

February 2009 Crown Qualification Requirements

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Introduction and Purpose

This is a set of guidelines to cover the rules for Pegasus Valley's Crown Qualifications that will take place on February 7, 2009.

Updates and Modifications

12/30/2008 : Original Document - Glenalth

Month of Crown Schedule

- 8/2/2008 : Cultural entries must have been finished since this date.
- 1/23 : Intent for vintners entries are due.
- 1/23 10pm: Sign-ups for Chess event close.
- 1/24 : Match seeding for Chess is announced.
- 1/30 10pm : Sign-ups for Mancala event close.
- 1/31 : Declarations for office are due.
- 1/31 : Corpora and Reeves Tests available for qualification.
- 1/31 : Match seeding for Mancala is announced.
- 1/31 : Literature entries are due.
- 2/7 : Day of Crown Qualifications.
- 2/7 noon : Sign-ins for cultural and war events open.
- 2/7 1pm : Sign-ins for cultural events close.
- 2/7 1pm : Sign-ins for war events begin to close as each list is seeded.
- 2/7 end of day : Chess and Mancala events are over, no further matches may be played.
- 2/21 : Testing ends when election starts.
- 2/21 : Elections and Champion's Tournament.

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Cultural Events

The Arts & Sciences are broken into several categories, each with several events. Each event has an event code to help sort them out on the judging sheets and for the final scoring.

Art Events:

- [A1] Flat Art: two-dimensional artistic medium.
- [A2] 3-D Art: three dimensional artistic medium.
- [A3] Kit: Anything made from a kit, such as miniatures or ceramics.
- [A4] Needlework: embroidery, latch hook, cross-stitch, knitting, bead work, or crotchet.
- [A5] Jewelry: any item made to be worn as jewelry.
- [A6] Photography: photograph of people, places, or events related to the genre of Amtgard.
- [A7] Media: movie, web page, or digitally-enhanced art.

Bardic Events:

- [B1] Singing: with or without accompaniment.
- [B2] Instrumental Music: musical performance on a musical instrument.
- [B3] Dance: dancing.
- [B4] Recitation: story, poetry, comedy, drama, etc.

Garbing Events:

- [G1] Fighting Garb: made for wear on the battlefield.
- [G2] Court Garb: made for wear during court or formal functions.
- [G3] Monster Garb: made for the portrayal of a monster class.
- [G4] Garb Accessory: such as belts, pouches, and favors.

Construction Events:

- [C1] Weapon: weapon that is legal for Amtgard use.
- [C2] Unique Weapon: unique or unusual weapon made in the manner of Amtgard weapons, not required to be legal for Amtgard use.
- [C3] Shield: shield, buckler, or madu legal for Amtgard.
- [C4] Armor: made for use on the battlefield.
- [C5] Banner: any banner.
- [C6] Active Construction: items that are for battlefield use, such as siege weaponry.
- [C7] Passive Construction: items that are not for battlefield use, such as chests, furniture, or pavilions.

Cooking Events:

- [F1] Main Dish: any food served as a main course.
- [F2] Side Dish: any food served to accompany a meal.
- [F3] Vintners: any beverage that has been fermented by a brewing or distillation process.
- [F4] Dessert: any food served primarily as a dessert.
- [F5] Condiment: any sauce, dressing, chutney, etc.

Literature Events:

- [W1] Fiction: any fictional work.
- [W2] Non-Fiction: any factual work.
- [W3] Poetry: any poetic work in any poetic style.

Rose Events:

- [R1] Rose: any entry made and donated to a Dragonspine chapter.

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Cultural Events Information

You should supply a note card describing your entry and to answer any obvious questions the judges may ask about it. A few examples would be an item being hand sewn, made entirely with primitive materials, or a tunic that you bought that is only being judged for the embroidery that you added to it.

Art: Using a frame, mat, or other way to protect your work is suggested.

Literature: 4-page maximum, double-spaced, and 5 copies are needed. They are due two weeks before the contest.

Cooking: An ingredients list is required with each cooking entry. You must supply all utensils and dishes for tasting. Be sure to have enough for at least 7 people to sample (for up to 5 judges, the monarch, and regent). Judges that are prohibited from tasting an entry by law, beliefs, or medical condition will not be counted as part of the average score.

Vintners: Must be announced to Glenalsh before January 23rd so we can arrange a venue for the tasting. Do not bring alcohol to the park.

War Events

Single Short Weapon: One weapon 18-36" long.

Double Short Weapon: 2 weapons 18-36" long.

Short Weapon and Shield: One weapon 18-36" long and any size of shield.

Reach, Spear, Staff, or Pole-arm: One weapon over 48" long.

Single Dagger: One weapon less than 18" long.

Open weapon: Any weapon(s) and shield, but only a single item in each hand.

Two-person team: Two vs. Two using open weapon rules.

Hinged Weapon and Shield: Flail and any size of shield.

War Events Information

War events are double elimination. For those new to tournaments, that means you have to lose twice before you are out of the event. Events will be run in a random order and each will not be announced until the end of the previous event. The Champions tournament will be held on 2/21.

Strategic Gaming Events

Chess and Mancala are being used as Strategic Gaming events for this crown qualifications.

The winner of an event with 3 or more participants will be awarded an additional qualification towards their cultural events. The runner-up in an event with 5 or more participants will also be awarded an additional qualification towards their cultural events. An event with less than 3 participants will be canceled.

Due to game lengths and matchmaking, Strategic Gaming runs on a different schedule from the rest of crown qualifications. You may play remotely using software or notation if both players wish.

The results of each game must be turned in to a strategic gaming judge in writing, posted on the e-mail list, or posted on the website. The seeding lists will contain more details for Strategic Gaming for reference during your games.

Chess

Sign ups close January 23rd at 10pm. Seedings will be posted on the 24th.

Final games must be played by end of day February 7th.

Mancala

Sign ups close January 30th at 10pm. Seedings will be posted on the 31st.

The Mancala rule set that is being used is available on the website.

A simple notation format for remote play will be added when the seeding is posted.

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The Scoring System

Overall Scoring

The overall score of each participant will be their total score from the cultural, war, strategic gaming, and test events. The scoring is balanced so that a person sweeping the cultural events should earn a similar score to a person sweeping the war events.

Cultural Scoring

Each cultural entry will be judged by multiple judges on a scale of 1 to 5, with 3 being an average entry. The final score of each entry will be the average of 5 judges with the lowest and highest scores dropped. After the final scores for each entry have been calculated, tallying will begin. 1st, 2nd, and 3rd place will be determined per category (Art, Bardic, Construction, Garbing, Cooking, Literature, and Rose). You only get points for the highest place you qualify for in each category.

The Arts & Sciences Champion is determined by taking a persons best 7 events and averaging the score. The highest average score is the Arts & Sciences Champion for the next reign. A minimum of 7 events are needed to qualify for Arts & Sciences Champion.

Points awarded:

- .5 point for each event they have a qualifying entry in (3.0 or better).
- 5 points for each first place entry in a category.
- 3 points for each second place entry in a category.
- 1 point for each third place entry in a category.

War Scoring

War events are scored purely on a participant's performance against other participants. The highest score will determine the Warmaster of Pegasus Valley for the next reign.

Points awarded:

- .5 point for each win during an event.
- 5 points for each first place finish.
- 3 points for each second place finish.
- 1 point for each third place finish.

Test Scoring

Outstanding performance on reeve and corpora tests can add to your overall score.

Points awarded:

- .5 point for passing the test.
- 5 points for having the highest score.
- 3 points for having the second highest score.
- 1 point for having the third highest score

Strategic Gaming Scoring

Scoring for strategic gaming is handled as per the war events if there are 5 or more players. If there are three or four players in the event the point totals are half of normal.

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Qualifications Needed

Monarch – Qualify in 7 cultural events, 5 war events, pass corpora test, and pass reeves test.

Regent – Qualify in 7 cultural events, 5 war events, pass corpora test, and pass reeves test.

Champion – Qualify in 5 cultural events, all war events, pass corpora test, and pass reeves test.

Heir Apparent – Qualify in 5 cultural events, 5 war events, pass corpora test, and pass reeves test.

Guild Masters – Pass reeves test

Events and Qualifying

To qualify in an Arts & Sciences event, you must have an entry that receives a final score of 3.0 or higher in that event. Each judge will give a score of 1-5 and the final score for an entry will be the average of those scores. Each entry must have been finished since August 2, 2008. No entry may have been entered in another crown qualification in this land or any other.

To qualify in a war event, you must participate in it and follow the rules.

Persons/entries ejected from an event for cheating will not qualify in that event.

Reeves Tests

75% is the minimum passing score for a reeves test. Tests will be available from the Guildmaster of Reeves from 1/31 to 2/21, previous test results may not be used.

Corpora Tests

70% is the minimum passing score for a corpora test. Tests will be available from the Guildmaster of Reeves from 1/31 to 2/21, previous test results may not be used.