

The Facilities

- Doors will be locked* at 10pm
- You must bring everything that you need – no last minute runs to Joann's or deliveries. Trading or borrowing of supplies between teams is allowed.
- Nothing may be placed, taped, or put on the walls – if it needs to even lean against a wall, please bring something to protect and cushion the wall surface.
- Unlimited number of electrical appliances allowed, but power may be restricted
- Many power strips will be available, but bring your own if you like.
- Regular tables (2 - 8' tables) and chairs are available. If you are in need of a special type of chair, please bring it with you.
- **You are responsible for cleaning up your own area.** Please do not leave pins on the floor.
- **Please bring a broom & dustpan for your area.**
- Please bring **bedding if you intend to sleep** during the night.
- No dogs, except service dogs, allowed in the buildings.
- Due to the ever changing nature of the Covid landscape participants will be allowed to travel off site to rest, no projects may leave site and no supplies may be brought in.

Special Safety Note

- Processes that require flame or heat, generate fumes, or consume more electricity than an iron must be cleared with the autocrats ***before*** the event and may be permitted only outside the building.

Role of the Laurel

- We encourage Laurels to attend as participants or team sponsors.
- Laurels may make themselves available for at-large consulting to teams for limited periods.
- Costuming, Textile or 'ringer' Laurels (you know who you are, you multitalented people!) count as two people on Advanced and Master Teams.

The Scope of the Project

- Garb must be made for a specific person - the model
- Garb is top to toe, from the skin out
- Includes underwear, corsets, hoops & bum rolls, hats, shoes, pouches, etc. (which may be made in advance)

The Team

- There is no team limit – pre-registration highly recommended –
- Maximum number of team members is 6
- Costuming/Textile Laurels count as two people on Advanced and Master Teams.
- If the model assists team, they must be counted as a team member
- Models do not have to be part of the team and counted in the maximum number.
- No age limits, either end, for team members. In some cases children or young teens may be counted as half a person. Please contact the autocrats in advance if you wish your team to include children.

- Waiting List Rules, if they are necessary (we do not expect them to be needed at the new site)
- Registered teams will be given the autocrat's cell phone number for emergency contact or you may let us know in advance if your travel plans make it impossible for you to be there by the 10 PM starting time
- If there is a waiting list of teams **and** if no one from a team is there by 10 PM **and** you have not told us you will be delayed - - your team's spot will be given to a team on the waiting list.
- Waiting list teams: don't panic, There are usually last minute cancellations.

Fabric

- Flat and Unmarked, may be prewashed or sized.
- Fabric may be block printed ahead of time.

Accessories Rules

Fabric accessories

- Accessories made from fabric, especially at the advanced or master levels, should be made on site.
- **Special cases:**
 - Reminder! Corsets, hoops, and other period underpinnings may be made in advance. No penalty for making them in advance at any level.
 - Gloves - May be made/purchased in advance, but must be embellished on site
 - Socks - commercial is acceptable, or may be made in advance

Non-fabric accessories:

- Accessories not made of fabric may be done in advance (Shoes, buckles, buttons, purse hardware, belts, etc.) or purchased.
- Processes that require flame or heat, generate fumes, or consume more electricity than an iron must be cleared with the autocrats **before** the event and will be permitted only outside the building. Or they may be done in advance without penalty.

See the class specific rules for more information.

Judging Show

Each team will present their final outfit to the judges and populace on stage at the end of the day. You will be expected to show all layers in as expeditious and succinct a manner as possible. Additional presentations are welcome but will be done while judges are sequestered after the show.

Reminder!

- * All teams and team members will be out front to be able to watch the fashion show: meaning no one will be lined up in the back and not be able to see all the other outfits that were made.
- * There will be a time limit of **10 minutes** for explanations per team if we have a lot of teams participating. If we have a small number of teams then more time will be allotted.
- *Not only will the Judges be able to ask questions of the team while they are explaining their

outfits, but people from the audience will be allowed to ask questions too.

How We Will Choose the Golden Seamstress Team

Award Categories

Early period - 600 to 1100

(i.e.: Byzantine, Saxon, Viking)

Middle period - 1100 to 1450

(i.e.: Burgundian, Houppelandes, Cotehardies)

Late period - 1450 to 1600

(i.e.: Renaissance, Tudor, Elizabethan)

Any other category will be judged separately if there are at least 3 entries: non-European - i.e. Middle Eastern, Oriental - or horse bardings (horse need not be present!), armor, etc.

If there is only one Master Class entry, A&S rules will apply.

Questions on judging should be directed to: [Duchess Rebekah](#)

Judging Guidelines - see Judging Explained for details

1 - 20 points per category

- [Materials/Fabric](#) (changed 2013)
- [Fit](#)
- [Scope](#)
- [Workmanship](#)
- [Completeness](#)

Special points:

- 1 - 25 - [Inspiration & vindication](#) of how/why you did what you did, written or oral (should be done in advance)
- 1 - 25 - [Accessories](#) made on site
- 1 - 50 - [General WOW! factor](#) of what you tried to accomplish
- 5 - Whole team in garb for entire event

Total possible points 205

Additional Awards:

- [Baronesses' Choice](#)