

Entry Form
PacWar 2025 A&S Under 5 Competition

This competition is for artists and makers with ***fewer than 5 orders*** in whichever category they are entering. Your ORK will be checked - participants entering categories for which they have 5 or more orders will be automatically disqualified for those entries. Entrants into this competition may be recommended for awards up to their 5th order in the selected category.

Written entries must be 5 pages or fewer. Entries longer than 5 pages ***MUST BE SUBMITTED BY September 1, 2025.***

Because some entrants may only enter 1 or 2 categories and would be ineligible for best in show with the traditional rules, there will only be four winners announced:

- 1) Best in Owl
- 2) Best in Garb
- 3) Best in Dragon
- 4) Highest Score

☐ I understand the above and will only enter projects into categories for which I have 1, 2, 3, or 4 orders.

☐ I will put my entry's ID# on the ***top right corner*** of every page of this entry form.

Please select whether you are entering your item into the competition and showcase, or only the showcase. Showcase items that are not entered into competition will not be awarded a score but may receive feedback and be seen and celebrated by community! Showcase non-competition entries will not be eligible for the awards above.

☐ I want to enter my item into the showcase AND competition

OR

☐ I only want to enter my item into the showcase. Please do NOT score my item.

Please print legibly. Do not place your name on these pages.

Descriptive Title:	ID# (ask Chicory)
--------------------	-------------------

Please select a category:

<u>Owl</u> “The construction sciences of Amtgard. Weapon construction, armor construction, furniture, shoes, belts, etc.” (AmtWiki) Entries in this category are judged primarily by the quality of their craftsmanship and their function.	<u>Garber</u> “The creation of garb: Tabards, pants, cloaks, gloves, sashes, pouches, etc.” (AmtWiki) Entries in this category are judged by both their creative design and their function, fit, and durability (as relevant to the type of item).	<u>Dragon</u> “Ability in the arts of Amtgard. Performance, painting, sculpting, photography, cooking, banners, artistically focused garb, writing, acting, role-playing, etc” (AmtWiki) Entries in this category are judged primarily by their creative design and artistry.
--	---	--

On the next page, please provide details the judges need to assess your item. How did you make it? What program, ingredients, or materials were used? How were they sourced? What is traditionally done in this area and how does your creation differ or abide by that norm? How did you make decisions about colors, flavors, textures, fit, design, style, etc? What inspired you? The more the merrier, but please do not exceed one page. *Judges will not spend time deciphering your handwriting; please write legibly or ask someone to write it for you.*

Details and notes about my creation:

FEEDBACK:

☐ I do not want feedback, just a score.

OR

☐ I do want feedback, specifically about:

☐ The mechanics or construction of my item

☐ The aesthetic design or flavor of my item

☐ How I filled out this form

☐ Something else:

☐ Anything and everything!

OR

☐ I *only* wish to receive feedback and do not wish my entry to be considered for competition scoring.

Judging Rubric

Item ID#: Item Category:

	1	2	3	4	5
Creation and Quality	This item's creation and quality O: are dangerous G: render it useless D: nullify the artistry	This item's creation and quality O/G: are insufficient for its purpose D: distract from the artistry	This item's creation and quality are sufficient.	This item's creation and quality O: are superior for its purpose G: enhance its purpose D: enhance its artistry	This item's creation and quality demonstrate mastery.
Artistic Design	The artistic design demonstrates no effort or attention to detail.	The artistic design O/G: detracts from the item's construction or quality. D: demonstrates low effort or attention to detail.	The artistic design O: demonstrates effort but may hinder the user experience. G/D: demonstrates effort but lacks attention to detail.	The artistic design O: demonstrates effort and enhances the user experience. G/D: demonstrates effort and attention to detail.	The artistic design demonstrates high effort and extreme attention to detail.
Spirit	Engaging this piece O/G: cheapens or worsens the experience of its use. D: upsetting or insulting.	Engaging this piece O/G: was disappointing - I had higher hopes. D: did not impact me meaningfully at all.	Engaging this piece O: was a neutral experience or as expected. G/D: did not stand out to me, but was not negative.	Engaging this piece was exciting, inspiring, or otherwise was a positive experience.	Engaging this piece was moving, awe-inspiring, thought-provoking, or was a significantly positive experience.
			Total:		

Information About A&S Competitions

A&S stands for Arts and Sciences, and is a shorthand way to refer to the entire spectrum of crafts, performances, and creations of the many talented folks in Amtgard. A&S is an easy way to include the works of people who may not consider themselves artists (or scientists!). All creative endeavors are worth honoring and celebrating.

A&S competitions in Blackspire happen at the park level and the kingdom level. This weekend at PacWar, the much anticipated Dragon Master competition will be happening! This is vaguely equivalent to the warmaster tournaments for fighters in that winners receive a title and acclaim. With Dragon Master, that title rolls to the next tournament's winner when the time comes, creating a legacy of sharing and community.

Many A&S competitions in Blackspire are anonymous, meaning the judges do not know who created the items they are judging. This is often something done on principle to help protect artists and judges from bias, but sometimes can be challenging to uphold in a meaningful way, as artists may be well known for their work, may incorporate house or persona related information, or may have to actually perform their art for the judges directly. In that way, a requirement for artists to remain anonymous is a show of good faith more than an actual promise of anonymity.

In some Blackspire A&S competitions, judges are asked to give feedback to artists. Sometimes artists may request not to receive this feedback. To my mind, this is an important way to respect our community members; competitions are often an important way for artists to get their work seen by other players and can be useful for those wishing to pursue higher level orders and masterhoods in their craft. However, judges often are not experts in the crafts they are judging, competitors may already have a good idea of how to improve and are not seeking additional feedback at that time, or are not open to taking on the mental and emotional strain of competition AND feedback at that time. For that reason, this competition will allow entrants to decide what they'd like feedback on, if any.

A&S competitions are challenging and many artists struggle with the idea that different kinds of art can be judged against each other. Is Poem X better than Tunic Y? Should an item made by processes that are more difficult than another be judged differently than those considered “easier” to do? How do we honor the individual needs, challenges, abilities and disabilities of our artists? For that reason, many artists in Amtgard do not ever enter competitions. And for that reason, most competitions in Amtgard have “best in category” winners and “best overall.” This allows more similar items to be judged together - which of these tunics is the best? - and of the best items, which is the overall best.