

DragonMaster XX

Prince Regent Nexus Crow

The Court Of Hearts is proud to present:
DRAGONMASTER XX

On the February days of Saturday, 24th - DM/WM at Mourningwood Glen Sunday and the 25th - DM/WM at Finders Keep

On Saturday we will be setting up a large enclosed space for the event. This "pavilion" will be large enough to hold judging, games, food and the poker tournament.

On Sunday, The people of Finders Keep have graciously rented a Cabin/banquet hall near Lucy Park to showcase an indoor event. Directions will be posted ASAP!

CULTURAL ENTRIES ELIGIBILITY

Joint entries and group entries will be accepted. Regular Registration is from 11 am to 12 pm on the day of the event, February, 2007 (Online registration will be available).

Judging will promptly begin at noon. Please have ALL entries registered by noon. Special situations will be reviewed.

- Deadline to register is 12 pm.
- Limit of 3 entries per category. Only your best two entries in any given category will count towards your "overall" score.
- Cooking Entries – Bring all necessary serving utensils.
- Written Entries – All entries, except publications, must be 5 pages or less, include 5 copies, be typed and bound.
- Bardic Entries – Bardic entries will be reserved as the last leg of judging. (Unless you must leave before then). Please be considerate with the usage of your time.

Scoring System

This event will be scored on a BTA (Better than average) 3.5 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. Entries that achieve a score that is lower than 3.5 will not count towards the entrant's overall score.

CATEGORIES

COOKING

Due to the delicate nature of cooking entries, this category will be judged first. Entries will be judged on taste, texture, appetizing presentation and difficulty. There will be 5 judges and entrants will need to provide enough of each entry for all of them to taste. Be prepared to have a way to maintain your own dish until it can be judged (hot/cold). Bring plates, cups and utensils if they will be needed to judge your entry.

·Appetizer: A dish intended to be served as an appetizer.

·Main: Course: A dish intended to be served as a main course.

·Dessert: A dish intended to be served as a dessert.

·Vintners: A drink that was brewed or fermented. Mixed drinks are not considered brewed or fermented.

·Other: A dish or drink that does not fit into any other category.

WRITING

Entries will 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.

·Factual: Writing that presents factual information such as a

process, event or research of some kind. Examples would be weapon smiting instructions, a recounting of an Amtgard event or a history of the Romans. When presenting researched information, it is a good idea to site references and give credit.

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

·Poetry: Poetic verse.

·Publications: Published works such as newsletters, books, collections of articles, etc. These entries are judged on the editorial content only, such as presentation, suitability of the collection, format, etc. It is not necessary that the entrant have written every article. However, articles should never be published without the author's consent and credit MUST be given. Any work not done by the entrant should be noted.

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BARDIC

Entries will be judged on difficulty and entertainment value.

·Singing: A vocal presentation with some expectation of rhythm and pitch.

·Oratory: A vocal presentation with no expectation of rhythm

or pitch; i.e. Storytelling, jokes and theatrical pieces.

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

·Dance: A presentation of bodily movement with some expectation of rhythm.

ART

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

·2-D Art: Art intended to be viewed from only one side such

as drawings, paintings, stained glass, relief carving, computer graphics, etc.

·3-D Art: Art intended to be viewed from at least 3 sides such as sculptures, painted miniatures, stuffed animals, blown glass, etc. People often enter things into this category that would do better in Passive Construction. 3-D art is judged primarily on artistic presentation; Passive Construction is judged primarily on construction. A stained glass box would go into either 3-D Art or Passive Construction depending on what the entrant wanted to focus.

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

Amtgard related photographs please. (Spinning a tale relating the photograph to Amtgard is encouraged)

GARB

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

·Fighting: A major item of garb intended to be worn in battle

such as tunics, pants, tabards, shirts, etc.

·Court: A major item of garb not intended to be worn in battle such as dresses, doublets, cloaks, etc.

·Monster: A major item of garb that would qualify as garb for a monster in the Amtgard Rulebook.

·Favor: A garb accessory intended to be worn on one's belt.

·Jewelry: A garb accessory intended to be worn as jewelry such

as crowns, coronets, necklaces, bracelets, rings, etc.

·Accessory: A minor item of garb such as hats, belts, shoes,

bracers, etc. that would not fit into another category.

Construction Entries are judged on construction, presentation, difficulty and application to proposed function.

·Passive: 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.

·Active: 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.

·Armor: Something that would qualify as armor by the rulebook

standards in Amtgard such as padded armor, chainmail, brigantine, greaves, thigh plates, helmets (although they would not actually count as armor), etc.

·Weapon: Something that would qualify as a weapon by the rulebook standards in Amtgard such as sword, spear, arrows, rocks, throwing dagger's, maces, etc.

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

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

ROSE

Anything made for the benefit of the club intended to be donated to the club. These are scored on their construction and design as well as their contribution to Amtgard.

Along with the title of Dragonmaster, we will be hosting a 'Best Of Show' category. Games of strategy and refreshments galore will be offered. Try your Hand at Our Poker Tournament. Play with Talons, win fabulous prizes!

If you have any questions, please contact me at
seamus_de_rhymer@yahoo.com

Good Luck!

-Nexus Crow, TMH, spring reign 2007