

Terminology

The following are some basic terms sometimes used in Parlour Show schedules and judging. A full glossary of horticultural show definitions can be found in Judging Standards for Non-Specialized Shows published by the B.C. Council of Garden Clubs, which is available for reference from the Parlour Show Committee.

- Accessory: an inorganic object used in a subordinate manner to enhance a design of plant material.
- BLOOM: Individual flower; a solitary flower terminating in a stem, or a composite head such as chrysanthemum or dahlia.
- Bouquet: A bunch of flowers, leaves and/or branches inserted into a holder or container. Stems are allowed to be wired.
- Cascade Design: A curvilinear design featuring arched lines radiating from the insertion point found in the upper quadrant of the design. Emphasis is on the downward flow of the plant material.
- COLLECTION: An assembly of specimens of varieties of plants, flowers, fruits or vegetables in one exhibit. Conformance: Compliance with schedule requirements: space allotted for your entry, type of design, plant materials to be used, etc.
- Conformance: Compliance with schedule requirements: space allotted for your entry, type of design, plant materials to be used, etc.
- CULTIVAR: Short for cultivated variety, is a plant selected for characteristics. Crimson Glory and Cox are cultivars or varieties of the genus *Pyrus malus* (apple).
- Display: A specified number of cut flowers, potted plants, branches, fruits, vegetables or nuts, exhibited for artistic effect as well as cultural perfection.
- Dominance: In design, the emphasis of one design element over another. Dominant features in a design can be anything, but are often the focal points.
- Dried Plant Material: Plant material from which moisture has been removed either naturally or by artificial means.
- Foliage Design: Design with interest in foliage. Foliage is to predominate. Flowers and/or fruits may be present but must not be focal points.
- Landscape Design: One that captures a moment from nature. It can be completely naturalistic with plant material organized as it grows or stylized. The scale can be reduced such that plant material is used to suggest a real scene. eg. a branch can suggest a tree or moss, a woodland floor.
- Line Design: A design where linear pattern is dominant. Line forms the

structural framework of the design. It is the visual path along which the eye is led from one point of interest to another. It is the primary foundation of all designs and can convey interpretation, suggest a mood or an idea. Line can be vertical, horizontal diagonal and/or curved. Line may be composed of linear material, such as branches, stems or leaves, or created through the repetition of forms, sizes, textures and colours in a linear direction.

- L-shape Design: This is a line design containing 2 lines which form a right or left angle to one another to form an L shape.
 - Mass Design: **Modern**: A design of 3 – 5 groups of plant material each composed of one variety of plant material, to give a sculptural effect. The design has no preconceived pattern, few components, new shapes, sculptural qualities, dynamic balance, movement and bold colours, with an elegant composition.
 - Mass Design: **Traditional**: This Design uses a large amount of plant material with a closed silhouette in addition to plant material being integrated and not grouped; a geometric form should be apparent eg. sphere, oval, or pyramid.
 - Miniature Design: A design with maximum dimensions of 12.7cm (5") in any direction (height, width, depth, length). For good proportion, the container should not exceed 3.5cm (1 ½") in height. Niches (boxes) may be supplied by the show committee are 14cm (5 ¾") wide x 15cm (6") high x 12.5cm (4 ¾") deep that house the design. Therefore, the design should fit comfortably into the niche without touching any side.
 - Pave Design: A design technique of placing groups of plant material that have been cut very short, close together to form undulating mounds of colours, textures, shapes and sizes.
 - Planter: A number of compatible plants artistically grouped and growing in a single open container.
 - Small Design: A design from 13.9cm – 25.4cm (5.5 – 10 inch) and which must not exceed 25.4cm (10 inch) in any direction (height, width, depth, length, diagonal).
 - SPRAY: It is the terminal flowering growth of an herbaceous or woody plant carried on one stem. Ideally, it would show all forms of flowering stages: those in full bloom, buds showing colour and green buds, along with leaves. A branch with a secondary spray originating from the same branch is not permitted as it is now an entry of 2 sprays.
 - STEM/STALK: A main plant structure which supports flowers, buds, leaves or fruit.

- TRUSS: A compact cluster of flowers or fruit growing from one stem (eg rhododendron, pelargonium, lilac, tomato).
- UNIFORMITY: The state of being alike in size, form, colour and maturity. An important consideration in classes where multiples are required. (eg. flowers, fruits, vegetables, etc.)
- VARIETY: An alternate term for cultivar. For horticultural show purposes, all variations within a “kind” (or genus) are termed varieties or cultivars. For example, Crimson Glory and Cox are varieties/cultivars of the kind/genus Apple.
- Vegetative Design: A design that presents the plant material as it grows in nature. The earth line or soil is represented by moss, rocks or low vegetation. (The use of soil is not allowed in design.)
- Waterviewing Design: This usually consists of a line design in a shallow container with one half to two thirds on the container surface showing water.
- Weathered Wood: Any wood altered in form, colour and/or texture by the forces of nature also called decorative wood.

Overview of Floral Design Principles and Elements

The following are brief descriptions of the Principles and Elements of floral design. More detailed information is provided in Judging Standards for Non-Specialized Shows published by the B.C. Council of Garden Clubs which is available for reference from the Parlour Show Committee. Judges consider the following principles of design which are used to organize, define and evaluate a design, its elements and components:

- BALANCE: is the visual stability from any angle or any dimension. It should not appear to be top-heavy or lopsided. Balance can be symmetrical or asymmetrical. Symmetrical balance is achieved by using **similar** amounts of plant material on either side of an imaginary central axis to give equal visual weight to each side of the design. The elements used may be dissimilar, but balance depends on the eye being equally attracted to both sides. Asymmetrical balance is achieved by using **different** amounts of plant material on either side of an imaginary central axis and placed to give equal visual weight to each side. The forms are dissimilar, and balance depends on the eye being equally attracted to both sides of the design.
- DOMINANCE: is the force of one element leaving other elements in the design subordinate achieved by having an emphasis of one element of the design that draws the eye (e.g., repetition of form, line, colour or texture, etc.).

- **CONTRAST:** This refers to the differences within a design between elements. It is achieved by placing opposite or unlike elements together.
- **RHYTHM:** The exhibit should have a sense of movement which directs the eye throughout the exhibit. Rhythm is created by repetition of a design element such as line, form, colour spacing between materials or the simple repeating of curves or planes within the composition.
- **PROPORTION:** is the relative amount of one area to another. For example, the amount of plant material to the container size, the amount of round forms within the design to linear forms, the amount of rough texture to smooth, etc. Also, the complete design should be in proportion to the space allotted for the design if known.
- **SCALE:** is the size relationship of all components in the design. For example, the size of one flower in relation to another, the components to the container, the container to the base, the entire design to the area it occupies.