



2025 STANDARDS PER CLASSIFICATION

Classification V – Sculpture

Please judge the Classification with this in mind:

The intention of this Classification is to recognize skill in sculpture and three-dimensional objects.

Pieces in the *traditional* category are those produced with inherited methods and historical materials.

The *contemporary* category is meant to encourage sculptors to utilize innovations from conception through the fabrication of a piece.

In 2023, we implemented the “Boundary” Category within each division. This Category is designed to give jurors and Class Managers more options when looking at pieces that do not necessarily conform to already existing Categories but use the same techniques and materials.

1. Allowed

a. Materials

- i. All materials

b. Techniques and Tools

- i. All materials

2. Allowed with Disclosure

a. Materials

- i. Decorative elements must be properly identified and comply with all applicable standards. Examples include but are not limited to:
 1. Stone
 2. Shell
 3. Metal

- ii. Stands
 - 1. Must be hand-wrought and integral to the sculpture
 - 2. Must not dominate the work

3. Not Allowed

a. Materials

- i. Cast miniature sculpture intended for use as jewelry

b. Techniques and Tools

- i. Cast resins
- ii. Installation art
- iii. No entry may exceed 72 inches in its greatest dimension including the base or exceed 200 pounds.

Division Descriptions

Division A: Representational Sculpture. A realistic/stylized form using traditional Native subject matter that reflects the regional and cultural style of tribal groups.

Division B: Abstract Sculpture. Abstract sculpture uses nature not as subject matter to be represented but as a source of formal ideas. For sculptors who work in this way, the forms that are observed in nature serve as a starting point for a kind of creative play, the end products of which may bear little or no resemblance to their original source.

Division C: Fetishes/Miniature Sculpture. Fetishes are small carvings made from various materials, most often associated with the Zuni People. These carvings serve a ceremonial purpose for their creators and depict animals and icons integral to their culture. As a form of contemporary Native American art, they are sold with non-religious intentions to collectors worldwide.

Important Reminders:

1. All sculptures must be signed, numbered, and marked by the foundry.
2. If the majority of the piece is one medium simply embellished with decoration, it should be entered in the dominant medium.

3. Sculpture must be stable and the artists are responsible for the stability of their work.
4. SWAIA will not be held responsible for any damage caused to or by a sculpture.
5. All works must be completely finished.
6. Fragile items will not be accepted for judging. This includes “freshly glued” pieces.
7. All decorative stone, shell or metal elements, including beads, as well as, all feathers must be properly identified and comply with Jewelry standards and all State and Federal laws and regulations.

Cast Bronze Edition Requirements

Number	Dimensions
10	73” and up <i>(Allowed for sale only. Not allowed for judging)</i>
20	Between 55” and 72”
30	Between 37” and 54”
40	Between 13” and 36”
50	Up to and including 12”

Classification V – Sculpture Judging Divisions and Categories

Division	Category
A: Representational Sculpture	1901: Stone
	1902: Cast Metal
	1903: Fabricated Metal
	1904: Precious Metal (includes non-wearable jewelry)

1905: Wood (does not include sculptural Katchinas)

1906: Glass

1907: Clay

1908: Mixed Media

1909: Boundary (“Gray area art”,
Classification transfer possible)

B: Abstract Sculpture

2001: Stone

2002: Cast Metal

2003: Fabricated Metal

2004: Precious Metal (includes
non-wearable jewelry)

2005: Wood

2006: Glass

2007: Clay

2008: Mixed Media

2009: Boundary (“Gray area art”,
Classification transfer possible)

C: Fetishes/Miniature Sculpture

2101: Traditional Pueblo Fetishes

2102: Non-Pueblo Fetishes

2103: Miniature Sculptures

2104: Boundary (“Gray area art”,
Classification transfer possible)