

The
Ancient and Venerable
ORDER
OF
BREWER
WIPERS
And
HEAD BAKERS
of the East Kingdom

*Containing all the Necessary and Regular
Instructions, Procedures, and General Advise
for the Conduction of the Business and Practices related to
the Craft of the Brewer, the Wintner, the Baitster, the Patzer,
and various and sundry other items of note to such people as would take an interest in such writings*

East Kingdom Brewers Guild Handbook 2017

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I. Background

A. Official Name of the Guild:

The Ancient and Venerable Order of Brewers, Vintners and Mead makers of the East Kingdom

Arms: Per pale azure and argent, to dexter a beehive between three honeybees volant proper, and to sinister a bunch of grapes azure, slipped and leaved Or, on a chief argent, a tyger passant azure

B. Web Address: <http://ekbg.eastkingdom.org/>

C. Official Charter:

There being no organization in the Kingdom of the East devoted to the advancement of the art and science of producing medieval drinkables, we petition the Crown of the East to charter an East Kingdom Brewers Guild.

Our craft to be defined as the brewing, vintrning, distilling, and compounding of period alcoholic drinkables. Our guild exists to teach the craft, to spread camaraderie, inspiration, and thus information, and to aid in the

judging and acknowledgment of those in the craft. Our Aims

are:

To bind our members with a tie of true and lasting friendship.

To strive for the advancement of our craft as both a science and as an art.

To aid our members by every honorable means in the attainment of their ambitions in our craft throughout their mortal lives.

To serve the Kingdom and its members as it can in competitions and education. The guild is to be

governed by the Guildmaster and guild [bylaws](#).

Thus we ask Their Most Royal Highnesses, Ronald and Bronwyn to approve and bless our humble guild. This at the Schola in Summer, held in the Barony of Settmour Swamp on the 26th of July, A.S. XXI. (1985)

Bylaws

1.As we are all brewers, we should strive to produce high quality products first and foremost.

2.As we are historians, we should endeavor to recreate authentic beverages of the Middle Ages based on our mutual and singular research and understanding of our craft and the Middle Ages.

3.As we are law-abiding citizens, we should keep it legal in all aspects from production to consumption. As we are volunteers, none of the first three points should be allowed to dominate to the point of causing problems within our guild

D. SCA Policy on alcohol:

SCA, INC--As per SCA Policy, it is prohibited to use any SCA funds for the purchase of alcohol; this includes the USA and Canada.

This includes the following:

1. For use as Prizes in tournaments or raffles
2. As gifts
3. For re-sale at Taverns, Bar's or Inn's
4. Or given away at a Tavern, Bar or Inn

Any donated alcoholic item for any of the above reasons is also prohibited. SCA Funds are permitted for the following:

Alcohol purchased for use in cooking.

The purchase of equipment / ingredients by Guilds for the study and recreation of alcoholic recipes, as long as it does not fall under one of the four reasons listed above.

Failure to adhere to this policy will cause the SCA Insurance Policy to become null and void at an event. This only applies to the USA and all its territories.

E. Restrictions as per SCA Insurance Policy:

It is prohibited under the Insurance Policy for the SCA to participate in any of the following:

1. The Manufacturing of Alcohol
2. The Distribution of Alcohol
3. The Selling of Alcohol
4. The Serving of Alcohol
5. The Furnishing of Alcohol

The Manufacturing of alcohol for an A&S Competition is permitted as long as the following applies:

- A. No SCA Funds were used
- B. The competition is being judged by persons qualified in that field
- C. Competition is held in a controlled area
- D. Always, Modern Laws apply regarding minors with alcohol.

II. Guild Structure

The Guild is comprised of a Guildmaster/mistress, their deputy(ies), regional Wardens, and ranked Guild members.

A. Officers of the Guild and responsibilities:

A member may hold any office regardless of their rank in the Guild.

Guild Master/Mistress: the Guild administrator. Duties include but are not limited to the maintenance of a members list, which denotes member ranking and progress; organizing Brewing U and brewing tracks at other universities/scholas; coordinate panels and other Guild activities; generally advocate for and be a leader to all brewers in the Kingdom. Guildmasters/mistresses are also responsible for selecting and training their successor.

Deputy Guild Masters/Mistress: assist the Guild Master/Mistress to ensure that the members' files are current and complete for the region of the Kingdom they represent. Deputies are responsible for coordination of local teaching and brewing tastings/contests. Deputies must be ready to assume the role of Guildmaster if it is required.

Regional Warden: responsible for a geographical area as defined by the SCA. This is an administrative position which is responsible for reporting on workshops/meetings of that area. The regions are: Southern, Central, Northern, Tir Mara

B. Member Ranks and Badges (in ascending rank order):

Membership in the Guild is open to any person or persons who wish to be a part of the Guild.

A member may wear the badge appropriate to their rank, and may place the badge appropriate to their rank on items they craft.

The requirements to achieve each rank, and the benefits and expected responsibilities of each rank, may be found in Appendix A.

Member	<i>A goute between three barley stalks in triangle Or on a field of Sable</i>
Brewer	<i>A goute between three barley stalks in triangle Or on a field of Gules</i>
Journeyman	<i>A goute between three barley stalks in triangle Or on a field of Azure</i>
Craftsman	<i>A goute between three barley stalks in triangle Or on a field of Azure with a bordure argent</i>
Master	<i>A goute between three barley stalks in triangle Or on a field of Vert</i>
Grandmaster	<i>A goute between three barley stalks in triangle Or on a field of Vert with a bordure Or</i>
Guild Master	<i>A goute between three barley stalks in triangle Or on a field of Purple</i>

III. Guild Activities

The Guild conducts Panels, which provide feedback to brewers and evaluate brewers for rank advancement; holds Competitions, which give brewers a chance to test their research and mettle against one another; teaches Classes, which are the vehicle through which we spread knowledge among ourselves and to anyone interested; and periodically holds a University (typically called EK Brew U), which is an event or gathering at an event where Guild activities are held and where Guild business is conducted.

A. Panels

Panels are a tool that enable the Guild to provide concrete, structured, rated feedback to brewers who wish to improve their process. The aim is for more experienced and/or knowledgeable brewers to “share the wealth” and help developing brewers along their path. The goal of the Guild is to help brewers produce high-quality, repeatable, well-researched, well-documented, and authentic beverages. Paneling is entirely voluntary, and no member should be made to feel that they **must** panel in order to be a part of the Guild.

Paneling well enough will enable a member to qualify for higher ranking in the Guild. Rank in the Guild does not confer any particular authority in the SCA, but higher-ranking Guild members are generally more knowledgeable about their craft (identifying them as good resources from which to learn), and higher-ranking members are permitted (and encouraged) to conduct their own panelings and competitions to continue spreading knowledge of the craft to all corners of the Society.

i. Requirements for Conducting a Panel

- a.** A Panel shall consist of 3 (or more) Judges and 1 Panelist whose work will be evaluated by the judges.
 - b.** All Judges on any Panel shall be Certified by the requirements described in III.A.iv. In addition, one judge on the panel shall exceed the rank of the Panelist.
 - c.** Other members may sit in on and observe the Panel for the purpose of learning. Any scoring or evaluation made by an observer is not counted as part of the official evaluation, but is a generally encouraged practice.
 - d.** Panels shall be held at officially-sanctioned SCA functions. Panels shall be held in a controlled area where it is legal and permissible to consume alcohol (if the entry is alcoholic).
 - e.** A Panelist shall submit at least 1 entry consisting of an item with supporting documentation. A Panelist may have multiple items evaluated by the same group of Judges, but Panelists and Judges should be mindful of time constraints and other Panelists who wish feedback. Each item shall be evaluated separately.
 - f.** All entries submitted by a Panelist shall be placed in one of the Divisions. An entry that fits more than one Division may be considered for any **one** appropriate Division, but not all.
 - g.** Documentation shall at a minimum consist of an ingredients list (if the entry is potable). Documentation should be no longer than 2 pages, excluding bibliography, appendixes, and copy of period example.
 - h.** Each set of Judges shall be supplied with sufficient Panel scoresheets and rubrics.
 - i.** Each Judge shall evaluate the work of the Panelist, which may include reviewing documentation, questioning the Panelist, and conferring with other Judges. Each Judge shall render a score in each category based on the evaluation rubric (see Appendix B). The final score for the entry shall be the average of all Judge's scores.
 - j.** The results of any Panel shall be submitted to the Guildmaster, who shall file them appropriately.
 - k.** No Panelist shall submit, nor shall any Judge evaluate, any illicit alcoholic beverage as defined by the United States Tax and Trade Bureau (TTB) or other relevant authority.
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ii. Entry Divisions.

a. The following Divisions are established by the Guild:

- Division 1:** Ales, Beer, Braggot, Lambic, Stout
- Division 2:** Mead, Hydromel, Melomel, Methglins
- Division 3:** Cider, Cyser, Perry, Pymment
- Division 4:** Wines, Hypocrats, Fortified
- Division 5:** Liqueurs, Cordials and Medicinal brews, Distillation (if legally permitted)
- Division 6:** Non-alcoholic beverages & other unique beverages (kefir, kumis, kvass)

b. Any beverage can be placed in an alternative/different division than listed, if the brewer can provide a compelling reason for the inclusion in that division. However if a beverage category can be placed in more than one division, the brewer must announce intent on which division the beverage should be evaluated and recorded. This will apply when determining rank achievements.

c. When appropriate or necessary, additional Divisions may be established, or existing Divisions may be revised.

iii. Attaining a New Rank

a. A Guild member may ask the Guildmaster to be a Candidate for a higher rank when they have cumulatively achieved the requirements of that Rank. See Appendix A for Rank requirements and descriptions.

b. A Candidate shall be endorsed by a Sponsor of at least Journeyman rank. The Sponsor shall be of the rank the Candidate desires to attain, or higher.

c. The Sponsor is responsible for assessing a candidate's worthiness, based on the criteria in Appendix A. If the Sponsor believes the candidate has the qualities required, the Sponsor shall compose a written endorsement and send it to the Guildmaster.

d. The Guildmaster shall review the Candidate's work and the endorsement, and makes the final decision as to whether or not the Candidate is to be granted the new Rank.

e. If the Guildmaster approves the new Rank, that Candidate is granted that rank immediately, and is granted any privilege associated with that Rank.

f. If the Guildmaster *does not* approve the new Rank, they shall provide written rationale outlining the reason(s) to the Candidate.

iv. Certification of Judges

a. All guild members of Grandmaster rank, the Guildmaster, and all Wardens are considered to be Certified.

b. Any other member who has paneled at least 6 items may become Certified by:

1. Observing, "shadowing," or participating in at least 3 Panels
2. Attending a judge education session

c. All Certified judges shall engage in continuing education in order to maintain their Certification. At a minimum, a Certified judge shall:

1. Judge on at least one Panel per year
2. Attend at least one judge education session a year

d. A judge education session shall at a minimum consist of a single group of 4 or more students evaluating a single beverage as a group.

e. The Guildmaster may, upon receipt of a written request and justification from any Certified judge, waive the requirements of Certification for that judge if the Guildmaster deems them competent.

B. Competitions

Competitions can focus on or provide challenges relevant to any aspect of brewing; in general, competitions tend to be more focused on making a palatable historically-inspired product than they are on replicating a beverage authentically. Competitions provide brewers an avenue to take their knowledge about period process and practice (tested and developed by Panels, in a perfect world) and apply them to a broader audience. Panels focus on *internal development* of the brewer; Competitions focus on *external application* of the brewer.

Competitions endorsed by the EKBG are those judged according to EKBG standards, or other formats that the Guildmaster has expressly endorsed. Members may use any format as they deem appropriate, provided said format still adheres to these requirements. Divisions are as established in III.A.ii.a.

i. Requirements for Conducting a Competition

- a. Any member of rank in the Guild may organize and sponsor a Competition. The organizer is responsible for finding an event to host a Competition, designing the specific rules of the competition, publicizing the rules ahead of time, and ensuring the competition runs smoothly.
- b. Competitions shall be scored using the official Guild scoresheet and evaluation criteria (Appendix C). Modifications to the default criteria can be permitted, but must be approved by the Guildmaster prior to publicizing the Competition.
- c. Competitors shall provide, at a minimum, a list of ingredients.
- d. Victors may be declared by category, as an overall winner, or in any other way deemed suitable by the organizer. Prizes are encouraged but not required.
- e. Scores shall be submitted to the Guildmaster and/or Regional Warden as soon as is practical after the end of the competition.
- f. No competitor shall submit, nor shall any judge evaluate, any illicit alcoholic beverage as defined by the United States Tax and Trade Bureau (TTB) or other relevant authority.
- g. If documentation is supplied, it should not exceed 1 page in total length.

ii. Competition Scores

- a. The Guildmaster may, as they deem appropriate, allow the substitution of Competition scores in place of Panel scores. Such substitution is entirely at the discretion of the Guildmaster.

C. Education

Be it a hands-on workshop, a demonstration, or a conventional class, the East Kingdom Brewers Guild encourages Education on a variety of brewing topics. Members can teach however they wish, but must always represent themselves and the Guild well.

i. Requirements for Teaching a Class or Other Educational Activity

- a. The Guild places **NO RESTRICTIONS** on who may run an educational activity, beyond any restrictions set forth by the SCA, its subsidiaries, or any SCA event.
- b. Guild members shall always endeavor to be accurate and honest in the information they teach, and to comport themselves courteously in teaching.

ii. Roundtables

- a. Roundtables are informal gatherings where brewers share beverages and “talk shop” in order to learn from each other.
 - b. Any member of the East Kingdom Brewers’ Guild may organize and run a roundtable at any official SCA function.
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IV. Resources for Brewers

A. Beverage Descriptions:

Mead - Mead is a honey-based fermented beverage (Honey wine) that has been produced and enjoyed since before recorded history. Traditional mead is simply honey, water, and yeast. The term must is the unfermented mix of honey, water and other ingredients. Aging is required this ageing allows the mead to clear and develop its flavor making a smooth, mellow and fragrant beverage. As they say, "All good things come to those who wait" mead can take from several months to several years to become palatable or perfect.

Mead Styles:

- Bochet - mead that has been burnt or charred
- Bracket - Honey wine and ale combined
- Braggot - Honey wine made with Malt
- Capsicumel - Honey wine with Chile pepper
- Cyser - Honey wine made with apples or apple juice
- Hippocras - A spiced wine often combined with honey or sugar
- Hydromel – Generic term for any combination of honey and water
- Melomel or Mulsum - Honey wine made with any vegetable or fruit excluding apples or grapes
- Metheglin - Honey wine made with any herbs or spices
- Morat - Honey wine with mulberries
- Omphacomel - Honey wine with verjuice (juice from unripe grapes)
- Oxymel - Honey wine and vinegar combined; possibly sou
- Pyment - Honey wine made with grapes
- Traditional – Honey, water, yeast
- Rhodomel - Honey wine and attar (distilled rose petals)
- Sack - Very sweet honey wine
- Varietal - No adjunct ingredients made with a varietal honey

Malt Beverages

Grains & Extracts: Grain is the basis for what we know as beer or ale. **Malting** is the process of germinating and then drying the grain. A pale malted barley is general the base for most beers and ales. Malt extract is the concentrated sugars extracted from malted barley. It is sold in both the liquid and powdered forms. Malt extract is available in both the hopped and unhopped varieties

Hops: - Hops give beer flavor and aroma. They can act as a preservative, and help in head retention. Low alpha acids with higher levels of beta acids are typically aroma hops. These hops would generally be used as a finishing or conditioning hop. Bitter hops have a much higher level of alpha acids than beta acids. These are generally used in the boiling process to extract bitterness.

Brewer's Yeast: This mutation and adaptation, subspecies, or variations of yeast have evolved due to the specific climate and food sources. For this reason there are a wide variety of yeast strains today. These strains can be identified by their fermentation characteristics and selected to produce certain beer styles.

Ale yeast ferments at warmer temperatures than *lager yeasts*. Ales typically become fruitier, softer, and more robust than lager beers. Lager beers tend to be dry and crisp. By selecting specific yeast, one can emphasize the malt, certain fruity esters, the hops, and several other fermentation characteristics. By selecting specific yeast strains and providing a certain environment, the brewer creates the beer style of choice. Other parameters include the type of water, the variety of malts, and the choice of hops.

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SRM (Standard Reference Method): Measuring the color of beer is based on the Lovibond color rating of the malts and additives. Some background data points: Real SRM and EBC ratings are taken through a spectrometer, not calculated. The spectrometer measures color absorption to 99.9% accuracy. The basic element for estimating color in beer is the Malt Color Unit, or MCU. There is NO known hard correlation between MCU's and SRM.

SRM Chart & Calculations - For Mosher, Daniels Formula: From "Beer Color Demystified" - Part III. Ray Daniels, Brewing Techniques Vol. 3, #6 - November/December 1995 Issue.

Calculate MCU, which is basically: $MCU = (\text{Lovibond rating} \times \text{pounds}) / \text{gallons}$.

Each grain in the grist gets this number calculated, the totals are added, and we get a final MCU number.

THEN: SRM is approx: $SRM = (MCU * 0.2) + 8.4$

Description SRM Color: Very Pale 2-3; Pale 3-4; Gold 5-6; Amber 6-9; Deep Amber / Light Copper 10-14; Copper (Reddish brown) 14-17; Deep Copper / Light Brown 17-18; Brown 19-22; Dark Brown 22-30; Very Dark Brown 30-35; Black 30+ ;Black, Opaque 40+

Wine

Wine has played various roles throughout its long history as part of religion, as a medicine, as feasts into events, and a vessel for the romantics. In general terms wine is the naturally fermented juice of fruits, flowers, herbs, grains, or vegetables with water, yeast, and possibly sugar. Ageing like meads, wine can take from several months to several decades to become palatable or perfect.

Cordials

Cordials are typically known to the modern world as liqueurs. These are strong sweet alcoholic drinks generally created by infusing fruits, herbs, spices, vegetables, grains, sugar syrup or honey, or anything else you can think of into pre-distilled alcohol. Historically, the vast majority of cordials were made for medicinal purposes.

B. Recommended Equipment Description for New Brewers

Airlock: Airlocks prevent airborne contamination during fermentation.

Boiling Pot: Must be able to comfortably hold a minimum of 3 gallons; bigger is better. Use Stainless Steel or Ceramic-coated (enameled) Steel.

Bottles: You will need 48 re-capable 12 oz bottles. Twist-offs do not re-cap well and can oxidize your brew.

Bottle Capper: Either Hand Capper or Bench Capper.

Bottle Caps Both standard caps and oxygen-absorbing caps are available.

Bottle Filler Rigid plastic (or metal).

Bottle Brush Necessary for initial thorough cleaning of used beer bottles.

Fermenter(s) The 6-gallon food-grade plastic pail or Glass carboys are also available, in 5, 6, and 7.5-gallon sizes.

Racking Cane Rigid plastic tube.

Siphon/Hose Available in several configurations, consisting of clear plastic tubing with optional Racking Cane and Bottle Filler.

Stirring Paddle Food grade plastic paddle (spoon) for stirring the wort during boiling.

Thermometer Use a thermometer that can be safely immersed in the wort and has a range of at least 40F to 190F.

Bottling Bucket A 6-gallon food-grade plastic pail with attached spigot and fill-tube. Racking into the bottling bucket allows clearer beer with less sediment in the bottle allowing greater control of the fill level and no hassles with a siphon during bottling.

Hydrometer A hydrometer measures the relative specific gravity between pure water and water with sugar dissolved in it. The hydrometer is used to gauge fermentation by measuring one aspect of it, attenuation. Attenuation is the conversion of sugar to ethanol by the yeast.

C. Creating a bottle Label:

A label can add a lot to your bottle's presentation, as well providing very useful information for you and those you share the brew with. Layout of a label is entirely creative. But the following is a good start.

Your Brewery name here. It doesn't have to be a "real" brewery. Come up with a name to bottle your drink under that describes you or your brewing persona.

Brew Name – A descriptive name for your brew goes here. This gives the drinker an idea of what's coming up! Consider adding a list of ingredients as a subtitle.

"No Sulfites added" / "Sulfites Added" – Include whichever is correct.

20% Alcohol – As determined by hydrometer readings. Remove this if you haven't measured it by hydrometer.

Brew Date – The date the brew **started fermenting** - not the date it was bottled. This gives you the true measurement of its age.

Type – What type of brew is this? Beer, Mead, Cordial, etc.

Batch – An identifier that match this with your log notes and other documentation. Helps when folks show you an old bottle and ask for the recipe!

Brewery Name		
Beverage Name		
Brewer's Name		
Sulfites	Brew Date	Type:
% Alcohol		Batch#

Appendix A – Rank Requirements and Descriptions

Member

Any member of the Kingdom that expresses a desire to be part of the guild is a Member.

Brewer

The candidate assists in local brewing and knows the SCA policy on alcohol.

The candidate must show an understanding of the necessity for cleaning, racking and aging; show an understanding of different types of packaging; while explaining brewing sanitation and common sources of contamination and spoilage. The candidate must show an understanding of the necessary equipment, ingredients and process of at least one division. May Sponsor candidates for new Rank.

Panel Requirements: 2 entries, 50+ average score each

Journeyman

In addition to above, the candidate must be able to explain ranking system of the guild; teach at the local level; show an understanding of the criteria for Rank & competition judging and participation in said judging; Show intermediate level of knowledge (explaining the chemistry of fermentation as it relates to brewing); the candidate must be able to describe various styles of beer, wine, mead, and liqueur and their characteristics. May act as a Judge on Panels for appropriately-ranked Panelists.

Panel Requirements: 4 entries across 2+ divisions, 60+ score each

Craftsman

In addition to above, candidate should teach at the local and kingdom level; demonstrate the intimate familiarity with their declared specialty (characteristics of the major Beer Styles/ major wine/ Mead styles; including the history, characteristics and significance of their specialization beverage).

Panel Requirements: 6 entries across 3+ Divisions, 70+ score each

Master

In addition to above, candidate must have a full understanding of Judging – for both competition and ranking within the guild; teach on both a local level (workshops) and at a Kingdom level (EKU/Brew U); declare a primary focus (division) – 3 entries scoring 75+ on each; declare a secondary focus (division) – 2 entries scoring 65+ on each; declare a third focus (division) - 2 entries scoring 55+ on each - at on each at a Masters Panel. At which time you would present yourself for master review and acceptance.

Any person who receives a Laurel primarily for work related to brewing arts shall (if they desire) be granted the Rank of Master if they have not already achieved it.

Grandmaster

In addition to above, candidate must either be published or conduct and have evaluated a project approved by a Panel of all Grandmasters and the current Guildmaster.

A candidate must also produce two batches from each division that is not their declared primary focus, with an average score of 80+ each

Appendix B – Panel Score Structure

Documentation (15 pts): The extent to which the entrant demonstrates knowledge of the beverage's creation and history in the Middle Ages/Renaissance.

15	<ul style="list-style-type: none"> ● Thorough, clear, interesting, and provides information about the beverage from multiple reputable sources that demonstrate the period existence of the beverage ● Presents period recipe, documents all the ingredients and processes mentioned in that recipe to period practices ● Demonstrates understanding of how historical processes and ingredients affect the beverage and how they differ from modern processes and ingredients ● Description of how a shift (if any) from period to modern practices changed the outcome ● Provides an insightful analysis of the sources used and demonstrate a solid understanding of historically accurate beverages and their societal context
14 - 11	<ul style="list-style-type: none"> ● Provides clear information about the beverage from at least one reputable, period source, including a bibliography ● Presents a period recipe, documenting all the ingredients and processes mentioned in that recipe ● Demonstrates understanding of how historical processes and ingredients are similar/different from modern equivalents ● Description of how a shift (if any) from period to modern practices might change the outcome
10 - 7	<ul style="list-style-type: none"> ● Provides clear information about the beverage from a source that demonstrates the beverage existed in period, including a bibliography ● Presents a recipe and procedure, listing all ingredients with some discussion as to how this beverage is or relates to a period beverage or ingredients
6 - 4	<ul style="list-style-type: none"> ● Includes: recipe, procedure
3 - 1	<ul style="list-style-type: none"> ● Labels the beverage

Authenticity (15 pts): The extent to which the beverage is representative of a Middle Age/Renaissance beverage.

15	<ul style="list-style-type: none"> ● Based directly on an extant period example, produced according to period practices for the type of beverage including, but not limited to, ingredient preparation, fermentation, finishing and aging
14 - 11	<ul style="list-style-type: none"> ● Based directly on a period example or a plausible redaction (i.e. Substitutions in ingredients produce some changes and are the result of using some modernly available ingredients); produced using mostly period practices for the type of beverage
10 - 7	<ul style="list-style-type: none"> ● Based closely on a period example or a plausible redaction (i.e.. substitutions in ingredients produce some changes and are the result of using modernly available ingredients); is produced with post-period procedures
6 - 4	<ul style="list-style-type: none"> ● Loosely based on a period example or description of a beverage, utilizing modern ingredients, made mostly by modern practices
3 - 1	<ul style="list-style-type: none"> ● Based on a post-period beverage

Complexity (15 pts): The involvement of the procedures that the brewer has undertaken in an effort to simulate the processes used in Middle Age/Renaissance brewing. The level of difficulty of the process used in the creation of the entry.

15	<ul style="list-style-type: none"> ● Used entirely period procedures, appropriate tools and ingredients available in period. ● When possible, ingredients were grown and harvested or collected by the entrant
14 - 11	<ul style="list-style-type: none"> ● Used difficult-to-obtain ingredients to and followed complex period procedures (including roasting one's own grains, heating the wort with rocks, keeping one's own bees, etc). ● Produced with a mix of modern equipment and tools available in period
10 - 7	<ul style="list-style-type: none"> ● Followed period creation procedures with modern tools, including (but not limited to) period mashing procedures, but using a thermometer (for beers), period pressing procedures (for wines or ciders) but fermenting in stainless steel, etc.
6 - 4	<ul style="list-style-type: none"> ● Used modern techniques and some period materials to produce a simple beverage.
3 - 1	<ul style="list-style-type: none"> ● Use pre-packaged kit with no substitutions

Exploration (15 pts): The degree to which the artisan digs into and investigates the example(s) that inspires their work in order to develop their process.

15	<ul style="list-style-type: none"> Thoroughly investigated the example down to minute details in order to drive a truly compelling reconstruction
14 - 11	<ul style="list-style-type: none"> Investigated a number of significant "moving parts" of the example in order to support authentic reconstruction
10 - 7	<ul style="list-style-type: none"> Investigated at least one important or interesting component of the example in a way that helps the item to be more authentic (i.e. "how big was a gallon in 16th century London?")
6 - 4	<ul style="list-style-type: none"> Engaged in some minor original investigation or interpretation of the example accepts a period example mostly at face value
3 - 1	<ul style="list-style-type: none"> Used someone else's work (i.e. someone else's redaction, a tertiary source, a random recipe online) with no significant original input

Workmanship (30 pts): The extent to which the entry matches what we know of the characters of the beverage or style

30 - 29	<ul style="list-style-type: none"> Entry exhibits balanced and appropriate flavor expression and bouquet from all ingredients culminating in an outstanding beverage; exhibits appropriate carbonation to the style, proper body/mouth-feel and amount of 'dryness', 'sweetness' or 'sour character' is on target given the style and brewer's stated goal; exhibits appropriate clarity to the style and time period Entry itself is the epitome of period beverages - balanced and delicious
28 - 21	<ul style="list-style-type: none"> Entry exhibits most of the following: pleasing and appropriate flavor for beverage, appropriate bouquet for beverage, appropriate carbonation for style, proper body/mouth feel, dryness/sweetness on target for beverage, appropriate clarity for style Entry is flavorful and very tasty
20 - 13	<ul style="list-style-type: none"> Entry exhibits some of the following: pleasing and appropriate flavor for beverage, appropriate bouquet for beverage, appropriate carbonation for style, proper body/mouth feel, dryness/sweetness on target for beverage, appropriate clarity for style Entry is a drinkable beverage, but with some minor flaws
12 - 7	<ul style="list-style-type: none"> Entry exhibits one of the following: pleasing and appropriate flavor for beverage, appropriate bouquet for beverage, appropriate carbonation for style, proper body/mouth feel, dryness/sweetness on target for beverage, appropriate clarity for style Entry is a drinkable beverage, but shows several flaws
6 - 1	<ul style="list-style-type: none"> Unpleasant to drink Flaws in taste/texture/aroma of beverage severely limit the drinkability

Aesthetics (10 pts): The extent to which the entry is presented appropriately and pleasantly, and the drinkability of the beverage itself.

10	<ul style="list-style-type: none"> Presented in a documented appropriate manner for the time, place and culture of the beverage with any additional accouterments required (drinking cup, bottle opener, etc.) and any other appropriate ambiance for the entry (place setting, additional comestibles, etc)
9 - 7	<ul style="list-style-type: none"> Presented in a container documented as appropriate to the time, place and culture from which the example originates
6 - 5	<ul style="list-style-type: none"> Presented in a plausibly historical container (a leather costrel, non-modern glassware, etc)
4 - 3	<ul style="list-style-type: none"> Presented in a bottle suitable to the beverage type (i.e. wine in a wine bottle as opposed to a beer bottle)
2 - 1	<ul style="list-style-type: none"> Presented in an inappropriate container (i.e. a mason jar)

East Kingdom Brewers Guild

Rank/Panel Scoring for Advancement in the Guild

Name _____

Event _____

Date _____

Contact information _____

Permission to publish scores: Yes No *(Initial)*

Check One:

 Division 1: Ales, Beer, Braggot, Lambic, Stout

 Division 2: Mead, Hydromel, Melomel, Metheglins

 Division 3: Cider, Cyser, Perry, Pyment

 Division 4: Wines, Hypocrats, Fortified

 Division 5: Liqueurs, Cordials and Medicinal brews, Distillation (if legally permitted)

 Division 6: Non-alcoholic beverages & other unique beverages (kefir, kumis, kvass)

Name of Entry

Judge	Documentation 0-15	Authenticity 0-15	Complexity 0-15	Exploration 0-15	Aesthetics 0-10	Workmanship 0-30	Totals Out of 100
Comments:				Ave. Total:			

Name of Entry

Check One:

 Division 1: Ales, Beer, Braggot, Lambic, Stout

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Judge	Documentation 0-15	Authenticity 0-15	Complexity 0-15	Exploration 0-15	Aesthetics 0-10	Workmanship 0-30	Totals Out of 100
Comments:				Ave. Total:			

Appendix C – East Kingdom Brewers’ Guild Standard Competition

Setting Up A Competition

To run a competition, you will need competitors with beverages, scoresheets (next page), and probably a calculator. Beverages are entered in categories and judged one at a time in any order you choose.

Categories: All entries must be placed in one of the categories defined by the East Kingdom Brewers’ Guild. Note this on the scoresheet.

Minimum Documentation: All entries must include an ingredients list at a minimum. No allergic reactions during competition please! Entries must also be identified in some way to permit scoring.

Judges: **Everyone who enters the competition also judges the competition.** This includes their own entry! Judges may use any evaluation method they choose; a suggested method is supplied, but you are not required to use it.

Regardless of the evaluation method used, each judge shall be **fair** and **self-consistent** in the way they apply their method.

How to Run: Judge each beverage separately and openly. There is no closed judging. Everyone, including the competitor, can discuss the entry all they want, sort of like a roundtable but with numbers at the end. **Everyone** scores the beverage and records their numbers on their own scoresheet. ~5 minutes per beverage oughta do.

Scores and Winners: Once all beverages have been judged, the scores for each beverage are averaged. The highest score in each category wins the category, and the highest overall score is the overall winner!

Evaluating a Beverage

These are some things to consider for each characteristic to be judged.

Documentation (20 pts): original recipe, redaction, bibliography, brewing notes, historical notes, readability, structure

Presentation (10 pts): type of vessel, closure, air space, label, other accoutrements (serving vessels etc)

Appearance (15 pts): color, clarity, head retention, particulate, flaws

Aroma (15 pts): aromatic characteristics [i.e. malt, hops, etc], relative strength of aroma, flaws

Flavor (15 pts): taste balance, after taste, individual ingredient expression, flaws

Body (10 pts): “legs,” mouthfeel, thinness or fullness, carbonation if appropriate, flaws

Overall impression (15 pts): Drinkability, palatability, overall success

Suggested Method of Assigning a Score

Each characteristic has a “weight” assigned to it, from 1 – 6. This indicates the relative importance of that factor in the competition. To assign a score, rate and record your reaction to that element on a scale of 0 – 5 as indicated below:

- 0 – Bad**
- 1 – Mediocre**
- 2 – Alright**
- 3 – Good**
- 4 – Excellent**
- 5 – Outstanding**

These are left intentionally vague, to guide you in thinking about your assessment of each element. Keep it centered on **your personal reaction** to that quality of the beverage. The final score of an element is equal to its weight multiplied by your reaction score. Simple and straightforward!

Judging Documentation

Documentation is probably the trickiest thing to judge. What constitutes “good?” Everyone has a different opinion!

If you are running the competition, publish some guidance about what you expect from documentation. What things should people try to explain? How much detail do you want?

No matter who you are, documentation should try to answer the basic questions (Who, What, etc) and give enough information about your process that readers can figure out what you’re doing and what it’s about.

In general, documentation for an EKBG competition should be no more than 1 page long. If you’re doing more research than that, you should submit your item to a Panel, because you’ll get much more in-depth feedback there.

Documentation need not be entirely written. Verbal documentation can count, but it might count for less.

Changing it Up

If you’re running a competition, you can deviate from the standard model and still have it “count” – talk to the Guildmaster and go over what you want to do.

The Recommended Method gives you an easy way to mix up a competition. Change the weights assigned to various categories, and you emphasize different things! You can even make up new categories – as long as you have 20 total “points” of weight across your categories, it’ll work!

Element (Weight)	Category: Entry:	Category: Entry:	Category: Entry:	Category: Entry:	Category: Entry:	Category: Entry:	Category: Entry:	Category: Entry:	Category: Entry:	Category: Entry:
Documentation (4)	/20	/20	/20	/20	/20	/20	/20	/20	/20	/20
Presentation (2)	/10	/10	/10	/10	/10	/10	/10	/10	/10	/10
Appearance (3)	/15	/15	/15	/15	/15	/15	/15	/15	/15	/15
Aroma (3)	/15	/15	/15	/15	/15	/15	/15	/15	/15	/15
Flavor (3)	/15	/15	/15	/15	/15	/15	/15	/15	/15	/15
Body (2)	/10	/10	/10	/10	/10	/10	/10	/10	/10	/10
Overall Impression (3)	/15	/15	/15	/15	/15	/15	/15	/15	/15	/15
Total										

Judge Name: _____

Event: _____