

“WHERE’S THE BEEF” – BEEF ROAST

Featuring Chuck Roast, Eye of Round Roast or Sirloin Roast

YOUTH DEPARTMENT YL4

Sponsored by:

ALABAMA CATTLEMEN’S ASSOCIATION

Alabama National Fair – Creative Living Center

SATURDAY, OCTOBER 17th @ 5:00 PM

PRIZES

First Place: \$150 and Ribbon

Second Place: \$100 and Ribbon

Third Place: \$75 and Ribbon

RULES:

- **Prepare an original and tasty Beef Roast. You can choose between a Chuck Roast, Eye of Round Roast or Sirloin Roast. Be creative and make it delicious. The dish should be enough to feed 4 to 5 judges. Product label must be presented for verification by CLC Personnel.**
- Dish must be the creation of the competitor. Bring your dish to the Creative Living Center fully cooked and ready to serve. Microwaves and stoves are available to warm your dish if necessary. Preparation of your dish in the CLC kitchen is prohibited.
- Please bring your own Serving Utensils. (Spoons, Meat Forks, Cake/Pie Servers etc.)
- Recipe’s must be on an Alabama National Fair Recipe Form and is due at the time of the contest. Recipes become the property of the Alabama National Fair (CLC Rule# 20-22).
- Competitors must comply with all CLC Official Rules (www.alnationalfair.org).
- **Contest is open to Alabama residents ages 8 to 17.**
- Competitors **MUST** pre-register for this contest no later than Tuesday, October 6, 2026, at 12:00 p.m. Anyone not pre-registered will not be allowed to participate (CLC Rule #16).
- Competitors must purchase a “Competitors Pass” (CLC Rule #17).
- Competitors may sign in forty-five (45) minutes prior to the scheduled start time of the contest. Setup will begin thirty (30) minutes prior to the scheduled start time.
- Sign-in will close ten (10) minutes prior to the scheduled start of the contest. Competitors not signed-in by that time will not be allowed to participate.
- Competitors must complete set-up by the scheduled start time of the contest.
- Judges’ decisions are FINAL.

JUDGING CRITERIA

Appearance/Presentation – 10%

Creativity of Recipe – 20%

Flavor/Taste – 50%

Texture – 20%