

## Nova Woodturners Guild

# Competition Judging Guidelines

Adopted April 2015

### Context

The Nova Woodturners Guild holds an annual competition of turned works. The goals of this competition are to provide opportunities for turners to have their work assessed and critiqued by experienced judges, allow for friendly competition and provide public exposure for the Guild and for turned wood art and craft. The completion also provides incentive for turners to push their abilities and try new techniques, designs and materials to enhance the competitive edge.

### Structure

The competition is divided into three classes:

#### Spindle

Spindle turning is defined as when there is a definite grain pattern that is parallel to the lathe axis when it is being worked. Examples include pepper mills, goblets, rolling pins, end grain hollow forms, etc.

#### Mandrel

Mandrel turning involves the mounting of the piece (or its components) for turning on a mandrel. A Mandrel is a shaft or device (usually metal) that passes through or nearly through the piece being turned in order to secure the work for turning. Examples include pens / pencils, shaving kits, duck calls, etc.

#### Faceplate

Faceplate turning involves turning objects where there is a definite grain pattern that is perpendicular (or nearly so) to the lathe axis when the piece is being worked. Examples include bowls, platters, boxes, hollow forms, etc. All pieces not fitting into 'Spindle' or 'Mandrel' will be judged in 'Faceplate' class.

Turners can enter in one of three levels:

#### Novice

The Novice class is intended for new turners and those with relatively little turning experience. Pieces should be well executed and should reflect competent skills.

#### Intermediate

The Intermediate class is intended for turners who are mastering technical skills and adding artistic and aesthetic elements. Pieces should be of high quality and well executed. Choice of materials, colour and enhancement should complement the overall design and aesthetic.

## Open

The Open class is for advanced amateur and professional turners. Pieces should be flawlessly executed and be of exceptional quality both technically and aesthetically.

## Guidelines

### General

The aim of judging in this competition is to assist turners in advancing their skills and artistry. The competitive element helps to encourage turners to push their limits and try new techniques or design elements in order to get a competitive edge.

Scoring should reflect the achievement of ideal execution, in consideration of the skill level at which the piece is entered.

Comments and critique from Judges can be very beneficial to a turner's development and motivation, helping turners to elevate their craftsmanship and artistry to higher levels. Comments should be constructive and aimed at enhancing the turner's skills. ***Judges should refrain from overly negative or derogatory comments.***

### Scoring

The Judges Scoring Sheet that is used for recording scores is attached below. One sheet should be completed by each judge for each piece. Each piece should be scored from 1 to 10 in each of 4 criteria:

#### Craftsmanship

An assessment of the execution of technical skills in the piece (appropriate to the Level). Some elements to consider:

- is the project free of tool marks and sanding scratches?
- is it free of crushed fibers or tear-out?
- is it smooth to the touch and free of undulations?
- if a bowl or a vessel, is wall thickness consistent?
- if a closed form, is the inside smooth?
- is the bottom finished?
- are transitions in shape smooth when needed (eg. open curves) or crisp when needed (eg. transition of bowl into its foot)?

#### Design

An assessment of the overall aesthetic of the piece and its design. Examples of elements to consider:

- does the project have good form; is it pleasing to the eye?
- does it have clean lines and good proportions?
- does the wood (or material) selection compliment the design?
- do added enhancements, embellishments or colour improve or detract from the design?
- do curves complement each other and flow smoothly through transitions where appropriate?
- does the form have consistent quality viewed from different angles?

## Finish

An assessment of the quality, consistency and appropriateness of the finish treatment applied. Examples of elements to consider:

- has finish been applied?
- is the finish smooth, consistent and free of blotches or blemishes?
- are different components finished consistently?
- would a different surface treatment, colour or stain likely add to or enhance the piece?

## Overall Appeal

An assessment of the Judge's subjective thoughts and reactions to the piece. Pieces should be considered in their entirety for overall impact, pleasing appearance, and functionality (if appropriate). Do all of the elements of the piece and its design work well together? Do whimsical or humorous elements enhance the appeal, etc.?

## Levels

Judges' scoring should reflect the level that the piece is entered in:

### Novice

Beginner items should be an initial attempt at creating something on a lathe. A critique at this level is focused on helping the turner better execute basic turning skills so they become "rote" and advance with time to higher skill levels.

### Intermediate

Intermediate items should be well executed pieces that would receive no criticism at the lower Level. A critique at this level is focused on helping the turner become a craftsman, building on the pure execution skills to bring more creativity and artistry to the turning - more focused on helping the craftsman take a great piece of work and make it even better.

### Open

'Open' class items should generally be flawlessly-executed pieces that receive no criticism on Level 1 through Level 3 checklist items. A critique at this level is more focused on helping the craftsman use it as a springboard for new directions. Examples of elements to consider:

- originality in shape, use of materials, or post-turning enhancements
- artistry and creativity
- degree of difficulty appropriate for this level (is it overly simplified)
- pleasing to the eye or to the touch
- transitions in shape enhance the overall appeal and design

