

# Baronial Populace Challenge

## What Is It?

Members of the populace who want to participate in the challenge will be given punch cards with the five Kingdom A&S categories listed on them. To get credit for each category, participants must do one of the following things related to that category: (1) Take an hour-long class on a topic; (2) Work one-on-one with a knowledgeable person for about an hour; or (3) Do independent research online or in a library for 2-3 hours on the topic. When an activity is complete, the participant can get a “sign-off” from a local or baronial MoAS or seneschal. In addition, participants must choose one of the five new topics he or she studied and apply this knowledge to a project he or she is working on. Again, the participant can simply show the project to a MoAS or seneschal to receive credit for his or her work, but the applied project doesn't have to be completely finished by the deadline to count. When participants have all six signatures on their punch cards, they can exchange the completed cards for a shiny red A&S Authorization Card.

## What Is the Purpose of the Challenge?

Essentially, the purpose of this activity is to encourage members of the populace to expand their knowledge in each of the five Kingdom A&S categories. The participants will then take one of the new things they have learned and apply it to a project that they are working on. This project can be new or one in progress, and the application need not be completely finished by the time that the A&S challenge is over. It is enough that the participant can demonstrate the application of the skill for this to count.

## How Long Does the Challenge Last? Are Previous Classes and Projects OK?

The Challenge spans from the morning of Red Dragon (Oct. 29, 2011) until court at Tirnewydd's Spring Faire (April 21, 2012). All knowledge-gathering exercises and application projects must have been worked on during this 6-month time span, but your application project may be done to a previously created object (e.g., you can use your new embroidery skills on an old handkerchief).

## Frequently Asked Questions for Local Ministers of A&S and Seneschals

### What are the Kingdom A&S Categories?

#### Division I: Performing Arts and Letters

- Bardic Recitation
- Dance: European
- Dance: Non-European
- Dramatic Performance
- Juggling & Tumbling
- Music Composition
- Music Composition: SCA Culture Style
- Music Performance: Mixed Ensemble
- Music Performance: Percussion Instrument
- Music Performance: String Instrument
- Music Performance: Vocal
- Music Performance: Wind Instrument
- Original Choreography: European
- Original Choreography: Non-European
- Poetry
- Prose and Playwriting

Riding Performance: Equestrian  
Demonstrating Period Activities

**Division II: Textile and Needle Arts**

Applied Beadwork: Embroidery  
Applied Beadwork: Costume  
Costume: Accessories  
Costume: Children  
Costume: 600-1100 c.e.  
Costume: 1101-1350 c.e.  
Costume: 1351-1450 c.e.  
Costume: 1451-1600 c.e.  
Costume: Non-European  
Costume: Single Component  
Dyeing  
Knitting/Nålbinding  
Knotted Work  
Lacemaking  
Needlework: Counted Thread  
Needlework: Free-Form  
Needlework: Miscellaneous  
Spinning  
Weaving: Loom  
Weaving: Tablet  
Weaving: Tapestry and Rugs

**Division III: Technological Sciences**

Armor: Mail  
Armor: Non-Metal  
Armor: Plate  
Casting  
Clockwork & Clockwork Mechanisms  
Ironwork & Tool making  
Miscellaneous Technological Sciences  
Music Instrument Making: Metal Winds  
Music Instrument Making: Strings 600-1450  
Music Instrument Making: Strings, Keyboard  
Music Instrument Making: Woodwinds  
Research  
Scientific Instruments  
Siege Engines - Scale  
Skeletal Materials  
Weapon-Making  
Wood Construction - Joinery  
Wood Embellishment  
Wood Turning

**Division IV: Studio Arts and Sciences**

Bookbinding  
Calligraphy  
Ceramics & Pottery  
Decorative Metalwork  
Drawing  
Beadwork: Free Form  
Glasswork: Blown  
Glasswork: Other  
Glasswork: Stained  
Illumination  
Lapidary  
Leatherwork

Miscellaneous Studio Arts and Sciences  
Painting  
Papermaking  
Sculpture & Stone Carving

**Division V: Domestic Arts and Sciences**

Animal Accouterments  
Animal Husbandry  
Basket Weaving  
Brewing & Vinting  
Cooking: Subtleties, Sotelties, & Illusion Foods  
Cooking: Multiple Dish  
Cooking: Single Dish  
Herbcraft  
Miscellaneous Domestic Arts and Sciences

**What do I need to do for each category?**

Things like:

1. Taking an hour-long class on a topic.
2. Working one-on-one with a knowledgeable person for about an hour.
3. Doing independent research online or at a library for 2-3 hours.
4. Anything else, at your discretion, that you think would count. The idea is for the participant to have made a significant effort at learning a new task or adding to existing knowledge.

**What do participants need to do in order to receive a signature on their cards?**

They need to have a short conversation (1-2 minutes in length) with you about what they did and what they learned from the experience. This can be done either in person or online. Ideally, you'll want to ask questions about what they did and have them articulate what they learned. Compare the following conversations:

Less than Great:

Petrus the Participant: Hey, I took a class on armor-making. You need to initial my card!

MoAS: Awesome! (Signs card and hands it back to Petrus.)

Better Conversation:

Elizabeth the Enthusiastic: Hey, I studied blackwork embroidery with Mistress Stitchalot. Can I get a signature?

MoAS: Awesome! When did you do that?

Elizabeth: I went over to her house last Tuesday night.

MoAS: What did you guys work on? *Or* Did you learn anything new? *Or* Did you make any discoveries about the process?

Elizabeth: I found out I was using too many threads at once, and that's why my embroidery keeps looking fat and blocky when I wanted it to look thin and elegant. Also, she showed me a way to mark my fabric beforehand that I hadn't thought of before that will wash out better, and we looked at some paintings to get some ideas about how I might want to decorate the new smock I want to make for Twelfth Night.

MoAS: Sounds great! (Signs card and hands it back to Elizabeth.)

### **Couldn't somebody just initial off his or her own card or otherwise cheat the system?**

Sure. But we as members of the SCA have a little thing called "honor" that we like to incorporate into our game. And besides, if you feel you have to lie and cheat just to get a little piece of paper, that's pretty lame on your part. So, encourage your people to put a good faith effort into the task, but remember, if they're going to cheat, it's not you who's at a loss here.

### **How much work will this entail on my part?**

In theory, it should take no more work than what your current job already entails. You'll be talking to your own group members about what they've been doing in terms of A&S, and that means that when your report rolls around, you'll probably be a little ahead of the game. The only difference that I can foresee is that you'll want to bring the packet of signature cards, reward cards, and instructions with you to meetings and events. After most of the people have already gotten cards in your local group, you can probably just leave the whole packet in your car and go get it when specific people tell you they're in need of a replacement card or a reward card.

### **Is the red A&S Authorization Reward Card for real? Do people need this card to participate in A&S?**

No, no, no! ;-) Like the green "Dance Authorization Card" that was circulating in our barony about three years ago, this is just a fun, silly thing that's really just a wallet novelty to show people outside of our group as a joke. You can think of the reward A&S card as a way to be part of a really big baronial "in-joke"—and the cost of "admittance" to the joke is participating in about six hours of A&S work over the course of several months.

### **Can someone outside of our barony work on this project, too?**

Sure, I don't see why not. If they can explain the project to their local MoAS or can find somebody in our barony to sign off for them that they did the requisite activities, I can't think of a good reason why we shouldn't let them in on the fun.

## **Frequently Asked Questions for the General Populace**

### **I never get to meetings (or, I never see my local MoAS)—how can I participate?**

You have a couple of choices here, actually. You can ask your local seneschal to initial your card, you can ask another MoAS at a local meeting or event, or you can find the Baronial Artisan and ask him or her to initial your card for you at a meeting or event. You can also do an independent study route and receive permission to initial and date your own card by e-mailing your local seneschal or MoAS about 3-5 sentences explaining what you did and what you learned for each separate class or project. To get your reward A&S authorization card, though, you will need to come to an event or meeting where the local or baronial MoAS will be present, or mail your signature card with a self-addressed, stamped envelope to THL Felice Debbage. She can then send you a card back in the mail. For her mailing address, e-mail her at felicedebbage(at)gmail(dot)com.

### **What do I need to do to complete the project?**

1. Get a signature card from the baronial website or your local MoAS.
2. *Knowledge-gathering activity.*  
For each A&S category (5 total), do one of the following:
  - a. Take a class;
  - b. Study with a knowledgeable person for an hour; or
  - c. Do independent research at a library or online for 2-3 hours.
3. *Apply the knowledge that you have learned.*

For one A&S category that you have gained new knowledge or experiences in, make an attempt to apply this new knowledge in a project you are working on or starting up. This does not mean that you will need to *finish* the whole project before the end-date of the larger baronial project—you just need to take your research, knowledge, or experience to the next level and do something with that information yourself. Example: Learn a new embroidery stitch and use it in a motif on a handkerchief.

4. Have your local MoAS or seneschal sign the card for each A&S category and the application project.

5. Trade your completed card in to the local MoAS or Seneschal for your red A&S Authorization card.

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