

Toys & Games

LEVEL : OPEN	ENTRANT #: _____	ENTRY #: _____
BRIEF DESCRIPTION OF ENTRY: _____		

Please use the following numeric judging scale (choice of higher or lower number within each of the five “levels” is dependent upon judge’s evaluation of entry for each of the criteria [see pp 18–19 of *Judges’ Certification Handbook*]):

- 1 Falls considerably below Atenveldt Standard.
- 2 – 3 Falls slightly below Atenveldt Standard.
- 4 Meets Atenveldt Standard.
- 5 – 6 Exceeds Atenveldt Standard.
- 7 Far exceeds Atenveldt Standard.

DOCUMENTATION:

Circle Score Given: 1 2 3 4 5 6 7

Includes complete information relating to the pre-17th century example(s) used for the entry as well as other information pertinent to the entry for use by judges. Does the documentation include: Time frame and region of origin of model(s); purpose and/or intended use of model(s); discussion of the original materials, tools, techniques, styles, and design elements of model(s); discussion of the materials, tools & techniques, design, and decorative elements used to create the entry; and, citations/references and appropriate illustrations? Does the entrant explain any significant changes &/or compromises made in materials or design elements of pre-17th century practices or model(s)? If a game, are rules included? Is the documentation organized and legible?

COMPLEXITY &/OR DIFFICULTY:

Circle Score Given: 1 2 3 4 5 6 7

Assessment of the scope, ambition, and difficulty of the entry. What variety of materials, tools, and techniques were required? Were tools and materials purchased or handmade? What skill level was needed in working with the materials, tools, and techniques to complete the entry? What was the number, form, and detail of pieces required to complete the entry? How difficult to execute were the proposed/required design elements, shaping, finishing, and any additional decorative elements? Where multiple elements were included (e.g., wooden Morris board with glass playing pieces), to what degree did the entrant design/create each of these elements?

WORKMANSHIP:

Circle Score Given: 1 2 3 4 5 6 7

The skills used and the resulting quality of work in producing the entry. Did the entrant's use of materials, tools, and techniques result in a finely finished and functional entry? If the entry contains multiple pieces/parts (e.g., game pieces, model figures, etc.), how skillfully worked and matched overall are these pieces? If the entry has multiple joined components or materials, how well have these elements been placed together? If there are moving parts, do these move freely or as required? Is the entry constructed to withstand playing? Are instructions clear?

ÆSTHETIC QUALITIES:

Circle Score Given: 1 2 3 4 5 6 7

The overall aesthetic effect and appeal of the entry, as perceived by the judges. Does the entry appear to be even and consistent in terms of design and finish? Are the design elements well conceived and executed? Are use and consistency of color and decoration well designed and accomplished? Overall, have the entrant's efforts produced an entry that is pleasing &/or useful, and one that might invite use/enjoyment by children &/or adults?

AUTHENTICITY:

Circle Score Given: 1 2 3 4 5 6 7

How closely the entrant followed pre-17th century techniques and how nearly the entrant achieved a piece that would not have been out of place in a pre-17th century cultural setting. Does the design and functionality of the entry fall within pre-17th century constraints? Are all elements of the entry (including, if used, multiple design elements) consistent within the stated time frame and region of origin of the model(s)? How well do all elements of the entry work logically together within a single time frame & region? To what degree were pre-17th century materials, tools, and techniques used? Overall, would the entry pass as a pre-17th century toy or game?

