

Weapon-Making

Category Rules: The category includes all weapons made from wood or metal, such as swords, spears, rapiers, daggers, plain bows, crossbows, composite bows, longbows, recurve bows and arrows. Compound bows are not eligible for entry. Devices using gunpowder are not eligible for entry. The entrant is encouraged to submit any drawings or plans used to create the submission, as well as photographs, drawings or books relied upon in the design. The judge will always assume modern tools and materials unless the entrant states otherwise in the documentation. The following additional rules will be relied upon when judging this category:

Blades are not required to be sharpened and points will neither be withheld nor awarded for sharpness.

No points will be deducted for modern precious metal plating. This is to discourage use of period techniques in any mercury (metal) amalgam gilding, which is extremely hazardous to health and environment and too dangerous to use without specialized knowledge and equipment.

No points should be deducted for a light coating of oil on the metal of a weapon as a preservative. If documented, authentic preservatives should be looked upon favorably.

No points should be deducted for the use of modern exotic steels because of similar hazards to mercury gilding during smelting steel, however a knowledge of period materials should be shown in the documentation.

Documentation (0 to 4 points):

- 0: No documentation provided with entry.
- 1: Minimal information consisting of time, place and style.
- 2: Information consisting of time, place, and style, plus use of general sources; reliance on tertiary sources with perhaps one secondary source (ex: use of encyclopedia articles with a possible additional use of a book or article that refers to a period source.).
- 3: Information consisting of time, place, and style, 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).
- 4: Information consisting of time, place, and style, plus explanation of original research/experiment and relation of source material to it. Primary sources along with critical references, if available, are emphasized (ex: sources used are from the appropriate period for the entry, such as period manuscripts, paintings or artifacts, archaeological essays of primary source item, etc.).

Methods and Materials (0 to 4 points):

- 0: Entry is completely modern with no relationship to period elements or practices.
- 1: Use of modern materials (except steel) 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.
- 2: Use of both modern materials and methods (except steel) to produce a work that looks or feels authentic to the time period it purports to be.
- 3: Use of either modern materials (except steel) or methods to produce a work that looks or feels authentic.
- 4: Use of totally authentic materials (except steel) and methods.

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 5).

- Type of metal or wood used and difficulty in working it.

- Design: how hard is it to do correctly?
- Number and difficulty of metal or wood working techniques employed.
- Number and difficulty of embellishments employed.
- Additional materials used.
- Extent gone to ensure authenticity of techniques used.

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 5 or 6).

- Design: Is it appropriate to the entry's time and place? Most weapons need to be built robustly, is it? Is the bow or blade strong enough for its intended use? The grip? The finished construction?
- Use of materials: Are they appropriate to the entry's time and place? Do they aid or detract from the design? Given the difficulty in working, how well did the entrant use them?
- Use of shaping and forging techniques or wood working techniques: No cold shuts or burning, smooth grinding and polishing, smoothness of curves and tapering, evenness of blueing, tightness of quillons, grip and pommel (if it doesn't rattle, it's good-don't try to see how much force is need to make it rattle), elimination of forging marks, etc. Are curves symmetrical or asymmetrical as intended?
- Appropriate balance.
- Fit and finish. Is the entry obviously poorly built? How well do the separate parts fit together, any gaps or cracks?

If applicable:

- Use and appropriateness of decorative techniques.

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.

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