

**Creative Arts
Division 13
Leathercraft**

**New Mexico State Fair
September 9-25, 2011
(Closed Mondays & Tuesdays)**

**Superintendent
Thresa Montoya**

**Sponsored by
N.M. Roadrunner Leather Artisans Guild
State Fair Liaison
Paul Brinegar, 254-0337**

Creative Arts General Rules

1. Entries in this department are limited to residents of New Mexico.
2. Only amateurs who make or craft as a hobby are eligible to compete for prizes.
3. Commercial or professional parties may exhibit for display only if space permits and shall not be judged.
4. No person shall make multiple entries under one class number. Exhibits and parts shall be entered in only one group or section each.
5. Exhibits wrongly classified shall be placed in the proper class.
6. All entries shall comply with the requirements as set forth in the New Mexico State Fair Premium book.
7. The decision of the judges will be final.
8. Please address entries being delivered by UPS, FED EX., etc. in care of New Mexico State Fair, Superintendent, Creative Arts Center, 300 San Pedro NE, Gate 4, Albuquerque, New Mexico 87108. If you mail entries through the United States Post Office, they must be addressed in care of the New Mexico State Fair, Superintendent, Creative Arts Center, P.O. Box 8546, Albuquerque, New Mexico, 87198. **MAILED ENTRIES MUST ARRIVE BY AUGUST 31, 2011.**
9. Exhibitors are responsible for picking up their own exhibits or providing written authorization for pick-up by another individual.
10. Upon presentation of claim checks, all exhibits will be released only on **Monday, September 26th, 9:00 A.M. to 6:00 P.M.** Any exhibits remaining on the Fairgrounds after the designated pick up date of September 26, 2011 will be considered abandoned and shall become the property of the New Mexico State Fair to be disposed of at its discretion.
11. Exhibitor recognizes that marketing of the Fair and its grounds requires use of photography and video. Exhibitor hereby expressly grants to the Fair the irrevocable, assignable right and license to take, use and publish exhibitor images and property without the need for any other approval. Exhibitor also releases the Fair, its agents or assigns, from all claims related to the licenses that have been granted in this release.

Entry Dates

Friday, September 2nd

8:00 AM to 5:00 PM

Saturday, September 3rd

8:00 AM to 5:00 PM

Special Rules

1. Articles entered must be at least 70% leather and completed since the last New Mexico State Fair.
2. All pictures, clocks, wall hangings and frames **must** be brought in **ready for hanging**.
3. Leather may be carved, stamped, dyed, painted, or stained but will be judged solely on overall leather craftsmanship.
4. Kits are permitted.
5. Two items may be entered in each class.
6. Due to space limitations, **no exhibits will be accepted for display only**.
7. All entries must be an original design. Designs may be drawn by the entrant or taken from some other artistic media (books, magazines, etc.)
8. No projects completed in a classroom setting, since these are not originally conceived by the entrant. However, concepts learned in the classroom and applied to your own ideas stemming from the class are acceptable.

Awards

Premiums

1st 2nd 3rd
Ribbon Ribbon Ribbon

Best of Show**Rosettes**

Awarded in each Section

Sections 436-442

Section 436 Youth Level 1:	(11 years of age & younger)
Section 437 Youth Level 2:	(12 to 17 years of age)
Section 438 Adult Level 1:	(Beginner) Less than 2 years experience
Section 439 Adult Level 2:	(Intermediate) More than 2 years experience
Section 440 Adult Level 3:	(Advanced) Above Average Capability in all aspects of leather craft
Section 441 Senior Adult:	(Beginner) Age 65 or older
Section 442 Master Craftsman	(Advanced) Leather Crafters Open

No kits will be allowed in the Master Craftsman Section. (Commercial interiors for wallets, checkbooks, handbags, clutch purses, etc. will be allowed as long as they are incorporated in a finished entry.

Classes 1-29

Each Section will Compete in the Following Classes

1. Leather pictures - (Ready for hanging)
2. Leather frames - (Ready for hanging)
3. Pictures, Embossed (Ready for hanging)
4. Cases, (Briefcases, notebooks, cartridge cases, snuff boxes, etc.)
5. Gun leather and Knife sheaths (holsters, gun belts, rifle scabbards, etc.)
6. Handbags
7. Clutch Purses
8. Books (leather bound books, book covers, etc.)
9. Checkbook covers
10. Day Planners
11. Wallets/Billfolds
12. Pocket Items (money clips, key rings, comb cases, etc.)
13. Belts
14. Wearing apparel – Garments (dresses, shirts, vests, etc.)
15. Wearing apparel – Accessories (hats, gloves, etc.)
16. Wearing apparel Re-enactment (Period Native American, Western, Medieval, etc.)
17. Wearing apparel – Working (chaps, chinks, aprons, etc.)
18. Leather covered buckles
19. Saddles (all sizes with stand)
20. Tack (harness, breast collars, etc.)
21. Home and/or Office articles (wastebaskets, letter holders, clocks, desk sets, etc. ready for hanging if necessary)
22. Cultural, Open class (ceremonial fans, masks, shields, etc.)
23. Black Powder/re-enactment accessories (mugs, powder bags, shot bags, etc.)
24. Covered Vessel (flask, bottle, canteen, etc.)
25. Molded leather (leather molded or formed over any medium other than leather)
26. Sculpted Leather (formed over leather dust, chopped leather, leather plugs, etc.)
27. Footwear (boots, moccasins, sandals, etc.)
28. Archery accessories (Quivers, wrist guards, bow cases, etc.)
29. Miscellaneous (any items which do not have a home in any of the above classes)