Graphic Arts
Crafts

1. **Decorative Stitching:** Small Items: Embroidery, Cross-stitch, Small Sewing Projects
2. **Dolls –** May be a single doll or multiple dolls
3. **Large Models –** Measure no larger than 3 feet in any direction.
4. **Small Models –** Measure no larger than 1 foot in any direction.
5. **Textiles –** Large sewing items such as Banners or T-Shirts.

** Glassworks Has Been Eliminated**

Judging

1. 3 Judges are assigned to each category. At least one judge is proficient in Latin and the Classics
2. The judges review each project of a given category and level.
3. The judges will rank the top ten projects of each level of each category
4. Ties are allowed
5. Any project that is disqualified will not be judged

General Rules for all Crafts Projects

Please refer to the specific rules for each project found below.

1. Each student may enter <u>one</u> project for each of the five possible choices.
   There is not a school limit.
2. Any project that is registered into the wrong category will be disqualified.
3. Neither student name nor school name should appear anywhere on the project.
4. **When registering the project on-line, students should title the work appropriately and write a *brief* explanation of the subject matter. If a judge cannot figure out what the project is supposed to be and/or what its relationship is to the classics it will not score well!**

Decorative Stitching Project Guidelines:

<u>VIOLATIONS WHICH WILL RESULT IN DISQUALIFICATION:</u>

- ♦ Projects placed in the wrong category will <u>*not*</u> be moved.
- ♦ Small items such as embroidery, cross-stitch, or sewing belong in Decorative Stitching.
- ♦ Decorative stitching entries should not be produced from kits, **unless** *major* changes have been made to the design.
- ♦ Glass frames are <u>not</u> allowed.

<u>VIOLATIONS WHICH CAUSE DEDUCTIONS:</u>

The recommended deduction for any violation is to be placed one place lower than the project would have originally placed.

- ♦ Work should be neatly done, flat, not puckered, with even, uniform stitches.
- ♦ Neither student name nor school name should appear anywhere on the project.

<u>Judging Criteria</u>:

Each criterium will be given equal weight.

1. Mastery of Media
2. Creativity/Originality
3. Classical Message
4. Quality of Work
5. Overall Effect

Dolls Project Guidelines:

<u>VIOLATIONS WHICH WILL RESULT IN DISQUALIFICATION:</u>

- ◆ Projects placed in the wrong category will <u>*not*</u> be moved.
- ◆ Dolls must be completely handmade.

<u>VIOLATIONS WHICH CAUSE DEDUCTIONS:</u>

The recommended deduction for any violation is to be placed one place lower than the project would have originally placed.

- ◆ Delegates may enter a single doll or a group of dolls.
- ◆ Workmanship and neatness are essential.
- ◆ Neither student name nor school name should appear anywhere on the project..

<u>Judging Criteria</u>:

Each criterium will be given equal weight.

1. Mastery of Media
2. Creativity/Originality
3. Classical Message
4. Quality of Work
5. Overall Effect

Large Models Project Guidelines

- Projects placed in the wrong category will _not_ be moved.
- Models should be three-dimensional representations of objects, not flat pictures.
- Large models should be **greater than 1 foot in at least one direction but must not exceed 3 feet in any direction.** Anything larger will not be judged.

VIOLATIONS WHICH CAUSE DEDUCTIONS:

The recommended deduction for any violation is to be placed one place lower than the project would have originally placed.

- Large models are expected to be more accurate and intricate in detail.
- Working models will be given priority to non-working models of the same craftsmanship
- Neither student name nor school name should appear anywhere on the project.

Judging Criteria:

Each criterium will be given equal weight.

1. Mastery of Media
   Does the model show good craftsmanship
2. Creativity/Originality
   Is the model original, or a creative example of a classical item
3. Classical Message
4. Quality of Work
   Is the model tidy, with small details taken care of
5. Overall Effect
   Does the model have a 'wow' factor

Small Models Project Guidelines:

<u>VIOLATIONS WHICH WILL RESULT IN DISQUALIFICATION:</u>

- ♦ Projects placed in the wrong category will <u>*not*</u> be moved.
- ♦ Models must be three-dimensional representations of objects, not flat pictures.
- ♦ Small models are **<u>no larger than one foot in any direction</u>**

<u>VIOLATIONS WHICH CAUSE DEDUCTIONS:</u>

The recommended deduction for any violation is to be placed one place lower than the project would have originally placed.

- ♦ Working models will be given priority to non-working models of the same craftsmanship
- ♦ Neither student name nor school name should appear anywhere on the project.

<u>Judging Criteria</u>:

Each criterium will be given equal weight.

1. Mastery of Media
   Does the model show good craftsmanship
2. Creativity/Originality
   Is the model original, or a creative example of a classical item
3. Classical Message
4. Quality of Work
   Is the model tidy, with small details taken care of
5. Overall Effect
   Does the model have a 'wow' factor

Textiles Project Guidelines:

VIOLATIONS WHICH WILL RESULT IN DISQUALIFICATION:

- Projects placed in the wrong category will *not* be moved.
- Textile entries should not be produced from kits, unless *major* changes have been made.
- Glass frames are <u>not</u> allowed.
- Large items such as banners and T-shirts belong in Textiles

VIOLATIONS WHICH CAUSE DEDUCTIONS:

The recommended deduction for any violation is to be placed one place lower than the project would have originally placed.

- Work should be neatly done, flat, not puckered, with even, uniform stitches.
- Neither student name nor school name should appear anywhere on the project.

Judging Criteria:

Each criterium will be given equal weight.

1. Mastery of Media
2. Creativity/Originality
3. Classical Message
4. Quality of Work
5. Overall Effect

Glassworks

HAS BEEN ELIMINATED AS A PROJECT