Dunster Doll Collection Acquisition Policy

- The Doll Collection at Dunster Memorial Hall currently exceeds capacity for display and storage, and consequently we can only accept individual dolls* for accession to the collection if they are of exceptional historical or social significance, or to fill any major gaps in the Collection.
- 2. If any doll* is offered for the Collection, it is the responsibility of the Doll Collection Management Team to assess suitability, and their decision is final.
- 3. A doll* will not normally be accepted for the Collection if:
 - a) it is beyond economic repair;
 - b) it is, or is likely to become, physically dangerous and/or a health and safety hazard or a hazard to other objects within the Collection;
 - c) it is beyond the means of Dunster Memorial Hall to conserve, store, document or make it accessible to an adequate standard;
 - d) it is accompanied by unduly restrictive conditions.
- 4. Where dolls* are offered but not deemed suitable for accessioning into the Doll Collection, the donor may be asked to consider instead donating them so that we may sell them. Any funds raised from such sales will be used for the ongoing maintenance and development of the collections in the Memorial Hall.
- 5. Potential donors are advised in the first instance to e-mail dunsterdollmuseumteam@gmail.com, with a description and preferably a photograph of the doll*(s) on offer. If we agree to accept the doll*(s), the donor will be asked to sign an Entry Form, transferring absolute ownership to the Dunster Museum and Doll Collection. It will be the responsibility of the donor to arrange for safe transit to the Memorial Hall.
- 6. Any doll*(s) received by the Memorial Hall anonymously and without prior agreement will be deemed to be ours to dispense with as we see fit.

Policy adopted May 2019 and reviewed Nov 2022. Next review due Nov 2025

^{*} The term "doll" is this policy includes items such as dolls' furniture, doll's clothing, or similar objects that form part of the Doll Collection.