

CHAINMAIL

DOCUMENTATION (0-30 points. SCORED 0-10 then MULTIPLY BY 3) Must have at least “EZ Doc” information. More is acceptable, although one or two pages (not counting visuals and bibliography) should be more than enough. If your documentation is more than three pages for exceptionally detailed and in-depth work, you should provide an executive summary. The best documentation will cover what they did in period, what the creator did in the project, and why the difference (if any). It will explain any conscious compromises made, and provide footnotes, illustrations, and references, as well as any original research or experimentation as it applies to the project. Give score based on the following considerations:

- A minimum of: what it is, where is it from, when is it from, and references;
- Materials used in the project;
- Techniques and tools used during the process;
- Research (country, period of origin, typical characteristics, use of item, etc.);
- Artistic design.

AUTHENTICITY (0-20 points) [SCORE 0-10 and then DOUBLE THE SCORE] Style should be judged as best as possible, taking documentation into account. (Are materials the best modern substitutes?) Riveted mail should produce bonus points. Remember that depending upon the period the piece is representing and/or the country of origin, chainmail may or may not have been riveted. Consider the following concepts when scoring:

- 0: Totally out of period and clearly modern;
- 1-2: Entry is appropriate to time/place stated in documentation;
- 3-4: Entry bears some semblance to period with some obvious modern elements or mixture of elements from different cultures or periods. (e.g., modern process producing results equivalent to period process);
- 5-6: Overall period style and execution with minor inconsistencies, period materials or gives period effect;
- 7-8: Period methods, design and execution with no inconsistencies; period materials or reasonable equivalents;
- 9-10: Special effort to achieve entirely period product by use of period design, materials, tools, techniques, etc. without modern shortcuts (Ex. all hand-done with period techniques); special effort to make entirely authentic.

COMPLEXITY (1-10 points) Rank the ambition of the entry, not the workmanship, scale of 1-10 considering the following:

- 1: Extremely simple (e.g., chainmail belt);
- 2-3: Simple (e.g., chainmail tasse, camail or aventail);
- 4: Not hard (e.g., a coif);
- 5-6: Hard to do (e.g., a hauberk);
- 7-8: Difficult (e.g., a hard-to-do do item with a design worked in it with a second pattern or metal, or a not simple item made from riveted or forge-welded mail);
- 9-10: Extremely Difficult (e.g., complete piece of armor from riveted or forge-welded mail).

WORKMANSHIP (3-30 points. SCORE 1-10 then MULTIPLY BY 3) Rank the quality of execution and success of the entry on a scale 1-10, considering the following:

- Attention to details, neatness and finishing touches (good closures on rings);
- Ability of entry to serve intended function (combat or dress/display);
- Choice of materials (correct ring size/wire gauge for type of entry);
- Durability of the item (wire gauge correct to survive wear/usage or riveted/forge-welded);
- Mastery of period style and practice;
- Difficulty and variety of methods, techniques, and materials (ex. Multiple metals, forge-welded rings, etc.).

OVERALL IMPRESSION (1-10 points) Evaluate the work as a whole, rating the complete effect and appeal beyond the mere technical proficiency. Consider how it functions as armor. Consider how you react to the entry (intuitive response) and other items not previously addressed.

EXTRA POINTS SHOULD BE GIVEN FOR HAVING ALL GOOD RINGS.