

Five basic areas of carving will be utilized in judging.

1. Originality and Complexity

- a. The carving should exhibit a carver's original design, pattern or concept.
- c. Carvings should demonstrate complexity and detail.
- d. Carving should illustrate creativity.

2. Execution and Workmanship

- a. The carving shows clean cuts, clean lines and attention to detail.
- b. Overall difficulty and craftsmanship will be assessed.
- c. The number of additions should be minimized and should enhance or add to the carvings over all appearance.

3. Shape and Anatomy

- a. With the exception of caricatures, all other carvings regardless of subject, humans, birds, fish, reptiles, insects etc. should be anatomically correct (unless intended to be whimsical, stylized or fantasy) .
- b. If the subject includes structures, such as buildings, lighthouses, bridges, etc. they must appropriately proportioned (unless intended to be whimsical, stylized or fantasy).
- c. Carvings of birds, fish, animals, and other wildlife should exhibit correct placement of eyes, wings, limbs, tails, etc.
- d. Fantasy or whimsical carvings should create interest drawing the eye into the carving for a more detailed look.

4. Finish

- a. Finish or lack of finish should complement the carving.
- b. Carvings should not have runs, drips, or missed areas. Stained carvings should use colors that complement the carving.
- c. Painted carvings should exhibit clean lines between areas such as clothing, buildings, vehicles, and other subjects of this type.
- d. Carvings of animals, birds, fish, and related subjects should exhibit correct colors, and shading of adjoining areas (unless intended to be whimsical, stylized or fantasy).

5. Presentation

- a. The habitat, base, etc, should complement the carving, be attractive and catch the eye.
- b. The quality of work on the display should equal the quality of the carving.
- c. Carvings can be displayed as individual pieces. They should be attractive and catch the eye.