

# **Woodturning Contest**

Woodturning is an artistic expression, and although some purists have rigid standards, the aim of the Midwest Scroll Saw & Woodworking Show competition is not to judge on precision per se but on the quality of the turning expertise within the levels of turners. This is a tricky chore but it leaves plenty of room for expression.

We will consider 3 Levels of Turners for entry into this competition:

## **Novice**

Novice items are turnings created by turners in their early stages of skill development. A critique at this level is focused on helping the turner better execute/improve basic turning skills so they become "rote" and advance with time to higher skill levels.

## **Intermediate**

Intermediate items should be well-executed pieces so that they would receive only minor critiques on basic skills. A critique at this level is focused on helping the turner become a craftsman, building on the pure execution skills to bring more creativity and artistry to the turning—more focused on helping the craftsman take a great piece of work and make it even better.

## **Open**

Open class items should generally be flawlessly executed pieces. A critique at this level focuses on helping the craftsman use it as a springboard for new directions. Examples of elements to consider include:

- Originality in shape, use of materials, or post turning enhancements
- Artistry and Creativity
- Advanced degree of difficulty appropriate for this level
- Pleasing to the eye or touch
- Transitions in shape enhance the overall appeal and design

## **Scoring for Judging will consider the following criteria.**

### **Craftsmanship**

An assessment for the execution of technical skills (appropriate to the Level).  
Some elements to consider:

- Is the project free of tool marks & sanding scratches (unless tool marks are used as texture)?
- Is the project free of crushed fibers and tear-out?
- On a mandrel turned item—Is the transition from turned to machined parts smooth/tight?

### **Craftsmanship—continued**

- On a bowl or vessel—Is the wall thickness consistent?
- On a closed form—Is the inside smooth, or are there tool marks for texture?
- For a bowl transition into its foot –is it smooth to the touch and free of undulations?
- Is the bottom free of all signs of your holding method?

### **Tactile Qualities**

An assessment of the overall feel of the design (appropriate to the Level).

Some elements to consider:

- Are transitions in shape smooth when needed (eg. open curves) or crisp when needed (eg. transition from bowl into its foot)?
- Is it smooth to the touch and free of undulations?
- Does the turning look/feel balanced or is there movement implied?

### **Uniqueness**

An assessment of the new design/construction methods (appropriate to the Level).

Some elements to consider:

- Have special finishes/effects been used?
- Has the turner manufactured/cast some of the materials used (visual parts only)?
- Was there an innovative change to an old design or technique?

### **Appearance**

An assessment of the overall appearance of the design (appropriate to the Level).

Some elements to consider:

- Is the shape and form pleasing to the eye?
- Does it have clean lines and good proportions?
- Is the chosen finish/sheen appropriate for the turning?
- Has the finish been applied properly?
- If color or texture has been used does it enhance the turning?
- Is the grain alignment correct for turnings cut and re-assembled (non-segmented turning)?

### **Difficulty**

An assessment of boundaries being expanded (appropriate to the Level).

Some elements to consider:

- Were new turning techniques used?
- Were special holding methods used?
- Were custom/innovative materials used?