

Oskorei Craftsperson Guide

Performing crafts is a key part of our display. It is also the main context in which members of the public can be directly engaged, as they are able to approach and talk to demonstrators in a way not possible with combat demonstrations.

The Craftsperson 'progression' is split into ranks equivalent to those in the Combat Ranking Structure. Each rank comes with responsibilities, both in terms of demonstrating your craft and in teaching your craft.

1. Apprentice

This is equivalent to 'Bondi' in the Combat Ranking Structure. All group members automatically start at this level.

How to get here:

Everyone starts here.

Responsibilities:

While you are an apprentice, you should 'try your hand' at various crafts to gain a basic understanding of them and to find out which you are interested in and/or want to take further.

2. Journeyperson

This is equivalent to 'Freeperson' in the Combat Ranking Structure.

How to get here:

You need to choose a craft and demonstrate competency and knowledge in this area.

1. Demonstration at shows. You will be expected to have performed your craft, or a significant part of it at several shows and in a period-authentic way. Some crafts can be demonstrated at shows in their entirety; others, for logistical or health and safety reasons, have stages which must or should be performed elsewhere. The expectations for each craft take this into account.

2. Example pieces. You should have produced two example ("journey") pieces, demonstrating your skills in your chosen craft. Again, some crafts lend themselves well to producing a show-piece e.g. a pair of shoes. Other crafts provide a service, in which case the example piece would involve demonstrating the tools and materials, and being able explain how it is performed e.g. baking.

3. Tools. You should have the basic tools required to perform your craft or a significant part of it authentically.

4. Historical or archaeological provenance. You should know the basic evidence for the craft, for example well-known archaeological finds or historical written evidence,.

Responsibilities:

Once you are a journeyperson you will be expected to demonstrate your craft at shows, preferable actually performing the craft or at least displaying examples you have produced. You should be prepared to answer questions from the public about your craft, and also should be prepared to share your skills with apprentices and other interested members of the group.

3. Craftsperson

This is between 'Freeperson' and 'Thegn' in the Combat Ranking Structure.

How to get here:

You need to demonstrate ability to produce a top-quality product or service in your chosen craft, and have skills in several different crafts.

1. Demonstration at shows. You should have performed your chosen craft, or as many stages of it as possible, authentically at multiple shows. You should also have demonstrated at least one other craft authentically at a show to Journeyperson standard.

2. Example pieces. You should have produced a total of three example pieces in a total of three different crafts. One of these should be in your chosen craft and should be top-quality, both in terms of execution and in historical accuracy. This cannot be an example piece you made while an Apprentice. The other two pieces should each be in a different craft, to demonstrate that you have a range of skills.

3. Tools. As far as possible, you should have all the tools required to perform your chosen craft authentically.

4. Historical or archaeological provenance. You should know the basic evidence for several crafts, and have in-depth knowledge of the evidence for your chosen craft. This should include any well-known archaeological finds of tools, materials, and products, any historical written evidence, and any other sources as appropriate.

5. How-to guide. You should have written or significantly contributed or added to a basic introductory how-to guide in your chosen field, to help other people get started. The Crafts Officer may be able to suggest guides or chapters to write or re-write.

Responsibilities:

You are setting yourself up as an expert in your chosen specialist craft, so you should be teaching your craft to other group members. You should be demonstrating several crafts confidently to the public and explaining the historical evidence behind what you are doing and displaying.

4. Master Craftsperson

This is equivalent to 'Thegn' in the combat ranking structure.

How to get here:

You need to demonstrate ability to produce a top-quality product or service in several different crafts.

1. Demonstration at shows. You will be regularly performing a range of crafts authentically at shows.

2. Example pieces. You should have produced three example ("master") pieces. Each of these should be from a different craft and should be top-quality, both in terms of execution and in historical accuracy. They cannot be example pieces you made while an Apprentice or Journeyperson.

3. Tools. You should have all the tools required to perform a range of crafts authentically.

4. Historical or archaeological provenance. You should be knowledgeable about the evidence for a range of crafts, including your three chosen crafts. This should include any well-known archaeological finds of tools, materials, and products, any historical written evidence and other sources as appropriate.

Responsibilities:

You should share your knowledge of multiple crafts to group members and members of the public and be active in encouraging apprentices, in helping them try out crafts, and gain confidence in their chosen craft(s). You should help in assessing the example pieces and skills for craft promotions.

Promotions

Promotions are based on meeting the criteria set out above, and following their spirit. The criteria above should not be seen simply as “hoops” to jump through, but guidelines to what you should be capable of and doing anyway at each level.

If someone wishes to be considered for promotion, they should arrange with the Crafts Officer to meet at a show or training session at which their show-pieces can be assessed. Show-pieces, authentic tools and historical knowledge will be assessed by the Crafts Officer and at least one other senior member of the society, e.g. Master Craftsperson. Authentic demonstration at shows will be noted by the Crafts Officer, or if the Crafts Officer is absent from the relevant show/s - may be vouched-for by members of the Committee and counted at the Crafts Officer’s discretion.

If you are nominated for a craft promotion, you will be asked to accept or refuse – these ranks have responsibilities and we can’t promote you if you won’t accept! Once you have been nominated and have accepted, your promotion will be awarded at the next suitable opportunity. e.g. at large shows or group banquets.

Suggested Crafts:

Authentic cooking	Dyeing	Naal-binding
Bone-working	Embroidery	Rune-reading
Blacksmithing	Fletching	Scribing
Cloth weaving	Herbalism	Sprang
Clothes-making	Leather-working	Tablet-weaving
Cord-making	Metal-working	Wood-working

This is not an exhaustive list. If you want to choose a craft not on this list, please contact the Crafts Officer. Any craft appropriate to our period will be considered, and may be added to the list at its next revision.