

## Siege Engines - Scale

**Category Rules:** The category includes working scale models of siege engines that will fit in either an 18 inch square cube or a 36 inch square cube. The performance of the entry will be measured by dividing the distance the entry can throw a standard weight (such as a pincushion or an artist's chalk bag) by the length of its arm. The weight of the object to be thrown must be noted in the documentation. Devices using gunpowder and/or working flame throwers will not be eligible for entry.

This category includes scale models of weapons designed to discharge projectiles which are powered by a non-chemical source of kinetic energy such as torsion (ie. Ballistas), falling or shifting weight (trebuchets), or human muscle powers (ie. Perriers) or other.

**Excluded items:** Items related to sieges that do not function as an offensive projectile weapon, including to but are not limited to pavises, fascines, siege towers, and rams.

**Ineligible items:** Devices using gunpowder or other flammable or hazardous material; working flame throwers; non-functioning replicas of such weapons (model culverin); functioning or non-functioning simulations of gunpowder-based weapons such as rubber band guns (RBG) for SCA rapier combat.

Documentation should include calculations for range.

### 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 4 or 5).

- Complexity of design.
- Construction techniques required.
- Types of materials used.

- Extent gone to ensure authenticity of techniques used.

Optional element:

- Decoration.

**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 ).

- Construction.
- Design realization (how close is the entry to what it's supposed to be?).
- Functionality
- Accuracy – hits designated target within defined parameters.
- Performance (Distance divided by Arm Length = Performance D / AL = P).

0: Entry is non-functional.

1: Performance is less than or equal to 1 (P <= 1).

2: Performance is less than or equal to 3 (P <= 3).

3: Performance is less than or equal to 5 (P <= 5).

4: Performance is less than or equal to 7 (P <= 7).

5: Performance is less than or equal to 10 (P <= 10).

6: Performance is greater than or equal to 12 (P <= 12).

If applicable:

- Decoration

### **Creativity (0 to 4 points)**

0: Rote-copied item with mistakes added.

1: Rote-copied item with no innovations or documented knowledge 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 costume is constructed; that is, the range of possible styles considered and innovative combinations which appear to fit logically together.

4: As in #3 plus each element shows such consideration and choice logically innovative to itself.

Elements work together in a cohesive fashion which 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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