as tunics, pants, tabards, shirts, etc.

An example of an entry that would deserve an average score would be a throw over tabard, with a simple but well executed appliqué design on the front, trimmed with quilt binding and with the few seams finished with a serger.

Entries should be judged on durability, attractiveness, design and difficulty.

Entry	Score	Award	Comments
NWF-1			
NWF-2			
NWF-3			
NWF-4			
NWF-5			
NWF-6			
NWF-7			
NWF-8			
NWF-9			
NWF-10			
NWF-11			
NWF-12			
NWF-13			
NWF-14			
NWF-15			
NWF-16			
NWF-17			
NWF-18			
NWF-19			
NWF-20			
NWF-21			
NWF-22			
NWF-23			
NWF-24			
NWF-25			
NWF-26			
NWF-27			
NWF-28			
NWF-29			
NWF-30			



Needlework

Court Garb – NWC

This should be major item of Garb not intended to be worn in battle such as dresses, doublets, cloaks, etc.

An example of an entry that would deserve an average score would be a simple dress, with some nice store bought trim, well finished seams and good quality cloth, that lacked any real special features but has seams, hems and necklines finished with a plain flatfeldt.

Entries should be judged on durability, attractiveness, design and difficulty.

Entry	Score	Award	Comments
NWC-1			
NWC-2			
NWC-3			
NWC-4			
NWC-5			
NWC-6			
NWC-7			
NWC-8			
NWC-9			
NWC-10			
NWC-11			
NWC-12			
NWC-13			
NWC-14			
NWC-15			
NWC-16			
NWC-17			
NWC-18			
NWC-19			
NWC-20			
NWC-21			
NWC-22			
NWC-23			
NWC-24			
NWC-25			
NWC-26			
NWC-27			
NWC-28			
NWC-29			
NWC-30			



Needlework

Monster Garb – NWM

This should be a major item of Garb that would qualify as Garb for a monster in the Amtgard Rulebook.

An example of an entry that would deserve an average score is a set of rag-tag piecemeal clothes that could be considered Goblin or Orc garb.

Entries should be judged on durability, attractiveness, design and difficulty.

Entry	Score	Award	Comments
NWM-1			
NWM-2			
NWM-3			
NWM-4			
NWM-5			
NWM-6			
NWM-7			
NWM-8			
NWM-9			
NWM-10			
NWM-11			
NWM-12			
NWM-13			
NWM-14			
NWM-15			
NWM-16			
NWM-17			
NWM-18			
NWM-19			
NWM-20			
NWM-21			
NWM-22			
NWM-23			
NWM-24			
NWM-25			
NWM-26			
NWM-27			
NWM-28			
NWM-29			
NWM-30			



Needlework

Garb Accessory – NWA

This should be a minor item of Garb such as hats, belts, shoes, bracers, etc. that would not fit into another category.

An example of an entry that would deserve an average score would be a leather knight's belt, made of a single strip of leather with a simple ring riveted on and a simple but tasteful design on the point.

Entries should be judged on durability, attractiveness, design and difficulty.

Entry	Score	Award	Comments
NWA-1			
NWA-2			
NWA-3			
NWA-4			
NWA-5			
NWA-6			
NWA-7			
NWA-8			
NWA-9			
NWA-10			
NWA-11			
NWA-12			
NWA-13			
NWA-14			
NWA-15			
NWA-16			
NWA-17			
NWA-18			
NWA-19			
NWA-20			
NWA-21			
NWA-22			
NWA-23			
NWA-24			
NWA-25			
NWA-26			
NWA-27			
NWA-28			
NWA-29			
NWA-30			



Needlework

Favor – NWFa

This should be a Garb accessory that is intended to be worn on one's belt.

An example of an entry that would deserve an average score is a small belt favor consisting of 2 or more colors with a small appliqué design in the center.

Entries should be judged on durability, attractiveness, design and difficulty.

Entry	Score	Award	Comments
NWFa-1			
NWFa-2			
NWFa-3			
NWFa-4			
NWFa-5			
NWFa-6			
NWFa-7			
NWFa-8			
NWFa-9			
NWFa-10			
NWFa-11			
NWFa-12			
NWFa-13			
NWFa-14			
NWFa-15			
NWFa-16			
NWFa-17			
NWFa-18			
NWFa-19			
NWFa-20			
NWFa-21			
NWFa-22			
NWFa-23			
NWFa-24			
NWFa-25			
NWFa-26			
NWFa-27			
NWFa-28			
NWFa-29			
NWFa-30			



Needlework

Needlepoint – NWN

This should be an entry that uses Crocheting, Knitting, or Applique.

An example of an entry that would deserve an average score would be a pair of Knitted gloves for use in winter time.

Entries should be judged on appearance, usefulness, presentation and difficulty.

Entry	Score	Award	Comments
NWN-1			
NWN-2			
NWN-3			
NWN-4			
NWN-5			
NWN-6			
NWN-7			
NWN-8			
NWN-9			
NWN-10			
NWN-11			
NWN-12			
NWN-13			
NWN-14			
NWN-15			
NWN-16			
NWN-17			
NWN-18			
NWN-19			
NWN-20			
NWN-21			
NWN-22			
NWN-23			
NWN-24			
NWN-25			
NWN-26			
NWN-27			
NWN-28			
NWN-29			
NWN-30			



Needlework

Beadwork – NWB

This should be an entry that utilizes Beads as the main item in the entry.

An example of an entry that would deserve an average score is a small choker necklace that utilizes two or more different colored beads on a Leather strip backing.

Entries should be judged on appearance, usefulness, presentation and difficulty.

Entry	Score	Award	Comments
NWB-1			
NWB-2			
NWB-3			
NWB-4			
NWB-5			
NWB-6			
NWB-7			
NWB-8			
NWB-9			
NWB-10			
NWB-11			
NWB-12			
NWB-13			
NWB-14			
NWB-15			
NWB-16			
NWB-17			
NWB-18			
NWB-19			
NWB-20			
NWB-21			
NWB-22			
NWB-23			
NWB-24			
NWB-25			
NWB-26			
NWB-27			
NWB-28			
NWB-29			
NWB-30			



Open

Rose – OR

Anything made for the benefit of the club intended to be donated to the club.

An example of an entry that would deserve an average score would be an Amtgard flyer that presented some information in a readable way but was only black and white and use generic fantasy clip-art with only short term or marginal Amtgard relevance.

Entries should be scored on construction and design as well as their contribution to Amtgard.

Entry	Score	Award	Comments
OR-1			
OR-2			
OR-3			
OR-4			
OR-5			
OR-6			
OR-7			
OR-8			
OR-9			
OR-10			
OR-11			
OR-12			
OR-13			
OR-14			
OR-15			
OR-16			
OR-17			
OR-18			
OR-19			
OR-20			
OR-21			
OR-22			
OR-23			
OR-24			
OR-25			
OR-26			
OR-27			
OR-28			
OR-29			
OR-30			



Open

Open - OO

This should be an entry that does not easily fit into any other Category.

An example of an entry that would deserve an average score is a Homemade Candle that consists of 2 or more Colors and is fairly standard in shape.

Entries should be judged on appearance, usefulness, presentation and difficulty.

Entry	Score	Award	Comments
OO-1			
OO-2			
OO-3			
OO-4			
OO-5			
OO-6			
OO-7			
OO-8			
OO-9			
OO-10			
OO-11			
OO-12			
OO-13			
OO-14			
OO-15			
OO-16			
OO-17			
OO-18			
OO-19			
OO-20			
OO-21			
OO-22			
OO-23			
OO-24			
OO-25			
OO-26			
OO-27			
OO-28			
OO-29			
OO-30			



Literature

Fictional – Lfi

Writing that is not intended to be factual such as a persona histories and stories.

An example of an entry that would deserve an average score would be s character history that was somewhat interesting and hung together fairly well, written with a few grammatical errors but complete in 4 pages.

Entries should be judged on form, content, grammar, and spelling Please try to limit these entries to 5 pages or less. All entries require 5 copies total.

Entry	Score	Award	Comments
LFi-1			
LFi-2			
LFi-3			
LFi-4			
LFi-5			
LFi-6			
LFi-7			
LFi-8			
LFi-9			
LFi-10			
LFi-11			
LFi-12			
LFi-13			
LFi-14			
LFi-15			
LFi-16			
LFi-17			
LFi-18			
LFi-19			
LFi-20			
LFi-21			
LFi-22			
LFi-23			
LFi-24			
LFi-25			
LFi-26			
LFi-27			
LF-28			
LFi-29			
LFi-30			



Literature

Factual – LF

Writing that presents factual information such as a process, event or research of some kind.

Examples would be weapon smithing instructions, a recounting of an Amtgard event or a history of the Mongols. When presenting researched information, it is a good idea to site references and give credit.

Entries should be judged on form, content, grammar, and spelling. All entries require 5 copies total.

Entry	Score	Award	Comments
LF-1			
LF-2			
LF-3			
LF-4			
LF-5			
LF-6			
LF-7			
LF-8			
LF-9			
LF-10			
LF-11			
LF-12			
LF-13			
LF-14			
LF-15			
LF-16			
LF-17			
LF-18			
LF-19			
LF-20			
LF-21			
LF-22			
LF-23			
LF-24			
LF-25			
LF-26			
LF-27			
LF-28			
LF-29			
LF-30			



Literature

Poetry – LP

Writing that is presented as poetic verse

An example of an entry that would deserve an average score would be a series of 10 humorous limericks with an Amtgard theme, where a couple of the poems were humorous but most were not so much so because they stuck to fairly well known Amtgard jokes.

Entries should be judged on form, content, grammar, and spelling All entries require 5 copies total.

Entry	Score	Award	Comments
LP-1			
LP-2			
LP-3			
LP-4			
LP-5			
LP-6			
LP-7			
LP-8			
LP-9			
LP-10			
LP-11			
LP-12			
LP-13			
LP-14			
LP-15			
LP-16			
LP-17			
LP-18			
LP-19			
LP-20			
LP-21			
LP-22			
LP-23			
LP-24			
LP-25			
LP-26			
LP-27			
LP-28			
LP-29			
LP-30			



Literature

How-To – LHT

A short essay with an instructional focus that covers the entire process to be described.

An example of an entry that would deserve an average score would be an article on how to make a sword, that described a reasonable process of making a sword fairly clearly and had relatively few errors in grammar, spelling and word usage.

Entries should be judged on form, content, grammar, and spelling. All entries require 5 copies total.

Entry	Score	Award	Comments
LHT-1			
LHT-2			
LHT-3			
LHT-4			
LHT-5			
LHT-6			
LHT-7			
LHT-8			
LHT-9			
LHT-10			
LHT-11			
LHT-12			
LHT-13			
LHT-14			
LHT-15			
LHT-16			
LHT-17			
LHT-18			
LHT-19			
LHT-20			
LHT-21			
LHT-22			
LHT-23			
LHT-24			
LHT-25			
LHT-26			
LHT-27			
LHT-28			
LHT-29			
LHT-30			



Construction

Passive – CP

Something not intended to go onto the battlefield such as boxes, steel weapons, decorative wooden weapons, stuffed animals, etc. This is a category for constructed items that would not fit into another category.

An example of an entry that would deserve average score would be a simple wooden box that fitted together well was finished with a simple outside and used store bought brass fittings.

Entries should be judged on construction, presentation, difficulty and application to proposed function.

Entry	Score	Award	Comments
CP-1			
CP-2			
CP-3			
CP-4			
CP-5			
CP-6			
CP-7			
CP-8			
CP-9			
CP-10			
CP-11			
CP-12			
CP-13			
CP-14			
CP-15			
CP-16			
CP-17			
CP-18			
CP-19			
CP-20			
CP-21			
CP-22			
CP-23			
CP-24			
CP-25			
CP-26			
CP-27			
CP-28			
CP-29			
CP-30			



Construction

Active – CA

Something intended to be used on the battlefield such as ballistae, bows, fighting wands or throwing mugs. This is a generic category for things that would not fit into armor, weapon, or shield construction yet are still intended for rough battlefield use.

An example of an entry that would deserve an average score would be a miniature trebuchet made of untreated balsa wood, that fired a legal missile across the room successfully.

Entries should be judged on construction, presentation, difficulty and application to proposed function.

Entry	Score	Award	Comments
CA-1			
CA-2			
CA-3			
CA-4			
CA-5			
CA-6			
CA-7			
CA-8			
CA-9			
CA-10			
CA-11			
CA-12			
CA-13			
CA-14			
CA-15			
CA-16			
CA-17			
CA-18			
CA-19			
CA-20			
CA-21			
CA-22			
CA-23			
CA-24			
CA-25			
CA-26			
CA-27			
CA-28			
CA-29			
CA-30			



Construction

Armor – CAR

Something that would qualify as armor by the rulebook standards in Amtgard such as padded armor, chainmaille, brigandine, greaves, thigh plates, helmets (although they would not actually count as armor), etc.

An example of an entry that would deserve an average score would be a pair of untreated leather bracers, studded in a simple pattern with store bought studs, and tied on with nice leather ties through metal eyelets that matched the studs.

Entries should be judged on construction, presentation, difficulty and application to proposed

Entry	Score	Award	Comments
CAR-1			
CAR-2			
CAR-3			
CAR-4			
CAR-5			
CAR-6			
CAR-7			
CAR-8			
CAR-9			
CAR-10			
CAR-11			
CAR-12			
CAR-13			
CAR-14			
CAR-15			
CAR-16			
CAR-17			
CAR-18			
CAR-19			
CAR-20			
CAR-21			
CAR-22			
CAR-23			
CAR-24			
CAR-25			
CAR-26			
CAR-27			
CAR-28			
CAR-29			
CAR-30			



Construction

Weapon - CW

Something that would qualify as a weapon by the rulebook standards in Amtgard such as swords, spears, arrows, rocks, throwing daggers, madus, etc.

Example of an entry that would deserve an average score would be a sword made with a golf club as the core, fun noodle for the padding, no padding inside the fun noodle to stop the rattling of the sword , a cover made with broadcloth that is a little baggy on the sword, and finished with grip tape on the handle.

Entries should be judged on construction, presentation, difficulty and safety.

Entry	Score	Award	Comments
CW-1			
CW-2			
CW-3			
CW-4			
CW-5			
CW-6			
CW-7			
CW-8			
CW-9			
CW-10			
CW-11			
CW-12			
CW-13			
CW-14			
CW-15			
CW-16			
CW-17			
CW-18			
CW-19			
CW-20			
CW-21			
CW-22			
CW-23			
CW-24			
CW-25			
CW-26			
CW-27			
CW-28			
CW-29			
CW-30			



Construction

Shield - CS

Something that would qualify as a shield by rulebook standards in Amtgard.

Example of an entry the would deserve an average score would be a punch shield made with a Frisbee, leather pop-riveted for the handle, pipe insulation on the edges, couch foam on the front, and a basic cloth cover with no decoration.

Entries should be judged on construction, presentation, difficulty and safety.

Entry	Score	Award	Comments
CS-1			
CS-2			
CS-3			
CS-4			
CS-5			
CS-6			
CS-7			
CS-8			
CS-9			
CS-10			
CS-11			
CS-12			
CS-13			
CS-14			
CS-15			
CS-16			
CS-17			
CS-18			
CS-19			
CS-20			
CS-21			
CS-22			
CS-23			
CS-24			
CS-25			
CS-26			
CS-27			
CS-28			
CS-29			
CS-30			



Construction

Banner – CB

Something intended to be used as a banner and judged on construction and appearance.

An example of an entry that would deserve an average score is a small banner consisting of 2 or more colors with a small appliqué design in the center.

Entries should be judged on construction, presentation, difficulty and application to proposed function.

Entry	Score	Award	Comments
CB-1			
CB-2			
CB-3			
CB-4			
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CB-25			
CB-26			
CB-27			
CB-28			
CB-29			
CB-30			



2-D Art

Sketch - A2DS

Art intended to be viewed from only one side such as drawings

An example of an entry that would deserve an average score would be a hand drawn picture of a barbarian with a giant axe over his head, executed on white paper with pencil and then outlined in black ink with nothing else done to finish it and with the overall drawing quality good but not special.

Entries should be judged on artistic presentation and the difficulty of the medium.

Entry	Score	Award	Comments
A2DS-1			
A2DS-2			
A2DS-3			
A2DS-4			
A2DS-5			
A2DS-6			
A2DS-7			
A2DS-8			
A2DS-9			
A2DS-10			
A2DS-11			
A2DS-12			
A2DS-13			
A2DS-14			
A2DS-15			
A2DS-16			
A2DS-17			
A2DS-18			
A2DS-19			
A2DS-20			
A2DS-21			
A2DS-22			
A2DS-23			
A2DS-24			
A2DS-25			
A2DS-26			
A2DS-27			
A2DS-28			
A2DS-29			
A2DS-30			



2-D Art

Painting – A2DP

This should be an entry that is painted on a 2-D Surface.

An example of an entry that would deserve an average score is a small watercolor scene that had some small problems but otherwise was a solid piece of work.

Entries should be judged on appearance, feeling, presentation and difficulty.

Entry	Score	Award	Comments
A2DP-1			
A2DP-2			
A2DP-3			
A2DP-4			
A2DP-5			
A2DP-6			
A2DP-7			
A2DP-8			
A2DP-9			
A2DP-10			
A2DP-11			
A2DP-12			
A2DP-13			
A2DP-14			
A2DP-15			
A2DP-16			
A2DP-17			
A2DP-18			
A2DP-19			
A2DP-20			
A2DP-21			
A2DP-22			
A2DP-23			
A2DP-24			
A2DP-25			
A2DP-26			
A2DP-27			
A2DP-28			
A2DP-29			
A2DP-30			



2-D Art

Photography – A2DPh

Art created by taking a picture. Digital images that are mostly photographic would also fit into this category.

An example of an entry that would deserve an average score is a photographic scene depicting the Grand Melee from Clan.

Entries should be judged on artistic presentation and the difficulty of the medium.

Entry	Score	Award	Comments
A2DPh-1			
A2DPh-2			
A2DPh-3			
A2DPh-4			
A2DPh-5			
A2DPh-6			
A2DPh-7			
A2DPh-8			
A2DPh-9			
A2DPh-10			
A2DPh-11			
A2DPh-12			
A2DPh-13			
A2DPh-14			
A2DPh-15			
A2DPh-16			
A2DPh-17			
A2DPh-18			
A2DPh-19			
A2DPh-20			
A2DPh-21			
A2DPh-22			
A2DPh-23			
A2DPh-24			
A2DPh-25			
A2DPh-26			
A2DPh-27			
A2DPh-28			
A2DPh-29			
A2DPh-30			



3-D Art

Sculpture – A3DS

Art intended to be viewed from at least 3 sides such as sculptures

An example of an average entry that would deserve a three is a hand-crafted vase with decorative trim on the outsides.

Entries should be judged on artistic presentation and the difficulty of the medium.

Entry	Score	Award	Comments
A3DS-1			
A3DS-2			
A3DS-3			
A3DS-4			
A3DS-5			
A3DS-6			
A3DS-7			
A3DS-8			
A3DS-9			
A3DS-10			
A3DS-11			
A3DS-12			
A3DS-13			
A3DS-14			
A3DS-15			
A3DS-16			
A3DS-17			
A3DS-18			
A3DS-19			
A3DS-20			
A3DS-21			
A3DS-22			
A3DS-23			
A3DS-24			
A3DS-25			
A3DS-26			
A3DS-27			
A3DS-28			
A3DS-29			
A3DS-30			



3-D Art

Jewelry – A3DJ

This should be a Garb accessory that is intended to worn as jewelry such as crowns, coronets, necklaces, bracelets, rings, etc.

An example of an entry that would deserve an average score would be a simple helix style knight’s chain with two colors of metal that worked together well, but was otherwise unadorned and had no other special features.

Entries should be judged on durability, attractiveness, design and difficulty.

Entry	Score	Award	Comments
A3DJ-1			
A3DJ-2			
A3DJ-3			
A3DJ-4			
A3DJ-5			
A3DJ-6			
A3DJ-7			
A3DJ-8			
A3DJ-9			
A3DJ-10			
A3DJ-11			
A3DJ-12			
A3DJ-13			
A3DJ-14			
A3DJ-15			
A3DJ-16			
A3DJ-17			
A3DJ-18			
A3DJ-19			
A3DJ-20			
A3DJ-21			
A3DJ-22			
A3DJ-23			
A3DJ-24			
A3DJ-25			
A3DJ-26			
A3DJ-27			
A3DJ-28			
A3DJ-29			
A3DJ-30			



3-D Art

Miniatures – A3DM

This should be an entry that utilizes Miniatures and the painting thereof.

An example of an entry that would deserve an average score would be a miniature diorama with two figures both well painted but unchanged from out of the package, with some green flocking and a few rocks and sticks on the ground.

Entries should be judged on appearance, usefulness, presentation and difficulty.

Entry	Score	Award	Comments
A3DM-1			
A3DM-2			
A3DM-3			
A3DM-4			
A3DM-5			
A3DM-6			
A3DM-7			
A3DM-8			
A3DM-9			
A3DM-10			
A3DM-11			
A3DM-12			
A3DM-13			
A3DM-14			
A3DM-15			
A3DM-16			
A3DM-17			
A3DM-18			
A3DM-19			
A3DM-20			
A3DM-21			
A3DM-22			
A3DM-23			
A3DM-24			
A3DM-25			
A3DM-26			
A3DM-27			
A3DM-28			
A3DM-29			
A3DM-30			



Bardic

Singing – BS

A vocal presentation with some expectation of rhythm and pitch.

An example of an entry that would deserve an average score would be a rendition of a popular folk song handled with emotion relatively engaging to the audience, with few or no errors that would be recognizable by a novice.

Entries should be judged on difficulty and entertainment value.

Entry	Score	Award	Comments
BS-1			
BS-2			
BS-3			
BS-4			
BS-5			
BS-6			
BS-7			
BS-8			
BS-9			
BS-10			
BS-11			
BS-12			
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BS-28			
BS-29			
BS-30			



Bardic

Oratory – BO

A vocal presentation with no expectation of rhythm or pitch, i.e. Storytelling, jokes and theatrical pieces.

An example of an entry that would deserve an average score would be a recitation of Marc Antoino’s speech at Caesar’s grave from Shakespeare where the performer showed very little nervousness and only had to stop and restart once but communicated the emotion of the piece fairly well.

Entries should be judged on difficulty and entertainment value.

Entry	Score	Award	Comments
BO-1			
BO-2			
BO-3			
BO-4			
BO-5			
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BO-28			
BO-29			
BO-30			



Bardic

Instrumental – BI

A musical presentation performed on an instrument with some expectation of rhythm and pitch.

An example of an entry that would deserve an average score would be a rendition of a well known tune, where the music is somewhat engaging and there are few technical mistakes that would be recognizable by a novice.

Entries should be judged on difficulty and entertainment value.

Entry	Score	Award	Comments
BI-1			
BI-2			
BI-3			
BI-4			
BI-5			
BI-6			
BI-7			
BI-8			
BI-9			
BI-10			
BI-11			
BI-12			
BI-13			
BI-14			
BI-15			
BI-16			
BI-17			
BI-18			
BI-19			
BI-20			
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BI-23			
BI-24			
BI-25			
BI-26			
BI-27			
BI-28			
BI-29			
BI-30			



Bardic

Dance – BD

A presentation of bodily movement with some expectation of rhythm.

An example of an entry that would deserve an average score is a solidly performed dance with a few mistakes and a few timing issues.

Entries should be judged on difficulty and entertainment value.

Entry	Score	Award	Comments
BD-1			
BD-2			
BD-3			
BD-4			
BD-5			
BD-6			
BD-7			
BD-8			
BD-9			
BD-10			
BD-11			
BD-12			
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BD-30			