

Three Pillars Competition

Organized by Sergeant Lucius von Bamberg

Concept of the Three Pillars Competition

The Egil's Three Pillars competition is a multi-event competition intended to showcase the three pillars of the Society: Service, Arts & Sciences, and Martial Endeavors. The competition is designed to reward the most well rounded entrants. Everyone is encouraged to enter as many events as possible! The competitions are open to all skill levels, from beginner to expert, and due to the nature of the overall competition, anyone can take away great prizes and wonderful feedback from judges who are experts in their fields. We will post information later about ways for children to participate too.

Since its' beginnings as Ithrotir, the Three Pillars Competition has been intended to showcase the best of our medieval experience and enrich the event for all those present. This is the year to add your works to the pantheon of artisans, service masters, and fighters!

General Rules

Event Entries

Entrants into the Three Pillars Overall competition may enter as many individual events as they like, the more the better! You must participate in a minimum of two events from each pillar to be considered for the Overall Competition. Anyone is welcome to enter any individual event without entering the Overall Competition. Overall competitors will be judged along with all entries in each event and receive Overall points in accordance with their rank in the individual event. Due to time constraints, Overall entrants may be pushed to the front of the line for judging, shooting, throwing, etc.

The intention of the three pillars competition is that each entry into the individual events must have been begun and completed between Egils 42 and Egils 43, and has not been entered in a previous competition. Certain exceptions exist. For example your bardic performance may be a song written in AS 12, or your heraldic display may consist of banners you've flown for many years. The decorated useful object that you won Alpine Scholar with five years ago is not a valid entry. Questions on this may be directed to Lucius von Bamberg.

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, and hours spent outside of their appointed duties may be counted. Obviously, judges are not allowed to enter events they are judging.

Event Timing

Our judges' time is extremely valuable and is to be respected. All entrants should also be held equally to the same time constraints. Therefore, a shorter time will be allotted on the schedule for judging than has been seen in recent years. 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 Three Pillars overall 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.

Scoring

Each of the three pillars is represented by 7 events. Each event will be scored in the method described for that event, and finishers in 1st, 2nd, and 3rd place will be identified. Overall points will be assigned as follows: 1st place earns 5 points, 2nd place earns 3 points, 3rd place earns 2 points, and 4th place or lower will earn 1 point. If you sign up but do not participate, no points will be awarded.

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

Exception for martial events that require authorization: An overall 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. Certain classes may be marked as awarding a martial pillar point for a particular combat style. This point is only available to entrants not authorized in that combat style. 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. If an entrant is not authorized in a particular style, they may marshal that style OR take a class marked as giving points in that style, but not both. Exceptions may be granted for medical reasons; contact Lucius von Bamberg with questions.

Three Pillars Events

Overall Prize: Complete Norse A-Frame Tent. Woodwork hand-carved and donated by Sir Gabriel Luvdey. Panther Pavilion canvas donated by HL Ayla Roth.

MARTIAL PILLAR

Pillar prize: Mantle , sewn and donated by Baroness Morrghan O'Siodhachain and HL Ayla Roth

Heavy Combat: Holmgang

Bring your best weapon style to face your opponent on the ice flow of honor! This is heavy combat 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 ice. Prize: 5 yards hand woven trim – Made and donated by Baroness Ainslee Goldhear

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

Rapier Combat: TBD

Tourney format TBD

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. Prize: Hand-made and embroidered gloves, made and donated by HL Ayla Roth

Cut and Thrust Combat: TBD

Tourney format TBD

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 a class designated to award a Cut and Thrust Martial point. Check class list for suitable classes. Prize to be determined, donated by Capitan Juan

Archery: TBD

Archery format and prize TBD

Thrown Weapons: Axe, Knife, and Spear

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 weapon 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 2nd will result in 3 overall points awarded to each 2nd place finisher, and no 3rd place overall points will be awarded. A draw for 3rd place will result in 2 overall points awarded to each 3rd place finisher. Prize: Large jeweled pendant, donated by HL Ayla Roth.

Thrown Weapons: Atl atl and Darts

When accuracy counts, can your barony count on you? Prove it on the atl atl and darts ranges! 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 both events 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 2nd will result in 3 overall points awarded to each 2nd place finisher, and no 3rd place overall points will be awarded. A draw for 3rd place will result in 2 overall points awarded to each 3rd

place finisher. Prize: Hand carved decorative score keeper, made and donated by Lucius von Bamberg

ARTS AND SCIENCES PILLAR

Pillar prize: Hand made portable desk , made and donated by Visc. Tryggr Tyresson, and iron gall ink and hand-made parchment – Made and donated by Master David de Rosier-Blanc.

Decorated Useful Object

Craftspeople, show off your trade! Bring your best made and most beautiful creations to add to the panoply of artisanship that is the Decorated Useful Object competition! 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. Prize: **Embroidered Satchel by Tola Siamestrti**

Brewing: Beer

This category of brewing is for any beverage primarily brewed from water, yeast, sugar, and grains. Entries should have at a minimum a description of the style/variety of beer and whether it is made in a period or modern style, to give the judges an idea on how to evaluate it. The more period the beer, the more points it is eligible for. Entrants are also encouraged to consider period presentation of their entries, for additional points. Prize: Hand blown glass Birka style cup , made by Ælgifu verch Morgan/Vandy Hall.

Brewing: Non-Beer

This brewing category is for all other beverage types. Meads, cordials, wines, and any other beverages should be entered in this category. Entries should have at a minimum a description of the style/variety of beverage and whether it is made in a period or modern style, to give the judges an idea on how to evaluate it. The more period the beverage, the more points it is eligible for. Entrants are also encouraged to consider period presentation of their entries, for additional points. Prize: Hand blown glass Birka style cup , made by Ælgifu verch Morgan/Vandy Hall.

Costuming Competition

The art of the cloth is a primary way in which we present a medieval environment. Well made garb should be displayed proudly for all to see, and craftsmanship should be rewarded! For the costuming competition, any garb made since last Egils is eligible for entry. 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! Machine sewn? No problem! Modern fabrics? We love ‘em! Bring your handiwork to receive expert feedback, and who knows, you may be better than you think! Complete and Period Fiber Arts Kit , made and donated by House Capuchin and HL Ayla Roth.

Bardic Competition

Fill the air with song and story, music and dance! The performing arts enrich the experience of all present. Any form of performing art is welcome, original works, filks, SCA songs, bring your best most spirited performance! Prize: Hand Bound Book and Embroidered Satchel, made and donated by Tola Siamestri

Heraldic Display

Fly your banners high, display your colors with pride, brag of your achievements without saying a word! Pageantry and heraldry coloring the entirety of a site brings joy and pride to the hearts of the populace. Entrants are encouraged to find new and unique ways to display their device, badge, colors, or awards. Heraldry made for someone else may be entered by the person who made it, including regalia. Prize: 5 yards white silk habotai

Voyage Cooking

A triumphant return of a favorite event from a long journey at sea! Draw from a bag a ship type, and take a bag of ingredients that would be found on that ship during that time period. You will have three hours to prepare a meal for the crew from those ingredients, plus one item from your own kitchen, and one spice from your own pantry. Ships may trade for ONE item from another ship if they wish. It is not necessary to use all items, though it is encouraged. Presentation should be considered for your completed dish. Prize: Period spice rack, made and donated by HL Seamus O'Callaigh

SERVICE PILLAR

Pillar Prize: Large hand-made camp kitchen hut, Made by HL Taran MacAnghus

Volunteer Hours: Pre-Event

A great deal of work goes into preparing Lynx Hollow Park to host Egils every year. This category will be a tally of hours spent working on site before the event, as well as any other pre-event volunteer time. Set up crew, thingmakers working on site tokens, work party day, and loading the baronial trailer from the storage unit are all examples of valid hours, as long as it is not part of your Baronial officer duties. Tallies on your passport can be initialed by appropriate staff members. Prize: Hand Carved Combs, made and donated by Lucius von Bamberg

Volunteer Hours: Martial & Waterbearing

Many hands are needed to run the spectacle that is our martial endeavors. This year, 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. Prize: Steel Straight Razor, made by Master Grendel von der Hugen

Volunteer Hours: Non-Martial

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 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. Prize: Pitcher and Basin, made by Reannag Tiene

Volunteer Hours: Parking

Working in the parking lot is a thankless 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 staff member. Prize: Viking personal care multi-too, made by Master Grendel von der Hugen.

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, a challenge is set forth to 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 enroute to the dumpster, and the staff member will initial your tallies in your passport. Prize: Work table , made by HL Godwyn Reynard.

Period Encampment

Along with heraldic display, presenting a medieval atmosphere in one's camp enriches the experience for all. Showcase your pavilion, kitchen, furniture. Any and all period style homestead items are welcome to enter. Please list the location and description of your camp on the entry sheet. If the judges can't find you, you can't earn any points! Prize: Period personal hygiene soaps, salves, goops, jams, jellies, etc ., made and donated by HL Seamus O'Callaigh

Largesse Donation

The wealth of our lands is matched by the generosity of our hearts. Let this balance show by donating Largesse to the Barony that they may gift to visiting royals and dignitaries. Quantity, quality, uniqueness, and usefulness will all be considered in the judging of this event. Prize: Vanity table , made by HL Godwyn Reynard

for decorated useful object, costuming, cooking, brewing, period campsite, bardic presentation, heraldic display, volunteer service and largesse, and participation in or learning about the martial arts.