

# 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.

- |                |             |             |              |             |
|----------------|-------------|-------------|--------------|-------------|
|                | <b>Blue</b> | <b>Red</b>  | <b>White</b> | <b>Pink</b> |
| 1. Any article | <b>2.50</b> | <b>2.25</b> | <b>2.00</b>  | <b>1.75</b> |
| 2. Any article |             |             |              |             |
| 3. Any article |             |             |              |             |
| 4. Any article |             |             |              |             |

**CLASS B INVESTIGATING ELECTRICITY (2-3 years 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				

**CLASS C WIRED FOR POWER (4-5 years 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				

**CLASS D ENTERING ELECTRONICS (6 or more years 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				

## JUNIOR MECHANICAL SCIENCES

Department 240

**CLASS A TRACTOR RULES**

1. No more than four entries per exhibitor. One exhibit per entry number.
2. Beginner, intermediate and advanced refers to years in project.

Examples of entries: Repair or maintenance log of work performed, photo story with captions documenting repair, collection of worn or broken parts-explain defects (Tip- zip-tie parts to a painted pegboard for a neat display.)

**CLASS A TRACTOR**

Beginner (1-2 yrs)				Intermediate (3-5 yrs)				Advanced (6 yrs +)			
Blue	Red	White	Pink	Blue	Red	White	Pink	Blue	Red	White	Pink
2.25	2.00	1.75	1.50	2.50	2.25	2.00	1.75	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 |

**One Champion per class (If Judge so desires)****Ribbon Only**