

THE BICENTENIAL BEAR, FEBRUARY 2022

Greetings to the Citizens of Adiantum!

Meet your officers . . . or at least their heraldry and the heraldry of their office. Heraldic display is such a nice way to spiff up so many things. You can use it to identify your possessions. You can use the device of the office you hold to help people find you at an event. And heraldry is pretty – banners, flags, decorations spiff up any event. What could you create for Birthday Bash or Egil's Tourney using your device or your badge that would add to the pageantry of the event??

At Egil's Tourney this year we will be having five contests hosted by the Arts and Sciences office: costuming, decorated useful object, beer, cooking, and an Iron Scribal competition. There will also be Baronial Championships, the traditional Prize Bardic, etc., etc. Information on all of these will be forthcoming. We are including here a handout from the recent A&S Night presentation about how to use the Kingdom Arts & Sciences Judging Rubrics to improve your contest entries. Judging rubrics also make great check lists for your own use as you work on a project. The discussion is also available on Youtube at <https://www.youtube.com/watch?v=4HfFzikkkVY>

In service to Adiantum,

Yseult of Broceliande, OP, OL, Baroness of Court
Chronicler

The arms of the Baron and Baronin of Adiantum, Evan Dunbar and Ayla Roth

Ayla Roth

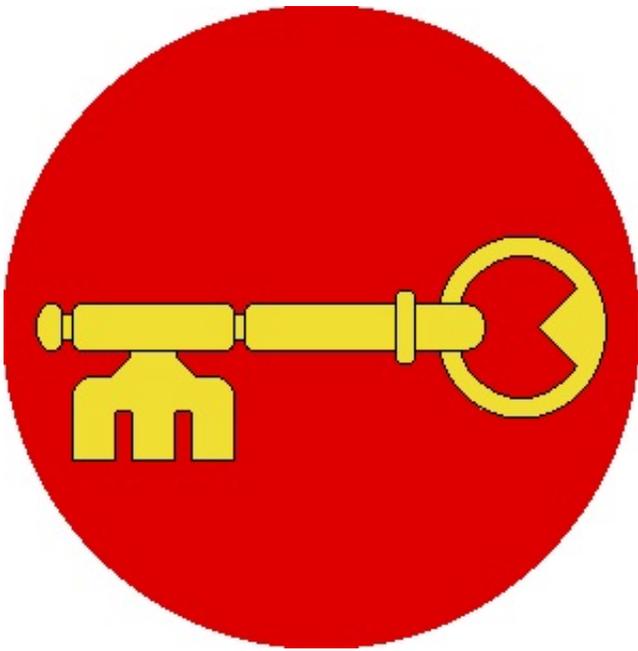


Evan Dunbar



The Seneschal of Adiantum,

Godwin Reynard



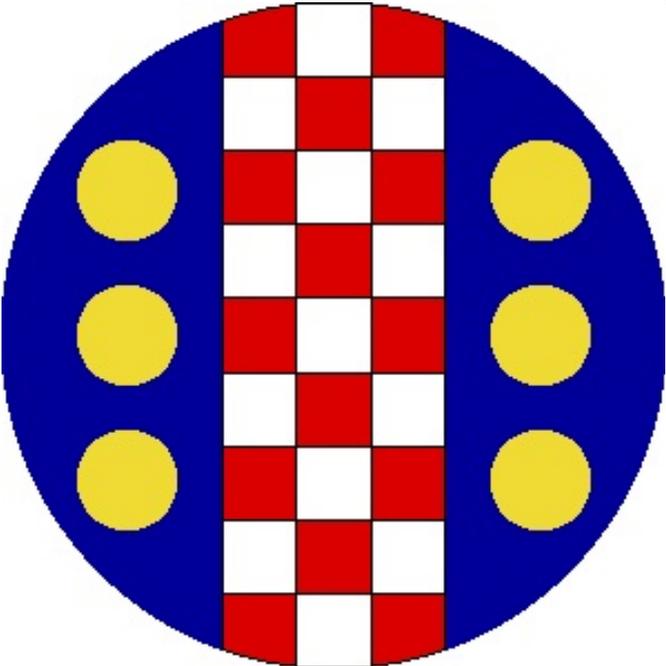
Adiantum's Social Media Officer
A deputy of the Seneschal

Murchadh Monaidh Chraoibhe



The Exchequer of Adiantum,

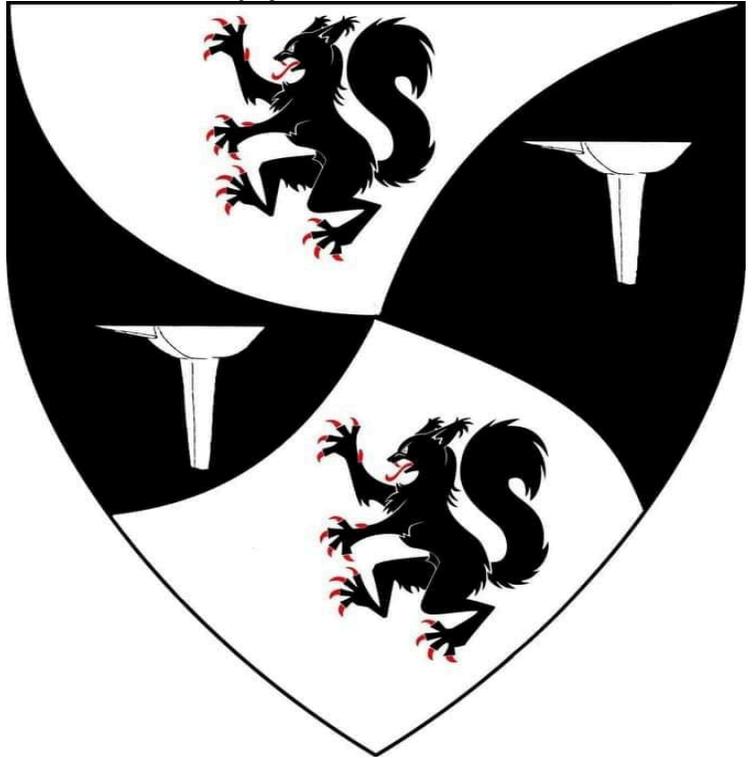
Asgerdr Audsdottir



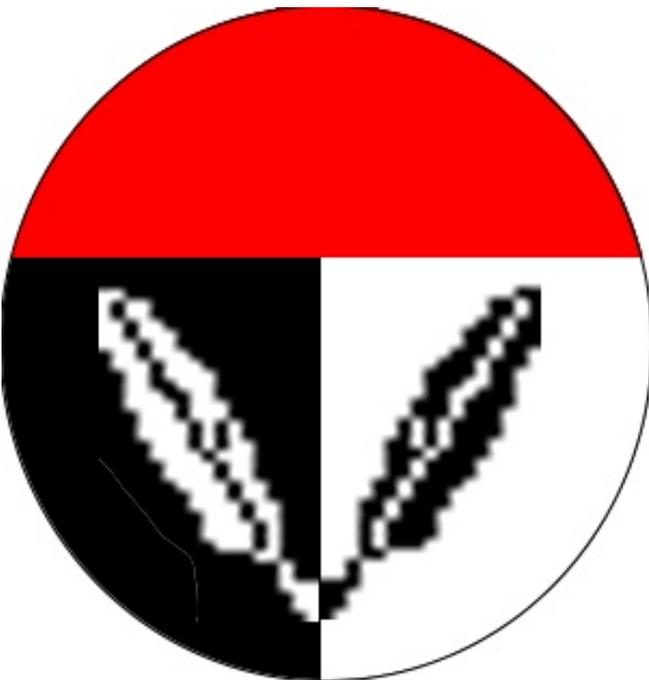
Adiantum's Chamberlain,
A deputy of the Exchequer



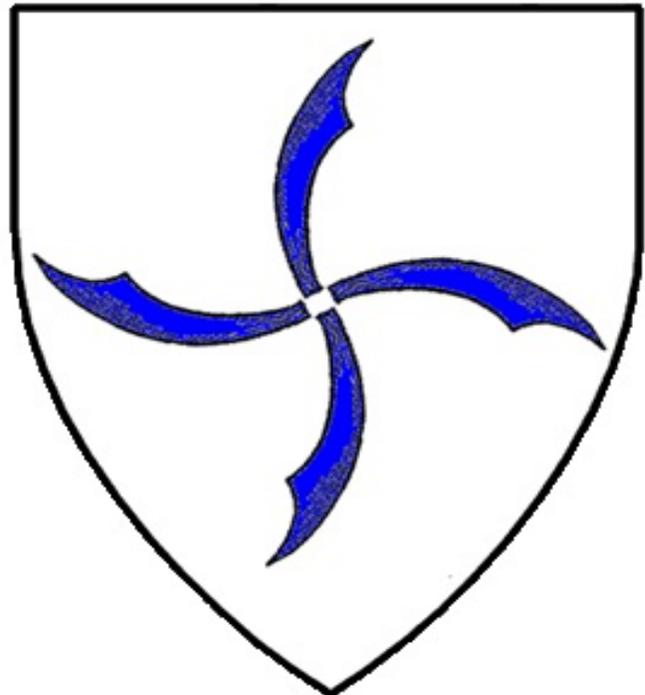
Brynjarr Olfus



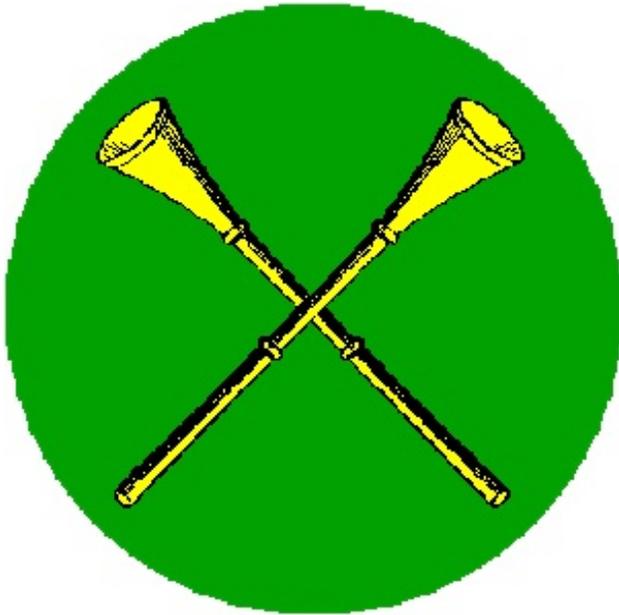
The Chronicler of Adiantum



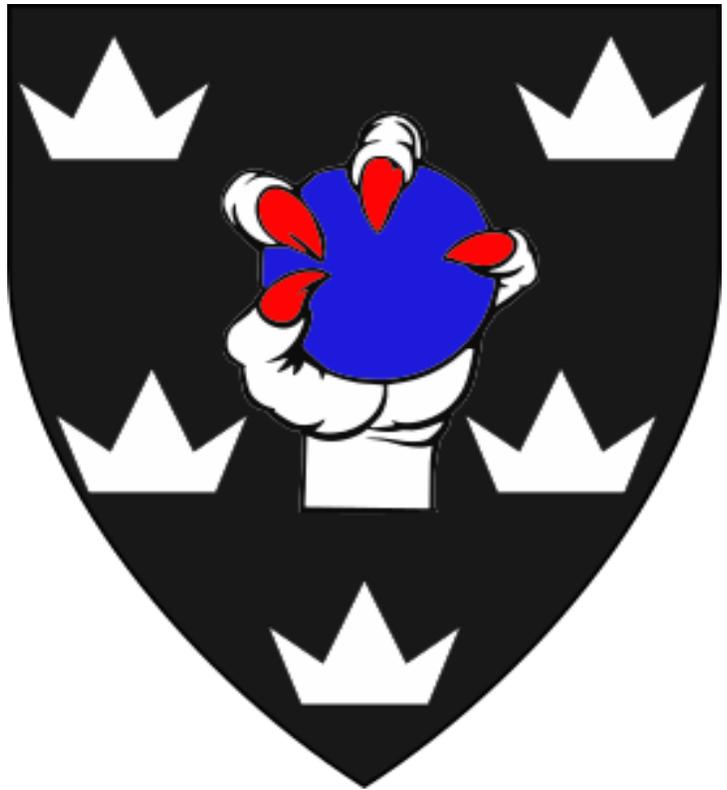
Yseult of Broceliande



The Herald of Adiantum



Durin Oldenmoor Tolkielkin



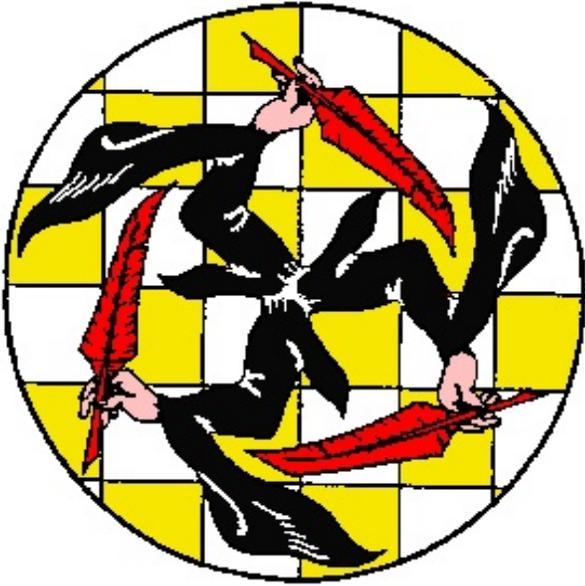
The Arts & Sciences Officer of Adiantum



Aila'ntha of William's Keep

(device is a work in progress)

Adiantum's Scribe



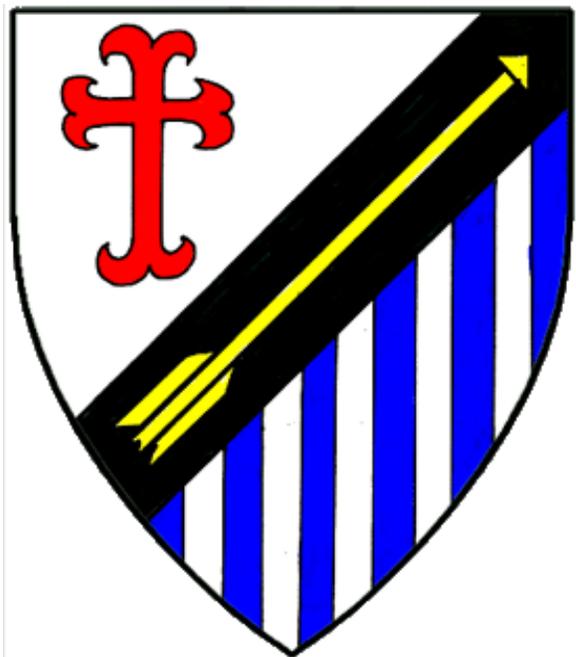
Gillian FitzGilbert



The Chatelaine of Adiantum

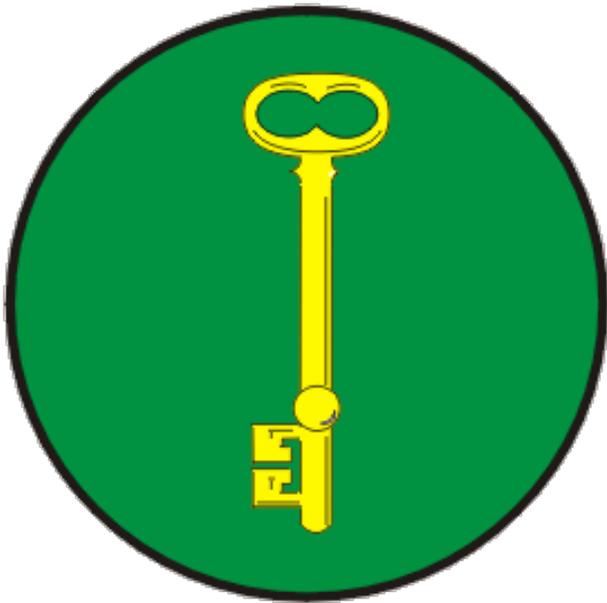


Johanna Trewpeny



Adiantum's Gold Key Officer,
A deputy of the Chatelaine

Helen Louise

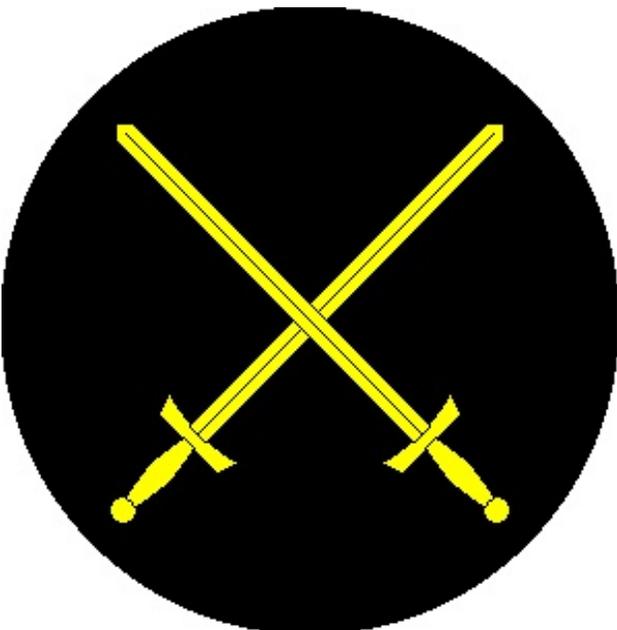


(device is a work in progress)

The Marshalls of Adiantum

The Adiantum Heavy Combat Marshal

Tati Sigurdsson



The Adiantum Rapier/Stele Combat Marshal



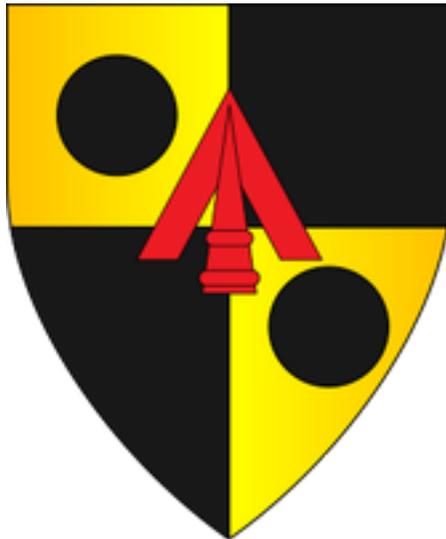
Seamus McMurrough



Adiantum's Archery Marshal



Alan Bowyer



Adiantum's Thrown Weapons Marshal



Murchadh Monaidh Chraoibhe

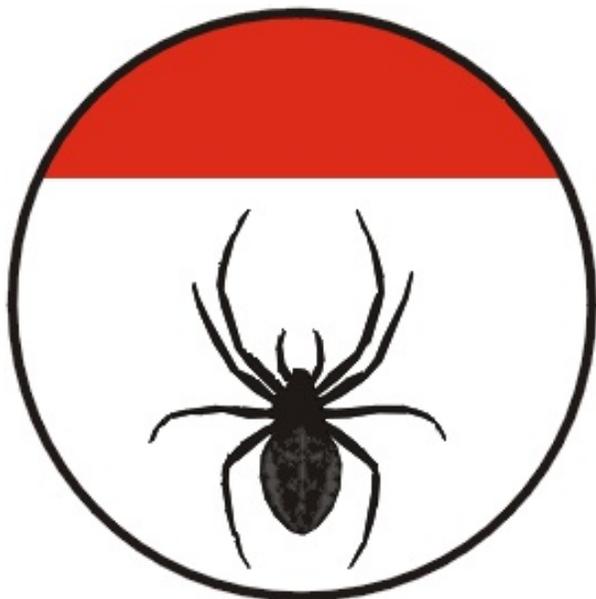


Adiantum's List Mistress
A deputy of the Marshalate



Acacia Gryffyn





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This is the handout from Arts & Sciences Night, February 15. We hope that it will be of use to those entering competitions. The complete discussion is available on Youtube at <https://www.youtube.com/watch?v=4HfZikkkVY>

Understanding and Using the An Tir Kingdom A&S Judging Rubrics

Yseult of Broceliande, OP, OL

Why compete? 1) win a prize, recognition

2) enjoy competition

3) gives you a deadline

4) meet other competitors, judges who share your passion

5) see how you measure up, get feedback, learn something

Competition = jumping through hoops set up by the competition

Hoops = a set of criteria. You have to meet them to win.

Know the parameters, what's expected – **ask for the judging forms**

E.g. – 'Costume Contest' What's the **best** costume?

- prettiest?

- most accomplished sewing techniques?

- most authentic?

Different criteria lead to different outcomes.

Authenticity is part of what we do – 501(c)(3), we need to be educational, historically accurate to some degree or other.

Look at the **Primer for Judging forms**

<https://arts.antir.org/wp-content/uploads/2019/10/Judging-Forms-Primer.pdf>

6 levels, 20 categories = 120 points possible? **NO**. 100 points possible. The 6th point is a BONUS.

An Tlr Scholar is 80+ (80%) That's perfect 4s.

At local level, most people are between 1 and 4, most at 2,3?

See Philosophy section– even at Kingdom level, most are Accomplished (3/4), not Exceptional

Don't feel badly if you aren't perfect/level 5 – that takes time, study, practice, many skills

Context again – not judging YOU, just **this** entry against the standards announced.

Look at the Developing / Accomplished / Exceptional spectrum. Some elements of what you do may be at different levels.

My advice? - Aim for level 4 for aesthetic. The tool part is harder, requires more work, money, time.

What are the standards? Look at the **Judging Form – Objects**

http://arts.antir.org/wp-content/uploads/2019/10/A_S-Object-Rubric-11_7_17.pdf

Rubric for Process is basically the same, just HOW you did it, not the thing you produced

5 main categories for the rubric are

Historical Accuracy / Authenticity – 5 areas (#1-5) 25%

Documentation – 4 areas (#6-9) 20%

Technical Ability – 4 areas (10-13) 20%

Complexity – 4 areas (#14-17) 20%

Presentation & Display – 3 areas (#18-20) 15%

So look at your project in each of those categories

Category #1: Historical Accuracy / Authenticity – 5 areas (#1-5) 25%

Aesthetic – the appearance. For a competition, needs more than the 10 foot rule!

Tools – harder to do – may require making some of the tools, a whole 'nother rabbit hole

Materials – from store bought to made yourself

Techniques & processes – harder to do – modern vs. historical processes for same effect

Compensate (& explain) why you used modern instead of historical material, processes – can involve, safety, cost, availability, time, etc. See under 4 – full explanation can compensate for modern stuff. **Shows your understanding.**

Category #2: Documentation – 4 areas (#6-9) 20%

Organization – coherent, well-organized, easy to follow, incorporated into the text, presentation

Research – tertiary, secondary, primary sources, includes your interpretation at level 3+

Connection Between documentation & entry – how does the research drive the production, i.e. what did you find, how is it reflected in what you made?

Explanation of Process – reading the documentation, could someone else recreate this?

Explain & justify choices you made.

Category #3: Technical Ability – 4 areas (10-13) 20%

Understanding of the appropriate aesthetic – why did it look this way? Has to do with materials available, processes available, belief systems, etc. This category deals with understanding the context of the thing, why it's this way.

Competency with appropriate period tools – how well did you do with period tools

Competency with appropriate period materials – handling historical type stuff as opposed To modern stuff

Competency with appropriate period techniques & processes –

Category #4: Complexity – 4 areas (#14-17) Difficulty, challenge, level of ambition of the genre of the piece. Did you not only make it but embellish it, make the tools. 20%

Match between your vision and the period aesthetic? – how does this measure up to what you were trying to replicate?

What's level of complexity in the context of the genre/time/place? – How does your thing compare to what a maker of a similar thing in period would produce. Would person 1 have made the item and person 2 embellished it? Did you do both?

How difficult are techniques, processes, materials to work with?

Level of preparation, skills, knowledge required –

Category #5: Presentation & Display – 3 areas (#18-20) 15%

How well **Communicate** your knowledge? – rehearse this, talk it through with a friend, in the Mirror. Be at ease with what you know.

Questions – how well do you answer questions? – gets at your familiarity with the knowledge you have, practice

Display – does your display / presentation enhance or confuse your audience?

The rubric for judging the A&S Research Paper competition is rather different and is not covered in this presentation. Neither is the rubric for judging Experimental Archaeology presentations. The rubrics for both can be found at <http://arts.antir.org/forms/judging-forms/>

Research Paper – 3 main Categories – writing skill is an important part of this

Research - 8 areas (#1-8) (40%)

Writing – 8 areas (#9-16) (40%)

Presentation – 4 areas (#17-20) (20%)

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