

Appendix B: A&S Standard Categories and Scoring

→ Entries are classified according to their Division. Each Division contains Categories. Event formats may require a certain number of entries across different Divisions or Categories.

- ◆ Division: Owl (*items judged for their construction and functional merit*)
 - Construction (*an item that serves a function beyond aesthetics*)
 - Amtgard Legal Weapons (*melee, projectile, magic balls*)
 - Amtgard Legal Shields (*includes Madus*)
 - Amtgard Legal Armor
- ◆ Division: Garber
 - Garb (*court garb, field garb, monster garb*)
 - Garb Accessories
- ◆ Division: Dragon (*items judged for their artistic merit*)
 - Writing (*fiction, nonfiction, poetry*)
 - Painting + 2D Art
 - Singing + Recitation + Expository Speaking
 - 3D Art
 - Food + Drinks (*includes alcohol when permitted*)
 - Needlework + Fiber Arts
 - Dance + Movement Art (*kata, yoga, live weapon demonstration, mime, etc*)
 - Jewelry
 - Inedible Consumables (*soap, candles, incense, cosmetics, etc*)
- ◆ Division: Smith-Rose
 - Items entered in this category are not necessarily judged on their quality, but more on their potential to benefit Amtgard. Entries might include distributing belt favors, creating park banners, digital tools, writeups or summaries of events/demonstrations/quests/battlegames.

→ Scoring

- ◆ Items should be scored based upon a standardized rubric that, at minimum, weights the item's functionality, aesthetics, and complexity. Event runners may create their own rubrics, but an example default rubric is included as the following Appendix.

Appendix C: A&S Judging Rubric

This rubric was derived from work by Lalailom, Cole, Dartz, and Mithius of the Northern Lights.

A&S Judging Rubric					
Functionality	Judge 1 Grade (1-5)	Judge 2 Grade (1-5)	Judge 3 Grade (1-5)	Judge 4 Grade (1-5)	Judge 5 Grade (1-5)
Purpose and Intent: Does the entry serve its intended purpose? Does the entry meet the expectations of its category?					
Usability: How easy is it for the intended audience to use or engage with the entry?					
Reliability: How consistent is the entry in its construction/performance?					
Functionality Score:					
Aesthetics	Judge 1 Grade (1-5)	Judge 2 Grade (1-5)	Judge 3 Grade (1-5)	Judge 4 Grade (1-5)	Judge 5 Grade (1-5)
Appeal: How appealing is the overall design and presentation?					
Cohesion and Harmony: Do the parts of the entry work well together as a whole?					
Creativity: How original and innovative is the artistic expression?					
Emotional Impact: Does the entry evoke a strong emotional response or connection?					
Aesthetics Score:					
Complexity	Judge 1 Grade (1-5)	Judge 2 Grade (1-5)	Judge 3 Grade (1-5)	Judge 4 Grade (1-5)	Judge 5 Grade (1-5)
Technical Difficulty: How challenging was it to create or execute the entry?					
Dimension: Are there a variety of techniques/elements used to add depth to the entry?					
Skill Demonstration: Does it showcase a high level of skill or craftsmanship?					
Complexity Score:					
Total Score					

- There are three main categories, Functionality, Aesthetics, and Complexity. Under each category are subsections.
- Enter scores for each subsection category and the average score for each category can be calculated.
- The overall score will average the three categories.
- A score of 3 typically means average. Judge's scores should be weighed accordingly.
- If any subsection category is not applicable to judge for the entry, you may opt to skip that scoring.