

JUNIOR COMPUTER

Department 221

RULES

1. Limit four entries per exhibitor. One entry per exhibit number.
2. Beginner, intermediate and advanced refers to years in project.
3. Entries of software written by entrant must be presented on an operating computer and demonstrated for the judge.

Examples of exhibits: Identify and label internal parts of a computer, write a software program, create a web page, design a power point using pictures, clip art, animated clip art, sound, and video clips, print a long banner for a youth organization, poster explaining all the features of a particular computer ram, processor speed, graphics card, etc., build a computer & install OS.

CLASS A COMPUTERS

Beginner (1-2 yrs)

Blue Red White Pink

2.25 2.00 1.75 1.50

Intermediate (3-5 yrs)

Blue Red White Pink

2.50 2.25 2.00 1.75

Advanced (6 yrs +)

Blue Red White Pink

2.75 2.50 2.25 2.00

Entry No.

- | | | |
|----------------|----------------|-----------------|
| 1. Any article | 5. Any article | 9. Any article |
| 2. Any article | 6. Any article | 10. Any article |
| 3. Any article | 7. Any article | 11. Any article |
| 4. Any article | 8. Any article | 12. Any article |

Champion(s) if judge so desires.

JUNIOR ELECTRICITY

Department 230

RULES

1. No more than four entries per exhibitor. One exhibit per entry number.
2. Exhibitor may enter in only one class A - D.
3. Maximum display board size will be 24" x 30".
4. One kit per CLUB, (not per member.) Clubs will need to communicate.

ELECTRICITY EXAMPLES: Question board, homemade motor, buzzer, circuit tester, lamp, extension cord, fuse display electronic game, poster, display or photo story with captions relating to electricity.

CLASS A MAGIC OF ELECTRICITY (1st year in project)

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 | | | | |