

## DEPT: YOUTH CROPS cont.

### SECTION: HONEY

#### CLASSES:

- Glass Jar of White or Amber Honey
- Comb Honey—(2) sections

### SECTION: MAPLE SYRUP

#### CLASSES:

- Glass Jar of Table Grade A—Golden color, delicate taste
- Glass Jar of Table Grade A—Amber color, rich taste
- Glass Jar of Table Grade A—Dark color, robust taste

### SECTION: GARDEN SCARECROW

<b>Rules &amp; Regulations</b>	<ol style="list-style-type: none"><li>1. Free Standing scarecrows should be 3—5 feet tall and use no more than 3 feet of floor space.</li><li>2. At least <b>5 fresh vegetables and/or fruits must be used</b> in your design.</li><li>3. The scarecrow must be <b>named &amp; a list of the vegetables/fruits used along with their location in your design must accompany your exhibit.</b></li><li>4. <b>SET UP times will be SUNDAY before Fair from 12:00 noon—4:00pm and MONDAY Opening day from 9:00am—1:00pm.</b></li><li>5. <b>Exhibitors must be present for face to face JUDGING @ 2:00pm TUESDAY.</b></li><li>6. Exhibitors are encourage to refresh their exhibit prior to judging if needed and through out the week.</li></ol>
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#### CLASSES:

- Individual Exhibitor Scarecrow
- Group of Exhibitors Scarecrow—each person must enter this class on their youth entry form, also Identifying that it is a GROUP entry.

## DEPT: YOUTH AGRICULTURAL ENGINEERING

<b>Superintendent</b>	Walt Sutliff 518-321-4610
<b>Entry Fee</b>	NO entry fee.
<b>Day &amp; Time</b>	Judging on <b>Saturday Before Fair @ 9am—3pm in the Youth Building</b>
<b>Limits</b>	Two (2) entries may be exhibited per class, except in <b>Section—"Electronics" Class—an article made in an electric project, where more may be entered, but each one must demonstrate a different skill.</b>
<b>Rules &amp; Regulations</b>	Please read through each section carefully for its corresponding rules and regulations. For questions please contact the Superintendent.

## DEPT: YOUTH AGRICULTURAL ENGINEERING

### SECTION: WOODWORKING

<b>Rules &amp; Regulations</b>	Any article made in a Woodworking project such as bootjack, toolbox, birdhouse, bookends, signboards, etc. These items should be functional & work as their intended purpose. Articles should not have saw marks. Please exhibit items with proper finishes on them.
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#### CLASSES:

- Hand Tool Division**—Article cut out, assembled & finished using hand tools only
- Power Tool Division**—Article partially or totally completed with power tools
- Kit Division**—Article made from materials pre-cut by other than exhibitor

### SECTION: REFINISHING & FINISHING

#### CLASS:

- A Piece of Furniture or Accessory**—with a natural or painted finish done by exhibitor such as: a chair, table, chest, bookcase, etc. Finished or Refinished by exhibitor. Article should be accompanied by a statement including (a) history of piece; (b) method of refinishing/finishing; (c) products used; and (d) where the finished piece will be used.

### SECTION: ELECTRIC

#### CLASS:

- An article made in an Electric Project**—such as a trouble light, rewired lamp, portable bench light, pinup lamp, etc. Original work will receive special attention; kits will be judged as such.

### SECTION: ELECTRONICS:

#### CLASS:

- An article made in an Electric Project**—utilizing principles & construction procedures relating to electronics are acceptable. These projects will be judged on the basis of soldering & connection techniques, neatness of assembly, & other assembly procedures for electronic projects. All projects must be hand wired and no breadboard kits will be accepted. The project must be operable & contain all necessary batteries.

### SECTION: HANDYMAN

#### CLASSES:

- Any Handyman Article**—made for use in any other Youth Project/Program. Includes horse accessories, metal work, etc.
- Model Rocket from a Kit** (No Engine)
- Model Rocket NOT from a Kit** (No Engine)
- Model Hot Air Balloon**

**DEPT: YOUTH AGRICULTURAL ENGINEERING cont.**

**SECTION: AGRICULTURAL RELATED DIORAMA**

<b>Superintendents</b>	Ann Williams 518-796-8325 Linda Germain 518-695-9252
<b>Entry Fee</b>	NO entry fee.
<b>Day &amp; Time</b>	Judging on <b>Saturday Before Fair @ 9am—3pm in the Toy Building</b>
<b>Limits</b>	Limit of one (1) entry per class.
<b>Rules &amp; Regulations</b>	<ol style="list-style-type: none"> <li>Maximum dimensions 2' x 3'6". Must be mounted or displayed on a firm base. No higher than 15".</li> <li>Due to COVID-19 constraints set up &amp; judging will be different this year. Face to Face judging will not take place this year. Judging will take place Sunday through Monday in the Toy /Farm Building.</li> <li>SET UP: Exhibitors will still need to check-in at the Farm Toy Building for set up, but to limit the congestion of people in the building you will be asked to sign up for a 15 minute time slot for set up unless there is time and space available at time of check in.</li> <li>Exhibit must include a brief description of the project for fairgoers to read ( 4"x 6" index card-one/ exhibit)</li> <li><b>A written explanation will be required as a portion of the judging this year.</b></li> <li><b>If the Description Card and Written Explanation/Answer to Question is not present with exhibit at check-in the item will be reduced one award (i.e. Blue to Red).</b></li> </ol> <p><b>INDIVIDUAL DIORAMA Exhibitors</b> are required to answer the following questions on an 8.5" x 11" sheet of paper (standard size). It may be handwritten (preferably printed and legible) or typed . You are limited to one sheet (front and back). <b>Include your name, age, and class. Bring this sheet with you when you arrive for check-in &amp; set up, this sheet will be placed in a sheet saver and will be attached to your diorama.</b></p> <p><b>The questions that you must answer for your written explanation/questions sheet are the following:</b></p> <ol style="list-style-type: none"> <li>Tell us about your diorama? What is its theme?</li> <li>Why did you want to do a diorama?</li> <li>Where did you get your idea?</li> <li>What do you want people to learn from your diorama?</li> <li>If model animals were used, identify their breed(s).</li> <li>If machinery was used, identify the make (ie. John Deere) and name the machines as well as what the machines does or its purpose.</li> <li>What did you like doing best with your diorama?</li> <li>What was the hardest part?</li> <li>Did you have help? If so, who helped you? And what did they do?</li> <li>If there is anything else you would like the judge to know, explain ...</li> </ol> <p><b>GROUP DIORAMA Exhibitors—</b> are required to do all of the above. EACH child is required to write up their own explanation and answer the questions above individually. These will all be attached to the diorama.</p>

**CLASSES:**

- Ag. Related Diorama—exhibitors 5yrs—8yrs of age
- Ag. Related Diorama—exhibitors 9yrs—11yrs of age
- Ag. Related Diorama—exhibitors 12yrs—18yrs of age
- Ag. Related Diorama **GROUP Class** –2 or more individuals. Each person in the group should complete an entry form. See instructions above.

**Awards will be given in the Following Areas:**

Special Award in each class for Creativity  
Best of Show Ribbon for each Age Group