

DEPARTMENT 95 - OPEN YOUTH/INDUSTRIAL ARTS

EXHIBITS IN PLACE:

TUESDAY, AUG. 10, WEDNESDAY, AUG. 11, 2:00 P.M. TO 8:00 P.M.

THURSDAY, AUG. 12, 11:00 A.M. TO 6:00 P.M.

JUDGING:

FRIDAY, AUGUST 13, 8:00 A.M.

EXHIBITS RELEASED:

SUNDAY, AUGUST 22, 7:00 P.M. TO 9:00 P.M.

MONDAY, AUGUST 23, 8:00 A.M. TO NOON

SUPERINTENDENTS IN CHARGE:

PHILLIP KENT, MARY EBERT AND ROB TIBBITS

RULES AND REGULATIONS FOR DEPARTMENT 95:

- 1. More than one entry may be made within a Section, but only **a maximum of two entries per class.**
- 2. All items must be secured.
- 3. Sweepstakes Awards are made by selection and entries are not to be made in these classes.



PREMIUMS FOR DEPARTMENT 95: 1st - \$2.00 2nd - \$1.50 3rd - \$1.00

SECTION 1 - ARCHITECTURAL MODELS

Learning Objective: *Promoting structural engineering, planning, drafting creativity and originality.*

CLASS

- 1. Working Drawings - single residence, multiple dwelling, commercial, industrial or public works building. Must consist of four construction details and/or wall sections depicting acceptable construction techniques and specifications. (age 9 - 13).
- 2. Working Drawings - See Above (age 14 - 17)
- 3. Presentation Drawings - pencil, ink, air brush, etc. drawings to indicate the scope of the project such as floor plan, plot plan, interior and exterior views of the building. (age 9 - 13)
- 4. Presentation Drawings - See above (age 14 - 17)
- 5. Architectural Models - Models must be mounted on a base which is **not over 30" x 36"**. Any architectural scale model made as a part of a problem in architectural drafting project or class may be submitted.
- 6. Architectural Drawing using CAD System. Drawings/ Models must **not be over 22" x 28"**.

SECTION 2 - ELECTRICAL SCIENCE

Learning Objective: *Promoting knowledge of proper electrical skills and the presentation of electrical workmanship and illustrating safety.*

RULES:

- 1. If an article exhibited is entered as a combination exhibit such as a lamp or quiz board, each part will be judged on its individual merits, but only one premium will be awarded.
- 2. If exhibitors combine individual exhibits for a club or group display, each exhibitor will make an individual entry and exhibits will be judged accordingly.
- 3. Projects must be complete and in operating condition to enable judges to test their operation.
- 4. Projects must be safe to operate - high voltage wires, tubes, and other potentially dangerous components should be properly covered and labeled. Safety will constitute a factor in the decisions of the judges.

CLASS

- 1. Beginning Electrician - Exhibit 2 or more articles such as, but not limited to, lamp, trouble light, cord board, diagram telegram key receiver.
- 2. Beginning Electronics - Exhibit article made with title and

intended use. Kits may be used, member must have knowledge of common electronic terms and component parts.

- 3. Beginning Electrical Science - An education exhibit or article made to present electrical Science information. The exhibit must include project related material or explanatory information. Notebooks or workbooks, if exhibited, must be a part of a total exhibit including other item or items.
- 4. Electrical Science - An education exhibit or article made to present Electrical Science information. The exhibit must include project related materials or explanatory information. Notebooks or workbooks, if exhibited, must be a part of a total exhibit including other item or items.
- 5. Electrician - Exhibit electrical article.
- 6. Electronics - Advanced electronic article.
- 7. Linear Electronics Exhibit - Any project in the field of electronics, operating in a continuous mode, amplifiers, radio, and television using tubes, transistors and/or integrate circuits. Example: receivers, transmitters, test equipment, photo electric and analog devices.
- 8. Digital Electronics Exhibit - Any project using electronic switching circuits operating in "ON" or "OFF" modes. Examples - decade-counters, digital logic devices, digital displays and test equipment.
- 9. Robotics Exhibit - Any project using microprocessor circuits to manipulate a robot arm through variable programmed motions for the performance of a variety of tasks. A copy of the program controlling the arm must be included, along with a flow chart of the program.

SECTION 3 - GRAPHIC ART

Learning Objective: *Illustrating the defined techniques of graphical arts, reproductions and the development of such.*

CLASS

- 1. Basic - Single or multiple color, i.e., type woodcut Linoleum block, rubber stamp, etc. - (age 9 - 13)
- 2. Basic - Single or multiple color - see above, (age 14 - 17)
- 3. Lithography - Prepared from a flat surface by direct or offset impressions techniques, i.e., offset duplicators, offset presses, dry point etch and/or direct lithostone plates (age 9 - 13)
- 4. Lithography - See above - (age 14 - 17)
- 5. Photography - photographed and processed (developed, printed, mounted) by exhibitor - (age 9 - 13)

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SECTION 3 - GRAPHIC ART (Contd.)

CLASS

- 6. Photography - Photographed and processed (developed, printed, mounted) by exhibitor - age 14 - 17)
- 7. Stencil Printing - Squeezing ink through a stencil onto a surface, i.e. hand cut lacquer film, hand cut water soluble film, wetshot and Photographic Stencil - (age 9 - 13)
- 8. Stencil Printing - See above - (age 14 - 17)

SECTION 4 - MACHINE SHOP

Learning Objective: *Illustrating the defined techniques of machine shop projects and skills.*

RULES:

- 1. Exhibits should illustrate the ability to read blueprints, use scale, micrometer, Vernier caliper, power drill, hand tap and other machine shop tools.

CLASS

- 1. Machine Crafts - Non-ferrous machined metal projects, such as chess sets, candlestick holders, lamps, irons, etc.
- 2. Single Machined Parts - One ferrous or combination ferrous-nonferrous or removable parts in its normal use, such as hammer, angle plate.
- 3. Multiple or Mating Parts - Projects with multiple or assembled mating parts displayed in its normal use, such as v-blocks with clamps, boring head, threaded assemblies, punches, parallels, vise, etc.
- 4. Machined Cast Assemblies - Assembled project which has been machined primarily from casting and has bearing and wearing parts; non-machined cast surfaces must be visible, may be painted; such as jurk grinder, drill press, gas engine.
- 5. Machine Fabrication - Primarily machined from steel or non cast materials and includes lathe, milling or surface \ grinding, along with work in other metal working areas: sheet metal, welding foundry, forging, bending and twisting; such as band saws, sanders, drill press.
- 6. Machine Models - Machined from metal; such as car, boats, airplanes, trains, cannon; must be 3 dimensional.

SECTION 5 - MECHANICAL DRAWINGS

Learning Objective: *Illustrating the defined techniques of detailed mechanical drawing showing assembly and parts involved.*

RULES:

- 1. Entries not to exceed 22" x 28".

CLASS

- 1. Detail Mechanical Drawing - single sheet drawn with instruments, including a single detail drawing or machined or manufactured part. - (age 9 - 13)
- 2. Detail Mechanical Drawing/See class 1 - (age 14 - 17)
- 3. Detail & Assembly Drawing - drawings of machine, accessories, jigs or fixtures, cams or gears or other machine parts, or any advanced machine drawing project. - (age 9 - 13)
- 4. Detail and Assembly Drawing - See above - (age 14 - 17)
- 5. Surface Development Drawing - sheet metal or cam development on drawing media that may have a practical application or be a descriptive geometry problem. Development of layouts to be shown on drawing. - (age 9 - 13)

- 6. Surface Development Drawing/See class 5 (age 14 - 17)
- 7. Pictorial Machine Assembly Drawing - machines or machine parts which involve shading or rendering techniques. - (age 9 - 13)
- 8. Pictorial Machine Assembly Drawings - (age 14 - 17)

SECTION 6 - METALS

Learning Objective: *Illustrating the defined techniques of different metals and the assembly of parts involved.*

CLASS:

- 1. Copper, Silver, Brass, Pewter - may be in the form of sheet, rod, tube or bar. Processes may include etching, Hammering, raising, stamping, spinning, welding or any combination of processes. Mount jewelry and small items on board at least 6"x 8" (age 9 - 13)
- 2. Copper, Silver, Brass, Pewter/See class 1 (age 14 - 17)
- 3. Aluminum - made of sheet, rod, tube, bar or a combination of aluminum materials. Processes may include hammering, overlaying, etching, stamping, sawing, spinning, welding or combination of process - (age 9 - 13)
- 4. Aluminum - (age 14 - 17)
- 5. Wrought Iron - major material is band, round or other shapes or iron or steel, i.e., lamps, forged tools, hardware, wire forming, small plant stands, magazine racks, etc. - (age 9 - 13)
- 6. Wrought Iron - See above - (age 14 - 17)
- 7. Sheet Metal - incorporating one or more of the following developments: angular, cylindrical, radial line or transitional, i.e., pails, buckets, mail boxes, lamps, watering cans, tool boxes, etc. - (age 9 - 13)
- 8. Sheet Metal/See class 7(age 14 - 17)
- 9. Machine Shop - Machine metal projects, i.e., chess sets, candlestick holders, lamps, and irons, etc. - (age 9- 13)
- 10. Machine Shop - See Above - (age 14 - 17)

SECTION 7 - PETROLEUM POWER

Learning Objective: *Promoting information of fuel and the informational mechanics for running power.*

CLASS

- 1. Small Engines - Educational exhibit presenting information relating to small gas engines. Notebooks or workbook, if exhibited, must be a part of a total exhibit including other item or items.
- 2. Automotive - Educational exhibit presenting information concerning the auto project. Notebook or workbook if exhibited, must be a part of a total exhibit including other item or items.
- 3. Tractor - Educational exhibit presenting information concerning a Tractor project. Notebook or workbook if exhibited, must be a part of a total exhibit including other item or items.



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SECTION 8 - PLASTICS

Learning Objective: Illustrating the uses involving plastics and the production of patterned projects.

CLASS

1. Carving and Casting - projects involving casting, patterns and/or molds in conjunction with the casting. Projects carved or sculptured using hand tools and/or power equipment - (age 9 - 13)
2. Carving and Casting - See above - (age 14 - 17)
3. Fabricating - projects in which plastic is the predominate material joined together by laminating, jointers and or mechanical fasteners - (age 9 - 13)
4. Fabricating - See above - (age 14 - 17)

SECTION 9 - WOODWORKING & WOOD SCIENCE

CLASS

1. General Woodworking - Projects such as those constructed in woodworking shop; projects that sit on a table or hang on a wall, i.e., spice racks, jewelry boxes, stools, toys, etc. (age 9 - 13)
2. General Woodworking - See above - (age 14 - 17)
3. Furniture - Single piece, i.e., table, chair, etc. (age 9 - 13)
4. Furniture - Single piece - See above (age 14 - 17)
5. Cabinet Making - single piece involving construction of door and/or drawers, i.e., hutch, desk - (age 9 - 13)
6. Cabinet Making/See class 5(age 14 - 17)
7. Wood Turning - major portion of work involves turning i.e., lamp, candlesticks, tray bowl, etc. - (age 9 - 13)
8. Wood Turning/See class 7 (age 14 - 17)

SECTION 10 - WOOD CARVING

CLASS

1. Carving - Country
2. Carving - Relief
3. Carving - Whittling
4. Carving - Duck Decoy
5. Carving - Any other not listed, please identify on tag



SECTION 11 - MISCELLANEOUS

Learning Objective: Promoting project techniques of upholstery and transportation.

CLASS

1. Upholstery - Any project with the frame constructed by the exhibitor using upholstery techniques; may use manufactured items such as springs, foam rubber padding, etc.
2. Transportation Vehicles - Any vehicle capable of carrying a person or cargo such as canoe, minibike, go-cart.
Gasoline must be removed.

DO NOT ENTER INTO SECTIONS 12
SECTION 12 - BEST OF SHOW
\$5.00 & Rosette

CLASS

1. Architectural Models
2. Electrical Science
3. Graphic Art
4. Machine Shop
5. Mechanical Drawings
6. Metals
7. Petroleum Power
8. Plastics
9. Woodworking
10. Wood Carving
11. Miscellaneous

