

# Agriculture Mechanics Division-2018

**Purpose:** To encourage the teaching of farm shop skills

**RULES:**

1. Projects will be judged on:
  - a. Construction time and article value - 50 points
  - b. Workmanship - 40 points
  - c. Sound structural design and balance - 30 points
  - d. Practical utility - 20 points
  - e. Originality of design - 10 points
2. Awards: Blue Ribbon, Red Ribbon, White Ribbon
3. There will be a Grand and Reserve Champion award given to the schools or clubs accumulating the greatest number of points.
4. Buckles will be given to the following: Grand and Reserve Champion Open Shop Project, Grand and Reserve Champion Market Shop Project. ONE buckle will be given to each project. It is the ag teacher's discretion as to how it's given if the project is a multiple student project. Students that are on the winning project are allowed to purchase a buckle if they so desire.
5. ONE showmanship buckle will be given. This will be given to the student (Market and Open) who overall best "sells" their project to the judge.
6. All items are to be made under the Ag. Teachers or 4-H Leader's supervision.
7. All projects must be constructed or repaired since the prior year's sale.
8. A \$20.00 entry fee per project is due at validation date.
9. Each student entered on a project must have a Quality Counts Verification Code.
10. Entries must be in place by designated time.
11. Projects will be divided into two divisions:
  - a. Market --Projects to be sold
  - b. Open --Projects which will not be sold
12. Sale order will be determined by Grand Champion, then Reserves based on points. The judge will make the final sale order. No Projects deemed as Red or White Ribbon will sale in the premium sale. Red Ribbon projects may sell in the Silent auction.
13. All projects not making sale, but the exhibitor would like to be put in the silent auction must let the livestock show office and bookkeeper know NO LATER than 8:00 pm on Thursday evening, before the sale on Friday.

## **PROJECT SHOW CLASSES**

Class #1 – Livestock Equipment

Class #2 – Farm Equipment

Class #3 – Recreational Projects (picnic tables, swings, etc.)

Class #4 – Woodworking Projects

Class #5 – Farm electrical conveniences

Class #6 – Trailers – Implement

Class #7 – Trailers – Utility

Class #8 – Trailers – Stock

Class #9 – Shop Equipment

Class #10 – Hunting and Sporting Items

Class #11 – Structures (greenhouses, utility sheds, etc)

Class #12 – Repaired and rebuilt equipment – Repairs must be evident and a description of the repair should accompany the entry.

Class #13 – BBQ Pits

Class #14 – Gates

Class #15 – Metal Furniture Projects (Beds, Metal End Tables, etc)