

Judge's Companion for Cultural Competitions

Kingdom of the Golden Plains

(Revision 1.2)



By Squire Moonshadow

Thank you for volunteering to be a judge in this cultural competition. Within this companion you will find instructions, tips, score sheets and breakdowns for each category that you will see during this event. My hope is that this information will make your job as a judge a little bit easier and make the process much more efficient with less hassle of needing to know the basics of each category and how to score them.

Cultural Entries Eligibility

These are general guidelines that you should be aware of.

Items must not have been entered in a previous GP Cultural Event. Joint entries and group entries will be accepted. Group entries from more than 3 people will not count towards an individual's overall score.

- Items must not have been entered in a previous GP Cultural Event.
- Limit of 3 entries per category. Only the entrant's best entries in any given category will count towards his/her "overall" score.
- **Cooking Entries** – Entrant should bring all necessary serving utensils.
- **Written Entries** – All entries, except publications, must be 5 pages or less, include 5 copies, be typed and bound.

Scoring System

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. Cultural winner will be the person with the highest combined score from entries that meet the following requirements. **Only the entrant's two best entries in any given category will count towards their overall score.**

Recommendation for Awards/Honors

As a judge in this competition, it is up to you to make recommendations on items that should receive recognition in the form of Awards and Honors (Dragons, Owls 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.).
- Smith Credit
 - Sponsoring a major Amtgard event, publication, workshop or any other comparable service to the club.
 - Armor construction
 - Aiding the Monarch and especially the Champion and GMR to ensure that equipment utilized on the battlefield is safe.

Categories

This is a list of all the categories that will be judged. 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.

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

Special Thanks to Sir Michael of IM for use of his Judging Guide
Special 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.

Example of an average entry: (3.0)

An example of an average entry that would deserve a three 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	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.

Example of An Average Entry:

An Example of an average entry that would deserve a three 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	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.

Example of an average entry: (3.0)

An example of an average entry that would deserve a three 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	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		

2-D Art

Painting – A2DP

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

Example of an Average Entry:

An example of an average entry that would deserve a three 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	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		

Needlework

Needlepoint – NWN

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

Example of an average entry:

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

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

Entry	Score	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.

Example of an average entry:

An example of an average entry that would deserve a three 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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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

Open – OO

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

Example of an average entry:

An example of an average entry that would deserve a three 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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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		

3-D Art

Miniatures – A3DM

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

Example of an average entry:

An example of an average entry that would deserve a three 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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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		

Food

Beverage – FB

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

Example of an average entry: (3.0)

An example of an average entry that would deserve a three 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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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.

Example of an average entry:

An example of an average entry that would deserve a three 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	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.

Example of an average entry:

An example of an average entry that would deserve a three 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	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.

Example of an Average Entry:

An example of an average entry that would deserve a three is a set of rag-tag piecemeal armor that could be considered Goblin or Orc Armor.

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

Entry	Score	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.

Example of an average entry:

An example of an average entry that would deserve a three would be a leather knight's belt, made of a single strip 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	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.

Example of an average entry:

An example of an average entry that would deserve a three 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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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		

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.

Example of an average entry:

An example of an average entry that would deserve a three 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	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		

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, where applicable, on form, content, grammar, spelling and usefulness to the body of Amtgard knowledge. With the exception of publications, please try to limit these entries to 5 pages or less. Publications entries only require one copy. All entries require 5 copies total, except Publications.

<u>Entry</u>		<u>Score</u>		<u>Comments</u>
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

Fictional – LFI

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

Example of an average entry:

An example of an average entry that would deserve a three 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, where applicable, on form, content, grammar, spelling and usefulness to the body of Amtgard knowledge. With the exception of publications, please try to limit these entries to 5 pages or less. Publications entries only require one copy. All entries require 5 copies total, except Publications.

Entry	Score	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		
LFI-28		
LFI-29		
LFI-30		

Literature

Poetry – LP

Writing that is presented as poetic verse

Example of an average entry:

An example of an average entry that would deserve a three 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, where applicable, on form, content, grammar, spelling and usefulness to the body of Amtgard knowledge. With the exception of publications, please try to limit these entries to 5 pages or less. Publications entries only require one copy. All entries require 5 copies total, except Publications.

<u>Entry</u>		<u>Score</u>		<u>Comments</u>
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.

Example of an average entry:

An example of an average entry that would deserve a three 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, where applicable, on form, content, grammar, spelling and usefulness to the body of Amtgard knowledge. With the exception of publications, please try to limit these entries to 5 pages or less. Publications entries only require one copy. All entries require 5 copies total, except Publications.

<u>Entry</u>		<u>Score</u>		<u>Comments</u>
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.

Example of an average entry:

An example of an average entry that would deserve a three 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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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.

Example of an average entry:

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

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

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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, brigantine, greaves, thigh plates, helmets (although they would not actually count as armor), etc.

Example of an average entry:

An example of an average entry that would deserve a three 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 function.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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 average entry:

An average weapon 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 application to proposed function.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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 average entry:

An average entry 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 application to proposed function.

Entry	Score	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.

Example of an average entry:

An example of an average entry that would deserve a three 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.

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

Bardic

Singing – BS

A vocal presentation with some expectation of rhythm and pitch.

Example of an average entry:

An example of an average entry that would deserve a three 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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
BS-1		
BS-2		
BS-3		
BS-4		
BS-5		
BS-6		
BS-7		
BS-8		
BS-9		
BS-10		
BS-11		
BS-12		
BS-13		
BS-14		
BS-15		
BS-16		
BS-17		
BS-18		
BS-19		
BS-20		
BS-21		
BS-22		
BS-23		
BS-24		
BS-25		
BS-26		
BS-27		
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.

Example of an average entry:

An example of an average entry that would deserve a three 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.

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

Bardic

Instrumental – BI

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

Example of an average entry:

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

Entries should be judged on difficulty and entertainment value.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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		
BI-21		
BI-22		
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.

Example of an average entry:

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

Entries should be judged on difficulty and entertainment value.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
BD-1		
BD-2		
BD-3		
BD-4		
BD-5		
BD-6		
BD-7		
BD-8		
BD-9		
BD-10		
BD-11		
BD-12		
BD-13		
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BD-24		
BD-25		
BD-26		
BD-27		
BD-28		
BD-29		
BD-30		

2-D Art

Sketch – A2DS

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

Example of an average entry:

An example of an average entry that would deserve a three 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	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		

3-D Art

Sculpture – A3DS

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

Example of an average entry:

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.

<u>Entry</u>	<u>Score</u>	<u>Comments</u>
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		

2-D Art

Photography – A2DPH

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

Example of an average entry:

An example of an average entry that would deserve a three 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	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		

Open

Rose – OR

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

Example of an average entry:

An example of an average entry that would deserve a three 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 their construction and design as well as their contribution to Amtgard.

Entry	Score	Comments
OR-1		
OR-2		
OR-3		
OR-4		
OR-5		
OR-6		
OR-7		
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OR-29		
OR-30		