Syntax
15% of Score

A competitor's *Syntax* score is based on the writer's adherence to standard English, including vocabulary, capitalization, punctuation, and formatting. In posts with a high Syntax score, the writing is well-edited and easy to read. Posts with low Syntax scores feature writing that is difficult to follow or filled with distracting typographical or grammatical errors.

1	2	3	4	5
The posts are **very difficult to read** and show a poor general grasp of the English language, syntax, and how to format and use it to describe the actions that are taking place within the posts.	The posts will have **numerous, repeated errors** in the basic aspects of syntax and grammar. **Portions of the posts were difficult for the reader to follow** due to poor phrasing or formatting.	The posts are readable, but multiple errors in grammar, spelling and improper formatting **distract from a fluid experience for the reader.**	**Syntax errors are present but do not detract from the overall reading of each post.** Errors may include isolated misspellings or a single error repeated consistently.	The posts are clearly well edited, and **neither the judge nor the reviewer noticed errors during multiple readings.**

Syntax Guidelines and Detractors

• The Dark Brotherhood does not have a specific style guide, and competitors are free to follow any standard variety of written English. Mixing different standards (e.g. American and Commonwealth English) within the same match is considered a detractor.
• Misspellings, incorrect capitalization or punctuation, and misuse of words are considered detractors.
• In cases where there is no clear standard (e.g. 'Dark Side' versus 'dark side'), competitors should decide on a particular usage and follow it consistently. However, in cases where there is an established standard for Star Wars (e.g. 'the Force,' 'lightsaber') competitors should adhere to it.

Story
40% of Score

A competitor's *Story* score is based on the literary sophistication of their posts, the distinctiveness of their story, the motivations and psychology of the characters, and how invested the readers are in the outcome of the match. In posts with a high Story score, characters have clear motivations and complex personalities, the setting and descriptions are vibrant, and the reader is invested in the conflict and its outcome. In posts with a low Story score, the narrative is simple, character motivations are lacking, events seem to unfold at random, and/or the characters and scenario seem interchangeable with any of a dozen other matches.

1	2	3	4	5
There a serious flaws with the construction of the story. **None of the characteristics of a strong story are present** and/or the narrative veers on the nonsensical.	The posts provide the basis for a good story, but do not deliver on the details. **The result feels rushed and few elements of a strong story are evident.**	The posts fit comfortably into the average ACC match. **The conflict is appropriate to the hall and some elements of a strong story, such as use of the venue or characterization, shine.** However, the writer could have done more to build their narrative into something truly special.	At this level, the posts stand out as well-written and richly detailed. **Deficits in only one or two areas** hold this back from a perfect score.	The match stands on its own as an excellent work of fiction. **The posts are strikingly unique and engaging and provide every element of a strong story**, and there is little constructive criticism left to offer.

Story Guidelines and Detractors

• Every post should focus on the appropriate conflict, as specified by the combat hall or ACC event description. It is a detractor when this conflict is absent or minimized, or when the focus shifts to NPCs over member characters.
  • For **Duelist Hall** matches, the focus should be on combat between the member characters.
  • For **Cooperative Hall** matches, the focus should be on combat between an antagonist NPC and both member characters.
  • For **Scenario Hall** matches, the focus should be on both member characters' attempt to accomplish the goal specified in the venue description. Combat is an essential element.
  • For **Unconventional Hall** matches, there should be a clear conflict between the characters, but there are no restrictions on the nature of that conflict. Matches can be comedic or serious in tone.
• **Characterization** through speech and actions should make each character feel like a distinct, fully realized personality, and should clearly represent their relevant Aspects.
• The **venue** should contribute to both the atmospherics of the match and the characters' actions.
• Characters should have clear, coherent **motivations** for their actions, especially as they relate to the core conflict of the match.
• **Creativity** is prized, and truly unique matches will have an advantage over posts that blend easily into the hundreds of other ACC matches.
• There should be a sense of dramatic **suspense** throughout the match. The characters, and thus the reader, should feel that they have a significant stake in the outcome of the match.
• The posts should unite to form a strong **story arc**, with tension building through the early posts and reaching a climax and resolution in the final post(s).

Realism
25% of Score

A competitor's *Realism* score is based on how well the writer follows Dark Brotherhood canon, the character sheet systems, both characters' loadouts, the venue description, and the match parameters. In posts with a high Realism score, the story unfolds in a way that is obviously consistent with both characters' snapshots, powers and abilities function as described in the CS system documentation, and nothing seems out of place in the universe established by canon Star Wars media. In posts with a low Realism score, characters act out of harmony with the personality, abilities, and limitations established by their character sheets, established facts of physics and biology are ignored, and/or reality seems to work in a manner inconsistent with the Star Wars universe.

1	2	3	4	5
Multiple major detractors or related issues were found by the judge.	The judge noted **at least one major detractor and one other minor detractor** that aid in breaking suspension of disbelief.	**One major detractor, or several minor detractors** caused for a break in the reader's suspension of disbelief.	**One to two minor detractors** that the judge noted.	**No errors** were found by the judge.

Realism Guidelines and Detractors

• A good rule of thumb is that minor Realism detractors strain the reader's suspension of disbelief, while major detractors shatter it.
• Major detractors include:
  • A character uses Force powers, skills, or possessions not present on their snapshot.
  • Force powers are used in a way that directly contradicts their description in the CS Guide.
  • A character acts in a way that directly contradicts their aspects.
  • Complete violations of biology or physics as they normally operate in the Star Wars universe (e.g. a human character can fly or continue to fight with all their limbs hacked off).
  • Events seem to favor a particular character to an absurd extent (e.g. they easily maintain an advantage over a significantly deadlier opponent).
• Minor detractors include:
  • A character uses Force powers or skills at a level inconsistent with their skill level as described in the CS Guide.
  • A character's equipment is described or functions in a way contrary to the details on their loadout.
  • Events seem to favor a particular character to an implausible extent (e.g. they easily maintain an advantage over an equally-skilled opponent or survive potentially lethal situations unscathed).
  • A character employs the benefits of a feat without having the feat on their snapshot, or a relevant feat is ignored.
  • Profanity should be limited to words used in published, canon Star Wars media.

Continuity
20% of Score

A competitor's *Continuity* score is based on how well they adhered to the details established in the preceding text. Whereas Realism covers how consistent the competitor's post is with the CS system, character sheets, and canon, Continuity covers how consistent the post is with the rest of the match. Posts with a high Continuity score flow naturally from one to another and form a coherent whole. Posts with a low Continuity score ignore or contradict the events, details, or descriptions established in earlier posts.

1	2	3	4	5
Multiple major events or details from earlier in the match are completely ignored or contradicted.	**A major event or detail from earlier in the match is completely ignored or contradicted**, which altered the narrative of the match.	The Judge spotted **several inconsistencies involving minor details** relative to what had been previously established in the match.	**One or two minor details** established earlier in the match were contradicted by the writer.	**No errors** were found by the judge or reviewer; posts flowed seamlessly from one to another.

Continuity Guidelines and Detractors

• Major details include events or descriptions with an obvious impact on the plot of the match. Minor details include events or descriptions that provide flavor, but would not impact the flow of events in the match if they were removed or changed.
• Examples of major details include:
  • Ignoring significant injuries sustained earlier.
  • Changing the characters; e.g. an NPC's species changes, the bystanders who fled the scene earlier are mysterious back in the area, or a character who was fully armed earlier is abruptly empty-handed.
  • Changing the venue without the characters moving from one area to another in the narrative.
  • A character who took off their helmet and tossed it aside is protected by it later.
• Examples of minor details include:
  • The clothing, lightsaber color, etc. of an NPC without a loadout changes without explanation.
  • A character who took off their helmet and tossed it aside is abruptly wearing it again later.