

Please judge on a scale of 1 to 5 (1 = low end, 5 = high end)

Use space below score box for optional comments.

SHIELDSMITH

2010 Theme: Sled Shield

	<i>Team:</i>	<i>Team:</i>	<i>Team:</i>	<i>Team:</i>
Durability	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Will the item hold up in combat? Straps and handle firmly attached? Overall sturdiness?				
Craftsmanship	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Overall well put-together? Aesthetic design? Challenging technique/ construction? Quality of components?				
Creativity	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Innovative design/ materials? Does it represent a new concept? New/different techniques used?				
Wieldability	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Well-balanced? Interferes with ability to fight? Provides coverage to intended area?				
Safety	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Safe for use in all combat? Sharp/ exposed edges or hardware? Follows Realms safety standards?				
POINT TOTAL:				

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FOAMSMITH				
<i>2010 Theme: 5' Spears</i>				
	Team:	Team:	Team:	Team:
Durability	Score:	Score:	Score:	Score:
Will the item hold up in combat? Spear tip firmly attached?				
Craftsmanship	Score:	Score:	Score:	Score:
Overall well put-together? Quality of taping? Aesthetic design? Challenging design and construction?				
Creativity	Score:	Score:	Score:	Score:
Innovative design/ materials? New/different techniques used? Does it represent a new concept?				
Wieldability	Score:	Score:	Score:	Score:
Well-balanced? Comfortable to hold/ swing? Suitable for intended purpose?				
Safety	Score:	Score:	Score:	Score:
Safe for use in all types of combat? Can pipe be felt in any part? Constructed to Realms safety standards?				
POINT TOTAL:				

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ARMORER

2010 Theme: Head Armor

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	Team:	Team:	Team:	Team:
	Score:	Score:	Score:	Score:
Durability				
Will the item hold up in combat? Rivets/ joints/ seams secure?				
Craftsmanship				
Overall well put-together? All edges/ joints finished? New/challenging techniques used? Quality of components? Aesthetic design?				
Creativity				
Innovative design/ materials? Does it represent a new concept? Good use of materials?				
Wieldability				
Easy to don and remove? Comfortable to wear for extended time? Adequate coverage to intended area? Interferes with ability to fight?				
Safety				
Safe for use in all combat? Sharp edges, protruding hardware?				
POINT TOTAL:				

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GARB

2010 Theme: Cloaks

	<i>Team:</i>	<i>Team:</i>	<i>Team:</i>	<i>Team:</i>
Durability	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Can hold up to repeated use?				
Creativity	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Innovative/ unique/ ambitious design? Does it represent a new concept? Good use of materials? Pattern/ coordination?				
Craftsmanship	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
All edges and hems finished? Visible threads and seams? New/ challenging techniques used? Sturdy construction?				
Wieldability	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>	<i>Score:</i>
Easy to don and remove? Comfortable to wear for intended use? Safe for use for intended purpose?				
POINT TOTAL:				

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TRAPPER

2010 Theme: Combat Monster

	Team:	Team:	Team:	Team:
Durability	Score:	Score:	Score:	Score:
Costume will hold up in combat? All parts secure? Will last for duration of quest? Can it be moved as necessary?				
Creativity	Score:	Score:	Score:	Score:
Innovative/ unique design/ materials? Original concept? Innovative use of materials?				
Craftsmanship	Score:	Score:	Score:	Score:
Cosutme looks finished? Visible seams/joins/connections? New/ different construction techniques? Construction well-hidden? Construction adds to fantasy nature? Challenging execution?				
Wieldability	Score:	Score:	Score:	Score:
Complicated to don and remove? Can be worn for extended periods?				
Safety	Score:	Score:	Score:	Score:
Safe to wear and move in? Non-boff-safe edges?				
Presentation	Score:	Score:	Score:	Score:
Story well-told and thought-out?				
POINT TOTAL:				

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Use space below score box for optional comments.

BANNER/ HERALDRY				
	Team:	Team:	Team:	Team:
Durability	Score:	Score:	Score:	Score:
Banner will hold up to all-day use?				
Garb will hold up for duration of event?				
Sturdy banner pole construction?				
Craftsmanship	Score:	Score:	Score:	Score:
Banner and garb finished?				
Exposed edges/ seams?				
Unique/ different materials used?				
Innovative use of materials?				
Challenging construction?				
Creativity/ Design	Score:	Score:	Score:	Score:
Innovative design/ concept?				
Design unique to team/ queen?				
Heraldrically correct?				
Impact	Score:	Score:	Score:	Score:
Stands out on the field?				
Easily seen? Rallying point?				
True supporters easy to spot?				
Safety	Score:	Score:	Score:	Score:
Banner safe to bring on the field?				
Loose/ easily damaged parts?				
Garb is safe to wear in combat?				
POINT TOTAL:				

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DANCE				
	Team:	Team:	Team:	Team:
Originality	Score:	Score:	Score:	Score:
New concept or idea? Overall uniqueness?				
Creativity	Score:	Score:	Score:	Score:
New for performer? Seen every year? Message conveyed? Overall ambitiousness? Music complements performance? Challenging nature of performance?				
Impact	Score:	Score:	Score:	Score:
Audience engaged? Good response? Captivating performance?				
Performance	Score:	Score:	Score:	Score:
Quality of showmanship? Engaging on stage? Technical merit?				
POINT TOTAL:				

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BARDIC				
	Team:	Team:	Team:	Team:
Originality	Score:	Score:	Score:	Score:
New concept or idea for bardic tourney? Written/ composed by performer? Overall uniqueness?				
Creativity	Score:	Score:	Score:	Score:
New for performer? Seen every year? Overall ambitiousness? Message conveyed?				
Impact	Score:	Score:	Score:	Score:
Audience engaged? Good response? Captivating performance?				
Performance	Score:	Score:	Score:	Score:
Quality of showmanship? Engaging on stage? Easily heard? In-tune/ on-key?				
POINT TOTAL:				

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ARTIST				
	Team:	Team:	Team:	Team:
Craftsmanship	Score:	Score:	Score:	Score:
How finely crafted is the item? Item is finished? New/different techniques used? Challenge and skill? New/ different materials used?				
Creativity	Score:	Score:	Score:	Score:
Innovative design and materials? Overall uniqueness? Meaning easily understood? Message being conveyed?				
Presentation	Score:	Score:	Score:	Score:
Enough background provided? Story well-told? Overall impact of presentation?				
POINT TOTAL:				

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CAMPFIRE COOKING				
	Team:	Team:	Team:	Team:
Taste	Score:	Score:	Score:	Score:
Overall ingredient compatability				
Doneness/ texture				
Balance of flavor/ seasoning				
Creativity	Score:	Score:	Score:	Score:
Cooking techniques used				
Originality/ uniqueness of dish				
Food item usage/ pairing				
Quality of preparation				
Variety/ ingenuity of ingredients				
Presentation	Score:	Score:	Score:	Score:
Visual appearance/ smell				
Overall sensory appeal				
Plating design				
Succinct verbal presentation				
POINT TOTAL:				