

Home Improvement – Division S

1. Read and comply with all General Exhibit Building Rules.
2. Refer to Home Improvement member manuals for exhibit ideas.
3. Evaluation of exhibits will focus primarily on the application of the elements of design and the principles of art, workmanship considered. See previous section called "*Elements and Principles of Design*" for more information. To show how an exhibit fits into a room, include photos and/or actual fabric, paint, wallpaper, carpet, etc., samples from the room.

531A – Design in the Home: An educational display, notebook, poster or other type of exhibit such as a design element or art principle, explaining design of an item, selecting an item illustrating design, etc. **Must include explanation of how a minimum of two (2) design elements or art principles were used in this exhibit.**

531B – Furniture in the Home: Includes, but not limited to, reclaimed furniture, room plans, furniture styles, historic furniture, buymanship, etc. **Must include an explanation of a minimum of two (2) design elements or art principles were used in this exhibit.**

531C – Accessories for the Home: Includes, but not limited to, wall accessories, nature accessories, flatware selection/coordination, table design, lighting design, etc. **Must include explanation of how a minimum of two (2) design elements or art principles were used in this exhibit.**

531D – Fabrics in the Home: Includes, but not limited to upholstered furniture, pillows, curtains, table linens, quilts, storage protection, etc. **Must include an explanation of a minimum of two (2) design elements or art principles were used in this exhibit.**

531E – Maintenance in the Home: Includes but not limited to cleaning plan, storage, energy conservation, recycling, own home away from home, etc. If appropriate, include an explanation of how the design elements or art principles were used in this exhibit.

531F – Other Home Improvement Ideas: Any other exhibit which is an outgrowth of a home improvement project or program such as decision making process, careers, etc. **If appropriate, include design elements or art principles**

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