



The League of New Hampshire Craftsmen consider three primary areas of expertise for State Jury status. As well as technical proficiency and aesthetics, the jurors evaluate "**Spirit of the Maker**".

**Spirit of the Maker** is what makes each craftsperson's work truly their own.

**Spirit of the Maker** goes beyond technique and shows attention to detail in every aspect of the work.

**Spirit of the Maker** is the catalyst that brings technical proficiency and aesthetics to life.

**Spirit of the Maker** is respect; respect for materials and tools; respect for those who have helped nurture and inspire you and for those who you will help nurture and inspire in the future.

**Spirit of the Maker** is part dedication, part humanity, part personal vision and all important.

**Spirit of the Maker** is the heartfelt need to simply make good art. Your creations must come from the heart if you want them to work.

The League does not draw a hard and fast line between "utility" and "art." Craft mediums have great expressive power, and the primary function of a piece may be expressive or decorative, rather than utilitarian.

## **STANDARDS CRITERIA FOR MIXED MEDIA**

League standards for MIXED MEDIA require that the material be fundamentally transformed by the artisan resulting in work that demonstrates technical fluency, integrity of intent and a spirited sense of personal vision.

Craftsmanship should be consistent throughout the entire piece and be technically well crafted of high-quality materials.

The work must demonstrate technical proficiency and should express the personal vision and aesthetic of the maker, demonstrating a coherent stylistic development with every attention to detail, design, function, and finish which sets the work apart.

The category of Mixed Media includes but is not exclusive to:

- Assemblages
- Painting and surface designs on unique objects
- Combinations of more than one medium

### **Technical Guidelines:**

1. The applicant should demonstrate knowledge of traditional crafts and/or contemporary techniques.
2. Artistry of a piece involves design and composition. Presentation, innovation and creativity also all come into play. Form, color and mass should all be working together to make an integrated whole.
3. Each piece should demonstrate that attention has been paid to all surfaces.
4. The work should be durable, structurally strong and well made so that it has a

reasonable life span when used for its intended purpose.

5. Any enhancements to the finished piece, hanging supports, findings, and accessories should be of a high quality, function properly, and be physically strong and well-integrated within the work. The use of adhesives should be controlled and appropriate to the design and function of the piece. Choice of adhesive must be appropriate to the material and its intended use.

#### **Guidelines for Surface Design:**

1. Overall, the design of the piece should be harmonious. Painting, decorating, carving, etching, color, and surface treatments should fit and enhance the work in a way that is integral to the function and expression of the piece.
2. The work should allow originality and personal expression, as well as mastery of technique. If surface design is the primary focus of the object, the design should reflect expressive qualities particular to the craftsperson.

## **STANDARDS GUIDELINES APPLICABLE TO ALL MEDIUMS**

#### **Components and Accessories:**

Components or accessories are parts that are not made in the studio of the juried LNHC member, which are incorporated into craft objects. Such components and/or accessories are acceptable and appropriate only if: they are of high-quality construction and materials; they do not visually dominate the finished object; and they would not be reasonably interpreted, based upon appearance, as objects created by juried LNHC members.

Any purchased parts must be of high quality and be well integrated into the work. While the League does not accept work based primarily in assembling purchased components (bead stringing, for example) exceptions may be made for work that demonstrates strong personal vision and transformation of basic materials through individual creative intent.

#### **Commercial Production Techniques:**

The League's focus is on work made by hand by individual craftspeople. Commercial production methods used solely for speed or high volume are not acceptable by League Standards, although exceptions may be made, especially if the following criteria are met.

1. The finished product is best made by this particular method, with a higher aesthetic and technical quality resulting than if by hand.
2. The work has an extremely high level of originality and expressiveness in design.
3. The original model for any master molds are produced solely through the concept and hand of the juried craftsperson.
4. All other guidelines for the media apply.
5. Commercially produced items are numbered and limited in quantity.

Craftspeople who utilize machine assisted production methods must maintain an extremely high level of originality and expressiveness of design. The juried craftsperson must create the imagery, color choices, and design.

**Truth in Labeling:**

Work made by the individual state juried craftsperson may be personally signed or stamped. Craftspeople are encouraged to permanently sign or stamp their work. If the craftsman decides that signing their work would detract from the object, a tag or label should accompany the work. Labeling must comply with League state and juried standards.

All federal and state copyright laws must be strictly adhered to.

**Health and Safety Guidelines:**

The craftsperson is responsible for assurance that craftwork meets all federal, state, and local health and safety requirements.

**Cultural Appropriation Guidelines:**

Cultural appropriation refers to the use of objects or elements of a minority culture in a manner which reinforces stereotypes or contributes to marginalization and does not respect original intent or meaning or give credit to the source.

The League of NH Craftsmen does not accept work that demonstrates cultural appropriation. We will not allow the incorporation of styles, motifs, content, or other elements from a culture outside of the maker's own experience when used in a manner that is considered harmful, offensive, insincere or unoriginal. We are sensitive to the fact that certain cultural aesthetics might not be deemed objectionable and could be a source of creative inspiration that does not affect a culture in a negative way. Suspected instances of cultural appropriation will be carefully examined by League staff and our Standards Committee.

*Rev. 2/16/2024*