

# Weapon Making

## Category Rules

This category includes all weapons made from wood or metal, such as swords, spears, rapiers, daggers, bows, crossbows, arrows, etc. Post-period weapon types will not be considered. The following additional rules will be relied upon when judging this category:

- Blades are not required to be sharpened and points should not be withheld nor awarded for sharpness.
- 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.

## Research and Documentation (Score: 0-4 points)

- 0 No documentation provided with entry. Face-to-face judging adds very little information.
- 1 Minimal information is provided for time, place and style. Face-to-face judging adds some background information.
- 2 As in #1, generalized sources are given with no emphasis on primary and/or scholarly resources. In face-to-face judging, no further understanding of the resources is evident. Materials and methods of construction of the entry are described.
- 3 As in #2, there is a good balance of resources: primary and/or scholarly sources well supported by other resources. Documentation and/or face-to-face judging provides well developed discussion of research. Materials and methods of construction are described and the reasons for the choices made are discussed.
- 4 As in #3, in-depth and extensive documentation provides a good balance of resources, emphasizing primary (if available) and/or scholarly resources backed up with a significant selection of other resources. Documentation and/or face-to-face judging provide a good explanation of original research and experimentation related to the research. Face-to-face judging indicates a keen grasp of the research and the entrant can discuss it easily with active engagement. Appendices included in documentation (if any) help provide further pertinent information to subject and time period.

## Materials and Methods (Score: 0-4 points)

- 0 Entry is completely modern with no relationship to period elements or practices.
- 1 Use of modern materials and methods to produce an item that would not be accepted in period but bears some relationship to an authentic work or which might be useful within SCA culture. Entry is inconsistent to period, location, and persona (ex: some period elements, but doubtful authenticity of materials, colors, technique, design, or planned use).
- 2 Use of **both** modern materials and methods to produce a work that looks or feels authentic to the intended time period, location, culture, and economic class for which it was constructed.
- 3 Use of **either** period material **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 without explanation of any substituted materials.
- 4 Use of totally authentic materials and methods. Substitutions of modern materials for materials which are no longer readily available will not be penalized so long as an effort has been made to substitute materials with a close look & feel to the

original. Please explain the substitution in your documentation, and, if possible, explain how your substitution either resembles a period material, or how the handle of a period material would differ from the replacement.

**Scope** (Score: 0-6 points for each bullet item)

Rank the **ambition**, not the success, of the entry for each of the following elements.

- Difficulty: Consider what is needed in the preparation and working of the materials selected.
- Complexity of the design: Consider the scale and inherent complexity of the weapon being made. A simple knife < a socketed spear < a plain sword < a pattern welded sword.
- Extent gone to ensure authenticity of techniques used: Consider custom tooling, experimental archeology, etc.

*Optional*

- Decoration and embellishment: Complexity and extent of embellishments employed.

**Skill** (Score: 0-6 points for each bullet item)

How well is the entry made? Rank the **success** of the entry for each of the following elements.

- Design: Appropriate to the entry's time and place? Sufficiently Durable?
- Control of forming techniques: Metal weapons should have no cold shuts or burning. Wooden weapons should be without chips or twist or tear out. Shapes and tapers should be smooth and symmetrical.
- Balance: Does the piece have an appropriate balance? Would it be comfortable to wield?
- Fit and finish: Is the piece visually appealing? Do the separate parts fit together without gaps or cracks?

*Optional*

- Decoration and embellishment: Use and appropriateness of any decorative techniques.

**Ingenuity** (Score: 0-4 points)

Judge the ingenuity of the entry. Was the entrant resourceful and inventive in the approach to creating their entry? Does the entry reflect the entrant's vision of period context? Is original thought, contemplation, interpretation, and vision evident according to the entrant's period?

**Judge's Observation** (Score: 0-6 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 judges may allow their personality, private opinions, and personal preferences to influence scoring.