4-H GENERAL PROJECTS SHOW
DEKALB COUNTY FARM BUREAU BUILDING
PHONE: 815-758-8194
WEDNESDAY, JULY 8, 2020

The 4-H Show and Fair are only open to 4-H members ages 8 to 18 years of age as of September 1, 2019. Cloverbud participants are not permitted to compete at county events.

1.   **Online entries are due by <u>MONDAY, JUNE 15, 2020.</u> NO late entries will be accepted.** To register projects for the General Project Show go to: http://dekalb4-hfair.fairentry.com

2.   ENTRIES ARE LIMITED TO **ONE** IN EACH EXHIBIT AREA with the EXCEPTION OF VISUAL ARTS AND FOODS PROJECTS. 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects

3.   Entry tags to label exhibits will be provided to the 4-H'ers upon registration for conference judging.

4.   If a 4-H member needs a reasonable accommodation to participate in the 4-H General Project Show, please contact the DeKalb County Extension office at 815-758-8194 by June 15, 2020.

5.   Exhibits will be evaluated in a scheduled conference between the member and an adult judge in the Farm Bureau Building. Conference judging times will be assigned by 4-H Club. The judging schedule will be in the 4-H newsletter, can be picked up in the Extension office, and found online under the 2020 4-H Fairbook. Please review the judging schedule printed on page 5 of this book to determine your appropriate project judging date.

      Exhibitors should come prepared with all requirements of their exhibit classes met. Exhibitors should also be prepared to discuss with the judge: A) Process followed in making the exhibit, B) what you learned, and C) what you would do differently next time.

6.   The building will be open for public viewing of exhibits from 12:00-7:00 p.m. on Thursday, July 9. A 4-H Rocket Launch will take place at 6:00 p.m. for the public to enjoy.

7.   The Fashion Revue is Thursday, July 9 at 7:00 p.m. followed by a general awards program.

8.   Exhibits will be released on Thursday, July 9 after the awards presentation at approximately **8:30 p.m.** All exhibits are to be removed from the building by 9:00 p.m.

9.   4-H families are urged to make every attempt to have 4-H'ers present for their conference(s) with the judge(s) for the educational benefit. 4-H'ers unable to attend the show due to a serious conflict may have their parent, leader or junior leader substitute for them in general projects judging. The 4-H'er must give the substitute written answers to the questions listed above in rule 5. Failure to include written answers could result in a lower ribbon rating. All other class requirements must also be followed.

10.   On Thursday evening of the 4-H General Project Show, a 4-H Cloverbud graduation will take place to recognize those Cloverbud members who will be completing their last year in this program before moving up to the traditional 4-H program. This ceremony will take place following the fashion revue.

11.   Emergency Procedures: In the event of a tornado, staff/guests should go immediately to coat closet in the main lobby or the lowest point in the theater prior to reaching the stage. In the event of a fire, all staff/guests should exit the building by the nearest exit and convene in the lawn area in the northeast corner of the property adjacent to Prairie Dr.

DIVISION: CLOVERBUD

The following class is only open to official members of the Cloverbud program that are between the ages of 5 and 7 years as of September 1, 2019. Cloverbud exhibits will be reviewed on **Wednesday, July 8, 2020.**

1. 4-H Cloverbud displays must be checked in during the groups assigned time on Wednesday, July 9 at the DeKalb County Farm Bureau Building.
2. Each Cloverbud group will be scheduled a sharing time during this morning. The 4-H Cloverbud Group contact leader may be present with the 4-H Cloverbud members as they share their experiences with the designated adult representative present. 4-H Cloverbud members should be prepared to discuss what they learned. This is a non-competitive sharing experience.
3. 4-H Cloverbuds is a non-premium class. 4-H Cloverbud participation ribbons will be awarded to each member of the group.
4. All Cloverbud displays will be released from the 4-H Show following the awards program on the evening of July 9.
5. The 4-H Cloverbuds class is for youth 5-7 as of September 1, 2019, enrolled in a DeKalb County 4-H Cloverbud group. Enrollment in a 4-H Cloverbud group must have been made on or before April 15, 2020, to be eligible to participate in this division. 4-H Cloverbud members must be enrolled in the Cloverbud Project.
6. On Thursday evening following the Fashion Revue, a Cloverbud Graduation Ceremony will take place. This ceremony will recognize those Cloverbud members completing their final year in the Cloverbud program before moving up to the traditional 4-H program. All graduating Cloverbud members are encouraged to be present.

*4-H CLOVERBUDS

4-H Cloverbud Groups should prepare a display of one or more activities made or conducted from the 4-H Cloverbud curriculum. The display may be prepared jointly as a group or by individual 4-H Cloverbud members. All 4-H Cloverbud members are encouraged to be present at the time of sharing along with the contact leader.

* Indicates ineligibility for State Fair – County project only

DIVISION: AEROSPACE

The following classes are for 4-H youth 8 to 18 years of age. Aerospace projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from the Aerospace classes. One 4-H'er can be selected for the Illinois State Fair from the Aerospace Ready4Life Challenge.

4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
AEROSPACE MODEL ROCKETRY	4x	3x	2x

> 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	4x	3x	2x

> 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	4x	3x	2x

> **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	4x	3x	2x

> **Three 4-H'ers can be selected for the Illinois State Fair 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

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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.

THREE BEST STEM PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER AEROSPACE, BICYCLE, ELECTRICITY, SMALL ENGINES, TRACTOR OR WELDING.

DIVISION: ANIMAL SCIENCE

The following classes are for 4-H youth 8 to 18 years of age. Animal Science projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from the Animal Science. Please make note that Veterinary Science is a separate class and can be found under the Veterinary Science Division. One 4-H'er can be selected for the Illinois State Fair from the Animal Science Ready4Life Challenge.

For the Animal Science Classes: This exhibit class will be further divided into the following subclasses: Beef, Dairy, Goat, Sheep, Swine, Poultry, Horses, Rabbits, Cats, Dogs, or Small Pets. 4-H'ers are limited to receive one premium per subclass exhibited in premium eligible projects. 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.*

	Blue	Red	White
ANIMAL SCIENCE 1 – Ages 8-12 (as of 9/1/19)	4x	3x	2x

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.

ANIMAL SCIENCE 2 – Ages 13-18 (as of 9/1/19)   **4x   3x   2x**

 Prepare a display focusing on any activity related to the animal science project. Demonstrate the skills and knowledge you have gained through the animal you studied.

ANIMAL SCIENCE READY4LIFE CHALLENGE   **4x   3x   2x**

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   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

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**TWO PLAQUES WILL BE AWARDED TO THE BEST ANIMAL
OR VET SCIENCE PROJECTS**

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DIVISION: BICYCLE*

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The following classes are for 4-H youth 8 to 18 years of age. Bicycle projects will be judged on **Wednesday, July 8, 2020.**

*Indicates ineligibility for State Fair. This project is a county exhibit opportunity only.
 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
*BICYCLE LEVEL 1 – BICYCLING FOR FUN	4x	3x	2x

> Exhibit an educational display about safety practice(s) covered in the book. The 4-H'er should be able to explain why these safety practices are necessary to the conference judge.

	Blue	Red	White
*BICYCLE LEVEL 2 – WHEELS IN MOTION	4x	3x	2x

> Exhibit an educational display related to a topic or topics you covered within your book. 4-H'er should be able to explain their exhibit and information covered within this project book.

	Blue	Red	White
BICYCLE MAKER	4x	3x	2x

> **Three 4-H'ers can be selected for the Illinois State Fair 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.

THREE BEST STEM PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER AEROSPACE, BICYCLE, ELECTRICITY, SMALL ENGINES, TRACTOR OR WELDING.

DIVISION: CHILD DEVELOPMENT

The following classes are for 4-H youth 8 to 18 years of age. Aerospace projects will be judged on **Wednesday, July 8, 2020.**

One 4-H'er can be selected for the Illinois State Fair from the Child Development classes. One 4-H'er can be selected for the Illinois State Fair from the Child Development Ready4Life Challenge.

4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
CHILD DEVELOPMENT	4x	3x	2x

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	4x	3x	2x

Open to 11- to 18-year-olds enrolled in any 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	4x	3x	2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

THREE BEST HEALTHY LIVING & NUTRITION PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN CHILD DEVELOPMENT, FOOD & NUTRITION OR HEALTH.

DIVISION: CIVIC ENGAGEMENT

The following classes are for 4-H youth 8 to 18 years of age. Civic Engagement projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from the civic engagement classes. One 4-H'er can be selected for the Illinois State Fair from the Citizenship Ready4Life Challenge.

*Indicates ineligibility for State Fair. County exhibit only.

	Blue	Red	White
CIVIC ENGAGEMENT 1	4x	3x	2x

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 to 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	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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   **4x**   **3x**   **2x**

Three 4-H'ers can be selected for the Illinois State Fair total combined from all Maker exhibit divisions. Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

*SERVICE LEARNING 1   **4x**   **3x**   **2x**

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   **4x**   **3x**   **2x**

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 (including Service Learning 1) the binder portfolio should include previous years' work. Use of page protectors is recommended.

*SERVICE LEARNING 3   **4x**   **3x**   **2x**

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 (including Service Learning 1 & 2) the binder portfolio should include previous years' work. Use of page protectors is recommended.

* Indicates ineligibility for State Fair. County project only.

THE BEST GLOBAL CIVIC ENAGEMENT PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER PASSPORT TO THE WORLD, CIVIC ENGGEMENT, SERVICE LEARNING, DIVERSITY & CULTRUAL AWARENESS OR FAMILY HERITAGE.

DIVISION: CLOTHING & TEXTILES

The following classes are for 4-H youth 8 to 18 years of age. Clothing & Textile projects will be judged on **Wednesday, July 8, 2020.**

Three 4-H'ers can be selected for the Illinois State Fair from STEAM Clothing 1, 2, 3. Two 4-H'ers from Shopping in Style Beginner, Intermediate, Advanced. One 4-H'er can be selected for the Illinois State Fair from the Sewing & Textiles Ready4Life Challenge.

Entries are limited to <u>one</u> per class. 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

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. **If a pattern was used to make the item, the pattern instructions, either written or electronic, are to be included with the exhibit.** Exhibit tags should be attached to the garment, not to the hanger.

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

	Blue	Red	White
STEAM CLOTHING 1 - FUNDAMENTALS:	4x	3x	2x

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

<u>**Non-Sewn Exhibits – Exhibit one of the following:**</u>
- 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 – 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 - 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.)
-

	Blue	Red	White
STEAM CLOTHING 2 – SIMPLY SEWING:	**4x**	**3x**	**2x**

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

Non-Sewn Exhibits – 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 - 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 - 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 STICH FURTHER: 4x   3x   2x
Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or the Sewn Clothing exhibit divisions:

Non-sewn Exhibits – 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 – 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 – 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.

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.

	Blue	Red	White
SHOPPING IN STYLE: BEGINNING	4x	3x	2x

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.

SHOPPING IN STYLE: INTERMEDIATE	4x	3x	2x

Choose one of the following activities from Unit 3 or Unit 4 of the project book
- Exhibit should include two clothing items that were previously a part of your wardrobe that still fit but you don't wear anymore and pair them with something new to make them wearable again. Also include a report that explains why the garment was not being worn and what you did to transform it into a wearable garment again. **OR**
- Exhibit should include at least five pieces of clothing that exhibitor can mix and match to create

multiple outfits. Include a poster or report that includes a clothing inventory AND describes what you have learned by completing this activity. **OR**

- Exhibit should include garment you purchased along with a poster or report that 1) includes a wardrobe inventory which indicates why you selected the garment you did, clothing budget, and cost of garment; **OR** 2) explains how advertising influences clothing purchases making a distinction between wants and needs; and how the purchase of this garment compliments and/or extends your wardrobe. **OR**
- Exhibit should include garment you purchased along with a poster or report that 1) describes a cost comparison of this item completed by the exhibitor when purchasing the garment; should include variety of shopping options and/or price tracking at stores over a period of time; **OR** 2) provides a quality comparison rating the specific clothing item purchased based on care, construction, cost and unique features; should include construction quality details, design features that influenced selection, cost per wearing, and garment care.

SHOPPING IN STYLE: ADVANCED   4x   3x   2x
Choose one of the following activities from Unit 5 or Unit 6 of the project book

- Exhibit should include garment you purchased along with a poster or report that summarizes care requirements not only for this garment but also for garments made of other natural and synthetic fibers; exhibit should also include a care cost analysis for garments of different fibers. **OR**
- Exhibit should include garment you purchased which you have repaired or altered along with a poster or report that provides a clothing inventory list, which includes cost savings for repaired items as compared to purchasing replacement garments.
- Exhibit should include multiple garments you purchased along with a poster or report that provides plans and commentary for a fashion show that 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   4x   3x   2x
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   4x   3x   2x
Three 4-H'ers can be selected for the Illinois State Fair 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.

<u>CLOTHING AWARDS</u>

The Top 5 exhibits in Sewing & Textiles I will be presented awards. A plaque will be awarded for the Best STEM Project - Clothing & Textiles.

The Eleanor Fewell Memorial Award will be given to the participant with the best constructed garment or superior constructed non garment in Sewing & Textiles I.

DIVISION: COLLEGE & CAREER READINESS

The following classes are for 4-H youth 8 to 18 years of age. College & Career Readiness projects will be judged on **<u>Wednesday, July 8, 2020</u>**.

One 4-H can be selected for the Illinois State Fair from Build Your Future. One 4-H'er can be selected for the Illinois State Fair from the College & Career Ready4Life Challenge.

	Blue	Red	White
BUILD YOUR FUTURE	4x	3x	2x

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   **4x   3x   2x**
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   **4x   3x   2x**
Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST CAREER & LEADERSHIP PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER COLLEGE & CAREER READINESS, CONSUMER ED, ENTREPRENEURSHIP, FINANCIAL, LEADERSHIP

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: COMMUNICATIONS

The following classes are for 4-H youth 8 to 18 years of age. Communications projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from Journalism, Communications & Creative Writing. One 4-H'er can be selected for the Illinois State Fair from the Communications Ready4Life Challenge.

	Blue	Red	White
JOURNALISM	4x	3x	2x

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 from 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.

COMMUNICATIONS 1 – PICKING UP THE PIECES	4x	3x	2x

For first year enrolled in this project - Exhibit a binder portfolio showcasing **at least three activities from the project manual**. Show basis 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**. Use of page protectors is recommended.

COMMUNICATIONS 2 – PUTTING IT TOGETHER	4x	3x	2x

For first year enrolled in this project - Exhibit a binder portfolio showcasing **at least three activities from the project manual.** Show basis 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.** Use of page protectors is recommended.

COMMUNICATIONS 3 – THE PERFECT FIT	4x	3x	2x

For first year enrolled in this project - Exhibit a binder portfolio showcasing **at least three activities from the project manual**. Show basis 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**. Use of page protectors is recommended.

CREATIVE WRITING	4x	3x	2x

Each member may submit only one entry per class. Each entry is to be typewritten on 8 ½" x 11" paper and include exhibitors name. Entries must be original and written for the 4-H project. Stories should be double-spaced. Poems may be single-spaced. **Entries are due to the Extension Office on July 2** so the judge has adequate time to read the submission and provide meaningful review.

- **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.

	Blue	Red	White
COMMUNICATIONS READY4LIFE CHALLENGE	4x	3x	2x

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.

COMMUNICATIONS MAKER	4x	3x	2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

*Indicates ineligibility for State Fair. This project is a county exhibit opportunity only.

THE BEST CREATIVE ARTS PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER COMMUNICATIONS, CREATIVE WRITING, JOURNALISM OR THEATRE ARTS.

DIVISION: COMPUTER SCIENCE

The following classes are for 4-H youth 8 to 18 years of age. Computer Science projects will be judged on **Wednesday, July 8, 2020.**

*Indicates ineligibility for State Fair. This project is a county exhibit opportunity only.

Three 4-H'ers can be selected for the Illinois State Fair from the Computer classes. One 4-H'er can be selected for the Illinois State Fair from the Computer Science Ready4Life Challenge.

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. 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
*BEGINNING VISUAL PROGRAMMING	4x	3x	2x

> **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.

	Blue	Red	White
INTERMEDIATE VISUAL PROGRAMMING	4x	3x	2x

> **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.

	Blue	Red	White
ADVANCED VISUAL PROGRAMMING	4x	3x	2x

> **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   4x   3x   2x

  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   4x   3x   2x

  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 programing 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   4x   3x   2x

  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   4x   3x   2x

  Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST STEM PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER COMPUTER SCIENCE, ROBOTICS, 3-D PRINTING OR DRONES.

DIVISION: CONSUMER ED

The following classes are for 4-H youth 8 to 18 years of age. Consumer Ed projects will be judged on **Wednesday, July 8, 2020**.

Two 4-H'ers can be selected for the Illinois State Fair from the Consumer Ed classes. One 4-H'er can be selected for the Illinois State Fair from the Consumer Education Ready4Life Challenge.

*Indicates ineligibility for State Fair. This project is a county exhibit opportunity only.

	Blue	Red	White
MY FINANCIAL FUTURE - BEGINNER	4x	3x	2x

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 – ADVANCED	4X	3X	2X

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.

* ENTREPRENEURSHIP - BE THE E   **4x   3x   2x**
> Exhibit a binder portfolio that includes the results of at least two completed activities from each year the exhibitor has been enrolled in the project. Completed activities from previous years should be included. Use of page protectors is recommended.

CONSUMER ED READY4LIFE CHALLENGE   **4x   3x   2x**
> **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   **4x   3x   2x**
> **Three 4-H'ers can be selected for the Illinois State Fair 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. (ex. 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.

THE BEST CAREER & LEADERSHIP PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER COLLEGE & CAREER READINESS, CONSUMER ED OR LEADERSHIP

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: CROPS

The following classes are for 4-H youth 8 to 18 years of age. Crops projects will be judged on **Wednesday, July 8, 2020**.

Three 4-H'ers can be selected for the Illinois State Fair from the following crop classes. One 4-H'er can be selected for the Illinois State Fair from the Crops Ready4Life Challenge.

All Crops exhibited must have been grown and cared for by the exhibitor as part of their current 4-H Crops project. Popcorn and sweet corn should be exhibited in Horticulture classes.

	Blue	Red	White
SOYBEANS - ALL UNITS	4x	3x	2x

Exhibit 5 fresh soybean 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. (Please remove plants to dumpster outside building after show.)

CORN - ALL UNITS	4x	3x	2x

Exhibit 2 fresh corn plants of field corn (include root system that is washed) that are representative of member's 4-H project field OR exhibit and experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. Popcorn and sweet corn should be exhibited in Vegetable Market Basket or Vegetable Plate. 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. (Please remove plants to dumpster outside building after show.)

SMALL GRAIN	4x	3x	2x

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   **4x   3x   2x**

Open to youth who are 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   **4x   3x   2x**

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   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST ENVIRONMENTAL SCIENCES PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER CROPS, FLORICULTURE OR VEGETABLE GARDENING.

DIVISION: ELECTRICITY

The following class is for 4-H youth 8 to 18 years of age. Electricity projects will be judged on **Wednesday, July 8, 2020.**

Three 4-H'ers can be selected for the Illinois State Fair from Electricity classes. One 4-H'er can be selected for the Illinois State Fair from the Electricity Ready4Life Challenge.

It is strongly suggested that members use recommended construction details including proper color coding provided by the Energy Education Council (EEC) that have been provided on the EEC 4-H website; *http://www.energyedcouncil.org/4-H.html.* 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

*Indicates ineligibility for State Fair. County exhibit only.

	Blue	Red	White
ELECTRICITY 1	4x	3x	2x

(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	4x	3x	2x

(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	4x	3x	2x

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   4x   3x   2x

> 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.

ELECTRICY READY4LIFE CHALLENGE   4x   3x   2x

> **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   4x   3x   2x

> **Three 4-H'ers can be selected for the Illinois State Fair 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.

*Indicates ineligibility for State Fair. County exhibit only.

THREE BEST STEM PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER AEROSPACE, BICYCLE, ELECTRICITY, SMALL ENGINES, TRACTOR OR WELDING.

DIVISION: ENTOMOLOGY - GENERAL

The following classes are for 4-H youth 8 to 18 years of age. Entomology projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from Entomology classes. One   4-H'er can be selected for the Illinois State Fair from the Entomology Ready4Life Challenge.

Size and number of exhibit cases should related 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. 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
ENTOMOLOGY 1:	4x	3x	2x

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:	4x	3x	2x

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:	4x	3x	2x

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	4x	3x	2x

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	4X	3X	2X

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 4x 3x 2x

Three 4-H'ers can be selected for the Illinois State Fair 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. (ex. 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.

DIVISION: ENTOMOLOGY – BEEKEEPING

The following classes are for 4-H youth 8 to 18 years of age. Beekeeping projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from Beekeeping classes. One 4-H'er can be selected for the Illinois State Fair from the Beekeeping Ready4Life Challenge.

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

	Blue	**Red**	**White**
BEEKEEPING 1	4X	3X	2X

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   4X   3X   2X

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").
- 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   4X   3X   2X

Exhibit three (3) of the four (4) kinds of honey listed below (#1-4) 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) *or*
5. Prepare an educational display about honey bees or beekeeping.

ENTOMOLOGY BEEKEEPING READY4LIFE CHALLENGE   4X   3X   2X

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   4x   3x   2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: EXPLORATORY*

The following classes is for 4-H youth 8 to 18 years of age. Exploratory projects will be judged on **Wednesday, July 8, 2020.**

*Indicates ineligibility for State Fair. County exhibit only.

	Blue	Red	White
*EXPLORATORY: WELCOME TO 4-H	4x	3x	2x

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

	Blue	Red	White
*EXPLORATORY: COLLECTIBLES	4x	3x	2x

Bring your completed project book and your collection or examples of your collection (if it is too large to bring) with pictures of total collection, OR an exhibit or poster illustrating one feature of the project.

*Indicates ineligibility for State Fair. County exhibit only.

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

DIVISION: FAMILY HERITAGE

The following classes are for 4-H youth 8-18 years of age. Foods & Nutrition projects will be judged on **Wednesday, July 8, 2020**.

One 4-H can be selected for the Illinois State Fair from any of the Family Heritage classes. One 4-H'er can be selected for the Illinois State Fair from the Family Heritage Ready4Life Challenge.

	Blue	Red	White
FAMILY HERITAGE	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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.

THE BEST GLOBAL CIVIC ENAGEMENT PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER PASSPORT TO THE WORLD, CIVIC ENGGEMENT, SERVICE LEARNING, DIVERSITY & CULTRUAL AWARENESS OR FAMILY HERITAGE.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: FOODS & NUTRITION

The following classes are for 4-H youth 8-18 years of age. Foods & Nutrition projects will be judged on **Wednesday, July 8, 2020**.

Seven 4-H'ers can be selected for the Illinois State Fair from any of the Food & Nutrition classes. One 4-H'er can be selected for the Illinois State Fair from the Foods Nutrition Ready4Life Challenge.

*****Exhibitors in 4-H Cooking 101, 201, 301 or 401 have the option to prepare and show two foods per project area**. Example: A 4-H member in 4-H Cooking 101 can bake and show a coffeecake and 3 cookies (or any combination of 2 out of the 3 eligible items).
NOTE: To help us better prepare for judging this year we are *requiring* everyone to let us know what type of item you will be exhibiting. On your entry form please write the project (example: 4-H Cooking 101) and the actual item you are bringing (example: 3 cookies).

All food entries, except frozen and canned foods, should be placed on a disposable plate (appropriate for the size of the exhibit) and put in a plastic bag. Entries are limited to <u>two</u> per project.

	Blue	Red	White
4-H COOKING 101	4x	3x	2x

Using the recipes included in the project manual, prepare an exhibit of 3 cereal marshmallow bars AND/OR ¼ of 8" square or round coffeecake AND/OR 3 cookies. **No icing should be used on any products**. 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 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 phots are acceptable.

4-H COOKING 201   **4x   3x   2x**

Using the recipes included in the project manual, prepare an exhibit of 3 cheese muffins AND/OR 3 scones AND/OR ½ loaf (9" x5") of basic nut bread. 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 the *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 a meal you prepared. You don **not** need to complete the *Challenge Yourself* section on page 91.

4-H COOKING 301   **4x   3x   2x**

Using the recipes included in the project manual, prepare an exhibit of 3 dinner rolls OR loaf of yeast bread AND/OR 1 tea ring AND/OR 3 sweet rolls AND/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. 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   **4x   3x   2x**

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), AND/OR one baked pie shell – traditional, oil, or whole wheat (no graham cracker) AND/OR ¼ Golden Sponge Cake, top side up, without frosting AND/OR ½ loaf French Bread. Display exhibit on 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 make the recipe again, what would you do differently?
 2. What did you learn that can help you in other ways besides preparing food?

FOOD SCIENCE 1 - 4   **4x   3x   2x**

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   4x   3x   2x

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.

FOOD PRESERVATION   4x   3x   2x

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, 2018.
- Green beans, pressure canner. July 13, 2018.
- Beef jerky, food dehydrator and oven. July 13, 2018.

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.

	Blue	Red	White
FOODS INNOVATION CLASS:	4x	3x	2x

Open to youth are 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, demonstration, digital presentations, performances, or posters with 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	4x	3x	2x

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	4x	3x	2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

AWARDS
The Top 15% exhibits in the Cooking 101 food project will be presented awards.

The top exhibits in Food Preservation: <u>Jams & Jellies, Canning or Freezing Fruits, Canning or Freezing Vegetables</u> will receive Ball Fresh Preserving Awards from Jarden Home Brands.

THREE BEST HEALTHY LIVING & NUTRITION PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN CHILD DEVELOPMENT, FOOD & NUTRITION OR HEALTH.

DIVISION: FORESTRY

The following classes are for 4-H youth 8 to 18 years of age. Forestry projects will be judged on **<u>Wednesday, July 8, 2020.</u>**

One 4-H'er can be selected for the Illinois State Fair from the Forestry classes. One 4-H'er can be selected for the Illinois State Fair from the Forestry Ready4Life Challenge.

	Blue	Red	White
FOREST OF FUN 1	4x	3x	2x

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.

| **FOREST OF FUN 2** | 4x | 3x | 2x |

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.

FOREST OF FUN 3   **4x   3x   2x**

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   **4x   3x   2x**

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   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST ENVIRONMENTAL SCIENCE PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER FORESTRY, EXPLORING YOUR ENVIRONMENT, GEOLOGY, NATURAL RESOURCES, OUTDOOR ADVENTURES, SPORTSFISHING OR WILDLIFE. THE PLAQUE IS SPONSORED BY DEKALB COUNTY SOIL AND WATER CONSERVATION.

DIVISION: GEOLOGY

The following classes are for 4-H youth 8 to 18 years of age. Geology projects will be judged on **Wednesday, July 8, 2020**

Three 4-H'ers can be selected for the Illinois State Fair from the following Geology classes. One 4-H'er can be selected for the Illinois State Fair from the Geology Ready4Life Challenge.

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. 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
PEBBLE PUPS 1	4x	3x	2x

Display 8 to 19 rocks or mineral specimens with 3 minerals in the collection. Collection may include duplications that show variation. Label collection and note where found.

PEBBLE PUPS 2	4x	3x	2x

Display at least 20, but no more than 29 rocks or mineral specimens with 7 minerals in the collections. Collection may include duplications that show variations. Label collection and note where found.

ROCK HOUNDS 1	4x	3x	2x

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	4x	3x	2x

This level is for those who have successfully completed Rock Hounds I. 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.

	Blue	Red	White
GEOLOGY INNOVATION CLASS:	4x	3x	2x

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   **4x**   **3x**   **2x**

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   **4x**   **3x**   **2x**

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- 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
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- 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.

THE BEST ENVIRONMENTAL SCIENCE PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER FORESTRY, EXPLORING YOUR ENVIRONMENT, GEOLOGY, NATURAL

RESOURCES, OUTDOOR ADVENTURES, SPORTSFISHING OR WILDLIFE. THE PLAQUE IS SPONSORED BY DEKALB COUNTY SOIL AND WATER CONSERVATION.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: HEALTH

The following classes are for 4-H youth 8 to 18 years of age. Health projects will be judged on **Wednesday, July 8, 2020.**

Three 4-H'ers can be selected to attend the Illinois State Fair from the Health classes. One 4-H'er can be selected for the Illinois State Fair from the Health Ready4Life Challenge.

	Blue	Red	White
HEALTH 1	4x	3x	2x

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

HEALTH 2	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

THREE BEST HEALTHY LIVING & NUTRITION PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN CHILD DEVELOPMENT, FOOD & NUTRITION OR HEALTH.

DIVISION: HORTICULTURE: FLORICULTURE

The following classes are for 4-H youth 8 to 18 years of age. Floriculture projects will be judged on **Wednesday, July 8, 2020.**

Three 4-H'ers can be selected for the Illinois State Fair from the following floriculture classes. One 4-H'er can be selected for the Illinois State Fair from the Floriculture Ready4Life Challenge.

	Blue	**Red**	**White**
FLORICULTURE A	**4x**	**3x**	**2x**

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   4x   3x   2x
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   4x   3x   2x
Exhibit one of the following options:
- Create a terrarium. Select 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 on the State 4-H Horticulture site at:
  https://4h.extension.illinois.edu/members/projects/horticulture

FLORICULTURE D   4x   3x   2x
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   4x   3x   2x
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. ***This exhibit can be done ONLY by 4-H'ers enrolled in Floriculture project that are NOT exhibiting in the Floriculture A, B, C & D exhibit opportunities.***

FLORICULTURE READY4LIFE CHALLENGE   4x   3x   2x

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   4x   3x   2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST ENVIRONMENTAL SCIENCES PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER CROPS, HORTICULTURE, FLORICULTURE, PLANTS & SOIL SCIENCE OR VEGETABLE GARDENING.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: HORTICULTURE: VEGETABLE GARDENING

The following classes are for 4-H youth 8 to 18 years of age. Vegetable Gardening projects will be judged on **Wednesday, July 8, 2020**

Three 4-H'ers can be selected for the Illinois State Fair from the following Vegetable Gardening classes. One 4-H'er can be selected for the Illinois State Fair from the Vegetable Gardening Ready4Life Challenge.

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: *https://4h.extension.illinois.edu/members/projects/horticulture* Waxes and oils may not be used on vegetables or fruits. **Any plant infested with insects will be removed from the exhibit area.** 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

The Vegetable Display & Vegetable Plate Exhibits are limited to those enrolled in Vegetable Gardening A, B, C and D. 4-H members may exhibit ONCE in each of these exhibits.

VEGETABLE GARDENING A, B, C & D

	Blue	Red	White
VEGETABLE DISPLAY	4x	3x	2x

1. Display must include 6 or more different 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.
2. The number and type of vegetable used must conform to the Vegetable Plate/Display list.
3. 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.).
4. This class is allowed a 2'6" x 2'6" space for display.

VEGETABLE PLATE	4x	3x	2x

1. Exhibit must include two 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 of vegetable. (i.e.: Cannot exhibit red and white potatoes or zucchini and straight neck squash.)

Each exhibitor will receive one ribbon and premium, which will be based on an overall average of the two plates.

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

correct definition of vegetables.)

Asparagus (5 spears)
Beans, Lima (12 pods)
Beets (5)
Broccoli (1 head)
Brussels Sprouts (12 sprouts)
Cabbage (1 head)
Cauliflower (1 head)
Carrots (5)
Cucumber, pickling or slicing (5)
Eggplant (1)
Garlic (5)
Kohlrabi (5)
Lettuce (1 head or plant)
Muskmelon incl. cantaloupe (1)
Okra (12)
Onions, large, dry (5)
Onions, green or set (12)
Parsnips (5)
Peas, (12 pods)
Peppers, large fruited (bell/banana) (5)
Peppers, small fruited (chili/cherry) (12)
Popcorn (5)
Potatoes (any variety) (5)
Pumpkin (1)
Rhubarb, trimmed stalks (3)
Rutabaga (5)
Salsify (5)
Squash, summer (any variety) (3)
Sweet Corn, in husks (5)
Tomatoes, slicing (5)
Tomatoes, small fruited (12)
Turnip (5)
Watermelon (1)
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   **4x**   **3x**   **2x**

Open to youth in Vegetable Gardening A, B, C, or 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. ***This exhibit can be done ONLY by 4-H'ers enrolled in the Vegetable Gardening project that are NOT exhibiting in the Vegetable Display or Vegetable Plate exhibit opportunities.***

VEGETABLE GARDENING READY4LIFE CHALLENGE   **4x**   **3x**   **2x**

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   **4x**   **3x**   **2x**

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- 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.

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DIVISION: INTERCULTURAL

The following classes are for 4-H youth 8 to 18 years of age. Intercultural projects will be judged on **Wednesday, July 8, 2020.**

One individual 4-H'er exhibit and one group exhibit can be selected for the Illinois State Fair from the Passport to the World classes. One 4-H'er can be selected for the Illinois State Fair from the Diversity & Cultural Awareness class. One 4-H'er can be selected for the Illinois State Fair from the Intercultural Ready4Life Challenge.

	Blue	Red	White
PASSPORT TO THE WORLD – INDIVIDUAL	4x	3x	2x

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	4x	3x	2x

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	4X	3X	2X

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.

PASSPORT TO THE WORLD – CLUB   **4X   3X   2X**

Includes *Passport to the World* and *Latino Cultural Arts* Projects: 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.

INTERCULTURAL MAKER   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST GLOBAL CIVIC ENAGEMENT PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER PASSPORT TO THE WORLD, CIVIC ENGGEMENT, SERVICE LEARNING, DIVERSITY & CULTRUAL AWARENESS OR FAMILY HERITAGE.

DIVISION: INTERIOR DESIGN

The following classes are for 4-H youth 8 to 18 years of age. Interior Design projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from the Interior Design classes. **One 4-H'er can be selected for the Illinois State Fair from the Interior Design Ready4Life Challenge.**

4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
DESIGN DECISIONS – BEGINNING	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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	4X	3X	2X

Open to youth enrolled in Interior Design. Demonstrate the skills and knowledge you have gained through the Interior Design 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.

INTERIOR DESIGN READY4LIFE CHALLENGE   4x   3x   2x

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   4x   3x   2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

THREE BEST CREATIVE ART PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER VISUAL ARTS OR INTERIOR DESIGN.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: LEADERSHIP

The following classes are for 4-H youth 8 to 18 years of age. Leadership projects will be judged on **Wednesday, July 8, 2020**

Three individual 4-H'ers and two additional group entries can be selected for the Illinois State Fair from the Leadership classes. One 4-H'er can be selected for the Illinois State Fair from the Leadership Ready4Life Challenge.

	Blue	Red	White
LEADERSHIP 1	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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

> **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   4x   3x   2x

Open to youth enrolled in Leadership. 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   4x   3x   2x

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 GROUP   4x   3x   2x

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.

LEADERSHIP MAKER   4x   3x   2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST CAREER & LEADERSHIP PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER COLLEGE & CAREER READINESS, CONSUMER ED OR LEADERSHIP

DIVISION: NATURAL RESOURCES

The following classes are for 4-H youth 8 to 18 years of age. Natural Resources & Environment projects will be judged on **Wednesday, July 8, 2020**.

Three 4-H'ers can be selected for the Illinois State Fair from the Natural Resources or Outdoor Adventure classes. Three 4-H'ers can be selected for the Illinois State Fair from the Sportsfishing or Wildlife classes. One 4-H'er can be selected for the Illinois State Fair from the Natural Resources Ready4Life Challenge.

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

*Indicates ineligibility for State Fair. County project only.

	Blue	Red	White
*EXPLORING YOUR ENVIRONMENT 1 (Ecosystem Services)	4x	3x	2x

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 (Earth's Capacity)   **4x   3x   2x**

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.

NATURAL RESOURCES 1   **4x   3x   2x**

Exhibit any item or display developed from the project book, *Step into Nature.* Be able to explain the importance of and concept behind the project exhibit.

NATURAL RESOURCES 2   **4x   3x   2x**

Exhibit any item or display developed from the project book, *Explore the Natural World.* Be able to explain the importance of and concept behind the project exhibit.

NATURAL RESOURCES 3   **4x   3x   2x**

Exhibit any item or display developed from the project book, *Blaze the Trail.* Be able to explain the importance of and concept behind the exhibit.

OUTDOOR ADVENTURES 1, 2 & 3   **4x   3x   2x**

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

SPORTSFISHING 1   **4x   3x   2x**

Exhibit a product or display made to complete the activities 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   **4x   3x   2x**

Exhibit a product or display made to complete the activities in the *Reel in the Fun* project manual. This could include, but is not limited to, display 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.**

SPORTFISHING 3   **4x   3x   2x**

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

WILDLIFE 1   **4x   3x   2x**

Exhibit any activity developed from the project manual. For example, identify different wildlife habitats. Within the exhibit, explain the importance of and concept behind the exhibit.

WILDLIFE 2   **4x   3x   2x**

Exhibit any activity developed from the project manual. For example, create a display of life history of an animal.) Within the exhibit, explain the importance of the concept behind the exhibit.

WILLDLIFE 3   **4x   3x   2x**

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

NATURAL RESOURCES READY4LIFE CHALLENGE   **4x   3x   2x**

    Open to 11- to 18-year-olds enrolled in any Natural Resources 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   **4x   3x   2x**

    Three 4-H'ers can be selected for the Illinois State Fair 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.

*Indicates ineligibility for State Fair. County project only.

THE BEST ENVIRONMENTAL SCIENCE PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER FORESTRY, EXPLORING YOUR ENVIRONMENT, GEOLOGY, NATURAL RESOURCES, OUTDOOR ADVENTURES, SPORTSFISHING OR WILDLIFE. THE PLAQUE IS SPONSORED BY DEKALB COUNTY SOIL AND WATER CONSERVATION.

DIVISION: PHOTOGRAPHY

The following classes are for 4-H youth ages 8-18 years of age. Photography projects will be judged on **Wednesday, July 8, 2020**.

Three 4-H'ers can be selected for the Illinois State Fair from the Photography classes. One 4-H'er can be selected for the Illinois State Fair from the Photography Ready4Life Challenge.

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: http://4h.extension.illinois.edu/members/projects/photography. Photos may be taken with a camera, an electronic tablet (i.e. iPad), or a cell phone. **Photos exhibited in frames should be prepared for hanging.**

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 exhibit six requirements for all photographs will be:
   • Minimum image size: 5"x7"
   • Maximum image size: 8"x10"
   • Maximum exhibit size (including frame): 18"x20"

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.

		Blue	Red	White
PHOTOTGRAPHY 1		4x	3x	2x

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.

	Blue	Red	White
PHOTOGRAPHY 2	4x	3x	2x

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.

	Blue	Red	White
PHOTOGRAPHY 3	4x	3x	2x

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.

	Blue	Red	White
PHOTO EDITING	4x	3x	2x

Open to members enrolled in Photography 1, Photography 2 or 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 photography was taken will not be eligible in the class.

	Blue	Red	White
PHOTOGRAPHY INNOVATION CLASS	4x	3x	2x

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   4X   3X   2X

> **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   4x   3x   2x

> **Three 4-H'ers can be selected for the Illinois State Fair 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.

TWO BEST CREATIVE ARTS PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN PHOTOGRAPHY OR VIDEO FILMMAKING.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: PLANT & SOIL SCIENCES*

The following classes are for 4-H youth 8 to 18 years of age. Plant & Soil Sciences projects will be judged on **Wednesday, July 8, 2020.**

* Indicates ineligibility for State Fair. County project only.

	Blue	Red	White
*PLANTS AND SOILS 1 (*It's More than Just Dirt*)	4x	3x	2x

> 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.

	Blue	Red	White
*PLANTS AND SOILS 2 (*Stems and Stamens*)	4x	3x	2x

> 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 recording keeping, answers activity questions, and details personal thoughts and idea.

	Blue	Red	White
*PLANTS AND SOILS 3 (*Sprouting Out and Growing Up*)	4x	3x	2x

> 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.

	Blue	Red	White
PLANTS & SOILS MAKER	4x	3x	2x

> **Three 4-H'ers can be selected for the Illinois State Fair 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.

* Indicates ineligibility for State Fair. County project only.

THE BEST ENVIRONMENTAL SCIENCES PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER CROPS, FLORICULTURE, PLANTS & SOIL SCIENCES OR VEGETABLE GARDENING.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: ROBOTICS

The following classes are for 4-H youth 8 to 18 years of age. Robotics projects will be judged on **Wednesday, July 8, 2020**.

Three 4-H'ers can be selected for the Illinois State Fair for Robotics classes. One 4-H'er can be selected for the Illinois State Fair from the Robotics Ready4Life Challenge.

* Indicates ineligibility for State Fair. County project only.

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.

Robotics 1-3
Exhibits in this class are designed to be used with the 4-H Robotics Platforms curriculum which uses either a LEGO Mindstorms (NXT or EV3). Any other programmable robot kit such as Arduino or Raspberry Pi should be exhibited under Free Range Robotics Class, Innovation Class or Ready4Life Challenge Class. Exhibits for this class are individual only.

	Blue	Red	White
*ROBOTICS 1: BEGINNING	4x	3x	2x

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	4x	3x	2x

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   **4x   3x   2x**

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 CLASS   **4x   3x   2x**

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 programed using a coding language that is publicly available. Exhibitors in Robotics Innovation/Open Source Class must bring a detailed Engineering notebook that describes how the exhibitor designed, built and programmed the exhibit

Junkdrawer 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.

*JUNKDRAWER ROBOTICS 1   **4x   3x   2x**

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.

JUNKDRAWER ROBOTICS 2   **4x   3x   2x**

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.

JUNKDRAWER ROBOTICS 3   **4x   3x   2x**

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   **4x   3x   2x**

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   **4x   3x   2x**

> **Three 4-H'ers can be selected for the Illinois State Fair 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.

* Indicates ineligibility for State Fair. County project only.

THE BEST STEM PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER COMPUTER SCIENCE, ROBOTICS, 3-D PRINTING OR DRONES.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: SHOOTING SPORTS

The following classes are for 4-H youth 8 to 18 years of age. Shooting Sports projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair for Shooting Sports classes. One 4-H'er can be selected for the Illinois State Fair from the Shooting Sports Ready4Life Challenge.

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 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.)

4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White
SHOOTING SPORTS: ARCHERY	**4x**	**3x**	**2x**

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.

	Blue	Red	White
SHOOTING SPORTS: RIFLES	**4x**	**3x**	**2x**

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.

	Blue	Red	White
SHOOTING SPORTS: SHOTGUN	**4x**	**3x**	**2x**

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..

	Blue	Red	White
SHOOTING SPORTS: HUNTING & OUTDOOR SKILLS	**4x**	**3x**	**2x**

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

	Blue	Red	White
SHOOTING SPORTS READY4LIFE CHALLENGE	**4x**	**3x**	**2x**

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   **4x   3x   2x**

      Three 4-H'ers can be selected for the Illinois State Fair 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.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: SMALL ENGINES

The following classes are for 4-H youth 8 to 18 years of age. Small Engines projects will be judged on **Wednesday, July 8, 2020.**

One 4-H'er can be selected for the Illinois State Fair from Small Engine classes. One 4-H'er can be selected for the Illinois State Fair from the Small Engines Ready4Life Challenge.

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. 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects.

	Blue	Red	White

SMALL ENGINES 1 - 3: DISPLAY   4x   3x   2x

Exhibit a display, selecting one of the following items:

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

SMALL ENGINES READY4LIFE   4x   3x   2x

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   4x   3x   2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

THREE BEST STEM PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER AEROSPACE, BICYCLE, ELECTRICITY, SMALL ENGINES, TRACTOR OR WELDING.

DIVISION: TECHNOLOGIES*

The following classes are for 4-H youth ages 8-18 years. Theatre Arts projects will be judged on **Wednesday, July 8, 2020.**

*Indicates ineligibility for State Fair. This project is a county exhibit opportunity only.

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

	Blue	Red	White
*3-D DESIGN BEGINNER	4x	3x	2x

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.

	Blue	Red	White
*3-D DESIGN ADVANCED	4x	3x	2x

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   **4x   3x   2x**

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

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

*3-D PRINTING ADVANCED   **4x   3x   2x**

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

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

*3-D PRINTING & DESIGN READY4LIFE CHALLENGE   4x   3x   2x

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   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

UNMANNED AERIAL VEHICLES/SYSTEMS (DRONES): Choose one of the following classes based on your interest and skill level.

	Blue	Red	White
*UAV DISPLAY	4x	3x	2x

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	4x	3x	2x

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   4x   3x   2x

   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   4x   3x   2x

   **Three 4-H'ers can be selected for the Illinois State Fair 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.

*Indicates ineligibility for State Fair. This project is a county exhibit opportunity only.

**THE BEST STEM PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER
COMPUTER SCIENCE, ROBOTICS, 3-D PRINTING OR DRONES.**

*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, premiums amounts may not be
accurately reflected in this Premium Book.*

DIVISION: THEATRE ARTS

The following classes are for 4-H youth ages 8-18 years. Theatre Arts projects will be judged on **<u>Wednesday, July 8, 2020.</u>**

Three 4-H'ers can be selected for the Illinois State Fair from the following Theatre Arts classes. One 4-H'er can be selected for the Illinois State Fair from the Theatre Arts Ready4Life Challenge.

	Blue	Red	White
THEATRE ARTS 1	4x	3x	2x

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. Use of page protectors is recommended. Exhibit will NOT be labeled "Do Not Touch."); **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	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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.

THEATER ARTS MAKER   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

THE BEST CREATIVE ARTS PROJECT PLAQUE WILL BE AWARDED FOR AN EXHIBIT IN EITHER COMMUNICATIONS, CREATIVE WRITING, JOURNALISM OR THEATRE ARTS.

DIVISION: TRACTOR

The following classes are for 4-H youth 8 to 18 years of age. Tractor projects will be judged on **Wednesday, July 8, 2020**

Two 4-H'er can be selected for the Illinois State Fair from Tractor classes. One 4-H'er can be selected for the Illinois State Fair from the Tractor Ready4Life Challenge.

	Blue	**Red**	**White**
TRACTOR A	**4x**	**3x**	**2x**

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   4x   3x   2x

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   4x   3x   2x

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   4x   3x   2x

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   4x   3x   2x

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   4x   3x   2x

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   4x   3x   2x

Three 4-H'ers can be selected for the Illinois State Fair 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

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- 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.

THREE BEST STEM PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER AEROSPACE, BICYCLE, ELECTRICITY, SMALL ENGINES, TRACTOR OR WELDING.

DIVISION: VETERINARY SCIENCE

The following classes are for 4-H youth 8 to 18 years of age. Veterinary Science projects will be judged on **Wednesday, July 8, 2020.**

One 4-H'er can be selected for the Illinois State Fair from the Veterinary Science class. One 4-H'er can be selected for the Illinois State Fair from the Veterinary Science Ready4Life Challenge.

	Blue	Red	White
VETERINARY SCIENCE	4x	3x	2x

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.

VETERINARY SCIENCE READY4LIFE CHALLENGE	4x	3x	2x

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   4x   3x   2x

Three 4-H'ers can be selected for the Illinois State Fair 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.

TWO PLAQUES WILL BE AWARDED TO THE BEST ANIMAL OR VET SCIENCE PROJECTS

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: VIDEO/FILMMAKING

The following classes are for 4-H youth 8 to 18 years of age. Video projects will be judged on **Wednesday, July 8, 2020.**

Three 4-H'ers can be selected for the Illinois State Fair from the Video classes. One 4-H'er can be selected for the Illinois State Fair from the Video/Filmmaking Ready4Life Challenge.

Enrollment in the Video project is required to exhibit in the classes in this section.

All Exhibitors must bring their own laptop or device for viewing for the judge. Internet access may not be available for laptop usage, so the video should already be on the laptop/tablet.

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.**

	Blue	**Red**	**White**
COMMERCIAL OR PROMOTIONAL VIDEO	**4x**	**3x**	**2x**

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

AMINMATED VIDEO	**4x**	**3x**	**2x**

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	**4x**	**3x**	**2x**

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	**4x**	**3x**	**2x**

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

VIDEO/FILMMAKING INNOVATION CLASS	**4x**	**3x**	**2x**

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/FILMAKING READY4LIFE CHALLENGE   4x   3x   2x

    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   4x   3x   2x

    Three 4-H'ers can be selected for the Illinois State Fair 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.

    TWO BEST CREATIVE ARTS PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN PHOTOGRAPHY OR VIDEO FILMMAKING.

DIVISION: VISUAL ARTS

The following classes are for 4-H youth 8 to 18 years of age. Visual Arts projects will be judged on **Wednesday, July 8, 2020.**

One 4-H'er can be selected for the Illinois State Fair in each of the following _Original_ Visual Art Classes: Paper, Fiber, Clay, Wood, Glass/Plastic, Metal, Nature, Computer-Generated Art, Three-Dimensional Design/Mixed Media, Leather, Heritage Arts, Scrapbooking, Food

Decorating and Chalk/Carbon Pigment created on wood, metal or textiles and Fiber Arts Non-Original 8-10 year olds.
Two 4-H'ers can be selected in _Original_ Chalk/Carbon/Pigment created on canvas, paper or glass. One 4-H'er can be selected in the Visual Arts Ready4Life Challenge Class.

****Exhibitors **MUST** be enrolled in the Visual Arts project category in which they are exhibiting.*

General Rules
1. Articles exhibited must have been made by the 4-H'er during the current 4-H year. Exhibitors are encouraged to date the project when it is made.
2. Members may enter a **total** of **27** projects in the Visual Arts Department. (Members may not enter more than 3 projects per category. Mixed media items should be placed in categories of dominate media.) Members should not enter more than one item using a particular media. For example: A member may enter a watercolor, acrylic, or pencil drawing in the chalk/carbon/pigment class, but shall not enter 3 watercolors. The members 3 entries per media could consist of 2 originals and 1 non-original or 3 originals and no non-originals.
3. Members in Food Decorating or Scrapbooking are allowed to enter only ONE level based on their experience.
4. 4-H'ers are limited to receive one premium per class exhibited in premium eligible projects. In visual arts if you exhibit 2 projects in Chalk/Carbon/Pigment you will only receive one premium. However if you enter 1 project in Non-Original CCP and the other in Original CCP the 4-H'er would receive 2 premiums as these are separate classes.
5. Classification of Visual Arts projects can be confusing. If you have questions about how to properly register your project, please consult the Extension office.
6. All items must be properly prepared for exhibit. Items which are intended to be hung must be prepared for hanging with wire. The hanging device must be sturdy enough to support the weight of the object. Drawings and paintings should be matted and preferably framed under glass. Please refer to "Matting and Framing Requirements" below.
7. For both original and non-original work 4-H'ers should provide the source of their artwork if they use one (example: photo, picture, etc.)
8. Members wishing to exhibit quilts made from a pattern may enter it in Heritage Arts. All work on the quilt MUST be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else.
9. The Visual Arts classes are divided into two sections: **Original** and **Non-Original** work. Both original and non-original work are separated into the following media areas: Paper, Fiber, Clay, Wood, Chalk/Carbon/Pigment, Leather, Metal, Glass/Plastic, and Nature. Under each media area is a suggested list of work members may consider enter.

Original Work - is any project made without the use of commercial/store purchased pattern or design. The 4-H'er has developed, created & implemented the project. Articles in this category must be an original design created by the exhibitor. Kits and preformed molds are not considered original. **Crafts found online or on Pinterest are not considered original work.** If you create a replica of what you see somewhere else, it is not your original design. Copyrighted or trademarked designs are not acceptable in this division. Team or school logos are not original. 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. ***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. Photos used as a source should be taken by the artist. Be prepared to explain how and where you got the idea for this project.

Non-Original Work – is any project which is made from a kit or the use of a pattern, picture or book. Crafts found online or on Pinterest are considered non-original work.

Matting and Framing Requirements:
1. Drawings and paintings must be matted and framed, preferably under glass. (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.
2. There is no specific requirement on type of matt. Purchased, pre-cut mats (which are available at craft and discount stores) are acceptable.
3. All items must be properly prepared for exhibit. **All framed items, must be prepared for hanging**. The hanging device must be sturdy enough to support the weight of the object. Framed items not intended to be hung should be noted as such on the exhibit tag and a photo of the artwork being displayed should be included**.**

*Indicates ineligibility for State Fair. County project only.

	Blue	Red	White
	4x	3x	2x

CHALK/CARBON/PIGMENT: Enter the division based on the type of material the art was created on

Division A: Canvas, Paper, Glass – Any original art work done with pencil, chalk, pen, 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 this exhibit. **(Read Matting & Framing Requirements)**

Division B: Wood, Metal, Textiles - Any original art work done with pencils, chalk, pens, ink, paint, charcoal, dyes, etc., on wood, metal, or textiles. Painted and/or glazed pre-formed ceramics and painted porcelain dolls are not eligible for this exhibit. Any exhibits created as a piece of wall art must be prepared for hanging.

*CHALK/CARBON/PIGMENT - Non-Original (Read Matting & Framing Requirements)

4x	3x	2x

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

*CLAY - Non-Original

4x	3x	2x

COMPUTER GENERATED ART – Any original art created in any software package. Exhibit may not include scanned work, clipart, 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 in 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.

| | 4x | 3x | 2x |

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

FIBER - Non-Original Any non-original item made of fiber. Examples are fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stich, crocheting, knitting, weaving, hooking and felting. Exhibitors may use a pattern and/or an idea generated from another source. State Fair eligible class for age 8-10 years old only.

| | 4x | 3x | 2x |

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

*GLASS/PLASTIC – Non-Original

| | Blue | Red | White |
| | 4x | 3x | 2x |

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

*LEATHER – Non-Original

METAL – Any original item made of metal such as sculpture, tin punch, engraved metal, 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.

*METAL – Non-Original

4x   3x   2x

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

*NATURE – Non-Original

4x   3x   2x

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

* PAPER - Non-Original

4x   3x   2x

THREE DIMENSIONAL DESIGN/MIXED MEDIA – Art pieces in this class must be comprised of at least three different media. No one medium can make up more than 40% of a piece. The piece should be 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.

4x   3x   2x

WOOD - Any original item made of wood. Examples are: wood carving, sculpture, collage, woodburning, etc. Utilitarian wood items made from patterns <u>or kits</u> (example: outdoor or indoor furniture, shelves) should not be entered in visual arts. Popsicle stick crafts are not acceptable for this 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.

*WOOD - Non-Original

4x   3x   2x

HERITAGE ARTS – 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 (made with a traditional pattern), candles, pysanki (decorated eggs), quilts, 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.

4x   3x   2x

*MISCELLENEOUS – This category is for any item of artwork not fitting into any of the descriptions listed above.

FOOD DECORATING: BEGINNING   4x   3x   2x
- Exhibit four decorated cookies, using a minimum of four different techniques. Exhibit may use cookies OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of four different techniques. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single layer decorated cake, using a minimum of four different techniques. Exhibit may use cake OR cake form.

FOOD DECORATING: INTERMEDIATE   4x   3x   2x
- Exhibit four decorated cookies, using a minimum of five Level 2 techniques. Exhibit may use cookies OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of five Level 2 techniques. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single layer or two-layer cakes, using a minimum of five Level 2 techniques. Exhibit may use cake OR cake form.

FOOD DECORATING: ADVANCED   4x   3x   2x
Exhibit a decorated, stacked and/or tiered cake, using a minimum of four Level 3 techniques. Exhibit may use cake or cake form.

FOOD DECORATING: MASTER   4x   3x   2x
Write a one-page written description of your project, including your 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.

SCRAPBOOKING: BEGINNING   4x   3x   2x
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. Beginners must use a minimum of four embellishments and tell a story with pictures. "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.

SCRAPBOOKING: INTERMEDIATE   4x   3x   2x
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. Intermediate level exhibitors must use a minimum of eight embellishments and tell

a story with pictures and journaling. "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.

SCRAPBOOKING: ADVANCED   **4x   3x   2x**

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. Advance level exhibitors must use a minimum of 12 embellishments and tell a compelling story with pictures, journaling, and other media. "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.

VISUAL ARTS READY4LIFE CHALLENGE   **4x   3x   2x**

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   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

THREE BEST CREATIVE ART PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER VISUAL ARTS OR INTERIOR DESIGN. THE TOP KNITTING OR CROCHETING

PROJECT WILL RECEIVE THE HUNTER MEMORIAL AWARD SPONSORED BY KINGSTON JUNIORS 4-H CLUB. THE TOP FOOD DECORATING PROJECT WILL RECEIVE THE BEST CREATIVE ART – FOOD DECORATING PLAQUE.

DIVISION: WEATHER

The following classes are for 4-H youth 8 to 18 years of age. Weather projects will be judged on **Wednesday, July 8, 2020.**

One 4-H'er can be selected for the Illinois State Fair for the weather class. One 4-H'er can be selected for the Illinois State Fair from the Weather Ready4Life Challenge.

	Blue	Red	White
WEATHER AND CLIMATE SCIENCE 1	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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	4x	3x	2x

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   **4x   3x   2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

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, premiums amounts may not be accurately reflected in this Premium Book.

DIVISION: WELDING

The following classes are for 4-H youth 8 to 18 years of age. Welding projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair for the welding class. One 4-H'er can be selected for the Illinois State Fair from the Welding Ready4Life Challenge.

	Blue	Red	White
WELDING	**4x**	**3x**	**2x**

This exhibit class is open to members who are in the 7th grade and higher. Exhibit one Arc weldment/item demonstration 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* – 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   **4x**   **3x**   **2x**

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   **4x**   **3x**   **2x**

Three 4-H'ers can be selected for the Illinois State Fair 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.

THREE BEST STEM PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN EITHER AEROSPACE, BICYCLE, ELECTRICITY, SMALL ENGINES, TRACTOR OR WELDING.

DIVISION: WOODWORKING

The following classes are for 4-H youth 8 to 18 years of age. Woodworking projects will be judged on **Wednesday, July 8, 2020.**

Two 4-H'ers can be selected for the Illinois State Fair from Woodworking classes. One 4-H'er can be selected for the Illinois State Fair from the Woodworking Ready4Life Challenge.

***NOTE: Exhibits must be portable and cannot be exhibited on a trailer.

	Blue	Red	White
	4x	3x	2x

WOODWORKING 1
Any item made of wood constructed or refinished by the member, appropriate for their age, skill and ability in this project. Pre-cut kits assembled by the member are not acceptable.

WOODWORKING 2   4x   3x   2x
Any item made of wood constructed or refinished by the member, appropriate for their age, in this project. Pre-cut kits assembled by the member are not acceptable.

WOODWORKING 3   4x   3x   2x
Any item made of wood constructed or refinished by the member, appropriate for their age, in this project. Pre-cut kits assembled by the member are not acceptable.

WOODWORKING 4   4x   3x   2x
Any item made of wood constructed or refinished by the member, appropriate for their age, in this project. Pre-cut kits assembled by the member are not acceptable.

WOODWORKING READY4LIFE CHALLENGE   4x   3x   2x
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   4x   3x   2x
Three 4-H'ers can be selected for the Illinois State Fair 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.

TWO BEST STEM PROJECT PLAQUES WILL BE AWARDED FOR EXHIBITS IN WOODWORKING.