

## (THE THREE PILLARS COMPETITION)

### A SHORT HISTORY

In A.S. XXV (1990), for Egil's Tourney XVII, Master Gerek the Far-Seeing and Mistress Chimene de CinqTours designed the Ithrotir Competition to give our Norse population an opportunity to display the various skills that were appropriate for a well-rounded Norse man or woman. It included eight individual competitions: Fot (Costuming); Smid (Decorated Useful Object); Brugg (Brewing); Skaldspar (Poetry); Tafl (Board Games); Spojtsskot (Spear Throwing); Boggaskot (Bow Shooting); Glima (Wrestling)

Eighteen years later, in A.S. XL (2008), for Egil's Tourney XXXIV, Magistra Marian Staarveld and Magistra Raven qara Ton adapted the Ithrotir format to create the Three Pillars Competition which was designed to showcase the skills of the three pillars of the SCA: Service, Arts & Sciences, and Martial Arts. The overall winner would exemplify the well-rounded SCAdian.

### THE COMPETITIONS

This year we are offering the Three Pillars Competition with five competitions within each of the three pillars. There will be a Pillar Prize for the overall winner of each of the pillars: the Service Pillar, the A&S Pillar, and the Martial Pillar. And, of course, there is the Grand Championship Prize for the individual with the highest combined score from all 15 of the Three Pillar competitions:

#### Martial Pillar

- Heavy Combat
- Steel Combat
- Archery
- Thrown Weapons
- Norse Wrestling

#### Arts & Sciences Pillar

- Decorated Useful Object
- Costuming
- Bardic Arts
- Culinary Arts: Cooking or Brewing
- Scribal Arts

#### Service Pillar

- Service on the List Fields: marshal, list herald, water-bearer
- General Event Service: gate, town cry, go-fer
- Service for Parking
- Service in Trash Collection
- Service through Largesse Donation

### INDIVIDUAL COMPETITIONS IN THE MARTIAL PILLAR

**Heavy Combat: Holmgang, 1-3 pm Saturday.** Prize: a steel helmet

Face your opponent on the ice flow. Heavy combat, bring your best weapon style, within a marked ring on the ground. Stepping off of the marked ring results in death. Pushing is allowed, if initiated by the smaller of the two combatants. The winner will remain on the ice and face the next opponent, Bear Pit style. The vanquished will report the winners' number to the list keeper as they step off the list field.

Alternate events for NON-HEAVY CARDED individuals: Volunteering to marshal any heavy tourney will award you one point in this category.

**Steel Combat:** enter **ONE** of the steel weapons tournaments. If you enter both, the better score of the two will be entered for the 3 Pillars competition.

**Rapier Combat: Double-elimination Tourney, 3-5 pm Saturday.** Prize: large wooden chest

Alternate events for NON-RAPIER CARDED individuals: Volunteering to marshal any rapier tourney will award you one point in this category, or you may take a class designated to award a Rapier Martial point. Check class list for suitable classes.

**OR**

**Cut and Thrust Combat: Sword Master Tournament, 9-11:30 am Saturday, finals 4 pm Sunday.** Prize: mortuary blade from Castille Armory

Alternate events for NON-CUT AND THRUST CARDED individuals: Volunteering to marshal any cut and thrust tourney will award you one point in this category, or you may take the 14<sup>th</sup> Century Italian Longsword Techniques class, Sunday, 1-2 pm, on the list field. See class list for details.

**Archery: Grand Archery Tournament, 9:30 for 3P entrants, 10 for everyone else, on the Archery Range.** Prize: recurved horse style bow. Archers shoot at fun and challenging targets at varied distances to show their skills.

**Thrown Weapons Tourney: Axe, Knife, and Spear, 12:30-2:30 pm Sunday, Thrown Weapons range.** Prize: knock-down wooden bench

Prove your martial prowess from a distance! Competition will consist of ten throws of each weapon, in any order the thrower prefers. Warm up throws of each style are allowed. Scores from all three styles

will be totaled, and highest total wins. In the event of a draw for 1st place, a throw off of 3 throws per event will be conducted and added to each thrower's total. The throwers do not need to perform the

throw off at the same time. A draw for 2<sup>nd</sup> will result in 3 overall points awarded to each 2<sup>nd</sup> place

finisher, and no 3<sup>rd</sup> place overall points will be awarded. A draw for 3<sup>rd</sup> place will result in 2 overall

points awarded to each 3<sup>rd</sup> place finisher.

**Norse Wrestling, 2:30-3:30 Sunday, on the list fields.** Prize: period style fabric for garment trim  
The SCA version of a medieval Norse form of martial art, Norse wrestling is a crowd and competitor favorite. From a specified stance, the competitors attempt to force the other out of the ring or off of their feet. First to step out of the ring or touch the ground with anything other than the bottom of their feet is the loser. Separate men's, women's, and children's categories. Double elimination tourney format with a best of three final.

#### **Exceptions for martial events that require authorization:**

- If an entrant is authorized in a certain combat style, the only way to earn martial pillar points for that style is to participate in the designated event. For example, if you are authorized as a heavy fighter, you can only earn points for heavy fighting by fighting in the Holmgang.
- If an entrant is **not** authorized in a particular style, they may marshal that style OR take a class (if available) marked as giving points in that style, but not both.
- A Championship entrant who is **not** authorized in a particular combat style may volunteer to marshal any tourney of that style for one point in that martial event, in addition to having that time counted as martial volunteer hours.
- 14<sup>th</sup> Century Italian Longsword Techniques (Sun. 1-2 pm) offers a martial pillar point for Steel Combat. This point is only available to entrants **not** authorized in Steel Combat.

### **INDIVIDUAL COMPETITIONS IN THE ARTS & SCIENCES PILLAR**

**The intention of the Three Pillars Arts & Sciences competitions is that each entry into the**

**individual competitions must have been begun and completed between Egils 44 and Egils 45 (2018-2019), and not have been entered in a previous competition.** The only exception is the Bardic competition. However, the entry should not have won a prize in some other competition. For example your bardic performance may be a song written in AS 12. The decorated useful object that you won Alpine Scholar with five years ago is not a valid entry.

**Decorated Useful Object, judging 10:30 at the Reannag Teine booth on Merchants Row.**

Craftspeople, show off your most well made and beautiful creations. This is a very open class of A&S competition. Any object with a use other than aesthetics may be entered, provided it has an aesthetic element. A painting is not a suitable entry, as it is not “useful” in the spirit of this competition. An unadorned drinking horn is not a suitable entry, as it is not “decorated” in the spirit of this competition. A carved relief in a drinking horn or a beautifully painted box are valid entries. Entrants are encouraged to think outside the box of what makes a decorated useful object, and enter something the judges have never seen before. Entries may also be dropped off for judging without the participant present, but this may affect your final score. Items need to have been decorated since Egil’s Tourney 44 (2018). Extra points for documented period style, materials, and construction techniques.

**Costuming Competition, judging 12-2 pm Saturday, 3P judging pavilion on the list field**

Our clothing is a primary way in which we create a medieval environment. For the costuming competition, any garb made since last Egils is eligible for entry. You may enter a single item or an entire ensemble, but the authenticity and the quality of your work weigh more than sheer quantity. For best presentation, the person the garb is made for should be modeling it, though this is not strictly necessary. All levels of skill are welcome! Bring your handiwork to receive expert feedback, and who knows, you may be better than you think! Extra points for documented period style, fabric and construction techniques.

**Bardic Arts Competition, judging 2-3 pm Saturday, 3P judging pavilion on the list field**

Fill the air with song, story, and music! The performing arts enrich the experience of all present. We welcome a variety of performing arts: performances of period poetry, story, song, or instrumental music or a newly composed work in period style; filks; SCA song.

**Scribal Arts, judging 3-4 pm Saturday, 3 blue griffin pavilion in the A&S area**

Have you calligraphed and/or illuminated an award, painted a charter, created a written masterpiece? Bring your work together with documentation of the time, place, style and materials of your work, including references to similar examples.

**Culinary Arts Competition**

While we have four competitions that fall under this category, only two are an option for the A&S Pillar or the overall Three Pillar Championship: Cooking and Beer Brewing. Although you may enter both, only one competition, your higher score, will count toward the A&S Pillar or Overall competitions

**Cooking Competition, judging 11:30 am, 3P judging pavilion on the list field**

Our theme this year is The Spice Road. Present a dish you have prepared on site with written documentation as to what it is, its ingredients, how it was prepared, and where and when it would have been eaten on the spice road between China and Europe. Be prepared to offer the food to the judges. Extra points for creative presentations.

**Beer Brewing Competition, judging 3:30 pm Saturday, 3P judging pavilion**

This is for any beverage primarily brewed from water, yeast, sugar, and malted grains. Be prepared to offer the brew to the judges. Entries should have at a minimum a description of the style / variety of beer, ale, etc. and whether it is made in a period or modern way, to give the judges an idea of how to

evaluate it. The more period the beverage, the more points it is eligible for. Entrants are also encouraged to consider documentation and period presentation of their entries, for additional points.

There are two other, non-3 Pillars competitions: **Infused Cordials** and **Non-Beer** See information below under Other Competitions.

## INDIVIDUAL COMPETITIONS IN THE SERVICE PILLAR

### **Volunteer Hours: Service on the List Fields**

Many hands are needed to run the spectacle of our martial endeavors. Volunteer hours spent supporting the tourneys are counted as their own category. Each hour, rounded up, spent marshaling, water bearing, helping lists, or heralding a tourney shall be tallied on your passport and initialed by the person running that station.

### **Volunteer Hours: General Event Service**

Egils is a large event, and many diverse jobs need to be done. This category is a total of all hours, rounded up, spent assisting event staff with their jobs outside of martial events. The appropriate staff member can initial your tallies. Town cry, working at gate, acting as a go-fer for any staff member, helping with hydration and worker snacks are all examples of things that count for this category. Helping the Baroness carry things to her camp, performing your duties as a baronial officer, or helping Her Highness throughout the event are examples of hours that do not count.

### **Volunteer Hours: Parking**

Working in the parking lot can be a lonely job, so we seek to recognize those good gentles who toil away far from the fires of friends. Without an organized plan for parking, chaos would reign in the dragons' den and nobody would be able to come or go! Hours spent assisting in parking, rounded up, shall be tallied in your passport and initialed by a parking staff member.

### **Trash Collection**

One of the most straightforward events of the three pillars. Just like our medieval counterparts, we generate a great deal of waste. In an effort to keep our site presentable and comfortable, collect as much garbage as possible during the event. Each reasonably sized bag of trash will count as one tally in your passport, unless it is particularly large, in which case it may count as two. If it's hard to carry in one hand, it's probably two! Bags should be shown to event staff at the 3 Pillars booth on your way to the dumpster, and the staff member will initial your tallies in your passport.

### **Largesse Donation**

The wealth of our lands is measured by the generosity of our hearts. Donate largesse to the Baron and Baroness so that they may make gifts to visiting royals and dignitaries. Quality, uniqueness, and usefulness will all be considered in the judging of the entries. The items entered into this competition will be on display for the populace to judge. **Bring your entries to the 3 blue griffin pavilion in the A&S area from 9-10 am Saturday. They will be displayed from 10 am to 2 pm for a vote by the populace.**

## General Rules for the Three Pillars Championship

### **Entering**

You do not need to be competing for one of the three Pillar prizes or the overall Three Pillars prize to enter any of the individual Three Pillars competitions. You can enter five competitions in a given Pillar to try to win that Pillar prize. Or you can enter as many of the 15 competitions as possible to try to win

the overall Three Pillars Championship. Sign up for individual competitions, the three separate Pillar prizes, and the Three Pillars overall Championship will occur on site starting Friday 4-8 pm and continuing Saturday morning, 8-10 pm.

## Event Timing

**You must show up on time for an event's judging time.** Our judges' time is extremely valuable and is to be respected. Entrants shall be present at the beginning of that time and form a line, to be evaluated in that order. We realize that there are a lot of things to do during Egils for the Championship competitors, and time management is one of those things! Extenuating circumstances may arise which may be granted exceptions, but "I had to do (other event)" is not one of them. Entrants in the Championships, please politely let your judges know if you need to hurry to another judging session. Championship entrants may be moved to the front of the line for judging, shooting, throwing, etc. but it is at the discretion of the judge.

## Scoring

Each of the 15 individual Three Pillars competitions will be scored in the method described for that competition. **Prizes for each individual Competition will be awarded to the 1<sup>st</sup> place entrant for that individual competition.**

Championship competitors will be judged along with all entries in each Individual Competition but will receive separate ranking for Championship points in each event entered. Points are assigned as follows: 1<sup>st</sup> place earns 5 points; 2<sup>nd</sup> place earns 3 points; 3<sup>rd</sup> place earns 2 points; and 4<sup>th</sup> place or lower will earn 1 point. If you sign up but do not participate, no points will be awarded. (If you came in 8<sup>th</sup> overall in Archery but were the top scoring Championship participant, you would earn 5 points.)

**Ties in non-martial events:** Judges are discouraged from allowing ties. If there is an initial tie on the official score sheets, judges are to discuss the merits of the tied entries and break the tie.

The competitions are **open to all skill levels**, from beginner to expert, and everyone is encouraged to enter as many events as possible. Children are particularly encouraged to enter individual events, and if there are enough youth entries in an event, the judges will judge the children separately. In either case, age will be taken into consideration in judging. Also, reasonable amounts of assistance from parents/adults is acceptable for children's' entries.

**Event staff and SCA office holders may not use their official duties as scoring entries in Three Pillars.** That is, the Baronial Marshal may not list time spent marshalling as volunteer time. Officers and staff are still encouraged to enter competitions in areas they are not overseeing, and hours spent outside of their appointed duties may be counted. Obviously, judges are not allowed to enter events they are judging.

## Judging Criteria

Drafts of the judging forms for the Three Pillars competitions are available at the Three Pillars pavilion. We also encourage you to look at the Kingdom judging forms for Kingdom A&S Competitions, available at

[http://antirarts.com/forms/judging-forms/?fbclid=IwAR3Pf6cc\\_P4iafEWF1ajrX341tdpgRnVazABsdJAFTWSrhkdw4k-DUSNek](http://antirarts.com/forms/judging-forms/?fbclid=IwAR3Pf6cc_P4iafEWF1ajrX341tdpgRnVazABsdJAFTWSrhkdw4k-DUSNek)

While these are more detailed forms than our judges will be using, they are well written judging forms that can act as guides for your preparation for a competition.

# Other Competitions at Egil's Tourney

Please sign up for these competitions on Friday, 4-8 pm or Saturday, 10 am to 3 pm at the Three Pillars pavilion.

**Brewing - Non-Beer** (non-3 Pillars), judging 3:30 pm Saturday, judging pavilion.

This competition is for fermented alcoholic beverages not made from malted grains: you can enter meads, wines, and any other period fermented beverages, alcoholic or non-alcoholic.

**Infused Cordials** (non-3 Pillars), judging 3:30 pm Saturday, judging pavilion.

This is a contest for the best tasting infused-alcohol cordial.

**Pies Bardic** (non-3 Pillars), no prior sign up needed

This light-hearted bardic contest takes place Saturday evening at 9 pm under Big Green on the list field. Compete for prize pies and have a good time.

**Period Encampment** (non-3 Pillars)

Have you striven to create a period looking encampment, with a pavilion and furnishings that reflect a single time and place? The judges will visit your encampment between 10:30 am and noon Sunday. Please provide a short explanation of the time / place of your encampment, with references to period examples that inspired you.

**Heraldic Display Competition** (non-3 Pillars), judging 2-3 pm Sunday, judging pavilion

Have you used your heraldry in creative ways to mark your possessions or identify yourself or your encampment? Heraldry can appear in many places: shields, banners, clothing, possessions. Please provide a short explanation of the time / place and style of your work, with references to similar period examples.

See the Martial, Archery, and Thrown Weapons activities in the site book for other competitions in these areas.