

# 4-H GUIDELINES FOR SANDCRAFT

## GENERAL RULES AND POINTS THE JUDGE WILL LOOK FOR:

1. Overall appearance - how it looks up close and from a distance.
2. Colors should harmonize and go together.
3. Design must be consistent. Example - no water wave in a desert scene.
4. Containers must be clean, no scratches - fingerprints on inside will be marked down.
5. Container should fit design. Example - an ocean scene in a fish bowl.
6. MUST have a wax or glue seal or will be an automatic red ribbon.
7. Use only plain, clear glass containers. DO NOT USE colored, designed, cut glass, etc., containers. Etched glass may be used to the advantage of design.
8. No 3x5 card - automatic red ribbon.
9. No smearing - clear design.

## FIRST YEAR

- **Geometric designs - but must be even and have some plan to the design.**  
**Simple forms - bird, mountains, waves - but designs must fit together.**  
**Simple scenes - desert, ocean or mountain scenes.**

## SECOND YEAR

- **Finer details.**  
**Combinations of sand - caps on waves, peaks on mountains, rolling sands on desert scenes, boats or fish in ocean, cactus in desert, trees on foothills, or sun and clouds in the sky.**

## ADVANCED

- **More advanced design and finer detail. Example: rainbows, waterfalls, trees, animals and**

**flowers**

**Use of more difficult container to work with.**

**Use a larger container.**

**OLDER MEMBERS ARE ENCOURAGED TO TRY HARDER DESIGNS.**