

TOYS – GUIDANCE



~~Toys~~

Toys

- ◆ Take care with wording, especially **soft** and **stuffed**. There **is** a significant difference **and** each must conform to its category.
- ◆ A 'Toy' can be any category.
- ◆ Some safety factors are difficult to assess in a judging situation. It is the responsibility of the maker to ensure that all materials, fillings and components conform to British and EU safety guidelines. Care should be taken when using recycled materials that safety guidelines are followed.

DEFINITION

Soft toys (specifically designed for babies with safety in mind): Light in weight, washable with no glass or plastic eyes, wires, joints, squeakers, etc, no hard piece down neck. Note: some commercial soft toy patterns may need adapting to conform.

Stuffed toys: Any other toy which is stuffed. These can be sub-divided into jointed toys and wired toys.

Knitted toys: Body and clothes all knitted or with some clothing integral with body parts; ie. sleeves and arms, legs and trousers, jackets or jumpers as body.

Rag dolls: Should be in a class of their own.

Character dolls: Can include historical dolls.

Hard toys: Such as wooden trolleys, building block sets.

Toy design should be suitable for the intended age group, be colourful and have either good play or comfort value. Toys for babies need to be small enough to handle well. Toys for older children should be more sturdy with imaginative characterisation.

Washable fillings and fabrics must be used for soft toys. For older children the choice is wider and will depend on intended use.

Character doll material should be in keeping with the historic period or representation.

Fur fabric pieces should be cut without cutting pile and sewn with no pile trapped in seams. Attachment of limbs, ears etc. should be secured using ladder stitch or other neat method of sewing if they are not enclosed within a seam. Closures of seams after filling should be neat or unobtrusive.

Character is largely determined by the correct positioning of facial features. Noses should be securely attached. Eyes and ears should be level unless the expression warrants asymmetry. Embroidered eyes are preferable to felt for washable toys. Whiskers, if used for an older child's toy should be firmly anchored. Whiskers should not be used for baby or toddler toys.

Hair must be securely attached and suitably styled.

Dressmaking rules apply when sewing clothes and seams should be in proportion to garment size.

Stuffing should be even and soft with no lumps and should reach the ends of limbs, noses and tail ends. Stuffing of both jointed and wired toys needs to be slightly firmer with a good amount of filling around joints and wire supports. Non jointed animal toys, particularly those which are designed to stand, should be well filled at the joining point of body and limbs. Neck should be firmly filled and support the head well.

Knitted toys should be well filled without distortion of the knitted fabric. Filling should not show through.

Wooden toys need an inbuilt ruggedness as they are often used imaginatively and entirely different from their intended use. Joints must be strong, wheels of even size and capable of turning if this is intended. Sharp corners to be eliminated and edges rounded. Screws should be counter sunk and the toys smooth to touch. All finishes must be non-toxic.

A discreet stand should be used to support an upright doll or toy rather than placing flat on the show bench. Clothing worn by dolls or toys should be neatly pressed. Fur fabric should be brushed carefully. Any staging support should be neat and fit in with the made item. The toys and dolls should be capable of being removed from their staging for judging.

Rag doll: It should be a soft fabric doll with painted or embroidered face. It can have covered button eyes but these must be firmly secured. Limbs and head can be integral or separate, but if separate, they need to be firmly attached. The hair, and any strands of hair need to be firmly attached. The clothing is judged as dressmaking. It should be easy to dress and undress the doll.