

DEPARTMENT D- ARTS AND CRAFTS

Entry Rules and Requirements

- Judging Criteria
 - Originality
 - Suitability of Materials
 - Creativity
 - Workmanship
 - Overall Effect

AD. ADULT (18 years of Age and older)

YO. YOUTH (17 years of Age and under)

- A. **TOLE / DECORATIVE PAINTING** – A variety of painting techniques on tin and wooden utensils, objects, and furniture (e.g., utensils saws, coffee pots, bowls, chairs, tables, chests, boxes, etc.)

1. Animals
2. Birds / Waterfowl / Fish
3. Flowers or plants
4. Folk Art
5. Holidays or special occasions
6. Winter landscape scene
7. Summer landscape scene
8. Original design
9. People (realistic)
10. People (whimsical)
11. Still life
12. Tole / Decorative Painting, other than above

B. WOOD

Woodcarving

1. Realistic (any subject)
2. Caricature (any subject)
3. Abstract
4. Stylized, any subject
5. Whittled pieces
6. Relief, any subject
7. Decoys
8. Woodcarving, other than above

Other Wood Techniques

9. Luthier (instrument)
10. Wood inlay or Intarsia
11. Scroll saw
12. Other Wood Technique, other than above

Wood Items Any Technique

13. Furniture

14. Clocks
15. Toys
16. Walking Sticks
17. Wood Items Any Technique, other than above

C. LEATHER

1. Belts
2. Horse gear or tack (e.g., bridles, breast collars, harness, hobbles, whips, reins, or similar items used to control a horse)
3. Large case items (e.g., shoulder bag, handbag, black powder possible bag, bowling bag, rifle case, briefcase, etc.)
4. Pictures (e.g., uncolored, colored, embossed and three dimensional etc.)
5. Pocket Items (e.g., billfolds, wallets, checkbook cover, key cases, fobs, eyeglass case, knife sheath, etc.)
6. Saddles
7. Small case items (e.g., camera, handcuff, holster, clutch purse, cellphone case, knife sheath, etc.)
8. Leather, other than above

D. METAL

1. Decorative, any metal, any technique (sculpture, wall hanging, statue, yard ornament, etc.)
2. Utilitarian, any metal, any technique (wall sconce, lamp, bowl, plate, spoons, pitchers, etc.)
3. Metal, other than above

E. PLASTIC BUILDING BLOCK SYSTEM (Lego Type) - Entries should be submitted on a Lego-type base affixed to wood or foam core board. Entries should be solidly constructed (not heavy or too fragile) to allow for displaying. Entries must be original, authentic design, not copies or imitated. No licensed or published design or patterns or sets can be used.

1. Transportation
2. People
3. Animals
4. Buildings
5. Plastic Building Block System (Lego Type), other than above

F. GLASS

1. Stained glass, original design
2. Stained glass, copper foil
3. Stained glass, lead
4. Stained glass, mosaic and fused glass
5. Etched glass
6. Glass, other than above

G. JEWELRY – Must be mounted for displaying. NO kits.

1. Non-traditional – handcrafted items using polymer and water-based clays, plastics, metal clay, etc. This class will include beads, buttons, components, jewelry, or jewelry-related objects that are 50% or more clay made into finished jewelry.
2. Fabricated – created by manipulating wires, sheet metal, and stones using traditional fabrication techniques such as bending, forging, sawing, soldering, etc. This class will include beads, buttons, components, jewelry, or jewelry-related objects that are 50% or more metal made into finished jewelry.
3. Strung – This class will include a piece (e.g., necklaces, earrings, or bracelets), or an ensemble of jewelry, that is made from materials such as glass beads, crystals, semi-precious stones, seed beads (piece must be less than 50% seed beads), found objects, etc.
4. Crocheted – This class will include a piece or an ensemble of jewelry that is made using crocheted or knotting techniques that also incorporates materials such as glass beads, crystals, semi-precious stones, seed beads, found objects, bone beads wood beads, etc.
5. Jewelry, other than above

H. BEADING - Must be mounted for displaying. No plastic beads.

Loom

1. Beaded objects (original design) – This class will include a non-jewelry item or accessory (e.g., purses, shoes, sculptures, wall hangings, etc.) in which the design is original to the exhibitor.
2. Beaded objects (designer) – This class will include a non-jewelry item or accessory (e.g., purses, shoes, sculptures, wall hangings, etc.) in which the design is created by some person other than the exhibitor. Designer must be acknowledged by name on entry item.
3. Beaded wearable jewelry – This class will include beaded beads, a piece or an ensemble of jewelry (e.g., necklaces, bracelets, earrings, and rings) that is predominantly seed beads or bugle beads. If the design is created by a person other than the exhibitor of the piece, the designer must be acknowledged by name on the entry item.
4. Beading / Loom, other than above

Off loom

5. Beaded objects (original design) – This class will include a non-jewelry item or accessory (e.g., purses, shoes, sculptures, wall hangings, etc.) in which the design is original to the exhibitor.
6. Beaded objects (designer) – This class will include a non-jewelry item or accessory (e.g., purses, shoes, sculptures, wall hangings, etc.) in which the design is created by some person other than the exhibitor. Designer must be acknowledged by name on entry item.
7. Beaded wearable jewelry – This class will include beaded beads, a piece or an ensemble of jewelry (e.g., necklaces, bracelets, earrings, and rings) that is predominantly seed beads or bugle beads. If the design is created by a person

other than the exhibitor of the piece, the designer must be acknowledged by name on the entry item.

8. Beading / Off Loom, other than above

I. MISCELLANEOUS CRAFTS

1. Collection (a group of objects to be seen, studied, or kept together – collections must be displayed in a shadow-type box)
2. Decorated clothing, applied elements
3. Painted or decorated gourds
4. Decoupage item
5. Mosaics
6. Paper-mache item
7. Sculpture
8. Ceramics
9. Wreath or swag
10. Scrapbooking, two page layout any size
11. Duct tape
12. Miscellaneous Crafts, other than above

J. MODELS

1. Metal
2. Rocketry
3. Die Cast
4. Plastic
5. Miniature Scenes
6. Model, other than above