

Armor: Plate

Category Rules: The category is for plate armor, preferably with compound curves, in which accommodation to body movement is made through a system of articulation. Gauntlets and coats of plates, such as Wisby I pattern or modifications, Roman lorica sementata, anime, and all similar armor are considered plate armor. It is the armoring skill that is being judged in the category, not the weight of the entry. Entries must be modeled either in person (but not necessarily by the entrant) or via photographs from all angles in order to judge fit under the Scope and Skill sections.

Documentation (0 to 4 points):

- 0: No documentation provided with entry.
- 1: Minimal information consisting of time, place and style.
- 2: Information consisting of time, place, and style, plus use of general sources; reliance on tertiary sources with perhaps one secondary source (ex: use of encyclopedia articles with a possible additional use of a book or article that refers to a period source.).
- 3: Information consisting of time, place, and style, plus a developed discussion making use of critical references; sources are largely secondary (ex: sources refer to period references; documentation discusses, compares, and contrasts the source's views).
- 4: Information consisting of time, place, and style, plus explanation of original research/experiment and relation of source material to it. Primary sources along with critical references, if available, are emphasized (ex: sources used are from the appropriate period for the entry, such as period manuscripts, paintings or artifacts, archaeological essays of primary source item, etc.).

Methods and Materials (0 to 4 points):

- 0: Entry is completely modern with no relationship to period elements or practices.
- 1: Use of modern materials and methods to produce a work that would not be accepted in period but either bears some relationship to an authentic work or which might be useful within SCA Culture.
- 2: Use of both modern materials and methods to produce a work that looks or feels authentic to the time period it purports to be.
- 3: Use of either modern materials or methods to produce a work that looks or feels authentic.
- 4: Use of totally authentic materials and methods.

Scope (0 to 6 points): Rank the ambition, not the success, of the entry on a scale of 0 to 6 for each of the following elements and average for the total Scope score (Total of element scores divided by 7).

- Number of pieces (full harness vs. elbow cop).
- Processes required.
- Materials used.
- Complexity of pieces and/or design (ex: fingered gauntlet or articulated gorget).
- Fit.
- Design work (including research) done.
- Extent gone to ensure authenticity of techniques used.

Skill (0 to 6 points): How well is the entry made? Rank the success of the entry on a scale of 0 to 6 points for each of the following elements and average for the total Skill score (Total of element scores divided by 5).

- Dishing and/or raising techniques.
- Articulation.
- Detailing.
- Fit.
- Finishing

Creativity (0 to 4 points):

- 0: Rote-copied item with mistakes added.
- 1: Rote-copied item with no innovations or documented knowledge of the range of period style.
- 2: Logical combination of period elements with some innovation of embellishment or techniques, all logical to the period context of the persona for whom the costume is constructed.
- 3: As in #2, plus much individual interpretation and interpolation logical to the period context of the persona for whom the item is constructed; that is, within the range of possible styles with innovative combinations which appear to fit together.
- 4: As in #3, plus each element/layer shows such consideration and choice. Elements work together in a cohesive fashion that is specific to the needs of the persona for whom the item is constructed.

Judge's Observations (0 to 6 points): Rank the entry as a whole. How well do all the separately judged parts fit together? The entry's overall effect is judged in this section. This is the only section of the Criteria where the judge may allow her/his personality, private opinions and personal preferences to influence scoring.

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