

# Kingdom of Caid - Arts and Sciences Fair and Pentathlon

Class: 3.4.0 – Armor/Weaponry: Fighter Garb Skill Level: \_\_\_\_\_ Entry #: \_\_\_\_\_  
Brief Description of Entry: \_\_\_\_\_

**Total Points:** \_\_\_\_\_ **Placement:** \_\_\_\_\_

**Execution: 60 possible points**

- Workmanship:
  - General appearance
  - Technical—seam finishing, stitching, neatness, constructed in a sturdy manner to stand up to fighting wear and tear
  - Fit—does it hang correctly? Move and fit appropriate to period and style
  - Handling of fabric—use of nap, print, bias, etc.
  - Construction details—pleating, details, lining, etc. as appropriate
- Authenticity: authentic in look and feel, total period effect, hand-done embellishment
- Creativity: interpretation logical to period
- Presentation: overall effect

Execution Points: \_\_\_\_\_

**Complexity/Difficulty: 25 possible points**

- Scope of project: number of pieces, size of project in relation to detail, etc.
- Difficulty of techniques attempted
- Extent of original patterns used

Complexity/Difficulty Points: \_\_\_\_\_

**Documentation: 15 possible points**

- Basic questions answered (Who? What? When? Where? How?)
- Explanation of item and process; techniques and methods used; reasons for deviation from period method or style; rationale for fabric, color, and design elements
- Sources and Bibliography (number used, quality); copies of period examples

Documentation Points: \_\_\_\_\_

**Bonus: 5 optional points**

- Additional points awarded for: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Bonus Points: \_\_\_\_\_

