



Salem Fair
JUDGING
GUIDELINES

Information gathered and compiled by the Salem Fair Blue Ribbon Exhibits.

INTRODUCTION

Judging exhibits at a county or a state fair is a challenge!!

The information in this Judges' Guideline has been compiled from many Judges' guidebooks found online. We took the best information from each source to share with you. We hope that this Guideline contains information that will assist you, the judge, in evaluating entries. We also hope that it will provide guidance to the many exhibitors who enter into county and state fairs.

Information obtained from the following sources:

Prince William County Fair

Colorado State University

Colorado 4-H Extension

National Center for Home Food Preservation

University of Georgia Cooperative Extension Service

College of Family and Consumer Sciences in cooperation with the
College of Agricultural and Environmental Sciences

North Dakota State University

Cooperative Extension Service | University of Kentucky College of Agriculture

Tasty Tidbits Montana 4-H Guide for Judges

University of Nebraska Lincoln Extension

Oklahoma Cooperative Extension Service

Cooperative Extension Washington State University

Kansas State University Agricultural Experiment Station and Cooperative Extension Services

Art Judging Criteria

Criteria

Overall Appearance – 20%

Pleasing to eye

Quality of Workmanship – 30%

Finished look

Degree of Difficulty – 20%

Complexity

Creativity – 30%

Design, color, innovative use of materials

Specifics

For children's art - the nicest looking pieces don't always indicate higher levels of talent, pieces created entirely by the child should be highly considered, determine how much the subject looks like what the child was trying to draw, how long did they spend on creating the piece.

Elements of design include line, shape (perceivable areas and closed space), texture, color, value (light and darkness, contrast and defining forms) and form/space (illusion of depth, overlapping, shading and linear perspective)

Principles of design include balance, emphasis (what grabs your attention), movement (path of the viewer's eye), pattern, repetition, proportion (how well parts relate to each other), rhythm, unity and variety (use of several elements to hold attention and direct eye).

Judging Guidelines:

- If judging youth, please consider the age of youth being judged.
- Ribbons should be given to the top three items.
- If there is only 1 or 2 items in a class, a blue and red should be given unless the quality is extremely poor.