

# Gulf Wars Arts and Sciences Champion's Battle

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## Schedule

- The A&S Champions' Battle will be held on Thursday.
- 8:00 a.m. Registration and set-up will begin.
- 10:00 a.m. Judging begins.
- Laurels from all attending Kingdoms are invited.
- Caffeine, chocolate, and lunch will be provided for the judges, of course!
- 10:00 Judging for any Performance Champions begins.
- Performances will be for Laurel judges only but performers may choose to perform again during the populace viewing time.
- 1:00 p.m. Champions may return to their exhibits in order to talk with the judges and/or hold mini-classes for interested persons.
- 1:00 p.m. Hall is open to populace for viewing.
- 3:00 p.m. Artists may begin picking up items.
- All items must be picked up by 4:00 p.m.

## Champion's Battle Rules

- There will be a total of ten (10) champions for each Army (i.e. Ansteorra and Trimaris).
- Allies (i.e. Gleann Abhann and Meridies) may field three (3) Champions per Kingdom and must also provide three (3) qualified judges (see Judging section below) if they are fielding a Champion.
- All other Allies may field one (1) Champion per Kingdom but must provide at least one (1) qualified judge if they are fielding a Champion.
- Allied Champions' points will be averaged with the Army for whom their Kingdom is fighting.
- Each Kingdom may choose their Champions by whatever method they see fit.
- Individuals may provide one (1) entry. Group entries are considered a single entry and a member of a group entry may also have one individual entry in a different genre. Groups may not reconfigure to claim they are a separate entrant.
- There is no minimum required number of Static or Performing Champions. A Champion is considered to be one entry. Both the Static Arts and the Performance Arts scores will be totaled together and then averaged for the Champion's Battle.
- The war point will be awarded to the Kingdom with the highest average score from the total of their ten Champions plus any Allied Champions.
- All entries will be anonymous. No names and kingdom affiliations please.
- Judging forms will be available on the website.

- There are no specific categories for this competition beyond Static, Performing, and Research.
- Entries must not have been previously shown at a Gulf Wars Champions Battle.
- Champions are not required to be present at the War.
- Performance Champions will perform for the Laurel Judges at 10:00. They may choose to perform again during the populace viewing time in the afternoon.
- There will be a time limit for each Champion's Battle performance entry of 15 minutes. Entries that exceed their time limit must apply to the Gulf Wars A&S Competition Coordinator for special consideration.

## Champion's Battle Judging

- All Laurels attending the War are invited to judge.
- Non-wreathed judges must have the sponsorship of an on-site Laurel.
- The two judges may work in teams, but each judge will be expected to complete their own judging sheet and assign their own score. One judge must be a Laurel.
- Every effort will be made to ensure the two judges evaluating an entry come from different, unallied kingdoms.
- Judges may not judge their own item.
- Entrants may not judge in the same category in which they are competing, but may judge in the Competition. (i.e. Mistress Fancypants has entered a 16th Century man's garment. She may not judge another article of clothing, but may judge a calligraphy entry or a performance piece.)