

Inspired to Lead



Called to Serve



BROWN/SCHUYLER COUNTY 4-H FAIR SCHEDULE



Schuyler County Fairgrounds

Wednesday, June 17

- General Projects Show:** Check in at **8:30am**
(includes food decorating & Cloverbuds) Judging begins at **9:00am** (Merchant's Building)
- General Awards Presentation:** Begins at **11:30pm** or soon after all judging is completed.
(Merchant's Building)
- Afternoon Shows:** Check in at **12:30pm** (Schuyler County Extension Office)
- Clothing Show & Fashion Revue:** Judging begins at **1:00pm** (Schuyler County Extension Office)
- Foods Show: (Not Food Decorating)** Judging begins at **1:00pm** (Schuyler County Extension Office)
- Small Animal Shows:**
- Cat & Dog Show:** Check in at 3:00
Judging begins at **3:30pm** (Schuyler County Extension Office)
- Rabbit Show:** Check in at 4:00
Judging begins at 4:30 (Schuyler County Extension Office)
- Poultry Show:** Check in at 5:00
Judging begins at **5:30pm** (Schuyler County Extension Office)

Thursday, June 18

- Livestock Weigh-In:** Begins at **5:00pm** (Livestock Building)
- Livestock Judging Contest:** Begins at **7:00pm** (Livestock Building)
- 4-H Weiner Roast & Club Games:** Begins at **8:00pm** (Livestock Building)

Friday, June 19

- Livestock Show:** Begins at **8:30am** (Livestock Building)
Show Order: Swine, Sheep, Goats, Beef
- Livestock/Animal Awards:** Begins at **6:00pm** (Livestock Building)
- Youth Livestock Auction:** Begins at **6:30pm** (Livestock Building)
- 4-H Appreciation Dinner:** Begins at **8:00pm** (Livestock Building)
(ALL 4-H MEMBERS AND THEIR FAMILIES INVITED TO ATTEND)



******Public Presentations will be March 29 at the Adams County Office******

****** State 4-H Public Presentation Contest August 16 at the State Fair******

***General Projects will be released immediately following Awards Presentation**

UNIT 14 COUNCIL MEMBERS

Leah Adams – Adams County
Theresa Bockhold – Adams County
Sarah Michaels Fernandez – Adams County
Andrea Hanson, PhD – Hancock County
Barb Dietrich Holthaus – Adams County
Amy Lefringhouse – Adams & Pike Counties
Javier Lofton – Adams County
Debra Miller – Hancock County

Vicki Phillips – Brown & Schuyler Counties
Carolyn Roberts – Adams County
Bryan Stevens – Hancock County
Dan Stupavsky – Adams County
Jan Terry – Adams County
Tammy Underwood – Brown County
Brock Willard – Pike County

SCHUYLER/ BROWN COUNTY 4-H LEADERS

Camden Good Neighbors 4-H Club:

Ali Armstrong, Chris & Andrea Vogler

Crystal Clovers 4-H Club:

Jennifer Schroeder

Green Thunder 4-H Club:

Matt Perry & Mandy Fink

The Lucky Clovers 4-H Club:

Gail Gallaher, Heather Miller & Sara Luthy

Brown/Schuyler Shooting Sports:

Keith Schroeder & Jeff Shelts

SCHUYLER/BROWN COUNTY OFFICES

Shelby Crow – Unit 14 Extension Director
Sheri Merry - Extension Educator, 4-H Youth Development
Jennifer Shelts - 4-H & Master Gardener Program Coordinator/Brown & Schuyler

Check out our website at: <http://web.extension.illinois.edu>

**Like us on Facebook: University of Illinois Extension Adams, Brown, Hancock, Pike,
Schuyler Unit**



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GENERAL INFORMATION FOR 4-H SHOWS

1. Only youth currently enrolled in the Brown/Schuyler County 4-H clubs are eligible to exhibit in these shows. No exhibitor will be charged a fee of any kind for 4-H exhibits.
2. Always conduct yourself as a good 4-H member. 4-H members should be dressed appropriately for all 4-H related programs.
3. Members must be recorded at the Extension Office as being enrolled in a project in order to receive premiums in that project.
4. **All exhibits must have been made/cared for by the exhibitor during the 2019-20 year, beginning Sept. 1, 2019.**
5. **All exhibits at the county show must be shown by the 4-H'er. If a 4-H'er is unable to show the exhibit him/herself, then he/she must have another 4-H member show the exhibit for him/her and must provide a detailed report about the project. The office must be notified of any such arrangements.**
6. Cloverbuds will not participate in judging but will present their projects at 9am on Wednesday, look for the marked station.
7. ***If a 4-H member needs a reasonable accommodation to participate in the show, please contact the Extension Office at 217-322-3381 by June 1, 2020.***
8. **ENTRY TAGS MUST ACCOMPANY ALL EXHIBITS.** The Extension Office will complete entry tags for each member's 4-H project upon receiving entry form.
9. Exhibitors must check with the head of the department in which they are exhibiting before placing their exhibits.
10. Projects and/or exhibits taken home and/or removed from the exhibit area without permission before the release times stated in the fair book will forfeit all premium monies listed.
11. If an exhibit doesn't meet the requirements in the fair book, the exhibit will receive an automatic lowering of one grade.
12. Entries will be judged by the merit system. Exhibits in each will be rated and placed in one of three groups— Blue, Red, or White.
13. Awards will be given only if merited by the judge. **JUDGE'S DECISION WILL BE FINAL.** Keep in mind judging can be subjective and most judges are volunteering his/her time to provide learning experiences for our youth. Awards/trophies are considered when at least 5 members are enrolled in some project areas with the exception of certain memorial awards assigned to a specific area.
14. Members must show at the county fair to be entitled to premium money. Premium money will be given according to rating.

Level 1 Blue 4 points, Red 3 points, White 2 points, Participation 0 points.

Level 2 Blue 3 points, Red 2 points, White 1 points, Participation 0 points.

Unit 14 uses an X factor in computing premiums. Points assigned per award are tentative and do not represent dollars. Participation ribbons are intended for Cloverbuds and must have 0 points. Total dollars available are re-distributed to members based on number of exhibits and points earned.

The Department of Agriculture shall use its best efforts to secure sufficient appropriations to fund premiums. In any year for which the General Assembly of the State of Illinois fails to make an appropriation sufficient to pay such premiums, premium amounts may not be accurately reflected in this Premium Book. Thus premiums may or may not be distributed depending on funding.

15. Display space is limited. **Table displays are limited to 2' wide x 15" deep unless otherwise stated in the class listings for that project.** (Standard science display boards fit into this size limitation.) This pertains to exhibits to be placed on a table only; floor exhibits are not limited UNLESS INDICATED in a specific project section (i.e. Woodworking, Interior Design, and Visual Arts). **The maximum poster size for hanging is 22" x 30"**, unless otherwise stated in the class listings for that project. **Exhibits that stand over 4' tall will be placed on the floor. (For State Fair must be able to fit through a 6 ft. door.) Use of page protectors is recommended for binder exhibits. Binder exhibits will NOT be labeled "Do Not Touch."**
16. **Limited equipment will be provided for certain exhibits.** For Public Presentations, the following items will be available, **if requested in advance:** LCD projector, podium, projector screen, demonstration table, and extension cord. Exhibitors must furnish any additional equipment they feel is necessary to properly critique their exhibit (i.e. computer). Exhibitors should be aware that electrical outlets are not always located near judging locations and should take that into consideration when planning exhibits. The Council of Unit 14, the Brown/Schuyler Extension staff, and University of Illinois Extension will **NOT** be responsible for loss or damage of any articles exhibited at **either the County show or the State Fair.**
17. **STATE FAIR ELIGIBILITY** – Any Illinois boy or girl who is enrolled as a 4-H member and is at least **8 years old as of September 1, 2019** may participate in 4-H classes & activities, providing the exhibitor meet the eligibility rules for participation.
18. **STATE FAIR DAYS** – Brown/Schuyler State Fair Day is **Sunday, August 16, 2020**. A 4-Her may only exhibit **one** project at The Illinois State Fair. Public Presentation is not considered a project at the state fair level, it is on a separate award system.
19. The 4-H Committee and Unit 14 Extension Council will determine all policies and regulations not covered here.
20. 4-H members who wish to make exhibits in Junior or Open show must make entries with County Fair Officials. These entries are completely separate from 4-H entries.
21. **Tax Implications for Prizes, Gifts or Awards:** Program Participants (including minors) will be required to provide their social security number or foreign national tax ID number prior to receiving a prize, gift or award to ensure proper IRS reporting as required by law. This sensitive information is kept confidential and handled through security protected software (PEAR). Participants will not be eligible for prize, gift or award if social security or foreign national tax ID information is not provided.

GENERAL LIVESTOCK RULES

1. **Health certificates will be checked and must accompany all animals (livestock) exhibiting. Members not abiding by the health regulations will forfeit premium monies earned.**
2. Cloverbuds are not allowed to participate in general livestock judging.
3. Please read and comply with all animal health regulations.
4. No male livestock animal over one year of age will be allowed in the show.
5. All purebred animals must be registered in the name of the exhibitor and registration papers must accompany animal(s) to the show. Upon request of the Superintendent, papers must be shown.
6. Market animals may be crossbred, grade, hybrid, or purebred.
7. All livestock must be property of the member as specified by state fair ownership requirements.
8. All exhibits will be under the control of the Superintendent in charge of that department.
9. Superintendents will assign stalls or pens.
10. All livestock exhibitors must furnish their own feed boxes, watering pails, and feed. All livestock exhibitors must keep their exhibit area clean. All stalls must be cleaned before leaving. Failure to do so may result in forfeiting premiums.
11. Best of Show placing will be selected from the Group "A" (Blue) exhibits.
12. Showmanship awards will be presented in Swine, Sheep, Beef & Goats.
13. The Brown/Schuyler County 4-H committee will use every reasonable precaution to safeguard the public, exhibitors, and exhibits, and will in no way be held liable for death, injury, loss, theft, or damage to any person or property.
14. All animals must be shown by the owner. Exceptions are in the case of illness on the part of the member or in the case of a conflict in showing two or more classes. Another 4-H member should substitute if a showman is needed.
15. The Unit 14 Council, Unit 14 County Extension Staff will **not** be responsible for loss or damage of any articles at **either the County Show or the Illinois State Fair.**
16. The Unit 14 County Extension Staff and Department Superintendents will be on the Fairgrounds 4-H Show Day to answer any questions which may arise. Disputes and protests will be presented and a decision made by the designated committee will be the final word.
17. Members of the Brown/Schuyler County 4-H Committee and 4-H Leaders are expected to help supervise the grounds the night of June 18.
18. Each club having members staying overnight with large animals shall be responsible for one adult to help supervise. A curfew of 11:00 p.m. will be imposed for the exhibitors to be at the proper locations for staying overnight. If the rules are not followed parents will be notified.
19. The following rules apply for the 4-H Fair:
 - a) No drinking of alcoholic beverages tolerated.
 - b) No driving on grounds after 10:00 p.m.
 - c) No drugs or use of drugs allowed.
 - d) All lights out at midnight.
 - e) No excessive noise – so those who want to sleep may do so.
 - f) Overnight requests must be turned in same time as entries due! No exceptions to deadline. Requests will be attached to fair entry form.
 - g) Only those with livestock projects – swine, sheep, beef, and goats may stay overnight–NO EXCEPTIONS.
 - h) All water fights will be prohibited.
 - i) Any person in violation of good conduct will result in forfeiture of premium money, and/or expulsion from 4-H grounds.
20. The Superintendent has the discretion to divide any classes.
21. A minimum of 5 members must be enrolled in a class before awards/trophies will be considered and is also dependent upon financial donations.

**For Health Requirement Information:
Illinois Department of Agriculture
Bureau of Animal Health and Welfare
State Fairgrounds P.O. Box 19281
Springfield, IL 62794-9281
Phone (217) 782-4944**

2020 Exhibition Livestock Health Requirements County Fairs

GENERAL REQUIREMENTS

1. Exhibitors are required to familiarize themselves with all rules applicable to their exhibits.
 - All out-of-state animals shall require an entry permit. Entry permit numbers are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782- 4944. Permits may also be obtained online at: <http://www.agr.state.il.us/AnimalHW/animalregistry/login.php>
2. All animals, except as noted, shall be accompanied by a Certificate of Veterinary Inspection (CVI) which shows that the animal meets all health requirements for the State of Illinois. CVI's shall be made available to Bureau of Animal Health Personnel on request.
 - CVI means a legible record made on an official form from the state of origin which has been issued, signed and dated by an accredited veterinarian and which shows the name and address of the animal's owner or exhibitor and the results of all required tests or vaccinations. A CVI shall list only one animal identification per line; shall be presented on the form on which it was initially issued; and shall not be corrected, changed or altered in any manner.
3. All animals shall be officially identified. The animal(s) official identification shall be recorded on the CVI.
4. If animals are from tuberculosis accredited, brucellosis certified, pseudorabies qualified, or brucellosis validated herds, the identifying herd number(s) along with the date of the last herd test(s) shall appear on the CVI.
5. CVI for out-of-state livestock shall be void thirty (30) days after issuance.
6. CVI for Illinois-origin livestock shall be void ninety (90) days after issuance.
7. All livestock shall be subject to examination upon entry to any Illinois fair or exhibition. Any animal showing evidence of infectious, contagious or communicable diseases shall be immediately withdrawn and held in quarantine at the owner's risk and expense until properly treated and recovered, or until the animal is released to return to the owner's premise.
 - Any livestock infected with scabies, mange, active lesions of ringworm, soremouth, or multiple warts which are easily visible without close examination shall not be permitted to exhibit and are subject to quarantine or removal from the fairgrounds.
 - Sheep and goats with caseous lymphadenitis as evidenced by draining abscesses shall not be exhibited and are subject to immediate quarantine or removal from the fairgrounds.
8. Illinois Department of Agriculture personnel or designee may collect blood, tissue, milk or urine samples from any animal being exhibited and/or raced at any Illinois fair to test for the presence of illegal drugs or banned substances. New examination techniques, such as ultrasound, may also be used at anytime while the animals are on the grounds of any Illinois fair or exhibit.
 - The Illinois Department of Agriculture or designee may collect urine, blood, tissue or other test samples from exhibition animals at the time of slaughter.
9. All exhibitors of animals at any Illinois fair or exhibition shall comply with the provisions of the Illinois Humane Care for Animals Act. If violations are observed, the animal(s) will be excused from exhibition and ordered removed from the grounds with all awards being forfeited.
 - Any practice or deviation from normal, accepted care, including physical, medical or mechanical application, shall constitute a violation of show rules and may result in the animal(s) disqualification and removal from the fairgrounds.
10. Any Illinois cattle, bison, cervidae or goats being exhibited in non-accredited free states must be isolated from the remainder of the herd/flock upon return to Illinois and retested for tuberculosis 60-120 days post-entry.

2020 Brown & Schuyler Livestock Auction Rules

1. Sale will be held on Friday, June 19, 2020 at the Schuyler County Fairgrounds.
2. Animals to be sold include beef cattle, hogs, sheep, goats.
3. **If you are participating in the livestock auction, you must own the project by May 1, 2020.**
4. You will only be allowed to sell **ONE** animal that you have shown at the 2020 Brown-Schuyler 4-H Show. This animal **must** be at the sale.
5. Each 4-H member is responsible for securing bidders for their animal.
6. There will be a pre-sale meeting in conjunction with weigh-in on the evening of June 18. Weigh-in will be held from 5-7pm, followed by a brief pre-sale meeting, followed by the Livestock Judging Contest.
7. It is HIGHLY preferred that animals to be sold at the auction be presented by the 4-H member who owns and exhibits the animal. Exceptions shall be brought to the attention of the Livestock Auction Committee, prior to the livestock auction
8. Each 4-H member is responsible for cleaning their own stalls and area following the 4-H livestock show.
9. Each 4-H member **MUST** have turned in 4-H records in the previous year in order to be eligible to sell their animal (except first-year members). ****All livestock members need to turn in the Project Award Application (light yellow) for their project to their 4-H leader at the end of the 4-H year in order to sell next year.**
10. Thank you letters **MUST** be written by August 1 to winning Auction Bidders and Lump sum donors. Thank you letters with their postage should be given to either the Brown County Farm Bureau or the Schuyler County Farm Bureau by August 1, 2020. Money will be distributed by August 30, 2020.
11. Exceptions will be made at the discretion of the Brown-Schuyler Livestock Committee.
12. Buyers will not be purchasing any livestock. They will only be rewarding the 4-H'ers an extra premium for the effort and responsibility of exhibiting an animal. The final bid price will be the reward for the 4-H member. 4-H members will take animals home with them following the livestock auction.

ADDITIONAL LIVESTOCK AWARDS

Sportsmanship Award: For Swine, Sheep, Goats, & Beef

This award will be given to the 4-H youth that exudes professionalism, dedication, the willingness to help, etc. This youth is willing to help fellow 4-H members, care and train his/her animal, smile and have fun! This award is voted on by the exhibitors in that species.

Master Showmanship Award:

This is an optional activity. A 4-Her will show one animal in **ALL** species (beef, sheep & swine). The showman with the highest point total overall will be the winner.

- Each 4-H'er will show one ring of beef, sheep and swine.
- Must be 12 years old or older as of June 1, 2020
- Must sign up Thursday night at Weigh-in with the Livestock Superintendent
- **If they do not personally own these species, it is their responsibility to borrow livestock from willing owners on the fairgrounds, or bring in themselves!**
- They will be asked questions about each species by the judge to get a better idea of how much the exhibitor knows about each one. (general health, epd's, etc.)
- Each contestant will be rated on a point system.
- One winner will be selected overall. Prizes will be awarded.

SWINE

WEIGH IN: Thursday, June 18, 2020 @ 5:00-7:00p.m.

SHOW: Friday, June 19, 2020 @ 8:30 a.m. - Show Ring

RELEASE: Friday, June 19, 2020

--after all Livestock shows are complete

<p style="text-align: center;">Swine Ownership Date To be eligible to be shown at County & State Fair All Swine: June 1, 2020 Ownership Date Exemption for Livestock Auction, see below ***</p>
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*****If you are participating in the livestock auction, you must own the project by May 1, 2020.**

1. All Swine must be farrowed on or after December 1, 2019.
2. State Fair Rules for swine: Breeding gilts must be farrowed on or after January 1, 2020. Barrows and Market Gilts must be farrowed on or after January 15, 2020.
3. A barrow or gilt may show as a Single Market Swine. A pen of Market Swine shall consist of two, and may be barrows, gilts, or both. The single may be selected from the market pen. Single must be selected and identified before the show.
4. Animals shown in breeding classes are not to be shown in market classes.
5. Market swine will be weighed at the Livestock Weigh-in on Thursday, June 18, 2020 at 5 pm.
6. Only Blue Award ("A") winners may compete for Champion.
7. **Reminder: All swine must be ear-notched in order to be eligible for exhibit.**



HEALTH REQUIREMENTS FOR SWINE

ILLINOIS SWINE

Identification

- Swine shall be identified by an official ear tag, tattoo or recognized breed ear notch.
- Ear notch identification is acceptable for all barrows, crossbred gilts and breeding swine. (Note: Ear notch identification of crossbred swine does not satisfy USDA identification requirements for interstate movement or official testing.)

Brucellosis

- Brucellosis testing is not required for Illinois swine.

Pseudorabies

- Pseudorabies testing is not required for Illinois swine.

OUT-OF-STATE SWINE

- All out-of-state swine are to be accompanied by an entry permit. Entry permit numbers are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782-4944. Permits may also be obtained online at: <http://www.agr.state.il.us/AnimalHW/animalregistry/login.php>

Identification

- Individually identified by an official ear tag, tattoo or recognized breed ear notch.
- Ear notch identification is not acceptable for crossbred animals.

Brucellosis

- Breeding swine 4 months of age and older shall be negative to an official test for brucellosis within 30 days prior to exhibition unless exempt by one (1) of the following:
 - 1) Originate immediately and directly from a validated brucellosis-free herd.
 - 2) Originate directly from a validated brucellosis-free state.
- Swine brucellosis tests for exhibition shall be conducted at a state or federal laboratory.

Pseudorabies

- Swine originating from a Pseudorabies Stage IV or V state are exempt from the pseudorabies testing requirement.
- Swine originating from a Pseudorabies Stage III state shall be negative to an official test for pseudorabies conducted within thirty (30) days prior to entry or originate immediately and directly from a qualified pseudorabies negative herd.
- Swine originating from a Pseudorabies Stage I or II state shall be negative to an official test for pseudorabies conducted within the 10 days prior to entry.
- Barrows and females in market classes must meet the same requirements as breeding swine.

CLASS:

Breeding Swine (All breeds show together)

S1 – Purebred Gilt

S2 – Crossbred Gilt

S3 – Pen of 2 Gilts – May be either purebred or crossbred. Neither gilt can be shown in a market class. Only one pen of 2 gilts may be shown.

Market Swine

All market swine will be weighed and divided into classes. May show six pigs total, regardless of weight class breaks.

Only one pen can be shown by exhibitor. Only one pen of 2 gilts may be shown.

S4 – Single Market Swine

S5 – Market Pen of Swine

Showmanship

S6 – Swine Showmanship **An exhibitor may not win the class more than one year in succession.

SHEEP

WEIGH IN: Thursday, June 18, 2020 @ 5:00-7:00p.m.

SHOW: Friday, June 19, 2020, following Swine Show – Show Ring

RELEASE: Friday, June 19, 2020 -after all livestock shows are complete

Sheep Ownership Date
To be eligible to show at County & State Fair
Wethers (market Lambs) - May 15, 2019
Breeding Sheep - June 25, 2019 (for State Fair)
Ownership Date Exemption for Livestock
Auction, see below ***

*****If you are participating in the livestock auction, you must own the project by May 1, 2020.**

1. All sheep must be docked
2. State Fair rules for sheep ages: Yearling Ewes Jan.1, 2019 to Aug. 31, 2019. Ewe Lambs born after Sept. 1, 2019. Ram Lambs born on or after Jan. 1, 2020. Wethers born on or after Jan. 1, 2020.
3. Ram lambs may be exhibited in the ram lamb classes only.
4. Animals shown in breeding class are not to be shown in market class.
5. Only blue award (“A”) winners may compete for Champion.
6. Other breeds will be added when two or more exhibitors have sheep of an unlisted breed.



HEALTH REQUIREMENTS FOR SHEEP

Identification

- Individual identification of each animal shall be by an ear tattoo or official metal or plastic tag. A microchip ID is acceptable if the owner provides the reader.
- Ear tattoos may be used when a registration certificate, listing the tattoo number, accompanies the animal.
- When using ear tags, the tag must indicate the premises ID and state of origin. The tag number must be assigned by a state or APHIS representative and recorded in the Scrapie Record Database.

Market Lambs

All market lambs must be slick shorn (show ring ready) before weigh-in so that show lamb fungus can be identified.

Illinois Sheep

1. Sheep originating from a flock that has previously been classified as either an infected or source flock can be exhibited in Illinois upon the completion of an approved flock plan.
2. For any animal born after 1/1/2002, the CVI must include the flock of birth and the flock of origin, if different.

Out-of-State Sheep

- All out-of-state sheep are to be accompanied by an entry permit. Entry permit numbers are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782-4944. Permits may also be obtained online at: <http://www.agr.state.il.us/AnimalHW/animalregistry/login.php>

1. Sheep originating from a flock that has previously been classified as either an infected or source flock can be exhibited in Illinois upon the completion of an approved flock plan.
2. For any animal born after 1/1/2002, the CVI must include the flock of birth and the flock of origin, if different.

CLASS:

Purebred

- S1 – Ewe Lamb
- S2 – Ram Lamb
- S3 – Yearling Ewe

Crossbred

- S4 – Ewe Lamb
- S5 – Yearling Ewe

Market Sheep

- S6 – Single Market Lamb
- S7 – Pen of two Market Lambs

S8 – Sheep Showmanship **An exhibitor may not win the class more than one year in succession.

GOATS

- CHECK IN:** Thursday, June 18, 2020@ 5:00-7:00p.m.
- SHOW:** Friday, June 19, 2020, following Sheep Show – Show Ring
- RELEASE:** Friday, June 19, 2020 -after all livestock shows are complete

Goats Ownership Dates

To be eligible to show at County & State Fair

Wethers: May 15, 2020

Breeding Dairy Goats: June 1, 2020

Breeding Meat Goats: May 15, 2020

Ownership Date Exemption for Livestock Auction, see below ***

*****If you are participating in the livestock auction, you must own the project by May 1, 2020.**

HEALTH REQUIREMENT FOR GOATS

Identification

- Individual identification of each animal shall be by an ear tattoo or official metal or plastic tag. A microchip ID is acceptable if the owner provides the reader.
- Tattoos may be used when a registration certificate, listing the tattoo number, accompanies the animal.
- When using ear tags, the tag must indicate the premises ID and state of origin. The tag number must be assigned by a state or APHIS representative and recorded in the Scrapie Record Database.
- Ears should be used for tattooing when possible. If there is no space in the ear, the flank or tail fold may be used.

Illinois Goats

1. Goats originating from a herd that has previously been classified as either an infected or source herd can be exhibited in Illinois upon the completion of an approved herd plan.
2. For any animal born after 1/1/2002, the CVI must include the flock of birth and the flock of origin, if different.

Out-of-State Goats

- All out-of-state goats are to be accompanied by an entry permit. Entry permit numbers are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782-4944. Permits may also be obtained online at: <http://www.agr.state.il.us/AnimalHW/animalregistry/login.php>
- 1) Goats originating from a herd that has previously been classified as either an infected or source herd can be exhibited in Illinois upon the completion of an approved herd plan.
 - 2) Tuberculosis- Goats from areas or states that are not Accredited Bovine Tuberculosis Free, must be accompanied by a CVI indicating that the goats originated from a herd where a complete negative herd test has been conducted within the past twelve (12) months and the individual animals are negative to a tuberculin test conducted within thirty (30) days prior to entry. For any animal born after 1/1/2002, the CVI must include the flock of birth and the flock of origin, if different.



CLASS:

Goats (All breeds will show together)

G1 – Jr. Doe kid, under 1 year, never freshened

G2 – Jr. Buck kid, 0-6 months of age

G3 – Sr. Doe, over 12 months of age

G4 – Market Goat born on or after Oct. 1, 2018

G5 – Goat Showmanship **An exhibitor may not win the class more than one year in succession.

BEEF

CHECK IN: Thursday, June 18, 2020 @ 5:00-7:00p.m.

SHOW: Friday, June 19, 2020, following Goat Show – Show Ring

RELEASE: Friday, June 19, 2020,
after all livestock shows are complete

Beef Ownership Dates	
To be eligible to show at County & State Fair	
Steers:	Feb. 1, 2020
Cows:	Jan. 1, 2020
Heifers:	May 1, 2020 (for County fair) June 1, 2020 (for State Fair)

HEALTH REQUIREMENTS FOR CATTLE

Identification

- Individual identification of each animal shall be either a fully healed and legible tattoo, approved official ear tag, registration number (can only be used if the tattoo is recorded on the registration certificate or for breeds where pictures are acceptable), or individual brands, if brand is recorded on the registration certificate.

ILLINOIS CATTLE

Brucellosis

- Illinois is a Bovine Brucellosis Class-Free State. Brucellosis testing is not required for Illinois cattle.

Tuberculosis

- Illinois is an Accredited Tuberculosis- Free State. Tuberculin testing is not required for Illinois cattle.

Please note: Illinois calves under 6 months of age, and Illinois steers are not required to have a Certificate of Veterinary Inspection.

OUT-OF-STATE CATTLE

- All out-of-state cattle are to be accompanied by an entry permit. Entry permit numbers are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782-4944. Permits may also be obtained online at: <http://www.agr.state.il.us/AnimalHW/animalregistry/login.php>

Brucellosis

1. Female cattle six (6) months of age and older and bulls eighteen (18) months of age and older shall be negative to an official test for brucellosis within thirty (30) days prior to entry, unless exempt by one (1) of the following:
 - A. Originate directly from a certified brucellosis-free herd.
 - B. Official vaccinates of dairy breeds under twenty (20) months of age or official vaccinates of beef breeds under twenty-four (24) months of age.
 - C. Animal originated from a “Class Free” state (if entire state is so classified)
 - D. Steers and spayed heifers are not required to be tested for brucellosis.
2. The negative brucellosis test shall be conducted at a state or federal laboratory within 30 days prior to exhibition.

Tuberculosis

1. Accredited Tuberculosis Free States
 - A. No tuberculin test required. All cattle, including steers, originating from an Accredited Tuberculosis Free State, may enter Illinois for exhibition when accompanied by a CVI issued by an accredited veterinarian within 30 days.
2. Non-Accredited Tuberculosis Free Areas or States (Not TB Free)
 - A. Cattle must originate from a herd where a complete herd test was conducted within the past year.
 - B. The individual animals entering Illinois must be negative to an additional tuberculin test conducted within 30 days prior to exhibition.

- C. Cattle that enter Illinois for exhibition and remain in Illinois (animal does not return to the state of origin within 30 days) must be isolated and retested for TB 60-120 days from the last official TB test date.

CLASS:

B1 – Bucket Calf

1. The Bucket Calf may be an orphan or newborn calf, male or female, beef or cross, fed on bucket or bottle.
2. The Bucket Calf project is limited to 1st and 2nd year beef project members.
3. The 4-H'er is limited to one calf only.
4. When you show, calf should be at least 60 days old. Calf should have been purchased between January 1 and May 1 of the current project year and should have been selected within two weeks of birth. (Max birthday Jan. 1, 2017)
5. Calves will be halter broke and able to tie. They will show at the 4-H Livestock Show.
6. Bucket calves will be shown only **ONCE**, either as Bucket Calf or Junior Heifer, **NOT BOTH**.
7. Bucket calves should be judged with the conference method and on the presentation of the animal.

The bucket calf class is not eligible for the Showmanship Classes.

Purebred

B2 – Junior Bull or Heifer (January 1 to March 31, 2020)

B3 – Senior Heifer (September 1 to December 31, 2019)

B4 – Late Summer Yearling Heifer (July 1 to August 31, 2019)

B5 – Early Summer Yearling Heifer (May 1 to June 30, 2019)

B6 – Spring Yearling Heifer (March 1 to April 30, 2019)

B7 – Early Junior Yearling Heifer (Jan. 1 to February 28, 2019)

B8 – Senior Yearling Heifer (January 1 to December 2019)

B9 – Cow (not over 5 years old)

Crossbred

B10 – Junior Bull or Heifer (January 1, to March 31, 2020)

B11 – Senior Heifer (September 1 to December 31, 2019)

B12 – Late Summer Yearling Heifer (July 1 to August 31, 2019)

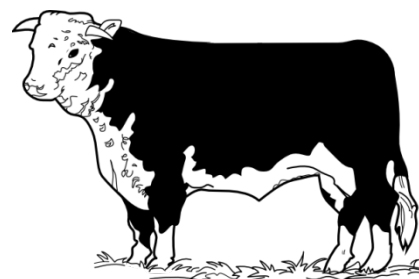
B13 – Early Summer Yearling Heifer (May 1 to June 30, 2019)

B14 – Spring Yearling Heifer (March 1 to April 30, 2019)

B15 – Early Junior Yearling Heifer (January 1 to February 28, 2019)

B16 – Senior Yearling Heifer (January 1 to December 31, 2019)

B17 – Cow (not over 5 years old)



Market Beef

1. A market beef animal must be born after January 1, 2019.
2. Each exhibitor will be limited to 2 market animal entries.
3. Weight break will be at or near average weight of entries, with a lightweight class. **Weight breaks will be decided after weigh-in.**
4. A Market Animal cannot be shown in any other class.

B18 – Market Steer/Heifer

B19 – Showmanship **An exhibitor may not win the class more than one year in succession.

DAIRY (Show will be held during Adams County Fair.)

CHECK IN: Friday, July 26, 2019 @ 9:00 am

SHOW: Friday, July 26, 2019 @ 1:00 pm

RELEASE: All Dairy animals released immediately following the show

General Rules and Regulations (see pages 8-9 for General Livestock Rules)

- Members may have two entries in each class, but are only eligible for one premium per class. Exhibitors may show in as many breeds as they wish in the 4-H Dairy Division. A member may receive a maximum of 15 premiums in Dairy.
- A Junior and Senior Champion of each breed will be awarded ribbons.
- Animal Health Regulations (see Cattle Health Regulations on page 15)

CLASS:

Ayrshire

- D1. Junior Heifer Calf, born on or after March 1, 2020
- D2. Winter Heifer Calf, born between December 1, 2019 and February 28, 2020
- D3. Senior Heifer Calf, born between September 1, 2019 and November 30, 2019
- D4. Summer Yearling Heifer, born between June 1, 2019 and August 31, 2019
- D5. Spring Yearling Heifer, born between March 1, 2019 and May 31, 2019
- D6. Winter Yearling Heifer, born between December 1, 2018 and February 28, 2019
- D7. Fall Yearling Heifer, born between September 1, 2018 and November 30, 2018
- D8. 2 Year Old Cow, born between September 1, 2017 and August 31, 2018
- D9. 3 Year Old Cow, born between September 1, 2016 and August 31, 2017
- D10. 4 Year Old Cow, born between September 1, 2015 and August 31, 2016
- D11. 5 Year Old Cow and Older, born before September 1, 2015

Champion and Reserve Champion Female

Guernsey

- D12. Junior Heifer Calf, born on or after March 1, 2020
- D13. Winter Heifer Calf, born between December 1, 2019 and February 28, 2020
- D14. Senior Heifer Calf, born between September 1, 2019 and November 30, 2019
- D15. Summer Yearling Heifer, born between June 1, 2019 and August 31, 2019
- D16. Spring Yearling Heifer, born between March 1, 2019 and May 31, 2019
- D17. Winter Yearling Heifer, born between December 1, 2018 and February 28, 2019
- D18. Fall Yearling Heifer, born between September 1, 2018 and November 30, 2018
- D19. 2 Year Old Cow, born between September 1, 2017 and August 31, 2018
- D20. 3 Year Old Cow, born between September 1, 2016 and August 31, 2017
- D21. 4 Year Old Cow, born between September 1, 2015 and August 31, 2016
- D22. 5 Year Old Cow and Older, born before September 1, 2015

Champion and Reserve Champion Female

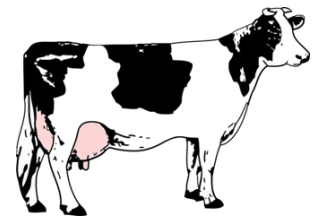
Holstein

- D23. Junior Heifer Calf, born on or after March 1, 2020
- D24. Winter Heifer Calf, born between December 1, 2019 and February 28, 2020
- D25. Senior Heifer Calf, born between September 1, 2019 and November 30, 2019
- D26. Summer Yearling Heifer, born between June 1, 2019 and August 31, 2019
- D27. Spring Yearling Heifer, born between March 1, 2019 and May 31, 2019
- D28. Winter Yearling Heifer, born between December 1, 2018 and February 28, 2019
- D29. Fall Yearling Heifer, born between September 1, 2018 and November 30, 2018
- D30. 2 Year Old Cow, born between September 1, 2017 and August 31, 2018
- D31. 3 Year Old Cow, born between September 1, 2016 and August 31, 2017
- D32. 4 Year Old Cow, born between September 1, 2015 and August 31, 2016
- D33. 5 Year Old Cow and Older, born before September 1, 2015

Champion and Reserve Champion Female

Jersey

- D34. Junior Heifer Calf, born on or after March 1, 2020
- D35. Winter Heifer Calf, born between December 1, 2019 and February 28, 2020
- D36. Senior Heifer Calf, born between September 1, 2019 and November 30, 2019
- D37. Summer Yearling Heifer, born between June 1, 2019 and August 31, 2019
- D38. Spring Yearling Heifer, born between March 1, 2019 and May 31, 2019
- D39. Winter Yearling Heifer, born between December 1, 2018 and February 28, 2019
- D40. Fall Yearling Heifer, born between September 1, 2018 and November 30, 2018



- D41. 2 Year Old Cow, born between September 1, 2017 and August 31, 2018
- D42. 3 Year Old Cow, born between September 1, 2016 and August 31, 2017
- D43. 4 Year Old Cow, born between September 1, 2015 and August 31, 2016
- D44. 5 Year Old Cow and Older, born before September 1, 2015

Champion and Reserve Champion Female

Brown Swiss

- D45. Junior Heifer Calf, born on or after March 1, 2020
- D46. Winter Heifer Calf, born between December 1, 2019 and February 28, 2020
- D47. Senior Heifer Calf, born between September 1, 2019 and November 30, 2019
- D48. Summer Yearling Heifer, born between June 1, 2019 and August 31, 2019
- D49. Spring Yearling Heifer, born between March 1, 2019 and May 31, 2019
- D50. Winter Yearling Heifer, born between December 1, 2018 and February 28, 2019
- D51. Fall Yearling Heifer, born between September 1, 2018 and November 30, 2018
- D52. 2 Year Old Cow, born between September 1, 2017 and August 31, 2018
- D53. 3 Year Old Cow, born between September 1, 2016 and August 31, 2017
- D54. 4 Year Old Cow, born between September 1, 2015 and August 31, 2016
- D55. 5 Year Old Cow and Older, born before September 1, 2015

Champion and Reserve Champion Female

HORSE & PONY (Show will be held during Adams County Fair.)

CHECK IN: Wednesday, July 29, 2019 @ 7:00 am

SHOW: Wednesday, July 29, 2019 @ 8:00 am

RELEASE: All horses are released immediately following the show

General Rules and Regulations (see pages 10-13 for General Livestock Rules)

- 4-H members must be enrolled in the horse & pony project by December 15, 2019 to participate in the show.
- The 4-H Horse & Pony Show will be a one day event. Horses, ponies, and mules should be at the fairgrounds between 7:00 and 8:00 am on Wednesday for check-in and will be released following the show. If all occupants have a fair pass, there is no fee charged to enter. Stalls are available Tuesday night for enrolled 4-H members free of charge. 4-H members must purchase shavings and clean stalls before leaving Wednesday after the 4-H Horse and Pony show. Decision on postponement due to weather conditions will be made by 6:30 am and announced on local radio stations WGEM – 1440 and WTAD – 930. 4-H Horse & Pony Show rain date – to be determined.
- The Horse & Pony Show will be ran according the Adams County 4-H Equine Show Guidelines. All 4-H members enrolled in the Horse & Pony project will be sent a copy. A copy is available for viewing with your club leader, local Extension office and/or at the 4-H Horse & Pony Show.
- **Helmets (ASI/SEI approved protective headgear) with safety harness BUCKLED will be required by all riders whenever mounted. Riders must wear a shoe or boot with a heel and must ride with a saddle and bridle.**
- **Bareback riding will not be allowed on the fairgrounds at any time, with the exception of the costume class.**
- No tank tops allowed. 4-H members must show in proper attire.
- No stallions other than those born in the current calendar year will be used as 4-H project animals, nor may they be shown in the 4-H Horse & Pony Show. The age of the 4-H equine is determined as of January 1. 4-H equine need not be registered. Animals must be cared for by the 4-H'er as of the ownership/lease date of May 1, 2020.
- 4-H Members planning to exhibit at the local 4-H fair must file ownership or lease papers on all equine that they may potentially show by May 1st. 4-H members must also turn in one color photo of the animal with the paperwork. In addition they must also provide a copy of the registration papers if showing in the registered western halter class. Horses must be registered in the 4H member's name or the name of an immediate family member unless horse is being leased. If the horse is being leased, the registration papers must be in the name of the owner.
- An animal may not be shown by more than one exhibitor unless exhibited by another family member or at the discretion of the Superintendents and/or U of I Extension Staff.

- The Superintendents and/or U of I Extension Staff reserve the right to request the removal of any horse behaving in a dangerous manner from the fairgrounds. In addition, specific classes may be canceled the day of the show due to the condition of the footing in the arena.
- All classes are final as of June 30; exhibitors must ride or scratch the class on show day. NO SUBSTITUTION OF CLASSES will be allowed on show day Exhibitors cannot add a class the day of the show, but they can cancel classes if necessary.
- The exhibitor's 4-H age is as of September 1, 2019.
- Members exhibiting in the 4-H Horse & Pony project will be able to collect a total of 15 premiums. Exhibitors may only enter one animal per class.
- A horse, pony, or mule may only be shown in one halter class.
- University of Illinois Extension Staff and Superintendents reserve the right to combine classes that have 4 or fewer entries. Awards will be distributed for classes of five or more.
- Horsemanship/Equitation classes will be judged on the rider's seat, hands, ability to control mount with minimal effort, and to give a smooth, confident performance, whereas, pleasure classes are judged on the animal's performance. A pattern will be required in horsemanship/equitation classes.
- A pony is 56 inches or smaller at the withers. Any questions about height should be addressed by the superintendents.
- No judge may be approached by an exhibitor, parent/guardian, or 4-H leader without first obtaining permission from an equine superintendent. Violation of this rule may result in disqualification from the show.
- **ONLY EXHIBITORS will be permitted to work horses on the fairgrounds at any time.**
- Exhibitors may enter either the Walk/Trot division or the Walk/Trot/Canter division of a class. An exhibitor can select either Walk/Trot or Walk/Trot/Canter for each class grouping; English Pleasure, Western Pony Pleasure, Western Pleasure, and English/Western Horsemanship. Must have a different horse for each division. (Ex: your walk/trot horse must be different than your walk/trot/canter horse)
- Exhibitors may choose to trot/jog or canter/lope in the Barrels, Flag Race, Poles, and fun classes with no penalty.
- **A three minute gate call and eight minute tack change will be enforced. If you have a conflict the day of the show, please inform the gate attendee.**
- Members exhibiting are hereby notified that the Adams County Fair Board and/or University of Illinois Extension will not be held responsible or liable for a horse related accidents.
- Decision on postponement due to weather conditions will be made by 6:30 am and announced on local radio stations WGEM – 1440 and WTAD – 930. 4-H Horse & Pony Show rain date – to be determined.

Animal Health Regulations

Illinois Equine

1. All horses and other equidae, twelve (12) months of age and older attending an advertised equine event, shall be accompanied by a negative test for equine infectious anemia (EIA) conducted within the last twelve (12) months. A copy of this test shall accompany the animal.
2. AGID (Coggins) or ELISA tests are accepted.
3. An advertised equine event means a show, rodeo, sale, auction, exhibition, trail ride, or horse fair that is posted or media promoted.
4. A CVI is not required for Illinois equine.

Out-of-State Equine

All out-of-state equine are to be accompanied by an entry permit. Entry permit numbers are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782-4944. Permits may also be obtained online at: <http://www.agr.state.il.us/AnimalHW/animalregistry/login.php>

1. All horses and other equidae entering Illinois that are twelve (12) months of age or older, shall be accompanied by a negative test for equine infectious anemia (EIA) conducted within the last twelve (12) months. A copy of this test shall accompany the animal.

2. AGID (Coggins) or ELISA tests are accepted.
3. All horses and other equidae shall be accompanied by a CVI issued within thirty (30) days prior to entry.

** There will be at least two fun classes throughout the day. They will be determined the day of the show.

Show order

- H1. Horse Halter, 4 years and under English or Western
- H2. Mini/Pony Halter, any age English/ Western
- H3. Registered Western Halter, 5 years and over
- H4. Grade Western Halter, 5 years and over
- H5. English Horse, 5 years and over
- Grand and Reserve Champion Halter Horse
- H6. Showmanship, 14-18 (no premium)
- H7. Showmanship, 8-13 (no premium)
- H8. Beginner Walk/Trot Pleasure Western/English (first 2 years in horse/pony)
- H8. Walk/Trot English Pleasure
- H9. Walk/Trot/Canter English Pleasure
- H10. Walk/Trot Western/ English Pony Pleasure,
- H11. Walk/Trot/Canter Western/ English Pony Pleasure
- H12. Walk/Trot English or Western Horsemanship, 8-13
- H13. Walk/Trot English or Western Horsemanship, 14-18
- H14. Walk/Trot/Canter English or Western Horsemanship, 8-13
- H15. Walk/Trot/Canter English or Western Horsemanship, 14-18
- H16. Walk/Trot Western Horse Pleasure, 8-13
- H17. Walk/Trot Western Horse Pleasure, 14-18
- H18. Walk/Trot/Canter Western Horse Pleasure, 8-13
- H19. Walk/Trot/Canter Western Horse Pleasure, 14-18
- H20. Walk/Trot Ranch Horse Versatility (ring work, obstacles, pattern)
- H21. Walk/Trot/Canter Ranch Horse Versatility (ring work, obstacles, pattern)

- H22. Trail, 8-13 (After 3 refusals at an obstacle, exhibitors will be asked to move on to the next obstacle)
- H23. Trail, 14-18 (After 3 refusals at an obstacle, exhibitors will be asked to move on to the next obstacle)
- H24. Costume
- H25. Barrels, Walk/Trot
- H26. Barrels, Walk/Trot/Canter
- H27. Flag Race, Walk/Trot
- H28. Flag Race, Walk/Trot/Canter
- H29. Poles, Walk/Trot
- H30. Poles, Walk/Trot/Canter

DOGS

CHECK IN: Wednesday, June 17, 2020 @ 3:00 pm

SHOW: Wednesday, June 17, 2020 @ 3:30 pm

RELEASE: After all animals have been judged

Dog Care Rules

1. Care for one dog at least 6 months. Dog may be registered, crossbred, or unregistered/male or female.
2. In order to exhibit at 4-H show, the owners must have a certificate from a veterinarian showing the dog has had its rabies plus vaccination (1 or 3 years)
3. A dog cannot be shown in the sub-novice and novice class more than one year.
4. All dogs must be brought to the show on a 6-foot leather, nylon or canvas leash.



5. Female dogs in season must not participate in show.
6. The dog must be owned by the 4-H'er or his/her immediate family.
7. Dogs do not have to be AKC registered to show in the obedience show.
8. No spike or special collars will be allowed.
9. A run-off will be held in case of tie for total score.

Dog Obedience Rules

1. To be eligible for the state fair show, a dog must have a score of 50% or more of the available points for each exercise on the score sheet and a final score or at least 150 points for beginner and graduate beginner and 170 points for all other classes.
2. Exhibitors chosen to attend state fair must have score sheets signed and dated by the judge.
3. Exhibitors shall be limited to one entry in each class. The same dog cannot be shown in more than one class.
4. A dog with a qualifying score cannot be shown in a class more than one year, except in graduate novice class.
5. A dog being shown in the dog obedience project must belong to the exhibitor or to a member of his immediate family.
6. All dogs must be brought to the show on a six-foot leather, nylon, or canvas leash.
7. Dogs do not have to be AKC registered to show in the obedience show. The new AKC rules will be used for judging.
8. Female dogs in season cannot participate in the county or state fair shows.
9. No spike or special collars or tags hanging from the collar will be allowed.
10. A run-off will be held in case of a tie for total score.
11. Dogs must be under the exhibitor's supervision at all times.
12. The Superintendent will act upon special problems, not covered by these rules.



DG1 - Dog Care

DG2 - Beginner Novice I - On leash (For inexperienced handlers and inexperienced dogs)

- Heel on Leash 40
- Figure Eight 40
- Sit for Examination 40
- Recall 40
- Sit Stay 40

DG3 - Beginner Novice II – On leash (For experienced handlers & inexperienced dogs or experienced dogs & inexperienced handlers)

- Heel on Leash 40
- Figure Eight 40
- Sit for Examination 40
- Sit Stay 40
- Recall 40



DG4 - Pre Novice

- Heel on leash and Figure Eight 40
- Stand for examination - off leash 40
- Recall - off leash 40
- Heel Free - off leash 40
- Stay Sit and Down - 3 minutes - off leash 40

DG5 – Novice

- Heel on leash and Figure Eight 40
- Stand for Examination - off leash 30
- Heel Free - off leash 40
- Recall - off leash 30
- Long Sit - 1 minute - off leash 30
- Long Down - 3 minutes - off leash

(Exercises 4 & 5 will be judged as a group) 30

DG6 - Graduate Novice

- Heel On Leash and Figure Eight - off leash 40
- Drop on Recall 40
- Dumbbell Recall 30
- Recall over High Jump 30
- Recall over Broad Jump 30
- Long Down (3 minutes, handler out of sight) 30

(Exercise 6 will be judged as a group)

DG7 - Pre-Open

- Heel on Free and Figure 40
- Drop on Recall 40
- Retrieve on Flat 40
- Retrieve over High Jump 40
- Broad Jump 40

DG8 - Open

- Heel Free and Figure Eight 40
- Drop on Recall 30
- Retrieve on Flat 20
- Retrieve on High Jump 30
- Broad Jump 20
- Long Sit (3 minutes - handler out of sight) 30
- Long Down (5 minutes-handler out of sight)30

(Exercises 6 & 7 will be judged as a group)

DG9 - Graduate Open

- Signal Exercise 40
- Scent Discrimination 30
- Direct Retrieve 30
- Moving, Stand and Examination 30
- Go Out 40
- Directed Jumping 40

Dog Showmanship Rules

1. A dog that is not under the control of the exhibitor, or shows viciousness toward its handler, or other dogs will be excused from further competition.
2. Exhibitors will be judge 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.
3. Dogs will be judged on cleanliness, general health, and Purebred and non-purebred dogs are eligible for these classes. The breed of dog has no bearing on judging or placement.

DG12 – Jr. Class Showmanship – For handlers, 8 to 12 years (as of Jan. 1, 2019).

DG13 – Sr. Class Showmanship – For handlers, ages 13 and older (as of Jan. 1, 2019).

CATS

CHECK IN: Wednesday, June 17, 2020 @ 3:00 pm

SHOW: Wednesday, June 17, 2020 @ 3:30 pm

RELEASE: After all animals have been judged



Animal Health Regulations

All cats and kittens must be accompanied by health certificates and/or statement of good health issued within 90 days of exhibition by a veterinarian. Members must show proof of rabies vaccination for cats, except those under six months of age. Health certificates/statements must be presented at check-in. Cats showing obvious signs of illness on the day of the show will not be allowed to be shown.

C1 – Cat Care - Exhibit cat under 1 year on leash or in cage.

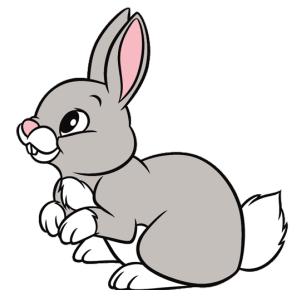
C2 – Cat Care - Exhibit cat over 1 year on leash or in cage.

RABBITS

CHECK IN: Wednesday, June 17, 2020 @ 4:00 pm

SHOW: Wednesday, June 17, 2020 @ 4:30 pm

RELEASE: After all animals have been judged



HEALTH REQUIREMENTS FOR RABBITS

There are no requirements governing the movements of rabbits within or into Illinois. All breeds are shown together. An exhibitor may show up to two animals in each class.

R1 – Junior Doe, up to 1 year

R2 – Senior Doe, over 1 year

R3 – Junior Buck, up to 1 year

R4 – Senior Buck, over 1 year

R5 – Fryer

R6 – Showmanship **An exhibitor may not win the class more than one year in succession.

POULTRY

CHECK IN: Wednesday, June 17, 2020 @ 5:00 pm

SHOW: Wednesday, June 17, 2020 @ 5:30 pm

RELEASE: After all animals have been judged

HEALTH REQUIREMENT FOR POULTRY

1. All entries (except waterfowl, i.e. domesticated fowl that normally swim, such as ducks and geese) in a show or exhibition shall have originated from a U.S. Pullorum-Typhoid Clean or equivalent hatchery or flock OR have a negative pullorum-typhoid test within 90 days prior to exhibition. Exhibitor shall show proper information as to name and address of owner or exhibitor, name and address of the authorized testing agent, date of the testing and the number, breed, and species of those tested.
2. Prior to being used to transport poultry to a show, all crates, boxes, containers and vehicles shall be thoroughly cleaned and disinfected.
3. Any poultry vaccinations must be performed at least 4 weeks prior to delivery to the show.
4. Upon admission to a show, all entries shall be examined by the official county fair veterinarian or qualified state personnel who shall also receive and examine all certificates necessary for admission of birds to a show. Birds not in show condition will be excused from exhibition and removed from the premises. Any fowl showing signs of illness during the fair will be removed from the exhibition grounds.
5. All out-of-state turkeys must originate from flocks that are officially classified as U.S. Mycoplasma Gallisepticum Clean in accordance with the provisions of the National Poultry Improvement Plan or be negative to a test for Mycoplasma gallisepticum within 30 days prior to entry.
6. A permit is also required for out-of-state poultry. A permit may be obtained by calling (217) 782-4944.

Please note: These poultry exhibition requirements do not apply to 4-H and FFA 1-day poultry shows where the entries are taken to the show and returned home the same day. However, a permit is required for out-of-state poultry.

Poultry – Leghorn New Hampshire Red, White Rock, Hybrid, and all other breeds and special classes as listed:

CLASS:

P1 – Pullet hatched after January 1, 2019

P2 – Cockerel hatched after January 1, 2019

P3 – Pen of 2 pullets and cockerel hatched after January 1, 2019

P4 – Hen hatched before January 1, 2018

P5 – One dozen eggs – in carton

P6 – Pigeons, Pair – any breed

P7 – Ducks, Pair – any breed

P8 – Geese, Pair – any breed

P9 – Turkey – any breed

P10 – Other

AEROSPACE Each county may send 2 entries total from 50130, 50131; and 1 entry from 50133.

Aerospace Model Rocketry 2, Aerospace Model Rocketry 3, Aerospace Model Rocketry 4: (SF 50130)

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 2, Aerospace Display 3, Aerospace Display 4: (SF 50131)

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.

Aerospace Ready4Life Challenge (SF 50133)

Open to 11- to 18-year-olds enrolled in any Aerospace project.

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.

Aerospace Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

ANIMAL SCIENCE(2 state fair entries total from 50135 and 1 entry from 50137) You may only enter displays for animal species that you are enrolled in (Beef, Swine, Sheep, Horses, Goats, Poultry, Cats, Dogs, Small Pets).

Animal Science (SF 50135)

Prepare a display focusing on any activity related to the beef project. Demonstrate the skills and knowledge you have gained through the animal project you studied. 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. Live animals are not permitted as exhibits in this area. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.

Animal Science Ready4Life Challenge (SF 50137)

Open to 11- to 18-year-olds enrolled in any Animal Science project.

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.

Animal Science Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

BICYCLE (not eligible for state fair)

Bicycle 1 - County Class 18

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 - County Class 19

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.

Bicycle Ready4Life Challenge - County Class 21 (not eligible for state fair)

Open to 11- to 18-year-olds enrolled in any Bicycle project.

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.

Bicycle Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

CHILD DEVELOPMENT

CHILD DEVELOPMENT

Each county may submit 1 entry from 50141

Child Development (SF 50141)

Exhibit one of the following class options

- **Child Development 1: Infants and Toddlers**
Prepare a display focusing on any activity related to the child development project. Demonstrate the skills and knowledge you have gained through the child development project you studied. 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. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects. Exhibit must include printed or electronic version of at least three completed activities from the manual.
- **Child Care 1: Infants and 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 child development project you studied. 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. For safety reasons, exhibits cannot include glass, syringes with needles or any

other sharp objects. Exhibit must include printed or electronic version of at least three completed activities from the manual.

Child Development Ready4Life Challenge (SF 50142)

Open to 11- to 18-year-olds enrolled in the Child Development project

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.

Child Development Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

CIVIC ENGAGEMENT

Each county may submit 2 entries total from classes 50145, 50146, 50147; and 1 entry from 50149. **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**

Civic Engagement 1 (SF 50145)

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 (SF 50146)

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 (SF 50147)

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.**

Civic Engagement Ready4Life Challenge (SF 50149)

Open to 11- to 18-year-olds enrolled in any Citizenship project.

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.

Civic Engagement Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

Service Learning 1 – County Class 36 (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 – County Class 37 (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 1), 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 1 & 2), the binder portfolio should include the previous years' work. Use of page protectors is recommended.

CLOTHING & TEXTILES

Each county may submit 3 STEAM entries total from 50151 a-c, 50152 a-c, 50153 a-c; 2 shopping entries from 50154, 50155, 50156; and 1 Ready4Life entry from 50157.

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 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.

CLOTHING: STEAM

STEAM Clothing 1 – FUNdamentals (SF 50151a, 50151b, 50151c)

Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits (SF 50151a) Exhibit one of the following:

- 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 (SF 50151b) Exhibit one of the following:

- 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 (SF 50151c) Exhibit one of the following:

- 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: (SF 50152a, 50152b, 50152c)

Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits (SF 50152a) Exhibit one of the following:

- 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 (SF 50152b) Exhibit one of the following:

- 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 (SF 50152c) Exhibit one of the following:

- 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: (SF 50153a, 50153b, 50153c)

Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-sewn Exhibits (SF 50153a) Exhibit one of the following:

- 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 (SF 50153b) Exhibit one of the following:

- 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 (SF 50153c) Exhibit one of the following:

- 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, suites evening gown or sport outfit.

CLOTHING: 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 (SF 50154)

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 (SF 50155)

- 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 (SF 50156)

- 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.

Sewing & Textiles Ready4Life Challenge (SF 50157)

Open to 11- to 18-year-olds enrolled in any Sewing & Textiles project.

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.

Clothing Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

COLLEGE & CAREER READINESS

Each county may submit 1 entry from 50365; and 1 entry from 50366.

Build Your Future (SF 50365)

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.

College & Career Ready4Life Challenge (SF 50366)

Open to 11- to 18-year-olds enrolled in the College & Career project.

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.

College & Career Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

COMMUNICATIONS

Each county may submit 2 entries total from 50367, 50368, 50369; and 1 entry from 50370.

Creative Writing (SF 50367)

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 exhibitor's 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.

Communications 1, Communications 2, Communications 3 (SF 50368)

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 add section showcasing at least four additional activities per year.

Journalism (SF 50369)

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. If the activities include making an audio or videotape, State Fair will provide a way for the judge to view or listen to it.

Communications Ready4Life Challenge (SF 50370)

Open to 11- to 18-year-olds enrolled in any Communications project.

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.

Communications Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

COMMUNICATIONS: PUBLIC PRESENTATIONS

Enrollment in the Public Presentations project is required to participate in this section. No live animals are allowed in speeches. Counties may advance a total of three entries from any category to the state contest.

Formal Speech | Self-written | Notes Allowed | No props | Individual | 4-8 minutes

Formal Speeches share the presenter's own unique view and are intended to motivate, persuade, or inform an audience and may include a call to action. Youth deliver a speech on any topic they wish (Original Oratory), or choose one of these

four topics on which to speak (Topical Response):

- Welcome to the Digital Age
- What is My Connection to the Global Community?
- Power: Who Has It, Who Doesn't, and Does It Matter?
- If I Could See tomorrow...

Illustrated Speech | Self-written | Notes allowed | Illustrations Required | Individual | 4-8 minutes

Illustrated Speeches may be used to inform, persuade, or motivate the audience while using a visual aid. Visual aids may be two dimensional, three-dimensional, or digital. Youth may include audience participation. Digital visual aids must be stored on a USB flash drive. Illustrated speeches may be:

- How-to demonstrations which show the audience how to do something.
- Object lessons which use objects as metaphors to share a message.
- Educational models where drawings or diagrams help explain a topic.

Original Works | Self-written | Notes allowed | Props and Costumes Allowed | Individual or 2-Person Team | Manuscripts sent in Advance | 4-8 minutes

Original works must be written entirely by the presenter. It may be presented as an individual or a two-person team entry. Manuscripts must be sent in advance to the contest. Presentations may be designed for TV, radio, or online media and must be presented live. The types of entries could include:

- Prose and Short Stories
- Poetry
- Broadcast Media Program
- Theatrical
- Combined Program: Combine any number of the above elements along with other creative presentation forms

Oral Interpretation | Published work | Props and Costumes Allowed | Individual or 2-Person Team | Manuscripts sent in Advance | 4-8 minutes

Presentations in Oral Interpretation must be published works, and manuscripts or transcripts must be submitted prior to the event. They may be presented as an individual or a two-person team entry. The types of entries could include:

- Prose and Short Stories
- Poetry
- Theatrical Interpretation
- Published Speech Recitation: Excerpt from a spoken presentation delivered by a public figure, such as Winston Churchill, Dr. Martin Luther King, Jr., or Maya Angelou
- Combined Program: Combine any number of the above elements along with other creative presentation forms

COMPUTER SCIENCE

Each county may submit 3 entries total from 50159, 50160, 50161, 50162; and 1 entry from 50164.

Exhibitors may bring computer equipment for demonstration purposes. 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 (SF 50159)

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 (SF 50160)

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: (SF 50161)

Open to youth in Computer Science 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 (SF 50162)

Open to youth enrolled in Computer Science Text-Based Programming or robotics project).

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. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. 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, such as a poster or printed copy of a digital presentation or programming flowchart, 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.

Computer Science Ready4Life Challenge (SF 50164)

Open to 11- to 18-year-olds enrolled in any Computer project

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.

Computer Science Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

CONSUMER EDUCATION

Each county may submit 2 entries total from 50168, 50169; and 1 entry from 50167.

Entrepreneurship: Be the E! – County Class 63 (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.

My Financial Future 1 Beginner (SF 50168)

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 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 project manual which includes: Banking your \$\$\$\$; Charging it Up; Check it Out; Better than a Piggy Bank!; and My Work; My Future.

My Financial Future 2 Advanced (SF 50169)

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 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 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.

Consumer Ed Ready4Life Challenge (SF 50167)

Open to 11- to 18-year-olds enrolled in any Consumer Education project.

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 (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

CROPS

Each county may submit 3 entries total from 50170, 50171, 50172, 50173; and 1 entry from 50175.

Soybeans (SF 50170)

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 (SF 50171)

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 (SF 50172)

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.

Crops Innovation Class (SF 50173)

Open to youth enrolled in any Crops project

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. 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. 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.

Crops Ready4Life Challenge (SF 50175)

Open to 11- to 18-year-olds enrolled in any Crops project

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.

Crops Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

DO YOUR OWN THING

No Premiums will be paid for Do Your Own Thing projects. Not State Fair eligible. 4-H'ers are exempt from the one per class rule. You may enter as many projects as you wish in DYOT. This is for projects that do not fit into any other class within the fair book. All kits, non-original visual arts, stepping stones, and scrapbooks projects should be entered under DYOT. No live animals or pets are to be brought for these classes.

All "Do Your Own Thing" projects are exempt from the size requirements listed in the General Rules.

Prepare a display related to any activity. Exhibit the project along with the following information written or typed on an 8 ½ x 11" sheet of paper.

Include all of the following: 1.) Title of project centered on page. 2.) Your name and club in the upper right hand corner. 3.) The purpose of the exhibit or project. Tell in one or two sentences what your project represents and why you chose this subject. 4.) List equipment and material used. 5.) Include a step-by-step list of things you did to complete the exhibit. 6.) List references used. Include books, names of people, TV programs, internet, etc.

***County Class 75 - Crafts**

***County Class 76 - Do Your Own Thing - Foods**

***County Class 77 - Do Your Own Thing - Hobbies**

***County Class 78 - Reading**

Specific requirements for County Class 78 – Reading: Reading is not eligible for premiums and should be entered under DYOT. Exhibit one of the following:

1. A bookmark made by the member depicting a story or a character from a book read during the 4-H year. Include the title and author.
2. Make a book jacket that includes a story summary on the flap. Include the title and author.

ELECTRICITY

Each county may submit 3 entries total from 50177, 50178, 50179; and 1 entry from 50181.

Electricity 1 (SF 50177)

(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 (SF 50178)

(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 (SF 50179)

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.

Electricity 4 – County Class 84 (not eligible for state fair)

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.

Electricity Ready4Life Challenge: (SF 50181)

Open to 11- to 18-year-olds enrolled in any Electricity project.

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.

Electricity Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

ENTOMOLOGY GENERAL

Each county may submit 2 entries total from 50183, 50184, 50185, 50186; 1 entry from Class 50187.

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 (SF 50183)

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 (SF 50184)

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 (SF 50185)

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 enrolled. The project manual must be included. Rules for pinning and labeling insects are available from your local Extension office.

Entomology Display (SF 50186)

Open to youth enrolled in Entomology 1, Entomology 2 or Entomology 3

Exhibit any activity or display related to Entomology that does not fit into Entomology Classes 1, 2 or 3 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.

Entomology Ready4Life Challenge (SF 50187)

Open to 11- to 18-year-olds enrolled in any Entomology project.

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.

Entomology Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

ENTOMOLOGY BEEKEEPING

Each county may send 2 entries total from classes 50188, 50189, 50190; and 1 entry from 50191.

Create an exhibit that shows the public what you learned in the beekeeping project this year. **Note:** No bee hives may be exhibited. (Honey moisture 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 plastic box). *Honey exhibited (including chunk, cut comb, and sections) must be collected since the previous year fair.*

Beekeeping 1 (SF 50188)

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 (SF 50189)

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 (SF 50190)

Exhibit three (3) of the five (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.

Entomology Beekeeping Ready4Life Challenge (SF 50191)

Open to 11- to 18-year-olds enrolled in any Entomology project.

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.

Beekeeping Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

EXPLORATORY

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

Each county may submit 1 entry from 50197; and 1 entry from 50199.

Family Heritage (SF 50197)

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" x 28" 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.

Family Heritage Ready4Life Challenge (SF 50199)

Open to 11- to 18-year-olds enrolled in any Family Heritage project.

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.

Family Heritage Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

FOODS & NUTRITION

Each county may submit 7 entries total from any of these food classes: 50200, 50201, 50202, 50203, 50204, 50206, 50208, 50211; and 1 entry from 50210.

4-H Cooking 101 (SF 50200)

*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 (SF 50201)

*Using the recipes included in the project manual, prepare an exhibit of 3 cheese muffins; OR 3 scones; OR ½ loaf (9" x 5") of basic nut bread. If you make changes to the recipe, bring a copy of the recipe with your changes. Bread, muffins, or scones 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 (SF 50202)

*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 (SF 50203)

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 (SF 50204)

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. Electronic equipment will only be used during your judging time and will not remain on display during the exhibit period.

Food Science 2 (SF 50204)

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. Electronic equipment will only be used during your judging time and will not remain on display during the exhibit period.

Food Science 3 (SF 50204)

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. Electronic equipment will only be used during your judging time and will not remain on display during the exhibit period.

Food Science 4 (SF 50204)

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. Electronic equipment will only be used during your judging time and will not remain on display during the exhibit period.

Sports Nutrition (SF 50206)

Prepare a display, digital presentation, or poster on one of the activity chapters in the manual that you completed. The activity chapters are listed by page number in the table of contents. Your exhibit should include, at minimum, information on one physical fitness component and one food/recipe component from the activity chapter. The exhibit should include the project manual with the pages of the activity completed. You may also include live demonstration of physical activities. Do not bring food made using the recipes, but consider adding pictures of the completed recipes to your exhibit. 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. Electronic equipment will only be used during your judging time and will not remain on display during the exhibit period.

Examples for Activity 1

Example A: Make a video of yourself practicing flexibility, strength and endurance physical fitness activities and making pasta salad with different vegetable, pasta and dressing ideas. Bring a screen shot and brief description of your video to leave on display.

Example B: Make a poster of pictures of flexibility, strength and endurance physical fitness activities and information on the results of making the spinach and mandarin orange salad. Include answers to the questions in the book.

Food Preservation (SF 50208)

Prepare an exhibit using ONE of the following food preservation methods: canning; freezing; 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/package (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.

Foods Innovation Class (SF 50211)

Open to youth enrolled in any Foods project.

Demonstrate the skills and knowledge you have gained through the project. The exhibit may include, but isn’t limited to, original recipes, results of experiments not in the foods project books, variations on recipes or experimenting with unique cooking or baking methods. Your work can be displayed by a food product, demonstrations, digital presentations, 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. 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. If you bring a food product, the food will NOT be tasted.

Foods Nutrition Ready4Life Challenge (SF 50210)

Open to 11- to 18-year-olds enrolled in any Foods project

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.

Foods Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

FORESTRY

Each county may submit 1 entry total from 50212, 50213, 50214; and 1 entry from 50216.

Forests of Fun 1 (SF 50212)

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. 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.

Forests of Fun 2 (SF 50213)

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. 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.

Forests of Fun 3 (SF 50214)

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. 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.

Forestry Ready4Life Challenge (SF 50216)

Open to 11- to 18-year-olds enrolled in any Forestry project.

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.

Forestry Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

GEOLOGY

Each county may submit 3 entries total from 50218, 50219, 50220, 50221, 50222; and 1 entry from 50224.

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

Pebble Pups 1 (SF 50218)

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 (SF 50219)

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 (SF 50220)

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 (SF 50221)

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.

Geology Innovation Class (SF 50222)

Open to youth enrolled in Geology.

Demonstrate the skills and knowledge you have 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. 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. 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.

Geology Ready4Life Challenge (50224)

Open to 11- to 18-year-olds enrolled in the Geology project.

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.

Geology Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

HEALTH

Each county may submit 3 entries total from 50226, 50227, 50228, 50229; and 1 entry from 50231.

Health 1 (SF 50226)

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 items is used for.

Health 2 (SF 50227)

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 (SF 50228)

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.

Health Innovation Class (SF 50229)

Open to youth enrolled in Health 1, 2 or 3.

Demonstrate the skills and knowledge you have gained through the Health 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. 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.

Health Ready4Life Challenge (SF 50231)

Open to 11- to 18-year-olds enrolled in any Health project.

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.

Health Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

HORTICULTURE: FLORICULTURE

Each county may submit 3 entries total from 50192, 50193, 50194, 50195, 50196; and 1 entry from 50198.

Floriculture A (SF 50192)

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 (SF 50193)

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 (SF 50194)

Exhibit one of the following options:

- Create a terrarium. Selected plants should be 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. Exhibitor should 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 (SF 50195)

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 (SF 50196)

(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 which does not fit in the categories above. The exhibit may include, but isn't limited to, dish gardens, 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 (SF 50198)

Open to 11- to 18-year-olds enrolled in any Floriculture project.

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.

Floriculture Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

HORTICULTURE: VEGETABLE GARDENING

Each county may submit 3 entries total for 50314, 50315, 50316; and 1 entry for 50318.

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 (SF 50314)

(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 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.
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 (SF 50315)

(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)

Parsnips (5)

Peas, (12 pods)

Peppers, large fruited (bell/banana) (5)

Peppers, small fruited (chili/cherry) (12)

Popcorn (5)

Potatoes (any variety) (5)	Sweet Corn, in husks (5)
Pumpkin (1)	Tomatoes, slicing (5)
Rhubarb, trimmed stalks (3)	Tomatoes, small fruited (12)
Rutabaga (5)	Turnip (5)
Salsify (5)	Watermelon (1)
Squash, summer (any variety) (3)	
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)	

Vegetable Gardening Display (SF 50316)

(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.

Vegetable Gardening Ready4Life Challenge (SF 50318)

Open to 11- to 18-year-olds enrolled in any Vegetable Gardening project.

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.

Vegetable Gardening Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

INTERCULTURAL

Each county may submit 1 individual entry from 50233; 1 individual entry from 50234; 1 individual entry from 50236; 1 club entry from 50235. **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**

Passport to the World, Individual (SF 50233)

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. 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. Include the project manual with completed sections that pertain to the exhibit information. Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.

Diversity & Cultural Awareness (SF 50234)

Create a display or binder portfolio that illustrates the results of a minimum of three (3) completed activities from the project book. Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.

Intercultural Ready4Life Challenge (SF 50236)

Open to 11- to 18-year-olds enrolled in any Intercultural project.

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.

Intercultural Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

Intercultural, Club, Includes *Passport to the World, Diversity & Cultural Awareness, and Latino Cultural Arts Projects* (SF 50235)

Exhibit a display illustrating the steps that the club has completed on the project selected for the year. Include a written outline or report of accomplishments and future goals. 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 the club members have 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. The display must be accompanied by 3 or more club exhibitors at the time of the judge's critique. Club members should make a 5- to 10-minute presentation to the judge. All club members present for the judge's critique should be able to discuss the project and answer questions. Only club members present for judging who participate in the actual critique and presentation are eligible for ribbons and premiums. Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.

INTERIOR DESIGN

Each county may submit 2 entries total from 50242, 50243, 50244, 50245; and 1 entry from 50247.

Design Decisions, Beginning (SF 50242)

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.

Design Decisions, Intermediate (SF 50243)

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.

Design Decisions, Advanced (SF 50244)

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.

Interior Design Innovation Class (SF 50245)

Open to enrolled in Interior Design.

Demonstrate the skills and knowledge you have gained through the Interior Design 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. 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.

Interior Design Ready4Life Challenge (SF 50247)

Open to 11- to 18-year-olds enrolled in the Interior Design project.

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.

Interior Design Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

LEADERSHIP

Each county may submit 3 entries total from 50249, 50250, 50251, 50252; 2 entries from 50254; 1 entry from 50255.

Leadership 1 (SF 50249)

Create a binder portfolio with a minimum of four (4) completed activities each year from the areas noted below. Build upon your previous year's work. Photocopies or original pages of the completed activities from the book should be included in the portfolio.

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

Leadership 2 (SF 50250)

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 the completed activities from the book should be included in the portfolio.

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

Leadership 3 (SF 50251)

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 the completed activities from the book should be included in the portfolio.

- **First Year** – One activity from each of the following sections: 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 sections: 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 sections: Making Decisions; Managing; and Working with Groups, plus one of exhibitor’s choice from the manual.

Leadership Innovation Class (SF 50252)

Open to youth enrolled in Leadership 1, 2, or 3.

Demonstrate the skills and knowledge you have gained through the Leadership project. **Your exhibit should not fit in the other exhibit options for this 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. 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.

Leadership Ready4Life Challenge (SF 50255)

Open to 11- to 18-year-olds enrolled in any Leadership project.

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.

Leadership Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

Leadership Group Exhibit (SF 50254)

Open to clubs and groups whose members are enrolled in any Leadership project

Exhibit a display illustrating how your group has used the Teens As Leaders model effectively in your club, community, school, or state. Leadership activities might include planning, advising, promoting, mentoring, teaching or advocating for change. 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. The display must be accompanied by 3 or more 4-H members at the time of the judge's critique. Club members should make a 5- to 10-minute presentation to the judge. All club members present for the judge's critique should be able to discuss the project and answer questions. Only club members present for judging who participate in the actual critique and presentation are eligible for ribbons and premiums. Due to space limitations, exhibits are limited to 2'6" wide and 15" deep.

NATURE: NATURAL RESOURCES AND OUTDOOR ADVENTURES

Each county may submit 3 entries from 50256, 50257, 50258, 50259; 1 entry from 50267.

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

Natural Resources 1 (SF 50256)

Exhibit any item developed from the project book, *Step Into Nature*.

Natural Resources 2 (SF 50257)

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

Natural Resources 3 (SF 50258)

Exhibit any item developed from the project book, *Blaze the Trail*.

Outdoor Adventures 1, Outdoor Adventures 2, Outdoor Adventures 3: (SF 50259)

Exhibit a display illustrating an activity completed from the project manual.

Natural Resources Ready4Life Challenge (SF 50267)

Open to 11- to 18-year-olds enrolled in any Natural Resources and Outdoor Adventures project.

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.

NATURE: FISHING AND WILDLIFE

Each county may submit 3 entries total from 50260, 50261, 50262, 50266, 50263, 50265; and 1 entry from 50291.

Sportsfishing 1 (SF 50260)

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 (SF 50261)

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 (SF 50262)

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 (SF 50266)

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

Wildlife 2 (SF 50263)

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 (SF 50265)

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

Fishing & Wildlife Ready4Life Challenge (SF 50291)**Open to 11- to 18-year-olds enrolled in any Fishing or Wildlife project.**

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.

Natural Resources Maker (SF 50400)**Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.**

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 reprogrammed 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.

Exploring Your Environment 1 – County Class 161 (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 - County Class 162 (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

Each county may submit 3 entries total from 50268, 50269, 50270, 50271, 50272; and 1 entry from 50274.

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: <https://4h.extension.illinois.edu/members/projects/photography> . Photos may be taken with a camera, an electronic tablet (i.e. iPad), or a cell phone.

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 (SF 50268)

Exhibit one framed photo which 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 (SF 50269)

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 which demonstrate 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 (SF 50270)

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 which demonstrate 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 (SF 50271)

Open to members in Photography 1, Photography 2, and Photography 3.

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. Photos in which an automatic filter was applied at the time the photograph was taken will not be eligible for award.

Photography Innovation Class: (SF 50272)

Open to youth enrolled in Photography 1, 2, and 3.

Demonstrate the skills and knowledge you have gained through the Photography project. **Your exhibit should not fit in the other exhibit options for this 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. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. All exhibits must include one framed photo illustrative of the work you are presenting.

Photography Ready4Life Challenge (SF 50274)

Open to 11- to 18-year-olds enrolled in any Photography project

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.

Photography Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

PLANTS & SOILS

Plants & Soils 1 – County Class 170 (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 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 – County Class 171 (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 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, answers activity questions, and details personal thoughts and ideas.

Plants & Soils 3 – County Class 172 (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 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 Ready4Life Challenge – County Class 174 (not eligible for state fair)

Open to 11- to 18-year-olds enrolled in any Plants & Soils project.

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.

Plants & Soils Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

ROBOTICS

Each county may submit 3 entries total from 50285, 50286, 50288, 50289, 50292; and 1 from 50293 to the State Fair.

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 classes Robotics 1 beginning, 50285, and 50286 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 Innovation Open Source class.

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 (SF 50285)

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 (SF 50286)

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 (SF 50292)

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. The Innovation class can also be used for LEGO Mindstorms or Vex kits where the exhibit does not fall under Robotics 1 or 2 exhibit option. Autonomous control of the robot may also be achieved using an “open source” platform such as Arduino or Raspberry Pi and can be programmed 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 (not eligible for state fair)

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 (SF 50288)

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 (SF 50289)

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.

Robotics Ready4Life Challenge (SF 50293)

Open to 11- to 18-year-olds enrolled in any Robotics project

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.

Robotics Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

SHOOTING SPORTS

Each county may submit 2 entries total from 50401, 50402, 50403, 50404, 50405; and 1 from 50406.

Members must be a member of an approved 4-H Shooting Sports Club to exhibit.. All exhibits should be posters or stand-alone items 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 prohibited 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 (SF 50401)

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

Shooting Sports: Rifle (SF 50402)

Exhibit a poster or stand-alone display 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 (SF 50403)

Exhibit a poster or stand-alone display 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 (SF 50404)

Exhibit a poster or stand-alone display related to something you learned in the Hunting & Outdoor Skills project.

Shooting Sports: Pistol (SF 50405)

Exhibit a poster or stand-alone display 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.

Shooting Sports Ready4Life Challenge (SF 50406)

Open to 11- to 18-year-olds enrolled in any Shooting Sports project.

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.

Shooting Sports Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

SMALL ENGINES

Each county may submit 1 entry total for 50294; and 1 entry for 50297.

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 1 (SF 50294)

Exhibit a display, selecting one of the following items:

- **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; **OR**
- **Compression System:** Explain how heat energy is produced by an engine and converted into mechanical energy; **OR**
- **Heat Transfer:** Explain how heat is transferred through the cooling and lubrication system of an air cooled or water cooled engine; **OR**
- **Filter Maintenance:** Explain the proper maintenance and cleaning of the air, fuel and oil filters of an engine; **OR**
- **What does a serial number reveal?:** Explain the various information that can be learned from the serial number or identification number stamped on the shroud of a Briggs & Stratton engine; **OR**
- **Tools to do the job:** Identify and explain the function(s) of different specialty tools needed for small engine work; **OR**
- **Experimentation:** Explain through illustration an experiment you conducted from the project manual showing the results of your work.

Small Engines 2 (SF 50294)

Exhibit a display, selecting one of the following items:

- **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; **OR**
- **Compression System:** Explain how heat energy is produced by an engine and converted into mechanical energy; **OR**
- **Heat Transfer:** Explain how heat is transferred through the cooling and lubrication system of an air cooled or water cooled engine; **OR**
- **Filter Maintenance:** Explain the proper maintenance and cleaning of the air, fuel and oil filters of an engine; **OR**
- **What does a serial number reveal?:** Explain the various information that can be learned from the serial number or identification number stamped on the shroud of a Briggs & Stratton engine; **OR**
- **Tools to do the job:** Identify and explain the function(s) of different specialty tools needed for small engine work; **OR**
- **Experimentation:** Explain through illustration an experiment you conducted from the project manual showing the results of your work.

Small Engines 3 (SF 50294)

Exhibit a display, selecting one of the following items:

- **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; **OR**

- **Compression System:** Explain how heat energy is produced by an engine and converted into mechanical energy; **OR**
- **Heat Transfer:** Explain how heat is transferred through the cooling and lubrication system of an air cooled or water cooled engine; **OR**
- **Filter Maintenance:** Explain the proper maintenance and cleaning of the air, fuel and oil filters of an engine; **OR**
- **What does a serial number reveal?:** Explain the various information that can be learned from the serial number or identification number stamped on the shroud of a Briggs & Stratton engine; **OR**
- **Tools to do the job:** Identify and explain the function(s) of different specialty tools needed for small engine work; **OR**
- **Experimentation:** Explain through illustration an experiment you conducted from the project manual showing the results of your work.

Small Engines Ready4Life Challenge (SF 50297)

Open to 11- to 18-year-olds enrolled in any Small Engines project,

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.

Small Engines Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

SMALL PETS

For youth enrolled in Small Pets 1, Small Pets 2, Small Pets 3, or Guinea Pigs

Animal Science Small Pets (SF 50135)

Prepare a display focusing on any activity related to the small pets project. Demonstrate the skills and knowledge you have gained through the animal project you studied. 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. Live animals are not permitted as exhibits in this area. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.

Animal Science Guinea Pig Display (SF 50135)

Prepare a display focusing on any activity related to the small pets project. Demonstrate the skills and knowledge you have gained through the animal project you studied. 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. Live animals are not permitted as exhibits in this area. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.

Animal Science Small Pets / Guinea Pig Ready4Life Challenge (SF 50137)

Open to 11- to 18-year-olds enrolled in any Small Pets project.

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.

Small Pets Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

TECHNOLOGIES

3-D PRINTING & DESIGN: Choose one of the following classes based on your interest and skill level.

3-D Design Beginner – County Class 215 (not eligible for State Fair)

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 – County Class 216 (not eligible for State Fair)

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 – County Class 217 (not eligible for State Fair)

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 COMMERCIALY 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 – County Class 218 (not eligible for State Fair)

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 COMMERCIALY 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.

3-D Printing & Design Ready4Life Challenge – County Class 219 (not eligible for State Fair)

Open to 11- to 18-year-olds enrolled in any 3-D project

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.

3-D Print & Design Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

UNMANNED AERIAL VEHICLES/SYSTEMS (DRONES):

Choose one of the following classes based on your interest and skill level.

UAV Display – County Class 225 (not eligible for State Fair)

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 – County Class 226 (not eligible for State Fair)

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.

UAV Ready4Life Challenge – County Class 227 (not eligible for State Fair)

Open to 11- to 18-year-olds enrolled in any UAV project.

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.

UAV Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

THEATRE ARTS

Each county may 3 entries total for 50299, 50301, 50302; and 1 entry for 50304.

Theatre Arts 1 (SF 50299)

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.); **OR**
- Display illustrating a drawing/photograph of a clown character created by the exhibitor; **OR**
- Display illustrating a picture story developed by the exhibitor.

Theatre Arts 3 (SF 50301)

Exhibit one of the following items:

- Portfolio of activities for set design; make-up; or sound, props, or costuming completed during the current year; **OR**
- 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); **OR**
- Display a scenic design model to depict a scene from a script; **OR**
- 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.

Theatre Arts Innovation Class (SF 50302)

Open to youth enrolled in Theatre Arts.

Demonstrate the skills and knowledge you have gained through Theatre Arts 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. 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.

Theatre Arts Ready4Life Challenge (SF 50304)

Open to 11- to 18-year-olds enrolled in any Theatre project

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.

Theatre Arts Maker (SF 50400)

Open to youth in all projects. Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions

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.

TRACTOR

Each county may submit 2 entries total for 50306, 50307, 50308, 50309, 50310; and 1 entry for 50312.

Tractor A (SF 50306)

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 project manual.

Tractor B (SF 50307)

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

Tractor C (SF 50308)

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 (SF 50309)

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

Tractor Innovation Class (SF 50310)

Open to youth enrolled in Tractor A, B, C or D.

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. 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. 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.

Tractor Ready4Life Challenge (SF 50312)

Open to 11- to 18-year-olds enrolled in any Tractor project

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.

Tractor Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

VETERINARY SCIENCE

Each county may submit 1 entry total from 50320; and 1 entry from 50322.

Veterinary Science 1, Veterinary Science 2, Veterinary Science 3 (SF 50320)

Prepare a display focusing on any activity related to the veterinary science 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. 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. Live animals are not permitted as exhibits in this area. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.

Veterinary Science Ready4Life Challenge (SF 50322)

Open to 11- to 18-year-olds enrolled in any Veterinary Science project

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.

Vet Science Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

VIDEO/FILMMAKING

Each county may submit 3 entries total from 50324, 50325, 50326, 50327, 50328; and 1 entry from 50330. Enrollment in the Video project is required to exhibit in the classes in this section.

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 which 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 (SF 50324)

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 (SF 50325)

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 (SF 50326)

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 (SF 50327)

Prepare a short video that tells a story. The video should demonstrate skills in making and editing video.

Video/Filmmaking Innovation Class (SF 50328)

Open to youth enrolled in Video/Filmmaking

Demonstrate the skills and knowledge you have gained through the Video project. **Your exhibit should not fit in the other exhibit options for this 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. 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.

Video/Film Ready4Life Challenge (SF 50330)

Open to 11- to 18-year-olds enrolled in any Video/Film project.

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.

Video Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

VISUAL ARTS

Each county may submit one entry from these projects:

- Food Decorating (1 total from 50332, 50333, 50334, 50335)
- Chalk/Carbon/Pigment on wood, metal or textiles (Division B) 50352
- Clay 50337
- Computer-Generated Art 50338
- Fiber 50339
- Fiber Non-Original Ages 8-10 Only 50350
- Glass/Plastic 50340
- Heritage Arts 50341
- Leather 50321
- Metal 50342
- Nature 50343
- Paper 50344
- Scrapbooking (1 total from 50345, 50346, 50347)
- Three-Dimensional Design/Mixed Media 50348
- Wood 50349
- Ready4Life 50351

Each county may submit two entries from Chalk/Carbon/Pigment on canvas, paper or glass (Division A) 50336

Exhibitors must be enrolled in the Visual Arts project category in which they are exhibiting. Exhibitors are encouraged to date the project when it is made. All visual arts exhibits are evaluated using a visual arts rubric which takes into account correct use of design elements; craftsmanship; and creativity.

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. The exhibit must combine parts of different patterns and/or ideas with the concepts of the member, however changing the color or changing the size of the item or pattern used does NOT make it original. If you create a replica of what you see somewhere else, it is not your original design. 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.

Members wishing to exhibit quilts made from a pattern may enter it in Heritage Arts. Quilts exhibited in the Visual Arts – Heritage Arts area will be evaluated using a visual arts rubric which takes into account correct use of design elements; craftsmanship; and creativity. All work on the quilt MUST be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else.

Visual Arts Food Decorating Beginning (SF 50332)

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.

Visual Arts Food Decorating Intermediate (SF 50333)

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.

Visual Arts Food Decorating Advanced (SF 50334)

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

Visual Arts Food Decorating Master (SF 50335)

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.

Visual Arts Chalk/Carbon/Pigment: Enter the division based on the type of material on which the art was created.

Division A: Canvas, Paper, Glass: (SF 50336)

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 State Fair 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: (SF 50352)

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 State Fair exhibit. Any exhibits created as a piece of wall art must be prepared for hanging.

Visual Arts Clay: (SF 50337)

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.

Visual Arts Computer-Generated Art: (SF 50338)

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.

Visual Arts Fiber: (SF 50339)

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.

Visual Arts Fiber Non-Original AGES 8-10 ONLY: (SF 50350)

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.

Visual Arts Glass/Plastic: (SF 50340)

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.

Visual Arts Heritage Arts: (SF 50341)

Exhibit an item of **traditional** art learned from another person or **from a pattern** (NO KITS) may be entered in this class. Non-original cross-stitched, knitted and crocheted items by pattern fit in this class. ALL ORIGINAL cross-stitched, knitted and crocheted items should be exhibited in Fiber Arts; (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, baskets (made using a traditional pattern), traditional handmade dolls with handmade costumes, or candles. No machine quilting allowed in Heritage Arts. Exhibitors must also bring 1) the pattern or a copy of the pattern they used to create their traditional art; and 2) a description of the traditional origins of their art choice.

Visual Arts Leather: (SF 50321)

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.

Visual Arts Metal: (SF 50342)

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.

Visual Arts Nature: (SF 50343)

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.

Visual Arts Paper: (SF 50344)

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.

Visual Arts Scrapbooking, Beginning: (SF 50345)

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.

Visual Arts Scrapbooking, Intermediate: (SF 50346)

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.

Visual Arts Scrapbooking, Advanced: (SF 50347)

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: (SF 50348)

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 either freestanding or should be prepared to be hung**. It must be 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: (SF 50349)

Any original item made of wood (wood carving, 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 wood carving or wood burning that is one element of the exhibit. Exhibits will be judged using a Visual Arts Rubric and not a woodworking construction rubric.

Visual Arts Ready4Life Challenge: (SF 50351)

Open to 11- to 18-year-olds enrolled in any Visual Arts project.

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.

Visual Arts Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

WEATHER

Each county may submit 1 entry total 50392, 50393, 50394; and 1 entry from 50395.

Weather and Climate Science I (SF 50392)

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. 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.

Weather and Climate Science 2 (SF 50393)

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. 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.

Weather and Climate Science 3 (SF 50394)

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. 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.

Weather Ready4Life Challenge (SF 50395)

Open to 11- to 18-year-olds enrolled in any Weather and Climate project.

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.

Weather Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

WELDING

Each county may submit 2 entries total from 50353; and 1 entry from 50355.

Welding (SF 50353)

This exhibit class is open to members who are in the 7th grade and 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 and cannot be exhibited on a trailer.

Welding Ready4Life Challenge (SF 50355)

(Open to 11- to 18-year-olds enrolled in any Welding project)

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.

Welding Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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.

WOODWORKING

Each county may submit 2 entries total from 50357, 50358, 50359, 50360; and 1 entry from 50362.

Woodworking 1 (SF 50357)

Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable. Exhibits must be portable and cannot be exhibited on a trailer.

Woodworking 2 (SF 50358)

Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable. Exhibits must be portable, and cannot be exhibited on a trailer.

Woodworking 3 (SF 50359)

Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable. Exhibits must be portable, and cannot be exhibited on a trailer.

Woodworking 4 (SF 50360)

Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable. Exhibits must be portable, and cannot be exhibited on a trailer.

Woodworking Ready4Life Challenge (SF 50362)

Open to 11- to 18-year-olds enrolled in any Woodworking project

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.

Woodworking Maker (SF 50400)

Counties may submit 3 entries TOTAL combined from all Maker exhibit divisions.

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 reprogrammed 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.

