

Contents



Jessethon 1325

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Tentative Schedule:

Hark, a word of import! The precise hour of our endeavors may be subject to discourse, provided the majority of our valiant houses doth concur.

Part 1: Here bygynneth the furste part. Merriment for all!

Friday 9:00 PM: Soft Start

Hark, at this hour, the houses shall begin to accrue points for certain limited trials. We commence this endeavor forthwith, come what may!

Friday ~10:00 PM: Opening Ceremony

Hark, when all have assembled, we shall extend a most gracious welcome. We shall then review certain edicts and let the merriment commence!

Friday 11:00 PM: Class declaration deadline

If you want to change your class, you must do so by this time.

Friday 11:30 PM: MYSTERY CHALLENGE!

Hark! The Midnight Mystery Challenge doth return! I ponder what marvels it shall unveil! All loyal subjects are bid to convene at the appointed place and hour.

Saturday 1:00 AM: End of PART 1. Take thy rest, for a grand day doth await!

PART 2: Pe secunde dele. Gamen and herte

Saturday 11 AM: JOUSTING

Let all gather in the Colosseum! Here doth begin the second part of our revels.

Saturday 2:00 PM: TOWN MEETING

We shall capture images and partake in the cake walk at this time.

Saturday 3:00 PM: End of PART 2.

The victorious team shall be proclaimed when the final scores are tallied.

End of Competition

Sunday: Hark, and return ye hence to thy dwelling.

Rules:

General & Scoring:

- Complete challenges during *Regulation* (Parts 1 & 2) to earn as many points as you can.
 - No challenges may be completed for points outside of *Regulation* time.
- Teams' completed challenges will be tallied live with pens on the scoresheets.
- It is up to **you** and only you to track your completed challenges. If you complete a challenge, go to the scoreboards right away and add a tally mark in the appropriate spot.
 - If the challenge is "fastest time to do _____, or most _____ done in a row, etc., you will write what your best score is on the board instead of a tally mark.
 - If you fail to mark down your completed challenges, you will not earn points!
- *Transparency*: Purposely waiting to update the board with items you have already completed, for strategic or other reasons, is strictly prohibited.
- Drew will plug the tallies into the *Team Scores* google sheet to calculate total team scores at the conclusions of Parts 1 & 2.

- Any rule changes/updates/clarifications will be posted on an *Amendments* board next to the scoreboards.
- Please respect the house.
- If you have any questions, ***please refer to Drew.***

Challenges:

- Point values for completing any other challenge are written in (parentheses).
- A bold **M** means that your team may earn points for the challenge **multiple** times, as described for each challenge.

Classes:

- As you know, everyone falls into one of four classes this year. Each class has certain abilities and rules to follow, as detailed below.
- Each class also has at least one challenge that **only** they can complete, listed down in the [Class-Specific Challenges](#) section.
- If you would like to change your class, you may do so only **once**, and it must be done by 11:00 PM on Friday night. Just write down your class change on the amendments sheet. Current classes can be viewed here: [🏠 Jthon '25 Classes](#)

Class Descriptions:

- **Nobles** have power and influence.
 - Nobles get to **make** or **change** one rule of their choosing! (**with Drew's approval**)
 - New rule amendments will be written on the AMENDMENTS board next to the scores.
 - Nobles are the leaders of their house. They should delegate roles and strategize!
 - Nobles also have the authority to request small favors of their (non-noble) subjects, who are obligated to comply (**within reason***). Examples include:
 - Getting them a drink
 - Writing down their points on the score sheet for them
 - Microwaving their soup when it gets too cold
 - Tending to their horse
 - Fluffing their pillow
 - Filing their taxes
 - Calling a team meeting
 - Saying something like “yes, your highness” when doing these tasks wouldn’t hurt either.
 - **Let’s keep this fun please.*
- **Tradespeople** people are the **doers**! They have more challenges unique to them than any other class!
- **Serfs** are poor and can’t read.
 - *Also, they are exempt from charges for blasphemy.*
- **Magic** beings can cast spells at people!

- To attempt a spell cast, the caster of the spell and the intended target both roll a die. If the caster outrolls the target by the amount specified below, it hits! If not, you may NOT try again right away on the same person. Maybe later. Spells listed below.
- *Example: Witch casts a jinx spell and rolls a 5. Target rolls a 3. $5 - 3 = 2$ so the spell hits!*
- If the caster rolls a 1 and the target rolls a 6, the caster gets **caught** doing witchcraft and warshipping the devil. This blasphemous offence is punishable by **being burned at the stake** (5 minutes in jail and minus 10 points).
- 1. WORD SWAP HEX
 - You pick any two words and the target must try their best to switch those two words whenever they speak.
 - Example: A witch hexes a serf to switch the words "fire" and "poop". Then the serf would say things like, "I hate when I have to clean up after the horse and there's fire everywhere," or, "I see smoke, someone call the poop department!" et cetera.
 - *Difference needed for spell to hit: 1*
- 2. JINX
 - Target may not talk for 5 minutes.
 - *Difference needed for spell to hit: 2*
- 3. The eLIMBinator
 - This one is high risk! Target loses the ability to use an arm or leg of your choosing. Wears off after 10 minutes.
 - *Difference needed for spell to hit: 3*
 - However, if the recipient outrolls the caster by a difference of 3 or more, the spell **backfires** and the caster gets hit with the spell instead!

Blasphemy:

- If you catch someone on another team committing blasphemy, you may send them to jail (the pillory) for 5 minutes. They will also lose points.
- See [Appendix A: Blasphemy](#) at the end of this document for a breakdown of offences. Number of points deducted will depend on the severity of the blasphemous occurrence.

Challenges:

General Challenges

- COSTUME REWARD: You get 5 points for any of the following that you brought:
 - A crown or tiara or something?
 - Attire that looks appropriate for the time period
 - A sword, shield, hammer, wand, staff, gardening tool, or similar.
 - A horse of some kind
 - Chainmail or like knight armor?
 - A cool chalice or something to drink out of
 - Anything with your house emblem???
 - *There may be more if someone has something cool that I didn't think of*
- House Unity (2+) M

- Each competitor gets 2 points per article of clothing worn that matches their team's color, up to a total of $2 \times 5 = 10$ points per person.
 - Pairs of things like socks only count as 1 item.
 - (If you wear 3 items Friday and 2 **different** items Saturday, these items can add up to 5.)
- HAVE MEAD THAT YOU BREWED (50) **M**
 - Once per person
- Have an on-theme cocktail or something that you made (25) **M**
 - Once per person
- HAVE A TWO PERSON HORSE COSTUME (100)
 - THIS WOULD MAKE MY DAY IF SOMEONE DID THIS.
 - 100 POINTS FOR **EACH** PERSON WEARING THE COSTUME.
 - How fast can you run?
- Say "HARK" (0.01) **M**
 - That's right, 100 harks will add up to 1 point!
 - In order to receive points you must use tally marks to count your harks so that they are documented.
 - Please keep track of your hark tallies on a separate sheet, and then when you're done just write down your total on the official score sheet and leave your proof of harks somewhere nearby.
 - Hark!
- Win a game of chess (30) **M**
- Telepathy (50)
 - Have 3 people roll the same number at the same time
- Roll the same number 4 times in a row (200)
- Get in the hot tub (1) **M**
 - Once per person.
- Drink a cup of water (5 or -10) **M**
 - Roll two dice. As long as you don't get snake eyes, you gain **5 points** for hydration!
 - If you roll snake eyes, **you get dysentary and die (minus 10 points)**.
- Take a picture with your whole team (50)
 - Picture must be taken by a magic class person, by using some sort of magic futuristic picture-taking device that won't exist until 7 centuries from now.
 - You may do this once on Friday **and** once on Saturday.
 - Big miss if you don't get these points.
- JAIL TIME SNACK TIME! (50)
 - Get in the pillory, and have a friend throw a piece of food to you which you catch in your mouth. *Did someone say CBSOTD?*
 - Throw must be from at least 10 feet away.
- GOBLET GOBLIN (50)
 - BALANCE A GOBLET (CUP) ON YOUR HEAD FOR 5 MINUTES. You may not touch it to adjust, nor may anyone else.
- GOBLET GOBLIN II (50)
 - Make a pyramid stack of 10 solo cups, then jump over the stack, while holding a solo cup in your hand that is at least half full. DO NOT SPILL THE DRINK OR KNOCK THE PYRAMID OR IT DOESN'T COUNT.

- **GOBLET GOBLIN III (AKA The Trust Throw) (30 or -5)**
 - Person 1 balances a solo cup on their head. Person 2 throws a (fake) stone at person 1's cup, successfully removing it from their head.
 - If you hit person 1 in the head with the stone, they **die** and you **lose 5 points**.
- **TOWN CRIER (30) M**
 - Cry.



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- *Picture unrelated.*
- *Happy crying and laugh crying count too!!!*
- Once per person.
- **Win a game of DODGE ROCK (50) M**
 - 3v3, dodgeball but with (fake) ROCKS. You must play against people of another house, of course.
 - IF YOU CAN DODGE A ROCK YOU CAN DODGE A BALL (ONCE BALLS ARE INVENTED, THAT IS)
- **Win any basement/yard/board game (20) M**
 - Ping pong, air hockey, cornhole, checkers, etc.
 - Video games (Mario kart, jackbox, etc.) count too.
 - You must be playing against athletes of another team to earn points, duh.
- **Get engaged (1,000)**
 - For real. These points will be awarded to both newly engaged people, so pretty much an instant win if they're on the same team.
 - The newly engaged people must have been dating since before this weekend started, lol.
- **CAKE WALK! (500)**
 - One cake, one round, one winner.

Lore Challenges

- **Learn something new about the year 1325 (20)**
 - Do a little research and tell me something that happened on this year in history.
- **Try to court a fair maiden or lad (15) M**

- Write a limerick about someone and then give it to them! It must be in your best medieval speak, of course.
- Only once per person.
- *Do you like me? (Y/N)* 👉👉
- Translate a song you like into medieval speak (40)
 - NO TOOLS OR AI. Duh. Do your best and be creative and have fun with it!
- Perform the song you translated (20)
- HOUSE LORE: Let us know about your lineage by writing down the following:
 - What is the story of the origin of your name? (10)
 - What is the meaning of your house symbol & colors? (10)
 - What are you known for? What do you excel at? (10)
 - Darkest day in your nation's history? (10)
 - I'm assuming it's a monarchy but like what is your style of government? (10)
- Write Stefan a birthday card and give it to him (10) **M**
 - Once per person

Class-Specific Challenges

- I CAN'T READ OR WRITE! (50) (**Serf only**) **M**
 - Have a literate person read you [this story](#). You may not read it yourself.
 - Using a pen in your **non-dominant hand**, do your best to document what you hear using only pictures and doodles. **NO WORDS ARE ALLOWED.**
 - Each serf may do this once.
- *Serf 'n' Turf* (10) (**Serf only**) **M**
 - Roll across the ground in the backyard, lol.
 - Each serf may do this once.
- Laboring in the fields (15) (**Serf only**) **M**
 - Find and pull a weed out of one of the gardens at the house.
 - Each serf may do this once.
- A peasant's treasure (15) (**Serf only**) **M**
 - Find a really nice rock.
 - Each serf may do this once.
- PEASANT REVOLT (25) (**Serf only**) **M**
 - Gather every serf at Jessethon and demonstrate a peaceful protest to be treated more fairly. Find a way to disrupt something or inconvenience people slightly so that they notice your protest.
 - Wait, isn't this pointless if everyone receives points and it balances out? **No. It matters. The serfs have been on the bottom for too long and their voices need to be heard.**
 - *Each serf involved earns 35 points for their bravery, then gets killed in the rebellion and loses 10 points for a net gain of 25 points.*
- Artisan Craftsmanship (30) (**Tradesperson only**) **M**
 - Put a blindfold on, then draw a picture of yourself on a horse! The more detail the better. You may not remove the blindfold until you're done.
 - Tape your art to a wall or the fridge for everyone to admire!
 - Once per person.
- Artisan Craftsmanship II (7) (**Tradesperson only**) **M**

- Make a unique origami creation. Unique to your team, that is.
- You can keep going for as long as you keep coming up with unique creations.
- Artisan Craftsmanship III (30) (**Tradesperson only**)
 - Make a sculpture out of modeling clay! Each house has clay in their color.
- Make a sun dial?? (50) (**Tradesperson only**)
 - Make a sun dial out of paper or something and read it successfully in the daylight sun.
Idk how to do this but it's probably not that hard, right?
- TRADE TRADE (30) (**Tradesperson only**)
 - A TRADE BY A TRADESPERSON
 - SELL ONE OF YOUR CREATIONS TO SOMEONE FOR ACTUAL MONEY.
 - You can't sell to someone from your own house, because conflict of interest.
- Win a Swordfight (**Tradesperson only**) (25) **M**
 - NOT UNTIL SATURDAY
 - This one's for all my brave knights out there.
 - Each person has a fake rock stuck on a wooden skewer. To win, you must successfully knock your opponent's rock off of their skewer, while preserving yours. If both rocks fall off, it's a draw.
 - You may only hit your opponent's rock/stick with your own rock/stick. No striking your opponent's body.
 - You are so brave! I hope you don't die in battle! Wow, you're so brave.
- Cast a spell successfully (10) (**Magic only**) **M**
 - Details in rules section above.
- NOBLE CHARIOT RIDE (50) (**Noble only**)
 - Sit in a chair, and have your royal subjects pick up the chair and carry you around.
 - You must do one lap around part of the inside of the house.
 - Only once per house.
 - **Do not drop your noble person or you may be tried for treasonous acts.**

DRINKING ETC. CHALLENGES

WARNING: Obviously, Jessethon encourages heavy drinking. Don't go overboard. You are being trusted to handle yourself and stay safe, so please do! Also, remember that **the penalty for throwing up is 30 points which means that the last 2 drinks you had will be undone!**

- Finish a drink (15) **M**
 - You must drink what's considered a full single serving of alcohol, by yourself.
 - No points for this if you're already getting points for shotgunning or taking a shot.
 - *You must also START the drink during regulation time, bozo!*
- Hand cannon (shotgun) a beer (25) **M**
 - Other drinks are also allowed, as long as they are canned & carbonated.
- Take a shot (15) **M**
 - Must be of hard alcohol, olive oil, raw egg, or espresso.
 - MUST be done out of a shot glass that is filled the standard amount. **1.5oz.**
 - **Each person may only earn points for up to 5 shots per day.**
- Take a *weak shot* (5) **M**
 - Things like green tea shots. Mixed things that are not purely hard alcohol.

- Trickle Down Economics (30) **M**
 - HAVE A NOBLE SPREAD THEIR WEALTH UNTO YOU!!!!
 - You must get in the pillory, and have a noble's "wealth" (a drink) trickle down to you through the beer bong.
 - **Thanks to this pour, now you are no longer poor!!!**
 - *Only once per person. You don't have to do an entire drink. Unlike shots and shotgunning, you may also earn finish a drink points for this one.*
 - *Non-alcoholic drinks are allowed, but water is NOT allowed.*
- Your Highness (5) **M**
 - Do one (1) weed.
- **GET STONED TO DEATH (60)**
 - a. Say or do something blasphemous.
 - b. Get put in the pillory to pay for your crimes.
 - c. Have someone feed you an edible which you eat.
 - *You may skip this step for half (30) points, if you'd like.*
 - d. Then everyone throws stones* at you until you die**. Throwers should make sure to boo and shout things at you to ensure you feel bad for what you've done!
 - **Fake stones! Don't hurt anyone!*
 - ***Until the stones run out or it stops being fun.*
 - e. **Once per person!**
- Win any drinking game (against an opposing team) (50) **M**

Automatic Points

- Be the person who found the Airbnb that we ended up staying at (25)
 - Maddie Dugan's team gets 50 points.
- Be the first person to complete registration for Jessethon 1325 (20)
 - Maddie Dugan's team gets 20 points.
 - *Damn Maddie is on point this year!*
- Be a winner from Jessethon 2024 (*Team Americas!*) (10)
 - *If your name is Lauren Pado, Abby Rubin, Drew McQuiston, James Grimes, Emily Doris, Leah Blachman, or Maddie Dugan you get 10 points for your team!!!*
- Be pregnant (250)
 - Congrats!
- Have a birthday (10)
 - If you are one year older than you were last year, then congrats! You get 10 points!
 - Happy birthday!
- Have a birthday RIGHT NOW (10)
 - Congrats Stefan!
- Have fewer people on your team (100)
 - It's not much, but here's a bit of welfare to make up for your reduced numbers. If only we could stop losing so many people to natural causes, man.

Appendix A: Blasphemy

As described above, if competitor(s) get caught by another team committing any of the *Party Fouls* below, and get flagged, they must go sit in the *Penalty Box* and their team will lose points in the amounts detailed below.

BLASPHEMOUS OCCURENCE	Point Penalty*	Jail Time*
Create a mess of some sort that needs to be cleaned up (spill food, drink, etc.)	15 pts	5mins
Create a BIG mess that needs to be cleaned up (like shattering a whole bottle of Jack Daniels)	30 pts	5mins
Speak badly about your royal family	5 pts	5mins
Break something in the house (please don't!)	50 pts	5mins
Get caught doing witchcraft (Magic only)	10 pts	5mins
Throw up	30 pts	Go lie down idk
Poop your pants	20 pts	ew

**Serfs are exempt from this!*