

ARTS & CRAFTS

PLEASE NOTE: Any changes/updates from the previous year will be *BOLDED and ITALICIZED!* Pay special attention to any projects with *BOLD, ITALICIZED WORDS* because they have changed from last year.

Allows youth to learn life skills and grow in project knowledge while expressing creativity in a variety of mediums.

Completion, exhibition participation, and State Fair information for Arts and Crafts			
Division/Level	Grades (suggested)	Completion Activities Needed	Maximum State Fair Entries
Level 1	Grades 3-5	EXHIBITION –or– RECORD SHEET	5 entries per county as determined by fair officials
Level 2	Grades 6-8	EXHIBITION –or– RECORD SHEET	
Level 3	Grades 9-12	EXHIBITION –or– RECORD SHEET	

Remember: All posters, notebooks, and display boards **MUST** include a reference list indicating where information was obtained, giving credit to the original author, to complete the 4-H member's exhibit. This reference list should/might include web site links, people and professionals interviewed, books, magazines, etc. It is recommended this reference list be attached to the back of a poster or display board, be the last page of a notebook, or included as part of the display visible to the public. A judge is not to discredit an exhibit for the way references are listed. Reference Sheets are available at the Extension Office for use if needed. For personal safety, do not include personally identifiable information such as mailing address or phone numbers on posters/displays/exhibits.

GUIDELINES

1. Refer to the Hendricks County 4-H Policies, Entry & Exhibit Guidelines for poster and general display guidelines.
2. Be sure to enroll in the project on 4-HOnline and enter exhibit information into FairEntry by designated date.
2025 designated FairEntry Deadline is Tuesday, July 1st at 11:59 p.m.
3. Complete the Record Sheet (if not exhibiting at the Hendricks County 4-H Fair).
4. Youth may exhibit any art or craft project that does not meet exhibit guidelines in Fine Arts, Needlecraft, Model Craft, or Construction and Architectural Replica.
5. Ceramics is a subset of General Arts & Crafts and will be judged separately, but will be taken into consideration when deciding the number of general crafts eligible for State Fair.
6. 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 not displayed.
7. Exhibitors should be considerate of space. Exhibits too large to safely move or requiring lots of space should be exhibited using photographs and a description of work in a notebook.
8. All arts and craft exhibits must include a 4-H Craft Information Card, 4-H 618A. This information card is to describe work completed so the judge can more accurately evaluate the exhibit. Craft information cards are for judging purposes only and will not be returned to the exhibitor.

EXHIBITS

Level 1 Beginner: Grades 3-5 (suggested)

- Create and exhibit one age/grade appropriate artwork.

Level 2 Intermediate: Grades 6-8 (suggested)

- Create and exhibit one age/grade appropriate artwork.

Level 3 Advanced: Grades 9-12 (suggested)

- Create and exhibit one age/grade appropriate artwork.

CERAMICS

GUIDELINES

- Ceramics is a subset of General Arts & Crafts and will be judged separately, but will be taken into consideration when deciding the number of general crafts eligible for State Fair.

- All work must be that of the 4-H member.
- Greenware or handmade clay items must be signed (carved in) and dated and visible to the judge.
- Functional items must have a glazed finish. Felt to protect furniture is strongly suggested.
- Members should advance in skill difficulty exhibited/learned each year.
- All pieces must be fired in the kiln to be considered Ceramics
- All pieces must be cleaned (remove mold marks, blemishes, etc.) by the 4-H member

Key words:

- Greenware: A clay body that has not been fired in a kiln.
- Bisque: Also known as white ware, it is the item after it has been fired in the kiln.
- Glaze: A form of glass, which fuses to the clay body during firing in the kiln.
- Stain: A non-fired decorative medium; manufactured with a variety of ingredients and either latex, acrylic, oil-base, or water-base colors
- Underglaze: A material that does not seal the surface of the ware, but must be used under a glaze and fired in the kiln.

EXHIBIT CLASSES

Level 1: Grades 3-5 (suggested)

- Molded Ceramics Option: Introduction to stains. Make a simple article using stains. Articles could include flower pots, mugs, spoon holders, candle holders, simple figures, or book ends. Member should learn to evenly apply color to bisque.
- Hand-formed and Pottery Option: One article made. Pinch pot with additions or texturing to be completed in glaze. Examples: candy dish, vase, decorative dish or tray, candle holders, etc.

Level 2: Grades 6-8 (suggested)

- Molded Ceramics Option: One article or a set of articles using basic glaze work focusing on even application.
- Hand-formed and Pottery Option: One article made or a set of articles made. Slab construction may be slumped or sagged.

Level 3: Grades 9-12 (suggested) – Choose one of the following:

- Molded Ceramics Option: One article using advanced basic techniques some suggestions might be free brush stroke work, glaze combination work, decals or overglazes. Other advanced techniques include greenware alterations, sgraffito, advanced firings or casting by entrant. OR
- Molded Ceramics Option: An article in porcelain, China painting, or stoneware.
- Hand-formed and Pottery Option: One article or set of articles using Advanced techniques such as coil construction and advancement in glaze or stain application work. Additional Advanced techniques include Piercing, Incising, sprigging, hand sculpting, and wheel work. Display exhibit pieces only. Commercially produced bisque is not accepted in this division.

The ultimate goal is for the 4-H member to advance in the degree of difficulty each year.