

**SCRATCHED CATEGORY**

**DEFINITION:** An eggshell that has been dyed (chemical or natural dyes). No paint or ink. The dye has been scratched away by sharp hand tools to form a two tone design on the egg shell surface.

**LEVEL REQUIREMENTS:**

Novice: 50 points needed for qualification.

1. Must use chicken or duck eggshell.
2. Must be without stand/base.
3. At least one-third (1/3) of the shell must be covered by the design.
4. Finish may be applied.
5. Must be applicant's original work.

Intermediate: 85 points needed for qualification.

1. Must use goose or swan eggshell.
2. At least one-half (1/2) of the shell must be covered by a design.
3. Finish may be applied.
4. May have a stand/base.
5. Must be applicant's original work.

Master: 95 points needed for qualification.

1. Must use Rhea, Emu, Cassowary or Ostrich eggshell.
2. Two-thirds (2/3) of the shell must be covered by the design.
3. Finish may be applied to eggs.
4. Must be adhered to a stand
5. Must be applicant's original work.

**STANDARDS: (Judging Criteria)**

I. General Creativity (20 points)

A. Originality (15 points)

1. An inventive or creative work as opposed to any copy or imitation. (No seminar or instruction kits allowed).

B. Overall Impression (5 points)

1. Pleasing to the eye.

II. Design (30 points)

A. Form/Shape (5 points)

1. Retention of the egg shape.

B. Harmony and Color (10 points)

1. Proper value changes/shading.

C. Balance Overall (10 points)

1. Proper depth/perspective.

2. Artistic composition.

3. Design must be in proportion to the egg.

4. Stand/base must incorporate to the design and be in proportion to the egg.

III. Workmanship (50 points)

A. Neatness (20 points)

1. Scratching is free of major over-cuts or tool slip marks.

2. Overall neatness.

B. Degree of Difficulty (30 points)

1. Shell is fully intact after the process.

2. Difficulty is achieved by proper combination and execution of all elements used to produce an artistic rendition:

- a) Depth perception
- b) Value changes
- c) Composition