



THE ROYAL MANTICORAN NAVY

Office of the First Space Lord

BLACK SPHINX CUP 2017 Rules and Information

Revised: February 10th, 2017

OVERVIEW:

In recent years, many Fleets of TRMN have conducted unofficial Cups or Challenges to promote fun, fandom and fellowship. Some of these Cups have taken place over shorter durations, while others have lasted an entire year. Some consist of a single challenge, while others consist of many. In effort to standardize and further incentivize these activities, the Office of the First Space Lord created TRMN's official Fleet Cup program for all numbered TRMN Fleets - **The Black Sphinx Cup**.

The Black Sphinx Cup, also known as the First Space Lord's Cup, is the overall program under which all TRMN Fleet Cups will be conducted. Individual Fleet Cups will still be run by Fleet Commanders and their staff, but with the option of administering those Fleet Cups by the rules that are set forth here.

The Black Sphinx Cup first began with a successful run in 2016. Based on that success, we are proud to present the 2017 Black Sphinx Cup. Please review these rules, and all 2017 Challenge documents, carefully. Some rules have been revised based on feedback from the 2016 Black Sphinx Cup.

PURPOSE:

If a Fleet runs their Fleet Cup per the rules of the Black Sphinx Cup, that Fleet's winning hypercapable chapter will be eligible to compete in the Black Sphinx Cup against the winners of other Fleet Cups. The single hyper-capable TRMN chapter that is declared the winner of the Black Sphinx Cup, chosen from amongst the winners of all Fleet Cups run in compliance with these rules, will be the sole chapter that year awarded the Navy Wide Excellence Award (Battle "E" with Silver Device), by the First Space Lord, per Naval Directive 16JA-01. All individual Fleet Cup winners will be awarded the Fleet Excellence Award (Battle "E" with Gold Device).



FLEET CUP RULES:

In order for a Fleet Cup to be eligible for Black Sphinx Cup consideration, the Fleet Cup must adhere to the following rules.

- The Fleet Cup must consist of **three distinct Challenges**, chosen from the approved list.
- The Fleet Cup must consist of three Challenge periods. A Challenges period is a **3 month period** where one Challenge is conducted at a time, with buffer for follow up and preparation for the next Challenge.
- The Fleet Cup's Challenge Periods must adhere to the following schedule:
 - **Challenge Period 1:** February 15th – May 15th
 - **Challenge Period 2:** May 30th - August 30th
 - **Challenge Period 3:** September 15th - December 15th
 - Winner Portfolios due to Office of 1SL: January 15th
- **No extensions** for Challenge periods will be permitted.
- Fleet Commanders may choose to repeat the same Challenge for multiple periods.
- **Only Full Chapters may participate** in the Fleet Cup Challenges. A Full Chapter is defined as **any hyper-capable naval unit or LAC** under the command of that Fleet's Fleet Commander. HMSS Greenwich may participate, other stations and pinnaces may not.
- If a Chapter **upgrades to a larger vessel between Challenge periods**, and retains 90% of their previous crew listed at the end of the previous Challenge, the previous Challenge win will carry over and be credited to the newly upgraded chapter. If the 90% threshold is not met, the situation will be reviewed and ruled upon by the Staff Intelligence Officer for the First Space Lord and a decision will be made on a case-by-case basis.
- If a Chapter **downgrades to a smaller vessel between Challenge periods**, their previous Challenge win will carry over and credited to the newly upgraded chapter.
- **At the end of EACH Challenge Period, the officially listed CO, XO and Bosun of a participating Chapter must have met their rank testing requirements.** Chapters who submit a final Challenge report or submission whose current CO, XO and/or Bosun have not met their rank testing requirements, **will be disqualified from the Challenge.** It is the responsibility of the Fleet Commander to confirm that these rank testing requirements have been met before declaring a winner for each Challenge, and for the overall Cup.
- Only the activities or contributions of those who are officially listed as members of a specific Chapter on the TRMN Medusa Database may be submitted for that Chapter.
- At the end of Challenge Period 3, a winner of the Fleet Cup is decided in one of two ways:
 - The Chapter that won the most Challenges during the 3 Challenges in the Fleet Cup is declared the winner, or:
 - In the event that no Chapter has won more Challenges than any other, the Fleet Commander compares the winners of all three Challenges and declares a winner of their Fleet Cup.
- The winning Chapter of a Fleet Cup **must be awarded the Fleet Excellence Award** (Battle "E" with Gold Device) by the Fleet Commander.

WINNING THE BLACK SPHINX CUP:

After the conclusion of Challenge Period 3, Fleet Commanders must submit a full report on the activities and conduct of the winning chapter their Fleet Cups winning chapter and their conduct during all three Challenges, by no later than January 15th of the following year. Submissions must be made via email to intel@1SL.trmn.org and should be as detailed as possible, including any attachments and media that may be relevant, with an eye on being most impressive overall.

Fleet Commanders must keep in mind that this submission will constitute a portfolio, by which their Fleet's winning Chapter will be compared against all other competitors. If information as to the meritorious efforts of that chapter is not included in the email submission, it will not be considered.

It is strongly encouraged that the portfolio be multimedia in nature, though there are no requirements or restrictions on how this is constructed. The creativity involved in constructing the portfolio and its presentation can potentially be the deciding factor between two submissions whose Cup efforts otherwise seem to be equal in merit. Past and hypothetical examples of creative multimedia approaches include Powerpoint slide presentations, curated photosets, fictionalized "in-universe" accounts of Cup activities, video presentations, websites specifically created to showcase a chapter's Challenge efforts. The key is to create a compelling narrative conveying the chapter's journey to becoming their Fleet Cup's winner, beyond the dry confines of a written report. It should be reiterated that while these creative approaches to the portfolio are not a mandatory requirement, and the basic written report is, putting creative effort into a portfolio is highly advised.

After the deadline of January 15th, the First Space Lord, 1SL Chief of Staff, and 1SL Staff Intelligence Officer, will confer to select a winner of the Black Sphinx Cup from the Chapters submitted. The conferring officers will consider the overall efforts of each Chapter submitted, as well as their efforts toward each specific Challenge, against one another.

As there are ten possible Challenges to participate in, and each Chapter may have partaken in a set of Challenges different from another, judging their efforts will largely be a subjective exercise. The goal of the conferring officers is to determine which Chapter has most impressively conducted themselves as a model TRMN chapter, setting an example both for our members and in the eyes of the general public. Each of the conferring officers will individually rank the competing chapters, and then reach a consensus based on those individual scorings.

The winning Chapter will then have their Fleet Excellence Award (Battle "E" with Gold Device) for that year **elevated to the Navy Wide Excellence Award (Battle "E" with Silver Device)** by the First Space Lord.

APPROVED LIST OF CHALLENGES:

Below is the list of approved Challenges. Specific rules for each Challenge will be provided separately and made available for download from the Office of the First Space Lord. No other Challenges, or modifications to these Challenges, will be permitted in the Black Sphinx Cup. Doing so will eliminate that Fleet from eligibility in the Black Sphinx Cup.

- **Gunnery Challenge (Reading):** Chapter that submits the most pages read during the Challenge period, wins.
- **Grand Alliance Campaign Challenge (Big Cat Rescue fundraising):** Chapter that raises the most money for Big Cat Rescue during the Challenge period, wins.
- **Reconnaissance Challenge (Geocaching):** Chapter that gains the most points, by a combination of officially logging the most Geocache discoveries and creating the most new, officially logged Geocaches, during the Challenge period, wins.
- **Civil Affairs Challenge (Community Service):** Chapter that logs the most verifiable volunteer service hours at any non-profit of their choice, during the Challenge period, wins.
- **Emergency Relief Challenge (Food Drive):** Chapter that provides the most food for donation to a local food bank or other food drive, during the Challenge period, wins.
- **Public Affairs Challenge (Photo/video Contest):** Chapter that creates and submits the best original TRMN cosplay photo or video, during the Challenge period, wins.
- **Marksmanship Challenge (Gaming):** Chapter that has the highest percentage of their total official crew roster with some level of both pistol and rifle marksmanship awards, by the end of the Challenge period, wins.
- **Space Warfare Challenge (SWP Qualifications):** Chapter that has the highest percentage of their total official crew roster with the appropriate Space Warfare Pin for their rank, by the end of the Challenge period, wins.
- **Training Challenge (Rank/Rating Qualifications):** Chapter that has the highest percentage of their total official crew roster trained up to their rank/grade, and at least one technical specialty rating exam of a level that corresponds to their rank/grade, by the end of the Challenge period, wins.
- **Physical Training Challenge (Charity Miles Virtual Run):** Chapter that logs the most verifiable virtual run miles through the Charity Miles smartphone app, averaged out by total crew size at the end of the Challenge period, wins.

ADDITIONAL GUIDELINES:

- It is recommended that the Fleet Commander consult with both their staff and Chapter COs prior to choosing which three Challenges will constitute their Fleet Cup. Buy-in and consent from the Chapters of a Fleet is essential to making the Fleet Cup a success.
- It is recommended that the Fleet Commander delegate primary responsibility for the Fleet Cup to their Staff Intelligence Officer, Chief of Staff, Flag Captain, or other subordinate.
- It is recommended that the Fleet Commander, or designated subordinate, confer with the Office of the First Space Lord prior to conducting their Fleet Cup, in order to assure that they are compliant with the rules of the Black Sphinx Cup.
- Please keep in mind that **you are seeking to compete to be named the most impressive Chapter of your Fleet and/or TRMN as a whole**. Choosing a balanced set of Challenges that will allow Chapters to convey this in more than one way could be essential. For example: In the Black Sphinx Cup, a Chapter that has won their Fleet Cup by means of three consecutive Reading Challenges, or only TRMN training or qualification based challenges, will likely not fair well against another Chapter that won their Cup with three distinctly different types of Challenges, particular those in the spirit of volunteer or charity activity, or a creative focus.

AMBIGUITY CLAUSE:

In any instance that the Black Sphinx Cup rules, or the specific rules of Approved Challenges, are found to be unclear or ambiguous by a Fleet Commander or their subordinate, it is essential that they immediately confer with the First Space Lord's Staff Intelligence Officer (intel@1SL.trmn.org). A final ruling will be made by the Office of the First Space Lord and must be adhered to. Failure to adhere to this ruling will result in the Fleet being made ineligible for the Black Sphinx Cup. If a Fleet is found to have made their own interpretations of the rules without consulting the Office of the First Space Lord, they will be made ineligible for the Black Sphinx Cup.

CONFLICT OF INTEREST CLAUSE:

In the event that the First Space Lord, 1SL Chief of Staff, and/or 1SL Staff Intelligence Officer is a member of a Chapter up for consideration in the Black Sphinx Cup, they will recuse themselves from the awards process, to be replaced by the next most senior member of the First Space Lord's Staff.

EXAMPLE OF FLEET CUP TO BLACK SPHINX CUP PROGRESSION:

