

Gulf Wars Art/Sci Champions Battle

Overview

Kingdom Roles

The roles for each kingdom will be determined by being a principal war kingdom or non-principal kingdom. The 4 principal kingdoms on the treaty have all agreed to continue with this style of competition. Each treaty Kingdom will send 5 art/sci entries and up to 2 alternate entries. We ask for at least ten judges from each principal kingdom. Each Kingdom's entries will be placed in a numbered group.

- **Principal Kingdoms**

- Entries (5 per principal kingdom)
- Judges (10 from each kingdom)

- **Non-Principal Kingdoms**

- Entries (1 entry per kingdom)
- Judges (if possible)

Groups

Each numbered group will be comprised of entries from one of the principal kingdoms or the combined single entries of all non-principal kingdoms.

- Group 1: Ansteorra
- Group 2: Gleann Abhann
- Group 3: Meridies
- Group 4: Trimaris
- Group 5: Known World (all non-principal Kingdoms)

Announcement of Entries

Prior to the war, preferably at least 30 days prior, each KMoAS will share the titles and categories of their entries with the other principal KMoAS officers from the treaty kingdoms. These entry titles and categories will be used to help entice and draft judges who may have an interest in a particular field. Sending to KMoAS of other Kingdoms

- Social Media announcements
- Simple spreadsheet for easy cut and paste

Judging

Judge Pre-Registration

We will allow Laurels and other individuals specifically sponsored by Laurels to pre-register as judges for specific entries. Each entry will have 2-3 judges, all from outside of their kingdom. No entry will be reviewed by a judge from the entrant's home kingdom. This allows for entirely new and external commentary and judging by reviewers who are less likely to know the entrant.

- Spreadsheet: record each entry and pre-registered judge name, SCA name, contact info and kingdom
- Judging Slots: 2-3 per entry

Judging Meeting

At the beginning of the Gulf Wars Arts and Sciences Champions Battle, all judges will assemble in the hall for instruction, collection of forms and to fill remaining judging slots.

- Assigning remaining judging slots
- Reminders of Behavior for Judges
- Reminders of Judging Guidelines

Tabulation and Champion Selection

Scoring

- Tabulation of scores will be an average of all scores awarded to an entry by judges. This may be an average of two, three or, occasionally, four scores.
- Outlier scores or scores that have more than 4 full points of disagreement between judges will automatically be reviewed by judges. If a particular judge is scoring too harshly, they will be spoken with. In the case that the KMoAS staff running the Champions Battles disputes a particular judging sheet by at least 50%, it will be removed from consideration and another judge will be found for review.

Champions

- Group Champions and Selection
 - The entry with the highest average score per group will be named group Champion and will be advanced to the final selection round.
- Grand Champion and Selection
 - The 5 Group Champion entries will each be assigned a host to explain the piece or answer questions during the final round. Every attempt will be made to find someone who judged the piece or who is thoroughly versed in the displayed art to make this presentation.
 - The Royals of the Known World will select the Grand Champion from the five Group Champions. Each voting royal and their vote will be recorded in case any royalty or entrant or war staff has later questions about the final Grand Champion selection. This list may be discarded after the end of the war.
 - Group Champions will be provided with a basket/bag and prizes. Every kingdom provides five similar items for the five kingdom baskets.
 - The Grand Champion will be provided with a prize basket. Every kingdom will provide one nicer item for the grand champion basket/bag.

- Changes to the prizes awarded and which kingdom is responsible for each portion of prizes can be easily changed by agreement of the majority of the principal kingdoms. This is meant to be a fluid process so accommodations and changes may be easily made from year to year based on any important factors.

Prizes for Champions and Judges Brunch

Prizes

- Entrants
 - All entrants will be provided with a thank you note, and Champions token coin dated with the year of their entry.
- Group Champions
 - Group Champions will be provided with a basket/bag and prizes. Every kingdom provides five similar items for the five kingdom baskets.
- Grand Champion
 - The Grand Champion will be provided with a prize basket. Every kingdom will provide one nicer item for the grand champion basket/bag.
- Changes to Prizes
 - Changes to the prizes awarded and which kingdom is responsible for each portion of prizes can be easily changed by agreement of the majority of the principal kingdoms. This is meant to be a fluid process so accommodations and changes may be easily made from year to year based on any important factors.

War Point

- As the 4 principal kingdoms each contribute an equal number of artisans and resources to the Art/Sci Champions Battle, the 1 Art/Sci war points will be split with one-half point awarded to each “side”. This ensures that no matter which combination of kingdoms forms an alliance, smaller kingdoms will not be held at a disadvantage based on a smaller pool of artisans and entrants.

