

Ministry Project Judging Form

Empire of Chivalry and Steel, Inc. TM



Judging System

Each Area shown shall be judged for the event to determine if that item was accomplished in a better than average, average, or less than average fashion. If an item is determined to be "better than average", it receives a score of +1 or +2. An "average" item receives a score of 0 and a "less than average" item receives a score of -1 or -2. After all items have been scored, the resulting scores are totaled. If the score is positive (+4 or better) then that judge has 'passed' the event as a Ministry Project. If the score is 1, 0, or any negative number, then the judge has 'failed' the event. Two out of three judges must 'pass' the event by +4 for it to be entered in the Rolls as a successful Ministry Project

Feast Judging Areas

<i>Event Announcement</i>	<i>Site Preparation & Acquisition</i>	<i>Event Theme & Atmosphere</i>	<i>Activities for Populace Entertainment</i>	<i>Event Volunteer Coordination</i>	<i>Feast Preparation & Delivery</i>	<i>Event Cleanup and Accounting</i>	<i>Submission of Volunteer Ministry Points</i>	<i>Was the Event Fun</i>	<i>Total Score</i>

War Judging Areas

<i>Event Announcement</i>	<i>Site Preparation & Acquisition</i>	<i>Event Theme & Atmosphere</i>	<i>Activities for Populace Entertainment</i>	<i>Event Volunteer Coordination</i>	<i>Scenario Preparation & Execution</i>	<i>Event Cleanup and Accounting</i>	<i>Submission of Volunteer Ministry Points</i>	<i>Was the Event Fun</i>	<i>Total Score</i>

Event: _____ **Autocrat:** _____

Date: _____ **Judge:** _____