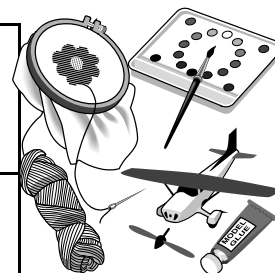


ARTS & CRAFTS

STATE FAIR ENTRY: Fine Arts - 2 entries; Needlecraft - 1 entry; Models - 2 entries; and 7 from the Basic categories of: Wearable Art, Ceramics, Baskets, Lego's and Basic. NOTE: Attach a small index card or page size paper explaining your project.

EXHIBIT BY: All * items must come to project judging.

Division	Project Book	Record Sheet
Beginner (grades 3 - 5)	Art-Craft-10. See note below for all divisions.	ACRS-12/11* and 4-H-618A*
Intermediate (grades 6 - 8)		ACRS-12/11* and 4-H-618A*
Advanced (grades 9 - 12)		ACRS-12/11* and 4-H-618A*
<p>NOTE: There are no activities to complete.</p> <ul style="list-style-type: none"> • 4-H'ers entering baskets will exhibit by Division (see page 28). • Lego's Project Books is LEGO-12/15. • Model's Project Sheet is MOD-12/12. 		



JUDGING TIME: Thursday, **July 15** at 1:30 p.m. Check in your project on Thursday, **July 15** from 12:30-1:15 p.m.

PROJECT DESCRIPTION:

4-H'ers can develop new skills by taking different types of arts and crafts projects.

EXHIBIT: Each 4-H'er may exhibit only 1 item in each of the 6 different categories.

For All Arts & Crafts Exhibits:

- ✓ One article in a category. NOTE: In Carroll Co., we will offer separate judging for the basic categories of: ceramics, baskets, lego's and wearable art.
- ✓ If it is to be hung it must be prepared for hanging using wire so it will hang on a hook.
- ✓ Attach the Arts & Crafts Information Sheet (Form 4-H 618A) stating how you made your project (describe the process), the cost, and hours spent. Include your name and division.
- ✓ If multiple pieces make up the exhibit, a photograph of the complete exhibit should be attached to the exhibit so the total exhibit can properly be displayed.
- ✓ For safety purposes any craft exhibit that resembles a sword, knife, or look-a-like weapon will be judged but will not be displayed.

Basic Crafts

Any craft other than those listed in needlecraft, models, or fine arts. Acceptable project areas: decoupage; fabric craft; plastic canvas; glass craft; latch hook; leather craft; macramé; metal craft (etching, engraving, shaping, modeling, or enameling); textile, tube or tole painting; paper craft; silk flower arrangements; stenciling; string or wire art; weaving; wood burning; or other wood craft. (Refinished wood items are NOT acceptable as Arts & Crafts projects.)

Ceramics

Exhibit either a hand formed article or a poured or cast article. A ceramic article has been fired in a kiln. If it has not been fired, it should be shown in Basic Crafts.

Wearable Art

Wearable arts include a design applied to a ready-made item such as a T-shirt, sweatshirt, shoes, etc. Sequins, paint, lace, appliqué, etc. can be used. No jewelry is allowed in this category.

Baskets

4-H'ers (grade 3) should enroll in Division 1. Other members should enroll in a division suitable for their skill level.

Division I - A square or rectangle basket without a handle. Twine the base and use basic over and under techniques with a single lashed rim.

Division II - A square or rectangle basket with a handle. Twining may be used on side to show more difficulty.

Division III - Round base basket with or without a handle. Basic weaving techniques only.

Division IV - Choice of square, rectangle or round basket with a handle. Choose only 2 new techniques from different techniques list to add to basket.

Division V - Choice of square, rectangle or round basket, add only three new techniques from list.

Division VI - Use only four techniques from list.

Division VII - Ribbed basket. Examples would be egg, key, oriole or herb gathering basket or square ribbed basket.

Division VIII - Round reed basket with round reed being the spokes. Weavers of your choice - flat or round.

Division IX & X - Accumulation of previous skills plus advanced techniques such as lidded baskets or different shapes.

Different techniques:

Wrap a handle	Triple twining	Curls	Overlays
Braided rim	French randing	Filled-in or solid woven bottom	Stacking
Twill or herring bone	Different rim technique	Wood bottom (Div. V-X)	Double Wall

LEGO® - Type Model - All exhibits in this project must be of "free design" or "original design." There is to be no gluing of blocks together or painting of any blocks. Limited to 15" w. x 15" d. x 8" ht. NO K'NEX® will be allowed in the project.

Beginner - Grade 3, 4, & 5 - Build any ONE item of your choice. No extra scenery items may be added. (No motorized parts in this division.)

Intermediate - Grades 6, 7, & 8 - Build any TWO related items of your choice. No extra scenery items may be added. (No motorized parts in this division.)

Advanced - Grades 9, 10, 11 & 12 - Build any items you choose. You may build as many items as you wish and may use any scenery you choose. Motorized parts may be used in this division.

LEGO®'s need to be displayed on a solid non-flexible base such as plywood to provide sturdiness for the exhibit. The exhibit should not be able to roll or slide off of the base. All exhibits must stay within the size requirements of the project.

Fine Arts

Oil, charcoal, pastels, pencil, ink, acrylic or watercolor on canvas, canvas board, or paper, framed as a picture and prepared for hanging. Paintings on any material other than stated, will be in basic crafts. To be considered for Champion and/ or Reserve Champion – your picture must be prepared for hanging using wire. Kits or paint by numbers should **NOT** be used. NOTE: Canvas art on a wooden frame is considered prepared for hanging provided that frame has a "wire" hanger.

Needle Craft

(Handwork) Knitting, embroidery, crocheting, needlepoint, crewel, candlewicking, chicken scratching, hand quilting, tatting, huck embroidery, hemstitching; also pulled, drawn and counted thread work and punch needlework. Does not include latch hook plastic canvas machine knitting, machine quilting, or arm knitting / crocheting.

Models

Exhibit either:

- A. Plastic model pre-colored plastic parts, such as model cars, trucks (pickup, semi tractor and trailer, dump truck), farm tractors, ships or boats, airplanes, dinosaurs, skeletons, human figures or space ships.
- B. Theme category: Theme built around a model in a scene theme, such as a military scene, or race car with figures making a pit stop or your choice of a scene.

NOTE: Your model or theme scene may not exceed a table area of 15" w. x 15" d. x 8" ht. This is because we put them in display cases and space is limited at the fair. A theme scene **MUST** have a single model as part of the scene.

All Models:

- All models must be assembled using model glue. Only models acceptable at the Fair are models that require glue, which are skill level 2 or higher. Note: Do not use Super Glue or Crazy Glue on plastic models. Use only a brand name model cement or plastic model glue pins. Also, you can use white glue for around the windshields and windows and for clear glass.
- Pre-assembled models, die cast and Snap-Type (skill level 1) models are not acceptable in any division of the Model Craft project.
- Never paint models in high humidity, as the paint will not set well. Don't touch model while paint is still tacky, as it will leave fingerprints.

Exhibits must be a small scale replica and meet the following criteria:

- Must be of injected styrene plastics
- At least 25% of the exhibit must be painted
- Wood, paper, clay, die-cast, or snap together models are not permitted
- Screws are not permitted
- Pre-painted or pre-decaled factory models are not permitted
- If the model is being built from a kit, include a copy of the instructions with the craft information card.
- Legos are not considered models and are to be exhibited as Any Other Craft

Beginner 1-A (grades 3-4): Plastic model or wooden model. Decals are optional.

Beginner 1-B (grade 5): Plastic model exterior must be painted. Wooden model follow directions for painting instructions. (Don't paint interior seats, door or motor). Use of decals and painting of frame is optional.

Intermediate (grades 6-8): Plastic or wooden model, exterior of model, motor and frame must be painted. Use decals if required.

Advanced (grades 9-12): All parts must be painted including interior, exterior, frame, engine, differential as well as dash, seats, etc. according to the instructions. Wooden model follow directions for painting instructions.

IMPORTANT - MOUNTING TECHNIQUES

- Do NOT use paper plates, glass or cardboard.
- Use model cases or a wood-type base.
- Because of space in display case, do not make your base too big.
- Base material shall not exceed 15" w. x 15" d. x ¼" thick. Base shall consist of Masonite, paneling, or ¼" plywood.
- NOTE: **All models must be displayed on a base** with a ¾" lip or in an enclosed case so that the model doesn't roll off the base. The judge wants to be able to look at the bottom of the model. Do not permanently attach model to the base.