



League of NH Craftsmen
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NHCRAFTS.ORG

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.

STANDARDS CRITERIA FOR LEATHER

League standards for leather require that the materials used be fundamentally transformed resulting in work which demonstrates technical fluency, integrity of intent and result, and spirited sense of personal vision.

A successful piece is made from materials appropriate for its primary function, whether expressive, decorative, or utilitarian.

Technical Guidelines:

1. Leather selection should be appropriate for the size, function and design of the piece. Functional objects need to be structurally strong.
2. All materials used in the object must be of high quality. This includes enhancements to the finished piece such as fabric, findings, embellishments, accessories.
3. Precision is required in the making of the work, whether it is machine or hand stitched.
 - a. uniform stitching and tension throughout the object
 - b. no visible markings
 - c. bulk of materials handled properly in layering or seams
 - d. all seams and raw edges finished in a functional and aesthetic way
 - e. pieces should reflect the craftsperson's attention to finishing and details

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. 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. Labeling must comply with League state and juried standards.

Standards Guidelines for Juried Work - Applicable to all media categories

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.

Health and Safety Guidelines

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