

Golden Awl Rules

The purpose of this competition is to fully complete an item made of leather within a 8-hour time period while restricted to a single location. During the 8 hour competition, there will be a rotating host of judges that will observe and ask questions as teams work. At the end of the time period, each team will present their work to the assemble participants and judges after which scoring will occur. Please see the following specifics:

The Facilities

- The competition will take place at i3 Detroit Makerspace (<https://www.i3detroit.org/>) 1481 Wordsworth St, Ferndale, MI 48220, United States. This location is free to use for use through the generous sponsorship of several of their members. They are absolutely accepting donations so while there is no official event fee, cash is amazing. This space is to be treated with the utmost respect. There are several vending machines available for snacks and drinks. The site is discretely damp once you're done with power tools.
- The doors will be 'locked' at noon for participants. You must bring everything you need to work. No deliveries or quick trips to Tandy. You may trade between teams and/or ask our sponsors if the space has what you need.
- Allocate time to bring in whatever you need from outside before the noon deadline.
- There is an unlimited number of electrical appliances allowed and the space has an embarrassment of power strips to use.
- Each station consists of a sturdy work table and padded office chair. The tables are capable of impact for activities such as tooling or rivet setting, so long as you have a board or platter of some kind over it. **You are welcome to bring your own tables and chairs.**
- **You are responsible for cleaning up your own area.** If you leave a mess, you will not be invited back next year.
- No dogs, except service dogs, allowed in the building.

Role of the Laurel

- We encourage Laurels to attend as participants or team sponsors.
- Laurels may make themselves available for at-large consulting to teams for limited periods.
- Ringer Laurels (you know who you are, you multitalented people!) count as two people on Advanced and Master Teams.

The Team/Individual

- It is expected that most will compete by themselves. We will allow teams of up to 3 in the intermediate category.
- Costuming/Textile Laurels count as two people on Advanced Teams.
- No age limits, either end, for team members. In some cases, children or young teens may be counted as half a person.

Materials

- Everything is expected to be in an uncut fashion. No pre-stamping, tracing, or cutting of materials is allowed. This extends to any modification of the shape of the leather beforehand. Please keep this in mind when you pick your project. Hair dryers may be your best friend if you'd like to wet form.

Judging Show

- 10-minute limit on presentations. We will ask teams to give a rundown of their project, the creation process, and any inspiration they'd like to share.
- The floor will be open for questions from the audience as well as the judges during this portion.

Scoring

Award Categories

- Novice
- Advanced
- Master
- Historical Accuracy
- Judges Choice
- Audience's Choice (Bean Count)

Judging Guidelines – see Judging Rubric for breakout

1-15 Points per category

- Finish
- Completeness

1-20 Points per category

- Construction
- Proof and Vindication
- General Wow Factor

An extra 5 points if the team wears garb the entire event.

Total Possible Points: 95