

Casting

Category Rules: The category is specifically for molded and cast items made of metal. Items in this category would include buttons, findings, flatware (spoons), hollowware (bowls, pitchers), and statuary of either single or multiple pieces. Molds made in the course of construction of an entry should be described in the documentation, and if possible, be exhibited with the entry.

Documentation (0 to 4 points):

- 0: No documentation provided with entry.
- 1: Minimal information consisting of time, place and style.
- 2: As in #1, plus use of general sources; emphasis on tertiary sources with one or two secondary sources (ex: use of encyclopedia articles with a possible additional use of books or articles that refer to a period source.). Methods and materials used in the entry are described.
- 3: As in #2, plus a developed discussion making use of critical references; sources are largely secondary (ex: sources refer to period references; documentation discusses, compares, and contrasts the source's views). Methods and materials used are described and the reasons for the choices made are discussed.
- 4: As in #3, plus explanation of original research/experiment and relation of source material to it. Primary sources, if available, and scholarly secondary sources are emphasized (ex: sources used are from the appropriate period for the entry, such as period manuscripts, paintings or artifacts). All points in the criteria are discussed briefly and clearly, with relation to this entry. Appendices are clearly marked to show what aspect of the entry they are intended to illustrate.

Methods and Materials (0 to 4 points):

- 0: Entry is completely modern with no relationship to period elements or practices. Entry is unidentifiable from period models.
- 1: Use of modern materials and methods to produce a work that would not be accepted in period but either bears some relationship to an authentic work or which might be useful within SCA Culture. Entry is inconsistent to period, location and persona.
- 2: Use of both modern materials and methods to produce a work that looks or feels authentic to the time period, location, culture and economic class for which it was constructed.
- 3: Use of either modern materials or methods to produce a work that looks or feels authentic to the time period, location, culture and economic class for which it was constructed.
- 4: Use of totally authentic materials and methods entirely documentable to the period for which it was constructed or with materials known in period or the use of modern materials and methods in a way that does not detract from the appearance and feels appropriate to the persona for whom the item was constructed.

Scope (0 to 6 points): Rank the ambition, not the success, of the entry on a scale of 0 to 6 for each of the following elements and average for the total Scope score (Total of element scores divided by 6).

- Choice of Materials (Difficulty of working with materials):
 - o Low-melt alloys (easier to use materials such as pewter and lead)
 - o Higher-temperature alloys (copper-based, aluminum, precious metal alloys)
 - o Pure metal (gold, silver, copper) most difficult to work with because of short time between liquid and solid phase.
- Molding technology:
 - o Destructive (waste mold, lost-wax, clay, plaster, sand casting)
 - o Non-destructive (fixed die, soapstone, slate, stone, cuttlefish, wood)
- Design of Mold:
 - o Modeling details
 - o Spruing system
- Complexity:
 - o number of pours needed to complete item.
 - o number of pieces (example: casting done as fittings (ex. bezels, handles)
 - o size in relationship to detail
 - o how much detail is incorporated in each piece

- Melting techniques:
 - o Charcoal vs. gas
 - o Crucible
- Extent gone to ensure authenticity

Skill (0 to 6 points): How well is the entry made? Rank the success of the entry on a scale of 0 to 6 points for each of the following elements and average for the total Skill score (Total of element scores divided by 7)

- Finishing
- Results of Cast
- Repair work
- Difficulty of metal to work with
- Modeling technique
- Materials Handling
- Uniformity of thickness, applicable to purpose

Creativity (0 to 4 points)

- 0: Rote-copied item with mistakes added.
- 1: Rote-copied item with no innovations or documented knowledge of period style.
- 2: Logical combination of period elements with some innovation of embellishment or techniques, all logical to the period context of the persona for whom the costume is constructed.
- 3: As in #2, plus much individual interpretation and interpolation logical to the period context of the persona for whom the costume is constructed; that is, the range of possible styles considered and innovative combinations which appear to fit logically together.
- 4: As in #3 plus each element shows such consideration and choice logically innovative to itself. Elements work together in a cohesive fashion which is specific to the needs of the persona for whom the item is constructed.

Judge's Observations (0 to 6 points): Rank the entry as a whole. How well do all the separately judged parts fit together? The entry's overall effect is judged in this section. This is the only section of the Criteria where the judge may allow her/his personality, private opinions and personal preferences to influence scoring.

Contributors: Jamie Blackrose, Thomas Mailer, Charles Oakley 2003

Editors: Gwyneth Banfhidhleir 2003