

# Ministry Project Judging Form

Empire of Chivalry and Steel, Inc. <sup>TM</sup>



## 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 +3 to 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

## Leadership Judging Areas

Length of Service (minimum of 6 months)	Event Attendance	Did the appointed officers fulfill their duties?	Communication with Superior Officer/Ruling Noble	Was the Position turned over to the successor in Good Condition?	Level of Effort required for Position considering size of territory and required activities.	Overall Job Performance	Total Score

**Event:** \_\_\_\_\_ **Autocrat:** \_\_\_\_\_

**Date:** \_\_\_\_\_ **Judge:** \_\_\_\_\_