

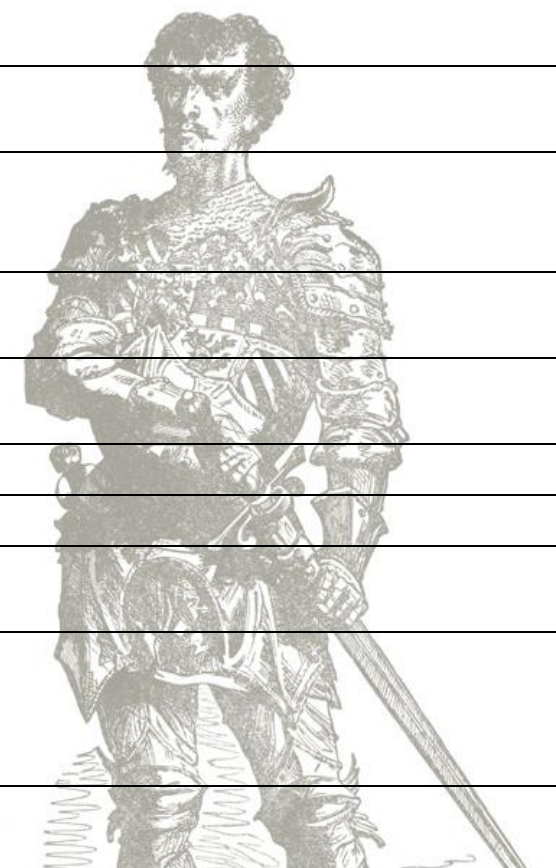
# *Sport of Kings Grand Champion*

## *Prowess*

*The Grand Championship is to encourage the concept of the Ideal Noble Warrior. To gain Prowess, victory alone is not enough: respect, control, restraint, adaptability and showmanship are all of value. Every moment a fighter is on the list field, their actions matter. Exalted is the warrior who can triumph even under difficult conditions, who gives their opponent every opportunity to compete, who accepts no unearned advantage or misjudgment on their opponent's part.*

**Entrant Name:**

Judges Name:

	<b>Judges Notes</b>
General respect to their consort, the officials, the Thrones, the gallery and opponent.	
Controlled temperament throughout their time on the field.	
Words when spoken are spoken at appropriate times: For example, not calling for holds or expecting combat to stop to discuss exchanges.	
The ability to decide the blow received should be taken without discussion.	
Unwillingness to let their opponent count a blow which one knows was thrown poorly.	
Ferocity with control.	
A pleasing aesthetic to their fighting style.	
Adaptability: Fighting with different weapons and against a variety of opponent styles.	
Good showmanship: playing to the crowd with restraint. Those who play the clown, and do so at length, show little respect even if well received by the crowd.	
Other acts the judges find pleasing or displeasing that are otherwise not covered.	

**Scoring:** If an entrant exemplifies virtues of prowess, add points to their score, if they wrong these virtues, subtract points from their score. The final score should range from 0 to 10.

**Final Score:** \_\_\_\_\_