



# SOMERSET COUNTY GUY FAWKES CARNIVALS ASSOCIATION

JUDGE'S GUIDANCE NOTES For 2022 - Classes 7 to 13, Group 2,  
Judging Categories [Presentation & Routine](#) and [Ingenuity](#).

## General Information

Single Masqueraders, Pairs and sometimes even groups can be difficult to see, so judges in these classes need to be extra vigilant, it is very easy for them to get mingled up with other groups or pedestrians. The most important element of a walking entry is usually the costume and make up.

## Items to note

- Entries are permitted to break tableau/stop performing if the procession comes to a halt in excess of 2 minutes, points should **not** be deducted or the entry judged in these circumstances.
- For all these classes, where the personnel are encased in a prop it should be considered as both a costume and a prop.
- Each category is judged out of 40 points please do use the range available, this will make your decisions easier once you have started.

## Where should I judge?

- A zone will normally be allocated to you prior to the procession. Judging should **not** take place in any rest area or other areas as indicated by local judging instructions
- Judges are respectfully requested not to congregate in pairs or small groups and to try not to stand in front of the same people all night.
- Judges are asked to judge both sides of all entries in their class and are recommended to walk around the entry.

## How do I judge these entries?

Your categories are: -

- **Presentation & Routine:** Walking or Mounted; with or without props, the ability to bring to life the theme of the entry and the effort to do so should be assessed. Single walkers and pairs should be awarded higher marks if found to interact with the crowd, walking across the road and creating their own "Stage" as they travel the route should be awarded higher marks than simply walking down the middle of the road. Groups normally have musical accompaniment and should be judged on the routine complexity, timing and overall impression.
- **Ingenuity:** The skill in the use of costume and props to portray and enhance the theme. (Definition of Ingenuity = Cleverness, Resourcefulness, Initiative, Originality, Inventiveness, Skill, Creativity & Cunning).  
Examples of ingenuity would include; If an entry has used all recyclable materials for example to create their entry but this is not noticeable at first glance, then they should be awarded higher marks. Clever use of mechanics to help enhance the theme would warrant a higher score.  
Entries in a plain costume with no other additions would score poorly in this category..

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*Affiliated Committees:*

**Bridgwater, Bridgwater Gangs & Features, North Petherton, Highbridge & Burnham on Sea,  
Shepton Mallet, Wells, Glastonbury-Chilwell, Mid Somerset Gangs & Features & Weston Super Mare**