

ANSWERS TO FREQUENTLY ASKED QUESTIONS ABOUT KINGDOM COSTUMERS GUILD CONTESTS

We hold at least two competitions each year, one at *Twelfth Night* and one at *July Coronation*. The *Twelfth Night* contest is always for “Full Court Garb”, while the *July Coronation* contest is always for “Tourney Garb”.

“**Full Court Garb**” means garb which would be appropriate for a royal court in the realm of your persona. Appropriate full court garb for an early Norse persona might be much simpler than full court garb for an English Elizabethan persona. The costume entered can be for your regular persona or for any alternate persona you choose.

“**Tourney Garb**” means garb which is appropriate for your persona **and** which is durable and practical enough to withstand being worn at an S.C.A. camping event in An Tir (i.e. - if it is very fragile, must be dry cleaned, or cannot withstand any dirt or rain, it probably isn't “Tourney Garb”). The costume entered can be for your regular persona or for any alternate persona you choose.

There are four (4) separate categories at each competition: NOVICE, INTERMEDIATE, ADVANCED and EXPERT. The criteria for these categories are listed on a separate sheet. A separate prize is awarded for each of the four categories. There is no “overall” winner. If there are numerous entrants in a single category (usually Intermediate), the contest organizer may award prizes for First and Second place in that category. An award for Third place may also be given if the number of contestants warrants.

The contests are open to everyone. You do not need to be a member of the Costumers' Guild in order to enter.

The costume is always judged “on the body” (not on a hanger). It doesn't have to be on **your** body, but it does have to be on someone's body.

The only person who can enter the costume is the person who made the costume. You can enter a costume you made for someone else, and have that person model the costume, but the **maker** must be the actual entrant.

Both of the current contests are for **complete** costumes, including headwear, footwear and undergarments. You will be allowed to enter a costume that is lacking some of these elements, but you may well be judged against people whose costume is more complete, which will give them an advantage.

Documentation is strongly recommended, but not “required”. You may enter the contest without documentation, but once again, you might be judged against people who do have documentation.

Advance registration is permitted. We assign a 20 minute time slot to each contestant. If you wish to be judged early or late in the day, we will accommodate you as much as possible. The earliest entrants are most likely to get the time slot they want. If you wait until the last minute to enter, you may get stuck at the end of the day. Sometimes we even run out of time and have to turn contestants away, so try to register early. You can pre-register by contacting Mistress Isolde (see address below), or by arriving at the contest early and signing up on the sign-in sheet which is always provided.

You can obtain a copy of the Judging Form used in the contests by sending a long SASE to Isolde, via e-mail isolde@pstbbs.com or by picking one up in person at an event where a contest is being held. This will allow you to consider in advance the elements you will be judged on and the weight given each one.

You can always contact Isolde if you have any questions, comments, or suggestions. Contact can be made via phone, mail, or e-mail (sorry, but I cannot return long distance phone calls unless I can call you collect).

Contest Coordinator for the An Tir Costumers' Guild:

Mistress Isolde de la Vielle-a-Roue

(mka Sandra L. Davis)

3624 Serene Way, Lynnwood, WA 98037

phone:(425) 743-3318 / FAX: same #, but call first so I can switch the machine on

e-mail: isolde@pstbbs.com