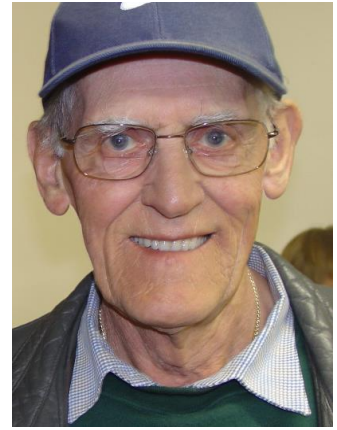


# WONTHAGGI WOODCRAFTERS INC.

## Guidelines for:

### The Okke Huitema Excellence Award



**Overview:** This perpetual award is to recognise in a meaningful way, the best woodcraft item made by a current financial member of the Wonthaggi Woodcrafters Inc. each year.

It is the highest and most prestigious honour the club can confer on any work submitted.

**History:** The club was conceived by Okke Huitema and founded by him together with two others, Harry Oats and George Hill in 1989. Okke was our first President.

*This award is an acknowledgement of his foresight and significant contribution to the club.*

**Values:** To reflect the man and what he brought to our club, the award will be judged on the following criteria out of a total of 100%:

- *Craftsmanship, 40%*
- *Innovation / degree of difficulty, 20%*
- *Artistic endeavour, 20%*
- *Achievement / challenge, 20%*

**Award:** The item with the highest combined percentage of the values above will be the winner. If more than one item achieves the same highest score, each will receive the award for that year. The winner(s) will receive a framed certificate and engraved, simple, woodcrafted trophy.

**Award frequency:** Once a year with the presentation at the clubs Christmas breakup. A register of all winners will be maintained by the club for its records.

**Judges:** A panel of two judges will be appointed by the committee to adjudicate on the above criteria to determine the winner. Judges must either be a: Honorary Member, Life Member or current financial member of the club and if put to the vote, considered the most appropriate people to be judging this prestigious award.

In addition to the panel, a third person will chair the panel. This person will be chosen by the committee each year from either within the club, an honorary member or an eminent expert in woodcrafting whose contribution to woodworking is beyond doubt and worthy of judging this prestigious award.

To get it underway, I would propose Okke Huitema and Alan McNaught as panel judges.

### Scoring:

Each of the four values will be assigned a score between 0 and 100. The better the work, the higher the score.

An example might be:

1 <i>Craftsmanship</i> . Item achieves 85 out of 100.	40% is 34
2 <i>Innovation / degree of difficulty</i> . Item achieves 60 out of 100.	20% is 12
3 <i>Artistic endeavour</i> . Item achieves 90 out of 100.	20% is 18
4 <i>Achievement / challenge</i> . Item achieves 50 out of 100.	20% is <u>10</u>
<b>Total score</b>	<b><u>74</u></b>

### Rules:

- 1 Only current Life or financial club member can submit items.
- 2 Only up to three items can be submitted for judgement by each member each year.
- 3 Items submitted must have been made completely by the member submitting it in the last two years and be identified as such, in an appropriate way. This provision is to keep the award relevant to and what can be achieved with current crafting.
- 4 Items must be made from wood apart from fastenings, catches, hinges, etc. Inclusion of any other material, part or item may exclude the work from judgement unless it forms an integral part of what the work is trying to represent.
- 5 All items for judging must be received by the President by 5PM, 30<sup>th</sup> September each year. Any entry after this time will not be judged in that year. There is no charge for item entry.
- 6 The winner agrees to allow the club to display, promote and otherwise use the award from time to time if it is available to further the interests of the club.
- 7 If no item is received for judging or does not comply with the values above, the award will be held over to the next year.
- 8 A panel judge must stand aside from all voting if they submit an item(s) for the award that year. The committee will replace any judge that stands aside in accordance with "Judges" above. The chairperson cannot submit any items for the award.

### Definitions:

*Craftsmanship*; This is an objective competent demonstration of all relevant tools and techniques used in the physical crafting of the item.

*Innovation / degree of difficulty*; This is objective demonstration of exploring the limits of the relevant craft(s) used or how the item was made in part or whole.

*Artistic endeavour*; This is a subjective demonstration of its beauty through things such as size, shape, colour, balance, symmetry etc. achieved.

*Achievement / challenge*; This is a subjective demonstration of how the craftsperson has brought together their: techniques, complexity, blend of different elements, ways rarely attempted or achieved before and brought them all together in an outstanding way.

