

SCA Ambiance

The purpose of this competition, to be run separately but in tandem with Kingdom Arts-Sci, is to support artisans in the enhancement of the aesthetics of the Dream. While a bench carved from your favorite oak tree using hand forged tools, or a madrigal written in 14th century Italian with due medieval melodic mode may be the scholastic ideal, depending on many factors (time, expense, heat, rain, know-how, etc.), this may not be feasible, or a crafter's desired focus. This competition's mission is intended to encourage those looking to artistically and creatively participate in the enhancement of an event or field-presence, camp or personal kit, and even Scadian or living history composition, as such can do much to enhance the audio aesthetics of an event.

Considering this, countless creative "camouflage" solutions may be employed to increase your "medieval" presence without breaking the bank, requiring a research guru, or sacrificing mundane amenities such as coolers, rolling armor boxes, propane camp torches, and even an "SCA" themed music; anything that contributes to the aesthetics of the Dream.

No documentation is required for entry into this competition but may be beneficial in achieving all possible bonus/points.

CATEGORY 1: Mundane Camouflage

ATTENTION ALL Artisans! Leather/Wood/Metal Workers, Seamstresses, Crafters, Hot Glue Gurus and More!

Examples of SCA Ambiance items include but are not limited to “SCA” interlocking furniture (thrones/chairs, tables, beds, camp furniture, etc.), food coolers disguised/enclosed within wood or fabric covers/casks, SCA weapon stands, modern armor camouflage, legal rapier/heavy weaponry camouflage (leather covered pvc rapier sword sheaths, leather enhanced heavy weaponry/armory over non-period materials, marshal legal working helms/staffs, etc.), hall décor and wall coverage – painted sheet walls, applied, aesthetically arranged, modern/tent obfuscation – pop-up covers, tarp/floor coverings, false fire (as Trimaris is prone to fire bans), golf cart or motorized vehicle camouflage (as carts, horses, dragons, etc.), drinking vessel or phone/camera covers, trash can and other hospitality covers, etc.

Entrant’s Name: _____ Email: _____	
Judge’s Name: _____ Email: _____	
SCA Ambiance “Camouflage” Judging Criteria:	Total Points:
Subject/Inspiration: Simply supply an image or description of what inspired your piece.	[___ pts / 1pt]
Creativity and Functionality: How creative was your camouflage solution in its simple elegance or complexity? Does the decorative art embellishment (if any) add or detract to the item’s over all functionality?	[___ pts / 3pts]
Consistency of Theme, Balance, and Design Eye: Do you have early Celtic knotwork on a 17 th century Elizabethan inspired product or is the embellishment relative to the “feel” of the project? If incorporated, were heraldic or sigil elements incorporated aesthetically? Is design layout aesthetically consistent in its a-symmetrical or symmetrical strategy?	[___ pts / 3pts]

<p>Workmanship and Quality:</p> <p>How “clean” is the final product? What is the quality of the stitches, strokes, cuts, fittings, glue work, artwork, embellishment, etc. of the final product? How likely is the final product to hold up to the elements to which the item will likely be exposed?</p>	<p>[___ pts / 3pts]</p>
<p>Materials Used:</p> <p>Do the materials evident in the final product reflect pre-17th century materials aesthetically, such as wood, leather, fabric that looks like leather, plastic blowtorched to look like wood, etc.? (Varnishes, glues, or connecting material that cannot be seen in the intended display are not part of this judging criteria)</p>	<p>[___ pts / 3pts]</p>
<p>Final Product/Presentation/10-Foot Rule Impact:</p> <p>How well does the final product accomplish the mission to hide the mundanity?</p>	<p>[___ pts / 3pts]</p>
<p>Bonus Points:</p> <p><i>– Entrants: Please note, Judges cannot award points for pre-17th century elements incorporation without visual example(s) and cited source(s) (this can simply be a photocopy with due citation).</i></p> <p><i>– Judges: No Bonus Points may be awarded without specified commentary as to why.</i></p> <p>[2 pts] If final product is constructed completely from pre-17th century/natural materials.</p> <p>[2 pts] If final product implements artwork from a pre-17th century item/work of art. (Example, a piece from the Book of Kells painted on a tabletop, etc.)</p> <p>[2 pts] If final product on reading markedly reflects a pre-17th century item replica.</p>	<p>[+___ pts]</p>
<p>Reasons Bonus Point(s) Were/Not Awarded:</p>	

Actual Points with Bonus / Possible without Bonus = Total Score

____ / ____ =

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Any Additional Comments:

CATEGORY 2: WRITTEN AND AUDIO WORKS

ATTENTION ALL WRITERS! Tale-Tellers! Poets! Songwriters! Wordsmiths!

This category allows for in-depth feedback on the quality of original written works (period or SCA themed) for the continued development of our compositional artisans. This category is relative to SCA Ambiance, in that while the subject matter must be in theme (SCA/Medieval), and the melody must be original or borrowed from a pre-17th century printed work, that is the end of the “period” obligation. While Art-Sci has categories for period original compositions, this category is meant to support the development of “SCA” music – to help encourage artisans akin to those so listen on the ride to an event to “get them in the zone”. While the pieces are encouraged to be performed, and subsequently entered into the following Kingdom Event – Coronation’s Troubadour Laureate competition – no part of this competition is judged on “performance” quality.

Entrant’s Name: _____ Email: _____	
Judge’s Name: _____ Email: _____	
SCA Ambiance “Written Works” Judging Criteria:	Total Points:
Subject/Inspiration: Simply supply an image or description of what inspired your piece.	[___ pts / 1pt]
Consistency in Syllable Count, Meter, and sy-LA-ble em-PHA-sis: “This above all to thine own self be true”. Your work does not have to adhere to any traditional meter or structure. However, it must remain true in meter and sy-LA-ble em-Pha-sis unto itself. While you may implement exceptions to said layout your created – by trying to add in a humorous and overly verbose line for the humor factor and thus the success of the song...! – it should be clearly recognizable as the exception or rule – depending on your writing strategy. A preface for any overtly complicated layouts is appreciated (and may result in a higher score).	[___ pts / 3pts]
Imagery, Metaphor, and Simile Evolution and Creativity: Is the Imagery selected consistent? If it changes, does it evolve organically? How well can you “see” the story? If sophisticated or complex, is it clear to the listener/reader? If simple or repetitive, is it taxingly or strategically so?	[___ pts / 3pts]

<p>Poetic Translation Integrity and “Filler” Avoidance:</p> <p>Does the poetry say, intuitively, what you mean it to? To get to the rhyme you selected, did you enter a line of poetry that does not support the story.</p>	<p>[___ pts / 3pts]</p>
<p>Denotation, Connotation, Phraseology, and Archaic Word Usage:</p> <p>Does your use of vocabulary pull us into a period or Scadian mind frame? Are the terms used correctly? Does the use of archaic vocabulary add to or take away from the piece’s theme or message? Is there a clear message, moral, lesson, purpose to the piece?</p>	<p>[___ pts / 3pts]</p>
<p>Melody, Instrumentation, and/or Cadence:</p> <p>Is the Melody overtly modern or does it fit the genre? Does the cadence drive the genre of the song in its intended direction?</p> <p>Note: While borrowing melodies is a perfectly medieval practice, for the continued evolution of our artists into potentially legally recordable pieces, no melody beyond the 17th century may be used for the purposes of this competition.</p>	<p>[___ pts / 3pts]</p>
<p>Bonus Points (As Applicable to Piece Type):</p> <p><i>– Entrants: Please note for the category of Songwriting, all of the below are possible!</i></p> <p><i>– Judges: No Bonus Points may be awarded without specified commentary as to why.</i></p> <p>[1pt] Poetry: No feminine rhymes; meaning all rhymes maintain hard ending rhyming consonants. Example: <u>H</u>ome and <u>R</u>oam – masculine rhyme. <u>H</u>ome and <u>S</u>tone – feminine rhyme.</p> <p>[1pt] Songwriting: For Chorus, Refrain or Burden line, is the “Hook” relevant to the subject matter and does it engage or intrigue the audience.</p> <p>[1pt] Melody: 2 bonus points if written in a medieval “mode” (Phrygian, Dorian, etc.)</p> <p>[1pt] Story Writing/Prose: Does the story or piece use the conventional “rule of three” or other such genre specific tools to enhance the piece without detracting with undue ‘filler. Was the piece concise or strategically descriptive without feeling like the story “wandered”?</p>	

<p>Subject Matter or Inspiration:</p> <p>[1pt] If written as “Living History” inspired by a Scadian event (Tourney, Event, Investiture, Coronation, Act of Chivalry/Courtesy/Service/etc.)</p> <p>[2pts] If written about a documentable pre-17th century event, person(s)/perspective, or place/thing (Famous battle or peace brokerage, mythological event or tale, diplomatic or cultural event/treasure, etc.). MUST INCLUDE SOURCE CITATION, but no further documentation required.</p> <p>[1pt] If Scadian/Living History/Dream themed piece written in a documentable medieval style. MUST INCLUDE SOURCE CITATION, but no further documentation required.</p>	<p>[+ ____ pts]</p>
<p>Reasons Bonus Point(s) Were/Not Awarded:</p>	
<p>Actual Points with Bonus / Possible without Bonus = Total Score</p>	<p>____ / ____ =</p> <div style="border: 3px double black; width: 100px; height: 50px; margin: 10px auto;"></div>
<p>Any Additional Comments:</p>	