

YOUTH HANDICRAFTS

YOUTH DEPARTMENT Y2

Sponsored by: **Montgomery County Farmers'
Federation Women's Committee**

RIBBONS AWARDED BY CLASS: FIRST, SECOND & THIRD

“BEST OF FAIR” AWARDED BY DIVISION: RIBBON & \$25

RULES

- Age division is determined by the age of the exhibitor as of September 1st, 2025. Please see Official CLC Rue #8 for additional information.
- Exhibitors may only enter one (1) item in each Class unless otherwise noted.
- ITEM ENTERED MUST HAVE BEEN CREATED / MADE BY THE EXHIBITOR.
- Handicrafts previously entered in the Alabama National Fair are not eligible.
- **ENTRIES WILL BE ACCEPTED AT THE CREATIVE LIVING CENTER ON THE FOLLOWING DATES/TIMES (NO EXCEPTIONS):**

SATURDAY, SEPTEMBER 20TH 9:00AM – 2:00PM

MONDAY, SEPTEMBER 22ND 9:00 AM – 4:00 PM

TUESDAY, SEPTEMBER 23RD 9:00 AM – 4:00 PM

WEDNESDAY, SEPTEMBER 24TH 9:00 AM – 4:00 PM

THURSDAY, SEPTEMBER 25TH 9:00 AM – 12:00 PM

DIVISION 1 – HANDICRAFTS (Ages 6 & under)

CLASS

1. Craft Item
2. Holiday Item (any Holiday) (may enter 2 different holiday items)
3. Decorated Pumpkin
4. 3D Art Item (sculpture, molding clay, plastic building blocks, ceramic, recycled)
5. Seashell Art
6. Items not Listed



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DIVISION 2 – HANDICRAFTS (Ages 7 - 11)

CLASS

1. Decorated T-shirt/Sweatshirt
2. Holiday Item (Christmas, Halloween, Valentine, etc.) (may enter 2 different holiday items)
3. 3D Art Item
4. Mason Jar Craft
5. Seashell Art
6. Decorated Pumpkin
7. Handmade bracelets
8. Items not Listed

DIVISION 3 – HANDICRAFTS (Ages 12 an up)

CLASS

1. Decorated Sweatshirt/Tee Shirt (may only enter 1 sweatshirt/tee shirt item)
2. Seashell Art
3. Holiday Item (Christmas, Halloween, Valentine, etc.) (may enter 2 different holiday items)
4. Needlework Items (Knit, Crochet, Needlepoint, Embroidery, Cross Stitch, etc.)
(May enter 2 different needlework types)
5. Flowerpot Craft
6. Sewing (any sewn item, dress, apron, shirt, etc.) (may enter 2 different sewn items)
7. Handmade Bracelets
8. Items not Listed

JUDGING CRITERIA

Overall Appearance – 30%
Quality of Workmanship – 40%

Creativity – 20%
Difficulty Factor – 10%

