Stark County
358 Front Street
Galva, IL 61434
(309) 853-1533
(309) 853-1634 (fax)

web.extension.illinois.edu/hmrs
web.extension.illinois.edu/hmrs/hs4h

April, 2020

Dear 4-H Members, Leaders, and Parents:

Here is the 2020 4-H Fair Book!

Be sure to look over the rules and regulations carefully, especially in your project areas. There are always changes that are made to exhibit classes along with a few schedule changes. Entries this year will be done online via fairentry.com. Full instructions will be available from your leaders.

As always, we depend on volunteers and sponsors to help make the 4-H Fair run smoothly and successfully. Be sure to tell them thanks for all of their efforts before, during, and after the fair.

If you have any questions, please ask your 4-H leader or contact the Extension office regarding any rules or exhibit requirements. We look forward to seeing your project accomplishments at the 4-H Fair!

Sincerely,

Jennifer Peterson
4-H Youth Development Educator
Henry, Mercer, Rock Island & Stark

4-H JUDGING SCHEDULE

Thursday, July 23, 2020
6:00 P.M...Fair Set-up (starting at Wy-Hi)

Friday, July 24, 2020
8:00 A.M .... Horses in place
9:00 A.M...…………………………………Horse & Pony Show
2:00 P.M...Small Pets Show
3:00 P.M...Rabbits & Poultry

EXHIBITORS ONLY IN JUDGING AREA AT WY-HI COMMUNITY CENTER

Saturday, July 25, 2020
8:00 A.M ....**4-H Non-Livestock Judging – Wy-Hi Community Center**
11:00 A.M .... **4-H Projects Released**
11:30 A.M ....Jr. Fair Non-Livestock Check-In – Wy-Hi Community Center
1:00-2:00 P.M ....Weigh Sheep
2:00 P.M...Goats & Sheep
3:30-5:30 P.M. …………………………………………………………...…..**NON-LIVESTOCK EXHIBITS OPEN TO THE PUBLIC**
4:00-7:00 P.M. .... Corn Boil
6:30 P.M... Rocket Launch

Sunday, July 26, 2020
8:00-9:00 A.M ....Weigh All Beef Cattle
9:00 A.M .... Bucket Calf Classes
....Beef Breeding Classes
....Beef Steer Classes
....Ideal Beef
3:00-5:00 P.M .... **NON-LIVESTOCK EXHIBITS OPEN TO THE PUBLIC**
5:30-6:30 P.M ....Weigh Swine after Jr. Beef Show
6:30 P.M.. Master Showmanship Contest
6:30 P.M.. Barnyard Olympics

DO NOT UNLOAD SWINE DURING BEEF SHOW.
ALL LIVESTOCK BEING JUDGED ON SUNDAY MUST BE IN PLACE BY 9:30 A.M.

Monday, July 27, 2020
9:00 A.M ....Dog Obedience and Showmanship
1:00 P.M...Swine - Swine Released after show
3:00-5:00 P.M. .... **NON-LIVESTOCK EXHIBITS OPEN TO THE PUBLIC**
5:00-5:45 P.M. .... **Non-Livestock Exhibits Released/Project Pick Up**
6:30 P.M...**Non-Livestock Awards Program and State Fair Announcements**
7:00 P.M.. Queen's Pie and Stark County Sale of Champions for Stark County 4-H Members

NO LOADING OF CATTLE UNTIL AUCTION IS OVER

Tuesday, July 28, 2020
6:00 P.M...**Fairgrounds Clean Up**

Exhibits at <u>Wy-Hi Center</u> can be removed at 5:00 P.M. Monday.

PROGRAM PREMIUM FUND CALCULATIONS

Payment of premiums shall be dependent on the 4-H Premium Account appropriated by the Illinois Department of Agriculture, Bureau of County Fairs. In event funds are not available; all premiums shall be paid pro-rata from available monies. Premium monies will be paid based on the relative value of "X". The cash value shall be determined at the conclusion of the 4-H show based on the funds available. Also, the IL Department of Agriculture Bureau of County Fairs and Horse Racing verified that 4-H members are allowed to receive *one* premium per class exhibited in premium eligible projects. This **includes all** projects including livestock.

4-H clubs are groups of young people joined together in organized work and play under the guidance of 4-H club leaders. 4-H club members learn new skills and ideas, how to better serve their community, and also how to have fun in a group. Any boy or girl between the ages of 8 and 18 on September 1 may be a 4-H club member.

4-H club work is a part of the educational program of University of Illinois Extension in cooperation with the U. S. Dept. of Agriculture and Stark County.

4-H SHOW GENERAL REGULATIONS

1. All livestock exhibits may be released to go home as designated by the superintendent.

2. Members will be limited to showing two (2) animals in each cattle class, with the exception of Land of Stark having only one (1) entry.

3. Dual-purpose cattle shall be shown in the same classes as in the Junior Fair.

4. Each exhibitor in a class will receive the specified premium based upon his placing.

5. Check 2020 Illinois Livestock Exhibition Health Regulations pertaining to your project.

6. All 4-H exhibits other than Livestock exhibits are to be in place at the Wy-Hi Community Center, Wyoming, by 8 A.M., Saturday, July 25. All 4-H'ers must be present for judging and place their general projects on display in the school gym until 5:00 p.m. on Monday, July 27.

7. 4-H Showmanship Champions will be selected in each of the following departments: Beef, Sheep, Swine, Horse & Pony, Goats, Dogs, and Rabbits. A 4-H'er may compete for showmanship recognition only in departments in which the member has currently entered animals. You must show your own animal for showmanship.

   FOR BEEF & RABBITS ONLY:
   Jr. Showmanship: 12 and under as of Sept. 1, 2019; Sr. Showmanship: 13 and up as of Sept. 1, 2019.

8. There will be no entry fee charge for 4-H members showing in 4-H classes.

9. Any exhibits not claimed at that check-out will be taken to the U of I Extension office and may be claimed the week following the show. After a week, all projects will be disposed of and ribbons saved for member. **EXCEPTION:** Food will be disposed of immediately.

10. No exhibit will be open to the public for viewing until judging is complete, ratings recorded, and ribbons awarded. Exhibits will open **Saturday from 3:30 – 5:30 p.m.**

11. No ribbons are to be removed from exhibits.

12. Every precaution will be taken to ensure the safety of all 4-H exhibits, but in no case will Management be held responsible for loss or injury to articles.

13. Every 4-H exhibit must be properly tagged with a 4-H entry tag, which will be provided for each member.

14. **INNOVATION CLASS** – Exhibits may include, but aren't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters. Choose whatever method best shows what you've learned. The exhibit should not fit in the other exhibit options for the specified project area. You must furnish any equipment needed for the exhibit. Internet service will not be provided. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

15. **Ready4Life Challenge – Open to 11-18 year olds enrolled in the project area.** Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

16. **Maker Class** - Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:
    - Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
    - The device must be something that can be used in everyday life by multiple people (a target audience), and MUST be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device MUST be modified structurally or be reprogramed to perform a different function other than what it was designed to do
    - Exhibit MUST be able to interact with the outside world. (e.g. an on off switch, input sensors, feedback, etc.)
    - Exhibits MUST include a detailed build log with instructions on how to make or build the exhibit, AND contain either a 3D rendering or detailed and labeled sketches of the device/product.
    - All parts and software used in the design/build MUST be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

    In addition, exhibitors are HIGHLY encouraged to use tools such as 3-D printers, laser cutters, routers and/or other hand/power tools to help in the manufacturing process **(NOTE: Simply 3-D printing or laser cutting an object without the other specifications does not qualify as a Maker Project)**. It is also HIGHLY encouraged that exhibits use Open Source Software and/or Hardware in the build.

17. **One entry per class unless otherwise stated.**

18. Only those trophies that have been approved by 4-H staff prior to the publication of the Fair Book will be awarded.

19. Exhibitors must furnish their own bedding and feed. They are responsible for keeping their animals fed and watered and cleaning stalls before leaving fairgrounds. Failure to do so will result in premium money being withheld.

20. Anyone who is a 4-H'er can assist exhibitor in the ring if they have more than one animal.

21. **AUCTION:** Every 4-H exhibitor will be allowed to sell one (1) live animal. The cost of selling is listed below and must be paid in advance.

    Beef-$10.00 Barrows-$10.00 Sheep-$5.00   Goats-$5.00 Rabbits-$5.00 Chickens-$5.00

22. No loading of animals until the sale is over.

Please note: It is the responsibility of the 4-H member to move or appoint someone to move your fair exhibit from 4-H judging to Jr. Fair judging if your exhibit is selected to be considered for State Fair.

PAST 4-H SHOWMANSHIP WINNERS

2019

Champion Beef ....Kylie Gillespie
Reserve Champion Beef.......................Cole Kinsella
Champion Swine ....Kaden Wall
Reserve Champion Swine ....Kellen Wall
Horse ....Hailey Allen
Rabbit Sr...................................Heather Heuermann
Rabbit Jr ....Hailey Allen
Poultry .... Mackenzie Tilch

2018

Champion Beef ....Kylie Gillespie
Reserve Champion Beef.......................Cole Kinsella
Champion Swine ....Colby Wall
Reserve Champion Swine ....Samantha Wall
Horse .... Teresa Heuermann
Rabbit Sr.................................... Teresa Heuermann
Rabbit Jr .... Alayna Fritz
Poultry ....Katelynn Allen

2017

Champion Beef ....Cole Kinsella
Reserve Champion Beef......................Kylie Gillespie
Champion Swine ....Blake Orwig
Reserve Champion Swine .... Lauren Orwig
Horse Jr ....Kylie Gillespie
Rabbit Sr...................................Heather Heuermann
Poultry ....Katelynn Allen

2016

Champion Beef ....Cole Kinsella
Reserve Champion Beef......................Chet Gillespie
Champion Swine ....Samantha Wall
Reserve Champion Swine .... Ryan Murphy
Horse Jr ....Whitney Schupp
Horse Sr... Mariah Klemme
Rabbit Sr...................................Heather Heuermann
Poultry ....Whitney Schupp

2015

Champion Beef ....Cody Scott
Reserve Champion Beef.......................Cole Kinsella
Champion Swine ....Samantha Wall
Reserve Champion Swine ....Natalie Murphy
Horse... Mariah Klemme
Rabbit Sr...................................Heather Heuermann
Rabbit Jr .... McKenna Greathouse
Poultry .... Jonathon Rummerfield

2014

Champion Beef ....Cody Scott
Reserve Champion Beef.......................Tyler Dorsey
Dairy.. Carol Baumann
Champion Swine ....Samantha Wall
Reserve Champion Swine .... Ryan Murphy
Horse..Stephanie Dorsey
Rabbit Sr............................... Jonathon Rummerfield
Rabbit Jr ....Whitney Schupp
Poultry ....Whitney Schupp

4-H EXHIBITION

4-H BEEF

Judging Time: Sunday, July 26 following Bucket Calf Show

LAND OF STARK:
Market animals born and raised in Stark County.
Only 1 entry per class. (No Premium)

BEEF BREEDING CLASSES:
Breeding Beef animals will be shown by classes within their respective breeds just as in the Junior Fair. However, 4-H beef animals need not be purebred. All grade animals will be shown in the class of their predominant breed.

Angus
Crossbred
All Other Breeds

Junior Heifer Calf, calved after Jan. 1, 2020
Senior Heifer Calf, calved between Sept. 1 and Dec. 31, 2019
Summer Yearling Heifer, calved between May 1 and Aug. 31, 2019
Late Junior Yearling Heifer, calved between Mar. 1 and Apr. 30, 2019
Early Junior Yearling Heifer, calved between Jan. 1 and Feb. 28, 2019
Senior Yearling Heifer, calved between Sept. 1 and Dec. 31, 2018

STEER CLASSES: Judging Time, After Breeding Classes
Steers will be shown by breeds as in the Junior Fair. Classes will be divided on a weight basis; and the weight classes will be determined at the show by the superintendents. Steers need not be purebred or registered.

EXCEPTION: If there are less than six (6) steers showing in any breed, that breed will have a light-weight and heavy-weight class only.

Angus   Light-weight
Crossbred   Medium-weight
All Other Breeds   Heavy-weight

IDEAL BEEF:
1. Ownership must be in exhibitor's name on or before Stark County weigh-in and tattoo day. Animal must be weighed and tattooed during Stark County weigh-in and tattoo day.
2. Calves may be steers or heifers. Classes will be held for both during the county show.
3. Minimum weight to sell is 1050 pounds. Frame size is a factor.
4. The committee will secure a judge to judge these classes.
5. Animals will be judged in ring. Score will be based on rate of gain (70%) and judge evaluation (30%)
6. Animals must be washed and broke to tie.
7. The animal must be a 4-H project. Any boy or girl 8 years of age by September 1, and not yet 19 years of age by September 1, of the current 4-H year can be a 4-H member.
8. Beef Superintendent's decisions will be final.

BEEF AWARDS:

CHAMPION SR BEEF SHOWMANSHIP	**CHAMPION JR BEEF SHOWMANSHIP**
GRAND CHAMPION FEMALE	**RESERVE CHAMPION FEMALE**
GRAND CHAMPION STEER	**RESERVE CHAMPION STEER**
LAND OF STARK STEER	**LAND OF STARK HEIFER**

4-H DAIRY

Judging Time: Sunday, July 26 at 9:30 a.m.

Grade or Purebred   **Classes**
Junior heifer calf, born after March 1, 2019.
Intermediate heifer calf, born between Dec. 1, 2018 and February 28, 2019.
Senior heifer calf, born between September 1 and November 30, 2018.
Summer Yearling Heifer, born between June 1, 2018 and August 31, 2018.
Junior Yearling Heifer, born between March 1, 2018 and May 31, 2018.
Intermediate Yearling Heifer born between Dec. 1, 2017 and Feb. 28, 2018.
Senior Yearling Heifer born between Sept. 1, 2017 and Nov. 30, 2017.
Two-year old cow born between Sept. 1, 2016 and Aug. 31, 2017.
Three-year old cow born between Sept. 1, 2015 and Aug. 31, 2016.
Four-year old cow and over born before Sept. 1, 2015.

NOTE: In the State Fair Junior Show exhibitors may show two cows in the four-year and over class as they may have more than one cow over four years old.

DAIRY AWARD:

DAIRY SHOWMANSHIP

BUCKET CALF

Judging Time: Sunday, July 26 at 9:30 a.m.

Rules:
1. The Bucket Calf may be an orphan or newborn calf; male or female; dairy, beef or cross; fed on bucket or bottle.
2. 4-H'er is limited to two calves.
3. When shown, calf should be at least 90 days old. Calf should have been purchased between March 1 and May 1 of current project year and should have been selected within two weeks of birth. (Maximum birthday – March 1).
4. Calves will be halter broke and able to tie. Classes may be split, (if members warrant), according to age of exhibitor.
5. Bucket calves will be shown only **ONCE**, either as a bucket calf or junior heifer, **NOT BOTH**.

BUCKET CALF AWARDS:

BUCKET CALF - Junior Division Ages 8 - 11.
BUCKET CALF - Senior Division Ages 12 and over

4-H DOGS

Judging Time: Monday, July 27 at 9:00 A.M.

Exhibitors must be Stark County 4-H members during the current year.

Classes:
Dog Obedience
Dog Showmanship
Rally Obedience

1. 4-H members and their dogs should attend an AKC dog obedience school before entering the dog at the county 4-H show. Please bring proof of attendance.
2. A dog being shown in the dog obedience project must be trained by and belong to the exhibitor, a member of his immediate family, or leased for the length of the project with a signed agreement. Lease agreements are required in the Extension office by May 1.
3. All dogs must be brought to the show on a six-foot leather, nylon, or canvas leash. No spike collars or tags hanging from the collar.
4. Female dogs in season cannot participate in the 4-H Dog Show.
5. Dogs must be supervised by the exhibitor at all times. Dogs must be leashed and kept away from other animals.
6. Dogs are to be on the fairgrounds the day of judging only.
7. Dogs are to be trained and shown by 4-H members ONLY.
8. All dogs are expected to be clean and well groomed.
9. Exhibitors shall be limited to one dog in each class. Each dog may be entered in only one obedience class, plus showmanship.
10. A dog may be shown by only one exhibitor. A dog that is not under the control of the exhibitor, or shows viciousness toward its handler, judge, or other dogs will be excused from the competition.
11. County qualifying scores for State Fair is 170 points for Obedience and 70 points for Rally.
12. An entry for the Illinois State Fair Dog Obedience and Showmanship is due August 1. All 4-H members are eligible to exhibit at the county 4-H show.
13. Dogs do not have to be AKC registered to be shown at the fair. American Kennel Club rules will be used as a guideline for judging. If you are interested in the official American Kennel Club (AKC) rules, the address and information is posted below. **Please note that while the Illinois State Fair 4-H Dog Show uses AKC rules as a guide, not all classes specifically match AKC class descriptions.**
   The American Kennel Club, 5580 Centerview Drive Suite 200, Raleigh, NC 27606-3390
   E-mail: info@akc.org   Website: http://www.akc.org
14. A dog cannot be shown in a class more than one year except in graduate novice, pre open, graduate open, pre utility and utility. Exhibitors may show for two years in graduate novice providing the dog does not have a CDX or qualified for a leg on a CDX. Open and utility exhibitors can show for three years in these classes.
15. A run-off will be held in case of a tie for total score.
    a. Heeling on lead exercises will be used.
    b. All other classes, novice off lead exercises will be used.
16. Signals given by handler will be either voice or hand. Only one type of signal is used for each type of exercise.
17. Exercises for all classes may be done in any order, depending upon scheduling and the judge's preference.

DOG CLASSES

Dog Obedience

Beginner Novice I Class (For inexperienced handlers and inexperienced dogs)
1. Heel on Leash (forward, halt, right turn, left turn, about turn, slow, normal and fast). The last order signifies that the handler and dog must break pace. These orders will be given by utilizing posted signs……………………………………………………………………………………Maximum points 40
2. Figure Eight (on leash) .... Maximum points 40
3. Sit for Exam (on leash) .... Maximum points 40
4. Sit Stay (walk around ring) .... Maximum points 40
5. Recall (off leash front/no finish) .... Maximum points 40

Beginner Novice II Class.
(For experienced handlers and inexperienced dogs or experienced dogs and inexperienced handlers.)
1. Heel on Leash (forward, halt, right turn, left turn, about turn, slow, normal and fast). The last order signifies that the handler and dog must break pace. These orders will be given by utilizing posted signs .... Maximum points 40
2. Figure Eight (on leash) .... Maximum points 40
3. Sit for Exam (on leash) .... Maximum points 40
4. Sit Stay (walk around ring) .... Maximum points 40
5. Recall(off leash front/no finish) .... Maximum points 40

Pre Novice Class
1. Heel on Leash and Figure 8 (on leash).. Maximum points 40
2. Stand for Examination (off leash) .... Maximum points 30
3. Heel Free (off leash)... Maximum points 40
4. Recall (off leash with finish) .... Maximum points 30
5. Sit or Down Stay-Walk around the Ring .... Maximum points 30
6. Sit Stay-Get Your Leash (off leash)……………………………………………………Maximum points 30

Novice Class
1. Heel on Leash and Figure 8 (on leash) .... Maximum points 40
2. Stand for Examination (off leash) .... Maximum points 30
3. Heel Free (off leash)... Maximum points 40
4. Recall (off leash) .... Maximum points 30
5. Sit Stay-Get your leash (off leash)... Maximum points 30
6. Group Exercise – Sit & Down Stay (on leash) .... Maximum points 30

Graduate Novice Class
1. Heel Free and Figure 8 (off leash)... Maximum points 40
2. Drop on Recall .... Maximum points 40
3. Dumbbell Recall... Maximum points 30
4. Dumbbell Recall over High Jump... Maximum points 30
5. Recall over Broad Jump .... Maximum points 30
6. Stay-Get your leash (sit, down)... Maximum points 30

Pre-Open Class
1. Heel Free and Figure 8 .... Maximum points 40
2. Command Discrimination (Stand, Down, Sit)………………………………………Maximum points 30
3. Drop on Recall .... Maximum points 30
4. Retrieve on Flat .... Maximum points 20
5. Retrieve over High Jump .... Maximum points 30
6. Broad Jump .... Maximum points 20
7. Stay-Get your leash (Sit, Down)……………………………………………………………Maximum points 30

Open Class
1. Heel Free and Figure 8 .... Maximum points 40
2. Command Discrimination (Stand, Down, Sit) .... Maximum points 30
3. Drop on Recall .... Maximum points 30
4. Retrieve on Flat .... Maximum points 20
5. Retrieve over High Jump .... Maximum points 30
6. Broad Jump .... Maximum points 20
7. Stay-Get your leash (Sit, Down) .... Maximum points 30

Graduate Open Class
1. Signal Exercise .... Maximum points 40
2. Scent Discrimination .... Maximum points 30
3. Go Out.. Maximum points 30
4. Directed Jumping .... Maximum points 40
5. Moving Stand and Examination .... Maximum points 30
6. Directed Retrieve.. Maximum points 30

Pre Utility Class
1. Signal Exercise .... Maximum points 40
2. Scent Discrimination Article #1.................................... Maximum points 30
3. Scent Discrimination Article #2.................................... Maximum points 30
4. Directed Retrieve.. Maximum points 30
5. Moving Stand & Examination... Maximum points 30
6. Directed Jumping .... Maximum points 40

Utility Class
1. Signal Exercise .... Maximum points 40
2. Scent Discrimination Article #1.................................... Maximum points 30
3. Scent Discrimination Article #2.................................... Maximum points 30
4. Directed Retrieve.. Maximum points 30
5. Moving Stand & Examination... Maximum points 30
6. Directed Jumping .... Maximum points 40

Dog Showmanship

1. **Exhibitors will be judged on handling skill, knowledge of breed standards of their dog, dog show terminology, and elementary dog anatomy.** The judge has the right to question exhibitors in one or all of these areas.

2. **Dogs will be judged on cleanliness, general health and grooming**.

3. Purebred and non-purebred dogs are eligible for this class. The breed of dog has no bearing on judging or placement.

4. Only the top junior and senior showmanship exhibitor will be eligible to exhibit at the Illinois State Fair Dog Show. For state competition, juniors are 10-13 years of age and seniors are 14 and older as of September 1, 2018

Rally Obedience

1. Dog/Handler team must receive a qualifying score of 70 out of 100 to compete at the State.
2. The event will be timed. In the event of a tie score, the fastest time will break the tie.
3. A dog/handler team must receive 3 qualifying scores before advancing to the next level.
4. Rally rings will be at least 2000x3000 square feet with a minimum width of 30 feet.
5. Unless otherwise noted, handler may speak to the dog, pat their leg or clap their hands to encourage.

Rally Novice: 10-15 signs used (not including start and finish). 3-7 of the signs must be "stationary." Performed on leash.

Rally Intermediate: 12-17 signs used (not including start and finish). 3-7 of the signs must be "stationary." At least 3 "advanced" signs. Performed on leash.

Rally Advanced: 12-17 signs used (not including start and finish). 3-7 of the signs must be "stationary." At least 3 "advanced" signs. Dogs must jump once. Performed **OFF** leash.

Rally Excellent: 15-20 signs used (not including start, finish, or call marker). Dog must jump twice. 2 or more of the signs must be "advanced. 3 or more of the signs must be "excellent" signs. Must include a "Sit Stay" sign. Performed **OFF** leash. Cannot pat leg or clap hands for encouragement.

DOG AWARDS:

CHAMPION DOG OBEDIENCE   **CHAMPION DOG SHOWMANSHIP**

4-H SHEEP

Judging Time: Saturday, July 25 after Goats

SHEEP BREEDING CLASSES:

RULES:
1.   A member shall show only one breed.
2.   A member shall show only one in each class. Sheep will be shown by classes, within their respective breeds, except market lambs (as in Junior Fair). However, 4-H sheep need not be purebred. All grade animals will be shown in the class of their predominant breed.
3.   A member may not show the same animal in both breeding and market classes.

> Columbia
> Dorset
> Hampshire
> Suffolk
> All Other Breeds

Breeding Ram Lamb - lambed after Sept. 1, 2019
Breeding Ewe Lamb - lambed between Sept. 1 & Dec. 31, 2019
Breeding Ewe Lamb - lambed Jan. 1 thru Feb. 15, 2020
Breeding Ewe Lamb - lambed Feb. 16, 2020 and after
Pen-of-2 Breeding Lambs - lambed Sept. 1, 2019
Yearling Ewe

MARKET LAMB CLASSES:

A Pen-of-Two Market Lambs may consist of either or both wethers and ewes. Rams cannot be shown in any market class. All breeds of market sheep will be shown in the same classes irrespective of their breeds. All animals must have been lambed in 2019 and 2020.
(Superintendent can divide classes on the day of the fair. Each exhibitor can show two market lambs and one pen-of-two.)

>   Pen-of-Two Market Lambs (under 1 year old).
>   Individual Market Lamb (may be a single from Pen-of-Two Market Lambs)

LAND OF STARK:
Market animals born and raised in Stark County.
Only 1 entry per class. (No Premium)

<u>SHEEP AWARDS:</u>
CHAMPION SINGLE MARKET SHEEP   **LAND OF STARK**
SHEEP SHOWMANSHIP

4-H GOATS

Judging Time: Saturday, July 25 at 2 p.m.

Goats will be released after the sheep show
All market animals must have been born in 2019– 2020
Unloading begins at NOON on show day

Dairy Goat Classes:
Dairy Doe under 6 months
Dairy Doe over 6 months
Dairy Single Wether (must be wethered and still have milk teeth)

Meat Breeding Goat Classes:
Meat Doe under 6 months
Meat Doe 6-12 months
Meat Doe 12-18 months
Meet Doe 18 months and older
Meat Buck under 8 months

Meat Market Goat Classes:

Market Doe (must have milk teeth)
Market Wether (must be wethered and have milk teeth)
Market Pair (wethers, does or both)

GOAT AWARDS:

GRAND CHAMPION DAIRY DOE	**RESERVE CHAMPION DAIRY DOE**
GRAND CHAMPION MEAT DOE	**RESERVE CHAMPION MEAT DOE**
GRAND CHAMPION MARKET WETHER	
RESERVE CHAMPION MARKET WETHER	

4-H SWINE

Judging Time: Monday, July 27 at 1:00 P.M.

A member may show in purebred, commercial, and barrow classes in 4-H. No gilts will be shown in the barrow classes. There are no separate breed classes for barrows.

SWINE BREEDING CLASSES:
RULES:
1. Purebred swine shall all be shown by classes within their breeds as in the Junior Fair.
2. Purebred registration papers from the breed association must be produced the day of the show.

Berkshire	Chester White
Duroc	Hampshire
Poland China	Spotted Poland China
Yorkshire	All Other Purebred Breeds

Purebred Gilt – Born January 1, 2020 or after

COMMERCIAL CLASSES
All classes will be divided according to weights as determined at weigh-in by the superintendents.

COMMERCIAL GILT CLASS: All gilts must be born after January 1, 2020.
Commercial Gilt

SWINE BARROW CLASSES:
All classes will be divided according to weights. Each exhibitor may show one pen-of-two barrows only. Each barrow shown as a pair must be shown individually.
Pen-of-Two Barrows
Individual Barrow (Individual barrows may be selected from above pen.)

LAND OF STARK - Market animals born and raised in Stark County. **Only 1 entry per class. (No Premium)**

SWINE AWARDS:
GRAND CHAMPION GILT	**RESERVE CHAMPION GILT**
GRAND CHAMPION BARROW	**RESERVE CHAMPION BARROW**
GRAND CHAMPION PEN-OF-TWO BARROWS	**RESERVE CHAMPION PEN-OF-TWO BARROWS**
CHAMPION SWINE SHOWMANSHIP	**RESERVE CHAMPION SWINE SHOWMANSHIP**
LAND OF STARK	**SWINE HERDSMAN**
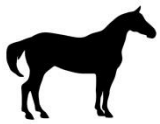
HORSE AND PONY

Judging Time: Friday, July 24 at 9:00 a.m.
Animals are to be in stall by 8:00 a.m. Friday

1. Animals will be judged for training, handling, and manners.
2. No stallions will be allowed except in mare and foal classes.
3. Horses and ponies need not be registered.
4. Each exhibitor must show his own horse-pony or show a written agreement with the legal owner.
5. All horses & ponies must be owned or leased by May 1. A copy of the lease form and/or registration certificate, and two pictures (one of each side) of the horse must be on file at the Extension office by May 1.
6. Western attire preferred when riding western style.
7. Horses must be removed after the show.
8. All horses & ponies to be shown in the Junior Fair Horse Show must be measured for height by the Superintendent.
9. **Helmets are REQUIRED when riding a horse.**

Friday at 9:00 a.m.

Halter Show
Halter classes are judged on horse conformation as well as the exhibitor's handling of their animal. Each Halter Horse is shown in only one class except Mare and Foal may be shown in other appropriate classes.

Halter Classes
>Pony Halter –56" and under
>Open Halter – mare 2 years and older
>Open Halter – gelding – 2 years and older

Showmanship at Halter
Showmanship is judged on the exhibitor's ability to handle the animal and the ability to execute the pattern and their knowledge of the animal.

Pleasure Classes
Pleasure classes will be judged on performance, condition, and conformation of the horse. Classes will be asked to walk, trot and canter or lope. (Walk/Trot is open for walk and trot only.)

Walk/Trot Class:
>Walk/Trot – For exhibitors age 8-18, this class is for exhibitors who are not entered in any class containing a canter. English or Western tack.

Pleasure Classes
>Pony Pleasure – Riders 8-18 years. Animals 56" and under.
>Junior Pleasure – Riders 8-13 years – Western or English Tack
>Senior Pleasure – Riders 14-18 years – Western or English Tack
>Ranch Horse Pleasure – Riders 8-13
>Ranch Horse Pleasure – Riders 14-18

Horsemanship Under Saddle
>Junior Horsemanship – Riders 8-13 years
>Senior Horsemanship – Riders 14-18 years

NP   Ranch Riding 8-13 years
NP   Ranch Riding 14-18 years
NP   Trail Class

Speed Classes
There will be a five-second penalty for knocking over each barrel or pole.
No time will be given if the pattern is broken

Junior Pole Bending – Riders 8-13 years.
Senior Pole Bending – Riders 14-18 years.
Junior Barrels – Riders 8-13 years.
Senior Barrels – Riders 14-18 years.
Junior Plug – Riders 8-13 years.
Senior Plug – Riders 14-18 years.
NP   Junior Egg and Spoon – Riders 8-13 years.
NP   Senior Egg and Spoon – Riders 14-18 years.
NP   Junior Catalog Race – Riders 8-13 years.
NP   Senior Catalog Race – Riders 14-18 years.
NP   Dizzy Cowby – Riders 8-18 years.
NP   Bribe Your Horse – Riders 8-18 years.
NP   Ride-A-Buck – Riders 8-13 years
NP   Ride-A-Buck – Riders 14-18 years
NP   Costume Class
Barry Dorsey Memorial Boot Toss.

HORSE AWARDS:

OUTSTANDING SHOWMANSHIP   **OUTSTANDING EXHIBITOR**
OUTSTANDING HALTER HORSE

4-H POULTRY

Judging Time: Friday, July 24 following Rabbit Show

One entry per exhibitor per class

Pullet - Female born after January 1, 2020
Cockerel - Male born after January 1, 2020
Hen - Female born prior to January 1, 2020
Pen of Three - 1 Cockerel and 2 Pullets (same breed)
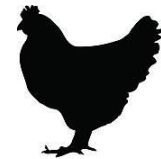
Standard (Large Fowl) Classes

American (Rhode Island Red, Plymouth Rock, Wyandotte, Jersey Giants, etc.)
Asiatic (Cochin, Langshan, Brahmas, etc.)
English (Australorp, Orpington, Dorking, etc.)
AOB (Any breed that doesn't fall in a category above.)

Bantam Classes

Single Cockerel
Single Pullet
Single Hen
Pen of Cockerel & 2 Pullets

Meat Pen

3 Meat birds (all same variety and sex)

All Other Fowl (ducks, geese, guinea, turkey, etc.)

Pen of three – 1 male/2 female
Single male
Single female

Egg production – one dozen eggs

POULTRY AWARDS:
CHAMPION OVERALL   **SHOWMANSHIP**

4-H RABBITS

Judging Time: Friday, July 24 3:00 p.m.

All rabbits must be free from disease.
Exhibitor should be present when his/her rabbits are being judged
Rabbits will be limited to one (1) per class per exhibitor.

Dutch
Mini Rex or Lop
Satin
All Other Breeds
Crossbred

Senior Buck (6 mos. of age and over)
Senior Doe (6 mos. of age and over)
Junior Buck (under 6 months of age)
Junior Doe (under 6 months of age)
Buck and Doe pair.

MEAT PEN OF RABBITS

Market pen of 3 rabbits must be shown from same litter. One entry (pen of 3) per exhibitor.

Single Fryer (may be one from market pen of 3)

Classes may be divided according to weight by superintendent the day of the show.

RABBIT AWARDS:

Grand Champion Rabbit
Reserve Champion Rabbit
Senior Showmanship
Junior Showmanship

4-H MASTER SHOWMANSHIP CONTEST

Judging Time: 6:30 P.M. Sunday, July 26

1. Exhibitors must be enrolled in a 4-H livestock project.
2. Exhibitors must be ages 14-19 as of the date of the State contest.
3. The participant must supply his or her own livestock for competition. They shall own or borrow each of the three: beef steer/heifer, a market lamb, and a market hog.
4. Each exhibitor will exhibit and answer questions about each species.
5. From the senior division a state delegate will be selected to attend the Illinois State Fair 2019 Master Showmanship Contest. An alternate will also be chosen. The state contest is sponsored by Illinois Farm Bureau® and RFD Radio Network.
6. No premiums will be paid for this showmanship contest.

GENERAL PROJECTS

NOTE: ALL GENERAL PROJECTS MARKED WITH AN (*) ARE ELIGIBLE FOR STATE FAIR.

SPECIAL AWARDS

General Project awards will be presented in the following areas:

Animal Science	Education
Foods	Mechanical Sciences
Horticulture	Natural Resources
Floriculture	Visual Arts (4)
Photography	Woodworking
Clothing	Small Pets
Crops	Shooting Sports

AEROSPACE – (See **Jr. Fair Department V-1**)

*Model Rocketry:
(**Open to youth in Aerospace 2, Aerospace 3, and Aerospace 4**)
Exhibit one model rocket assembled or made by the member. The exhibit will be a static display. The model rocket should be in good flying condition. DO NOT include the rocket engine with your exhibit. The rockets will not be launched. Attach the printed directions for construction of the rocket if any were used.

*Aerospace Display:
(**Open to youth in Aerospace 2, Aerospace 3, and Aerospace 4**)
Prepare a display related to the aerospace project which does not fit in the model rocketry class. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*READY4LIFE Challenge: Aerospace – See General Rule #15 for full Ready4Life instructions.

*Aerospace Maker – See General Rule #16 for full instructions.

ANIMAL SCIENCES – (See **Jr. Fair Department N**)

Prepare a display related to an activity completed in the project. Live animals are not permitted as exhibits. For safety reasons, exhibits should not include glass, syringes with needles or any other sharp objects. Exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Exhibitors may only exhibit in project areas in which they are enrolled. Exhibitor's may only exhibit in animal science categories if they are **NOT** showing a live animal at the fair.

*Beef Animal Science – Prepare a display focusing on any activity related to the beef project.

Caged Birds – Exhibit photo of bird(s) in cage and one-page story of work done in this project.

*Cat Animal Science – Prepare a display focusing on any activity related to the cat project.

Cavies – Exhibit photo(s) of cavies in cage and one-page story of work done in this project.

*Dairy Animal Science – Prepare a display focusing on any activity related to the dairy project.

*Dog Animal Science – Prepare a display focusing on any activity related to the dog project.

*Goat Animal Science – Prepare a display focusing on any activity related to the goat project.

*Horse Animal Science – Prepare a display focusing on any activity related to the horse project.

*Poultry Animal Science – Prepare a display focusing on any activity related to the poultry project.

*Rabbit Animal Science – Prepare a display focusing on any activity related to the rabbit project.

*Sheep Animal Science – Prepare a display focusing on any activity related to the sheep project.

*Small Pets Animal Science – Prepare a display focusing on any activity related to the small pets project.

*Swine Animal Science – Prepare a display focusing on any activity related to the swine project.

BICYCLE – (See **Jr. Fair Department N**)

Bicycle 1
Exhibitors will draw three situations from a bag that relate to activities from Level 1 and discuss/explain all three with the judge. Situations may include: Selecting bicycle safety equipment; Demonstrate how to fit a helmet; Identify bike parts and their function; Selecting the right size bike; How to check bicycle tires, brakes and chains; Recognizing traffic signs and their meaning; General discussion of bicycling hazards; and Items to consider when planning a bike trip.

Bicycle 2
Exhibitors will draw three situations from a bag that relate to activities from Level 2 and discuss/explain all three with the judge. Situations may include: Factors to consider when choosing a bike; Comparing tire pressure, valve type and tread; Steps in fixing a flat tire; Steps to follow when cleaning, lubricating and replacing a bike chain; Evaluating the braking system on a bicycle; Factors to consider when mapping out a bike route; Rules for smart bike riding; and Planning a menu for an all-day bike ride.

READY4LIFE Challenge: Bicycle (not eligible for state fair) – See General Rule #15 for full Ready4Life instructions.

CAT CARE — (See **Jr. Fair Department N**) – See <u>Animal Science</u> for poster projects. See <u>Small Pets</u> for exhibiting a live animal.

CHILD DEVELOPMENT – (See **Jr. Fair Department V-1**)

*Child Development 1: Infants & Toddlers
Prepare a display focusing on any activity related to the child development project. Demonstrate the skills and knowledge you have gained through the project. You must furnish any equipment you need for your exhibit. Internet service will not be provided. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the fair. For safety reasons, exhibits cannot include glass, syringes with needles or other sharp objects. **Exhibit must include printed or electronic version of at least three (3) completed activities from the manual.**

*Child Care 1: Infants & Toddlers
Prepare a display focusing on a topic related to child care of this age group such as selecting age appropriate activities, explaining child behavior, and/or recognizing safety concerns. Demonstrate the skills and knowledge you have gained through the project. You must furnish any equipment you need for your exhibit. Internet service will not be provided. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the fair. For safety reasons, exhibits cannot include glass, syringes with needles or any sharp objects. **Exhibit must include printed or electronic version of at least three completed activities from the manual.**

*READY4LIFE Challenge: Child Development – See General Rule #15 for full Ready4Life instructions.

*Child Development Maker – See General Rule #16 for full instructions.

CIVIC ENGAGMENT – (See **Jr. Fair Department N**)

*Civic Engagement 1:
Exhibit a display illustrating one of the following options: 1) personal information about yourself – who you are, things you like to do, things you are good at, your favorites; 2) your feelings and how you handle these feelings; 3) your family, their responsibilities, how you work together; **OR** 4) the Family Pedigree that may include family group pages. **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**

*Civic Engagement 2:
Exhibit a display illustrating one of the following options: 1) your neighborhood; 2) how you were a good neighbor or led a service project for your community; **OR** 3) a Citizenship Challenge that you helped organize and lead (see the project book for details). **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**

*Civic Engagement 3:
Exhibit a display illustrating one of the activities that you completed within your project as it relates to one of the following categories in the manual: 1) Government; 2) Business and Industry; 3) Transportation, Communication & Utilities; 4) Culture & Heritage; 5) Natural Resources & Environment; 6) Education; 7) Organizations within your community; 8) Tourism; **OR** 9) Support Systems within your community. **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**

*READY4LIFE Challenge: Civic Engagement See General Rule #15 for full Ready4Life instructions.

*Civic Engagement Maker: See General Rule #16 for full instructions.

Service Learning 1 (not eligible for state fair)
Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If exhibitor has been enrolled in project for multiple years, the binder portfolio should include previous years' work. Use of page protectors is recommended.

Service Learning 2 (not eligible for state fair)
Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If the exhibitor has been enrolled in the project for multiple years (including Service Learning I), the binder portfolio should include the previous years' work. Use of page protectors is recommended.

Service Learning 3 (not eligible for state fair)
Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If the exhibitor has been enrolled in the project for multiple years (including Service Learning I & II), the binder portfolio should include the previous years' work. Use of page protectors is recommended.

CLOTHING & TEXTILES – (See **Jr. Fair Department M-1**)

All exhibits entered in the clothing and textiles area will be judged based on their construction and fit (if applicable). Exhibitors bringing garments should not wear their garments when they arrive for judging. The garment will be reviewed by the judges for construction first. Exhibitors will be asked to change into the garment as the second step of the judging process. If the garment was constructed for another individual, that individual must be present to wear the garment for the judge. (Only the exhibitor who made the garment is eligible for ribbon and premium.) Construction and appearance will both be considered during judging. **If a pattern was used** to make the item, the pattern **instructions, either written or electronic, are to be included with the exhibit**. Exhibit tags should be attached to the garment, not to the hanger.

Members wishing to exhibit knitted items should enroll in Visual Arts and exhibit in Fiber (if original) or Heritage Arts (if made from a pattern). Members who enroll in Clothing & Textiles with the intent of pursuing quilting can exhibit in the non-clothing exhibit category in STEAM Clothing 1—FUNdamentals. Quilts exhibited in the Clothing & Textiles area will be judged using a rubric that evaluates the sewing skills and construction of the item. All work on the quilt MUST be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else. Quilts can be hand OR machine quilted as long as ALL work is completed by the exhibitor.

*STEAM Clothing 1 – Fundamentals:
Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits
- Clothing Portfolio – Complete at least three different samples/activities from Chapter 2 and/or Chapter 3 of the project manual. Examples of samples you might include: How Two Magically Become One, pages 85-86; No Fear of Fray, pages 93-95; Two Sides of the Moon, pages 97-99; On the Flip Side, pages 101-104; Basic Hand Sewing Skills, pages 106-108. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of

contents. NOTE – additional pages can be added each year but must be dated with the year. See pages 9-10 of project manual for portfolio formatting.

- Fabric Textile Scrapbook – Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual, pages 42-74, for fabric options and fabric science experiments.
- What's the Difference - What's the Price Point – Exhibit may include a notebook, poster, small display sharing a project comparison and price point. See activity, pages 118-120. Exhibit should include PHOTOS; NO actual PILLOWS.

Beginning Sewing Exhibits – exhibits in this class must be made from medium weight woven fabrics that will sew and press smoothly, flannel/fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED or JERSEY KNIT. Patterns should be simple WITHOUT DARTS, SET-IN SLEEVES, and COLLARS. Raglan and loose flowing sleeves are acceptable.

Sewn Non-Clothing Exhibits
- Pillowcase
- Simple Pillow – no larger than 18" x 18"
- Bag/Purse – no zippers or button holes
- Other non-clothing item using skills learned in project manual

Sewn Clothing Exhibits
- Simple top
- Simple pants, shorts, or skirt – no zipper or button holes
- Simple Dress – no zipper or button holes
- Other – other wearable item using skills learned in project manual (apron, vest, etc.)

*STEAM Clothing 2 – Simply Sewing:
Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits
- Clothing Portfolio – Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in STEAM Clothing 1. Additional pages can be added each year but must be dated with the year created. See project manual, pages 9-11 for portfolio formatting.
- Expanded Textile Science Scrapbook – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See Project, pages 40-82 for fabric science experiments.
- Design Basics – Understanding Design Principles – Exhibit should include a learning experience that demonstrates the design principles and elements involved when selecting fabric for clothing and accessories. See project manual, pages 17-20 for design suggestions.
- Entrepreneurial Sewing – Exhibit should highlight items you made for sale online. Create an exhibit that displays products you made and posted online. Refer to the project manual, pages 161-167 for information on how to analyze the cost of similar purchased items to determine pricing of your products. The exhibit may be a notebook, poster or small display.

Sewn Non-Clothing Exhibits
- Recycled Clothing Accessory – Create a clothing accessory made from a used item. The item must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in the project and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit. Clothing accessory may include: hat, bag, scarf, belt, etc.
- Non-clothing item OR Clothing Accessory – Create a clothing accessory using at least one skill learned in this project. Exhibitor should be able to identify the skill used.

Sewn Clothing Exhibits
- Recycled Clothing – Create a garment from used textile based items. The original used item must be redesigned (not just embellished or decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit.
- Constructed garment – Any garment with facings or curves. Should use at least one skill learned in this project and exhibitor should be able to identify the skills used. Garment should be appropriate for the age and experience of the member.

*STEAM Clothing 3 – A Stitch Further:
Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits
- Clothing Portfolio – Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in STEAM Clothing 1 and/or STEM Clothing 2. Additional pages can be added each year but must be dated with the year created. See project manual, pages 11-13 for portfolio formatting.
- Expanded Textile Science Scrapbook - Must include at least 10 different textile samples. Use Textile Information Cards template on page 29 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See Project, pages 39-52 for fabric science experiments.
- Advanced Entrepreneurial Sewing – Using knowledge gained in project manual, Chapter 5, display one sample product with a business plan that includes a business ID and logo. The Exhibit may be a notebook, poster or small display.

Sewn Non-Clothing Exhibit
- Recycled Clothing Accessory – Create a clothing accessory made from a used item. The item must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in the project and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit.
- Non-clothing item OR Clothing Accessory – Create a clothing accessory using at least one skill learned in this project. Exhibitor should be able to identify the skill used.

Sewn Clothing Exhibit
- Recycled Clothing – Create a garment from used textile based items. The original used item must be redesigned (not just embellished or decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit.
- Constructed garment – Any garment constructed by the member which is appropriate for the age and experience of the exhibitor. Should use at least one skill learned in this project and exhibitor should be able to identify the skills used. Possible examples are wool garment, dress or jacket with set in sleeves and zipper or buttons and button holes, suits, evening gown, or sport outfit.

SHOPPING Exhibit one of the following options that align with the Shopping in Style level. If a garment is part of the 4-H exhibit, exhibitors should put the garment on PRIOR to their judging time.
Shopping in Style: Members are encouraged to spend more than one year involved in this project so they have time to learn what clothing styles look best on them while they also gain skills in building a versatile wardrobe and staying within their budget. Each year enrolled in Shopping should build on previous year's learning experience.

*Shopping in Style

Beginning – Choose one of the following activities from Unit 1 or Unit 2 of the project book
- Exhibit should consist of a garment that reflects your personal style along with a poster or report that 1) explains how this garment reflects your style and how it influences what others think of you; **OR** 2) how your personal style either aligns or contradicts what is considered to be "in style" today. **OR**
- Exhibit should include a garment you purchased along with a poster or report that explains or illustrates how this garment is either 1) a modern version of a fad or fashion from an earlier decade; **OR** 2) how this garment reflects a different ethnic or cultural influence. Exhibit should include garment you purchased along with a poster or report that provides 1) a body shape discussion and how body shape influences clothing selections; **OR** 2) a color discussion that provides an overview of how different colors complement different hair colors and skin tones and how that influenced garment selection. Poster or report may include pictures from magazines, the internet or actual photos of garments. **OR**
- Exhibit should include garment you purchased along with a poster or report that 1) explains how this garment uses the principles of design lines to create an illusion to alter appearance; **OR** 2) explains how color and texture of fabrics can complement or enhance appearance. Poster or report may include pictures from magazines, the internet, or actual photos of garments.

Intermediate – Choose one of the following activities from Unit 3 or Unit 4 of the project book
- Exhibit should include two clothing items that were previously a part of your wardrobe that still fit but you don't wear anymore and pair them with something new to make them wearable again. Also include a report that explains why the garment was not being worn and what you did to transform it into a wearable garment again. **OR**
- Exhibit should include at least five pieces of clothing that exhibitor can mix and match to create multiple outfits. Include a poster or report that includes a clothing inventory AND describes what you have learned by completing this activity. **OR**
- Exhibit should include garment you purchased along with a poster or report that 1) includes a wardrobe inventory which indicates why you selected the garment you did, clothing budget, and cost of garment; **OR** 2) explains how advertising influences clothing purchases making a distinction between wants and needs; and how the purchase of this garment compliments and/or extends your wardrobe. **OR**
- Exhibit should include garment you purchased along with a poster or report that 1) describes a cost comparison of this item completed by the exhibitor when purchasing the garment; should include variety of shopping options and/or price tracking at stores over a period of time; **OR** 2) provides a quality comparison rating the specific clothing item purchased based on care, construction, cost and unique features; should include construction quality details, design features that influenced selection, cost per wearing, and garment care.

Advanced – Choose one of the following activities from Unit 5 or Unit 6 of the project book
- Exhibit should include garment you purchased along with a poster or report that summarizes care requirements not only for this garment but also for garments made of other natural and synthetic fibers; exhibit should also include a care cost analysis for garments of different fibers. **OR**
- Exhibit should include garment you purchased which you have repaired or altered along with a poster or report that provides a clothing inventory list, which includes cost savings for repaired items as compared to purchasing replacement garments.
- Exhibit should include multiple garments you purchased along with a poster or report that provides plans and commentary for a fashion show that that would capture the attention of an audience. Fashion show plans should identify target audience, include show venue, purpose of the show, and logistical plan for the fashion show. This should also include a financial plan. Exhibitor should be prepared to demonstrate modeling skills.

*READY4LIFE Challenge: Sewing & Textiles – See General Rule #15 for full Ready4Life instructions.

*Clothing Maker – See General Rule #16 for full instructions.

CLOVERBUDS - exhibit Saturday, August 1 beginning at 8 a.m.

RULES:
1.	Must be 5 – 7 years old by September 1 of current 4-H year.
2.	Cloverbuds should exhibit just one project.
3.	Members will receive a participation ribbon, but not a premium.

Aerospace I – Make a rocket out of food, **OR** on a poster draw your rocket and name the body parts.

Beading Crafts – Create a craft such as bubble bead wands, necklaces, bracelets, wind chimes, etc.

Bicycle I – Exhibit a display about bike safety:road signs, turn signals, safety equipment or proper bike size and driving.

Embryology I - Exhibit a display identifying the parts of an egg, **OR** make a poster related to incubating & raising chickens.

Exploring Farm Animals – Draw three farm animals and what they eat.

Expressive Arts – Create a poster that tells a story, or shows how you express yourself through art.

Step Up to Leadership – Exhibit a 'Follow the Dinosaur Steps' Activity from Project Manual.

Vegetable Gardening A – Cut out pictures for a poster of things you put in your garden.

Veterinary Science 1 – Pick an animal and show a day in their life (ex: work, eating habits, fun)

Welcome to 4-H - Exhibit a poster showing what you learned in a year of 4-H.

COLLEGE & CAREER READINESS

*Build Your Future:
Develop a Career portfolio, which includes the items listed below. Members are encouraged to spend more than one year involved in this project so they have time to thoroughly explore the learning modules and develop a greater understanding of planning and preparing for their future and develop a comprehensive career planning portfolio. The original OR photocopies of the completed activities from the project manual should be included in the portfolio. Each year enrolled in the project should build on previous year's learning experiences.

- **First Year** – Complete a minimum of Activities 1-4 from the Build Your Future project manual, which includes: Skills…Choices…Careers; Making Career Connections; Build Your Future Through Portfolios; and Education Pay\$.

- **Second Year** – Complete a minimum of Activities 5-7 from the Build Your Future project manual, which includes Career FUNds; Turn Your 4-H Passion Into Profit; and Pounding the Pavement.

- **Third Year** – Complete a minimum of Activities 8-9 from the Build Your Future project manual, which includes: Putting the Pieces Together: Goals for the Future; and Pathways to Success.

*READY4LIFE Challenge: College & Career Readiness – See General Rule #15 for full Ready4Life instructions.

*College & Career Readiness Maker – See General Rule #16 for full instructions.

COMMUNICATIONS – (See **Jr. Fair Department N**)

*Communications 1 – For 1st year enrolled in project – exhibit a binder portfolio showcasing at least three activities from the project manual. Show basic activities and anything that extended lessons. For 2nd and 3rd years in project: Include everything from earlier years' work and section showcasing at least four additional activities per year.

*Communications 2 – For 1st year enrolled in project – exhibit a binder portfolio showcasing at least three activities from the project manual. Show basic activities and anything that extended lessons. For 2nd and 3rd years in project: Include everything from earlier years' work and section showcasing at least four additional activities per year. Use of page protectors is recommended. Exhibit will NOT be labeled "Do Not Touch."

*Communications 3 – For 1st year enrolled in project – exhibit a binder portfolio showcasing at least three activities from the project manual. Show basic activities and anything that extended lessons. For 2nd and 3rd years in project: Include everything from earlier years' work and section showcasing at least four additional activities per year.

*Creative Writing (not eligible for state fair)

To provide the best learning experience it is suggested that counties receive submissions in this class prior to the exhibition date to allow a judge adequate time to read the submissions and provide meaningful review.

Each member may submit only one entry per class. Each entry is to be typewritten on 8 ½ x 11 paper and include exhibitors name. Entries must be original and **written for the 4-H project**. Stories should be double-spaced. Poems may be single-spaced.

- **Rhymed Poetry** – An interpretation of a subject in rhymed verse. Submit a collection of three poems.
- **Free Style Poetry**– An interpretation of a subject in unrhymed verse. Submit a collection of three poems.
- **Short Story**– A fiction piece comprised of three basic elements: a theme, a plot and characters. Submit one story, maximum length –2,000 words.
- **Essay**– A short nonfiction composition in which a theme is developed or an idea is expressed. Submit one essay, maximum length –500 words.
- **Feature Story** -- Nonfiction human-interest story judged on interest to readers, writing style, readability, and thoroughness of coverage. Submit one story, maximum length –1,000 words.

*Journalism-Exhibit a binder portfolio showing the results of the appropriate year's activities noted below.

Year 1: Accomplishments of a minimum of 5, 2-star activities from Part 1, answering all of the questions in the activities.

Year 2: Results of doing a minimum of 5, 2-star activities in Part 2, answering all the questions in the activities.

Year 3: Results of doing a minimum of 5, 3-star activities from Parts 1 and 2. One of the activities must include writing an advance story, a follow-up story, or a feature story.

Year 4: Results of doing at least 2, 2-star activities and 3, 3-star activities from Part 3.

*READY4LIFE Challenge: Communications - See General Rule #15 for full Ready4Life instructions.

*Communications Maker - See General Rule #16 for full instructions.

COMPUTER SCIENCE – (See **Jr. Fair Department N**) –

A presentation using a computer is not required. **COMPUTERS WILL NOT BE FURNISHED.** Internet connections are not available for use by exhibitors. Any member found to be using computer software in a manner that infringes on copyright laws will be disqualified.

Beginning Visual Programming: (Not eligible for state fair)

(Open to youth in Computer Science Visual Based Programming)

Exhibit a simple program using Scratch (or other simple graphic programming language). The program should include 8 different commands including looping and getting input from the keyboard and mouse. All exhibits must include something visual, such as a poster or printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*Intermediate Visual Programming:

(Open to youth in Computer Science Visual Based Programming)

Exhibit a program using Scratch (or other simple graphic programming) that you have downloaded from the internet and modified. Compare the two programs and demonstrate the changes you made to the original program; **OR** create an animated storybook using Scratch (or other simple graphical programming language). All exhibits must include something visual, such as a poster or printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*Advance Visual Programming:
(Open to youth in Computer Science Visual Based Programming)
Exhibit a video game you have created in Scratch (or other simple graphic programming). All exhibits must include something visual, such as a poster or printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*Website Design:
(Open to youth in Computer Visual or Text Based Programming)
Exhibit an original website that you have designed. Internet access will not be provided, so exhibitors must supply their own internet hot spot or the website must be hosted on the exhibitor's computer). All exhibits must include something visual, such as a poster or printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*Computer Open Source/Innovation CS:
(Open to youth enrolled in Computer Science Text-Based Programming or Robotics)
Demonstrate the skills and knowledge you have gained through the Computer project. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. Exhibits in this class may also demonstrate successful application of open source (publicly available) computing software and/or hardware, such as Raspberry Pi and Linux, to accomplish a task. All exhibits must include something visual, which will remain on display during the exhibition. Exhibits in this area will be judged on the computer science programming. Youth enrolled in a robotics project should choose this class if you want the exhibit to be judged on the programming of the robot. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*READY4LIFE CHALLENGE: Computer Science – See General Rule #15 for full Ready4Life instructions.

*Computer Science Maker – See General Rule #16 for full instructions.

CONSUMER EDUCATION

*My Financial Future, Beginner – Develop a financial planning portfolio, which includes the items listed below. This project can be completed all in one year, or a member may take several years to explore each of the activities and develop a more detailed financial plan. The original OR photocopies of the completed activities from the project manual should be included in the portfolio. Each year enrolled in the project should build on previous year's experiences.

- **First Year** – Complete a minimum of Activities 1-6 from the My Financial Future-Beginner project manual which includes: Who Needs This?; Let's get SMART; Bringing Home the Bacon; Managing Your Money Flow; My Money Personality; and Money Decisions.
- **Second Year and Beyond** – Complete a minimum of Activities 7-11 from the My Financial Future-Beginner manual which includes: Banking your $$$$; Charging it Up; Check it Out; Better than a Piggy Bank!; and My Work, My Future.

*My Financial Future, Advanced – Building on your previous work in My Financial Future-Beginner project, continue adding to your Financial Planning portfolio which includes the items listed below. Members are encouraged to spend more than one year involved in this project so they have time to thoroughly explore the learning modules and develop a greater understanding of financial literacy, planning for their future, and develop a comprehensive career and financial planning portfolio. The original OR photocopies of the completed activities from the project manual should be included in the portfolio. Each year enrolled in the project should build on the previous year's learning experiences.

- **First Year** – Complete a minimum of two activities from Module 1: Earning Income and Career Planning and Module 2: Organizing Your Flow.

- **Second Year** – Complete all activities not previously completed in Module 1: Earning Income and Career Planning and Module 2: Organizing Your Flow; **AND** a minimum of two of the activities from Module 3: Working with Banks and Credit Unions: Bank on It and Module 4: Making Your $ Work 4 U.
- **Third Year and beyond** – Complete all activities not previously completed in Module 3: Working with Banks and Credit Unions: Bank on It and Module 4: Making Your $ Work 4 U; **AND** a minimum of two activities from Module 5: Credit and Consumer Breadcrumbs.

Entrepreneurship: Be the E! (not eligible for state fair)
Exhibit a binder portfolio or display that includes the results of at least two completed activities from each year exhibitor has been enrolled in the project. Completed activities from previous years should be included.

*__READY4LIFE CHALLENGE: Consumer Ed__ – Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

*__Consumer Ed Maker__ – See General Rule #16 for full instructions.

CROPS – (See **Jr. Fair Department J**)

*__Soybeans:__
Exhibit five fresh plants (include root system that is washed) that are representative of member's 4-H project field; **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. Include the member's crop records with the exhibit, such as the 4-H Crop record found online @ 4-H.illinois.edu, an FFA crops record or similar information.

*__Corn__:
Exhibit two fresh plants of field corn (include root system that is washed), that is representative of member's 4-H project field; **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. *Sweet corn should be exhibited in Vegetable Gardening unless being raised under commercial contract by the exhibitor.* Include the member's crop records with the exhibit, such as the 4-H Crop record found online @ 4-H.illinois.edu, an FFA crops record or similar information.

*__Small Grains__:
Exhibit one gallon of the current year's crop of oats, wheat, rye, or barley that is representative of the member's 4-H project field; **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. Include the member's crop records with the exhibit, such as the 4-H Crop record found online @ 4-H.illinois.edu, an FFA crops record or similar information.

*__Innovation Class: Crops__ - Demonstrate the skills and knowledge you have gained through the Crops project. This could be related to, but not limited to crop production, crop utilization or topics of interest to the member related to agronomy. See General Rule #14 for all Innovation Class exhibit requirements.

*__READY4LIFE Challenge: Crops__ – See General Rule #15 for full Ready4Life instructions

*__CROPS Maker__– See General Rule #16 for full instructions

DOG CARE – (See **Jr. Fair Department N**) See Animal Science for poster projects. See Small Pets for exhibiting live animals.

ELECTRICITY – (See **Jr. Fair Department V-1**)

*Electricity 1:
(May only be battery-powered projects using battery components and wiring). Exhibit a momentary switch, simple switch, basic circuit, electromagnet, galvanometer, **OR** an electric motor. All projects must include a report explaining how the project was constructed and the principles demonstrated. Recommendations can be found on the website. Projects using paper clips, cardboard, thumbtacks, & brads are not eligible for state fair exhibits in electricity. Members wishing to exhibit these types of projects should consider exhibiting in Junkdrawer Robotics 1 or 2.

*Electricity 2:
(May only be battery-powered projects using battery components and wiring) Exhibit a circuit board demonstrating parallel and series switches, including a circuit diagram; 3-way or 4-way switch circuit using DC/battery; **OR** a basic electrical device (examples: rocket launcher, burglar alarm, etc). All projects must include a report explaining how the project was constructed and the principles demonstrated. Recommendations can be found on the website. Projects using paper clips, cardboard, thumbtacks, & brads are not eligible for state fair exhibits in electricity. Members wishing to exhibit these types of projects should consider exhibiting in Junkdrawer Robotics 1 or 2.

*Electricity 3:
Exhibit a 120V lighting fixture or other appliance which uses a switch; **OR** two electrical household circuits using 120V materials to comply with National Electrical Code, one with a simple on/off switch to control bulb, and one using 3-way switches to control light from two locations**; OR** other project which demonstrates principles in the Wired for Power book. All electricity projects must include a report, explaining how the project was constructed, and principles for its operation. Recommendations can be found on the website.

*READY4LIFE Challenge: Electricity – See General Rule #15 for full Ready4Life instructions

*Electricity Maker – See General Rule #16 for full instructions

Electricity 4:
Exhibit any electronic or solid state appliance. Exhibitor must be able to explain how the project was constructed, how it is to be used and how it works. When project is being constructed, general safety and workmanship should be considered.

ENTOMOLOGY – (See **Jr. Fair Department N**)

Size and number of exhibit cases should relate appropriately to the number of insects being displayed for a specified class**. Cases should be no deeper than 4". Exhibitors should note that Entomology exhibits may be placed UPRIGHT for display.**

*Entomology 1:
Exhibit 15 or more species representing four or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 1 project manual*, Teaming With Insects 1,* with at least one completed activity for each year enrolled. The project manual must be included. Rules for pinning and labeling insects are available from your local Extension office.

*Entomology 2:
Exhibit 30 or more species representing eight or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 2 project manual, *Teaming With Insects 2,* with at least one completed activity for each year enrolled. The project manual must be included. Rules for pinning and labeling insects are available from your local Extension office.

*Entomology 3:
Exhibit 60 or more species representing twelve or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 3 project manual, *Teaming With Insects 3,* with at least one completed activity for each year. The project manual must be included. Rules for pinning and labeling insects are available from your local Extension office.

***Entomology Display, Other** – Exhibit any activity or display from the Entomology project books that does not fit into the above classes.

***READY4LIFE Challenge: Entomology** – See General Rule #15 for full Ready4Life instructions

***Entomology Maker** – See General Rule #16 for full instructions

ENTOMOLOGY BEEKEEPING

Create an exhibit that shows the public what you learned in the beekeeping project this year. **Note**: No beehives may be exhibited. (Honey water content will be measured.) Fill level: the honey should be filled to the jar shoulder, not over, nor under. Chunk honey should go in a wide-mouth jar, preferably one specially made for chunk honey (see beekeeping catalogs). Be careful to distinguish "chunk honey" (comb in jar) from "cut comb" (comb only in box). *Honey exhibited (including chunk, cut comb, and comb) must be collected since the previous year fair.*

***Beekeeping 1**:
Exhibit an educational display for one (1) of the following:
- Flowers Used to Make Honey. Display pressed flowers from ten (10) different Illinois plants that bees use for making honey.
- Uses of Honey and Beeswax.
- Setting Up a Bee Hive.
- Safe Handling of Bees.
- Equipment needed by a Beekeeper.

***Beekeeping 2**:
Exhibit one (1) of the following:
- Extracted Honey: Three (3) 1# jars, shown in glass, screw-top jars holding 1 # of honey each.
- Chunk honey (comb in jar): Three (3) 1# jars (wide-mouth glass jars).
- Cut-comb honey: Three (3) 1# boxes (boxes are usually 4 ½"x 4 ½").
- Section honey: three (3) sections of comb honey (in basswood boxes or Ross rounds).
- Working with Honey Bees. Present a topic from your manual to teach fairgoers about working with honey bees. Use your knowledge and creativity to display this information on a poster or in a notebook.

***Beekeeping 3:**
Exhibit three (3) of the four (5) kinds of honey listed below (#1-5) or prepare an educational display about honey bees or beekeeping.
1. Extracted Honey: Three (3) 1# jars (glass)
2. Chunk Honey (comb in a jar): Three (3) 1# jars (wide-mouth glass)
3. Cut-comb Honey: Three (3) 1# boxes (boxes are usually 4 ½" x 4 ½" in size)
4. Comb Honey- 3 sections (honey built by bees in frames of wood commonly called "sections" (boxes are usually 4 ½" x 4 ½" in size)
5. Section honey: three (3) sections of comb honey (in basswood boxes or Ross rounds) or
6. Prepare an educational display about honey bees or beekeeping.

***READY4LIFE Challenge: Beekeeping** – See General Rule #15 for full Ready4Life instructions

***Beekeeping Maker** – See General Rule #16 for full instructions

EXPLORATORY – (See **Jr. Fair Department V-1**)

EXPLORATORY (*Welcome to 4-H*) (not eligible for state fair)
Youth ages 8 – 10 may exhibit a display on one of the following topics from the project book.

- windowsill gardening;
- 4-H animals;
- 4-H family; **OR**
- coat of arms

COLLECTIBLES (not eligible for state fair)
Bring your completed project book and your collection or examples of your collection (if it's too large to bring) with pictures of total collection, OR an exhibit or poster illustrating one feature of the project.

FAMILY HERITAGE – (See **Jr. Fair Department N)**

*****Family Heritage:**
Prepare an exhibit of items, pictures, maps, charts, slides/tapes, drawings, illustrations, writings or displays that depict the heritage of the member's family or community or 4-H history. Please note: Exhibits are entered at 4-H'ers own risk. 4-H is not responsible for loss or damage to family heirloom items or any items in this division. Displays should not be larger than 22"x28" wide. If the size needs to be a different size because the historical item is larger than 22"x28" please contact the superintendents for approval.

*****READY4LIFE Challenge: Family Heritage** – See General Rule #15 for full Ready4Life instructions

*****Family Heritage Maker** – See General Rule #16 for full instructions

FOOD and NUTRITION – (See **Jr. Fair Department O**)

Exhibitors should be aware that food items may NOT be returned at the end of the fair for food safety reasons. Exhibitors will receive their ribbon and other documents at project release.

DEPARTMENT RULES
1. Projects are to be exhibited on a disposable plate unless otherwise stated and in a self-sealing plastic bag.
2. If product has been frozen prior to exhibiting, please inform judge of this at the time of judging.
3. **FROSTING MUST BE OMITTED** from entries even if recipe calls for them. It is acceptable for tea rings and sweet rolls to have frosting but must be from the project manual.
4. Most recipes are now required from the project manual. Please note the rules for your project area.
Choose one of the items listed in the project you are enrolled in to exhibit.

*****4-H Cooking 101:**
Using the recipes included in the project manual, prepare an exhibit of 3 cereal marshmallow bars; **OR** ¼ of 8" square or round coffeecake; **OR** 3 cookies. No icing should be on any products. If you make changes to the recipe, bring a copy of the recipe with your changes. Bars, coffeecake, or cookies should be displayed on a disposable plate placed in a zip-sealing plastic bag. *In addition to your food exhibit*, complete the *What's on Your Plate? Activity* on pages 10-11 in the 4-H Cooking 101 project manual. Bring a document with printed pictures of your 3 or more plates and the answers to questions 1-7 to remain on display with your project. The words on the plates must be legible and clearly visible in the picture. Pictures, graphics or photos are acceptable.

*4-H Cooking 201:
Using the recipes included in the project manual), prepare an exhibit of 3 cheese muffins; **OR** 3 scones; **OR** 1 loaf (9" x 5") of basic nut bread). If you make changes to the recipe, bring a copy of the recipe with your changes. Bars, coffeecake, or cookies should be displayed on a disposable plate placed in a zip-sealing plastic bag. *In addition to your food exhibit*, complete *Experiment with Meal Planning Activity* on page 91 in the 4-H Cooking 201 project manual. Bring either page 91 with your completed answers or a document with the answers to remain on display with your project along with a picture of the meal you prepared. You do **not** need to complete the Challenge Yourself section on page 91.

*4-H Cooking 301:
Using the recipes included in the project manual, prepare an exhibit of 3 dinner rolls; **OR** loaf of yeast bread; **OR** 1 tea ring; **OR** 3 sweet rolls; **OR** one layer of a Rich White Cake or Rich Chocolate Cake, top side up (*without frosting*). If icing is used on the tea ring or sweet rolls, the recipe for the icing must also come from the book. The yeast bread/roll dough may be prepared in a bread making machine; however prepared mixes are not permitted. If you make changes to the recipe, bring a copy of the recipe with your changes. Display exhibit on a disposable plate or pie tin and place in a zip-sealing plastic bag. *In addition to your food exhibit*, complete one of the six experiments: *Experiment with Flour* p. 33-34, *Experiment with Kneading* p. 35-36, *Experiment with Yeast* p. 37-38 or 39, *Experiment with Butter* p. 62-63 or *Experiment with Cheese* p. 104-105. Bring a document with a printed picture of your experiment and the answers to the experiment questions to remain on display with your project.

*4-H Cooking 401:
Using the recipes included in the project manual, prepare an exhibit of ¼ of a 15" x 10" loaf of focaccia bread (do not include dipping oil); **OR** one baked pie shell – traditional, oil, or whole wheat (no graham cracker); **OR** ¼ Golden Sponge Cake, top side up, without frosting; **OR** ½ loaf French Bread. If you make changes to the recipe, bring a copy of the recipe with your changes. Display exhibit on a disposable plate and place in a zip-sealing plastic bag. *In addition to your food exhibit*, pick one of the recipes from Cooking 401 that is not a choice for exhibit. Make the recipe and take a picture of the results. Bring a document with a printed picture of the food you made from the recipe and the answers to the following two questions: 1.) If you made this recipe again, what would you do differently? 2.) What did you learn that can help you in other ways besides preparing food?

*Food Science 1-4 - Prepare a display, digital presentation, or poster on one of the food science experiments from the manual that you completed. Share 1) the food science question you investigated; 2) process used to conduct the experiment; 3) results and observations; 4) what you learned; and 5) how you have applied this information. You must furnish any equipment you need for the exhibit. Internet service is not provided. All exhibits must include something visual such as a printed copy of a digital presentation.

*Food Preservation:
Prepare an exhibit using ONE of the following food preservation methods: canning; drying; pickles/relishes; jams, jellies and preserves **OR** a combination of these (see Preservation Combination option below), excluding Freezing. **No freezer jam exhibits will be allowed for Freezing; Jams, Jellies, and Preserves; or for the Preservation Combination options.**
- **Canning –** The exhibit should include two different canned foods in appropriate jars for the products. Food may be fruit, vegetable, or tomato product (i.e. salsa, juice, etc.).
- **Freezing –** Prepare a nutrition display that illustrates a freezing principle. There is NOT a food exhibit option for this preservation method.
- **Drying –** Exhibit two (2) different dried foods packed in plastic food storage bags. Choose from fruit, vegetable, fruit leather or meat jerky**.**
- **Pickles and Relishes –** Exhibit two pint jars of different recipes of pickles and/or relishes.
- **Jams, Jellies, and Preserves** – Exhibit half-pint jars of two different jams, jellies, and/or preserves.
- **Preservation Combination –** Exhibit two different preserved food products, excluding Freezing, in appropriate jars/packaging (drying). For example, exhibit 1 jar of tomatoes (Canning) and 1 half-pint of jelly (Jams, Jellies, and Preserves).

All preserved products should be prepared and processed according to the current USDA/Extension information. USDA information on preserving food, including recipes, can be found at: www.homefoodpreservation.com or web.extension.illinois.edu/foodpreservation/. Recipes must be processed in a water-bath or pressure canner.

All food exhibits must be labeled with: 1) The name of the food; 2) The date preserved; 3) Appropriate method(s) of food preservation (For canned projects: boiling water bath or pressure canner; For drying projects: Specify equipment used (food dehydrator, oven, etc.))

Examples:
- Strawberry jam, boiling water bath. July 13, 2014.
- Green beans, pressure canner. July 13, 2014.
- Beef jerky, food dehydrator and oven. July 13, 2014.

All food exhibits must be accompanied with the recipe(s) – typed or written, with the source of the recipe(s) listed.

Required Recipes and Sources for Food Preservation Exhibits – all food preservation recipes be from an approved source. Those sources are:
- *PUT IT UP! Food Preservation for Youth* manuals
- U.S. Department of Agriculture (USDA)
- National Center for Home Food Preservation
- Ball/Kerr Canning (recipes after 1985)
- Mrs. Wages

DO NOT BRING RECIPES FROM: Magazine or newspaper clippings, Pinterest (unless it is from a source listed above), Grandma's or a recipe from a family member or friend without a source, Cookbooks (excluding the Ball, Kerr and Put It Up! book).

Canning Equipment Requirements: All canned products must be canned in clear, standard jars in good condition (no chips or cracks). Jars must be sealed using two-piece canning lids (flat lid and band). Must use a new, unused flat lid. Bands must not be rusty or severely worn.

***Innovation Class: Foods** – See General Rule #14 for full instructions

***READY4LIFE Challenge: Foods** – See General Rule #15 for full Ready4Life instructions

***Foods Maker** – See General Rule #16 for full instructions

FORESTRY – (See **Jr. Fair Department N**)

***Forests of Fun 1-3 -** Exhibit any product or display illustrating an activity from the book. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

***READY4LIFE Challenge: Forestry** – See General Rule #15 for full Ready4Life instructions

***Forestry Maker** – See General Rule #16 for full instructions

GEOLOGY – (See **Jr. Fair Department N**)

Size and number of exhibit cases should relate appropriately to the number of specimens being displayed for a specified class. Specimens not limited to Illinois locations. All levels of Geology use the same manual, *Geology – Introduction to the Study of the Earth.*

31 4-H

*Pebbles Pups I:
Display 8 to 19 rocks and mineral specimens with three minerals in the collections. Collection may include duplications that show variations. Label collection and note where found.

*Pebble Pups 2:
Display at least 20, but no more than 29, rocks and mineral specimens with seven minerals in the collections. Collection may include duplications that show variations. Label collection and note where found.

*Rock Hounds 1:
Display at least 30, but no more than 40, rocks and mineral specimens with ten minerals in the collection. Rocks should include at least three igneous, two metamorphic, and three sedimentary groups. Label collection and note where found.

*Rock Hounds 2:
Display no more than 50 specimens that have been selected to illustrate a specific theme of the exhibitor's choosing. Be creative. Sample categories could include (but are not limited to): industrial minerals and their uses; a specific rock group and the variety that occurs in that group, including some minerals that occur in that environment; select fossils traced through the geologic ages; minerals and their crystal habits; rocks and minerals used in the lapidary arts.

*Innovation Class: Geology –Demonstrate the skills and knowledge you gained through the Geology project. Exhibit may be the result of knowledge gained from project manuals; independent study about Illinois rock(s) and mineral(s), interaction with geology professionals; and/or individual exploration in the area of geology. See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Geology – See General Rule #15 for full Ready4Life instructions

*Geology Maker – See General Rule #16 for full instructions

HEALTH – (See **Jr. Fair Department N**)

*Health 1:
Select four First Aid Skills and complete the activities for that section. Bring the project book and be prepared to discuss the completed sections. Exhibit a family first aid kit and be prepared to explain what each item is used for.

*Health 2:
Select four Staying Healthy skills and complete the activities for that section. Bring the project book and be prepared to discuss the completed sections. Exhibit a "smarts" project as explained in the project manual.

*Health 3:
Select four Keeping Fit Skills and complete the activities for that section. Bring the project book and be prepared to discuss the completed sections. Exhibit a poster or display on one of the Keeping Fit Skills.

*Innovation Class: Health – See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Health – See General Rule #15 for full Ready4Life instructions.

*Health Maker – See General Rule #16 for full instructions.

HORTICULTURE: FLORICULTURE – **(See** Jr. Fair Department N**)**

*Floriculture A:
Exhibit one of the following options:
- Create a flower arrangement; either a round arrangement or a bud vase. No silk flowers are permitted; **OR**
- Create a photo collage or a collection of pictures of flowers that you have raised. Label your flowers by name and tell if you started with a seed, cutting or transplants. Mount pictures on a poster board; **OR**

- Exhibit in one container, 3 stems of blooms - each with attached foliage. Foliage that would go inside the container may be removed. All three blooms or stems should be the same variety, color, shape and size and must have been grown from seed, young seedling plants, bulbs or rhizomes by the exhibitor. (NOTE: Exhibitors choosing lilies should include no more than 2/3 of foliage for their exhibit.)

*Floriculture B:
Exhibit one of the following options:
- Create an artistic display of dried flowers explaining how each was dried; **OR**
- Create a photo collage or collection of pictures of plants from your theme garden. Label your plants by name and explain how the plants were chosen to fit the theme.

*Floriculture C:
Exhibit one of the following options:
- Create a terrarium or dish garden. Plants for either choice should have been started by the exhibitor from cuttings or seeds or as purchased plugs. The terrarium must be cared for by the exhibitor for at least 5 months and be able to explain the different plant, soil, and environmental needs and watering requirements of a closed system;; **OR**
- Exhibit a plant that you propagated from cuttings, layering or division or started from seed. Create a photo board showing the progression of growth. Tips for vegetative propagation of houseplants can be found at University of Illinois Extension houseplants, http://urbanext.illinois.edu/houseplants/default.cfm.

*Floriculture D:
Exhibit one of the following options:
- Create a centerpiece around a theme such as a wedding, holiday, birthday, etc. No silk flowers are permitted; **OR**
- Create an exhibit of forced bulbs in a pot.

*Floriculture Display:
(Open to youth enrolled in Floriculture A, Floriculture B, Floriculture C, and Floriculture D)
Present an exhibit of the member's choice that focuses on some aspect of floriculture that does not fit in the categories above. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*Floriculture Ready4Life Challenge: See General Rule #15 for full Ready4Life instructions.

*Floriculture Maker: See General Rule #16 for full instructions.

HORTICULTURE: VEGETABLE GARDENING-(See **Jr. Fair Department J or L**)

All vegetables exhibited must have been grown by the exhibitor as part of their current gardening 4-H project. Exhibitors should be knowledgeable about various aspects of the vegetables, including but not limited to different varieties, soil testing, fertilizers used, etc. Vegetable exhibits should be prepared according to the Illinois Vegetable Garden Guide website: *http://web.extension.illinois.edu/vegguide/*. Waxes and oils may not be used on vegetables or fruits. Any plant infested with insects will be removed from the exhibit area and will not be eligible for a Superior exhibit.

*Vegetable Display:
(Open to youth in Vegetable Gardening A, Vegetable Gardening B, Vegetable Gardening C, and Vegetable Gardening D)
1. This class is allowed a 2'6" x 2'6" space for display.
2. Display must include 6 and or more different kinds of vegetables. There may not be more than 2 different varieties of any vegetable. For example, red and white potatoes would be classified as two different varieties. Acorn squash and zucchini would be classified as two different vegetables.
3. The number and type of vegetables used must conform to the Vegetable Plate/Basket List.

33 4-H

4. Exhibitors must provide the name and variety of all vegetables used (i.e. Cabbage – Golden Acre; Cucumber, slicing – Straight Eight; Tomatoes, slicing – Rocky Top; Snap Beans – Contender, etc.).

*Vegetable Plate:
(Open to youth in Vegetable Gardening A, Vegetable Gardening B, Vegetable Gardening C, and Vegetable Gardening D)
>   1. Exhibit must include 2 single vegetable plates. (Exhibitor will furnish the disposable plates.)
>   2. Number of vegetables on plates must conform to plate list below.
>   3. Only one variety on each plate.
>   4. An exhibitor cannot show two plates of the same type vegetable. (i.e.: Cannot exhibit red *and* white potatoes or zucchini *and* straightneck summer squash.)

VEGETABLE PLATE/DISPLAY LIST
When selecting vegetables for exhibition, keep in mind that the judge will evaluate them on the basis of cleanliness, uniformity, condition, quality, and trueness to variety. *(Lists are provided by UI Extension Horticulturists; Items are listed according to the correct definition of vegetables)*

Asparagus (5 spears)
Beans, Lima (12 pods)
Beets (5)
Broccoli (1 head)
Brussels sprouts (12 sprouts)
Cabbage (1 head)
Cauliflower (1 head)
Carrots (5)
Cucumber, pickling or slicing (5)
Eggplant (1)
Garlic (5)
Kohlrabi (5)
Lettuce (1 head or plant)
Muskmelon incl. cantaloupe (1)
Okra (12)
Onions, large, dry (5)
Onions, green or set (12)
Squash, winter (Acorn, butternut, buttercup, spaghetti, Hubbard, Turks's Turban) (1)
Beans, Snap, Green Pod or Golden Wax (12 pods)
Greens (collard, endive, escarole, kale, mustard, spinach, Swiss chard) (1 plant)
Horseradish Root (1 marketable root specimen harvested this year)

Parsnips (5)
Peas, (12 pods)
Peppers, large fruited (bell/banana) (5)
Peppers, small fruited (chili/cherry) (12)
Popcorn (5)
Potatoes (any variety) (5)
Pumpkin (1)
Rhubarb, trimmed stalks (3)
Rutabaga (5)
Salsify (5)
Squash, summer (any variety) (3)
Sweet Corn, in husks (5)
Tomatoes, slicing (5)
Tomatoes, small fruited (12)
Turnip (5)
Watermelon (1)

*Vegetable Gardening Display:
(Open to youth in Vegetable Gardening A, Vegetable Gardening B, Vegetable Gardening C, Vegetable Gardening D)
Present an exhibit of the member's choice that focuses on some aspect of vegetable gardening which does not fit in the categories above. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

*READY4LIFE Challenge: Vegetable Gardening - See General Rule #15 for full Ready4Life instructions.

*Vegetable Gardening Maker - See General Rule #16 for full instructions.

INTERCULTURAL – (See **Jr. Fair Department N**)

Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.

*Passport to the World, Individual:
Prepare a display illustrating what you have learned about a country's or U.S. region's geography, economy, agriculture, people, language, housing, culture, music, crafts, clothing, holidays or other aspect. Exhibit should be educational in nature and should not promote one's beliefs over another person's beliefs. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit.

*Diversity & Cultural Awareness:
Create a display or binder portfolio that illustrates the results of a minimum of three (3) completed activities from the project book.

*READY4LIFE Challenge: Intercultural – See General Rule #15 for full Ready4Life instructions.

*Floriculture Maker - See General Rule #16 for full instructions.

INTERIOR DESIGN – (See **Jr. Fair Department M-2**)

*Design Decisions: Beginning, Intermediate & Advanced
Any exhibit must have been created or redesigned by the exhibitor as part of their current Interior Design 4-H project. Exhibitors should be knowledgeable about various aspects of the project. Exhibits could include items such as, but not limited to, comparison studies of different products or techniques; made accessories, wall-hangings, window coverings, or furniture items; refinished or redesigned furniture; or a plan to solve some type of interior design problem. Exhibit should be appropriate to the exhibitor's age, skills and ability in this project.

*Innovation Class: Interior Design – See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Interior Design – See General Rule #15 for full Ready4Life instructions.

*Interior Design Maker: See General Rule #16 for full instructions.

LEADERSHIP – (See **Jr. Fair Department N**)

*Leadership 1 – Create a binder portfolio with a minimum of four (4) completed activities each year, for the areas noted below. Build upon your previous year's work. Photocopies or original pages of completed activities from the book should be included in the portfolio. Use of page protectors is recommended.

> **First Year** – One activity from each of the following: Understanding Self; Communications; and Getting Along with Others, plus one of exhibitor's choice from the manual.
> **Second Year** – One activity from each of the following: Getting Along with Others, Learning to Learn; and Making Decisions, plus one of exhibitor's choice from the manual.
> **Third Year** – One activity from each of the following: Making Decisions; Managing; and Working with Groups, plus one of exhibitor's choice from the manual.

*Leadership 2 – Building upon your previous work, continue adding to your binder portfolio with a minimum of four (4) completed activities each year from the areas noted below. Photocopies or original pages of completed activities from the book should be included in the portfolio. Use of page protectors is recommended.

> **First Year** – One activity from each of the following: Understanding Self; Communication; and Getting Along with Others, plus one of exhibitor's choice from the manual.
> **Second Year** – One activity from each of the following: Getting Along with Others, Learning to Learn; and Making Decisions, plus one of exhibitor's choice from the manual.
> **Third Year** – One activity from each of the following: Making Decisions; Managing; and Working with Groups, plus one of exhibitor's choice from the manual.

*Leadership 3** – Building upon your previous work, continue adding to your binder portfolio with a minimum of four (4) completed activities each year, from the areas noted below. Photocopies or original pages of completed activities from the book should be included in the portfolio. Use of page protectors is recommended.

   First Year – One activity from each of the following: Understanding Self; Communication; and Getting Along with Others, plus one of exhibitor's choice from the manual.

   Second Year – One activity from each of the following: Getting Along with Others, Learning to Learn; and Making Decisions, plus one of exhibitor's choice from the manual.

   Third Year – One activity from each of the following: Making Decisions; Managing; and Working with Groups, plus one of exhibitor's choice from the manual.

*Innovation Class: Leadership** –See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Leadership** – See General Rule #15 for full Ready4Life instructions.

Leadership Maker - See General Rule #16 for full instructions.

NATURE: NATURAL RESOURCES (See **Jr. Fair Department N**)

Electricity and water are NOT available for these displays. **NO live animals or reptiles are permitted in these exhibits.**

*Natural Resources 1** – Exhibit any item developed from the project book*, Step Into Nature.*

*Natural Resources 2** – Exhibit any item developed from the project book*, Explore the Natural World*.

*Natural Resources 3** – Exhibit any item developed from the project book, *Blaze the Trail.*

*Outdoor Adventures 1-3** – Exhibit any activity developed from the project manual.

*READY4LIFE Challenge: Natural Resources** – See General Rule #15 for full Ready4Life instructions.

NATURE: FISHING AND WILDLIFE (See **Jr. Fair Department N**)

*Sportsfishing 1:**
Exhibit a product or display made to complete an activity in the *Take the Bait* project manual. This could include, but is not limited to, displays on: different types of fishing tackle, identifying different baits and their uses (no actual bait, please) or identifying the anatomy of a fish. **For safety reasons, lures must be placed in a plastic case.**

*Sportsfishing 2:**
Exhibit a product or display made to complete an activity in the *Reel in the Fun* project manual. This could include, but is not limited to, displays on: different types of knots or rigs and their use; a collection of fishing lures, labeled with their use; or information on preparing and cooking fish (not recipes). **For safety reasons, lures must be placed in a plastic case.**

*Sportsfishing 3:**
Exhibit a product or display made to complete an activity in the *Cast into the Future* project manual. This could include, but is not limited to, displays on: making artificial flies and lures; researching effects of water temperature; sportsfishing careers; or identifying insects that fish eat. **For safety reasons, lures must be placed in a plastic case.**

*Wildlife 1:**
Exhibit any activity developed from the project manual. Be able to explain the importance of and concept behind the exhibit.

*Wildlife 2:**
Exhibit any activity developed from the project manual. (Ex. Create a display of the life history of an animal.) Within the exhibit, explain the importance of and concept behind the exhibit.

*Wildlife 3:**
Exhibit any activity developed from the project manual. Be able to explain the importance of and concept behind the exhibit.

*Innovation Class: Natural Resources – Demonstrate the skills and knowledge you have gained through the project you have studied. This could be related to, but not limited to habitat construction, maintenance, water quality, fish biology, or involvement with citizen science efforts. See General Rule #14 for all Innovation Class exhibit requirements.

*Natural Resources Maker – See General Rule #16 for full instructions.

Exploring Your Environment 1 – **(This class is not eligible for State Fair.)**
Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of natural and/or manmade environments, how humans affect the environment, or how the environment affects our lives. Include your project manual that documents activity recordkeeping, your answers to activity questions, and details the exhibitor's thoughts and ideas.

Exploring Your Environment 2 – **(This class is not eligible for State Fair.)**
Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of one of the following: stewardship of natural resources, investigating greenhouse effects on living organisms, methods of reducing or managing waste in your home or community, or calculating your ecological footprint. Include your project manual that documents activity recordkeeping, your answers to activity questions, and details the exhibitor's thoughts and ideas.

PHOTOGRAPHY (See **Jr. Fair Department M-2**)

ALL photos in exhibits must have been taken by the exhibitor. Photo/Model releases from individuals pictured in the exhibitor's photographs are required unless the photograph is of a group in a public place where identification would not be an issue. The release can be obtained at: *4h.extension.illinois.edu/members/projects/photography*. Photos may be taken with a camera, an electronic tablet (i.e. iPad), or a cell phone. **Choose ONLY one (1) exhibit class. Exception: May show in 1 regular class AND the Innovation Class/READY4LIFE Class.**

ALL photos (including Photo Editing exhibits) must be accompanied by details of the camera settings that include:
   a. Camera/device used
   b. Aperture (F-stop)
   c. Exposure time (shutter speed)
   d. ISO (film/sensor sensitivity)
   e. Lighting used (flash, artificial, sunlight, other)
   f. Photo editing software/application used (required for ALL edits and retouches except for cropping)
   g. Filters used (lens filters and or digital/software filters)
   **Members are allowed to shoot on a camera's automatic setting, but should be able to find the metadata information on the photo to discuss the information above.

The exhibition size requirements for all photographs will be:
Minimum image size: 5X7
Maximum image size: 8X10
Maximum exhibit size (including frame): 18X20

All exhibitors must include unframed (taped to the back of the framed exhibit or attached to the project booklet) **un-edited** versions of either the same subject or the examples of the same technique that the framed image represents. This will assist the judge in understanding the choices made by the photographer to build the exhibited composition.

NOTE: Images taken with devices that apply an automatic filter will not be eligible for award.

*Photography 1:
Exhibit one framed photo that demonstrates your understanding of a technique you learned from your Photography 1 project manual. No photo editing is allowed in this class except cropping and red eye removal. Be prepared to show the page in the manual of the technique you are demonstrating.

*Photography 2:

Exhibit one of the options listed below:

- Exhibit one framed 8x10 close-up photograph using the skills learned on page 62-63 of the project manual titled "Bits and Pieces." No photo editing is allowed in this class except cropping and red eye removal; **OR**
- Exhibit one framed 8"x10" photo that demonstrates your understanding of a technique you learned from your Photography 2 project manual. No photo editing is allowed in this class except cropping and red eye removal. Be prepared to show the page in the manual of the technique you are demonstrating.

*Photography 3:

Exhibit one of the options listed below:

- Exhibit one framed 8" x 10" still-life photo that demonstrates good composition, including color, form, texture, lighting and depth of field. No photo editing is allowed in this class except cropping and red eye removal; **OR**
- Exhibit one framed 8"x10" photo that demonstrates your understanding of a technique you learned from your Photography 3 project manual. No photo editing is allowed in this class except cropping and red eye removal. Be prepared to show the page in the manual of the technique you are demonstrating.

*Photo Editing – Exhibit one framed 8" x 10" photo that has been altered using digital photo-editing techniques (beyond cropping and red-eye reduction). Include a print of the original photo(s), taped to the back of the photo frame. This class is open to youth enrolled in any of the three photography project levels.

*Innovation Class: **Photography** –Demonstrate the skills and knowledge you have gained through the Photography project. All exhibits must include one framed photo illustrative of the work you are presenting. See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Photography – See General Rule #15 for full Ready4Life instructions.

*Photography Maker – See General Rule #16 for full instructions.

PLANT and SOIL SCIENCES

Plants & Soils classes are not eligible for State Fair.

Plants & Soils 1 – Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of environmental and internal factors that affect plant growth. Include your project journal that documents activity recordkeeping requirements, answers activity questions, and details personal thoughts and ideas.

Plants & Soils 2 – Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of the composition of plants, the functions of individual plant parts, plant life cycles, and the many ways plants reproduce. Include your project journal that documents activity recordkeeping requirements, answers activity questions, and details personal thoughts and ideas.

Plants & Soils 3 – Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of environmental and internal factors that affect plant growth. Include your project journal that documents activity recordkeeping requirements, answers activity questions, and details personal thoughts and ideas.

Ready4Life Challenge: Plants & Soils - See General Rule #15 for full Ready4Life instructions.

*Plant & Soil Sciences Maker – See General Rule #16 for full instructions.

ROBOTICS

NOTE: If applicable for their class and display, exhibitors must bring their own computers for demonstration purposes; computers will not be provided. Internet access will not be available.

- Exhibits in Robotics 1, 2 and 3 are designed to be used with LEGO Mindstorms (NXT or EV3).
- Any other programmable robot kit such as Arduino or Raspberry Pi, should be exhibited under Free Range Robotics Class, Innovation Class, or Ready4Life Challenge.

Robotics 1: Beginning: Not eligible for State Fair
Exhibitors should complete Activities 1-6. Exhibitors will design, build and program a robot that can autonomously follow a predetermined path that changes direction at least 4 times during a single run. They will bring their Robotics Notebook to share what they learned about the engineering design process and programming.

*Robotics 1: Intermediate:
Exhibitors should complete Activities 7-12. Exhibitors will design, build and program a robot that uses at least one sensor to autonomously follow a path, respond to, and or avoid obstacles. Exhibitors in this class must use at least one sensor in their robot design. They will bring their Robotics Notebook to share what they learned about the engineering design process and programming.

*Robotics 2:
Exhibitors should complete Activities 1-7. Exhibitors will design, build and program a robot that uses sensors and programming to complete one of the provided challenges. They will bring their robot and Robotics Notebook to share changes they made to the robot and/or program along the way, and to describe their experience with completing the challenge.

*Robotics Innovation Open Source Class:
Open to youth enrolled in Robotics 3, but may also include youth in Robotics 1 or 2 if the exhibits meets the guidelines.
Exhibit an original robot, either homemade or a kit that does not fall under Robotics 1 or 2 that can complete a task using MULTIPLE sensors. If a robot kit is used, then some parts of the robot must be built using other components such as wood, plastic or metal. The robot can include any types of motors, pneumatics or sensors. Autonomous control of the robot may also be achieved using an "open source" platform such as Arduino or Raspberry Pi and can be programed using a coding language that is publicly available. Exhibitors in Robotics Innovation/Open Source class must bring a detailed engineering notebook that describes how the exhibitor designed, built and programmed the exhibit.

Junk Drawer Robotics: All exhibits should be original designs made with everyday objects and materials. Exhibits with purchased kits will not be accepted. Exhibitors are also required to bring their Junk Drawer Robotics Youth Robotics Notebook with the sections completed for the project they are exhibiting, including the sections leading up to the activity they are exhibiting. For example, if a youth is bringing Activity E from Junk Drawer Level 1, they should have robotics notebook sections A-E completed.

Junk Drawer Robotics 1:
Exhibit any item from the "To Make" activity from the Junk Drawer Robotics Level 1 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.

*Junk Drawer Robotics 2:
Exhibit any item from the "To Make" activity from the Junk Drawer Robotics Level 2 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.

*Junk Drawer Robotics 3:
Exhibit any item from the "To Make" activity from the Junk Drawer Robotics Level 3 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.

*READY4LIFE Challenge: Robotics – See General Rule #15 for full Ready4Life instructions.

*Robotics Maker – See General Rule #16 for full instructions.

SHOOTING SPORTS

Exhibitor MUST be a member of a shooting sports club for the discipline in which they enter. All exhibits should be suitable for display to the general public. Stand-alone items have the intent to enhance the discipline such as a quiver, gun case, gun sling, locking cabinet, gun or target stand, sporting clays equipment wagon, etc. Exhibits deemed to be inappropriate by a superintendent will not be displayed.

NOTE: Shooting Sports Displays are <u>prohibited</u> from displaying the following:
- No live ammunition
- No knives or arrow tips (including field points, hunting broadheads, etc.)
- No functional or non-functional bows, firearms or firearm parts that could be reassembled are allowed.
- No humanoid shaped targets or reference to paintball, laser tag, air-soft, or pointing of any type of firearm or bow toward another person is allowed.
- No display involving primarily tactical design firearms (i.e. AR platform or military type firearms)
- No reference or use of the word "weapon" should be used in a display
- Make sure there are no safety violations in your display. (Example: no earplugs or safety glasses in a picture of a person shooting a firearm.)

*Shooting Sports: Archery
Exhibit a poster or stand-alone display depicting safe archery handling, range safety, the parts of a bow, tracking the target, target sighting, or another topic you have learned through the 4-H Shooting Sports program.

*Shooting Sports: Rifle
Exhibit a poster depicting safe firearm handling, range safety, the parts of the rifle, tracking the target, target sighting, or another topic you have learned through the 4-H Shooting Sports program.

*Shooting Sports: Shotgun
Exhibit a poster depicting safe firearm handling, range safety, the parts of the shotgun, tracking the target, target sighting, or another topic you have learned through the 4-H Shooting Sports program.

*Shooting Sports: Hunting & Outdoor Skills
Exhibit a poster related to something you learned in the Hunting & Outdoor Skills project.

*Shooting Sports: Pistol
Exhibit a poster depicting safe firearm handling, range safety, the parts of the pistol, tracking the target, target sighting, or another topic you have learned through the 4-H Shooting Sports program.

READY4LIFE Challenge: Shooting Sports - See General Rule #15 for full Ready4Life instructions.

*Shooting Sports Maker – See General Rule #16 for full instructions.

SMALL ENGINES – (See **Jr. Fair Department V-1**)

Small Engine displays must be no larger than 4' x 4' display board. Exhibits must be portable. No complete engines, lawn tractors, tillers, chainsaws, etc. are permitted for display. No electrical power is available for displays/exhibits.

*Small Engines I-III – Exhibit a display, selecting one of the following options:
- **Ignition System**: Identify the parts of the Ignition System and explain how magnetic energy is produced through the ignition system to ignite the spark plug.
- **Compression System**: Explain how heat energy is produced by an engine and converted into mechanical energy
- **Heat Transfer**: Explain how heat is transferred through the cooling and lubrication system of an air cooled or water cooled engine.
- **Filter Maintenance**: Explain the proper maintenance and cleaning of the air, fuel and oil filters of an engine.
- **What Does a Serial Number Reveal?**: Explain the various information that can be learned from the serial number of identification number stamped on the shroud of a Briggs & Stratton engine.
- **Tools do the Job**: Identify and explain the functions of different specialty tools needed for small engine work
- **Experimentation**: Explain through illustration an experiment you conducted from the project manual showing the results of your work.

*READY4LIFE Challenge: Small Engines – See General Rule #15 for full Ready4Life instructions.

*Small Engines Maker – See General Rule #16 for full instructions.

SMALL PETS

Show date is **Friday, July 24, 2:00 p.m. Not eligible for State Fair.** The show will be a live show. All General Show Rules apply. Bring proof of distemper/rabies shots if applicable. **Member may only exhibit 1 animal per category.**

> Rabbit Care (not production or show rabbits)
> Cat Care
> Dog Care (not Dog Obedience) - **Rabies vaccination proof required for all dogs**
> Caged Birds
> Cavies (guinea pigs, hamsters, gerbils)
> Other

EVALUATION CRITERIA: NEEDS IMPROVEMENT   FAIR   GOOD   EXCELLENT

1. General Appearance - such as grooming, teeth, ears, trimmed nails, eyes, gums, etc. depending on animal.
2. Knowledge of Health Care - such as vaccination, worming program, general knowledge of any health problems, which occurred, etc., depending on animal.
3. Animal Care - such as who fed animal, frequency fresh water was provided, frequency of bathing and/or grooming, type of food fed, age of animal, etc. depending on animal.
4. Obedience - such as behavior of animal, control of animal, does animal pull away when examined, etc.

TECHNOLOGIES

3-D PRINTING & DESIGN: Not eligible for State Fair

3-D Design Beginner:

No 3-D Printer or 3-D printed object is required for this exhibit. Exhibit a simple 3-D rendered design using Computer Aided Design (CAD) Software such as Tinker CAD or Inventor. The design must be an object that performs a specific task, and may not be based on already existing 3-D models. It must be able to be 3-D printed. Any CAD software can be used, but files must be in .STL format. Bring your design on a Jump Drive to be viewed for judging. Exhibits in this class may not have multiple parts, doors, hinges, or any sort of mechanics.

Exhibitors are expected to use the engineering design process to complete their designs. This process is important to the outcomes and exhibitors must keep a log outlining the step-by-step notes, sketches, and documentation from throughout the design process. The logbook should define the problem that is being solved/use of the object and describe in detail each step of the Engineering Design Process taken during the creation of the invention.

3-D Design Advanced:

Exhibitors are expected to go above and beyond those expectations set in 3-D design beginner. No 3-D Printer or 3-D printed object is required for this exhibit. Exhibit a complex 3-D rendered design using Computer Aided Design (CAD) Software such as Tinker CAD or Inventor. The design must be an object that performs a specific task, and may not be based on already existing 3-D models. It must be able to be 3-D printed. Any CAD software can be used, but files must be in .STL format. Bring your design on a Jump Drive to be viewed for judging. Exhibits in this class MUST not have multiple parts, doors, hinges or some sort of mechanistic feature to accomplish a specific task.

Exhibitors are expected to use the engineering design process to complete their designs. This process is important to the outcomes and exhibitors must keep a log outlining the step-by-step notes, sketches, and documentation from throughout the design process. The logbook should define the problem that is being solved/use of the object and describe in detail each step of the Engineering Design Process taken during the creation of the invention.

3-D Printing Beginner:

Exhibit a simple 3-D printed object designed using Computer Aided Design (CAD) Software such as Tinker CAD or Inventor. The 3-D printed object must perform a specific task, and may not be based on already existing 3-D models. It must be 3-D printed using ONLY A COMMERCIALLY AVAILABLE HOME/DESKTOP 3-D PRINTER. In addition, original design files must accompany each exhibit. These files must be in .STL format. Bring your design on a jump drive to be viewed for judging. Exhibits in this class may not have multiple parts, doors, hinges or any sort of mechanics.

Exhibitors are expected to use the engineering design process to complete their designs. This process is important to the outcomes and exhibitors must keep a log outlining the step-by-step notes, sketches, and documentation from throughout the design and print process. The logbook should define the problem that is being solved/use of the object and describe in detail each step of the Engineering Design Process taken during the creation of the invention.

3-D Printing Advanced:
Exhibitors are expected to go above and beyond those expectations set in 3-D Printing beginner. Exhibit a Complex 3-D printed object designed using Computer Aided Design (CAD) software such as Tinker CAD or Inventor. The 3-D print must be an object that performs a specific task, and may not be based on already existing 3-D models. Exhibits in this class MUST have multiple parts, doors, hinges or some sort of mechanical feature. It must be 3-D printed using ONLY A COMMERCIALLY AVAILABLE HOME/DESKTOP 3-D PRINTER. In addition, original design files must accompany each exhibit. These files must be in .STL format. Bring your design on a Jump Drive to be viewed for judging.

Exhibitors are expected to use the engineering design process to complete their designs. This process is important to the outcomes and exhibitors must keep a log outlining the step-by-step notes, sketches, and documentation from throughout the design and print process. The logbook should define the problem that is being solved/use of the object and describe in detail each step of the Engineering Design Process taken during the creation of the invention.

READY4LIFE Challenge: 3D Printing - See General Rule #15 for full Ready4Life instructions.

*3-D Printing & Design Maker - See General Rule #16 for full instructions.

UNMANNED AERIAL VEHICLES (DRONES): Not eligible for State Fair

UAV Display:
Prepare a display related to the Drones/UAV project on the topic of your choosing. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. Non-UAV/ Drone projects should not be entered in this class.

UAV Unmanned Aerial Systems:
Exhibit one Unmanned Aerial Vehicle and associated system assembled or made by the member. UAV or Drone exhibits in this class must be either originally designed or built from a kit of reconfigurable parts and components. These displays are limited to multicopters (tri, quad, hex, and octocopters), as well as FPV airplanes and flying wings with wingspans up to 36". The UAV MUST have a Flight Controller and utilize a camera/video transmission system. The exhibit will be a static display. The Drone should be in good flying condition with batteries fully charged, and all UAS components (including Video System) ready to demonstrate. DO NOT display your UAV with the propellers on, but rather on the table to the side of your UAV. The Drone will not be flown unless the weather permits, and flights have been approved by the local FAA/Air Traffic Control Tower. Attach the printed directions of the UAV if any were used.

READY4LIFE Challenge: UAV - See General Rule #15 for full Ready4Life instructions.

*UAV Maker - See General Rule #16 for full instructions.

THEATRE ARTS

*Theatre Arts 1 – Exhibit one of the following items:
- Portfolio of acting activities completed during the current year (A video of performances is not considered a portfolio and will not be accepted for exhibit.)
- Display illustrating a drawing/photograph of a clown character created by exhibitor.
- Display illustrating a picture story developed by the exhibitor.

*Theatre Arts 3 – Exhibit one of the following items:
- Portfolio of activities for set design; make-up; or sound, props or costuming completed during the current year
- Display that includes sound, props, and costume charts appropriate for a selected scene from a story or play (limited to no more than 8 items).
- Display a scenic design model to depict a scene from a script.
- Display illustrating a character with make-up drawn or colored in. Include a photograph of a person wearing the make-up and information on the character's personality or part in the play.

*Innovation Class: Theatre Arts** – See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Theatre Arts** – See General Rule #15 for full Ready4Life instructions.

*Theatre Arts Maker** – See General Rule #16 for full instructions.

TRACTOR

*Tractor A:**
Exhibit a display or poster that illustrates one of the following topics: tractor safety; care and maintenance; the tractor as a valuable farm machine; or an activity listed in the 4-H project manual.

*Tractor B:**
Exhibit a display or poster that illustrates one of the following topics: cause and prevention of rollovers, diagram how an air cleaner works, diagram and identify an engine cooling system, regulations for battery and oil disposal, or another activity listed in the 4-H project manual.

*Tractor C:**
Exhibit a display or poster that illustrates one of the following topics: wagon and bin hazards, diagram and identify open and closed hydraulic systems, mower types and safety features, conveyor types and safety features, or another activity listed in the 4-H project manual.

*Tractor D:**
Exhibit a display or poster that illustrates one of the following topics: method of winterizing tractor, chemical uses and required safety equipment, parts and process of internal combustion engine, procedure for cleaning and flushing tractor radiator, or another activity.

*Innovation Class: Tractor** –Demonstrate the skills and knowledge you have gained through the Tractor project. This could be related to, but not limited to, advancements in technology, enhancements to crop production, or a topic of interest to the member related to tractors or farm machinery. See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Tractor** – See General Rule #15 for full Ready4Life instructions.

*Tractor Maker** – See General Rule #16 for full instructions.

VETERINARY SCIENCE

*Veterinary Science** – **(Open to youth enrolled in Veterinary Science 1, 2, and 3)** Prepare a display related to an activity completed in veterinary science. Live animals are not permitted as exhibits in this area. For safety reasons, exhibits should not include glass, syringes with needles or any other sharp objects.

*READY4LIFE Challenge: Veterinary Science** – See General Rule #15 for full Ready4Life instructions.

*Veterinary Science Maker** – See General Rule #16 for full instructions.

VIDEO/FILMMAKING

All Exhibitors must bring their video to be judged on a USB flash drive and saved in .MP4 format. Exhibitors are encouraged to post their video on YouTube.com in advance of State Fair. Exhibitors may choose whether to make the video "public, unlisted" (someone must have the link to view it), or "private" (only people you choose may view it). This will allow fairgoers to view the exhibits on display. There will be monitors at the exhibit table for viewing videos so exhibitors will NOT need to bring a laptop or device for viewing.

Requirements that apply to ALL video classes:
Video submissions should be no longer than five (5) minutes in length (unless noted differently in class description.). Videos are to be original and a result of the member's current year's work. Criteria for judging shall include: (1) Evidence of story line; (2) Use of camera angles; (3) Use of zooming techniques; and (4) Smoothness of scene changes. Image and sound quality will be considered in relation to equipment available to and used by exhibitor. All videos should comply with copyright regulations and display an image that is appropriate for 4-H audiences. No time or date should be imprinted on the video footage. All videos should include an opening title screen, as well as closing credits that include date of production, name of video exhibitor and research sources if appropriate. **All Video/Filmmaking exhibitors must include a printed copy of materials, which will remain on display.**

*Commercial or Promotional Video:
Prepare a short video (30 seconds to 1 minute in length) that promotes an event, advertises a specific project/product, or is a public service announcement. The video should demonstrate skills in making and editing video.

*Animated Video:
Video in this class should represent creative animation of original artwork created by the exhibitor and may include stop motion techniques. Media might include images created with graphics software or hand-drawn images.

*Documentary:
Video in this class should represent a research-based investigation into a topic of choice. Video credits should list research sources and may include paper or electronically published materials, as well as, and/or interviews with experts or constituents related to the topic of investigation.

*Short Story or Short Narrative:
Prepare a short video that tells a story. The video should demonstrate skills in making and editing video.

*Innovation Class: Video/Filmmaking – See General Rule #14 for all Innovation Class exhibit requirements.

*READY4LIFE Challenge: Video/Film – See General Rule #15 for full Ready4Life instructions.

*Video/Film Maker – See General Rule #16 for full instructions.

VISUAL ARTS (See **Jr. Fair Department M-2 or V-1**)

1. **Exhibitors must be enrolled in the visual arts category in which they are exhibiting.** Articles must have been made during the current 4-H year. Exhibitors are encouraged to date the project when it is made. The exhibitor may enter up to **3 items in each media area** with a total of **10 items in visual arts**. Only one premium will be awarded per class.
2. All items must be properly prepared for exhibit. **Items which are intended to be hung must be prepared for hanging. The hanging device must be sturdy enough to support the weight of the object.**
3. Articles exhibited must be an original design created by the exhibitor (except in heritage arts which may follow a pattern AND Fiber-Non Original Ages 8-10 ONLY). Copyrighted or trademarked designs are not acceptable; this includes Team or School logos. Kits and preformed molds are not considered original and are not acceptable in any Visual Arts Class. Combining parts of different patterns (pictures, photographs, images from the internet or a magazine) with the member's own ideas can result in an original design, but simply changing the color, pattern and/or size of a pattern does NOT make the design original. This also applies for ideas found on a site such as Pinterest. If you see something on Pinterest that you like, use the concept and create something different using the concept; however if it MUST NOT look exactly like something the judge can search for and find on Pinterest.
4. If a photo, sketch, or other idea source was used, submit it with your entry, firmly attached to your exhibit. Be prepared to explain how and where you got the idea for this project.
5. Members wishing to exhibit quilts made from a pattern may enter it in Heritage Arts. Quilts exhibited in the Heritage Arts area will be evaluated using a visual arts rubric that takes into account correct use of design elements; craftsmanship; and creativity. All work on the quilt MUST be completed by the 4-H member. Quilts can be hand OR machine quilted as long as ALL work is completed by the exhibitor

*Food Decorating, Beginning - Exhibit one of the following:
- Exhibit four decorated cookies, using a minimum of four different techniques. Exhibit may use cookies OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of four different techniques. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single layer decorated cake, using a minimum of four different techniques. Exhibit may use cake OR cake form.

*Food Decorating, Intermediate - Exhibit one of the following:
- Exhibit four decorated cookies, using a minimum of five Level 2 techniques. Exhibit may use cookies OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of five Level 2 techniques. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single layer or two-layer cakes, using a minimum of five Level 2 techniques. Exhibit may use cake OR cake form.

*Food Decorating, Advanced:
Exhibit a decorated, stacked and/or tiered cake, using a minimum of four Level 3 techniques. Exhibit may use cake OR cake form.

*Food Decorating, Master:
Exhibit to include a one-page written description of your project, including goals, plans, accomplishments, and evaluation of results. Include up to four pictures of your accomplishments **AND** exhibit an original design decorated cake using more than five techniques. Exhibit may use cake OR cake form.

*Chalk/Carbon/Pigment: **Enter the division based on the type of material on which the art was created.**
- **Division A: Canvas, Paper, Glass**:
  Any original art work done with pencils, chalk, pens, ink, paint, charcoal, dyes, etc. on canvas, paper, or glass. This would include all painting, sketching, drawing, cartooning, printing, etc. Painted and/or glazed pre-formed ceramics and painted porcelain dolls are not eligible for exhibit. Drawings and paintings should be matted or framed under glass. (Exceptions: Oil and acrylic paintings do not require glass and are not required to be matted.) Water color, chalk, pen & ink, computer-generated art, etc. do require some protective covering. Gallery frames are acceptable. Canvas paintings that continue "over the edges" are acceptable without frames; however, the piece must still be prepared for hanging. Matted pieces without frames are acceptable, however the piece must be prepared for hanging OR it must include a photo of the artwork being displayed in a non-hanging manner. There is no specific requirement for the type of mat used.
- **Division B: Wood, Metal, Textiles:**
  Any original art work done with pencils, chalk, pens, ink, paint, charcoal, dyes, etc., on wood, metal, or textiles. Painted and/or glazed pre-formed ceramics and painted porcelain dolls are not eligible for exhibit. Any exhibits created as a piece of wall art must be prepared for hanging.

*Clay:
Any original item made of clay; may be fired or unfired, hand formed or thrown on a wheel. Self-hardening clays are fine. Fire/oven-cured and cornstarch clay could be accepted. Items can include, but are not limited to, clay statues, bowls, jewelry, etc. Pre-formed ceramics are not eligible for State Fair exhibit.

*Computer-Generated Art:
Any original art created in any software package. Exhibit may not include scanned work, clip art, downloaded images from the internet, any imported image, or photographs. All pixels must be original. Photo mosaics are NOT allowed. Exhibitors in this class (like all other classes in this sub-section) must be enrolled in Visual Arts; Computer project enrollment is not required. NOTE: Wood and metal exhibits created through the use of laser cutting programs/devices should be entered in this class. Plastic exhibits with an artistic focus created using a 3-D printer should be entered in this class. If the art created is designed to hang, then the entry should have some protective covering, such as a glass frame, and prepared for hanging. If the art is something that has been created with a laser cutting program/device and is NOT designed to hand, it does not require protective covering nor does it need to be prepared to hang.

*Fiber:
Any original item made of fiber. Examples are quilts, fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stitch, wearable art, hooking, braiding, duct tape artistry and baskets. **Original** cross-stitched, knitted, crocheted or quilted items belong in this Fiber class. **Non-original** cross-stitched, knitted, crocheted or quilted items should be entered in Heritage Arts. Machine knitted items are not appropriate for this class.

*Fiber Non-Original AGES 8-10 ONLY:
Any non-original item made of fiber. Examples are fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stitch, crocheting, knitting, weaving, hooking, and felting. Exhibitors may use a pattern and/or an idea generated from another source.

*Glass/Plastic:
Any original item made of glass or plastic. Possible items to exhibit include stained glass, etched glass (original design), mosaics made of glass, glass beading, plastic jewelry (friendly plastic). Interlocking building block creations (i.e. LEGOS) are not suitable for State Fair entry. Stepping stones or wall hangings that include cement decorated with glass or plastic items are not suitable for this class.

*Heritage Arts:
Exhibit an item of *traditional* art learned from another person or from a pattern (NO KITS) may be entered in this class. Cross-stitched, knitted and crocheted items by pattern fit in this class. (Machine knitted items ARE NOT acceptable for this class.) Other possibilities include: needlepoint, counted cross-stitch, crewel, embroidery, cut work, hardanger (embroidery openwork), macramé, baskets, candles, pysanki (decorated eggs), leather, quilts from a traditional pattern, traditional handmade dolls with handmade costumes or candles. No machine quilting allowed in Heritage Art. Exhibitors must also bring 1) the pattern or copy of the pattern they used to create their traditional art, and 2) a description of the traditional origins of their art choice.

*Leather:
Exhibit one of the following options using leather.
- Leather: Stamping: Exhibit should utilize one or more stamping techniques – exhibit examples include items such as belt; coasters; bookmark; key chain; wrist bracelet.
- Leather: Carving or Tooling: Exhibit should use simple swivel knife tooling techniques or may incorporate several swivel knife-tooling designs or patterns – exhibit examples include items such as belt; pictorial carving; key case.
- Leather: Lacing: Exhibit to include stamping and/or carving techniques incorporated with lacing techniques – exhibit examples include items such as wallets; purses; etc.
- Leather: Stitching: Exhibit may include stamping; carving and/or lacing techniques and should be a leather item or article of apparel, which incorporates hand-sewing techniques.

*Metal:
Any original item made of metal such as sculpture, tin punch, engraved metal, and jewelry. Items intended for industrial use (as tools and/or shop items) are not considered part of this Visual Arts project and are not eligible for entry. Metal items that have been partially or totally created through the use of laser cutting programs/devices should be entered in Computer-Generated Art.

Miscellaneous – Any item that is not original and is made from a pattern or directions. **Entries are not eligible for State Fair.**

*Nature:
Any original item made of natural material such as wreaths, cornhusk dolls, etc. Items should be made of natural materials (which may be purchased) but securing elements such as glue and wire may be used in the inner construction as long as they do not detract from the overall "natural" appearance. Articles such as dried pressed flowers may be displayed under glass since it is necessary for protection/preservation of the natural materials. Candles are not suitable as entries. All baskets should be entered in Heritage Arts.

*Paper:
Any original item made of paper. Examples could include origami; greeting cards; paper-cut designs, paper mache, hand-made paper, paper collage, paper models of architecture, quilling, etc. Paper twist articles, made from directions in craft books and stores ARE NOT original and are not appropriate for this class. Scrapbooks should be exhibited in Visual Arts Scrapbooking.

*Scrapbooking, Beginning:
Exhibit one album or notebook, either 8 ½" x 11" or 12"x12", with a front and back cover. The album/notebook must have a minimum of 4 pages (front and back, 8 sides), exhibited in page protectors. "Embellishments" are defined as the decorations or special details and features that add to a page and make it more visually appealing. Embellishments may include, but are not limited to, ribbon, clips, special lettering, etc. Beginners must use a minimum of four embellishments and tell a story with pictures.

*Scrapbooking, Intermediate:
Exhibit one album or notebook, either 8 ½" x 11" or 12"x12", with a front and back cover. The album/notebook must have a minimum of 4 pages (front and back, 8 sides), exhibited in page protectors. "Embellishments" are defined as the decorations or special details and features that add to a page and make it more visually appealing. Embellishments may include, but are not limited to, ribbon, clips, special lettering, etc. Intermediate level exhibitors must use a minimum of eight embellishments and tell a story with pictures and journaling.

*Scrapbooking, Advanced:
Exhibit one album or notebook, either 8 ½" x 11" or 12"x12", with a front and back cover. The album/notebook must have a minimum of 4 pages (front and back, 8 sides), exhibited in page protectors. "Embellishments" are defined as the decorations or special details and features that add to a page and make it more visually appealing. Embellishments may include, but are not limited to, ribbon, clips, special lettering, etc. Advance level exhibitors must use a minimum of 12 embellishments and tell a compelling story with pictures, journaling, and other media.

*Visual Arts Three-Dimensional Design/Mixed Media:
Art pieces in this class must be comprised of **at least three different media**. No one medium can make up more than 40% of a piece. The piece should **be free-standing** (not meant to be hung) that is observable on at least three different sides. Originality and design are important concepts. Craft and preformed or assembled projects are not acceptable.

*Visual Arts Wood:
Any original item made of wood (woodcarving, sculpture, collage, wood burning, etc.). Utilitarian wood items made from patterns or kits (e.g. outdoor or indoor furniture, shelves) should be entered in woodworking, not in visual arts. Popsicle stick crafts are not acceptable for State Fair entry. Wood items that have been partially or totally created through the use of laser cutting programs/devices should be entered in Computer-Generated Art. All visual arts wood exhibits MUST have an artistic element that the exhibitor can explain. Furniture built by the exhibitor aligns with the Woodworking project area-unless the element to be judged is woodcarving or wood burning that is one element of the exhibit.

*READY4LIFE Challenge: Visual Arts – See General Rule #15 for full Ready4Life instructions.

*Visual Arts Maker – See General Rule #16 for full instructions.

WEATHER

*Weather and Climate Science 1-3
Exhibit any product or display illustrating an activity from the book.

*READY4LIFE Challenge: Weather – See General Rule #15 for full Ready4Life instructions.

*Weather Maker – See General Rule #16 for full instructions.

WELDING

*Welding – This exhibit is open to members who are in the 7th grade or higher. Exhibit one Arc weldment/item demonstrating the skill level of the exhibitor. Members new to the project should consider selecting a weldment from the suggested _Weldment List_ found on page 43 of _Arcs and Sparks_ (4-H 573 – Shielded Metal Arc Welding). **This class is for industrial welding only.** (Members that wish to use welding to create objects with an artistic appeal should consider enrolling in the 4-H Visual Arts project and consider entering those types of exhibits in the Visual Arts – Metal class.) Exhibits must be portable.

*READY4LIFE Challenge: Welding – See General Rule #15 for full Ready4Life instructions.

*Welding Maker – See General Rule #16 for full instructions.

WOODWORKING

Exhibits must be portable and cannot be exhibited on a trailer.

*__Woodworking 1-4__ – Any item made of wood constructed or refinished by the member in this project. Pre-cut kits assembled by the member are not acceptable.

*__READY4LIFE Challenge: Woodworking__ – See General Rule #15 for full Ready4Life instructions.

*__Woodworking Maker__ – See General Rule #15 for full Ready4Life instructions.

Thank You!
2019 4-H Trophy Donors

A Few of My Favorite Things
Ag View FS
Craig & Alice Webster
Cover Insurance Agency
FMC Agricultural Solutions
Glenn & Peggy Miller
Leezer Insurance Agency
Martin Sullivan, Inc
Michael Baumann in memory of the Oertley Family
Michlig Grain
Morrissey Appliance
Pelz Agency
Purtscher Oil Co.
Rumbold & Kuhn
Rumbold Valley Farms
State Bank of Toulon
Streitmatter Land Improvement
Tanners Orchard