The Tanana Valley State Fair seeks to highlight and enhance appreciation for Interior Alaska by showcasing competitive & commercial exhibits. The Fair educates and entertains all participants by providing opportunities to share a rich variety of individual and community endeavors. The Fair encourages and welcomes involvement by all.

JUDGING CRITERIA

appropriate to lot

- **Craft:** Skillful use of language, beauty of expression. Words should flow smoothly with good pacing, dramatic timing, artistic use of meter, internal rhythm and/or rhyme. Use of good characterization, dialogue, psychological insights and skillful development of scenes, ideas & imagery.
- **Creativity:** freshness of statement, avoidance of cliche, innovative approach to structure, form, style & subject.
- Unity: consistant idea formation, uncluttered
- **Overall impact:** successful message, leaving the reader with something to remember.

SAMPLE JUDGING SHEETS

Department 13C Creative Writing

WEN # Judge's Initials	Division	_ Class	
POINTS POSSIBLE			SCORE
Structure (Form well suited to subject Craft (Use of language, good ch		20	
	. ,	20	
(Use of language, good characterizations, iterary technique, idea development) Creativity (Freshness of statement, avoidance of cliche, innovative approach) Unity (Piece works as a whole, consistent idea		20	
		20	
formation,uncluttered) Overall Impact (Successful message, piece produces feeling or depth of thought; overall sense of clarity and/or power; conflict produced or solved)			
TOT	AL (100 = perfe	ect score)	
COMMENTS			

COMMENTS

Security

You are encouraged to enter your best work. The Competitive Exhibits team (staff, superintendents, judges & volunteers) all recognize the value these hold & all effort is made to provide for their security. Each building has a team of volunteers to watch over the exhibits & to make sure they are not handled or stolen, but because of the volume of entries we get each year, we cannot guarantee the safety of each exhibit.

We have tried to create a class for everything, but if you cannot find an appropriate class in which to enter an item, please contact the Department Superintendent or call the Office between the hours of 9am and 5pm, Mon.- Fri., **452-3750** or email. exhibits@tvsfa.org.

JUDGING AT THE FAIR

Judging at the Tanana Valley State Fair is accomplished through a network of volunteer judges chosen for their expertise in a particular area. It is through their generous donation of time & knowledge that we are able to showcase your achievements. Judges are expected to follow these guidelines set down by the Fair Association: be fair & consistent in their judging; provide positive comments & constructive criticism to the exhibitor; follow the Fair Association's mission to educate participants through their evaluation.

Tanana Valley State Fair Association1800 College Rd, Fairbanks, AK99709-4173452-3750 www.tvsfa.org



DEPARTMENT 13C EXHIBITOR'S HANDBOOK

Welcome to the world of Competitive Exhibits! As an exhibitor at the fair, you are entering into a long standing tradition of education \mathfrak{S} competition that began in the Tanana Valley in 1924.

Your primary source of information about entering an exhibit is through the Exhibit guide, available online or at the Fair Office.

ENTRY RULES

Sign up for ONLINE ENTRIES for the Tanana Valley State Fair at <u>https://www.tvsfa.org/</u>

- Fill out the easy-to-follow entry forms for all your entries, review the information, and follow the check-out instructions (no online payment needed). Print your receipt, and bring it with you on entry day — or download the ShoWorks Passport app from the Apple Store or on Google Play and check in from your mobile device, just like you can check in at the airport!
- If you need assistance with the entry process, or if you don't have a computer/printer, you can stop by the Events Office Pick your Best: You may enter only one exhibit per class. Note any other entry restrictions listed in the Exhibit guide.
- Know your entry days & pick-up days.
- **Prepare your entry**: Read the paragraph on preparation & presentation and present your exhibit in the best way possible.

PREPARING YOUR ENTRY

The Exhibit Guide lists the divisions & classes in which entries are accepted, as well as entry dates & prizes awarded. Please note the following guidelines for entry. MANUSCRIPT APPEARANCE

- Use only 8 1/2" x 11" paper (plain white or pastel);
- All work must be typed and double-spaced. 12 point type recommended. (For young junior exhibitors, parents may assist with typing and printing);
- Margins should be 1" on each side;
- Center titles & short works;
- Make sure your name does not appear anywhere on the manuscript.
- Manuscripts of 2 or more pages must be fastened together (stapled, clipped, etc.).
- For display purposes, please do not use plastic covers or a cover sheet of any kind.
- Artwork is acceptable on your entry in the juvenile story classes & the comic book classes <u>only</u>.
- Re-type work you have done for a division to be sure all grades & teacher's markings are not present. Work that still has grades, markings, etc. on it may be entered into Department 20A—Education Showcase. Note that the same piece of work may be entered in one department only.
- Do not staple the exhibit tag to your entry. Manuscripts that are not properly presented on entry day will be refused.

SPECIFIC DEPARTMENT INSTRUCTIONS

In order to help you find the correct class in which to enter your work, below is a list of definitions for each Division in the Creative Writing Department. Call the Superintendent if you have further questions. DEFINITIONS

Division A - Poetry - Rhyming

Rhymed verse - 20 lines and under & Rhymed verse - over 20 lines. These classes are for rhymed poetry that does not fit into the other specific catergories.

Ballads & Lyrics - a narrative poem, often of folk origins and intended to be sung, consisting of simple stanzas and usually having a recurrent refrain.

Limerick - a light, humerous, nonsensical or bawdy verse of five lines usually with the rhyme scheme of aabba.

Sonnet - a fixed form consisting of fourteen lines, in groups of three.

Narrative - a poem that tells a story, can be rhymed, usually long.

Other rhyming forms - forms such as light verse,

Division B - Poetry - Non-rhyming

Free Verse 20 lines & under & Free Verse over 20 lines - verse composed of variable, unrhymed lines having no fixed metrical pattern and not of the following types:

Light verse - a catch-all term describing poetry with a

relaxed attitude and intended to amuse or entertain.

Haiku - a Japanese lyric verse form, having 3 unrhymed lines of 5-7-5 syllables, traditionally invoking an aspect of nature or the seasons.

Blank verse - poetry without rhymes, but which retains a set metrical pattern.

Cinquain or other fixed form - verse which has a specific number of lines and syllable structure.

Collections - collected works by the author containing a related theme.

Experimental

Other non-rhyming form

Division C - Plays, Skits & Scripts - One act play, skit or scripts must have a beginning, middle & end and must be complete.

Classs describe the type of script - eg: Musical, Drama or Comedy

Division D - Anecdotes

Jokes - original jokes

Puns - a play on words, sometimes on different senses of the same word and sometimes on the similar sense or sound of different words.

True, humorous events - short, real life occurrences

Aphorisms - a tersely phrased statement of truth or opinion; an adage.

Tall Tales - larger than life stories based on some truth. **Division E - Non-fiction -** 2000 words or less.

Persuasive Essay - a piece that is trying to convince the reader to see the writer's point of view or to support the writer's opinion.

Descriptive Essay - gives great detail; the piece serves to describe for the reader the writer's look at an object or event.

Comparative Essay - relating to, based on or involving comparison.

Informative Essay - serving to inform; providing or disclosing information about a topic.

Historical Essay - concerned with events in history. Literary Essay - retells the essential part of the story Biographical/Personal Essay - containing, consisting of, or relating to the facts or events in a person's life.

Journal - follows basic journalistic style; answers the

who, what, when, where & why.

Technical Writing - contains knowledge relating to a mechanical or scientific field.

Scientific Writing - Technical document

Division F - Short Fiction - 750 words or less

Division G - Fiction - 751 - 2005 words maximum

Adventure - story that contains elements of risk & chance; highly active plot line.

Science Fiction or Fantasy - contains fanciful characters; can be based in fact but must have an element of the unreal in the plot.

Mystery/Suspense/Horror - contains an element of suspense; has a crafted plot to push the reader to the conclusion, usually contains a crime.

Slice of Life - does not have high adventure or drama, more heartwarming than anything else; usually has well drawn characters.

Romance - has elements of love; usually follows a set formula in terms of plot.

Humor/Satire - funny story with irony or sarcasm

Historical Fiction - story is set in the past; characters act as people in the past would.

Fairy Tale/Folk Tale - a children's story with a message

Novel Chapter - a part of a much larger whole, can be any chapter, will not be a complete story.

Experimental - a story breaks any or all rules of literary convention.

Comic Book - a story with pictures.

Myths/Legends/Allegories

Psychic/Supernatural/Occult

Pulp-Fiction

Ethnic/Multicultural

Regional Fiction

Division H - Desktop Publishing

Books/Manuals

JUDGING CRITERIA

Judges will look for skillful use of imagery, good coherent flow of language and an awareness of the techniques and skills that create good form. The form should be suited to the subject. The writing should produce depth of thought and strong feelings in the reader. Your writing should be free of mechanical errors (spelling, punctuation). Proofread your work!

Consider the following:

• Structure: form well-suited to subject matter and