

# 2015 Spring-Summer Reign Crown Qualifications

## Month of the Crown Schedule

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| ○ Declarations for Office Due                       | Jan 31st  |
| ○ Literature Entries Due                            | Jan 31st  |
| ○ Food and Gaming Events at Arts & Sciences meeting | Feb TBA   |
| ○ Cultural and War Events at the park               | Feb 7th   |
| ○ Last day to pay dues                              | Feb 7th   |
| ○ Elections and Champion's Tournament               | Feb 14th  |
| ○ Coronation  | March 7th |

## Qualification Requirements

All candidates must earn a qualifying score in a minimum number of cultural events, fight in a minimum number of war events, and pass the required tests.

- **Monarch:** 7 cultural events, 5 fighting events, reeves test, corpora test
- **Regent:** 7 cultural events, 5 fighting events, reeves test, corpora test
- **Champion:** 5 cultural events, 5 fighting events, reeves test, corpora test
- **Heir Apparent:** 3 cultural events, 3 fighting events, reeves test or corpora test
- **Guildmasters:** 0 events, reeves test

## War Events

To qualify in a war event, you must participate and not be ejected by the reeves for cheating. The events will be run in a random order. Each list will close as it's being seeded.

The war events will consist of:

- Single short weapon
- Double short weapon
- Short weapon and shield
- Great weapon
- Open weapon with only a single item in each hand
- Two-person team, open

The overall winner of the war events will be Pegasus Valley's Warmaster for the following reign.

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## Cultural Events

To qualify in a cultural event, the judges must give your entry an average score of 3.0 or higher on a scale of 1-5.

All entries, except for cooking, must be related in some way to Amtgard or it's related genres. Individual entries must be at least 85% the work of the person entering them. Entries may not be entered into multiple events. Entries may not have been entered in a previous crown qualifications event.

The cultural events will consist of:

- Garbing
  - Fighting Garb, made for wear on the battlefield
  - Court Garb, made for wear during court or formal functions
  - Monster Garb, made for the portrayal of a monster class
  - Garb Accessory, such as belts, pouches, and favors
- Art
  - Flat Art, which is any two-dimensional artistic medium
  - 3-D Art, which is any three-dimensional artistic medium
  - Kit, which is anything made from a kit, such as miniatures or ceramics
  - Needlework, which is any embroidery, latch hook, cross-stitch, knitting, beadwork or crochet
  - Jewelry, which is any item made to be worn as jewelry
  - Photography, which is any photograph
  - Media, which is any movie, webpage, or digitally-enhanced art
- Literature (Entries due 1 week before qualifications to [glenalth@gmail.com](mailto:glenalth@gmail.com))
  - Fiction, which shall be any fictional work
  - Non-Fiction, which shall be any factual work
  - Poetry, which shall be any poetic work in any poetic style
- Cooking (must be primarily from scratch and include an ingredients list)
  - Main Dish, which is any food served as a main course
  - Side Dish, which is any food served to accompany a meal
  - Vintners, which is any beverage that has been fermented by a brewing or distilling process
  - Dessert, which is any food served primarily as a dessert
  - Condiment, which is any sauce, dressing, chutney, etc
- Construction
  - Weapon, any weapon that is legal for Amtgard use
  - Unique Weapon, any unique or unusual weapon made in the manner of Amtgard weapons, but does not have to be legal for Amtgard use
  - Shield, which is any shield, buckler, or madu that is legal for Amtgard use
  - Armor, made for use on the battlefield
  - Banner, which is any banner

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- Active Construction, which is any equipment not already covered by another event that is made for battlefield use, such as siege weaponry
- Passive Construction, which is any item not covered by another event that is not made for battlefield use, such as chests, furniture, or pavilions
- Bardic
  - Singing, with or without accompaniment
  - Instrumental Music, which is any musical performance on a musical instrument
  - Dance, which is any dancing
  - Recitation, of any story, poetry, comedy, drama, etc
- Rose, which is any entry made and donated to the kingdom.
- Strategic Gaming
  - Mancala, 1st place counts as a qualification if 3 people participate, 2nd place counts as a qualification if 5 or more participate, does not count toward Arts & Sciences Champion

The overall winner of the cultural events will be Pegasus Valley's Arts & Sciences Champion for the following reign if they entered a minimum of 7 events.

### **Further Information**

The complete explanation and more detailed rules are available on the Dragonspine website:  
<http://dragonspine.net/corpora/articleVI.shtml>