

# HOUSTONFEST

## Crafts Critique Sheet

Contestant(s): \_\_\_\_\_

School: \_\_\_\_\_

Judge's initials: \_\_\_\_\_

### INSTRUCTIONS TO JUDGES

Please read the "Instructions to Judges" sheet in your packet.

### RULES

Entry Limit: 1 entry per school (may be an individual or group project)

Spending Limit: \$60 maximum (Along with receipts for purchases made specifically for the project, items used from home must also be listed, assigned a monetary value, and included in the \$60 total.)

A craft is the creation of something new and unique. It should be representative of a style or genre, without being a copy or model of an existing item or structure; however, it must relate to German culture. **Contestants must create all projects from scratch.** No kits. The craft must be clearly named, e.g. *Dom, Kuckucksuhr, Trachtenhut*, etc., and it should include a backdrop or diorama. Project should include some form of documentation showing the style or genre that the contestant is trying to use, e.g., Gothic-style cathedrals, Black Forest cuckoo clock, crocheted article in Bavarian colors, etc. Possible entries are by no means limited to examples cited within these rules. Documentation should include appropriate citation of sources. Photos of the various stages of the creation process would also be helpful to the judges in determining if the project was actually constructed by the contestant(s). Receipts for expenses must also be included in the documentation. Each entry should have a card with the name(s) of the contestant(s), the school, the city, and the category "Crafts" on it.

### CRITERIA FOR JUDGING

1. **Craftsmanship:** The craft is of high quality and is well constructed. Complexity of the project should also be considered. (0-20 points)
2. **Authenticity:** The craft is definitely of a certain style or genre and the background or diorama adds to its authenticity. It is evident that the project has been well researched and includes multiple examples of the style or genre. (0-20 points)
3. **Originality:** The craft was designed and built from contestants' own plan. The craft has its own character and flair while still being representative of a style or genre. It does not look like a re-creation of something that already exists/existed. (0-20 points)
4. **Imagination:** The craft makes use of creative media and creative backdrops. Details such as furnishings, landscapes, and accessories are fun, interesting, and appropriate. (0-20 points)
5. **Overall Impression:** The craft evokes the spirit of German-speaking countries and/or culture. The craft could be used as part of an exhibit or offered for sale. (0-20 points)

**TOTAL POINTS:** (100 possible) \_\_\_\_\_

**MORE COMMENTS TO HELP THE CONTESTANTS** (Write on the back if necessary.)