

RULES, GUIDELINES and CATEGORIES FOR JUDGING

KAW VALLEY WOODCARVERS ANNUAL SHOW, 2026

- **Only registered exhibitors may enter the judging competition, except for those entered in the youth category.**
- **All pieces must be hand-crafted by the artist, & the artist's name needs to be covered so the judge is unable to identify the person who completed the work entered**
- **First and Second place ribbons may be awarded in each category at the discretion of the judge.**
- **Any one artist may submit up to two pieces per category**
- **No art piece may be entered in more than one category.**
- **Entries that have won 1st place in previous Kaw Valley Woodcarvers shows may not be entered.**
- **An entry tag (in your envelope) must accompany all entries (category, brief description & table number).**
- **Judging will start at 10:00**

Carvings fitting a specific category must be entered into that category. The judging committee reserves the right to move any entry into the appropriate category. All entries must be at the check-in table 15 minutes after announcing the first call for the specific category. Decisions of the judges are final.

Judging Categories:

- 1. Realistic Animals**
- 2. Realistic Human figure or Bust**
- 3. Realistic Game bird or Birds of Prey**
- 4. Realistic Songbirds**
- 5. Realistic Waterfowl or Shorebirds**
- 6. Fish or Marine life**
- 7. Caricature Human: single, full human figure and animal**
- 8. Caricature Group**
- 9. Mythical animal or figure**
- 10. Stylized: single or Group**
- 11. Miniature: Any subject, any finish. Must fit completely within a 2"x2"x2" box.**
- 12. Chip carving I: Traditional Geometric or free**
- 13. Chip Carving II: incised wood**
- 14. Low relief**
- 15. High relief**

- 16. Bark or Driftwood**
- 17. Walking sticks and canes**
- 18. Pyrography**
- 19. Religious items**
- 20. Intarsia**
- 21. Wood turning**
- 22. Christmas Theme**
- 23. Instructor assisted/seminar**
- 24. Novice and Youth**
- 25. Miscellaneous: Carved Jewelry**

BEST OF SHOW

RUNNER UP BEST OF SHOW