

Examples: Article for use in workshop, out-of-doors, in kitchen, living room, toy, or handmade game.

CLASS C WOODWORKING (ages 13 - 14)

Entry No.	Blue	Red	White	Pink
1. Any article	2.75	2.50	2.25	2.00
2. Any article				
3. Any article				
4. Any article				

Examples: Article for use in workshop, out-of-doors, in kitchen, living room, toy or handmade game.

CLASS D WOODWORKING (ages 15 - 16)

Entry No.	Blue	Red	White	Pink
1. Any article	3.00	2.75	2.50	2.25
2. Any article				
3. Any article				
4. Any article				

Examples: Article for use in workshop, out-of-doors, in kitchen, living room, toy, handmade game, repaired or refinished article.

CLASS E WOODWORKING (Ages 17 and over)

Entry No.	Blue	Red	White	Pink
1. Any article	3.25	3.00	2.75	2.50
2. Any article				
3. Any article				
4. Any article				

Examples: Article for use in workshop, out-of-doors, in kitchen, living room, toy, handmade game, repaired or refinished article.

Champion(s) (If Judge so desires) Ribbon Only

JUNIOR COMPUTERS
Department 221
Judging Face to Face on Tuesday
RULES

1. Entries of software written by entrant must be presented on an operating computer and demonstrated for the judge.

CLASS A COMPUTERS

Entry No.	Blue	Red	White	Pink
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				
4. Any article				

Champion(s) if judge so desires.