

Baronial Populace Challenge Signature Card

<p>Division I: Performing Arts & Letters Bardic Recitation Dance: European; or Non-European Dramatic Performance Juggling & Tumbling Music Composition: Period; or SCA Culture Style Music Performance: Mixed Ensemble; Percussion Instrument; String Instrument; Vocal; or Wind Instrument Original Choreography: European; or Non-European Poetry Prose and Playwriting Riding Performance: Equestrian Demonstrating Period Activities</p>	<p>Division II: Textile and Needle Arts Applied Beadwork: Embroidery Applied Beadwork: Costume Costume: Accessories Costume: Children Costume: 600-1100 c.e.; 1101-1350 c.e.; 1351-1450 c.e.; or 1451-1600 c.e. Costume: Non-European Costume: Single Component Dyeing Knitting/Nålbinding Knotted Work Lacemaking Needlework: Counted Thread; Free-Form; or Misc. Spinning Weaving: Loom; Tablet; or Tapestry and Rugs</p>	<p>Division III: Technological Sciences Armor: Mail; Non-Metal; or Plate Casting Clockwork & Clockwork Mechanisms Ironwork & Tool making Miscellaneous Technological Sciences Music Instrument Making: Metal Winds; Strings 600-1450; Strings, Keyboard; or Woodwinds Research Scientific Instruments Siege Engines - Scale Skeletal Materials Weapon-Making Wood Construction - Joinery Wood Embellishment or Turning</p>
<p>Division IV: Studio A&S Bookbinding Calligraphy Ceramics & Pottery Decorative Metalwork Drawing Beadwork: Free Form Glasswork: Blown; Stained, or Other Illumination Lapidary Leatherwork Miscellaneous Studio Arts and Sciences Painting Papermaking Sculpture & Stone Carving</p>	<p>Division V: Domestic A&S Animal Accouterments Animal Husbandry Basket Weaving Brewing & Vinting Cooking: Subtleties, Sotelties, & Illusion Foods; Multiple Dish; or Single Dish Herbcraft Miscellaneous Domestic Arts and Sciences</p>	<p>Application of Knowledge Division and Category: Description of Application:</p>

Instructions to MoAS or Seneschal: Please circle appropriate category and sign in the box. Please note that similar categories have been grouped for space reasons.

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Barony of Middle Marches A&S 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 again, 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).

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