

Running Challenges for the Embellishers' Guild

Rev: 21 Aug 2017

Overview:

Running challenges is basically a matter of organization and people management. You, as the regional guild minister running the challenge, must find evaluators for those doing the challenging, get time for the challenges on the event schedule, and make sure each challenge doesn't run over its allotted time. You will also basically oversee the running of each challenge, helping the evaluators if they have any questions and encouraging the challenger to the best of her or his efforts.

Goals:

To get more members of the Guild ranked.

To help members attain ranks and challenges with lower requirements (for competency and/or working knowledge) quickly.

To encourage interest in the Guild.

To help refine, document, and add to the accepted guild embellishment forms.

Requirements:

Challenges must be run by a registered (with the Guild Minister) regional guild minister or their designated (and registered with the Guild Minister) deputy. Registration is simple, see the document: Embellishers' Regional Guilds (regional_guild_guidelines.pdf) for more information.

When setting up challenges please check with the overall Guild Minister and/or Challenge Deputy first. Expert knowledge level challenges can only be done at Kingdom Events, with the challenger consulting the Guild Minister and Guild Challenge Deputy, beforehand. Any Working and Competency knowledge challenges can be run by a regional deputy at regional or local SCA sanctioned events or happenings. This can include Baronial socials or fight practices as well as actual 'events'.

Challenges should be open to any member of the Guild. Pre-registration for challenges (so evaluators can be found) is encouraged. In order to encourage this openness challenges must be announced and publicized through an SCA accepted medium (regional website, email list, newsletter, official facebook page or ideally several of these) at least two, and more ideally four, weeks before being held.

Challenges should run no more than 15 minutes a piece, roughly.

Each challenge should have a minimum of two evaluators. It's best if the usual total of three evaluators is available, but sometimes that's not possible.

Evaluators should meet the guild requirements. Remember that Laurels can evaluate even without being ranked in the Guild. From the guild information, policy and guidelines (rev 8 Mar 2017):

'Rank challenges may be evaluated by any combination of the following as long as there are a minimum of three (3) evaluators – or some cases at regional events two (2) evaluators will be accepted:

- Members in the Embellishers' Guild who have achieved a knowledge level (via undertaking their own challenges) in the embellishment form at least equal to that being challenged. If this is not possible then the members can be of the rank expected to be challenged or higher, with achieved knowledge levels in different, ideally related, forms.
- Laurels who have an understanding of the embellishment forms challenged.
- Any past or present guild minister of the Embellishers' Guild.
- Any person recommended by a Guild member and approved by the guild minister.

Rank challenges shall be open to anyone who has completed the requirements of the attempted rank or anyone who wishes to observe. Evaluators may confer in private regarding acceptability of each candidate.

Rank is not conferred until the guild minister has received the appropriate paperwork. The challenger will be notified of the official results by the guild minister. The results will also be available on the website soon after the challenge is completed and the appropriate paperwork is received.'

In order to facilitate the timely addition of information to the guild database, challenge paperwork should be turned into the overall guild minister and/or the guild webminister within a month of the regional challenges and/or meeting having been held. The paperwork can be delivered in person at an event or via mail, email, linked file from Facebook, etc.

Evaluation forms are available for download on the Guild Website.

Guild Guidelines are also available for download on the Guild Website.

Hints:

Sent limits on the challenge times. Start at a set time, finish near a set time. Make sure each challenger does not overrun her/his time. Remember that evaluators need 5 to 10 minutes to consult as well.

Do not allow people to just show up and challenge without consulting you first, unless you really have the time. This will make the challenges easier to run and easier on the evaluators.