

I ILLINOIS
Extension



**Moultrie-Douglas
4-H Fair &
Policy Handbook
2020**



Saturday, June 27, 2020

1225 Building Sullivan, IL (the old Pamida building)

Food & Nutrition & All General Projects, Sewing & Textiles

Check-in 8:30 a.m. Judging 9:00 a.m.

Sunday, July 5, 2020

Barn set up at 6 pm

Monday, July 6, 2020

Large animal check in 6 pm Vet Check 6:30 p.m.

Monday July 6, 2019

Poultry Show 8:30 a.m. Rabbit Show 10:00 a.m.

Alpaca Show 11:30 a.m. Dogs, cats and small pets 12:00 p.m.

All alpaca, poultry and rabbits will be released after the dog, cat and small pet show ends and small animal barn cleanup is complete.

Tuesday July 7

Swine show 8 a.m. Beef Show 9:30 a.m.

Sheep Show 11:00 a.m. Goat Show and Dairy Show 12 p.m.

Jr. & Sr. Master Showman ONE HOUR after Goat/ Dairy ends.

Wednesday, July 7

Moultrie-Douglas Extension Foundation 4-H project Auction-details to come

4-H Horse Show

June 12, 2020 4:00 p.m.
Moultrie-Sullivan Fairgrounds

Any announcements made during the 2020 4-H Fair will overrule anything in print in this 2020 4-H Fair book.

Important Updates & Changes - PLEASE READ

In order to receive 4-H Fair Entry forms and Exhibit in the 2020 Moultrie Douglas 4-H Fair a member must have a completed Club Enrollment and 4-H Project Form on file with the Extension Office by **Wednesday, May 1, 2020**.

All fair entries are online; FairEntry.com works best with Google Chrome.

All 4-H Fair Entries must be entered online at <https://faireentry.com/Fair/SignIn/14014> by June 1 of current year and no entries will be accepted after June 15 of current year.

Entries received between June 2 - 15 will be charged \$5 per entry, no exceptions.

Livestock entries must be entered online at <https://faireentry.com/Fair/SignIn/14014> by June 1 of current year and no entries will be accepted after June 15 of current year. If you are unsure what class you should select, please call your superintendent for advice. Contact information is listed by species in the fair book.

Poultry and Rabbit exhibitors will be required to stay until the conclusion of the shows on Monday July 6th and no exhibitor will be release until the cages are picked up.

All large animals will need to be in the barn by 6 p.m. on July 7th and released after Master Showmanship and barn cleanup.

In Summary

May 1, 2020	Last day to enroll in 4-H and exhibit at the 4-H Fair
June 1, 2020	Last day to turn in your 4-H Fair entries and not pay a fine of \$5 per entry
June 15, 2020	Last day we will accept 4-H Fair entries. No exceptions.

Livestock exhibitors must participate in barn cleanup.

Online enrollment instructions are in the back of this fair book.

**University of Illinois Extension
Coles, Cumberland, Douglas Moultrie & Shelby
Arthur Office
304 E Progress St
Arthur, IL 61911
(217) 543-3755**

Extension Personnel

County Director	Doug Harlan
Youth Development Educator	Kim Morrison
Family Life Educator	Cheri Burcham
Family Nutrition Program Coordinator	Susan Stollard
4-H/Youth Program Coordinator	Angie Welker
Office Support Staff	Teri Boehm

Livestock Superintendents

Beef:	
Dairy:	Duane Gingerich
Goat:	Nancy Simpson
Horse:	Dennis Monroe
Poultry:	Pam Utterback
Sheep:	
Swine:	Tim Walker
Rabbit:	Ellen Mathias

DISCLAIMER

"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."

Moultrie-Douglas

General Project Judging will be held at the 1225 Building in Sullivan

Check-in: 8:30 a.m.
Judging Begins at 9:00 a.m.

All exhibits must be products of the current 4-H year (September 1, 2019 - August 13, 2020). The same product or speech that is selected at the county level must be the one exhibited at the State Fair (except for Food & Nutrition (must be the same recipe), Crops, Floriculture, and Vegetable Gardening exhibits). Modifications may be made to the original county exhibit to incorporate suggested improvements made by the local judge. Members must be properly enrolled in the project with the Extension Office prior to May 1, 2020.

Exhibits illustrating inappropriate subject matter and/or graphics are not acceptable. The Superintendents reserve the right to remove exhibits deemed inappropriate or dangerous for youth audiences. The content of any 4-H competitive presentation does not necessarily reflect the beliefs or views of the Illinois State Fair or the University of Illinois Extension 4-H program.

Cloverbud exhibits will be placed in the designated Cloverbud Display area. Cloverbuds will receive a participation award.

Carefully review all information regarding your project area using the material provided in this book, as this is the criteria the judge will use to determine your award. If you have questions or are unsure of the exhibition requirements, be sure to contact the Extension Office. Judges decisions are final.

Size Restrictions

There is no maximum size limit for exhibits at the Illinois State Fair for most projects, PLEASE CHECK your exhibit rules in this book for specifics. Please choose a display size which is most appropriate for the exhibit you are bringing. Larger does not always mean better; use good judgment in creating your exhibit. Keep in mind that if members are chosen for the Illinois State Fair and are exhibiting in the Exposition Building will need to carry their project from the distant parking lots on the state fairgrounds. **Binder exhibits will NOT be labeled “Do Not Touch.”**

Conference Judging

Members may bring along their project books for additional talking points when being conference judged. Members are encouraged to be available to talk with the judge during 4-H Project judging. This is not required, but often it is to the advantage of the youth if he/she is present to answer questions and offer an explanation of decisions made to complete the project. If the 4-Her is unable to participate in Conference Judging, he/she may complete an absentee waiver form and submit it to the Extension Office with their entry form. The judge may award a lesser grade for those members who are not available for conference judging and not make the effort to complete the 4-H Exhibit Report Form.

Awards & Premiums*

All judging will be done on the Danish system. All exhibits will receive a “Blue (A)”, “Red (B)”, or “White (C)” rating. The total dollars available for premiums will be awarded using the “X-Factor” The amount varies according to the rating received and Illinois State Funding allotted.

Special Awards

Grand Champion Awards will be given to the best OVERALL exhibit in the project area. Recipients will receive an award and be recognized after judging is completed.

Illinois State Fair Eligibility

Moultrie-Douglas County Day is **Friday, August 14**. 4-H members who are 8 years of age as of September 1, 2019 may be selected as a State Fair Exhibitor and asked to take their exhibit to the Illinois State Fair. Special State Fair Delegate ribbons will be given to those 4-Hers. It is the responsibility of the 4-H'er to inform the Extension Office of their intent to exhibit at the Illinois State Fair and sign up forms will be available.

State Fair Alternate ribbons will be given to those 4-Hers whose 4-H Project Expo projects are selected as a State Fair Alternate Delegate.

INNOVATION CLASSES are open to all 4-H members in the project areas listed. Members choosing to exhibit in the Innovation class may be enrolled in any level of the Project they are studying. Members choosing to exhibit in the Innovation class decide the best way to show off their project mastery and knowledge for the year in that project category. Some suggestions are provided for each category, but members may choose any method they want for demonstrating project learning as long as it does not fit in any other class in that category. Only selected projects categories have an Innovation option.

READY4LIFE CLASSES (Career & Entrepreneurship Exploration) are open to any 4-H member who was at least 11 by September 1, 2020. Members choosing to exhibit in the Ready 4 Life class may be enrolled in any level of the Project they are studying. Exhibits should show the connection between the project area and related career or business opportunities. Members may choose any method they want for demonstrating project learning.

CLOVERBUD MEMBERS

Cloverbud members are encouraged to bring up to two completed projects for everyone to see!

Cloverbud members will visit with a cloverbud judge and speak to them about their exhibit. All cloverbud projects are non-competitive and premiums cannot be paid for these classes.

A cloverbud member may bring an exhibit pertaining to any 4-H project or other educational area that they have learned about over the 4-H year.

AEROSPACE.

Model Rocketry: (SF 50130)

(Open to youth in Aerospace 2, Aerospace 3, and Aerospace 4)

Exhibit one model rocket assembled or made by the member. The exhibit will be a static display. The model rocket should be in good flying condition. DO NOT include the rocket engine with your exhibit. The rockets will not be launched. Attach the printed directions for construction of the rocket if any were used.

Aerospace Display: (SF 50131)

(Open to youth in Aerospace 2, Aerospace 3, and Aerospace 4)

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

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)

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.

ANIMAL SCIENCE

(open to members in Beef, Cats, Dairy, Dogs, Goats, Horse & Pony, Poultry, Rabbits, Sheep, Small Pets, and Swine)

50135 Animal Science: Prepare a display focusing on any activity related to the animal science 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.

50137 Animal Science Ready4Life Challenge: (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)

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.

BICYCLE (not eligible for state fair)

Bicycle 1

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

Bicycle 2

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

Bicycle Ready4Life Challenge (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)

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.

CAT

4-H Project: Cats

Cats must have proper vaccinations dated within the year. Cats should have FVRCP. Please bring proof of the vaccines with you to the show.

Please bring a written report, which includes basic pet care, life expectancy, nutrition, health care and breed characteristics.

If you have a pet carrier, please use it. If not, use a pillowcase to carry your cat or a cardboard box (with a lid) and have a collar and leash or harness.

If you do not wish to bring your cat to the fair, but would like to exhibit what you have learned in Cats you may exhibit in the Animal Science class.

CHILD DEVELOPMENT

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. Include a list of resources you used to learn more about child development, such as mentors, books, articles, or websites. 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

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- **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. Include a list of resources you used to learn more about child care, such as mentors, books, articles, or websites. 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.

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)

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.

CIVIC ENGAGEMENT

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)

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.

Service Learning 1 (not eligible for state fair)

Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If exhibitor has been enrolled in project for multiple years, the binder portfolio should include previous years' work. Use of page protectors is recommended.

Service Learning 2 (not eligible for state fair)

Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If the exhibitor has been enrolled in the project for multiple years (including Service Learning 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

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)

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

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)

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.

COMMUNICATIONS

Communications 1 (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.

Communications 2 (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.

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.

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.

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)

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.

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

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)

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.

CONSUMER EDUCATION

Entrepreneurship: Be the E! (not eligible for state fair)

Exhibit a binder portfolio or display that includes the results of at least two completed activities from each year exhibitor has been enrolled in the project. Completed activities from previous years should be included.

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)

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.

H.S. Financial Planning

Prepare a minimum one but not more than three page report or an educational display board. This project is designed to let you create your own project, based on financial planning for your high school years or college. The project may be based on a budget for four years of high school expenses or projecting what you will need to save in high school for four years of college. **This exhibit is NOT premium eligible. It WILL NOT advance to Illinois State Fair.**

It All Adds Up

Prepare a minimum one but not more than three page report or an educational display board. This project is designed to let you create your own project, based on one major purchase or event for yourself or your family. **This exhibit is NOT premium eligible. It WILL NOT advance to Illinois State Fair.**

Living On Your Own

Prepare a minimum one but not more than three page report or an educational display board. This project is designed to let you create your own project, based on one month of living expenses. Make sure your project is inclusive of all things that you would need to support yourself for a month, housing transportation, groceries, and utilities.

This exhibit is NOT premium eligible. It WILL NOT advance to Illinois State Fair.

CROPS

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)

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.

DOG

1. Dogs must have proper vaccinations dated within the year.
2. Dogs should have vaccines against common canine viruses.
3. Please bring proof of the vaccine with you to the show.
4. Along with your dog, please bring a written report which includes: basic dog care, life expectancy, nutrition, and health care and breed characteristics.

If you do not wish to bring your dog to the fair, but would like to exhibit what you have learned in Dogs you may choose to exhibit in the Animal Science class.

Dog Obedience Guidelines

If you have participated in obedience training with your dog and like to be judged, you may participate in the dog obedience judging. Each class has specific skills that your dog should be able to complete. 4-Her's who score 170 and above may advance to the Illinois State Fair Dog Obedience judging.

Dog Obedience

- Beginner Novice I Class (For inexperienced handlers and inexperienced dogs)
- Beginner Novice II Class (For experienced handlers and inexperienced dogs OR experienced dogs and inexperienced handlers)
- Preferred Novice Class
- Novice Class
- Graduate Novice Class
- Preferred Open Class
- Open Class
- Graduate Open Class
- Preferred Utility Class
- Utility Class

Dog Showmanship

- Junior Showmanship (for handlers age 8 to 13 (as of 9/1/19))
- Senior Showmanship (for handlers age 14 and older (as of 9/1/19))

Rally Obedience

- Rally Novice Class
- Rally Intermediate Class
- Rally Advanced Class
- Rally Excellent Class

ELECTRICITY

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 (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)

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.

ENTOMOLOGY GENERAL

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)

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.

ENTOMOLOGY BEEKEEPING

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)

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.

County Projects—Not Premium Eligible

Entomology

Shutter Bug Safari

Exhibit a poster or binder of 8 to 15 pictures you have taken of bugs. Label the pictures with the name of bug, where found, date, and species. Be able to explain why you chose those pictures.

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

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 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.

FOODS & NUTRITION

READ EACH PROJECT REQUIREMENT CAREFULLY!

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/packaging (drying). For example, exhibit 1 jar of tomatoes (Canning) and 1 half-pint of jelly (Jams, Jellies, and Preserves).

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

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

Examples:

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

All food exhibits must be accompanied with the recipe(s) – typed or written, with the source of the recipe(s) listed.. **Required Recipes and Sources for Food Preservation Exhibits** – all food preservation recipes be from an approved source. Those sources are:

- *PUT IT UP! Food Preservation for Youth* manuals
- U.S. Department of Agriculture (USDA)
- National Center for Home Food Preservation
- Ball/Kerr Canning (recipes after 1985)
- Mrs. Wages

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

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

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)

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.

Foods County Projects—Not Premium Eligible

Any 4-H'er who is enrolled in a food project may also exhibit in any of these county project areas:

Candy Making First Year- Select One: 3 molded candies OR 3 cream cheese mints Or 3 pieces of coated candy (pretzels, peanuts, peanut cluster, ect.)

Candy Making Second Year– Select one: 3 multi-colored (painted) molded candy pieces OR 1 hard candy sucker

Candy Making Advanced– Box of assorted candies (1/2 pound)

Cookies Beginner Level - Exhibit 3 cookies of any piece of any recipe of your choice. Include a copy of the recipe you used.

Cookies Advanced - Exhibit 2 cookies each that are two types of cookies. For example bar cookies and rolled cookies. You may use any recipe of your choice. Include your recipe and be able to identify the types of cookies.

FORESTRY

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)

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

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)

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

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 item 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 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.

HORTICULTURE: FLORICULTURE

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)

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.

HORTICULTURE: VEGETABLE GARDENING

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)	Parsnips (5)
Beans, Lima (12 pods)	Peas, (12 pods)
Beets (5)	Peppers, large fruited (bell/banana) (5)
Broccoli (1 head)	Peppers, small fruited (chili/cherry) (12)
Brussels sprouts (12 sprouts)	Popcorn (5)
Cabbage (1 head)	Potatoes (any variety) (5)
Cauliflower (1 head)	Pumpkin (1)
Carrots (5)	Rhubarb, trimmed stalks (3)
Cucumber, pickling or slicing (5)	Rutabaga (5)
Eggplant (1)	Salsify (5)
Garlic (5)	Squash, summer (any variety) (3)
Kohlrabi (5)	Sweet Corn, in husks (5)
Lettuce (1 head or plant)	Tomatoes, slicing (5)
Muskmelon incl. cantaloupe (1)	Tomatoes, small fruited (12)
Okra (12)	Turnip (5)
Onions, large, dry (5)	Watermelon (1)
Onions, green or set (12)	
Squash, winter (Acorn, butternut, buttercup, spaghetti, Hubbard, Turks's Turban) (1)	
Beans, Snap, Green Pod or Golden Wax (12 pods)	
Greens (collard, endive, escarole, kale, mustard, spinach, Swiss chard) (1 plant)	
Horseradish Root (1 marketable root specimen harvested this year)	

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)

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

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 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.

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

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

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

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

Natural Resources 1-3

Exhibit any item developed from the project book.

Outdoor Adventure 1-3 (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

Sportsfishing 1

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

Sportsfishing 2 (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 1-3

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 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.

Exploring Your Environment 1 (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 (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

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)

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 (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 (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 (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 (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 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.

ROBOTICS

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

- Exhibits in 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)

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

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)

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

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 1-3 (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.
- **Compression System:** Explain how heat energy is produced by an engine and converted into mechanical energy.
- **Heat Transfer:** Explain how heat is transferred through the cooling and lubrication system of an air cooled or water cooled engine.
- **Filter Maintenance:** Explain the proper maintenance and cleaning of the air, fuel and oil filters of an engine.
- **What does a serial number reveal?:** Explain the various information that can be learned from the serial number or identification number stamped on the shroud of a Briggs & Stratton engine.
- **Tools to do the job:** Identify and explain the function(s) of different specialty tools needed for small engine work.

Experimentation: Explain through illustration an experiment you conducted from the project manual showing the results of your work.

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)

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.

SMALL PETS

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)

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.

TECHNOLOGIES

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

3-D Design Beginner (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 (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 (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 (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 (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)

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.

UNMANNED AERIAL VEHICLES/SYSTEMS (DRONES):

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

UAV Display (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 (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 (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)

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

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.

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

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)

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

Veterinary Science (SF 50320)

(Open to youth in Veterinary Science 1, Veterinary Science 2, and Veterinary Science 3)

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. Exhibits may include activities from Veterinary Science projects **OR** from any other Animal project area

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)

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.

VIDEO/FILMMAKING

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)

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.

VISUAL ARTS

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 hang, 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)

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.

WEATHER

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)

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.

WELDING

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)

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

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)

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.

Changes/Notices Regarding the 2020 Illinois State Fair Animal Exhibits

Note: This list is only a NOTICE of changes that have been made regarding various animal exhibits at the State Fair. Local Extension staff, Vocational Agriculture instructors, and exhibitors and their families should read complete rules and regulations included in the 2020 ISF Jr. Department Premium book once printed copies are received or the book is posted on the ISF website: <http://www.illinoisstatefair.info/>.

Quality Assurance & Ethics Certification is mandatory for all horse, rabbit, poultry, and companion animals. The website is now open. All county and state horse and dog exhibitors must complete QA&E Certification via this site one time during their showing career. Those that have completed it in the past do not have to complete it again.

The new YQCA program is mandatory for all dairy, beef, swine, sheep, and goat exhibitors in 4-H.

Horses – Ownership, Lease papers, photos, and Entries are to be sent in together directly to: Donna Miller at the Illinois State Fair by June 1 for verification of State Fair entries.

All junior exhibitors will need to pay entry fees for any/all animals entered. Fees will be due with class entries – June 1 for Horses, July 1 for all other livestock. Fees will be updated in the State Fair Premium Book.

**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

These Exhibition Health Requirements apply to all livestock present at the fair including those animals that are not entered in competitive events.

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.

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.

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.

SWINE

Illinois Swine

Identification

1. Swine shall be identified by an official ear tag, tattoo or recognized breed ear notch.
2. 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

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

Brucellosis

1. 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: A. Originate immediately and directly from a validated brucellosis-free herd.
B. Originate directly from a validated brucellosis-free state.

2. Swine brucellosis tests for exhibition shall be conducted at a state or federal laboratory.

Pseudorabies

1. Swine originating from a Pseudorabies Stage IV or V state are exempt from the pseudorabies testing requirement.

2. 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.

3. 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.

4. Barrows and females in market classes must meet the same requirements as breeding swine.

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.

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.

HORSES, PONIES, MULES AND OTHER EQUIDAE

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.

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.

CERVIDAE

(Deer, Elk, Reindeer, Caribou, Moose, Red Deer and other Related Species)

Identification

All animals shall be individually identified with an approved tag, microchip or tattoo. Elk are required to have two official/approved unique identifiers.

Illinois Cervidae

Chronic Wasting Disease

For cervidae changing ownership or moving within the State, the owner must obtain a permit issued by the Department prior to movement and the cervid must originate from a herd that is enrolled in the Certified Monitored Chronic Wasting Disease (CWD) Program or the Contained Monitored Chronic Wasting Disease Program. The permit shall be obtained no more than 72 hours in advance of the movement of the cervids by providing the following information:

- A) Name and complete mailing address of person exhibiting the cervids;
- B) Certified Monitored Chronic Wasting Disease or Contained Monitored Chronic Wasting Disease Herd number;
- C) Name and complete mailing address of location where the animals will be exhibited;
- D) Number of animals and unique identification of the animals.

Tuberculosis

Illinois is an Accredited Tuberculosis-Free State. Tuberculin test is not required for Illinois cervidae.

Out-of-State Cervidae

Chronic Wasting Disease

1. All cervidae entering Illinois must be in compliance with the Illinois Wildlife Code [520 ILCS 5]. For more information, contact the Illinois Department of Natural Resources at 217/782-6384.
2. All cervidae entering Illinois must be accompanied by a permit from the Department and a Certificate of Veterinary Inspection that:
 - a. has been issued by an accredited veterinarian of the state of origin or a veterinarian in the employ of the United States Department of Agriculture;
 - b. is approved by the Animal Health Official of the state of origin;
 - c. shows that the cervidae are free from visible evidence of any contagious, infectious or communicable disease or exposure thereto, do not originate from a CWD endemic area (any county and surrounding counties where CWD has been diagnosed in the past five years);
 - d. shows that the cervidae are not originating from a herd under quarantine for any contagious, infectious or communicable disease;
 - e. shows that the animals originate from a herd that has been monitored for at least 5 years under a state-approved CWD certification program.

3. A permit number can be obtained by calling (217) 782-4944. Applicant for permit shall furnish the following information to the Department:

- a. Name and post office mailing address of Illinois destination;
- b. Name and post office mailing address of the consignor and/or source herds;
- c. Name and post office mailing address of the herd veterinarian;
- d. Number and unique identification of cervidae in shipment.

Brucellosis

Cervidae six (6) months of age and older must have a negative brucellosis card or PCFIA test within sixty (60) days prior to entry.

Tuberculosis

1. Accredited Tuberculosis Free States

All cervidae twelve (12) months of age and over shall be negative to two (2) single cervical test for bovine TB no less than ninety (90) days apart with the second test conducted within ninety (90) days prior to entry. These animals shall be isolated from all other members of the herd during the testing period unless they originate from an accredited, qualified or monitored herd.

A. Cervidae from an accredited herd may be moved into Illinois without further TB testing provided that a certificate stating that such cervids originated from an accredited herd accompanies them.

B. Cervidae originating from qualified or monitored herds may enter with a negative test within ninety (90) days prior to entry and a certificate stating that the animals originate from a monitored herd.

2. Non-Accredited Tuberculosis Free Areas or States (Not TB Free)

A. All cervidae shall 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 two (2) additional tuberculin tests conducted within 180 and 30 days prior to entry or exhibition.

RATITES

(Ostriches, Emus, Rheas, Cassowaries and Kiwis)

Illinois Ratites

There are no requirements governing the movement of ratites within Illinois.

Out-of-State Ratites

1. Must be accompanied by a CVI and permit number. Entry permits are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782-4944.
2. Individually identified by leg band or microchip.
3. Negative test for Avian Influenza within 10 days prior to entry.

PIGEONS

There are no requirements governing the movements of pigeons within or into Illinois.

RABBITS

There are no requirements governing the movements of rabbits within or into Illinois.

LLAMAS

There are no requirements governing the movement of llamas within Illinois. A permit and health certificate is required for out-of-state llamas. 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>

Moultrie Douglas 4-H Livestock Show Information & Rules

4-H Fair Rules, Dates, etc. can be found in the Moultrie Douglas 4-H Fair book

Ownership Dates:

- Beef steers must be owned by February 1 (current year)
- Beef purebred heifers must be owned by June 1 (current year)
- Beef females in cow performance class must have been owned by January 1 (current year)
- All goats and yearlings not in milk must be owned by June 1 (current year)
- Horses and llamas must be owned or leased by May 1 (current year)
- Rabbits must be owned by June 1 (current year)
- All sheep must have been owned by May 15 (current year)
- Swine must be owned by June 1 (current year)
- Wethers must be owned by May 15 (current year)

All livestock entries are online at Fair. You **MUST** be enrolled in that project to show an animal at the fair. If you are unsure what class you should select, please call your superintendent for advice. Contact information is listed by species in this fair book.

All livestock exhibitors are REQUIRED to help with barn clean up after Master Showmanship.

Rules:

1. Deadline for livestock entries is June 1, of current year. Entries received after June 1 will be charged \$5 per entry. No entries will be accepted after June 15, current year
2. All animals must be exhibited in the show ring by the owner unless special permission is granted by the 4-H division superintendent.
3. For liability purposed, a family member or 4-H member must remain in the barns at all times throughout the 4-H shows.
4. Animals exhibited must have been individually owned or (horses and llamas leased) and personally cared for by the exhibitor from the required starting date of the project until the time of exhibiting.

5. All animals exhibited in the show ring must be shown by the owner, except when two (2) animals in the same class are shown. In those exceptions, the second animal can be shown by another Moultrie-Douglas County 4-H'er.
6. **Registration papers (pedigrees) will be required in all purebred classes. Registration papers must show ownership of the animals in the name of the exhibitor or ownership by immediate family members including the exhibitor for the period required in the 4-H projects. Certificates from breed association representatives will not be accepted in lieu of registration papers. The entry form itself still has to be in the individual exhibitor's name.**
7. All animals except horses, ponies and llamas must be the property of the member exhibiting them and will be subject to check for identification (tattoo, ear notch, etc.) and compliance with class rules. Horses, ponies, and llamas must be part of the member's project and ownership must meet the requirements of the county.
8. 4-H member must bring and use adequate bedding, watering, and feeding equipment.
9. NO animals are to be in the show ring. Any abusive treatment to any animal is grounds for disqualification.
10. Exhibitors of livestock and poultry must comply with the State Health rules. Health papers will be checked by the Superintendent of the division. Your health papers and registration papers should accompany your animals to the fair. Show them to the superintendent.
11. At any time during any 4-H livestock event, the 4-H'er's animal may be deemed "unmanageable" by designated members of the 4-H Youth Committee/Superintendent. At this time, the animal will be placed on probation and the 4-H'er will not be able to show the animal in any future 4-H shows unless the Youth Council reverses its decision at least two weeks prior to the next 4-H event in which that animal is to participate.
12. Unsportsmanlike conduct by an exhibitor may be grounds for disqualification by the superintendent or Extension staff.
13. Competition for livestock showmanship awards will be divided by age into Novice, Junior and Senior groups. All boys and girls 8 years old and not yet 14 years of age will compete in the Novice division.
14. To be eligible for participation in livestock showmanship, the 4-H member must participate in regular livestock judging for that species.
15. Superintendents will be responsible to check the 4-H'ers as they enter the show ring to make sure they are showing their own animals. Appropriate and neat clothing should be worn to assure the safety and presentation of the 4-H'er. The following suggestions are: boots or any leather shoe when showing larger livestock; white clothing for dairy; clean, tucked-in shirts and jeans worn by all.
16. No livestock (excluding horses) will be allowed to be shown from trailers. All livestock must stay within their designated area.

17. All livestock will be removed at the end of Master Showmanship. Poultry, rabbits and horses are the **only** species allowed to be removed from the fairgrounds after the conclusion of their shows.
18. All livestock pens must be cleaned by the 4-H exhibitor and inspected by the superintendent before leaving the grounds.
19. If this is not adhered to, a stall-cleaning fee will be assessed as determined by the Extension Office staff.

Protests

All protests of eligibility of exhibitors or animals entered in the Moultrie-Douglas 4-H Fair must be filed in writing to the Extension Office at least 24 hours before the department show begins and such protests will be considered before the hour of showing.

Protests concerning an award must be filed in writing within six hours after the award is made.

All questions or protests in dispute shall be referred to Moultrie-Douglas Extension Office and the livestock superintendent whose decision will be final.

Moultrie-Douglas 4-H Livestock Show Schedule

Barn set up July 5, 2020 at 6 pm

Monday, July 6

Large animal check in 6 pm

Monday, July 6

Poultry Show 8:30 a.m.

Rabbit Show 10:00 a.m.

Alpaca Show 11:30 a.m.

Dogs, cats and small pets 12:00 p.m.

All alpaca, poultry and rabbits released after the Dog, Cat and Small Pet show ends and small animal barn cleanup is complete.

Tuesday July 7

Swine show 8 a.m.

Beef Show 9:30 a.m.

Sheep Show 11:00 a.m.

Goats Show and Dairy Show 12 p.m.

Jr. & Sr. Master Showman ONE HOUR after the goat/dairy show

Wednesday, July 10

Moultrie-Douglas Extension Foundation 4-H project Auction-details to come

4-H Horse Show

June 12, 2020 4:00 pm

Moultrie-Sullivan Fairgrounds

Beef Show

Check-in: Must be checked-in by 6:00 p.m. Monday, July 6

Check-out: Following Master Showmanship & Barn Cleanup

Beef Superintendents:

Requirements

1. Each exhibitor must comply with the General Rules and the Livestock Rules. All Illinois Livestock Health Regulations must also be complied with. Any questions not covered within this book will be complied with from the Illinois State Fair Junior Show Rules.
2. Health papers will be checked by a veterinarian and all registration papers must be available to be checked at the same time.
3. Each Exhibitor is responsible for having his/her animal's ears clean, knowing where the tattoos are and knowing it can be read by officials at the time of check in.
4. All beef project animals must be broke to lead to qualify for showing. Animals that are unruly or show obvious signs of abuse or rule infractions will be excused.
5. All animals must be owned by the exhibitor and registered in the name of the exhibitor. No farm names or family names will be allowed.
6. Exhibitors will be limited to one (1) entry per class except in the steer classes. Steers will be shown by weight if applicable and each exhibitor may show a maximum of two (2) steers total. (Steers may not show by weight if the number of entries makes weighing the entries unfeasible. This will be determined by the superintendent.)
7. All entries must be owned and personally cared for by the exhibitor and carried as part of their 4-H project. Steers must be owned by February 1 of the current year and must have been weighed and tattooed at the official steer weigh and tattoo date. Heifers must be owned

and registered by June 1 of the current year.

8. No one other than the project member, family member, project leaders, or another project member will be allowed to fit or groom or in any other manner prepare any animal for showing on the fairgrounds. Physical assistance with the animal, tack, or other during the show by immediate family members or project leaders is acceptable. In the case of multiple entries in a class, another 4-H'er enrolled in the project may help show the other.

9. No false tailhead or tails will be permitted. Artificial color, twine, or hair added is prohibited.

10. Animals must remain in designated area.

11. Exhibitors must be enrolled in the Beef Project.

12. Any questions, changes, protests or disputes must be submitted to the Superintendent and or youth committee and their decision will be final. The procedure for filing such issues is outlined in the general livestock policies.

Heifers

Breeding Females Information:

- Age requirement is from September 1 of the year prior to the last calendar year to March 31 of the current calendar year.

- Owned and personally cared for by exhibitor since June 1 of current year.

- Purebred heifers must be registered with a breed association.

- Percentage animals will be shown in the All Other Breed division.

- All animals must be shown on halter.

- Females will be shown by breed with the exception of Cow/Calf class.

- The winner of the Cow/Calf class is eligible to show for Grand Champion Female.

Classes (All Registered Breeds and Percentage Females):

- Cow and Current Year Calf - January and after of current year calf – (Angus, Hereford, Shorthorn, All Other Breeds will show together. There will be no breed divisions.)

- Senior Yearling Heifer

- January-February

- March-April

- May-June

- July-August

- September-October

- November-December

- January & after of current year

- Pair of heifers

Crossbred Heifers:

- Entries may be purebred or crossbred.

- Must be calved on or after January 1, of previous year.

- Owned and personally cared for by exhibitor since February 1, of current year.

- All Ages will be shown by weight if applicable. (Crossbred heifers may not show by weight if the number of entries makes weighing the entries unfeasible. This will be determined by the superintendent.)

Steers

Steer Information:

- Entries may be purebred or crossbred.

- Must be calved on or after January 1, of previous year.

- Owned and personally cared for by exhibitor since February 1, of current year.
- Weighed & Tattooed - at official county weigh and tattoo date.
- All Ages will be shown by weight, not by breed, if applicable. (Steers may not show by weight if the number of entries makes weighing the entries unfeasible. This will be determined by the superintendent.)

Bulls

Bull Information:

- Bulls must be shown with halter at all times. Nose rings or snubs are strongly recommended.
- There will be no breed divisions. Bulls will be shown by age.

Classes (All Registered Breeds):

- Yearling Bull January 1 to June 30 previous year.
- Bull Calf July of previous year to July 1 of current year.

Dairy Cattle Show

Check-in: Must be checked-in by 6:00 p.m. Monday, July 6

Check-out: following Master Showmanship & Barn Cleanup

Superintendent: Duane Gingerich,

Exhibitor must be enrolled in the Dairy Cattle Project

1. Dairy Calves and heifers must have been owned since June 1, of current year. Dairy cows calved before July 1 of the previous year must have been owned since January 1, of current year.
2. A 4-H'er may enter only 1 animal per heifer class. However, 2 entries per cow class will be permitted. If assistance is needed with second animal, ask another 4-h member to help you.
3. Exhibitor may show more than one breed.
4. Classes will be determined after registrations are completed. At least 3 animals are recommended per class. If there are not sufficient numbers for individual breed classes, breeds may be combined to form a class.

Dairy Classes:

- Bucket Calf: Born on or after January 1, of current year
- Jr. Heifer calf, born on or after December 1, of the year preceding current exhibition year.
- Senior heifer calf, born between September 1, of year preceding current exhibition year, and November 30, of year preceding current exhibition year
- Junior yearling, born between March 1, of the year preceding current exhibition Year, and August 31, of the year preceding current exhibition year.
- Intermediate yearling, born between December 1, two years preceding current exhibition year, and February 28, of year preceding current exhibition year.
- Senior yearling, Born between September 1, two years preceding current exhibition year, and November 30, two years preceding current exhibition year.
- Cow under 4 years old, born after September 1, four years preceding current exhibition year.
- Cow 4 years and older, born before September 1, Four years preceding current exhibition year.
- Cow of any age freshened.

1. Health papers required. Calf should be healthy and clean.
2. Exhibitors limited to 2 entries.
3. Calves must be born on or after January 1, and owned by June 1 of the current 4-H year.
Can be a male or female.
4. Calf must be bottle or bucket fed by the 4-H'er for at least the first 45 days of animal's life.
5. Calves must be halter broke and able to tie.

Meat Goat & Dairy Goat Show

Check-in: Must be checked-in by 6:00 p.m. Monday, July 6

Check-out: following Master Showmanship & Barn Cleanup

Superintendent: Nancy Simpson, (217)832-9775

Exhibitors must be enrolled in Dairy Goat or Meat Goat Project

1. Each exhibitor must comply with the General Rules and the Livestock Rules. All Illinois Livestock Health Requirements must also be complied with.
2. Each exhibitor shall be limited to two entries in each class.
3. Goats exhibiting signs of sickness or disease will be asked to leave the grounds.
Superintendent's decision is final.
4. Exhibitors who do not cooperate with barn regulations may be barred from showing by the barn committee which will consist of superintendents.
5. Please indicated goats birthdate on the entry.
6. **Wethers: Boers and Dairy** must still have their baby teeth and be under one year of age. If there are enough wethers, they will be weighed and divided into light, medium and heavy weight classes.
7. **Pygmy wethers** are shown by age.
8. All dairy goat breeds will be shown together. Required dates for ownership are:
 - Kids and yearlings not in milk - June 1 of current year
 - Milking does - January of current year
8. Exhibitors who wish to show in classes that offer group exhibition (currently dairy and pygmy) must also show their animals in the individual classes.

Animals must remain in designated area.

Meat Goat Show

Boer Goat Classes:

Full Blood or Percentage

Boer Doe

- Doe, under 3 months
- Doe, 3 months and under 6 months
- Doe, 6 months and under 9 months
- Doe, 9 months and under 12 months

Champion Junior Doe

Reserve Champion Junior Doe

- Doe, 12 months to under 18 months

- Doe, 18 months to under 24 months

- Doe, 24 months older

Champion Senior Doe

Reserve Champion Senior Doe

Grand Champion Doe

Reserve Grand Champion Doe

Boer Buck

- Buck, 0 and under 3 months

- Buck, 3 months and under 6 months

- Buck, 6 months and under 9 months

- Buck, 9 months and under 12 months

Champion Junior Buck

Reserve Champion Junior Buck

- Buck, 12 months and under 16 months

- Buck, 16 months and under 20 months

- Buck, 20 months and older

Grand Champion Buck

Reserve Champion Buck

Boer Wethers

All wethers

Note: We will offer more buck classes as the show grows. We will leave wethers as one class for now. If this class grows, we will then weigh or do by birth date. If an exhibitor has a doe that does not fit in classes listed, after entries are in-we will make sure a class is formed for them.

Pygmy Goats

1. Each exhibitor must comply with the General Eligibility Rules. All Illinois Livestock Health Requirements must also be complied with.

2. Required date of ownership is June 1. Exhibitors are limited to two entries in each class.

3. Goats exhibiting signs of sickness or disease will be asked to leave the grounds.

Superintendent's decision is final.

4. When numbers increase, more age and group classes will be offered.

Pygmy Goat Classes

Wethers

- 0-6 months

- 7-12 months

- over 12 months

Grand Champion Wether

Reserve Grand Champion Wether

Jr. Doe

- 0-6 months

- 7-11 months

- 12 to 18 months unfreshened

Jr. Doe Champion

Reserve Jr. Doe Champion

Sr. Doe

- 12 to under 18 months freshened
- 18 to under 24 months freshened
- 2 years to 3 year
- 4 years and older

Senior Champion Doe

Reserve Senior Champion

Grand Champion Doe

Reserve Grand Champion Doe

Buck

- 0-6 months
- 7-12 months
- 13 months and older

Grand Champion Buck

Res. Grand Champion Buck

Dairy Goat Show

1. Each exhibitor must comply with the General Rules and the Livestock Rules. All Illinois Livestock Health Requirements must also be complied with.
2. Each exhibitor shall be limited to two entries in each class.
3. Goats exhibiting signs of sickness or disease will be asked to leave the grounds. Superintendent's decision is final.
4. Wethers must still have their baby teeth and be under one year of age. If there are enough animals, they will be classed by weight - light, medium, and heavy weight.
5. When more dairy goats are shown, they will be divided by breeds and add group classes such as best udder, get of sire, produce of dam and breeders herd.

Dairy Goat Classes

Class 1 - Jr. doe kid, born April 1 2020 and after

Class 2 - Int. doe kid, born March 1, 2020 to March 31, 2020

Class 3 - Sr. doe kid, born Jan. 1 2019 to Feb. 28 2020

Class 4 - Dry yearling, under 2 yrs. Not in milk

Champion Junior Doe

Reserve Champion Junior Doe

Class 5 - Milking yearling doe, under 2 in milk

Class 6 - Doe, 2 years and under 3

Class 7 - Doe, 3 years and under 4

Class 8 - Doe, 4 years and under 5

Class 9 - Doe, 5 years and over

Grand Champion Doe

Reserve Grand Champion Doe

Class 10 - Spring buck-born of current year

Wethers-must still have their baby teeth and be under one year of age. Again if we have enough animals we can weigh them for light, medium and heavy weight classes.

When we get more dairy goats showing, we can divide by breeds and add group classes such as best udder, get of sire, produce of dam, breeders herd.

Nigerian Goat Classes

Doe, 3 years and under 4

Doe, 5 years and older

Dry Yearling Doe, under 2 yrs. Not in milk

Int. Doe Kid, Born March 1, 2020 to March 31, 2020

Jr. Doe Kid April 2020 and after

Milking yearling doe, under 2 in milk

Spring buck born current year

Sr. Doe Kid, born Jan. 1 2019 to Feb, 28, 2020

4-H HORSE SHOW **MOULTRIE SULLIVAN FAIR GROUNDS**

Ownership/Lease: Horse and ponies must be owned or leased by the 4-H member and must be part of the member's project. By May 1 of the exhibit year, exhibitors must have on file at the county Extension office, copies of ownership/lease papers. 4-H'ers should include papers for all animals that the member may plan to exhibit at the State Junior Horse Show and the 4-H County Show. In addition to the ownership/lease papers, two (2) color photos (one of each side) of each animal must also be placed on file to show proof of the specific exhibit animal. This will be mandatory for all horses and ponies, grade and registered animals. All transfers to the exhibitor or his immediate family must be dated prior to the project deadline.

Horses and ponies must be on the grounds by the scheduled time. Show will begin promptly at designated time.

Exhibitors must present a negative Coggins test certificate for each animal on day of the show.

Entries in the "Age of Exhibitor" classes (13 and under), (14 and over) are to be made using the exhibitor's age as of September 1 of the current 4-H year.

Superintendents reserve the right to bar any animal from showing in the ring if the animal cannot be managed safely. However, it will be viewed by the judge and graded.

Exhibitors with unsportsmanlike conduct will be excused from the class.

Exhibitors from the same family may show one horse, but the age groups have to be different. (i.e. one sibling can show in the Novice group, and another sibling can show in the Senior group)

For safety reasons, the exhibitor will be required to wear boots, preferably with some kind of

heel, while exhibiting. All 4-H members are required to wear a properly fitted ASTM or SEI standard F1163 (or above) certified equestrian helmet whenever mounted or driving at all 4-H horse and pony events, shows, activities, or practices.

Exhibitor must wear proper attire for English Class which requires helmet. Gaming classes must be run in Western attire and tack. A stock type saddle must be used and it must fit the horse and the rider. Open toed stirrups are required and tapaderos will not be allowed. Any half-breed, snaffle, curb, or spade bit may be used with split reins or roma. Curb chains must be at least ½" wide and be flat against the jaws of the horse. All curb chains must meet with the judge's approval. No wire, bosals, martingales and draw or side reins will be allowed. Silver equipment may be used but shall not be given preference over good working equipment. Hard hat is optional for the safety of the rider.

Halter classes will be shown in halter or as breed requires. Showmanship at halter can be Western or English.

There will be a five minute time limit for tack changes.

Current AQHA rules will apply in all cases where 4-H rules do not apply.

HORSE & PONY CLASSES

HALTER CLASSES

- Pony Halter
- Mare Halter
- Gelding Halter
- Pony showmanship
- Jr. Showmanship at halter, optional tack
- Sr. Showmanship at halter, optional tack

Pleasure Classes

- Pony Pleasure
- Junior Pleasure
- Senior Pleasure

Horsemanship Classes

- Pony Horsemanship
- Junior Horsemanship
- Senior Horsemanship

Trail Classes

- Pony Trail
- Jr. Trail
- Sr. Trail

Speed Classes

- Pole bending
- Flag race
- Barrel race

Pleasure Driving Classes

- Junior Pleasure
- Senior Pleasure

June 1, 2020 is the postmark deadline from our office for all entries for those who intend to exhibit at the 2020 Illinois State Fair Jr. Horse Show.

Poultry Show

Check-in: Must be checked-in by 7:30 a.m. Monday, July 6

Check-out: will be released after the poultry show ends and small animal barn cleanup is complete.

Superintendent: Pam Utterback

Exhibitors must be enrolled in the Poultry project

1. Each exhibitor must comply with the General Eligibility Rules of this book.
2. Poultry are to be owned by the exhibitor by June 1 of current year.
3. Exhibitors are limited to one entry per class.
4. Definition of terms:
 - a. Cock – a male hatched before January 1 of the current year
 - b. Hen – a female hatched before January 1 of the current year
 - c. Cockerel – a male hatched on or after January 1 of the current year
 - d. Pullet – a female hatched on or after January 1 of the current year
5. Pen – shall consist of 1 cockerel and 2 pullets and must consist of birds hatched in current calendar year.
 - a. **except** the Meat Pen which shall consist of 3 birds of the same sex (either all male or all female), and
 - b. **except** for the Hens in Production which should be all of the same breed or crossbreed.
6. In All Other Fowl classes, a pair shall consist of 1 male and 1 female of the same species and the same breed.
7. It is recommended that the birds be leg-banded, but is not required.
8. The **American Standard of Perfection** shall be the guide for judging.

Note: To make the show run smoothly, ALL birds need to be properly classed before the show – not during! PLEASE contact the superintendent if you have any questions

STANDARD CHICKENS

American Class Example Breeds: Plymouth Rocks, Rhode Island Reds, New Hampshires, Jersey Giants, Wyandottes, Delwares, etc.

Asiatic Class Example Breeds: Cochins, Brahmas, Langshans,

English Class Example Breeds: Sussex, Orpingtons, Australorps, Dorkings, Pure Cornish (NOT Cornish Hybrids), etc.

Mediterranean Class Example Breeds: Buttercups, Leghorns, Minorcas, Anconas, Andalusians, Spanish, etc.

Continental & All Other Breed Class Example Breeds:

Polish, Houndans, Barnevelders, Favorelles, Hamburgs, Campines, Sumatras, Americanaunas, Aracaunas, Pheonix, Turkens, ect.

Standard Chicken Classes

	Cock	Hen	Cockerel	Pullet	Pen
American	1.	2.	3.	4.	5.
Asiatic	6.	7.	8.	9.	10.
English	11.	12.	13.	14.	15.
Mediterranean	16.	17.	18.	19.	20.
Continental/All Other Breeds	21.	22.	23.	24.	25.
Hen(s) in Production	---	26.	---	---	27.
Fryer(s) over 3 pounds	---	---	28.		29.

BANTAM CHICKENS

Clean Legged Class Description: Any bantam breed WITHOUT feathers on its legs and toes

Feather Legged Class Description: Any bantam breed WITH feathers on its legs and toes

Bantam Chicken Classes

	Cock	Hen	Cockerel	Pullet	Pen
Clean Legged	30.	31.	32.	33.	34.
Feather Legged	35.	36.	37.	38.	39.

ALL OTHER FOWL

	Single (male or female)	Pair (1 male & 1 female)
Water Fowl (ducks, geese)	40.	41.
All Other Fowl (turkeys, quail, pigeons, etc.)	42.	43.

EGGS

- Must be a complete dozen. One or more eggs may be broke for judge’s inspection

<u>Eggs</u>	1 dozen
White Eggs	44.

Rabbit Show

Check-in: Must be checked-in by 7:30 a.m. Monday July 6

Check-out: will be released after the poultry show ends and small animal barn cleanup is complete.

Superintendents: Ellen Mathias 217-273-9047

1. Each exhibitor must comply with the General Eligibility Rules
2. Rabbits must be the property of the 4-H'er by June 1; fryers must be owned by July 1 of current year.
3. There are no health requirements governing movement of rabbits within the State of Illinois.
4. Each exhibitor will be allowed one entry per class.
5. Pedigree papers are not required to show in purebred classes.
6. Parents are not allowed inside the show ring.

Small Purebred Class Breeds (breeds under 9 pounds)

Netherland Dwarf, Holland Lop, Dutch, Mini Rex, Florida White, Himalayan, Mini Lop, Rex, Jersey Wooly, Fuzzy Lop, Angora (all breeds), English Spot, Tan, Polish, Havana, Lion Head, Mini Satin, Thrianta, Britannia Petit, Dwarf Hotot, Standard Chin

- Sr. Bucks (over 6 months of age)
- Sr. Does (over 6 months of age)
- Jr. Bucks (up to 6 months of age)
- Jr. Does (up to 6 months of age)

Large Purebred Class (breeds over 9 pounds)

New Zealand, Satins, California, French Lop, Palominos, English Lops, Flemish Giants, Champagnes, Checkered Giants

- Sr. Bucks (over 8 months of age)
- Sr. Does (over 8 months of age)
- Intermediate Bucks (6 to 8 months of age)
- Intermediate Does (6 to 8 months of age)
- Jr. Bucks (up to 6 months of age)
- Jr. Does (up to 6 months of age)

Crossbreds

- Sr. Bucks (over 6 months of age)
- Sr. Does (over 6 months of age)
- Intermediate Bucks (6 to 8 months of age)
- Intermediate Does (6 to 8 months of age)
- Jr. Bucks (up to 6 months of age)
- Jr. Does (up to 6 months of age)

Market Classes

- Meat Pen (3 rabbits not over 69 days old and not over 5 pounds)
- Single Fryer (1 rabbit not over 69 days old and not over 5 pounds-entry may come from the meat pen class)

Sheep Show

Check-in: Must be checked-in by 6:00 p.m. Monday, July 6

Check-out: following Master Showmanship & Barn Cleanup

Superintendent:

1. To be eligible to show at the Illinois State Fair, SHEEP Market Wethers & Market Ewe Lambs: Live Show Wethers – No more Regional check-in sites – New nomination format

- Lambled on or after January 1, of current year
- Ownership Date – May 15, of current year
- Self-nomination as follows: Nominations must be signed by local Extension Office.
- Exhibitors fill out and send in nomination form with photo of lamb's ear with scrapie tag installed in ear (close up photo of ear so scrapie tag can be read). This must be completed between March 15 and May 15, 2020. Send to Dan Jennings, Region 1 Office, 1100 E., Warrenville Rd., Suite 170, Naperville, IL 60563.

Jr. and Open Premiere Wether lambs: - Weigh-in, tattoo, and nomination procedures:

Junior and open premiere lambs will be nominated, tattooed, and weighed at the county level.

- Premiere lambs must be weighed and tattooed with the Box A tattoo followed by a number starting with 1 - This must be witnessed by a local Extension employee or a person they designate, such as a volunteer or local sheep superintendent.
 - Completed nomination forms must be signed by the local Extension Office.
 - Send nomination forms to Dan Jennings (address above).
 - Ownership and nomination deadline is March 15 to May 15, 2020
 - Lambled on or after January 1, 2020
2. Market classes will include all breeds. Market lambs may be either wethers or ewe lambs. These ewe lambs may not be shown in ewe lamb classes. The wethers must show no evidence of testicular tissue, must be sound, and will be evaluated at the scale. All tattoos must be legible at the scales.
3. Each exhibitor must comply with the General Eligibility Rules and the Livestock Rules. All Illinois Livestock Health Regulations must also be complied with. Any questions not covered within this book will be complied with from the Illinois State Fair Junior Show Rules.
4. All sheep must have been the property of the exhibitor since June 1 (current year). All lambs exhibited must be docked. All lambs must have been born after September 1 (of past year), have lamb's teeth, and show no evidence of permanent teeth.

5. Artificial coloring of sheep will not be allowed. No mature (yearling) rams, aged or nurse ewes, or nurse goats will be permitted in the sheep division.
6. A crossbred ewe may be crossbred or a purebred not registered with its respective breed association.
7. All sheep shown in purebred classes must be registered in the flock book of the respective breed association under the exhibitor's name. No farm names or family names will be allowed. All tattoos, ear tags, and horn markings must be visible for superintendent's reading. Registration papers must be available to superintendent on the day of show.
8. Protests and grievances will be handled according to the rules in the front of the show book.
9. Each exhibitor will be allowed to exhibit two (2) entries in each class except in the flock class where they will be limited to one (1) entry.
10. Fall lambs are lambs born September through December. Spring lambs are lambs born January through May.
11. A flock consists of a yearling ewe, a ram lamb, and a ewe lamb of any age.

Classes and Show Order

All Other Purebreds

- Fall Ram Lamb
- Spring Ram Lamb
- Champion AOP Ram
- Fall Ewe Lamb
- Spring Ewe Lamb
- Yearling Ewe
- Champion AOP Ewe
- Flock

Montadale

- Fall Ram Lamb
- Spring Ram Lamb
- Champion Ram
- Fall Ewe Lamb
- Spring Ewe Lamb
- Yearling Ewe
- Champion Ewe
- Flock

Crossbred

- Fall Ram Lamb
- Spring Ram Lamb
- Yearling Ewe
- Champion Crossbred Ewe

Suffolk

- Fall Ram Lamb
- Spring Ram Lamb

- Champion Suffolk Ram
- Fall Ewe Lamb
- Spring Ewe Lamb
- Yearling Ewe
- Champion Suffolk Ewe
- Flock

Grand Champion Ram Overall

Grand Champion Ewe Overall

- **Market Lambs** – If there are enough entries, this class will be broken up into different weight classes by the superintendent.
- **Pair of Market Lambs**

Swine Show

Check-in: Must be checked-in by 6:00 p.m. Monday, July 6

Check-out: following Master Showmanship & Barn Cleanup

Superintendent: Tim Walker, 460-1459

1. Each exhibitor must comply with the General Rules and the Livestock Rules. All Illinois Livestock Health Regulations must also be complied with. Any questions not covered within this book will be complied with from the Illinois State Fair Junior Show rules.
2. All health papers will be checked. Any swine exhibiting signs of sickness or disease will be asked to leave the grounds. Superintendent's decision is final.
3. All registration papers for purebred swine WILL BE CHECKED by the superintendents. All purebred swine must be registered IN THE NAME OF THE EXHIBITOR ONLY. No registrations in a farm name or family name will be accepted. ALL SWINE MUST BE PLAINLY EAR NOTCHED. These ear notches will be inspected to determine if they agree with those recorded on the registration paper of the animal exhibited. Fresh ear notches are not allowed.
4. If there are no registration papers, you must show as crossbred.
5. All boars exhibited must have been farrowed on or after January 15 of the current year and must be the property of the exhibitor by June 1, 2016. Boars must be nominated, and ear notched when you make your Illinois State Fair entry.
6. Each exhibitor will be permitted to show ten hogs per exhibition, limited to two (2) per class with the exception of the litter class. No crossbred boars allowed.
7. Every exhibitor showing boars will be required to bring a hurdle to the show ring when showing. This will be enforced.
8. Three (3) pigs, with both sexes represented, farrowed by the same sow, will constitute a litter.
9. Pigs exhibited in the litter and pair classes must also be shown as individuals in class.
10. All barrows and crossbred gilts will be weighed.
11. No one other than the project member, family member, project leaders, or another project member will be allowed to fit or groom or in any other manner prepare any animal for

showing on the fairgrounds. Physical assistance with the animal, tack, or other equipment during the show by the immediate family members or project leaders is acceptable. In the case of multiple entries in a class, another 4-H'er enrolled in the project or a family member who is age 8-18, may help show the other entry.

12. Any questions, changes, protests, or disputes must be submitted to the Superintendent and their decision will be final. The procedure for filing such issues is outlined in the front of this book.

Classes will be divided by birthdate as follows in each breed, sex, and all group classes with the exception of the January boar classes. January boars will be Jan. 15 – Jan. of current year, all other classes will follow listed birthdate ranges:

Jan. 1- Jan. 30

Feb. 1- Feb. 28

March 1 and after

Grand Champion Classes:

Plaques or trophies will be awarded for the following grand champion classes:

1. Boar
2. Gilt
3. Pair of Gilts
4. Litter
5. Barrow
6. Pair of Barrows
7. Breed Champion Gilts will receive plaques or trophies also.

Animals must remain in designated area.

Berkshire, Chester Whites, Duroc, Hampshire, Landrace, Poland China, Spotted, Yorkshire, All other Purebreds:

- Boars NO BOARS FARROWED BEFORE Jan.15th will be permitted!

- Gilts
- Pair of Gilts
- Litters
- Barrows
- Pair of Barrows

Crossbred

Crossbreds will be divided into classes after weighing

- Gilts
- Pair of Gilts
- Litters
- Barrows
- Pair of Barrows

Llama/Alpaca

Check-in: Must be checked-in by 7:30 a.m. Monday July 6

Check-out: will be released after the poultry show ends and small animal barn cleanup is complete.

1. Each exhibitor must comply with the General Rules on page 4 and the Livestock Rules. All Illinois Livestock Health Regulations must also be complied with. Any questions not covered within this book will be complied with from the Illinois State Fair Junior Show rules.
2. Exhibitors may enter more than one breed.
3. Entries may be purebred or crossbred.
4. Animals must be owned by exhibitor or immediate family.
5. No leasing allowed.
6. No Bucks allowed.

Classes:

1. Juvenile Male (less than one year of age)
2. Juvenile female (less than one year of age)
3. Yearling female (one-two year of age)
4. Adult female (older than two years)
5. Non Breeders- spayed female or castrated male.

Livestock Showmanship Tips For Master Showmanship

Beef Showmanship Tips

Cleanliness

- Hair and switch clean and free of stains.
- Hide clean and free of dust and dandruff.
- Legs and hooves clean.
- Halter clean and properly adjusted.

Grooming

- Hair handled in a manner best suited to the individual calf. Long hair may be curled or it may be pulled forward and blocked. Short, stiff hair may be shown smooth. In some cases, areas may be brushed smooth, while other areas, such as the rounds, may be fluffed or pulled up to emphasize thickness or perhaps to minimize some deficiency. Short hair may be slick shorn.
- Hooves trimmed and shaped so that the animal can stand straight; trimming done early enough so the animal's feet are not sore and so the animal has had time to adjust. Trimming to cause excessive straightness is discouraged. Hooves should be oiled. The addition of unnatural color or other compounds should be discounted.
- Horns (if present) curved, shaped, and polished.
- The switch may be left natural, fluffed, ratted, or formed at twist height.
- The addition of natural or synthetic hair or hair-like materials should be discouraged and severely

discounted in a showmanship contest. A complete tail switch may be added if desired.

- Animals groomed with compounds which rub off color should receive lowest possible ribbon placing or disqualification.

Clipping

- Major clipping done about one week before show.
- Head clipped on polled or dehorned market calf, never clipped on horned animal but may be trimmed and cleaned up if necessary. Head clipped from ears forward and over top of poll, if desired. Ears or eyelashes never clipped. Hair blended from clipped to unclipped part.
- Head of polled breeding heifer clipped unless breed custom dictates. Head of horned breeding heifer not clipped.
- Tail clipped from a point above the twist upward to the tailhead. Tailhead never clipped but long hairs trimmed and area from clipped to unclipped parts blended.

Parading & Changing Positions

- Calf led from left side; lead strap held in the right hand from 1 to 2 feet from the head and at height of calf's poll. Extra length of lead strap balanced between left and right hands or carried in the form of several large folds in right hand. Extremely short lead straps may not require folds. Wrapping strap around hand should be severely discounted. Exhibitor never leads calf while walking backwards.
- Backward pressure applied with the lead strap and by pressing on the point of the shoulder to back calf out of line.
- Halter should be properly adjusted and show stick of suitable length.
- Calf also may be moved out of line by leading forward, then back through the line.
- Calf led in clockwise direction when necessary to parade it or move it to a different line.
- About 6 feet of space maintained between exhibitor calf and next calf in front.

Posing in Ring

- When pulled into line, showman keeps calf in position at least 3 feet from calf to the left.
- Exhibitor faces calf and holds lead strap in left hand while showing.
- Calf stands alert with head up, back level, and legs placed squarely under the body.
- Show stick used to place calf's hind feet. Either show stick or exhibitor's foot used to place calf's front feet.
- Exhibitor keeps whereabouts of judge in mind and has calf in position when judge looks at him.
- Proper to let calf relax and brush or comb calf when judge is at other end of ring.
- Exhibitor posing calves in a location to block judge's view of other animals should be severely discounted.

Cooperation with Judge

- Awareness of position of judge maintained but not made obvious.
- Exhibitor does not obstruct view of judge.
- Calf maneuvered into improved position for benefit of judge's inspection before but not during inspection.
- Exhibitor steps aside if judge desires front view inspection.

Appearance

- Exhibitor well groomed and clothes reasonably clean and neat.
- It is suggested that no headwear be worn in class. However, the final decision on headwear is left to

the individual show.

- Dark blue jeans are preferred. Shorts are inappropriate. Extremes in colors and fit are inappropriate. Belts should be worn with trousers with carriers or loops.
- White shirt (or blouse) with the official 4-H chevron, a 4-H T-shirt or official shirt (or blouse) provided by show management are appropriate. However, the final decision on dress code is left to the individual show.
- Hard soled shoes or boots should be worn. Other footwear is inappropriate.

Merits

- Brings calf into ring promptly.
- Recognizes quickly and corrects faults of calf.
- Works quickly but not abruptly.
- Alert and responsive to judge's and ringmaster's requests.
- Not distracted by people, activities, and objects outside ring.
- Shows calf, not himself/herself.
- Does not leave ring until released by ring official.
- Displays a courteous and sportsmanlike attitude while at the show.
- Gives prompt answers to questions related to 4-H beef project (e.g., age, breed, nutrition, pregnancy status, performance, carcass value).

Other things an exhibitor should know:

- Is the animal a heifer or a steer?
- Why do you scratch the animal's stomach with a show stick?
- What is the gestation period of a heifer?
- What would you change about the animal to improve it?
- What is your animal's best quality?
- Where is the ribeye-center of the rib cuts?
- What is the difference between a show halter and a rope halter?

Pygmy Goat Showmanship Tips

- Always keep your attention on the judge. You will be safest and most in control when you know where the judge is and what instructions are being given to you.
 - Always keep your animal between yourself and the judge. You want every chance to show your animal to the judge to the best advantage.
- Never step over your animal or step from one side of your animal to the other by going behind your animal. You may lose control by doing either of these things. You may also cause your animal to react to your movement in a way that causes the animal to not set up properly.
- Never kneel when handling your animal. You lose control by kneeling and you could get hurt if your goat is startled and bolts.
 - Never abuse your animal by dragging or hitting the goat. This endangers the safety of the animal and is not tolerated.
 - Whenever possible set up your animal. This maximizes the opportunity for the judge to see your goat at its best advantage.
 - Always be courteous to the judge, the ring staff, and other exhibitors.
 - Each animal should be cleaned and hoofs trimmed.
 - You should use a short lead and collar.
 - Pygmy goat should be set up squarely to emphasize its overall cobbyness. The legs should be set well apart but not pulled out unnaturally. The angulation of the legs must be considered and not sacrificed for a square set.

- Should know your body parts and breed standard and breed markings.
- The exhibitors ability to accentuate the strengths and minimize the faults when setting up and moving around the ring.
- Should know the difference between a wether, doe and buck.
- Gestation - 5 months - breed year round.
- When walking in pairs always have animals together.

Pygmy goats are shown for fun and also used for meat and a packing animal. Breed colors: agouti, caramel, black, all must have four black stockings. Adult does will weigh approximately 65lbs and bucks approximately 85lbs.

Dairy Goat Showmanship Tips

- Always be alert, smile and let the judge know you are genuinely glad to be in the ring.
- Should be in white attire.
- The judge will give the direction he/she wants the class to walk.
- Always keep space between other exhibitors.
- Stand your goat up square and straight with feet set apart and a little bit stretched out.
- If you animal breaks her stance, lead them back a few feet, turn around and line back up with the rest of the class.
- Know the breed of your goat.
- Know the difference between a wether, buck and doe.
- Know the parts of the goat.
- Gestation - 5 months
- Never put your knees on the ground.
- Always keep your animal between you and the judge.
- Never walk over your animal or behind your animal.
- Dairy goats are for milk production.
- Judge will check bite and teats - checking to see that the animal does not have a under or over bit and teats or extra teats - double orifice-size-udder capacity.

Dairy goat should be angular and not round, hip bones will be prominent, thigh thin, considerable length of neck and body will be long. Meaty is against good dairyness.

Dairy goats should be sleek and alert, straight as possible on top and especially strong in the chine and loin with a great spring of ribs making adequate room for roughage plus two or more kids. The ribs should be long and far apart so you can slide one finger between the ribs. There should be width in the chest floor so the front legs will not be too close.

Dairy udder should show plenty of capacity and be well held up to the body by the suspension ligament.

The low slung udder is called pendulous which is a serious fault. Udder should be pliable and soft-balanced and teats not to large or too small and should be even.

Boer Goat Showmanship Tips

- Know your Boer goat is a meat animal.
- Know your bucks will be somewhat larger than your does.
- Boer goat should have a strong head with soft brown eyes.
- A totally red head or a red head with a white blaze or white spot is ideal.
- Desirable head should have a smooth and continuous convex curve from the nost to the apex of the horn.

- Horns should be round, darkly colored and moderately to widely spaced.
- Ears are to be flat and hang smoothly along the side of the face, avoiding eyes.
- On bucks, the next should be well fleshed and of moderate length in proportion to the length of the body.
- Does should have a more feminine extension of the neck.
- Back should be broad and strong.
- A slight dip behind the withers is permissible to allow rotation.
- Hindquarters should have good extension to fully fleshed thighs.
- Front legs should be straight and long enough to give sufficient height to front assembly.
- A loose supple skin with sufficient check and neck folds, especially on bucks.
- Always be alert, smile and let the judge know you are genuinely glad to be in the ring.
- You want every chance to show your animal to the judge to the best advantage.
- Always keep space between other exhibitors.

Sheep Showmanship Tips

Cleanliness

- Wool clean, dry, and free of foreign matter.
- Flanks, feet, and legs clean.
- Ears and nose clean.
- Addition of color or addition of natural or synthetic materials to any part of the animal should receive a white ribbon in showmanship contests or disqualification.

Trimming

- Desirable that fleece of market lambs and meat type breeding ewes be tight sheared. Wool may be left below knees, hocks, and forward of ears.
- Fleece of breeding ewes trimmed to a length of 3/8 to 3/4 inch, or in the case of wool breeds, a length which is appropriate for the standard of their breed.
- Feet trimmed so that lamb walks and stands naturally and correctly.

Posing and Changing Positions

- Lamb kept well posed at all times but exhibitor not engaged in undue fussing or maneuvering.
- Lamb shows evidence of training as indicated by responsiveness to handling.
- Exhibitor should always have lamb between judge and self. However, an exhibitor stepping over or around behind animal should be severely penalized.
- Exhibitor shows while standing or in squatting position except when moving lamb to a new position.
- Lamb led from side with one hand under jaw and the other hand at the dock if lamb needs to be encouraged to move.
- At ring steward's direction, always maintain reasonable distance from next animal.
- It is proper to let lamb relax (keep in position) when judge is at other end of arena.
- Lamb held firm for handling by two hands holding chin and press back against the forward pressure of the lamb. Lifting feet off ground or placing on any support should be severely penalized in a showmanship contest.
- Physical contacts with lambs that appear to be abusive (e.g., slapping, pinching, etc.) should be disqualified in a showmanship contest.

Cooperation with Judge

- Awareness of position of judge maintained, but not obvious.
- Body not permitted to obstruct view of judge.
- Lamb maneuvered into position for benefit of judge's inspection before, not during, inspection.
- Exhibitors posing animals in a manner to block view of other animals in class should be severely

penalized.

Merits

- Brings lamb into ring promptly.
- Responsive to judge's and ringmaster's requests.
- Works quickly but not abruptly.
- Recognizes quickly and corrects faults of lamb.
- Not distracted by people, activities, and objects outside ring. (Ringside coaching is considered a distraction.)
- Shows animal, not himself/herself.
- Does not leave ring until released by ring official.
- Displays a courteous and sportsmanlike attitude while at the show.
- Gives prompt answers to questions related to the 4-H sheep project (e.g., breed, sex, age, nutrition, stage of pregnancy, carcass value, growth performance).

Swine Showmanship Tips

Presenting Pig to Judge

- Small whip, bat, or short cane used to direct pig around arena. Pig should be gently prompted in correct places. Pig should not be touched with hands.
- Pig shown at slow walk except when judge indicates a desire for exhibitor to halt for closer observation.
- Pig never allowed to assume an awkward position when standing still. No attempts made to place pigs feet by handling them.
- Pig not forced to make abrupt turns in show ring or permitted to walk into a spot from which it must back out.
- Exhibitor should never block judge's view.
- Do not punish a pig for lying down. Gently encourage pig to stand and continue to show.

Cooperation with Judge

- Awareness of position of judge maintained but not made obvious.
- Pig kept in clear view of judge at all times.
- Pig kept in open area about 10 to 20 feet, from judge, never in crowded area within a few feet of judge.
- Pig brought to immediate halt if judge indicates a desire to inspect it standing.

Appearance

- Exhibitor well groomed and clothes clean and neat.
- Although the final decision on headwear is left to the individual show, it is suggested that no headwear be worn in class.
- Dark blue jeans are preferred. Shorts are inappropriate. Extremes in colors and fit are inappropriate. A belt should be worn with trousers with carriers or loops.
- White shirt (or blouse) with the official 4-H chevron, a 4-H T-shirt or official shirt (or blouse) provided by show management are appropriate. However, the final decision on dress code is left to the individual show.
- Prefer shoes or boots that provide adequate protection and comfort for exhibitor.
- Exhibitor may carry a small brush if needed.

Merits

- Brings pig into ring promptly.
- Responsive to judge's and ringmaster's requests.

- Works quickly but not abruptly.
- Recognizes quickly and corrects faults of pig.
- Not distracted by people, activities, and objects outside ring.
- Shows animal, not himself/herself.
- Does not leave ring until released by ring official.
- Displays a courteous and sportsmanlike attitude while at the show.
- Gives prompt answers to questions related to the 4-H swine project (e.g., age, breed, sex, growth performance, reproductive performance, ear notches, carcass value).

Other Things to Know:

Number of the litter

Sex of animal

Family Instructions to Enroll in Multi Entry Exhibits

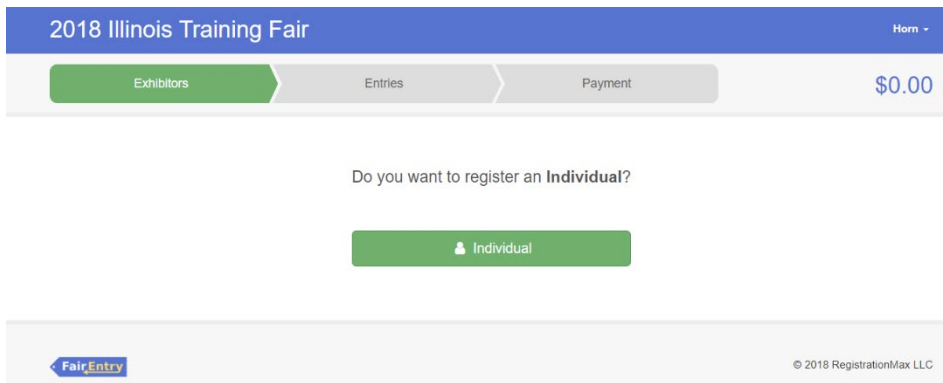
- Go to the website <https://fairentry.com/Fair/SignIn/14014>



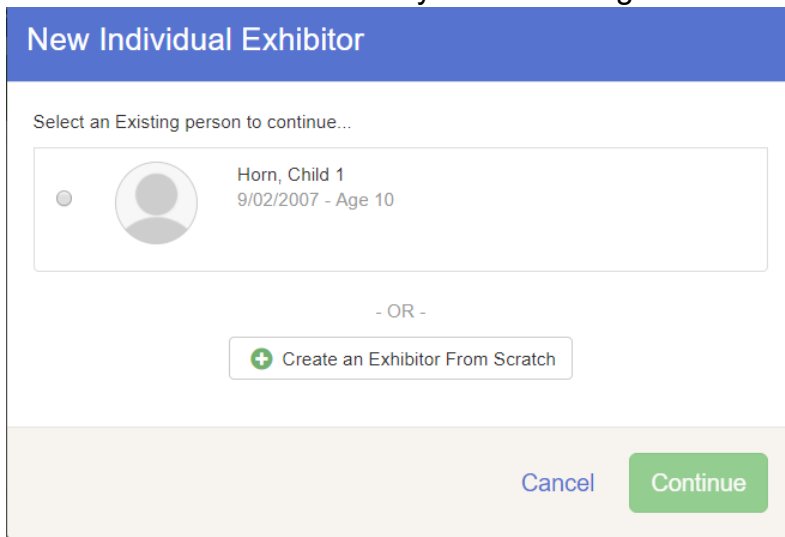
1. Click on Sign in with 4H Online

If you have not created any entries for a family member for the current fair season:

2. If you get the prompt, choose to register as an Individual



3. You should see a list of family members eligible to exhibit.



4. Click on the individual. You will see the information about this individual.
5. Click Edit next to the name of the individual. You will see the information about this individual. If any of the information is incorrect, log into 4-H Online and correct the information.



Please review the exhibitor registration. [Continue to Entries](#)

Personal Details Edit	
First Name	Test for Authorizations
Last Name	Horn
Birthdate	2/07/2005
Grade	9

Contact Info Edit	
Email	dchorn85@gmail.com
Home Phone	217-333-0826
Cell Phone	
Cell Phone Carrier	

Address Edit	
1400 Annis Ave Mattoon, IL 61938-5902	

6. Click on Continue to Entries

If you have previously created entries, you will see an option like this.

7. Choose to Begin work on a new invoice.

Horn ▾
2018 Illinois Training Fair

Registration is currently Open

2/1/2018 - 7/31/2018

Your Current Invoice

You do not have a current invoice.

Begin work on a new invoice

Your Completed Invoices

These invoices are no longer editable by you.

#252472	\$0.00	1 Exhibitor 1 Entry	View
#252473	\$0.00	1 Exhibitor 7 Entries	View
#252475	\$0.00	1 Exhibitor 2 Entries	View

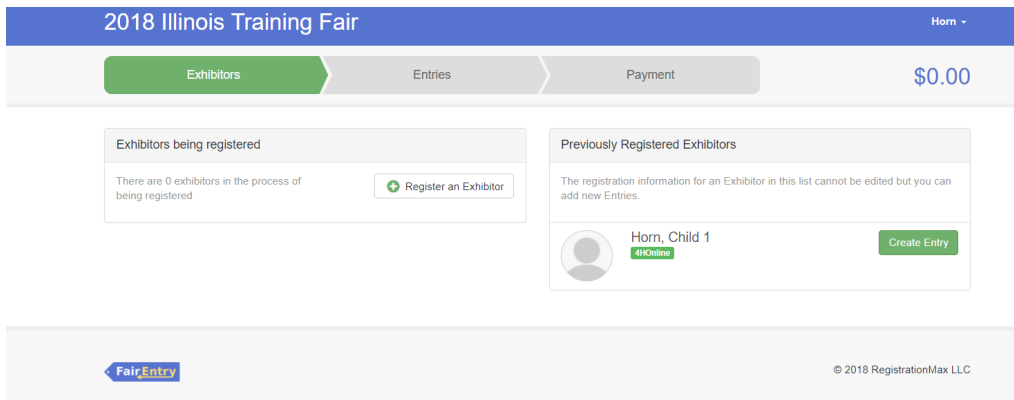
Your Approved Records

These are all the records that have been approved by fair management (across all your invoices):

1	Exhibitor
10	Entries

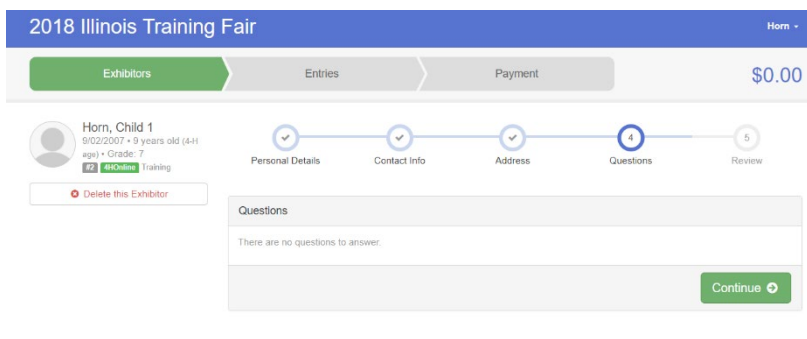
[View in Detail](#)

8. Select the desired individual and choose Create Entry



From this point on will be the same whether first time or returning to add additional entries

9. Answer any Questions that may be set up at the Fair Level, then click Continue.



10. Select the appropriate Department. Then you will see a list of Divisions within that Department.

Starting an Entry

Department General Projects [Change](#)

Select a Division to continue

Aerospace Not Available

This exhibitor may not enter into this Division because:

- > a membership to one of the following 4HOnline Projects is required:
 - Aerospace - Aerospace 2
 - Aerospace - Aerospace 3
 - Aerospace - Aerospace 4
 - Aerospace - Clover Challenge

Animal Science	Select ↻
Child Development	Select ↻
Citizenship	Select ↻
Clothing & Textiles	Select ↻
College&Career Readiness	Select ↻
Computer Science	Select ↻

11. Select the desired Division. Confirm that you selected the desired Division.

Choose Department and Division

Department	General Projects	Change
Division	Foods and Nutrition	Change

[Cancel](#)
[Choose](#)

12. This will show a list of classes in the Division.

Make your Club and Class selections to continue.

Club Change	Class or Classes
Military Club 4-H (Primary Club) i When entering into an Open Class, your club selection will be treated as <i>No Club (Open)</i> .	▼ 50200: 4-H Cooking 101 <input type="checkbox"/> Marshmallow Treats <input type="checkbox"/> Cookies
Animal(s)	<input type="checkbox"/> 50201: 4-H Cooking 201
This Division does not allow animals.	<input type="checkbox"/> 50202: 4-H Cooking 301
	<input type="checkbox"/> 50203: 4-H Cooking 401
	<input type="checkbox"/> 50204: Food Science 1 - 4
	<input type="checkbox"/> 50208: Food Preservation
	<input type="checkbox"/> 50210: Food Ready4Life Challenge

13. Select one or more classes. After selecting the classes, click on Continue.

Make your Club and Class selections to continue.

Club Change	Class or Classes
Military Club 4-H (Primary Club) i When entering into an Open Class, your club selection will be treated as <i>No Club (Open)</i> .	▼ 50200: 4-H Cooking 101 <input type="checkbox"/> Marshmallow Treats <input type="checkbox"/> Cookies
Animal(s)	<input type="checkbox"/> 50201: 4-H Cooking 201
This Division does not allow animals.	<input type="checkbox"/> 50202: 4-H Cooking 301
	<input type="checkbox"/> 50203: 4-H Cooking 401
	<input type="checkbox"/> 50204: Food Science 1 - 4
	<input type="checkbox"/> 50208: Food Preservation
	<input type="checkbox"/> 50210: Food Ready4Life Challenge

14. Review the selections for the division, and click on Create Entries. This will add the entries for this division.

Review your selections

Before we actually create your entries, please review your selections.

If you continue with your current selections, 2 entries will be created with the following information:

Department	2018 Illinois Training Fair
Division	General Projects
Club	Military Club 4-H
Animal(s)	No Animals

Entry Classes

- 50201: 4-H Cooking 201
- 50200: 4-H Cooking 101 / Marshmallow Treats

[Cancel](#) [Create Entries](#)

15. If there are any questions that need to be answered for the classes, you will see a light blue box indicating Incomplete items. Click on the box to complete any questions.

Exhibitors **Entries** Payment **\$0.00**

There are 2 entries belonging to 1 exhibitor in this invoice.

[Register another Exhibitor](#)

There is 1 item that needs your attention

[Review/Complete Outstanding Records](#)

16. Answer any questions that come up. The class for the entry needing additional information will show on the left. Click Continue.

Entry #13

Horn, Child 1
9/02/2007 • 9 years old
(4-H age) • Grade: 7
4-H **4-H Online** Training • Military Club

Department: General Projects
Division: Foods and Nutrition
Class: 50200: 4-H Cooking 101
Sub-Class: Marshmallow Treats

[Delete this Entry](#)

Club/Chapter Questions

Questions

Content Block for Cooking 101 Marshmallow Treats

[Continue](#)

17. If you wish to add another Entry, choose either Add another Entry, or Add another Entry in this Division. Add another entry would allow you to choose another entry in any division. Add another entry in this division would allow you to add another entry in the same division, for example Visual Arts.

Exhibitors > Entries > Payment

Entry #13

Horn, Child 1
 9/02/2007 • 9 years old
 (4-H age) • Grade: 7
4HOnline Training -
 Military Club

Department	General Projects
Division	Foods and Nutrition
Class	50200: 4-H Cooking 101
Sub-Class	Marshmallow Treats

What do you want to do next?

For Child 1 Horn:

[+ Add another Entry](#)

[+ Register another Exhibitor](#)

Everything looks good!

[+ Continue to Payment](#)

18. If you are done adding entries for this individual, but wish to add entries for another individual, choose Register Another Exhibitor.

19. If you are done adding entries for all individuals, click Continue to Payment. Follow any instructions regarding Payment. In Illinois, exhibits usually do not require a registration Fee, so the Invoice will be \$0.

Exhibitors > Entries > Payment

1 ————— 2 ————— 3

Review
Payment Method
Confirm

Invoice	Summary Detail
Individual Exhibitor: Test for Authorizations Horn	\$0.00
	Total: \$0.00

[Continue →](#)

20. Choose to Submit your entries.

After you have submitted your entries, you should receive an email from FairEntry.

 **FairEntry** no-reply@faireentry.com via sendgrid.net
to me ▾



Flexible fair registration for counties and states

Thanks for registering with 2018 Illinois Training Fair

We received your registration on

February 22, 2018 at 10:18:27 AM 0 Time

Invoice #: 252475

Exhibitors: 1

Entries: 2

Total Fees: \$0.00

Individual Exhibitor: Child 1 Horn

Entry #10: 2018 Illinois Training Fair / General Projects / Aerospace / 50130:
Model Rocketry / Level 2

Entry #9: 2018 Illinois Training Fair / General Projects / Aerospace / 50131:
Aerospace Display

Moultrie-Douglas 4-H Clubs:

Atwood-Hammond Prairie Dogs

Awesome Arthur Clovers

Camargo Champs

Country Clovers

Moultrie County Shinning Stars

Sunny Side Flea Flickers

To Make the Best Better!



**Thank you to all our donors and families
who have worked so hard to make this
a successful fair for all our
4-H members!**