

## **GAMES, TOYS AND DOLLS**

This category includes items used for game-playing and entertaining past-times, both for adults and children.

**NOTE:** Judges may wish to consult additional criteria for references to specific materials used, if appropriate, such as Woodwork, Metalwork, Pottery & Ceramics, Embroidery, etc.

**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, etc.);
- Artistic design citing rationale for design elements.

**AUTHENTICITY (0-20 points) [SCORE 0-10 and then DOUBLE THE SCORE]:**

- 0: Out of period; clearly modern;
- 1: Totally inappropriate to time period;
- 2: Some period elements and apparent knowledge of period techniques;
- 3-4: Generally period with some obvious modern elements or inconsistencies OR obvious mixture of elements from different cultures or periods (Ex. late-period media used for an exclusively early-period object, combination of motifs from unconnected cultures or periods, etc.);
- 5-6: Overall period design and execution with minor inconsistencies. Sound knowledge of period practice evident;
- 7-8: Period design and execution with no inconsistencies; period materials or reasonable equivalents;
- 9-10: A completely period product by use of period design, materials, tools, techniques, etc.

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

- Number and complexity of pattern pieces or design elements used;
- Difficulty of materials and handling involved in project or decoration;
- Amount of time involved, including research, material preparation;
- Number of steps, kinds of tools used, amount of guidance;
- Number of elements (even if repetitions of same thing);
- Variety of elements (how many different things, actions);
- Scope of project (size) and number, duration and difficulty of steps and techniques;
- Difficulty and variety of media, materials, tools used;
- Difficulty and variety of techniques tried (skills used to complete project);
- Difficulty and variety of design strategies applied (Ex. kit is minimal; kit embellishment more advanced; designing original procedures is best).

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:

- Effective use of materials, designs, and tools;
- Attention to details, neatness, finishing touches;
- Appropriate application of design(s), proportions;
- Ability of entry to serve intended function. Does it do what it should do and look as it should look?;
- Mastery of period style and technique;
- Techniques: neatness, precision, choice and handling of materials, etc.;
- Form/design: balance, aesthetics, motifs, proportion, etc.;
- Achievement of period style and technique.

**Note: Additional points may be awarded for the creation of an original game (new game/new rules) in a period style.**

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