

LONE STAR ART GUILD SHOW RULES

APPENDIX 1

Competitions are a cornerstone of the art world and an artist's growth. Artists of all levels can grow from participation and fair competition against their peers.

Each LSAG Member League agrees to host at least one, and no more than two qualifying shows during the current competition year. Shows may be in person or virtual. Information about the LSAG Member League Open shows may be found on the LSAG website. Individuals should also visit the Member League's website and the specific prospectus for each Member League show.

All artwork must comply with LSAG Show Rules, Appendix 1 for the LSAG Annual Show and any further rules established by the LSAG Member League hosting the show. In addition to the rules contained in this Appendix 1, the LSAG Constitution and Bylaws, Articles VII and VIII contain information relative to the Show Rules and administration of Member League shows. The Bylaws are located on the LSAG Website at <https://www.lonestarartguild.org/individualmembers> (pw:@Monet).

Noncompliant entries may be disqualified by the Show Chair/Show Committee.

I. ARTWORK SUBMISSION RULES

A. GENERAL SHOW RULES

1. Member League open shows are open to all. Artists must be active members with their local LSAG Member League and in the LSAG database in order to have artwork placed in the LSAG Annual Show.
2. All artwork must be entered into the LSAG database.
3. The show year shall commence on July 1 and end at the published Member League open show cutoff date each year. The annual LSAG show shall be held during May or June and will determine that year's cut-off date for the leagues' open shows.
4. Art work must be completely your own original work. COPIES of existing art or artwork made by using another artist's concept and design will not qualify for entering any LSAG Show. To qualify as an "original artwork," it must be the end result of the submitting artist's ORIGINAL CONCEPT, DESIGN AND EFFORT; i.e., artwork in which only the creating artist physically integrates and/or manipulates every component of his/her original concept and design.

Others may give verbal assistance but may not physically work on the artwork being submitted for competition.

Generally, pieces created in a workshop are not allowed because specific step-by-step directions are given at the time of creation, and the artwork is similar to another participant's. However, when the artwork is the result of your own original concept, design and effort, that artwork may be allowed.

5. Photographs other than the artist's own, may be used for inspiration or reference ONLY unless expressed permission for use is documented.
6. At the time of receiving an LSAG Member League award, the entry must have been completed within the prior twenty-four months.
7. Each piece of artwork must have a TITLE. "Un-named" or "untitled" is not acceptable.
8. Artwork must be appropriate for a family-friendly event. No nudes, gory violence and/or obscene words may be depicted in the art piece or Title of the entry.
9. Diptychs & Triptychs: A diptych and a triptych by definition are respectively 2 or 3 parts of a whole. For registering on the LSAG database, the word diptych or triptych must be contained in the title, and they will be charged and measured as one entry. LSAG Member Leagues may charge differently for their show. Check the League's prospectus for details.
10. Show registration MUST be completed prior to the show deadline date specified in the prospectus.
11. Once the entry has been accepted, the registration information CAN NOT be revised or changed. This includes the Title of the entry and entry Size. NO SUBSTITUTIONS OF ARTWORK CAN BE MADE.
12. Artwork that has won a First place or any Judged "Best of" Award in an LSAG Open Show during the year may not be entered in any other LSAG Open Show.

B. IN-PERSON SHOW RULES

1. All artwork must be completely dry and ready to hang or display when submitting at intake for the show.

2. 2D artwork must have WIRE HANGERS (no saw tooth hangers). Exhibiting 2D artwork wider than 36 inches and/or heavier than 3 pounds requires the Artist to supply a sturdy easel.
3. 3D artwork must not be heavier than 25 pounds and sculptural pieces must have a sturdy base. Small, delicate and fragile 3D art (earrings, paper sculpture, etc.) must be encased or framed and ready to hang or placed on a flat table top or pedestal surface.
4. If any piece of artwork is extremely large, heavy, or particularly fragile, then special arrangements must be made with the LSAG Member League for its display. All artwork must fit comfortably through show location doors.
5. Entry size must be entered correctly in the LSAG database. For 2D work, dimensions must be entered in inches by Width x Height x Depth in that order. Use the overall frame size (not artwork size) for any framed 2D artwork. An art piece listed as 12"x36" fits on display panels very differently from a 36" x 12" piece. For 3D artwork, the measurements should reflect the space needed for display.
6. The following information must be placed on the back or the underside of 3D artwork: Artist name, title and size of work, price (or NFS), Division and Category. If registration is completed online, ID Tags will be provided during art intake. The signature or name on your artwork will be covered for judging.
7. Artwork must NOT be removed prior to the close of the show, NO EXCEPTIONS.
8. ARTWORK IS ENTERED AT ARTIST'S OWN RISK, although every precaution will be taken in handling.

C. VIRTUAL SHOW RULES

1. A photo of the Artwork is submitted for judging. The photos should be of the unframed and unmatted work. 3D works can have up to three photos submitted to show all sides of the piece.

D. LSAG ANNUAL SHOW RULES

1. Art work must be qualified for this show by placing First, Second, Third, First Honorable Mention, or have earned a "Best of" award at an LSAG sanctioned

Member League open show during the current show year, and have been entered into the LSAG database.

2. The artist must be a CURRENT active member of an LSAG Member League.
3. Each piece of artwork must be entered in the Division/Category used and the Title must be the same as when it qualified.
4. Qualifying artwork may be entered only once in the LSAG Annual Show; therefore, they cannot be entered in any LSAG Member League show the next year.
5. LSAG members can verify their work eligibility in the LSAG database. The link is: <http://lsag.wspub.com>

II. FEES

- A. The LSAG Member League will determine registration fees for their respective shows.
- B. The LSAG Executive Board will determine fees for the LSAG Annual Show.

III. RIBBONS

A. League's Open Show Awards:

1. Placement awards are made for each Division and Category: First Place, Second Place, Third Place, and at the discretion of the Member Leagues, First Honorable Mention and Honorable Mention.
2. Only one First Place, one Second Place, one Third Place and one First Honorable Mention award(s) may be awarded in each Category, unless the Category has been subdivided.
3. Member Leagues may determine any "Best of" Awards.

B. Annual LSAG Show Awards

1. Placement awards are made for each Division and Category: First Place, Second Place, and Third Place. Only one First Place, one Second Place and Third Place may be awarded per Division and Category. Honorable Mention award(s) may be awarded at the Judge's discretion.

2. Best of Show: Each Division and Category must be judged first. The Best of Show Adult must be selected from the First Place ribbons awarded from ACCOMPLISHED, ESTABLISHED, EMERGING and NOVICE Divisions.
3. The Best of Show Youth must be selected from the First Place ribbons awarded in any YOUTH Division.
4. All other “Best of” Awards must be selected after being judged in Division and Category.
5. A single work of art may receive no more than two awards.

IV. **DIVISIONS**

- A. The five (5) Divisions, separated by primary skills, ensure artists compete with those of the same level of ability. The chosen Division will remain the same regardless of the Category entered.
- B. Once an artist is established in one of the five (5) Divisions, that artist may move up in Divisions, but may never move down regardless of any new art mediums worked in/or submitted.
- C. An artist must show in the same Division the entire LSAG year.
- D. In the spirit of fairness, when an artist wins a Division consistently, they are encouraged and expected to move up to the next Division at the beginning of the next show year (July 1).

DIVISIONS

1. DIVISION I: ACCOMPLISHED

These artists are considered accomplished in their field. They are typically the leaders; teachers or judges, they understand the theories and principals of art and consistently win awards.

2. DIVISION II: ESTABLISHED

These artists have a well-established history of their work, actively promote their art and have a proven track record. They possess the technical skills necessary to teach others and routinely achieve artistic success.

3. DIVISION III: EMERGING

These artists are typically early in their journey (3-7 years) but are more confident in their ability than in their Novice years. They are in the process of self-discovery and developing their artistic style.

4. DIVISION IV: NOVICE

One who has created art for less than three years through self-study or under the direction of a teacher. After two (2) years of College Art (4 art courses) or three (3) years as a Novice, any LSAG member should automatically be placed in the Emerging Division.

5. DIVISION V: YOUTH

These young artists are school aged (preK-12). They are typically enrolled in public, private or home school, taking private lessons or are self-taught. This Division is divided as follows:

- a. Elementary (grades preK-5);
- b. Middle School (grades 6-8); and
- c. High School (grades 9-12).

V. CATEGORIES

A. Categories are generally separated by art types and medium used. Selection of the Category is a two-step process:

1. Each artist decides in which Category to place his or her work. If guidance is needed, the Show Chair may be contacted.
2. All entries must be logged into the LSAG database for the entry to be complete.

B. An LSAG Member League may further subdivide any Category below based on the number of submissions or diversity of the artwork.

1. Large categories with multiple art forms may be subdivided to allow more than one exceptional piece of differing mediums to be recognized.
2. Subdividing a Category could encourage more show entries and allow the Judge to award more than one ribbon in the Category.
3. For an LSAG Member League show that does not have sufficient entries to warrant subdividing a Category, no subdividing is necessary.
4. **NOTE:** If a Category is subdivided, all eligible entries must be placed back in the original Category for the LSAG Annual Show.

- C. In the event that a piece has more than one medium, it should be categorized by the dominance of the artwork. Art that is created using more than one medium can fall into the Category that defines the artwork.

CATEGORIES

1. **Category A: Oil / Acrylic:** Oil, acrylic, gouache or oil pastel applied in an opaque method created in such a way as to give the appearance of an oil painting
2. **Category B: Watercolor / Acrylic:** Water media or inks applied in a fluid or transparent method giving the appearance of a watercolor painting, including but not limited to watercolor, acrylic, gouache and inks (alcohol, water-based or India). Sumi-E or oriental brush painting may be included if applied in a fluid, non-linear method.
3. **Category C: Pastels:** Pastels applied on a variety of substrates including paper or board and may be applied over a watercolor or pastel underpainting. Includes, but is not limited to soft pastels, pan pastels and pastel pencils. Does not include oil pastels.
4. **Category D: Drawing/Printmaking:**
 - i. Drawing: Picture or diagram, linear in nature, made with an instrument that you physically hold, such as but not limited to, charcoal, pencil, colored pencil, pen, crayon, marker, chalk or metal. Shading may be done within the drawing using the same instrument. Shading can also be linear, such as hatching or crosshatching. May include scratch art, oil pastels, Sumi-E and oriental brush drawing as long as they are used in a linear method.
 - ii. Printmaking: Printmaking includes works produced from hand plates, stones or screens that have been manually created by etching, engraving, silk screening, plate lithography, linoleum blocks or woodcut, then manipulated into an artist's original images. Printed works should be signed and numbered limited editions.
5. **Category E: Mixed Media:** Mixed media describes artwork in which more than one medium or material has been employed. Examples include, but are not limited to collage, encaustic painting, assemblages or altered books. Material used to create mixed media may include paints, paper, cloth, wood and found objects. Wet media (liquid in their usage) or dry media (pencils, charcoal, crayons) used in conjunction are considered mixed media for the combination of inherently differing media to create a finalized piece. Artwork that is predominantly one medium with a slight embellishment from another medium should be categorized elsewhere.

6. **Category F. Photography:** Photographic images must be the original work of the artist and must be produced on film or digitally on a lens-based camera. The photographic images must be made using photographic processes and may be minimally altered using standard post processing techniques. Minimal alteration of film images allowed would include darkroom techniques such as dodging, burning and vignetting. In the case of digital images, minimally altered would include stacking, minor distraction removal, “noise” reduction, simple sharpening, texturing, vignetting and adjustments to colors and contrast. It would not include inserting substantial digital sections from a different photographic image or generated by AI. No stock or AI images are allowed in any form including addition of these to the artist’s photographic image. AI sharpening, focus tools such as Adobe super resolution and Topaz Photo AI are not permitted.
7. **Category G. Digital Art:** Digital art is manually produced using digital, computerized technology and software as an essential part of the creative process. The computer is the tool utilized to create the digital art, be it graphic design, digital painting, pixel art, or digital art produced using photographs. Photographs used in creating digital art must be the artist’s original photographic images. Digital art using photographs as a base must be included in this Digital Art Category. Digital art must be solely created and controlled by the artist. The artist is expected to use software to create or manipulate the work and is not penalized for using software which has AI algorithms. Digital art may include 2D or 3D. **The artist may NOT explicitly instruct the software’s generative AI to create any portion of the artwork.**
8. **Category H: Abstract/Non-Objective:** Includes non-representational art where images are not a depiction of a visual reality but instead use shapes, colors, forms, textures and gestural marks to achieve an effect.
9. **Category I: Sculpture:** 3D forms in various media, including sculptures in relief.
10. **Category J: Fiber Arts:** Fiber art must include original design (no commercial patterns allowed), created or assembled using Fabric, silk, wool, yarns, twine, paper, paper pulp or paper mache. Methods of constructions include, but are not limited to, weaving, silk painting, screen printing on fabric, felting, quilting, quilling and embroidery.
11. **Category K: Jewelry:** Jewelry would encompass all pieces of art created and assembled with the express purpose of adorning the body, including, but not limited to rings, bracelets for wrist or ankle, necklaces, ear-rings, belts, buckles, and bejeweled head wear. The pieces may be a combination of different mediums and methods of construction. For example, a wire wrapped stone on a leather thong. Material for construction include, but are not limited to, wire, clay, glass, semi-precious or precious stones, metal clay, encaustic, fiber, leather and plastic (including epoxy resins).

- 12. Category L: Glass:** Glass art includes, but is not limited to, blown glass, stained glass using copper foil method, stained glass using lead came, kiln formed fused glass, etched glass, glass mosaic, sgraffito using glass enamels, lamp working and beadmaking. If beads or fused glass are incorporated into jewelry, it would be judged as jewelry. Pieces using glass as a substrate only, are not considered in this category. For example, a purchased wine glass which is painted is not acceptable, but if you made the wine glass and then painted it, that would qualify.
- 13. Category M: Wood:** Wood art includes but is not limited to furniture making, marquetry, wood turning, intarsia, inlay and carving.
- 14. Category N: Ceramics:** Ceramic art includes clay, pottery, porcelain and earthenware, typically hardened by heat. These pieces are often functional; however, if they are purely artistic, they may be judged under sculpture. Methods of construction include, but are not limited to, thrown on a potters wheel, hand built or shaped over a form, and may be glazed or unglazed.
- 15. Category O: Experimental:** Unique, unusual artwork created in a non-traditional manner using any media.

- VI. Each LSAG Member League shall make every effort to assist artists in choosing the correct Division and Categories, assure compliance with general rules and navigating the LSAG database when entering the show.
- VII. The Lone Star Art Guild website link is: www.lonestarartguild.org
- VIII. The LSAG database link is: <http://lsag.wspub.com/>