Appendix G

The Arts and Sciences Manual

of

The Adrian Empire, Inc.

November 1997

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The Adrian Empire, Inc.

This being the Manual of Arts and Sciences of the Adrian Empire, Inc., approved by the Imperial Estates, re-revised during the reign of Their Imperial Majesties, Sir Mathamhain Kilshannig and Dame Isebeau Reveane, after being play tested in all regions of the Empire, by Dame Katayana Belski Imperial Minister of the Arts. Originally revised by Dame Delia Xenterra von Burg Imperial Minister of Arts and Sciences.

Preface

The Arts and Sciences Manual of the Adrian Empire, Inc., September 1997, shall supersede all previous and contingent Arts and Sciences manuals upon approval of the Imperial Estates. The previous Arts and Sciences manuals are, but are not limited to:

1. Manual of Arts and Sciences, July 1992
   written by Chienne.

2. The Manual of Arts and Sciences of the Adrian Empire, August 1994
   revised by Dame Genevra du Lac

3. The Manual of Arts and Sciences of the Adrian Empire, July 1996
   written by Dame Delia von Burg

4. The Manual of Arts and Sciences of the Adrian Empire, November 1996
   revised by Dame Delia von Burg

5. The Manual of Arts and Sciences of the Adrian Empire, September 1997
   revised by Dame Katayana Belski

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I. Responsibilities of the Imperial and Crown Ministers of Arts and Sciences

A. Imperial Minister of Arts and Sciences

1. Function: Further the recreation and research of the historical arts, during the time period specified in the bylaws, by facilitating a positive and interactive forum in which to learn and create.

2. Requirements
   a. Knight Robe or higher and
   b. Rector (Ministry) or higher

3. Responsibilities
   a. Update and interpret the manual of Arts and Sciences to reflect the needs and desires of the Artisans toward equality, excellence and expediency in the Arts and Sciences.
   b. Oversee the re-judging of items brought to the Imperium for review, based on perceived problems with the original judging. (No items with oral documentation will be accepted)
   c. Report to the Imperium on all matters regarding the Arts and Sciences.
   d. Assist in the direction, instruction, and training of all Artisans, Scribes, Judges, Deputies and Arts and Sciences Ministers.
   e. Oversee Arts Tournaments at Imperial Events and Wars, especially the Knights' List. (A Royal Minister of Arts and Sciences or Equivalent shall be appointed by the Imperial Crown, in the absence of the Imperial Arts and Sciences Minister.)
   f. Prepare and maintain regional lists of qualified judges on the Knights' and Masters' Lists based on Collegium information from the local regions.
   g. Serve as the Minister of Arts for an Artisan's Master Work project in the absence of a Royal Minister of Arts and Sciences. Oversee the rejudging of Master Work projects as required.
   h. Encouraged to hold at least one Imperial Collegium during the reign of the Imperial Throne.
   i. Educate Artisans on the Requirements for Knighthood in the Arts.
   j. Develop and continue programs, which honor excellence and promote education, in the Arts and Sciences.

B. Imperial Deputy Minister of Arts and Sciences

1. Function: Assisting the Imperial Arts and Science Minister and the Imperium in the facilitation of a positive and interactive learning environment.

2. Requirements
   a. Master or higher

3. Responsibilities
   a. Assist in developing and enacting programs, which honor excellence and promote education in the Arts.
   b. Assist in the direction, instruction, and training of Artisans, Scribes, and Judges.
   c. Assist in organizing and running Arts Tournaments at Imperial sponsored events and wars.

3. Responsibilities, cont.

d. Assist in the education of Artisans on the Requirements for Knighthood in the Arts.

e. Report to the Imperial Minister of Arts and Sciences on all regional matters regarding the Arts.

C. Royal Minister of Arts and Sciences

1. Function: Further the recreation and research of the historical arts, during the period specified in the bylaws, by facilitating a positive and interactive forum in which to learn and create.

2. Requirements

a. Knight Robe or higher <u>and</u>

b. Rector or higher

Note: Rank and Experience requirements may be waived only if there is no member of suitable qualifications then interested in holding the position per The Adrian Empire Bylaws.

3. Responsibilities

a. Direct, instruct, train and inform Artisans, Scribes, Judges, and Royal Deputies. To guarantee that all Ministers meet the minimum requirements to hold their position.

b. Develop and continue programs, which honor excellence and promote education in the Arts and Sciences.

c. Report to the Ruling Crown and Royal Estates and/or the Imperial Arts and Sciences Minister on all regional matters regarding the Arts and Sciences, including suggested updates to this manual. So that it will reflect the needs and desires of the Artisans toward equality, excellence and expediency in the Arts and Sciences.

d. Oversee Arts Tournaments at Royal Events and Wars, especially the Knights' List. (In the absence of the Arts and Sciences Minister at a War, a Tournament Facilitator, who shall meet the same minimum requirements, shall be appointed.)

e. Finalize the tournament lists of participation and wins for all tournaments held monthly and forward them to the Royal Minister of Rolls.

f. Hold sufficient judging Collegium each year, to annually qualify all who wish to judge. Maintain an updated list of qualified judges, forwarding a copy to the Imperium.

g. Responsible for approving/resolving the Scope of Research of an Artisan's Master Work project.

h. To approve all and select one Judge to oversee the Master Work process.

i. To review Master Work Project Entries that are not awarded the title Master Work after three (3) submissions.

j. Educate Artisans on the Requirements for Knighthood in the Arts.

D. Royal Deputy Minister of Arts and Sciences

1. Function: Assisting the Royal Arts and Science Minister in creating a positive and interactive learning environment.

2. Requirements: Master or higher

3. Responsibilities

a. Assist the Royal Arts and Sciences Minister in developing and enacting programs, which honor excellence and promote education in the Arts.

b. Report to the Royal Minister of Arts and Sciences on all matters regarding the Arts.

c. Assist in the direction and training of Artisans, Scribes and Tournament Judges.

d. Assist in organizing and running Arts Tournaments at Royal sponsored events and wars.

e. Assist in the Royal Judging Collegium.

f. Educate Artisans on the Requirements for Knighthood in the Arts.

E. Tournament Judges

1. Function: Encourage and assist Artisans toward a closer recreation and understanding of arts and sciences in history through the adjudication of Entries at Tournaments and Wars.

2. Requirements:

a. All shall participate and be qualified at a Judging Collegium.

b. Knights' List:

1. Knight Robe or higher <u>or</u>

2. Experience Judging at least 3 Masters' List Tournaments

c. Masters' List:

1. Expert (one who has a Master Work or makes a living with an Art) or higher <u>or</u>

2. Journeyman with experience Scribing at least 3 Tournaments <u>or</u>

3. Member of the Chivalry/Royal Crown who has been qualified by the Minister of Arts and Sciences to Judge

3. Responsibilities

a. All Judges shall swear and uphold the Judges Oath:

"Here do I swear, by mouth and hand, to fairly and impartially Judge all Entries placed before me; to be constructive in my criticism, instructive in my comments, and freely praise all areas of excellence I may find. So say I, ---(name here)---."

b. Fairly and impartially judge all Art Entries.

c. Justify all scores that are not perfect with constructive criticism and advice.

d. Encourage all artisans through positive feedback on areas of excellence.

e. Remove them from Judging any Art Entry, which they cannot be unbiased and/or positive.

f. Verify Scribes notes and scores on all Judging Sheets prior to signing them and giving them to the List Mistress/Master.

g. Teach Scribes the finer points of Judging.

F. Scribes

1. Function

a. Assistant to the Judges in the recording of information during the Judging process.

1. Function, cont.

b. Position in which to learn the finer points of Judging through interaction with judges during the Judging process.

2. Requirements: desire to learn about the arts

3. Responsibilities

a. Assist the Judges in the recording of comments and rating scores on the Judging Sheets.
b. Assist the List Mistress/Master in notifying Artisans as necessary.
c. Assist the list Mistress/Master in determining the Entry Scores as necessary.
d. Learn as much as possible from the Judges about the Judging process through listening and asking questions.

G. List Mistress/Master

1. Function: Facilitate the accurate recording of Artisan Participation at Tournaments and Wars.

2. Requirements

a. Appointment by the Minister/Deputy of Arts and Sciences, if necessary.
b. Must read and understand all responsibilities.

3. Responsibilities

a. Correctly record each Artisan's Participation by gathering at least the following information: Mundane Name, Persona Name, Region, Entry List, Entry Category, Entry Description and any pertinent notes.
b. Assign reference numbers to Entries.
c. Transfer Entry number, list, and Description onto the correct Category Judging Sheets and any special instructions or information for the Tournament Judges, and place these Judging Sheets with the correct Entry
d. Inform the Herald when the lists are opening and closing, and when there are Bardic Entries that need to be performed before court (as requested).
e. Facilitate contacting any Artisan as necessary.
f. Collect all records and Judging Sheets and hand them over to the person overseeing the Tournament. Judging sheets shall be available from the person overseeing the tournament at the end of the event.
g. Assist, in the computation of the final Scores and the recording of Results.

II. Arts and Sciences Categories

A. Crafted: Entries that are created to serve a utilitarian function are primarily in the Crafted Category. These are usually items made to be used to be used for a specific purpose Examples are: armor, clothing, furniture, weapons and tools.

B. Fine: Entries that are created to fulfill a decorative or aesthetic function are primarily in the Fine Category. These items serve to add beauty or to be ornamental. These are usually items, which show exquisite skill and are usually created to be enjoyed visually. Examples are painting, embroidery, fine jewelry, sculpture, and tapestries.

C. Bardic: Entries that are created to entertain or educate are primarily in the Bardic Category. These entries are usually performed before an audience but can include written works that might have been presented orally. Examples are: dances, poems, songs, plays, Latin Masses, and music.

D. Food and Alchemy: Entries that are created to nourish, heal, intoxicate, or demonstrate the medieval ideas of science, are primarily in the Food and Alchemy Category. These items are usually consumable or perishable. The demonstrations of medieval science ideas are often fallible. Religious items, which are believed to have mystical or spiritual powers, may also be placed in this
Category, if the function of the items are not utilitarian. The function of this category is not always provable or qualitative. Examples are: wine, roasted lamb, poultices, potions and demonstrations on how to get rid of the plague and why the thought it worked.

III. The Master Work

A. Definition:

1. A Master Work is an entry, which proves that the artisan has "mastered" its creation and history. This entry should prove a greater understanding of the art form, during the period specified in the bylaws, selected from one of the categories: Crafted, Fine, Bardic, or Food and Alchemy. The Master Work entry shall prove a successful quest for knowledge and skill in the Arts. A masterwork represents the graduation from apprentice to craftsman.
2. A Master Work is a title awarded to all Entries and Projects, which meet or exceed the Master Work Requirements set forth below.

B. Master Work Requirements

1. A masterfully recreated example of an art form, which represents the best, that could have been achieved by an Artisan of equal capabilities in the time period being represented. It should be of some complexity and difficulty. The Artisan shall use as many period methodologies and materials as possible to more fully recreate a period masterwork. (Substitutions shall be allowable. The use of substitutions must be done with the understanding of the original techniques and materials.)

2. A written explanation of the methods and materials applied in the creation of the entry by the original artists. Details explaining every aspect of the art, from the obtaining of materials and information to craft the art, to the reason it was crafted and why it is appreciated. The written paper shall reference at least three primary sources.

3. The Artisan should be able to answer questions about their Entry asked by the Judges.

C. Awarding the Title of Master Work

1. How it is Awarded the Title of Master Work

a. In tournament an artisan's entry may be awarded a masterwork if:

1) The entry fulfills all of the requirements.

2) The entry receives a perfect 30, and the judges unanimously vote to award the entry a masterwork.

b. Successfully complete a Masterwork Project.

2. The goal is not perfection, but learning and understanding. The Artisan should be able to teach others the art and history upon obtaining the Master Work.

3. The Master Work allows the artisan to be considered an Expert, if not yet a Knight Robe, until Knighted, granting the right to sit as a Judge.

4. Copies of the Master Work Documentation shall be submitted to the Minister of Arts and Sciences to be kept on file, for the purpose of educational reference. Photographs of the Master Work Project (optional) may be attached. The copy of the artisan's original *Masterwork Project Request Form* should be attached to the documentation. The Artisan shall retain all rights regarding the written work and shall have the right to refuse to submit it or allow it to be used for educational purposes.

5. Examples of what judges should expect:

a. Understanding of the techniques and materials used to create the art in the time period selected.

b. Understanding of the historical political, social and economical influences upon the art in the time period selected.

c. Understanding of the development of the art from previous time periods and how the Artisan's entry was representative of the time period selected.

d. Understanding of the teaching and learning of the art, and who was considered to be masters at the time.

e. Understanding of the regional differences upon the art.

f. Implementation of the historical art in a modern example created by the Artisan reflecting the finest the Artisan and Judges feel can be accomplished with the Artisan's skills with the Judge's training and guidance.

D. Masterwork Project

1. Function:

a. Teach artisans what is required to earn a Masterwork.

b. Assist artisans to "master" a new field in the arts.

c. Ensure artisans know how to teach their craft, before becoming an arts knight.

d. Encourage excellence in the arts, by working with the artisan to achieve a masterwork entry.

2. Project Request Form:

a. The artisan must fill out a *Masterwork Project Request Form,* and turn it in to the local Arts Minister. The Judges must be selected and approved within two weeks of receipt of the form. The Arts Minister must keep a copy of the completed Masterwork Project Request Form, and return a copy to the artisan. If any major changes occur in the description of the proposed project, a new description must be filled with the Arts Minister prior to submission.

b. The Judges and Artisan can discuss the project, prior to any submissions by the artisan.

c. The project must be approved, by the three judges, as meeting the Master Work requirements in difficulty and complexity prior to actual Entry submission.

2. Project Request Form, cont.:

d. The Arts and Sciences Minister can with two Knight Robes or higher, overrule any submission approval based on degree of difficulty, complexity, or content. They must give explanations as to exactly what was objectionable and suggestions for acceptable projects. The Minister must do this before the panel has completed its judging of the project.

3. Project Judges

a. There shall be three (3) Judges selected:

1) One chosen by the Artisan.
2) Second chosen by the Royal Arts and Sciences Minister.
3) Third agreed upon by both Artisan and Minister.

Note: If there is no Arts and Sciences Minister, the Ruling Noble in the Chartered Subdivision can select the Judges with the Artisan. Or the Ruling Noble can request the Imperial Arts and Sciences Minister to select Judges within the Empire to Judge.

b. The judge selected by the Minister should have expertise in the art form being judged. (Fine, Crafted, Bardic or Food and Alchemy) They shall be Knights or Experts if available.

c. They will be qualified to judge the Tournament Knights' List prior to judging a Master Work.

d. The project shall be reviewed and judged, by the same selected judging panel three times or until the project is awarded the title, Master Work. Judges may be asked for input prior to an official judging by the panel.

e. Judges can request to be removed from judging a project. They must work with the person(s) who selected them to find a replacement.

Note: It is the responsibility of the Minister to oversee the judging process and to assist the artisan in any way possible. To review Master Work Project Entries that are not awarded the title Master Work after three (3) submissions. If the Minister feels the item is deserving, they can have the item judged once, by three new judges as a masterwork. The item can only be re-judged once.

4. Judging of Project

a. The Master Work Project shall be judged independently from the Tournament, they do not receive a participation point. Projects may be submitted first in Tournament (for a participation point) before their first presentation to the Judging Panel. Once a Project has gone through the judging process it can not be entered in tournament.

b. The Artisan can submit their entry for review a maximum of three times. The Judges should assist the artisan in obtaining information sources and techniques.

c. An oral or written presentation shall be made to the Judges upon each judging explaining any improvements and/or modifications made to the previous entry.

d. The Judges shall determine a Master Work by reading the paper submitted by the Artisan, by comparing the Entry to the information provided and by asking questions of the Artisan. All questions put to the artisan must also be written so

that they may be answered in the next submission. The main goal of the Judge should be to help make an Expert.

e. If an Entry is not awarded the title of Master Work after three (3) submissions, the artisan and judging panel must take the entry before the Arts Minister for review.

IV. Tournaments

A. The Tournaments Lists

1. There shall be two (2) Tournament Lists which shall count toward Knighthood:

a. Masters' List - for those who have not yet achieved the rank of Master; a training area for Artisans.

Note: Only eight (8) Participations and one (1) Tournament Win on the Master's List count toward Knightly Rank.

b. Knights' List - for Artisans of any rank. Experts, Masters and higher must compete on this List.

Note: Participations and Tournament Wins on the Knights' List can be applied toward Knightly Rank in lieu of Masters' Lists Participations and Tournament Wins.

2. There shall be at least four (4) Entries from four (4) separate Artisans to make a List.

3. If there are not at least four (4) Entries from four (4) separate Artisan to make a list, an Artisan can choose to remove his Entry from the Tournament or may choose to transfer the Entry to the Knights' List to make a Knights' List of four (4) or more Entries.

B. Tournament Category Lists for Knights' and Masters' List

1. There shall be four (4) Category Lists available to the Artisan for both the Knights' and Masters' List.

a. Crafted
b. Fine
c. Bardic
d. Food and Alchemy

2. An Artisan can submit only one (1) Entry on any Category list.

3. Forming Lists

a. All Entries shall originally be placed in a Combined Tournament List(s) for either the Knights' or Masters' List.

b. If there are at least four (4) Entries on a Category List and there remain four (4) Entries on the Combined Tournament List, each Category List shall form a separate Tournament List.

c. The determination of which Category lists form first shall be based on either the order of sign up or by rotation. The method shall be determined and set by the Royal Minister of Arts and Sciences (or if there is not one, the Ruling Noble and the Imperial Arts and Sciences Minister). The method shall be announced to the populace in the Region.

d. An Artisan shall be allowed to have only one (1) Entry on any Tournament Category List. If an Artisan has more than one (1) Entry on a Tournament List (this is possible on the Combined List if there are not enough Entries to create a Tournament List for each Category), the Artisan shall select which Entry is to remain on the List prior to the Judging beginning.

C. Entries

1. The Tournament Entry shall meet the following requirements to be eligible for Judging:

a. The entry shall be representative of one of the Arts and Sciences Categories during the time period specified in the bylaws in style, content or methodology and have documentation to support this. (The documentation may be verbal)
b. The entry shall consist of work of which 90% shall be by the Artisan who is submitting it.
c. The entry shall have never before been Judged.
d. The entry shall not be of the same scope as an awarded masterwork for the Artisan.
e. The Artisan shall be present at the event in which it will be judged.
f. The entry shall be in accordance with The Bylaws of the Adrian Empire, Inc.

D. Judging

1. The Tournament shall be Judged by three (3) qualified Judges per List.

2. The Judges shall be selected rotationally.

3. The Herald should announce the Judges, before the tournament begins. A list of qualified judges, including alternates, shall be available to the Artisan to read.

4. The Judges shall each adjudicate and score all entries in the areas of period authenticity, craftsmanship and functionality. Each point, which effects the artisan's score, should be explained in writing on the comment cards.

5. The Judge's scores shall be averaged for a Final Entry score.

6. Awards will be determined based on the averaged Final Entry score.

E. Tournament Rules

1. The Lists

a. An Artisan must be present at the event to place an entry on the list.
b. The closing of the Lists shall be announced to the Populace and shall close fifteen (15) minutes after the initial announcement of the closing of the Lists.

2. The Participants

a. The Artisan is responsible for having the Entry available to be Judged.

b. All documentation must be given to the judges by the artisan before judging of the entry begins. Artisans can remain to hear their piece judged, however the artisan shall accept that the Judges shall disregard any late information given.
c. The Artisan shall be responsible for claiming the entry after the tournament.
d. Participants of any age are allowed to participate.

3. The Judging Area: the Autocrat should make every attempt, to provide a clean and safe place for the entries to be judged.

F. Tournament Awards

1. Tournament Wins
   a. There shall be one win per tournament list.
   b. The Entry with the highest final Entry Score on each List will be awarded the Win, provided the entry has a final score of 10 & above.
   c. In the case of a tie, the Judges shall determine the winner. If the judges feel both entries are worthy, they may petition the Crown for a second Win to be awarded for the Tournament List.
   d. There shall be no Win awarded for the Tournament if there are not at least four (4) separate Entries by Four (4) separate Artisans.

2. Participation Points
   a. Every Artisan that submits an Entry to be judged, provided the entry has a final score of 10 and above, shall receive an Arts Participation point. Only one tournament participation, per month, will count toward achieving a Knightly Rank.
   b. Every Minister (Tournament Facilitator, List Mistress, Judge, Scribe, etc.,) who assists in the tournament shall receive a Ministry Participation point.

3. Master Work: can be awarded

G. Hobbit Tournaments

Hobbit Tournaments shall be optional, but are highly recommended, especially at wars. The following are basic guidelines for the running of Hobbit Tournaments.

1.Levels of Participation shall be determined by the age of the Hobbit. <u>Any Hobbit who wishes to participate on the Masters' or Knights' List may do so, even if there is a Hobbit List available</u>.

a. Ages 4 - 6 years - Apprentices' List
b. Ages 7 - 9 years - Craftsmen's List
c. Ages 10 - 12 years - Artisans' List

2. Each Hobbit who places an Entry upon the List shall receive favor consisting of a nine (9) inch black cord or leather thong and a wooden bead.

3. Awards shall be given to the best three (3) entries on each list.
   a. First Place - one (1) gold bead or gold equivalent.
   b. Second Place - one (1) silver bead or silver equivalent.
   c. Third Place - one (1) copper bead or copper equivalent.

Note: Prizes may be awarded in addition to the favors at the autocrat's option.

4. There shall be no Arts Participation Points or War Points earned toward achieving Knightly rank by participating in a Hobbit Tournament. No war points shall be determined by the Hobbit Tournament.

5. All Entries shall be primarily the work of the Hobbit. Hobbits on the Apprentice List shall have a short note written by the supervising adult explaining what the entry is; entries on the other lists should have a short note written by the Hobbit (help is okay) telling what the entry is and what makes it special. All Entries should have something to do with Adria or the Adrian Era.

6. All Entries shall be judged on the following areas: creativity, complexity and craftsmanship. The Judges shall be selected by the Hobbit Mistress from among the Hobbit parents and volunteers

V. Wars

A. War Points

1. There shall be one war point for each of the categories for each of the lists.
    a. There must be at least one (1) eligible Entry on a List for a War Point to be awarded for that List.
    b. There must be at least one (1) eligible Entry on a List for a War Point to be awarded for that List.
    c. War Points may be split between contenders in the event of a tie.

B. The Lists

1. The qualifications and restrictions shall be the same as in Tournament for determining the level of participation for Masters' or Knights' List.

2. There shall be eight (8) Lists available.
    a. Masters' List Crafted
    b. Masters' List Fine
    c. Masters' List Bardic
    d. Masters' List Food and Alchemy
    e. Knights' List Crafted
    f. Knights' List Fine
    g. Knights' List Bardic
    h. Knights' List Food and Alchemy

3. An Artisan may participate once in each of the Art Categories for which they are qualified.

4. A List shall close no sooner than, fifteen minutes after the List Mistress has contacted both Contenders of the pending closure of the lists and no later than the initial entry in a particular list being judged. All artisans shall have their Entries available to be judged at the closing of the List.

C. Entries

1. The War Entries shall meet the same requirements as the Tournament Entries with the following exceptions:
    a. The entry shall be allowed to be of the same scope as an awarded Master Work for the Artisan.

b. The Artisan shall be present to submit the Entry during the War.

2. Group Entries

a. Shall be Judged and listed the same as a single Artisan Entry.

d. The level of Participation, Masters' or Knights' List, shall be determined by the most advanced Artisan in the group. (If one Artisan is qualified for the Knights' list, then the Group Entry shall be placed on the Knights' List.)

D. Judging

1. The War shall be judged by three (3) qualified judges per List.

2. Judging panels will have four qualified judges, 3 main and one alternate judge. The panels should be representative of the armies in the war, and will not favor any army or faction.

3. The judging panels should be decided prior to the war based on qualified judges who have notified the Arts Minister of their willingness to judge.

4. The Contenders and any direct vassals can not judge.

5. The Judges shall each judge and score all entries in the areas of period authenticity, craftsmanship and functionality. Each point, which effects the artisan's score, should be explained in writing on the comment cards. The Arts and Sciences Minister shall discuss any scores that are significantly different for an Entry with the Judging Panel prior to it being recorded by the List Mistress.

6. The Judge's scores shall be averaged for a final entry score and recorded by the minister of Arts and Sciences and the Deputy. Any entry with a final entry score less than 10 will be removed from the tournament, and the artisan notified. No scores shall be announced until the Judging is complete for that Category.

7. A Tournament Win shall be awarded to the Artisan with the highest Final Entry Score upon each List. In the case of a tie, the Judges shall determine the winner. If the judges feel the entries are worthy, they may award multiple wins.

8. Masterworks will be awarded.

E. Awarding War Points

1. All scores for each of the lists will be added together per contender. The contender with the highest point total in that list will be awarded the war point

2. The War Point shall be divided equally if there is a tie between the contenders on a list.

3. All entries with a final entry score less than 10 will be removed from the lists. These entries will not count in the point totals for the contenders.

4. Group Entries count only as one entry in the point totals.

F. Artisan Awards

1. A tournament win shall be awarded to the artisan with the highest final entry score upon each list. This win shall be in addition to any monthly tournament win, which may be earned during the month.

2. All artisans, who compete upon a List, and whose entry receives a final entry score above 10, shall receive one (1) War Participation Point.

3. All Artisans who compete upon a List shall receive a maximum of one (1) Participation Point. This Participation point shall be in addition to any monthly Participation Points, which may be earned for the month.

4. Master Work: can be awarded.

VI. The Collegium

A. Definition and Function: The Collegium shall be a series of informative and interactive classes
which broaden our understanding of the Adrian Era during the time period specified in the bylaws.

B. The Collegium

1. The Collegium shall consist of a series of classes covering various topics of interest to the region.

2. There shall be at least one (1) class for each Arts and Sciences Category.

3. Each of the Chartered Guilds in the Region is encouraged to present a Collegium.

4. The Arts Collegium could easily be combined with training in Ministry and Combat.

5. It shall be open to members and non-members to attend.

6. A site fee may be charged to cover the expenses incurred by the autocrat.

7. Collegium Autocrats may earn a Demonstration Initiation Point, if the Collegium is approved by the ruling noble and announced 30 days in advance.

8. The Arts and Sciences classes can be presented as Collegium, in any format, as long as the following criteria are met.

a. The classes shall provide information to the populace about the Arts and Sciences during the Adrian Era during the time period specified in the bylaws.
b. Each class presentation shall be a minimum of twenty minutes in length not including questions.
c. Each class shall allow for a question/answer session at the end of each class.
d. Each class shall provide a handout of source material for further information or have sources on hand for review.
e. Autocrats must provide all materials necessary to make the class interactive.

9. All guilds that are presenting shall be allowed to recruit Guild members after the class is concluded. Guild information and contact names shall be provided in writing.