

Imperial Arts & Sciences Manual

Dec. 2008

1. Arts Item Information

A. A maximum of three (3) items may be entered per official Arts & Sciences Judging per entrant

B. A maximum of fifty (50) points per month may be earned.

1. Any points over fifty (50) earned in a month will be lost.

2. A Masterwork's fifty (50) points do count for the fifty (50) points earned in a month.

C. Six (6) areas (NOTE: Remember that areas are used for ease of judging only!):

1. Crafted (leather work, ceramics, woodworking, etc...)

2. Armour / Weapons

a. ECS weapons/ armor (shantai polearms, shields, etc...) as well as historic

3. Written / Performed (also known as Bardic)

a. i.e.: fiction, non-fiction, research papers, written / performed poetry, written / performed music, etc

4. Cooking / Brewing

a. Items must include a full list of ingredients (not quantities) at time of judging for safety reasons.

5. Needle Arts / Sewing

6. Visual (something that is looked at from a few feet away)

D. Arts items made prior to joining the ECS may not be entered. Only items made during a person's membership period in the ECS may add points toward advancement.

2. Judges

A. Three (3) judge per item

1. Judges may judge as many or as few entries as necessary

B. Judge may not judge the item he/she has entered

C. Who may judge (these are the preferred guidelines only)

1. Arts Minister, and/or

2. Arts Deputy, and/or

3. Qualified members of the Populace.

a. Has a minimum of 50 points in the Arts, OR

b. Has proven to Arts Minister and/or Deputy experience in the area of judging

D. Judging may be split between multiple teams of three (3) judges each

E. Each judge is REQUIERED to write comments! These are for the edification of the artisans. . It is one of the best ways to help an artisan advance in their art! (REMEMBER: This is constructive criticism. Tell the artisan what is good as well as what may need work and how they may improve.)

F. No one under 21 may judge brewing

3. Judging System

A. Four (4) Categories

1. Function

a. How well the item will perform its intended purpose (i.e.: do the pants fit the person they were made for, is the performance enjoyable)

2. Craftsmanship

a. How well the item was made

3. Periodness

a. How precisely period an item is

1. Period for the acknowledged time (800 - 1650 AD)

2. " Period for the Game" (i.e.: a shanai polearm, steel combat spear)

b. Documentation of periodness is required when an item's periodness is in question.

c. Materials or ingredients used in the construction of an item should appear as period as reasonably possible.

d. Use of modern machines to construct an item is permitted as long as the same effect can be theoretically accomplished by period means.

4. Difficulty

a. How difficult the item was to construct within the medium.

b. Any nonstandard construction methods used should be outlined in the entrant's documentation.

B. How an item receives its points

1. Each judge gives a point value (1-10; 1=lowest, 10=highest) in each category for each item.

2. Tally each judge's sheet

a. Function score + craftsmanship score + Periodness score = subtotal

b. Use Difficulty Chart and find where the subtotal number and the difficulty score intersect. (This intersect number is the TOTAL. Total should be a number to the tenth place.

3. Repeat for each judge

4. Tally totals from the three (3) judges

a. Add the three (3) totals (1st judge total + 2nd judge total + 3rd judge total) = Subtotal

b. Divide Subtotal by three (3) and round to nearest whole number (i.e.: .0-.4 rounds down; .5-.9 rounds up) = Item Points Awarded

5. By using the difficulty modifier, please note that the average score is 10-12 points. The 3-30 point spread is on a parabolic curve, not a straight curve.

4. Documentation

A. DOCUMENTATION IS HIGHLEY RECOMMENDED!

B. Documentation is defined as a written statement:

1. Describing the work

2. Listing materials and tools used (especially ingredients in food)

3. Citing references establishing periodness, design, etc...

C. Acceptable documentation:

1. The original book,
2. A copy of a page from a book (preferably with a copy of the Title page or Card Catalog entry of the book),
3. A written or verbal statement from an expert witness,
4. A written statement from the entrant as to how they came about the periodness of the item.
5. A copy or print out from a web site (preferably with the web site information on it)

5. Masterworks

A. A Masterwork is defined as a documented work of master quality.

B. Anyone wishing to have a Masterwork judged should approach the Arts Peerage with the Proposed Masterwork Form.

C. Any item whole or part, previously entered in a judging and receiving points cannot be considered as a Masterwork.

D. A Masterwork shall be judging:

A. Selection of judges

Three (3) judges will be chosen. (NOTE: all Masterworks must have at least one Arts Peer judge them)

1. The Sovereign chooses a judge.
2. The Arts Peerage chooses a judge.
3. The member to who is putting the potential Masterwork forward chooses a judge. (Judges with personal ties to the member who wishes to be judged should be avoided)
4. The judges should be selected from the Arts Peers, unless:
 - a. Three Arts Peers are unavailable. Then a judge with a rank of at least Craftsman may be selected with approval of the Crown and Arts Peerage. OR
 - b. An expert in the field of the medium to be judged (An expert is someone with years experience with the particular category of art that is being judged. Just because someone is a Knight Artisan does not necessarily make him or her an expert)

B. Judging a Project

A. A Masterwork shall be judged on a pass/fail vote by each of the judges

1. If at least two (2) judges pass the item, it passes and receives fifty (50) points
2. If at least two (2) judges fail the item, the entrant may:
 - a. Enter the item at a later judging for points, OR
 - b. Correct and resubmit the item as a Masterwork at a later date.
3. If a submitted Masterwork fails, the judges must write down their reasons for failing it, and remedies that would bring the item to Masterwork standard in their opinion, so that the entrant may correct the item for resubmission.
4. The same judges that judged a failed Masterwork are to re-judge a corrected entry, and if the written requirements for passage were fulfilled satisfactorily, the item passes.

C. Judges Responsibilities and Guidelines

1. Each Judge will each fill out a Masterwork Judging Form
2. Judges may work independently or as a group. The discussion of their opinions with one another is allowed. (NOTE: judges remember that the discussion of opinions is just that opinions, it is still your own responsibility to read the documentation and judge the Masterwork for yourself)
3. Judges will give their Masterwork Judging Form to the Senior Knight Artisan or Arts Peerage Secretary, who will:
 1. Report to the candidate whether a Masterwork has passed or failed.
 2. Report passed Masterwork to the Crown/Territorial Lists Officer and Crown/Territorial Arts Officer on the Notification of Masterwork Passage Form
 3. Report failed Masterwork to the Crown/Territorial Arts Officer

6. Forms

A. All forms (except the Difficulty Chart) contain the following:

1. Event and date space
 - a. write in name of event
 - b. write in date of event
2. Pagination spaces (i.e.: page ___ of ___)
 - a. used to keep track of how many forms used for an event
 - b. fill this out last

B. Arts and Science Sign-in Form

1. Category:
 - a. write in area name if needed
2. Item number (#)
 - a. write in assigned item number
3. Member number
 - a. write in entrant's membership number
 1. use "provisional" or "non-member" if appropriate
4. Name: Persona / Mundane
 - a. use one line for each name (two lines are provided on the form)
5. Item and Description
 - a. This is used to help artisans in not re-entering an item
 - b. Write down what the item is and a brief description of it. (i.e.: tunic, red and black material with white lightning bolt appliqué; or, painted fencing mask with a black and green jester's hat attached)
6. Documentation (checkmark)
 - a. This is for the judges to be able to see if documentation has been provided for each entry
 - b. Place a checkmark in this column if documentation has been provided.
7. Points
 - a. Write down the points the item received after being judged
8. Team (for War)
 - a. Write down the team the entrant is fighting for in a War

C. Arts and Science Judging Form

1. Contains ten (10) boxes each containing:
 - a. Item # ____ (Item number space)
1. Write in item number to be judged
 - b. Cat. ____ (Category space)
1. Write in the appropriate abbreviation:
 - a. " C" for crafted
 - b. " A / W" for armour / weapons
 - c. " W / P" for written / performed
 - d. " C / B" for cooking / brewing
 - e. " NA" for needle arts / sewing
 - f. " V" for visual
- c. Function: (space for judge score)
1. See 3. A1 for function
 - d. Craftsmanship: (space for judge score)
1. See 3. A2 for craftsmanship information
 - e. Periodness: (space for judge score)
1. See 3. A3 for periodness information
 - f. Subtotal: (space for subtotal of the above three scores)
1. See 3. B2a for subtotal information
 - g. Difficulty: (space for judge score)
1. See 3. A4 for difficulty information
 - h. TOTAL: (space for total score from one judge)
1. See 3. B. 2b for total information
 - i. Judge's initials: (space for judge to put his/her initials)
2. One box containing:
 - a. (War Category: _____)
1. Used in war events
 - b. Judge's Name (space for judge to put his/her name)

D. Comments & Points Handout Form

1. NOTE: Each judge is REQUIERED to write comments! These are for the edification of the artisans
2. This sheet is given directly to the entrant upon completion of the judging event.
3. Item Number: (space for item number)
4. Three (3) boxes, one for each judge, containing:
 - a. Judge's name space
 1. Must be filled out by each judge, so the entrant knows who judged his/her item
 - b. Seven (7) blank lines for comments from judge
5. One box for Artisan and item information
 - a. Shall not be filled out until AFTER all three judges have judged and written comments.
 - b. Persona name

- c. Membership number
- d. Item description (use same as on sign-in form)
- e. Difficulty ratings
 - 1. List the difficulty scores from the three (3) judging
- f. Category: (if needed)
- 6. Point total box
 - a. This is the Item Points Awarded (see 3. B. 4b)

E. Arts and Science Point Submission Form

- 1. Use one line per art entry OR judge's ministry points. A person may end up with more than one line of points!
- 2. Member number
- 3. Persona name
- 4. Mundane name
- 5. Judge (checkmark)
 - a. Place checkmark here if this person was a judge (or other helper) for the Arts and Science Judging, making the points Ministry Points.
 - b. Remember: Judges, as well as others, may end up with multiple lines of points. By placing a checkmark in this column, you are telling the Rolls officer that the points in this line are ministry points.
- 6. Points
 - a. Place the Item Points Awarded, OR
 - b. The Ministry points awarded.