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| **Kingdom of Crystal Groves Arts & Sciences Manual**2014 |



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**Entering Competitions**

**Preparations**

 Preparing for your A&S event is very important. It is recommended to view this process with a bit of professionalism. Be prepared and bring everything you need with you. You want to show that you care about your work and want the judges to experience the best aspects of your piece. This manual was created for two audiences: Judges and Participants.

**Participants**

This manual can help you prepare for your A&S tournament and to help you understand what judges may be looking for. Please keep in mind that this is simply a collaboration of ideas from my experience and the experience of other judges I have talked to. You do not HAVE to follow this guide to the letter. I simply wish to help you by showing you what I have experienced.

**Judges**

 This manual can help you learn the very basics on how to judge an A&S competition correctly. Please keep in mind that this is simply a collaboration of ideas from my experience and the experience of other judges I have talked to. You do not HAVE to follow this guide to the letter. I simply wish to help you by showing you what I have experienced.

**Write Ups**

If you are able to, prepare your write ups ahead of time. Think about typing them. Carefully consider which category your piece would best fit. Write ups should include all the topics in the left column below; the right column has pieces of information you may wish to include. Use spell check. If you do write the piece by hand, write legibly and clearly. Write ups should include anything you think the judges should know about your piece.

 The safest way to do a write up is to assume the judges have no knowledge of specific styles and the choices you have made. It is a good idea to explain what choices you made and why. This is especially true if you may be entering something with elements that could be seen as mistakes, like creating a watermark of yourself as a signature on a photo for instance. If you don't tell judges they may see a careless oversight instead of a deliberate addition. As an A&S entrant you owe it to yourself to make sure you document everything you do and why. Judges are first and foremost volunteers; every judge has a different set of skills and training and will view things differently. Let your judges know your style by putting it in your write up.

 Unfortunately, your write up may be a big part of your final score. If you don’t explain what you did, and why you did it, the judges may not connect your reasoning to your piece.

You should also come prepared on how you will keep your write up with your piece. Examples include: paper weights, tape, or safety pins.

**A printable version of a write up sheet will be available in the appendix, but here is a brief list**

|  |  |
| --- | --- |
| **Should Include** | **May Want to Include** |
| Name of Piece | Number of Hours Spent on Project |
| Category | Materials/Technique Used |
| Brief Description: if you used a pattern or idea from someone else’s work, if food or beverage you MUST include an ingredient list | Level of Experience: 1st attempt, 2nd, 120th, etc(some judges don’t like this one, but some do) |
| How it Fits the Theme | Inspiration |

**Categories, Descriptions, and Tips**

In this section we will go over basic categories. Due to the creativity of the many people in Amtgard this list does not include every option. Instead, this is a list of the common categories and most people are able to fit their pieces into one of these categories. If you have any questions remaining after reading this section see your local or kingdom regent and they should be able to help, or at least point you to someone else who can.

**Weapon Construction** 

This category encompasses all weapons used on the field. Swords, staves, arrows, etc. are some examples.

* Make sure your weapons are clean, whole and not falling apart.
* Make sure your items are field legal before entering them. See current Rules of Play for specifics.
* Swords should be firm but not hard.
* Swords are often “tested” on the judges to determine how the sword handles and feels. This is also the time they will determine how hits with the weapon will feel.
* For weapon construction only, you may want to have a removable cloth covering so judges can see the inner construction. This is optional.

**Weapon Craftsmanship**

This category is used for the decorative aspects of weapons. Examples include: prop weapons, painted weapons, any weapon you want the visual aspect to be judged and not so much construction.

* Don’t enter dirty, broken, or items that are falling apart.
* This category is based on the decorations and look of the items, so if you didn’t make it look aesthetically pleasing you may want to choose a different category

**3D Art**

This category includes ceramics, sculptures, and models; items that are meant to be seen in three dimensions.

* All edges should be finished and look clean, unless there is a style-related reason otherwise.
* If there are moving pieces make sure they are secured and won’t fall apart if tested.
* If the item is fragile, heavy, or shouldn’t be touched let the judges know AND include that in the write up.
* If you think weather will affect the piece then you are responsible for keeping the piece in the proper conditions. Ex: an ice sculpture in the middle of 100º weather may not last very long…but the judges may just appreciate the cool relief.



Keep in mind that decorating the surface of an object is not a 3D piece of art. (Like painting a piece of wood or clothing). If you carved the wood and then painted it, then it would be 3D.

**2D art**

This category encompasses anything from canvas to photography, hand drawings to paintings, computer art work to beading or embroidery, etc.

General rule: If you are decorating the surface of something it can be 2D art.

* Make sure to site things you may have gotten ideas from to avoid possible plagiarisms. This is VERY important; items that don’t list sources will often be immediately disqualified. If you do not include which components are your creations, judges may make incorrect assumptions.

Tips:

* Don’t enter a 2D piece on lined paper; it usually makes the piece look rushed and unplanned. If you used paper that was in a notebook, trim the rough edges if they are shown.
* Mat and frame your pieces, this shows your own appreciation for your art…and helps to eliminate wrinkles, smudges, and transportation damages.
* Try to eliminate all eraser marks and lines you don’t like from the piece. Sketch lines can significantly lower the aesthetic value of a 2D piece, especially when you can see lines underneath the coloring.
	+ If the sketch marks are left for stylistic reasons, include that information in the write up, so the judges are informed.



**Armor**

This category includes all forms of armor, chains, leather, and padded cloth used for body protection in battle.

Subcategories include

**Field**

This subcategory will be judged more on the construction. You should focus on making the armor field safe, field legal and durable. Keep functionality in mind. See current Corpora for rules and regulations.

**Court**

This subcategory can be seen as **Garb** but it is more specific. Functionality is still a factor but the looks are what the judges will be focusing on.



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**Garb**

This category can be broken down into the following:

**Fighting/Field Garb**

This subcategory includes tunics, wrap pants, tabards, and any other item made to be worn on the field. Durability is a huge factor!

**Court Garb**

This subcategory is judged more on appearance then durability (this does not mean that the items can be falling apart). May include things like dresses, jackets, fine tunics, corsets, etc

**Monster Garb**

All garb made to enhance the appearance of monsters played.



For all the subcategories:

* Don’t skimp on the durability. Use the same level of durability as for field garb.
* Make sure your item is clean and wrinkle free.
* Unless it is for a specific desire for the piece to have a distressed look, there should not be any holes, fraying, or loose seams.
* Take care not to leave any loose threads or clasps, including on the interior.
* It is STRONGLY recommended to use French seams on any garb. Not only will this help with durability but it will give the piece a finished and clean look. (I have included a diagram in the appendix)

Tips:

* Bring an emergency sewing kit that includes: needles, various colored threads, and scissors. Having this kit will insure you can do quick fixes if need be. If you have a power source at the site you may even want to bring an iron.
* Think about how to show the piece off in a pleasing way. Simply folding a tunic and leaving it on the table may not make the piece look as good as if you had a mannequin or even a hanger.

**Garb Accessory**

This category can be further divided into Court or Field as well. Items such as things like aprons, gloves, hats, cloaks, wings, masks, belt favors, sashes, etc.

Jewelry can be entered in this category OR the **Jewelry** category, on page 15. This can vary depending on the person running the tournament,

**Field Garb Accessory**

This subcategory will be judge more on durability rather than looks.

**Court Garb Accessory**

This subcategory will focus more on the look of the item rather than durability.

See **Garb** category for basics.

You may also want to include what the item is for in your write up, as it may not always be obvious to someone else. You can include who the item is for, what time of year it is intended to be used in, if there is a connection between the wearer and their category, etc.

**Performance**

Performances can be scheduled at any time during the tournament, so be prepared or ask the judges for the schedule. This category includes singing, playing instruments, performing plays and skits, comedy, demonstrations, etc.

* If your nervous, just breathe and take your time, don't rush...R.E.L.A.X
* Look the judges in the eye, if appropriate. It helps to establish a rapport with them and boosts your own confidence.
* Do a write up still! Some people skip this for performance pieces, but it is still necessary.
* Don’t make apologies for circumstances beyond your control, like loud wind or outside noise. The judges may view this as you making excuses.
* Let the judges know if the piece is an original composition or play.
* If it is a well-known piece, and you are doing a less-well-known variation, indicate this in your write-up. For example: You sing a modern rap song in Shakespearean style, and you created this arrangement.
* If you are able give the judges a copy of what you are doing: lyrics, music sheets, general topics for a speech or skit, etc
	+ You don't have to give this to them right away, you can give it to them after. Handing over the sheets can help with judging, but it can limit you to sticking with what is on the paper and keep you from improvising.

**Food**

This category encompasses any piece for consumption (except brewing, see below).

 **ALWAYS make sure to follow proper food procedures (keep hot items hot and cold items cold), make sure not to cross contaminate, and keep general food safety in mind. See food safety resources in appendix.**

\*If it’s an overnight event and you are camping with no fridge available on the premises then you may have to choose to make something else: this is a health factor and very important!

When entering food items into a competition, a list of ingredients is **MANDATORY**! We don’t need the recipe but ALL ingredients must be listed. This is for allergies and other possible health factors. If alcohol is used and not cooked off, you must notify the judges and list it on your write up: again this is not just for medical reasons but also legal ones.

Judges don’t often refuse to eat food pieces, but in some cases they may. Typically, the only times a judge will not partake in the items are for allergies, dietary conflicts, underage, or if the food is not prepared/kept/served properly. If the judge really dislikes a main ingredient you used most judges will still try it but some may abstain. If for any reason a judge will not, or cannot, eat the item their score is usually dropped and the remaining scores are averaged, but this depends on the discretion of the tournament organizer.

Tips:

Bring enough for all the judges. Most tournaments have at least three judges but it is recommended to have extras. I recommend preparing for five judges and a few extras.

Keep in mind the environment of the judging area. An ice cream cake on a 95 degree day may be a disaster. Alternatively, very spicy chili on a 95 degree day may also be less welcome than something cool and refreshing.

Bring serving utensils, plates, silverware, napkins, etc. If you bring period utensils, it will help your presentation, like pottery mugs rather than plastic cups.

**Brewing**

This category is very similar to cooking except it is for alcoholic liquids rather than food. This category includes any drinks you have made or changed in order to make a new beverage, whether this involved fermentation or mixology. Please keep in mind the laws for making and consuming alcohols. All entries must have a list of all ingredients. For the basics, see the **Food** category. Don’t forget glasses to serve the brew in!

**Writing**

This category includes role-plays, poetry, stories, game write ups, instructional pieces, song lyrics, etc.

Keep in mind any written piece over 3 pages long may be required to be sent in to a judge in advance; please check with the tournament organizer.

Always proof read for grammatical and spelling errors. Not every tournament will have an English major but trust us when we say there is usually at least ONE judge with a red pen at the ready. That being said, judges appreciate double spaced pieces so if there are errors we have room to correct.

Presentation is important. Submit your entries in a neat, attractive manner. Handwritten entries on lined papers will be judged more harshly than typewritten entries on unlined paper. Be period specific and submit calligraphy pieces on parchment or in a scroll for extra consideration.

A proper write up is very important, especially for entries taken out of context, such as character profiles, song lyrics, etc.

For songs or music, don’t assume people can read music. If you can make a recording of the finished piece, please provide that and a manner to play it.

**Active Construction**

This category includes any item that has functional or moving parts. Some examples include trebuchets, catapults, crossbows, clocks, etc.

If the item needs a demonstration, you should demonstrate the procedure or provide detailed instructions on how to work the piece.

It cannot be stressed enough that safety is very important in this sort of construction.

It is always a good idea to bring extra parts for quick fixes and you should set up the demonstration before deadline time so you can test it and makes sure everything is in working order.

**Passive Construction**

This category is very similar to 3D art but with hopes that the item is judged more on construction and utility then the beauty of the item. This category can include blankets, jewelry boxes, furniture, staves, walking sticks, etc.

See the **3D** category for basic instructions.

**Jewelry**

This category harbors a broad range of items: necklaces, earrings, circlets, bracelets, pins, broaches, crowns, cloak clasps, and so much more.

Items should be in clean and wearable condition. There shouldn’t be loose chains, wires, strings, or pieces, unless it is part of the style (indicate such in the write up).

If you have a clasp or finding, ensure that it is in working order and clean.

Consistency is important. If you have a piece where there are three short beads between each long bead, and one space has five beads instead (and it’s not a centered section), it will look off. Judges will notice.

It is a good idea to include who the item was intended for in your write up. Sometimes items may seem too small or large but if a specific person is in mind this can sometimes eliminate perception problems.

Try using unblemished items in your piece. Rusted metal and scuffed beads can often lessen the visual appeal of an entry. Unless it is specifically a “found item” piece.

If there are stylistic differences between your components (like metal findings and plastic findings, or Victorian style with Deco style), indicate the reason in your write up.

**Naming and Describing Your Piece**

It may sound simple but naming and describing your piece properly can help avoid problems for the judges. Naming the item can show your intent of the piece, mood of the piece, and show your creativity and planning.

The easiest way of coming up with a name is to determine how you want the viewer to feel; *Lucky Horseshoe Dagger* can make someone feel excited, or *Sorrow’s Grip* can make someone feel sad. The simplest way to find a name is to find one or two words that describes the piece; Blue Cloak or Flat Blade Long Sword. It’s your choice on how creative or simple you want the name to be. For competitions it is advised to not use character names in association with the pieces so anonymity can be maintained.

When describing your piece you want the judges to be able to differentiate your piece from another. If judges are given five swords from different people to judge and all of them are listed as “short sword” then it is very difficult to give the right person their scores. This is also to help make sure there is no confusion on which item number pieces are given if for some reason there is a mix up. Attaching your write up to your piece can help here, as well.

The easiest way of describing a piece is to list materials, colors, lengths, or any defining characteristics. You don’t have to be as creative with describing but try to list as many unique visual qualities as possible.

Descriptions should also include if you based your piece on someone else’s work, to avoid plagiarizing. This is also an area to list ingredients/materials used. You can include how long the piece took you to complete, who/what the piece was created for, description of the process you did to create the piece, and your level of experience (1st attempt, 2nd, 120th, etc.).

**Things to Remember**

There are a number of things to remember when entering a piece into a competition. After choosing the name, category, and description you want to use think about these things as well.

**Arrival**

Always keep deadlines in mind. Some judges will disqualify late entries. You should always plan to arrive a little early so you don’t miss the sign in deadline. You never want to have to rush to a competition: give yourself plenty of time get your piece there on time and to relax and display your piece nicely.

**Theme**

You may think the theme is stupid but you should always try to link your piece to the theme. You can be as creative as you want! If you can persuade the judges there is a connection, even a minimal one, then they are more likely to be lenient. Some competitions even penalize if your item doesn’t fit the theme of the event.

**Presentation**

 Nice presentation can give you major brownie points with judges. It shows that you respect your piece and spent time to make it look good.

**Helpful Hints for Presentations**

* If it’s 2D art: Get it matted and framed. You can find cheap frames at most discount stores or even second hand stores.
* If it’s 3D art or Passive Construction: Try putting it on a nice piece of cloth or a pillow.
* For jewelry, armor, garb, and garb accessories: try nice cloth, pillows, mannequins, hangers, or use a model.
	+ If you use a model try to make sure they can easily remove themselves from the piece so the judges can get a closer look without the model feeling uncomfortable. This is especially important if it is a sewn item.
* For Food and Brew entries: If food looks good people are more willing to want to try it.
	+ Make the food look nice on the plate or in the glass, try not to let items fall apart and look messy or spill over the sides. Maybe add a garnish.
	+ Try bringing real glasses, plates and silverware. (or nicer looking plastic versions)
	+ Try plating the food or pouring the brew yourself instead of making the judges do it.

**Come Prepared**

Try to think of possible problems you may encounter. Can you transport your piece safely? Does it require assistance to move or setup? If something goes wrong do you have the elements to fix the problem?

**Helpful tips**

Bring a pair of little scissors, small sewing kits, and stain removers just in case a quick fix is needed.

Check for loose strings, blotches, water marks, dirt etc.

For foods and brews

* Bring extra. You want to make sure each judge has enough for several bites at the least, plus they may want seconds!
* Bring extra serving utensils, napkins, plates and silverware just in case. A glass or bottle of water for the judges is also appreciated.



For other tips and tricks you may want to read the judging section of the manual to see what the judges should be looking for.

**Judging**

Judging is a very important task. It takes time, and energy, and requires the individuals to be respectful, willing to learn, and knowledgeable. If you are new to judging it is strongly recommended that you shadow at least one judging so you can see how everything works and learn the swing of things. Sometimes this is not an option so I hope this guide will aid the new judges, as well as the more experienced judges.

It is also very important that you judge a piece by itself. Do not compare it to other pieces in the competition. Every piece is unique and should be judged individually.

**Types of Competitions**

It is very important to judge entries based on the level of competition they are in. The five common levels are as follows.

**Park Level**

This level is the most basic and therefore the most lenient when it comes to judging. Typically as long as the item is safe for the category it is entered in, and not plagiarized then it should not fail. It is recommended to give as much constructive feedback as possible. See the **Critiques and Criticism** section for tips.

It is recommended that judges should start at a baseline of 3, increase for good aspects, and deduct for poor aspects. It is expected that judges should not go below a score of **3**, unless it is unsafe for the category it was entered in or plagiarized. If an item is entered in an inappropriate category, the tournament organizer may want to discuss changing the category with the entrant rather than outright disqualifying an item.

**Crown Qualification (Crown Quals)**

This level usually has the most items entered. This is due to the fact that participants who wish to hold an office need to show they can enter passing items, which varies due to the level of the crown quals. Kingdom Crown Quals are often treated more seriously than park level Crown Quals due to the fact they are higher offices that require more responsibility and skill.

It is expected that judges should not go below a score of **3**, unless it is unsafe for the category it was entered in or plagiarized. If an item is entered in an inappropriate category, the tournament organizer may want to discuss changing the category with the entrant rather than outright disqualifying an item.

As a general rule, start at **3.0** if it is what it says it is and add points for good aspects…THEN you can subtract for bad aspects, but never go below a **3.0** unless unsafe.

**Dragon Masters**

This level is a Kingdom level only. It will usually attract the more experienced crafters as participants are more likely to get higher level awards through this competition.

Start at **3.0**, unless item is unsafe or plagiarized, and raise points for good aspects, then subtract for negative aspects. It is acceptable to judge an item under a 3 due to poor finishing or other negative aspects, even though it may be a legal entry. If an item is entered in an inappropriate category, the tournament organizer may want to discuss changing the category with the entrant rather than outright disqualifying an item.

This competition should be slightly more difficult than Crown Quals, as this is a contest specifically for showing off skills, rather than qualifying for office.

**Best of the Best**

This competition is the highest level tournament in the Kingdom. An item can only be entered into this competition if it has **won** a previous competition. This is often more competitive between the participants so try to stay fair and unbiased to avoid problems.

It is best to start at **3.0** still but subtracting and adding points can be implemented as needed. It is acceptable to judge an item under a 3 due to poor finishing or other negative aspects, even though it may be a legal entry. If an item is entered in an inappropriate category, the tournament organizer may want to discuss changing the category with the entrant rather than outright disqualifying an item.

This is going to be judged more harshly as it is one of the higher competitions.

**Olympiad**

This is an inter-kingdom competition, and is the highest competition in Amtgard. This will have the harshest judging, and the highest level of rivalry.

The rules change due to the changing nature of Olympiad, with a different kingdom hosting it each year. Familiarize yourself with the rules both before entering, and before judging.

If an item is entered in an inappropriate category, the tournament organizer may want to discuss changing the category with the entrant rather than outright disqualifying an item.

**Scoring Point Guideline**

This guide can be adapted for different competitions, levels, and kingdoms. This is by no means mandatory for you to use but I hope it helps you as a guide.

The Kingdom of Crystal Groves typically uses a **5** point system for judging with **.5** values.

**0** Disqualified

**0.1-0.9** No effort at all was made to meet criteria, and is poorly done.

**1.0-1.9** The item shows rudimentary effort in meeting expectations; A basic effort has been shown and is marginally done

**2.0-2.9** The item is lacking in meeting the expectations for criteria. A definite effort has been shown and is adequately done.

**3.0-3.9** The item meets all expectations for criteria. There is room for improvement but it is properly done.

**4.0-4.9** The item exceeds expectations for criteria. There is little room for improvement and it is exceptionally done.

**5** The Item meets criteria perfectly or near perfect and there is little to no room for improvement. The item is exceptionally done.

**Category Guidelines**

Here are some questions you may want to think about while judging.

**ALWAYS** keep presentation and category choice in mind!

* + - **Weapon Construction**
			* Is it legal?
			* Will it hold up to field tests?
			* Does it hurt when you are hit with it?
			* Is it ready for field as is?
			* Is there any loose strings, tape, or core?
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?
		- **Weapon Craftsmanship**
			* Is the craftsmanship pleasing?
			* Is there any loose strings, tape, or core?
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?
		- **3D Art**
			* Don’t be fooled: A 3D piece that has had the surface changed only is 2D art. If they made the whole piece then it counts (like putting together models) but just changing the surface of something does not count.
			* Check to see if all surfaces are finished. Some pieces look gorgeous until they are turned over.
			* Make sure there are citations used if the ideas are based off of something else. (This can lead to disqualifying if someone tries to pass someone else’s ideas as their own.**)**
			* Keep in mind the genre of the art piece. Modern based pieces will have different aspects then Renaissance pieces.
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?
		- **2D Art**
			* Make sure there are citations used if the ideas are based off of something else. (This can lead to disqualifying if someone tries to pass someone else’s ideas as their own.**)**
			* If piece is on lined paper should be marked down for this, but not necessarily disqualified.
			* Look for pencil lines, eraser lines, consistency, and imperfections on the piece.
			* If there is shading involved look for the lighting source and shadows.
			* Keep in mind the genre of the art piece. Cartoons will have different aspects than Realism pieces.
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?
		- **Armor**
			* Is it field legal?
			* Durability is very important. Will it hold up to use?
			* Is it aesthetically pleasing?
			* Is it easy to move around in?
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?
		- **Garb and Garb Accessories**
			* Keep in mind which category the participant listed the garb in. Field garb should be more durable and not judged as harshly on appearance where as court garb should be judged more about look then durability.
			* Check for durability of seams. Always do this carefully; you don’t want to damage someone’s hard work.
			* Are there any loose threads?
			* Are seams and edges even and finished?
			* Try to keep in mind who the piece was made for, pieces will fit different sized people…well, differently.
			* Is the pattern difficult?
			* Bonus points for French seams!
			* Was the piece displayed well? Was it ironed, folded or hanged nicely, or on a mannequin?
			* If it is monster garb, does it fit into the stated rules guidelines?
			* Does it show signs of use (dirty, torn, stained)?
			* Level of difficulty?
			* Level of creativity?
		- **Performance**
			* Was the participant overly nervous?
			* Were there errors, stutters, or lack of breath and proper pauses?
			* If an instrument is used was it used properly?
			* Was it pleasing to watch/listen to?
			* Did they create the performance themselves or are they reciting it?
			* Did they follow the lyrics, notes, or steps correctly?
			* In general, performance pieces are a little harder to judge. Many people have different preferences in music, dance, and other performances. It is very important that you judge not on your preferences but on the performance itself.
			* Level of difficulty?
			* Level of creativity?
		- **Food**
			* Make sure there is a complete ingredient list. Double check, BEFORE you partake, if you have ANY food allergies or other adverse side effects with food ingredients. This is to avoid possible health risks.
			* Make sure that food safety was followed and the food is safe to consume BEFORE you partake. This is to avoid possible health risks.
			* Are there plates, appropriate utensils, serving utensils, and napkins?
			* Is there enough food for all the judges to have a few bites?
			* Did they have a good presentation?
			* Did they serve you or did you have to serve yourself? If they have things plated already or serve you they may deserve extra points.
			* Level of difficulty?
			* Level of creativity?
		- **Brewing**
			* **If you are underage do NOT partake of alcohol. If the drink is questionable ask the participant!**
			* Make sure there is a complete ingredient list. Double check, BEFORE you partake, if you have ANY food allergies or other adverse side effects with food ingredients. This is to avoid possible health risks.
			* Make sure that food safety was followed and the food is safe to consume BEFORE you partake. This is to avoid possible health risks.
			* Is there enough for all the judges to have a few sips?
			* Did they have a good presentation?
			* Did they serve you or did you have to serve yourself? If they have things poured already or serve you they may deserve extra points.
			* Is it a pleasant flavor?
			* Is the alcohol overpowering or too weak?
			* If the judge does not care for alcohol, or a particular type of alcohol, try to keep that in mind and judge fairly.
			* Level of difficulty?
			* Level of creativity?
		- **Writing**
			* Are spelling and grammar correct?
			* Is the piece displayed nicely?
			* If poetry or lyrical do the stanzas make sense?
			* Try to remember that not all poetry has to rhyme, but flow is very important still.
			* Level of difficulty?
			* Level of creativity?
		- **Active Construction**
			* Did they demonstrate or leave detailed instructions?
			* Does it work for what it was made for?
			* Is it dangerous to use?
			* Is it durable?
			* Are there any flaws in the construction?
			* Did the use a pattern and follow it well?
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?
		- **Passive Construction**
			* Is it made well?
			* Does it work for what it was made for?
			* Is it dangerous to use?
			* Is it durable?
			* Are there any flaws in the construction?
			* Did the use a pattern and follow it well?
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?
		- **Jewelry**
			* Any lose threads, clasps, wires, loops, or metal pieces?
			* Any cracked, chipped, or damaged elements?
			* Is the pattern consistent?
			* Is it durable enough to be used?
			* Does it lay or hang pleasingly?
			* Does it show signs of use (dirty, torn, broken)?
			* Level of difficulty?
			* Level of creativity?

**Critiques and Criticism**

Please keep in mind that critiques are meant to help improve and grow in the field…not to be mean or cause hurt feelings.

All critiques may end up on the comments. This does not mean that the item will be judged on those critiques and they may or may not affect the score.

Do not give out overly harsh critiques. If you do receive a critique that you feel is too harsh then calmly bring it up to the regent for them to take care of the problem.

Try not to give all negative comments, try to include at least one thing you like about the piece.

If you are worried that your critiques may come off too harsh try to run it by another judge or the regent before giving it to the participant.

Keep in mind that with any art or food opinions will vary. Try to judge as unbiased as possible.

**Disqualification and Appeals**

Sometimes it is necessary to disqualify a piece, for example, a field weapon is unsafe or a food item is not cooked properly. It is very important to read the write ups in this case as there may be a reason for the piece to be the way it is. Disqualification of a piece should be discussed between all the judges and the competition sponsor, to determine if the piece should be disqualified or not.

If a person wishes to appeal their score, or disqualification, then it is in the hands of the competition sponsor. It is with their discretion whether the piece will be re-judged by the same judges, different judges, or not applicable to be re-judged at all. With any appeal the piece should be available for re-judging.

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Judging

Item #

Name of Piece:

Category:

Description:

Materials/ingredients:

Extra information:

Judging

Item #

Name of Piece:

Category:

Description:

Materials/ingredients:

Extra information:

Piece Name and Number:

Fits Category/Description: Yes No

Fits Theme: Not at all Fits: + Fits exceptionally: ++

Score: Circle One 0 0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0

Comments: ­

Piece Name and Number:

Fits Category/Description: Yes No

Fits Theme: Not at all Fits: + Fits exceptionally: ++

Score: Circle One 0 0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0

Comments:

French Seams







For basics in sewing and more diagrams, you can use the following website. It’s specifically for kites but also has a lot of useful information.

<http://dako-club.tripod.com/kitesewing101.htm>

**Food Safety Resources**

There are MANY more sites available but these seem to have most of the facts.

<http://www.cdc.gov/foodsafety>

<http://www.foodsafety.gov>

[www.fsis.usda.gov](http://www.fsis.usda.gov)

<http://www.foodstandards.gov.au/consumer/safety/Pages/default.aspx>