

## 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 a 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 craftspeople's attention to finishing and details

### Commercial Production Techniques:

The League's focus is on work made by hand by individual craftspeople. However the League acknowledges that to improve efficiency and production, some crafts people will wish to employ tools, technology and other people to their best advantage. Production techniques used solely for high volume output may prove unacceptable for League standards if such techniques do not add to the overall quality and design, or if they are not performed with all the skill and craftsmanship required for League acceptance.

The end product should not be dominated or limited by a machine's capability. However the work is produced, it must speak to the individual craftspeople's creative spirit.

### Truth in Labeling:

State juried craftspeople are encouraged to permanently sign or stamp their work and to provide supplemental materials that educate the public on craft and process. Labeling must comply with League state juried standards. Craftspeople must comply with any specific legal requirements for labeling their craft.

## Aesthetic Concerns:

The work must demonstrate more than technical proficiency, more than the reproduction of a recognize style. It should express the personal aesthetic and vision of the maker, and demonstrate a coherent stylistic development, with every attention to detail, design, function and finish. A harmony of intent, process and result is the measure of successful work.

## **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.

### Musical Instruments

Successful League-juried musical instruments can originate in any of a number of media (ceramics, wood, metal, etc.). An applicant must successfully meet the standards guidelines of the particular medium in which the instrument is crafted. Refer to specific media guidelines.

The applicant will provide the jury with either a live performance, or the opportunity for jurors or consultants to play the instrument. Jurors will evaluate, not the technical proficiency of the performance or aesthetics of particular musical selections, but rather the extent to which the particular musical instrument is capable of sound that is consistent with other instruments of its type and/or the intention of its maker.

A successful jury result means the applicant has been approved only for the class of instrument for which he or she was juried. If the individual later wishes to represent other types of instruments as "League juried" he or she must repeat the jurying process for the new instrument class. For example, a successful "violin" result does not generalize to "classical guitars". Nor does a successful "recorder" generalize to "flutes".

1. Quality of sound. The successful League-juried instrument should demonstrate that the builder has technical knowledge of the aesthetic qualities of the sound produced by an instrument. These include loudness, sustain, complexity of waveform, richness of overtone structure, speed of attack, and balance of volume across the range of the instrument.

2. Musical accuracy. The instrument must produce technically correct sound within the context of its manufactured genre (other instruments of a similar type). This may include temper, tuning, and intonation, befitting the context of its design.
3. Technical excellence. The instrument must demonstrate high levels of technical craftsmanship and quality showing a thorough and professional understanding of that type of instrument. Innovations to the instrument should be justifiable (eg. contribution to the desired sound, durability of the instrument, ease of maintenance, ease of playability, overall aesthetic visual impact, etc..).
4. Repair ability. All instruments need repair and maintenance. The instrument must be designed and built to make this straightforward.
5. Materials. The overwhelming majority of the instrument must be hand-made by the maker. Instruments constructed from kits are not acceptable.