

## TEXAS STATE GERMAN CONTEST

# Crafts Critique Sheet

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

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

Judges' Names: \_\_\_\_\_

**INSTRUCTIONS TO JUDGES:** Please make sure you have read the "Instructions to Judges" sheet in your packet.

## RULES

Entry Limit: One craft per school: may be an individual or group project

Spending Limit: \$45.00 max. (Items used from home must be accounted for, given a monetary value, and included with receipts.)

A craft is the creation of something new and unique. It should be representative of a style or genre, without being a copy of a specific item; however, it must relate to German culture. **Contestants must build 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 student is trying to use, e.g. gothic cathedrals, Black Forest cuckoo clock, Bavarian-style hat, 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. (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 mediums 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. 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.)**