

Toy Making

Category Rules

The category includes items created specifically for use as children's toys, such as dolls, human or animal figurines, miniature household wares and weapons, hobby horses, and moving toys (whirligigs, hoops). It does NOT include game boards, table games, or items associated with adult amusements, such as gambling or gaming. Since nearly any object can become a toy if the child is sufficiently bored or imaginative, entries in this category should be restricted to purpose-made toys, whether commercially produced or homemade.

NOTE: Modern notions of child safety in toys do not appear to have been concerns in period toys, so materials or designs which would be dangerous for children may be used at the entrant's discretion and at their own risk. Use of materials that are potentially toxic by skin absorption (leaded pewter, hazardous mineral pigments in decorations) should **NOT** be used. A safe substitution should be noted the documentation. Additionally, miniature firearms or edged weapons must conform to SCA rules for such items, regardless of period use.

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 an item that would not be accepted in period but either bears some relationship to an authentic work or might be useful within SCA culture.
- 2 Use of **both** modern materials and methods to produce a work that looks, feels, or tastes authentic to the intended time period or culture.

- 3 Use of **either** modern materials **or** methods to produce a work that looks, feels or tastes authentic to the intended time period or culture without explanation of any substituted materials.
- 4 Use of entirely authentic materials and methods used in the period and culture for which the toy is intended (wood or cloth varieties that would have been available to a period toymaker, use of reproduction hand tools). Any substitutions and the period materials/methods are thoroughly explained. Substitutions of modern components and embellishment materials which are no longer readily available will not be penalized so long as an effort has been made to substitute materials with a close appearance to the original. For example, the entrant may combine elements from several original contemporary recipes to create a new dish, provided that the documentation and research supports the final product.

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

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

- Materials: number and variety of items (if entry is a set, as in toy knights, or a suite of similar examples), variety of materials, quality of materials.
- Techniques: difficulty of techniques attempted (ex: hollow cast figurine vs solid cast figurine, independent of decoration or detailing), number or variety required.
- Decoration: variety or complexity of surface decorations.
- Authenticity: extent to ensure accuracy to time period and culture represented.

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

How well is the entry made? Rank the **success** of the entry for each of the following elements.

- Construction: functionality of moving parts (do joints or hinges work as intended?), other functional considerations.
- Finish: polishing of metal or wood, smooth seams on sewn items, decoration (etching, carving, painting, decorative application of needlework or clothing).
- Craftsmanship: durability, safety (will it stand up to a child's wear and tear?).

Ingenuity (Score: 0-4 points)

Judge the ingenuity of the entry. 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 entrant'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.