

# WOODWORKING/WOOD SCIENCE – OPEN DIVISION

**OBJECTIVE:** To give all 4-H members an opportunity to develop and display their skills and creativity in the area of woodworking.

## RULES AND REQUIREMENTS FOR EXHIBITION

1. Any 4-H member may exhibit.
2. Only wood projects made by 4-H members during the current 4-H year are eligible for exhibition, including projects created at school, home, or during club meetings.
3. The design of the project need not be original. Patterns and kits are acceptable.
4. **Project plans, whether original or from a kit, must be submitted with project.**
5. Each 4-H member may enter no more than three exhibits per class.
6. All items should be ready to hang or put on display.
7. Entry/exhibit cards and judging forms must be complete and attached to the article for display.
8. All projects must be brought to the 4-H Center on Monday through Thursday of the week before Fair. Entries will not be accepted after 3PM on Thursday – no exceptions!
9. Entries will be displayed at the Fair in the Arts Tent.
10. **Participants must pick up projects in the Arts Tent at 10 pm on the Friday of Fair.**

4-H Members will be divided into three groups:

1. Prep/Cloverbud -Grades K-3
2. Junior - Grades 4-8
3. Senior -Grades 9-13

## JUDGING CRITERIA

Overall aesthetic presentation, consistency of workmanship, suitability of materials used, creativity, originality, pattern/kit fulfillment, structural proportions, appropriateness for age/skill level, application of techniques (measuring, joining, turning, construction, etc.) and finishing (sanding, painting, staining, etc.).

## CLASSES

1. Toy, puzzle, marionette
2. Furniture with legs
3. Furniture without legs
4. Lamp
5. Frame (picture, mirror, etc)
6. Box (toy, jewelry etc.)
7. Rack/Shelf
8. Lathe work (bowls, etc.)
9. Musical instrument
10. Recreational equipment
11. Refinishing project
12. Other

## AWARDS

All Prep/Cloverbud entries receive a participation ribbon.

All other entries receive a Danish ribbon.

Best in Class: Rosette (if at least 3 members enter a class)