

Costume: Accessories

Category Rules

The category includes accessories made to accompany a particular costume, items such as shoes, ruffs, cuffs, hats, headgear, gloves, bags, belts, scabbards, etc. The category does not include any type of foundation garment, such as corsets, or small clothes. Please enter those in the category Costume: Single Component.

The entry must include a photograph or sketch of the accessories with the costume they were designed for. The emphasis in this category is placed upon how well the accessories work with the costume they were designed to accompany as well as how well the accessory is created. The cost and lack of availability of some materials (such as gold thread, very fine wool, etc.) should be considered in judging of entries. If patterns or templates are used, the entrant must specify the source of the patterns or templates in the documentation.

Research and Documentation (Score: 0-4 points)

- 0 No documentation provided with entry. Face-to-face judging adds very little information.
- 1 Minimal information is provided for time, place and style. Face-to-face judging adds some background information.
- 2 As in #1, generalized sources are given with no emphasis on primary and/or scholarly resources. In face-to-face judging, no further understanding of the resources is evident. Materials and methods of construction of the entry are described.
- 3 As in #2, there is a good balance of resources: primary and/or scholarly sources well supported by other resources. Documentation and/or face-to-face judging provides well developed discussion of research. Materials and methods of construction are described and the reasons for the choices made are discussed.
- 4 As in #3, in-depth and extensive documentation provides a good balance of resources, emphasizing primary (if available) and/or scholarly resources backed up with a significant selection of other resources. Documentation and/or face-to-face judging provide a good explanation of original research and experimentation related to the research. Face-to-face judging indicates a keen grasp of the research and the entrant can discuss it easily with active engagement. Appendices included in documentation (if any) help provide further pertinent information to subject and time period.

Materials and Methods (Score: 0-4 points)

- 0 Entry is completely modern with no relationship to period elements or practices.
- 1 Use of modern materials and methods to produce a work that would not be accepted in period but either bears some relationship to an authentic work or which might be useful within SCA culture. Entry is inconsistent to period, location, and persona.
- 2 Use of **both** modern materials and methods to produce a work that looks or feels authentic to the time period, location, culture, and economic class for which it was constructed (ex. machine sewing not obvious when worn, fabric appears correct).

- 3 Use of **either** modern materials **or** methods to produce a work that looks or feels authentic to the relevant time period, location, culture, and economic class.
- 4 Use of materials and methods entirely documentable to the period for which it was constructed (ex. hand-woven fabric of natural fibers dyed with authentic materials, hand sewn) or the use of modern materials in a way that does not detract from the appearance and feels appropriate to the relevant persona. Substitutions of modern fabrics and embellishment materials for those no longer readily available will not be penalized so long as an effort has been made to substitute materials with a close appearance and drape to the original.

Scope (Score: 0-6 points for each bullet item)

Rank the **ambition**, not the success, of the entry for each of the following elements.

- Complexity of endeavor (number of pieces, detail of each piece, number of processes involved).
- Difficulty of techniques attempted.
- Extent of original work (in patterns, etc.).
- Variety of construction techniques used (embroidery, use of woven trim, etc.).

Optional

- Difficulty of working with the materials chosen (napped fabrics, fur, matching of appropriate patterns such as stripes, plaids or lozenge twills, handling of trim).

Skill (Score: 0-6 points for each bullet item)

Rank the **success** of the entry for each of the following elements.

- Technical (seam treatment, stitching, neatness).
- Handling of fabric (choice of fabric, use of nap, fur, etc.).
- Finishing as appropriate to the garment

Optional

- Fit and/or drape (the way the item fits as per period; ex. gloves, hat, belts, etc.).
- Execution of handwork.
- Embellishment/detailing (embroidery, lining, trim and knotwork application).

Ingenuity (Score: 0-4 points)

Judge the ingenuity of the entry. Did the entrant use creative thought to recreate / research their reproduction? Was the entrant resourceful and inventive in the approach to creating their entry? Does the entry reflect the entrant's vision of period context? Is original thought, contemplation, interpretation, and vision evident according to the entry's period?

Judge's Observation (Score: 0-6 points)

Rank the entry as a whole. How well do all the separately judged parts fit together? The entry's overall effect is judged in this section. This is the only section of the criteria where the judges may allow their personality, private opinions, and personal preferences to influence scoring.