

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)
 - 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>