

DeWitt Macon Piatt

4-H

Show Book



2021



Illinois Extension
UNIVERSITY OF ILLINOIS URBANA-CHAMPAIGN

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TABLE OF CONTENTS

4-H Show General Rules	5	Health	33
4-H General Project Judging Schedule	2	Horses	67
4-H Livestock Schedule	60	Horticulture: Floriculture	34
4-H Livestock Show Rules	61	Horticulture: Vegetable Gardening	35
Aerospace	9	Intercultural	37
Animal Science	10	Interior Design	38
Beef	62	Jackpot Show	78
Bicycle	10	Leadership	38
Child Development	11	Maker	40
Civic Engagement	11	Master Showmanship	78
Clothing & Textiles	12	Nature: Natural Resources & Outdoor Adventures	40
Club Exhibits	8	Nature: Fishing & Wildlife	41
Cloverbuds	16	Photography	42
College & Career Readiness	17	Plants & Soils	44
Communications (Creative Writing, Journalism)	17	Poultry	71
Communications: Public Presentations	18	Rabbits	73
Computer Science	19	Ready4Life Challenge	8
Consumer Education	20	Robotics	44
Crops	21	Sheep	74
Dairy Cattle	63	Shooting Sports	46
DeWitt County 4-H Fairgrounds Map	4	Small Engines	47
Dog Obedience	64	STEAM Chat	8
Drones: Unmanned Ariel Vehicles/Systems	22	Superintendent List – General Projects	3
Electricity	23	Swine	76
Entomology	24	Technologies	47
Entomology: Beekeeping	25	Theatre Arts	49
eSports	26	Tractor Display & Driving Contest	50
Exploratory (Collectibles, Do Your Own Thing)	26	Veterinary Science	51
Family Heritage	27	Video/Filmmaking	51
Foods and Nutrition	28	Visual Arts	53
Forestry	31	Weather	57
Geology	32	Welding	58
Goats	64	Woodworking	58

2021 DeWitt-Macon-Piatt County 4-H Show Schedule

The 2021 DeWitt-Macon-Piatt General Project Show will be held at the **DeWitt County 4-H Fairgrounds located at 7564 Business 51, Clinton, IL 61727.**

Judging times are approximate as project areas have multiple projects and participants to be judged. The Home Ec. building will remain open during judging.

Saturday, June 26

7:00 to 9:00 am Horse and Pony check-in
9:00 am Horse Show

Sunday, June 27

10:00 am to 1:00 pm Horse and Pony check-in
1:00 pm Horse Show

Wednesday, July 7

4:30 pm Shotgun check-in
5:00 pm Shotgun (county shooting range)

Thursday, July 8

6pm Fairgrounds clean-up for general projects and livestock. Livestock pen set up. Everyone's help is needed. Livestock exhibitors need to attend for pen/stall assignments.

Friday, July 9

5:15-5:30pm Tractor driving Check In
5:30 pm Tractor driving (the course will only be shown once)
5:30-6:30 pm Check in general projects for livestock exhibitors and junior assistants. This excludes livestock and food projects.
6:00-8:00 pm Sheep and Goat Check-In and Weigh-In required between this time. All other species may check in if you helped at clean up and had your pens assigned Thursday night.
7:15 pm Ag Olympics with DeWitt County Farm Bureau

Saturday, July 10

8:00 to 9:00 am All general projects check-in
8:00 to 12:00 pm Livestock check-in for animals that did not check-in Friday night and Vet Check for all large livestock
8:00 to 8:30 am Poultry Check-In (No Vet check required)
9:00 am Poultry Show, will be released after show & clean-up has been completed
9:30 am Crops, Electricity, Food & Nutrition, Vegetable/Floriculture, Visual Arts
Food/Cake Decorating Exhibits Only
10:00 am Cloverbud Check-in & Judging to be followed by an activity
10:30 am Small Engines, Drones, Technologies, Maker
11:00 am Health, Plants & Soils, Welding
11:30 am Computer Science, eSports, Bicycle
12:00 pm Goat Show
12:00pm Photography
1:00 pm Visual Arts, Robotics
2:00 pm Aerospace
3:00 pm Video/Filmmaking
5:30 pm Master Showmanship Contest

Sunday, July 11

8:00 am Swine Show
 8:00 am – 8:30 am Rabbit Check-in (No Vet check required)
 9:00 am Rabbit Show, will be released after show & clean-up has been completed
 12:00 pm Animal/Vet Science, Entomology, Exploratory (Collectibles & Do Your Own Thing), Forestry, Intercultural, Weather
 1:00 pm Interior Design, Leadership, Outdoor Adventures, Woodworking, College & Career Readiness, Clothing & Textiles, Civic Engagement, Theatre Arts, Sports fishing, Wildlife, Tractor Display, Service Learning
 1:30 pm Beekeeping, Communications, Creative Writing, Exploring Your Environment, Geology, Natural Resources
 2:00 pm Child Development, Family Heritage, Journalism
 2:00 pm Sheep Show
 2:30 pm Consumer Education, Shooting Sports displays
 6:15 pm Home Ec. building closed until after awards program
 6:30 pm Awards program for all areas (general projects released after awards Program).

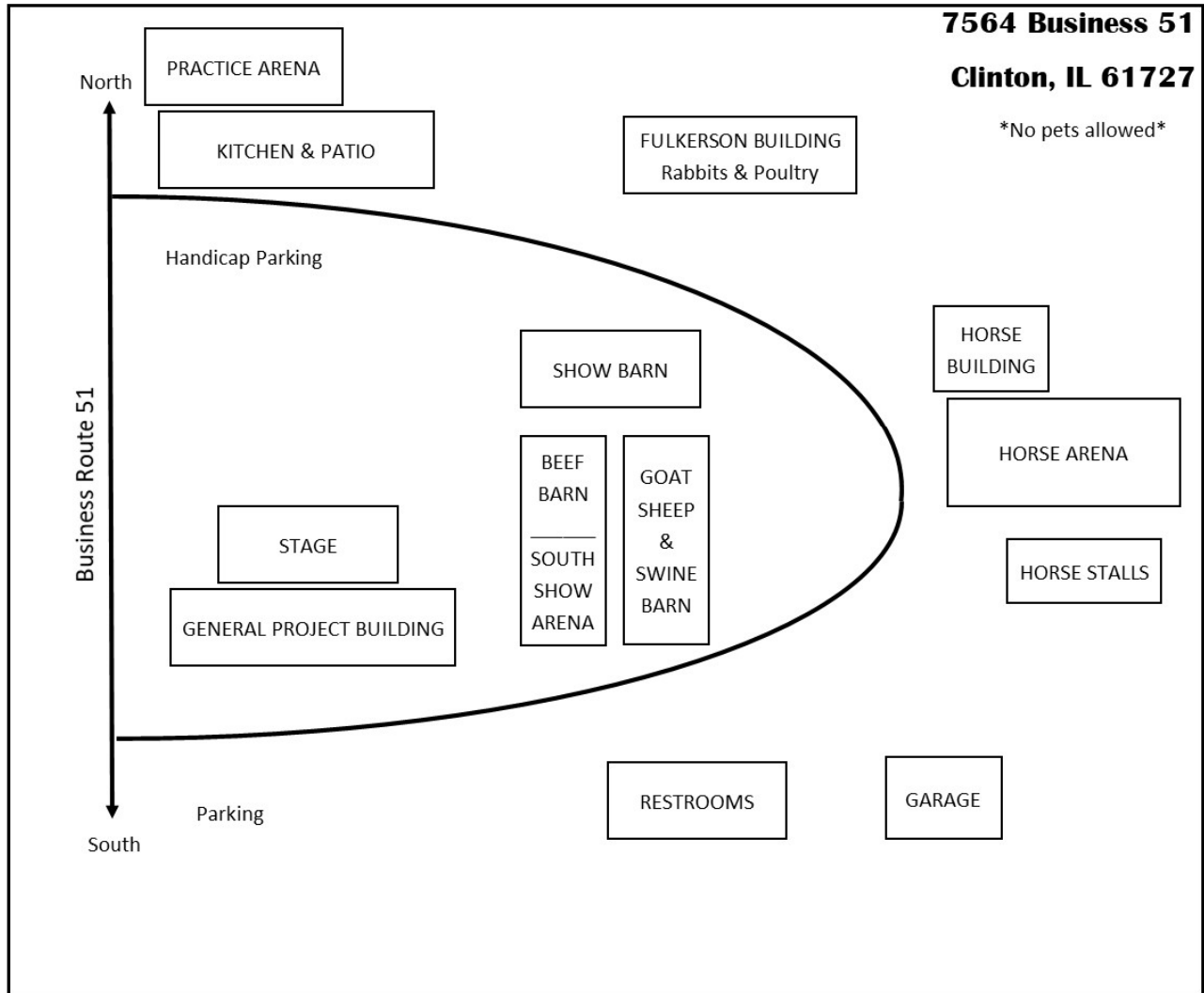
Monday, July 12

8:00 am Beef Show
 Noon Fairgrounds clean up (Everyone is asked to help clean up the fairgrounds. Large livestock will be released after cleanup.)
 7:00 pm DeWitt County 4-H Foundation Auction

Superintendents

Animal Science/ Vet Science	TBD		
Child Development/Communications/ Theatre Arts	Megan Barth	meganbarth09@gmail.com	217-935-8939
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Aerospace/Computer Science/Drones/eSports/Maker/ Technology/Robotics/ Electricity/Small Engines/Welding	Jeffrey Suckow	jefrysuko@gmail.com	217-493-7646
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Shooting Sports	Fred Carbonneau	carbonf@hotmail.com	217-423-0392
Tractor	Allison Reinecke	dcfb3@frontier.com	217-935-2126

DeWitt County 4-H Fairgrounds



From Champaign– Take Route 10 to Clinton. At the intersection of 10 West and 54 West, turn left and go to the second stoplight (Grant Street). Turn right onto Business Route 51 North. Landmarks at this corner include Dr. John Warner Hospital and Walgreens. Continue North. You will go by a school, Hardee’s and gas station. You will go through a stoplight and around a curve to the right, with a cemetery on the left. At the stop sign, North Center, turn left, this will be Business 51 North. At this stop sign you will see a sign for C.H. Moore Homestead Museum. Go north and the 4-H Fairgrounds will be on the right hand side of the road.

From Bloomington– Take Route 51 South. At the first exit to Clinton, turn left, Business 51 South. The exit is also marked DeWitt County Museum. Continue South on Business 51. The fairgrounds will be 1/4 of a mile down the road on the left hand side.

From Decatur– Take Route 51 North. Turn right at the last Clinton exit, marked DeWitt County Museum, Business 51 South. The exit does not have a stoplight. You will go through three stoplights for Clinton before seeing this exit. Continue south of Business 51. The fairgrounds will be 1/4 of a mile down the road on the left hand side.

From Springfield– Take Route 54 to Clinton. Turn left at the stoplight of the Rt. 54 and 51 intersections. This will be Route 51 North, which heads towards Bloomington. Turn right at the last Clinton exit, marked DeWitt County Museum, Business 51 South. The exit does not have a stoplight. The fairgrounds will be 1/4 of a mile down the road on the left hand side.

WELCOME TO THE 4-H SHOW!

4-H members work hard on their projects throughout the year and create unique exhibits for display and judging at the 4-H Show. This experience involves learning, hard work and the enthusiasm of our youth—the future leaders of our community. 4-H members must be enrolled by April 30 in order to exhibit.

A big thank you goes out to all of our dedicated volunteers that help make our 4-H Show a success and create lifelong memories for our 4-H members.

Good luck with your exhibit!

4-H GENERAL POLICIES

1. The 4-H year begins on September 1 and ends on August 31.
2. A \$20 Program Fee will be assessed for every 4-H member. This fee must be paid to the Extension Office prior to the 4-H Show registration date.
3. Eligibility: Any youth, regardless of race, creed, or color, which are 8 years of age and have not reached their 19th birthday on or before September 1 are eligible to participate.
4. A 4-H member may enroll in 4-H projects at any time during the year; however, in order to exhibit at the 4-H show, enrollment in all projects must be made prior to April 30. Show registration for classes will open May 1 and are due by June 1 at 4:00 p.m.
5. A member may not benefit economically from participating in multiple county 4-H shows (4-H premiums, trophies, awards, etc.). These may be received from one county only.

UNIVERSITY OF ILLINOIS EXTENSION 4-H MEMBER CODE OF CONDUCT

The opportunity to participate in or attend 4-H activities is a privilege and not a right. All 4-H participants – youth, families, volunteers, and Extension staff – who participate in or attend any activity or event sponsored by the University of Illinois Extension 4-H Youth Development Program are expected to uphold the values of the Illinois 4-H program and conduct themselves according to the following standards. These standards also apply to online 4-H activity, including social media and internet presence.

1. **Create a Welcoming Environment for All.** Encourage everyone to fully participate in 4-H. Recognize that all people have skills and talents that can help others and improve the community. Though we will not always agree, we must disagree respectfully. When we disagree, try to understand why. Our first priority is to create a safe, inclusive space for learning, sharing and collaboration that is welcoming to people from diverse backgrounds, cultures, and perspectives. Diversity includes, but is not limited to: race, color, religion, political beliefs, national or ethnic origin, immigration or citizenship status, sex, gender identity and expression, transgender status, sexual orientation, age, marital or family status, educational level, learning style, pregnancy, physical appearance, body size, and individuals with disabilities.
2. **Bring Your Best Self.** Conduct yourself in a manner that reflects honesty, integrity, self-control, and self-direction. Accept the results and outcomes of 4-H contests with grace and empathy for other participants. Accept the final opinions of judges and evaluators. Be open to new ideas, suggestions, and opinions of others.
3. **Obey the Law.** Commit no illegal acts. Do not possess, offer to others, or use alcohol, illegal drugs, or tobacco products which include e-pens, e-pipes, e-hookah, e-cigars, JUULs, vapes, vape pens or other electronic nicotine delivery systems. Do not possess or

use weapons or firearms except as expressly permitted as part of supervised 4-H shooting sports programming. Do not attend 4-H activities under the influence of alcohol or illegal substances.

4. **Honor Diversity – Yours and Others’.** Respect and uphold the rights and dignity of all persons who participate in 4-H programs.
5. **Create a Safe Environment.** Do not carelessly or intentionally harm or intimidate anyone in any way (verbally, mentally, physically, or emotionally). Do not engage in romantic displays or sexual activities in either public or private situations. Be kind and compassionate toward others. Do not insult, harass, or bully others or engage in other hostile activities. Be considerate and courteous of all persons and their property.
6. **Be a Team Player.** Work cooperatively with all individuals involved in 4-H programs and activities. Be responsive to the reasonable requests of the person in charge. Respect the integrity of the group and the group’s decisions.
7. **Humane Treatment of Animals.** Treat animals humanely and teach 4-H youth to provide appropriate animal care.
8. **Participate Fully.** Participate in and contribute to planned programs, be on time and follow through on assigned tasks/responsibilities in a manner that fosters the safety, well-being, and quality of the educational experience for self and others. Have fun!
9. **Watch What You Wear.** Use good judgment. Wear clothing suited for the activity in which you will participate. Dress in a manner that is respectful to yourself and others. Clothing that displays or promotes violence, obscenity, illegal activities, discrimination, or intimidation is prohibited. Do not wear revealing clothing, such as short skirts or shorts, midriff-baring tops, or anything showing undergarments.
10. **Be a Positive Role Model.** Act in a mature, responsible manner, recognizing you are role models for others and that you are representing both yourself and the University of Illinois Extension 4-H Youth Development Program. Be responsible for your behavior, use positive and affirming language, and uphold exemplary standards of conduct at all 4-H activities.

CONSEQUENCES

Any of the following may be used, depending on severity of the situation:

1. Participant will receive a verbal warning.
2. Participant may remain at the event/activity, but may be barred from future events.
3. Participant may be asked to leave the event/activity. If the participant is a youth, the parent(s) will be called and the youth will be sent home at family’s expense.

4-H SHOW RULES

1. University of Illinois, U.S. Department of Agriculture, Local Extension Councils Cooperating. University of Illinois Extension provides equal opportunities in programs and employment. **If you need reasonable accommodation to participate, including a virtual judging option, please contact the local Extension Office at least two weeks prior to the event. All virtual judging will be done through a scheduled Zoom meeting according to the judging schedule listed above.**
2. Each exhibitor is permitted to make only one entry per exhibit class unless otherwise stated in the 4-H Show Book. **Entries must be completed online by 4:00 p.m. on June 1. No additions or changes are permitted after this time.**
3. All exhibits must have been owned by the exhibitor from the required starting date of the project until time of exhibit. All projects must have been completed in **this 4-H year**, beginning **September 1**. Projects made prior to the current year cannot be exhibited in this year’s 4-H Show.

4. Unless otherwise stated, food, horticulture, crops, and egg exhibits that require more than one item to be displayed should be uniform in size, shape, and color.
5. University of Illinois Extension, 4-H, and its volunteers are not responsible for lost or damaged articles at the 4-H Show. All precautions are taken to protect the exhibits. If you are worried about including an item in an exhibit, do not bring the item to the 4-H Show.
6. There is no maximum size limit for exhibits unless otherwise noted. Please choose a display size which is most appropriate for the exhibit you are displaying. Larger does not always mean better; use good judgment in creating your exhibit. The use of page protectors is recommended for binder exhibits. Please note that all exhibits must be able to fit through a standard door opening unless prior permission has been granted.
7. All exhibitors are **strongly** encouraged to be present during judging. If you are required to be present, it will be stated in the 4-H Show Book. If you are unable to be present for judging, please complete the Exhibit Report form available online at <http://web.extension.illinois.edu/dmp/> and attach it to your project. You must complete an Exhibit Report form for each project.
8. Exhibitors will participate in conference judging. This process involves interacting and responding to questions about the exhibit as it is being critiqued. The judge takes into account the age of the exhibitor, knowledge about the exhibit, and the appearance of the exhibit in determining a rating. Exhibitors who do not follow exhibit class requirements will be lowered one rating and will be ineligible for award consideration. The judge's decision is final.
9. Judging will be based on the Danish System of Judging. Each exhibit will be rated and placed in one of three groups: Blue Award (meets requirements); Red Award (needs some improvement); White Award (needs much improvement). Only exhibits with Blue Award ratings will be eligible for state fair.
10. Ribbons will be awarded during judging.
11. If any questions arise that are not covered by the general rules, the 4-H Superintendent of the division in question will consult with Extension Staff to assist in making the decision. Parents and leaders may observe, but not participate in judging. Questions must be voiced to a Superintendent or Extension Staff **by the 4-H member**.
12. Premiums are subject to disbursement from the Agricultural Premium Fund by the State of Illinois. Premiums will only be awarded if and when such disbursement is forwarded to the county Extension Office. Premiums are paid by exhibit on an X-factor basis. The amount varies each year based on the amount provided to the fund and the total amount of 4-H exhibits. The Department of Agriculture shall use its best efforts to secure sufficient appropriations to fund premiums. In any year for which the General Assembly of the State of Illinois fails to make an appropriation sufficient to pay such premiums, premium amounts may not be accurately reflected in the Junior Department Premium Book. Exhibitors are eligible to receive only one premium payment per exhibit class, regardless of the number of entries in a single exhibit class. Program participants (including minors) will be required to provide their social security number or foreign national tax ID number prior to receiving a prize, gift, or award to ensure proper IRS reporting as required by law. This sensitive information is kept confidential and handled through security protect software (PEAR). Participants will not be eligible for a prize, gift, or award if social security or foreign national tax ID information is not provided.
13. All exhibit classes are State Fair eligible unless otherwise noted. If selected for State Fair, the same product that is selected at the county level must be the one exhibited at the State Fair (except for Food & Nutrition (must be the same recipe), Crops, Floriculture, and Vegetable Gardening exhibits (must be the same species/type (i.e. slicing tomatoes, snap beans, onions, etc.)). Modifications can be made to the original county exhibit to meet State Fair class requirements or to incorporate suggested improvements made by the local judge.
14. **No pets** are allowed at the 4-H Show unless they are being exhibited as a project. Please read exhibit guidelines carefully for rules about live animals in exhibits.

15. While unlikely, any updates or changes made after the 4-H Show Book has been printed will supersede the current rules and exhibit requirements in place.

CLUB EXHIBITS

ALL 4-H project areas will have a club exhibit option at the 4-H Show. Just imagine... 4-H club Visual Arts, Robotics, Foods, Animal Science, Horticulture, Citizenship, and Natural Resources exhibits!

Club exhibits are a great way to show off the work each club has done during the 4-H year. It also helps new/younger members to experience the judging process for the first time as a group and to see experienced members in action as role models.

4-H club exhibits are not state fair eligible*, but will be premium eligible. Clubs may choose to follow Show Book guidelines or create exhibits that better represent the club's participation. Creativity is encouraged!

*The following club projects may be state fair eligible if appropriate exhibit guidelines are followed: Intercultural and/or Leadership.

READY4LIFE CHALLENGE

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

Exhibit Requirements are the same for each project area. This project IS eligible for State Fair unless otherwise noted. 4-H members must be enrolled in the project area and register to exhibit a Ready4Life Challenge project by June 1.

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.

STEAM CHAT

Exhibit Requirements are the same for each project area. This project is NOT eligible for State Fair. 4-H members must be enrolled in the project area and register to exhibit a STEAM Chat project by **Friday, May 7th, 2021**.

Do you love science, technology, engineering, agriculture, art, and mathematics? Join us for fun, educational, and interactive STEAM Chats. During our STEAM Chats, youth are invited to prepare hands-on, creative learning experiences and challenges.

Follow the simple steps below to become a STEAM Chat exhibitor:

1. Select an exhibit you are displaying at the 4-H Show. This can be anything from Aerospace to Woodworking! The possibilities are endless, just make your exhibit creative and engaging.
2. Create a 5-10 minute video highlighting your project. Be sure your exhibit has components of science, technology, engineering, art, agriculture and/or mathematics. Please note that your video will be visible to all 4-H youth and families who are waiting to show. Remember this a fun and

innovative way to highlight an area of interest, what you learned or maybe share a passion of yours that might ignite a spark in someone else. Just have fun!

3. At the conclusion of your STEAM Chat exhibit, youth and families can post questions and comments to encourage you. Please be prepared to participate in a short Zoom call. During this call, the judges will engage you in a brief question and answer session.
4. Your STEAM Chat exhibit will be judged based on your creativity, presentation skills and knowledge of the content you presented.

Additional Information:

STEAM Chats will be conducted virtually at various times throughout the 4-H Show. Please be on the lookout for an updated schedule.

Please sign up for this fun and interactive opportunity no later than **Friday, May 7th, 2021**. There will be no exceptions to this deadline. If you have any questions regarding the STEAM Chats, please email Trinity Johnson at trinityj@illinois.edu.

If you are interested in exhibiting your STEAM Chat, please register by visiting: <https://form.jotform.com/210245845261047> no later than **Friday, May 7th, 2021**. All entries must be emailed to trinityj@illinois.edu no later than **Friday, June 11th, 2021**.

****Disclaimer:** STEAM Chats may be done by an individual or a team of two members. All team members must be registered for the exhibit class. Members are limited to only one STEAM Chat exhibit in each **project area**. For example, a member may exhibit only ONE STEAM Chat in Foods and Nutrition but may exhibit another STEAM Chat in Electricity. Each **'Blue'** rating STEAM Chat exhibit will be entered into a drawing to win a cool and exciting **prize**.

AEROSPACE

Model Rocketry:

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

Exhibit one model rocket assembled or made by the member. The exhibit will be a static display. The model rocket should be in good flying condition. DO NOT include the rocket engine with your exhibit.

Attach the printed directions for construction of the rocket if any were used. Rockets will be judged on originality, creativity, workmanship, knowledge of rocketry principles including safety and flight characteristics, and workability. If interested, rockets will be launched (weather permitting) and returned for display for length of 4-H Show. **Member must furnish their own rocket engines when launching.** Model rockets of original design are encouraged. The Superintendent reserves the right

to prohibit the launching of ANY rocket that, in his/her opinion, may present a danger to exhibitors, spectators, or property.

Aerospace Display:

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

Prepare a display related to the aerospace project that 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 Club Exhibit:

See exhibit guidelines on page 8.

Aerospace Ready4Life Challenge:

See exhibit guidelines on page 8.

Aerospace STEAM Chat:

See exhibit guidelines on page 9.

ANIMAL SCIENCE

Any members enrolled in this project area must complete the Quality Assurance and Ethics Certification (QAEC) training online no later than May 1. The link is <http://web.extension.illinois.edu/qaec/>. This only needs to be completed once during your 4-H career. Members may enter one (1) exhibit for each animal in which they are enrolled.

Animal Science:

(Open to youth in Beef, Cats, Dairy, Dogs, Goats, Guinea Pigs, Horse & Pony, Poultry, Rabbits, Sheep, Small Pets, and Swine)

Prepare a display focusing on any activity related to the animal science project. Demonstrate the skills and knowledge you have gained through the animal project you studied. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. Live animals are not permitted as exhibits in this area. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.

Animal Science Club Exhibit:

See exhibit guidelines on page 8.

Animal Science Ready4Life Challenge:

See exhibit guidelines on page 8.

Animal Science STEAM Chat:

See exhibit guidelines on page 9.

BICYCLE

Bicycle: (not eligible for state fair)

Prepare a display focusing on any activity related to the 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. Due to space limitations, please do not bring your bicycle for judging.

Bicycle Club Exhibit:

See exhibit guidelines on page 8.

Bicycle Ready4Life Challenge: (Not eligible for State Fair)

See exhibit guidelines on page 8.

Bicycle STEAM Chat:

See exhibit guidelines on page 9.

CHILD DEVELOPMENT

Child Development

Prepare a display that demonstrates the skills and knowledge you have gained studying child development. Topics might include, but are not limited to, selecting age appropriate toys and activities, explaining child behavior, or recognizing child safety concerns. 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 Club Exhibit:

See exhibit guidelines on page 8.

Child Development Ready4Life Challenge

See exhibit guidelines on page 8.

Child Development STEAM Chat:

See exhibit guidelines on page 9.

CIVIC ENGAGEMENT

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

Civic Engagement 1:

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

Civic Engagement 2:

Exhibit a display illustrating one of the following options: 1) your neighborhood; 2) how you were a good neighbor or led a service project for your community; **OR** 3) a Citizenship Challenge that you helped organize and lead (see the project book for details).

Civic Engagement 3:

Exhibit a display illustrating one of the activities that you completed within your project as it relates to one of the following categories in the manual: 1) Government; 2) Business and Industry; 3)

Transportation, Communication & Utilities; 4) Culture & Heritage; 5) Natural Resources & Environment; 6) Education; 7) Organizations within your community; 8) Tourism; **OR** 9) Support Systems within your community.

Service Learning 1: (not eligible for state fair)

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

Service Learning 2: (not eligible for state fair)

Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If the exhibitor has been enrolled in the project for multiple years (including Service Learning 1), the binder portfolio should include the previous years' work. Use of page protectors is recommended.

Service Learning 3: (not eligible for state fair)

Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If the exhibitor has been enrolled in the project for multiple years (including Service Learning 1 & 2), the binder portfolio should include the previous years' work. Use of page protectors is recommended.

Civic Engagement Club Exhibit:

See exhibit guidelines on page 8.

Civic Engagement Ready4Life Challenge:

See exhibit guidelines on page 8.

Civic Engagement STEAM Chat:

See exhibit guidelines on page 9.

CLOTHING & TEXTILES

1. All exhibits entered in the clothing and textiles area will be judged based on their construction and fit (if applicable).
2. Exhibitors bringing garments should not wear their garments when they arrive for judging as 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.)
3. Construction and appearance will both be considered during judging. If a pattern was used to make the item, the pattern instructions, either written or electronic, are to be included with the exhibit.
4. Exhibit tags should be attached to the garment, not to the hanger.
5. County-level judging only: If a 4-H member is unable to be present, the garment should be judged for fit beforehand by the leader or Extension Staff (fair, good, excellent) and taken to judging with a picture(s) of the 4-H member wearing the garment. The 4-H member must be present for judging to be considered for state fair delegation.

Members wishing to exhibit knitted items should enroll in Visual Arts Fiber (if original) or Heritage Arts (if made from a pattern). Members who enroll in Clothing & Textiles with the intent of pursuing quilting can exhibit in the non-clothing exhibit category in STEAM Clothing 1—FUNdamentals. Quilts

exhibited in the Clothing & Textiles area will be judged using a rubric that evaluates the sewing skills and construction of the item. All work on the quilt MUST be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else. Quilts can be hand OR machine quilted as long as ALL work is completed by the exhibitor.

CLOTHING: STEAM

STEAM Clothing 1—FUNdamentals:

STEAM Clothing 1 exhibits 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.

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

- **Non-Sewn Exhibits**, Exhibit one of the following:
 - **Clothing Portfolio** – Complete at least three different samples/activities from Chapter 2 and/or Chapter 3 of the project manual. Examples of samples you might include: How Two Magically Become One, pages 85-86; No Fear of Fray, pages 93-95; Two Sides of the Moon, pages 97-99; On the Flip Side, pages 101-104; Basic Hand Sewing Skills, pages 106-108. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – additional pages can be added each year but must be dated with the year. See pages 9-10 of project manual for portfolio formatting.
 - **Fabric Textile Scrapbook** – Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3-ring binder. Include an appropriate cover. See project manual, pages 42-74, for fabric options and fabric science experiments.
 - **What's the Difference - What's the Price Point** – Exhibit may include a notebook, poster, small display sharing a project comparison and price point. See activity, pages 118-120. Exhibit should include PHOTOS; NO actual PILLOWS.
- **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.)

STEAM Clothing 2—Simply Sewing:

Exhibit one of the following in either Non-Sewn, Sewn Non-Clothing, or 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 manual, 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 Stitch Further:

Exhibit one of the following in either Non-Sewn, Sewn Non-Clothing, or 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 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.
 - **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 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, suit, evening gown or sport outfit.

CLOTHING: SHOPPING

1. 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.
2. Shopping in Style: Members are encouraged to spend more than one year involved in this project so they have time to learn what clothing styles look best on them while they also gain skills in building a versatile wardrobe and staying within their budget. Each year enrolled in Shopping should build on previous year's learning experience.

Shopping in Style:

Beginning – Choose one of the following activities from Unit 1 or Unit 2 of the project book

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

Intermediate – Choose one of the following activities from Unit 3 or Unit 4 of the project book

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

Advanced – Choose one of the following activities from Unit 5 or Unit 6 of the project book

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

Clothing & Textiles Club Exhibit:

See exhibit guidelines on page 8.

Clothing & Textiles Ready4Life Challenge:

See exhibit guidelines on page 8.

Clothing & Textiles STEAM Chat:

See exhibit guidelines on page 9.

CLOVERBUDS

Participation Ribbons will be awarded for all 4-H Cloverbud exhibits.

4-H Cloverbuds can make an individual or group display for the 4-H General Projects Show. They will be able to visit with 4-H volunteers about their exhibit at the designated judging time. To participate, bring one project during the designated Cloverbuds check-in time. Your project may be anything you have made, grown or taken a picture of. Live animals are not allowed.

COLLEGE & CAREER READINESS

Build Your Future:

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

- **First Year** – Complete a minimum of Activities 1-4 from the Build Your Future project manual which includes: Skills...Choices...Careers; Making Career Connections; Build Your Future Through Portfolios; and Education Pay\$.
- **Second Year** – Complete a minimum of Activities 5-7 from the Build Your Future project manual which includes: Career FUNds; Turn Your 4-H Passion Into Profit; and Pounding the Pavement.
- **Third Year** – Complete a minimum of Activities 8-9 from the Build Your Future project manual which includes: Putting the Pieces Together: Goals for the Future; and Pathways to Success.

College & Career Readiness Club Exhibit:

See exhibit guidelines on page 8.

College & Career Readiness Ready4Life Challenge:

See exhibit guidelines on page 8.

College & Career Readiness STEAM Chat:

See exhibit guidelines on page 9.

COMMUNICATIONS

Communications 1:

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

Communications 2:

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

Communications 3:

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

Creative Writing:

*To provide the best learning experience, entries in this area must be **submitted at least one week in advance of the 4-H General Projects Show** to your county Extension Office to allow a judge adequate time to read the submissions and provide meaningful review.*

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

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

Journalism

Exhibit a binder portfolio showing the results of the appropriate year's activities noted below:

- **Year 1** – Accomplishments of a minimum of 5, 2-star activities from Part 1, answering all of the questions in the activities.
- **Year 2** – Results of doing a minimum of 5, 2-star activities in Part 2, answering all the questions in the activities.
- **Year 3** – Results of doing a minimum of 5, 3-star activities from Parts 1 and 2. One of the activities must include writing an advance story, a follow-up story, or a feature story.
- **Year 4** – Results of doing at least 2, 2-star activities and 3, 3-star activities from Part 3. If the activities include making an audio or videotape, please provide the appropriate equipment to view or listen to it during judging at county fair. State Fair will provide a way for the judge to view or listen to it.

Communications, Creative Writing, & Journalism Club Exhibit:

See exhibit guidelines on page 8.

Communications, Creative Writing, & Journalism Ready4Life Challenge:

See exhibit guidelines on page 8.

Communications, Creative Writing, & Journalism STEAM Chat:

See exhibit guidelines on page 9.

COMMUNICATIONS: PUBLIC PRESENTATIONS

County Public Presentations judging will happen in the spring before the 4-H Show. Please keep an eye on the e-update for more information. Enrollment in the Public Presentations project is required to participate in this section. No live animals are allowed in speeches.

Formal Speech | Self-written | Notes Allowed | No props | Individual | 4-6 minutes

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

Illustrated Speech | Self-written | Notes Allowed | Illustrations Required | Individual | 4-6 minutes

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

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

Original Works | Self-written | Notes Allowed | Props and Costumes Allowed | Individual or 2-Person Team | Manuscripts sent in Advance | 4-6 minutes

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

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

Oral Interpretation | Published Work | Props and Costumes Allowed | Individual or 2-Person Team | Manuscripts sent in Advance | 4-6 minutes

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

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

COMPUTER SCIENCE

Exhibitors may bring computer equipment for demonstration purposes. Computers will not be furnished. Internet connections are not available for use by exhibitors. Extension staff is not responsible for the safety/security of any computer equipment. Any member found to be using computer software in a manner that infringes on copyright laws will be disqualified.

Beginning Visual Programming: (not eligible for state fair)

(Open to youth in Computer Science Visual Based Programming)

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

Intermediate Visual Programming:

(Open to youth in Computer Science Visual Based Programming)

Exhibit a program using Scratch (or other simple visual 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.

Advanced Visual Programming:

(Open to youth in Computer Science Visual Based Programming)

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

Website Design:

(Open to youth in Computer 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 hotspot or the website must be hosted on the exhibitor's computer). All exhibits must include something visual, such as a poster or printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Computer Open Source / Innovation CS: (Open to youth enrolled in Computer Science Text-Based Programming or Robotics project).

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

Computer Science Club Exhibit:

See exhibit guidelines on page 8.

Computer Science Ready4Life Challenge:

See exhibit guidelines on page 8.

Computer Science STEAM Chat:

See exhibit guidelines on page 9.

CONSUMER EDUCATION

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

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

My Financial Future 1 – Beginner:

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

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

My Financial Future 2 – Advanced:

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 must 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 activities from Module 3: Working with Banks and Credit Unions: Bank on It and Module 4: Making Your \$ Work 4 U.
- **Third Year and beyond** – Complete all activities not previously completed in Module 3: Working with Banks and Credit Unions: Bank on It and Module 4: Making Your \$ Work 4 U; **AND** a minimum of two activities from Module 5: Credit and Consumer Breadcrumbs.

Consumer Education Club Exhibit:

See exhibit guidelines on page 8.

Consumer Education Ready4Life Challenge:

See exhibit guidelines on page 8.

Consumer Education STEAM Chat:

See exhibit guidelines on page 9.

CROPS

All crops exhibited must have been grown and cared for by the exhibitor as part of their current 4-H Crops project. The exhibitor's knowledge of the crop is more important than the actual condition of the crop.

Soybeans:

Exhibit five fresh plants (include root system that is washed) that are representative of member's 4-H project field; **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. Include the member's

crop records with the exhibit, such as the 4-H Crop record found online @ 4-H.illinois.edu, an FFA crops record, or similar information.

Corn:

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

Small Grains:

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

Crops Innovation Class:

(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 Club Exhibit:

See exhibit guidelines on page 8.

Crops Ready4Life Challenge:

See exhibit guidelines on page 8.

Crops STEAM Chat:

See exhibit guidelines on page 9.

DRONES: UNMANNED AERIAL VEHICLES/SYSTEMS

Each county may submit 2 entries from each class.

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

Each Exhibitor must complete all three sections of Quads Away Curriculum and display (or upload) a completed Mission Logbook.

UAV Display

Prepare a display related to the Drones/UAV project on the topic of your choosing. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs,

websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. Non-UAV/ Drone projects should not be entered in this class (see Aerospace Display).

UAV Unmanned Aerial Systems

Exhibit one Unmanned Aerial Vehicle and associated system assembled or made by the member. UAV or Drone exhibits in this class must be either originally designed or built from a kit of reconfigurable parts and components. These displays are limited to multicopters (tri, quad, hex, and octocopters), as well as FPV airplanes and flying wings with wingspans up to 36". A detailed build log with pictures, as well as a Mission Logbook must be included. 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. Attach the printed directions/instructions of the UAV if any were used.

UAV Club Exhibit:

See exhibit guidelines on page 8.

UAV Ready4Life Challenge:

See exhibit guidelines on page 8.

UAV STEAM Chat:

See exhibit guidelines on page 9.

ELECTRICITY

1. The exhibitor should be prepared to discuss how the exhibited item is to be used, the way it is assembled, and disassemble a part(s) to see how the exhibited item works. All electricity projects must include a report explaining how the project was constructed and the principles demonstrated.
2. Projects using paper clips, cardboard, thumbtacks, and brads are not eligible for state fair exhibits in electricity. Members wishing to exhibit these types of projects should consider exhibiting in Junk Drawer Robotics 1 or 2.

Electricity 1:

(May only be battery-powered projects using battery components and wiring). Exhibit a momentary switch, simple switch, basic circuit, electromagnet, galvanometer, **OR** an electric motor. All projects must include a report explaining how the project was constructed and the principles demonstrated. Recommendations can be found on the website.

Electricity 2:

(May only be battery-powered projects using battery components and wiring) Exhibit a circuit board demonstrating parallel and series switches, including a circuit diagram; 3-way or 4-way switch circuit using DC/battery; **OR** a basic electrical device (examples: rocket launcher, burglar alarm, etc). All projects must include a report explaining how the project was constructed and the principles

demonstrated. Recommendations can be found on the website.

Electricity 3:

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

Electricity 4: (not eligible for state fair)

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

Electricity Club Exhibit:

See exhibit guidelines on page 8.

Electricity Ready4Life Challenge:

See exhibit guidelines on page 8.

Electricity STEAM Chat:

See exhibit guidelines on page 9.

ENTOMOLOGY GENERAL

1. Size and number of exhibit cases should relate appropriately to the number of insects being displayed for a specified class. Cases should be no deeper than 4". Exhibitors should note that Entomology exhibits may be placed UPRIGHT for display.
2. All collections must be accurately labeled. Rules for pinning and labeling insects are available from your local Extension Office.
3. New specimens must be added to the display each year if a collection is shown for more than one year.

Entomology 1:

Exhibit 15 or more species representing four or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 1 project manual, *Teaming With Insects 1*, with at least one completed activity for each year enrolled. The project manual must be included.

Entomology 2:

Exhibit 30 or more species representing eight or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 2 project manual, *Teaming With Insects 2*, with at least one completed activity for each year enrolled. The project manual must be included.

Entomology 3:

Exhibit 60 or more species representing twelve or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 3 project manual, *Teaming With Insects 3*, with at least one completed activity for each year enrolled. The project manual must be included.

Entomology Display, Other:**(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 Club Exhibit:

See exhibit guidelines on page 8.

Entomology Ready4Life Challenge:

See exhibit guidelines on page 8.

Entomology STEAM Chat:

See exhibit guidelines on page 9.

ENTOMOLOGY BEEKEEPING

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

Beekeeping 1:

Exhibit an educational display for one (1) of the following:

- Flowers Used to Make Honey. Display pressed flowers from ten (10) different Illinois plants that bees use for making honey.
- Uses of honey and beeswax.
- Setting up a beehive.
- Safe handling of bees.
- Equipment needed by a beekeeper.

Beekeeping 2:

Exhibit one (1) of the following:

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

Beekeeping 3:

Exhibit three (3) of the five (5) kinds of honey listed below (#1-5) or prepare an educational display about honey bees or beekeeping (#6).

1. Extracted honey: Three (3) 1# jars (glass, screw-top), holding 1# of honey each.
2. Chunk honey (comb in a jar): Three (3) 1# jars (wide-mouth, glass).
3. Cut-comb honey: Three (3) 1# boxes (boxes are usually 4 ½" x 4 ½" in size).
4. Comb honey: 3 sections (honey built by bees in frames of wood commonly called "sections") (boxes are usually 4 ½" x 4 ½" in size)
5. Section honey: Three (3) sections of comb honey (in basswood boxes or Ross rounds) **OR**
6. Prepare an educational display about honey bees or beekeeping.

Beekeeping Club Exhibit:

See exhibit guidelines on page 8.

Beekeeping Ready4Life Challenge:

See exhibit guidelines on page 8.

Beekeeping STEAM Chat:

See exhibit guidelines on page 9.

ESPORTS

All exhibitors must complete all activities in the Illinois 4-H eSports Pilot Curriculum.

eSports

Compete in at least 1 ranked tournament online or in person (either as a team or solo), and fully document your progress throughout. Any game with a documentable bracket system, at least 3 rounds and a prize count. Be sure to include a description of the tournament, your match information, your win-loss record, and description of the game and platform being used to play the game (Ram requirements/capabilities of your machine, video card specs., etc.). Prepare a PowerPoint presentation describing your journey through eSports (including your 1 mandatory tournament), what you have learned about gaming/eSports, and why you think more youth should be involved. Also include a detailed description of your most important win, explaining your strategy in that victory. Be sure to include screenshots and video, if possible. Load your presentation to a USB drive, and be sure to add narration if uploading for virtual exhibition.

eSports Club Exhibit:

See exhibit guidelines on page 8.

eSports STEAM Chat:

See exhibit guidelines on page 9.

EXPLORATORY

Exploratory (*Welcome to 4-H*) (not eligible for state fair)

Youth ages 8 – 10 may exhibit a display on one of the following topics from the project book.

- Windowsill gardening; **OR**
- 4-H animals; **OR**
- 4-H family; **OR**
- Coat of arms

Collectibles (not eligible for state fair)

Bring your completed project book and your collection (thimbles, spoons, pencils, etc...). Collections may be no larger than 2 ½ feet wide by 2 ½ feet long by 2 ½ feet high. If the collection is too large to

exhibit, take picture of the entire collection and bring a small sampling for display. If the collection is too valuable or breakable it must be in a locked case (provided by the exhibitor) no larger than the stated size. The same type of collection cannot be shown for more than one year in a row. Exhibits must be set up by the exhibitor only and no items may be added after initial set up.

Do Your Own Thing, General (not eligible for state fair)

This exhibit area covers interests and topics that do not fit into any other project area. Any project that can fit into another area will not be judged.

- Demonstrate the skills and knowledge you have gained through 4-H. Exhibits may be the result of knowledge gained from project manuals; independent study about a topic, interaction with local professionals; and/or individual exploration in the topic area.
- 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 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.
- Exhibit topics may include, but are not limited to stepping stones, RC cars, Legos, sports, science, reading, auto tech, and party planning.

Members may enter up to four (4) entries in the Do Your Own Thing, General class. All entries must use a different topic or item.

Exploratory Club Exhibit:

See exhibit guidelines on page 8.

Exploratory STEAM Chat:

See exhibit guidelines on page 9.

FAMILY HERITAGE

Family Heritage

Prepare an exhibit of items, pictures, maps, charts, slides/tapes, drawings, illustrations, writings or displays that depict the heritage of the member's family or community or 4-H history. Please note: Exhibits are entered at 4-H'ers own risk. 4-H is not responsible for loss or damage to family heirloom items or any items in this division. Displays should not be larger than 22" x 28" wide. If you need a size waiver because the historical item is larger than 22"x28" please contact the superintendents for approval.

Family Heritage Club Exhibit:

See exhibit guidelines on page 8.

Family Heritage Ready4Life Challenge

See exhibit guidelines on page 8.

Family Heritage STEAM Chat:

See exhibit guidelines on page 9.

FOODS & NUTRITION

1. Exhibitors should be aware that food items and containers may not be returned at the end of the show for food safety reasons
2. Please read the requirements for your food project. Projects exhibited that do not follow all guidelines will be lowered one letter grade.
3. Some projects require menu cards and recipes. Menu cards and recipes must be handwritten, typed, or computer generated. No photocopies. Menus can be written or typed on index cards or paper and must represent a balanced diet following My Plate. The name of the exhibitor must be on all menus and recipes.
4. Exhibits must follow the recipes in the project manual. You may not substitute or omit any ingredients.
5. If an exhibit class calls for a bread product, the loaf must be the size stated in the recipe.
6. Unless otherwise stated, food items must be uniform in size, shape, and decoration.
7. Food items are to be displayed on a disposable plate placed in a zip-sealing plastic bag unless otherwise noted. Large items (i.e. loaves of bread) may be displayed on foil-covered cardboard and placed inside a zipped plastic bag.
8. Questions concerning policies should be brought to the attention of the Foods Committee. Questions are to be asked by the 4-H members themselves.

4-H Cooking 101:

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

- **Cooking**-Prepare an exhibit of three (3) cereal marshmallow bars.
- **Baking**-Prepare an exhibit of ¼ of an 8" square or round coffeecake.
- **Cookies**-Prepare an exhibit of three (3) cookies.

4-H Cooking 201:

You may exhibit an item in one or more of the following categories using the recipe included in the project manual. If you make changes to the recipe, bring a copy of the recipe with your changes. Bread, muffins, or scones should be displayed on a disposable plate placed in a zip-sealing plastic bag. *In addition to your food exhibit*, complete *Experiment with Meal Planning Activity* on page 91 in the 4-H Cooking 201 project manual. Bring either page 91 with your completed answers or a document with the answers to remain on display with your project along with a picture of the meal you prepared. You do **not** need to complete the Challenge Yourself section on page 91.

- **Muffins**-Prepare an exhibit of three (3) cheese muffins
- **Scones**-Prepare an exhibit of three (3) scones
- **Bread**-Prepare an exhibit of one (½) loaf (9" x 5") of basic nut bread

4-H Cooking 301:

You may exhibit an item in one or more of the following categories using the recipes included in the project manual. If icing is used on the tea ring or sweet rolls, the recipe for the icing must also come from the book. The yeast bread/roll dough may be prepared in a bread making machine; however

prepared mixes are not permitted. If you make changes to the recipe, bring a copy of the recipe with your changes. Display exhibit on a disposable plate or pie tin and place in a zip-sealing plastic bag. *In addition to your food exhibit*, complete one of the six experiments: *Experiment with Flour* p. 33-34, *Experiment with Kneading* p. 35-36, *Experiment with Yeast* p. 37-38 or 39, *Experiment with Butter* p. 62-63 or *Experiment with Cheese* p. 104-105. Bring a document with a printed picture of your experiment and the answers to the experiment questions to remain on display with your project.

- **Rolls**-Prepare an exhibit of three (3) dinner rolls.
- **Bread**-Prepare an exhibit of one (1) loaf of yeast bread.
- **Tea Ring** – Prepare an exhibit of one (1) tea ring.
- **Sweet Rolls**-Prepare an exhibit of three (3) sweet rolls.
- **Cake**-Prepare an exhibit of one (1) layer of a Rich White Cake or Rich Chocolate Cake, top side up, without frosting.

4-H Cooking 401:

You may exhibit an item in one or more the following categories using the recipes included in the project manual. If you make changes to the recipe, bring a copy of the recipe with your changes. Display exhibit on a disposable plate and place in a zip-sealing plastic bag. *In addition to your food exhibit*, pick one of the recipes from Cooking 401 that is not a choice for exhibit. Make the recipe and take a picture of the results. Bring a document with a printed picture of the food you made from the recipe and the answers to the following two questions: 1.) If you made this recipe again, what would you do differently? 2.) What did you learn that can help you in other ways besides preparing food?

- **Bread**-Prepare an exhibit of 1/4 of a 15" x 10" loaf of focaccia bread (do not include dipping oil).
- **Pastries**-Prepare one (1) baked pie shell-traditional, oil, or whole wheat (no graham cracker).
- **Cake**-Prepare ¼ Golden Sponge Cake, top side up, without frosting.
- **International**- Prepare ½ loaf French Bread.

Food Science:

(Open to youth in Food Science 1, Food Science 2, Food Science, 3, or Food Science 4)

Prepare a display, digital presentation, or poster on one of the food science experiments from the corresponding manual that you completed. 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. Share all of the following:

- 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.

Sports Nutrition:

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

You must furnish any equipment you need for the exhibit. Internet service is not provided. All exhibits must include something visual, such as a printed copy of a digital presentation. Electronic equipment will only be used during your judging time and will not remain on display during the exhibit period.

Examples for Activity 1

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

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

Food Preservation:

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, 2021.
- Green beans, pressure canner. July 13, 2021.
- Beef jerky, food dehydrator and oven. July 13, 2021.

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 must be from an approved source. Those sources are:

- *PUT IT UP! Food Preservation for Youth* manuals
- U.S. Department of Agriculture (USDA)
- National Center for Home Food Preservation

- Ball/Kerr Canning (recipes after 1985)
- Mrs. Wages

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

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

Foods Innovation Class:

Open to youth enrolled in any Foods project.

Demonstrate the skills and knowledge you have gained through the project. The exhibit may include, but isn't limited to, original recipes, results of experiments not in the foods project books, variations on recipes or experimenting with unique cooking or baking methods. Your work can be displayed by a food product, demonstrations, digital presentations, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. If you bring a food product, the food will NOT be tasted.

Foods & Nutrition Club Exhibit:

See exhibit guidelines on page 8.

Foods & Nutrition Ready4Life Challenge:

See exhibit guidelines on page 8.

Foods & Nutrition STEAM Chat:

See exhibit guidelines on page 9.

FORESTRY

Forests of Fun:

(Open to youth in Forestry 1, Forestry 2, or Forestry 3)

Exhibit any product or display illustrating an activity from the corresponding project 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 Club Exhibit:

See exhibit guidelines on page 8.

Forestry Ready4Life Challenge:

See exhibit guidelines on page 8.

Forestry STEAM Chat:

See exhibit guidelines on page 9.

GEOLOGY

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

Pebble Pups 1:

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

Pebble Pups 2:

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

Rock Hounds 1:

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

Rock Hounds 2:

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

Geology Innovation Class:**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 Club Exhibit:

See exhibit guidelines on page 8.

Geology Ready4Life Challenge:

See exhibit guidelines on page 8.

Geology STEAM Chat:

See exhibit guidelines on page 9.

HEALTH

Health 1:

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

Health 2:

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

Health 3:

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

Health - Your Thoughts Matter – Navigating Mental Health (not eligible for state fair):

Prepare an exhibit that demonstrates the knowledge and understanding gained through completion of the Your Thoughts Matter Member Project Guide. Exhibit the following 1) a poster or display that highlights activities and knowledge gained as you completed any two of activities 1 – 9 included in the curriculum; AND 2) the item you created in Activity 10 - the flyer, website, video, or other promotional tool that points individuals to the resources you found. To exhibit in this project area, 4-H members must have been involved in a 4-H Your Thoughts Matter SPIN Club experience.

Health Innovation Class:

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 Club Exhibit:

See exhibit guidelines on page 8.

Health Ready4Life Challenge:

See exhibit guidelines on page 8.

Health STEAM Chat:

See exhibit guidelines on page 9.

HORTICULTURE: FLORICULTURE

Floriculture A:

Exhibit one of the following options:

- Create a flower arrangement; either a round arrangement or a bud vase. No silk flowers are permitted; **OR**
- Create a photo collage or a collection of pictures of flowers that you have raised. Label your flowers by name and tell if you started with a seed, cutting or transplants. Mount pictures on a poster board; **OR**
- Exhibit in one container, 3 stems of blooms - each with attached foliage. Foliage that would go inside the container may be removed. All three blooms or stems should be the same variety, color, shape and size and must have been grown from seed, young seedling plants, bulbs or rhizomes by the exhibitor. (NOTE: Exhibitors choosing lilies should include no more than 2/3 of foliage for their exhibit.)

Floriculture B:

Exhibit one of the following options:

- Display a mixed planter that may include herbs with foliage plants and/or flowering plants. The planter should include three or more kinds of plants. The container exhibit space must not exceed 18"x18"; **OR**
- Create an artistic display of dried flowers and/or herbs explaining how each was dried; **OR**
- Create a photo collage or collection of pictures of plants from your theme garden. Label your plants by name and explain how the plants were chosen to fit the theme.

Floriculture C:

Exhibit one of the following options:

- Create a terrarium. Selected plants should have been started by the exhibitor from cuttings or seeds or as purchased plugs. The terrarium must be cared for by the exhibitor for at least 5 months. 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 in the University of Illinois Extension Gardener's Corner (go.illinois.edu/gardenerscorner).

Floriculture D:

Exhibit one of the following options:

- Create a centerpiece around a theme such as a wedding, holiday, birthday, etc. No silk flowers are permitted; **OR**
- Create an exhibit of forced bulbs in a pot.

Floriculture Display:

(Open to youth enrolled in Floriculture A, Floriculture B, Floriculture C, and Floriculture D)

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

Floriculture Club Exhibit:

See exhibit guidelines on page 8.

Floriculture Ready4Life Challenge:

See exhibit guidelines on page 8.

Floriculture STEAM Chat:

See exhibit guidelines on page 9.

HORTICULTURE: VEGETABLE GARDENING

1. 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 produce, including but not limited to different varieties, soil testing, fertilizers used, etc. Exhibits should be prepared according to the Illinois Vegetable Garden Guide website:
<http://web.extension.illinois.edu/vegguide/>.
2. Waxes and oils may not be used on vegetables or fruits. Any plant infested with insects will be removed from the exhibit area and will not be eligible for champion awards.
3. Specimens cannot be displayed in more than one exhibit class.
4. Exhibitors must furnish their own disposable display plates. Exhibitors must set up their own display(s).

Herb Display

(Open to youth in Vegetable Gardening A, Vegetable Gardening B, Vegetable Gardening C, and Vegetable Gardening D)

Herbs should be grown in pots (8" maximum diameter). Categories: Mint, Oregano, Rosemary, Sage, Thyme, and all other herbs. Herbs should be labeled with common and Latin names. Herbs should be in your care for a minimum of three months for state fair exhibits. Remove dead leaves from plants and check that the soil is clear of debris such as dead leaves. In addition to class Champions, Herb Category Grand and Reserve Grand Champions may be selected. When exhibiting herb plants, be sure to grow the plants in the container to be displayed to avoid transplant shock. Exhibits will be evaluated based on cleanliness, uniformity, condition, quality, and trueness to variety. Additional herb resources are located on the project resources section of the Illinois 4-H website.

Vegetable Display:

(Open to youth in Vegetable Gardening A, Vegetable Gardening B, Vegetable Gardening C, and Vegetable Gardening D)

1. This class is allowed a 2'6" x 2'6" space for display.
2. Display must include 6 or more different kinds of vegetables. There may not be more than 2 different varieties of any vegetable. For example, red and white potatoes would be classified as two different varieties. Acorn squash and zucchini would be classified as two different vegetables.
3. The number and type of vegetables used must conform to the Vegetable Plate/Basket List.
4. Exhibitors must provide the name and variety of all vegetables used (i.e. Cabbage-Golden Acre; Cucumber, slicing-Straight Eight; Tomatoes, slicing-Rocky Top; Snap Beans-Contender, etc...)

Vegetable Plate:

(Open to youth in Vegetable Gardening A, Vegetable Gardening B, Vegetable Gardening C, and Vegetable Gardening D)

1. Exhibitors are limited to 3 entries in this category (2 single vegetable plates equal 1 entry)
2. Each exhibit must include 2 single vegetable plates. (Exhibitor will furnish disposable plates.)
3. Number of vegetables on plates must conform to plate list below.
4. Only one variety on each plate.
5. An exhibitor cannot show two plates of the same type vegetable in a single entry. (i.e.: Cannot exhibit red *and* white potatoes or zucchini *and* straightneck summer squash.)
6. Example: Entry # 1, 5 carrots on a plate *and* 12 pea pods on another plate
Entry # 2, 12 okra on a plate *and* 5 spears of asparagus on a plate
Entry # 3, 1 eggplant on a plate *and* 1 head of broccoli on a plate

VEGETABLE PLATE/DISPLAY LIST

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

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

Vegetable Gardening Display:

(Open to youth in Vegetable Gardening A-D)

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

judging time and will not remain on display during the entire exhibit period.

Vegetable Gardening Club Exhibit:

See exhibit guidelines on page 8.

Vegetable Gardening Ready4Life Challenge:

See exhibit guidelines on page 8.

Vegetable Gardening STEAM Chat:

See exhibit guidelines on page 9.

INTERCULTURAL

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

Passport to the World, Individual:

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

Diversity & Cultural Awareness

Create a display or binder portfolio that illustrates the results of a minimum of three (3) completed activities from the project book. See space restriction above.

Intercultural, Club, Includes Passport to the World, Diversity & Cultural Awareness, 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 of 4-H age (8 and older) 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. See space restriction above.

Intercultural Ready4Life Challenge:

See exhibit guidelines on page 8.

Intercultural STEAM Chat:

See exhibit guidelines on page 9.

INTERIOR DESIGN

Design Decisions

(Open to youth in Beginning, Intermediate, or Advanced levels.)

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. Please notify Extension Staff prior to the 4-H Show if your project is larger than 3' x 3'. All items must be able to fit through a standard door opening.

Interior Design Innovation Class:

Open to all youth enrolled in Interior Design.

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

Interior Design Club Exhibit:

See exhibit guidelines on page 8.

Interior Design Ready4Life Challenge:

See exhibit guidelines on page 8.

Interior Design STEAM Chat:

See exhibit guidelines on page 9.

LEADERSHIP

Leadership 1:

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 activity 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 activity 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 activity of exhibitor's choice from the manual.

Leadership 2:

Building upon your previous work, continue adding to your binder portfolio with a minimum of four (4) completed activities each year from the areas noted below. Photocopies or original pages of 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 activity 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 activity 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 activity of exhibitor's choice from the manual.

Leadership 3:

Building upon your previous work, continue adding to your binder portfolio with a minimum of four (4) completed activities each year from the areas noted below. Photocopies or original pages of 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 activity 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 activity 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 activity of exhibitor's choice from the manual.

Leadership Innovation Class:

(Open to youth who are enrolled in Leadership 1, Leadership 2, or Leadership 3.)

Demonstrate the skills and knowledge you have gained through the Leadership project. Your exhibit should not fit in the other exhibit options for this project. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. 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 Group:

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

Due to space limitations, exhibits are limited to 2' 6" wide and 15" deep. 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. Contact the Extension Office for more information on the Teen As Leaders model. 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 Ready4Life Challenge:

See exhibit guidelines on page 8.

Leadership STEAM Chat:

See exhibit guidelines on page 9.

MAKER

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:

- Exhibitors must complete the DIY Make & Build Curriculum, and answer all the questions at the end of each lesson. You must display (or upload if virtual) your answers to these questions, as well as your Maker Log from the DIY Make and Build curriculum.
- 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. Your device or object **cannot** be one of the included activities in the DIY Make and Build Curriculum.
- 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).
- Exhibits **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.

Maker Club Exhibit:

See exhibit guidelines on page 8.

Maker STEAM Chat:

See exhibit guidelines on page 9.

NATURE: NATURAL RESOURCES AND OUTDOOR ADVENTURES

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

Natural Resources 1:

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 exhibited.

Natural Resources 2:

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 exhibited.

Natural Resources 3:

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

Outdoor Adventure 1-3:

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

Natural Resources Ready4Life Challenge:

See exhibit guidelines on page 8.

NATURE: FISHING AND WILDLIFE

Sportsfishing 1:

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

Sportsfishing 2:

Exhibit a product or display made to complete an activity in the *Reel in the Fun* project manual. This could include, but is not limited to, displays on: different types of knots or rigs and their use; a collection of fishing lures, labeled with their use; or information on preparing and cooking fish (not recipes). For safety reasons, lures must be placed in a plastic case and no knives will be allowed in displays or tackle boxes.

Sportsfishing 3:

Exhibit a product or display made to complete an activity in the *Cast into the Future* project manual. This could include, but is not limited to, displays on: making artificial flies and lures; researching effects of water temperature; sportsfishing careers; or identifying insects that fish eat. For safety reasons, lures must be placed in a plastic case and no knives will be allowed in displays or tackle boxes.

Wildlife 1:

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

Wildlife 2:

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

Wildlife 3:

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

Fishing & Wildlife Readey4Life Challenge:

See exhibit guidelines on page 8.

Exploring Your Environment 1: (not eligible for state fair)

Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of natural and/or manmade environments, how humans affect the environment, or how the environment affects our lives. Include your project manual that documents activity recordkeeping, your answers to activity questions, and details the exhibitor's thoughts and ideas.

Exploring Your Environment 2: (not eligible for state fair)

Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of one of the following: stewardship of natural resources, investigating greenhouse effects on living organisms, methods of reducing or managing waste in your home or community, or calculating your ecological footprint. Include your project manual that documents activity recordkeeping, your answers to activity questions, and details the exhibitor's thoughts and ideas.

Natural Resources Club Exhibit:

See exhibit guidelines on page 8.

Natural Resources STEAM Chat:

See exhibit guidelines on page 9.

PHOTOGRAPHY

ALL photos in exhibits must have been taken by the exhibitor. Photo/Model releases from individuals pictured in the exhibitor's photographs are required unless the photograph is of a group in a public place where identification would not be an issue. The release can be obtained at: <https://4h.extension.illinois.edu/members/projects/photography> . Photos may be taken with a camera, an electronic tablet (i.e. iPad), or a cell phone.

ALL photos (including Photo Editing exhibits) must be accompanied by details of the camera settings that include:

1. Camera/device used
2. Aperture (F-stop)
3. Exposure time (shutter speed)
4. ISO (film/sensor sensitivity)
5. Lighting used (flash, artificial, sunlight, other)
6. Lens Filter (Ultra-Violet, Polarizing, etc) if used.

Additional details required for Photo Editing ONLY:

7. Photo editing software/application used (required for ALL edits and retouches except for cropping)
8. Filters used (lens filters and/or digital/software filters)

Members are allowed to shoot on a camera's automatic setting, but should be able to find the metadata information on the photo to discuss the information above.

The exhibition size requirements for all photographs will be:

Minimum image size: 5" X 7"

Maximum image size: 8" X 10"

Maximum exhibit size (including frame): 18" X 20"

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

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

Photography 1:

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

Photography 2:

Exhibit one of the options listed below:

- Exhibit one framed 8" x 10" close-up photograph using the skills learned on page 62-63 (section: Bits and Pieces) of the project manual titled *Controlling the Image*. No photo editing is allowed in this class except cropping and red eye removal; **OR**
- Exhibit one framed 8" x 10" photo which demonstrates your understanding of a technique you learned from your Photography 2 project manual. No photo editing is allowed in this class except cropping and red eye removal. Be prepared to show the page in the manual of the technique you are demonstrating.

Photography 3:

Exhibit one of the options listed below:

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

Photo Editing:

(Open to members in Photography 1, Photography 2, and Photography 3)

Exhibit one framed 8" x 10" photo that has been altered using digital photo-editing techniques (beyond cropping and red-eye reduction). Include a print of the original photo(s), taped to the back of the photo frame. Photos in which an automatic filter was applied at the time the photograph was taken will not be eligible for award.

Photography Innovation Class:

(Open to youth who are enrolled in Photography 1, 2, or 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 Club Exhibit:

See exhibit guidelines on page 8.

Photography Ready4Life Challenge:

See exhibit guidelines on page 8.

Photography STEAM Chat:

See exhibit guidelines on page 9.

PLANTS AND SOILS

Plants & Soils 1: (not eligible for state fair)

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

Plants & Soils 2: (not eligible for state fair)

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

Plants & Soils 3: (not eligible for state fair)

Prepare a display or poster that illustrates an activity from the project manual. The display should demonstrate an understanding of the relationship between soil and other cycles found in nature. Displays should also provide an example of a leadership or service-learning experience focused on environmental stewardship. Include your project journal that documents activity recordkeeping requirements, answers activity questions, and details personal thoughts and ideas.

Plants and Soils Club Exhibit:

See exhibit guidelines on page 8.

Plants and Soils Ready4Life Challenge:

See exhibit guidelines on page 8.

Plants and Soils STEAM Chat:

See exhibit guidelines on page 9.

ROBOTICS

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

Exhibits for the Robotics 1: Beginning, Robotics 1: Intermediate, and Robotics 2 are designed to be used with LEGO Mindstorms (NXT or EV3).

Any other programmable robot kit such as Arduino or Raspberry Pi, should be exhibited in Robotics Innovation/Open Source Class.

Robotics 1: Beginning: (not eligible for state fair)

Exhibitors should complete Activities 1-6 in the Robotics 1 with EV3 project book. 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 project book, their program code (on laptop or on paper), and a single page write up to share what they learned about the engineering design process and programming.

Robotics 1: Intermediate:

Exhibitors should complete Activities 7-12 in the Robotics 1 with EV3 project book. 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 project book, their program code (on laptop or on paper), and a short journal sharing what they learned about the engineering design process and programming throughout their work in the project and specifically while preparing the exhibit.

Robotics 2:

Exhibitors should complete Activities 1-7 in the Robotics 2 EV3N More project book. Exhibitors will design, build and program a robot that uses sensors and programming to complete one of the challenges provided after registration. They will bring their project book, their program code (on laptop or on paper), and a short journal sharing changes they made to the robot and/or program along the way, and to describe their experience with completing the challenge.

Robotics Innovation Open Source Class:

(Open to youth enrolled in Robotics 3, but may also include youth in Robotics 1 or 2 if the exhibit meets the guidelines.)

Exhibit an original robot, either homemade or a kit that does not fall under Robotics 1 or 2 that can complete a task using MULTIPLE sensors. If a robot kit is used, then some parts of the robot must be built using other components such as wood, plastic or metal. The robot can include any types of motors, pneumatics or sensors. The Innovation class can also be used for LEGO Mindstorms or VEX kits where the exhibit does not fall under Robotics 1 or 2 exhibit option. Autonomous control of the robot may also be achieved using an “open source” platform such as Arduino or Raspberry Pi and can be programmed using a coding language that is publicly available. Exhibitors in Robotics Innovation/Open Source class must bring a detailed engineering notebook that describes how the exhibitor designed, built and programmed the exhibit.

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

- **Junk Drawer Robotics 1:** (not eligible for state fair)

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

- **Junk Drawer Robotics 2:**
Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 2 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.
- **Junk Drawer Robotics 3:**
Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 3 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.

Robotics Club Exhibit:

See exhibit guidelines on page 8.

Robotics Ready4Life Challenge:

See exhibit guidelines on page 8.

Robotics STEAM Chat:

See exhibit guidelines on page 9.

SHOOTING SPORTS

Participants must be a member of an approved 4-H Shooting Sports Club to exhibit. All exhibits should be posters or stand-alone items suitable for display to the general public. Stand-alone items have the intent to enhance the discipline such as a quiver, gun case, gun sling, locking cabinet, gun or target stand, sporting clays equipment wagon, etc. Exhibits deemed to be inappropriate by a superintendent will not be displayed.

NOTE: Shooting Sports Displays have the following prohibitions:

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

Shooting Sports: Archery, Air Rifle, Shotgun or Pistol

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

Shooting Sports: Hunting & Outdoor Skills

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

Shooting Sports Club Exhibit:

See exhibit guidelines on page 8.

Shooting Sports Ready4Life Challenge:

See exhibit guidelines on page 8.

Shooting Sports STEAM Chat:

See exhibit guidelines on page 9.

SMALL ENGINES

Small Engine displays must be no larger than 4' x 4' display board. Please notify the Extension Office if you have an exhibit larger than 3' x 3'. Exhibits must be portable. No complete engines, lawn tractors, tillers, chainsaws, etc. are permitted for display. No electrical power is available for displays/exhibits.

Small Engines 1-3: 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 Club Exhibit:

See exhibit guidelines on page 8.

Small Engines Ready4Life Challenge:

See exhibit guidelines on page 8.

Small Engines STEAM Chat:

See exhibit guidelines on page 9.

TECHNOLOGIES

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.

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

3-D Design Beginner (not eligible for State Fair)

No 3-D Printer or 3-D printed object is required for this exhibit. Exhibit a simple 3-D rendered design using Computer Aided Design (CAD) Software such as Tinker CAD or Inventor. The design must be an object that performs a specific task, and it 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 flash drive to be viewed for judging. Exhibits in this class may not have multiple parts, doors, hinges, or any sort of mechanics.

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

3-D Design Advanced (not eligible for State Fair)

Exhibitors are expected to go above and beyond those expectations set in 3-D design beginner. No 3-D Printer or 3-D printed object is required for this exhibit. Exhibit a complex 3-D rendered design using Computer Aided Design (CAD) Software such as Tinker CAD or Inventor. The design must be an object that performs a specific task, and it 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 flash drive to be viewed for judging. Exhibits in this class **MUST** not have multiple parts, doors, hinges or some sort of mechanistic feature to accomplish a specific task.

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

3-D Printing Beginner (not eligible for State Fair)

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

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

3-D Printing Advanced (not eligible for State Fair)

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

See exhibit guidelines on page 8.

3-D Printing & Design Ready4Life Challenge:

See exhibit guidelines on page 8.

3-D Printing & Design STEAM Chat:

See exhibit guidelines on page 9.

THEATRE ARTS

Theatre Arts 1:

Exhibit one of the following items:

- Portfolio of acting activities completed during the current year (A video of performances is not considered a portfolio and will not be accepted for exhibit.); **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:

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:

(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 Club Exhibit:

See exhibit guidelines on page 8.

Theatre Arts Ready4Life Challenge:

See exhibit guidelines on page 8.

Theatre Arts STEAM Chat:

See exhibit guidelines on page 9.

TRACTOR DISPLAY

Tractor A:

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

Tractor B:

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

Tractor C:

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

Tractor D:

Exhibit a display or poster that illustrates one of the following topics: method of winterizing 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 Driving:

1. Driving classes will consist of driving through a series of obstacles and will include penalties for each cone hit or for going out of bounds. Ratings for driving classes will be determined by a combination of verbal test score, driving skills, and parts identification. Be prepared to drive both clutch and auto.
2. Closed toe and back shoes and long pants **must be** worn for driving classes and long hair must be tied back.
3. Exhibitors must be present at the start of tractor driving event. Course explanation will only be given once.
4. **You may enter both the display and driving classes.** Driving will take place at the DeWitt-Macon-Piatt 4-H Show. You must enter on the Fair Entry website to participate.

Classes

Class winners from previous years must move up to the next level.

- Garden Tractor Operator A
 - (8 to 10 years old) Must move up after participating twice in this level.
- Beginner Operator A
- Advanced Operator

Tractor Innovation Class:

(Open to youth who are 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 Club Exhibit:

See exhibit guidelines on page 8.

Tractor Ready4Life Challenge:

See exhibit guidelines on page 8.

Tractor STEAM Chat:

See exhibit guidelines on page 9.

VETERINARY SCIENCE

Any members enrolled in this project area must complete the Quality Assurance and Ethics Certification (QAEC) training online no later than May 1. The link is <http://web.extension.illinois.edu/qaec/>. This only needs to be completed once during your 4-H career.

Veterinary Science:**(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 Club Exhibit:

See exhibit guidelines on page 8.

Veterinary Science Ready4Life Challenge:

See exhibit guidelines on page 8.

Veterinary Science STEAM Chat:

See exhibit guidelines on page 9.

VIDEO/FILMMAKING

FOR COUNTY FAIR: Exhibitors must bring their own laptop or electronic tablet to play the video. No internet access will be granted for personal laptop usage, so the video should already be on the laptop/tablet. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

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

Requirements that apply to ALL video classes:

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

Commercial or Promotional Video:

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

Animated Video:

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

Documentary:

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

Short Story or Short Narrative:

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

Video/Filmmaking Innovation Class:**(Open to youth who are 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. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Video/Film Club Exhibit:

See exhibit guidelines on page 8.

Video/Film Ready4Life Challenge:

See exhibit guidelines on page 8.

Video/Film STEAM Chat:

See exhibit guidelines on page 9.

VISUAL ARTS

1. Exhibitors must be enrolled in the Visual Arts project category in which they are exhibiting. PLEASE check 4-H online and make sure you are enrolled in the project category you want to exhibit in by April 30th.
2. Visual Arts exhibitors may enter two entries in each Visual Arts Class unless otherwise noted.
3. The 4-H program will not assume liability for loss or damage which may occur to artwork exhibited. All possible precautions will be taken to protect the exhibits. Please read all project requirements carefully-failure to meet project requirements will result in lowered placing by one letter grade. All visual arts exhibits are evaluated using a visual arts rubric which takes into account correct use of design elements; craftsmanship; and creativity.
4. Articles must have been made during the current 4-H year. Exhibitors are encouraged to date the project when it is made. Exhibitor must place his/her name on each project.
5. Articles exhibited must be an original design created by the exhibitor (except in heritage arts which may follow a pattern AND Fiber-Non Original Ages 8-10 ONLY).
6. Members wishing to exhibit a quilt made from a pattern may enter it in Heritage Arts. Quilts exhibited in the Visual Arts – Heritage Arts area will be evaluated using a visual arts rubric which takes into account correct use of design elements; craftsmanship; and creativity. All work on the quilt MUST be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else.
7. Copyrighted or trademarked designs are not acceptable; this includes Team or School logos. Kits and preformed molds are not considered original and are not acceptable in any Visual Arts Class. Combining parts of different patterns (pictures, photographs, images from the internet or a magazine) with the member's own ideas can result in an original design, but simply changing the color, pattern and/or size of a pattern does NOT make the design original. This also applies for ideas found on a site such as Pinterest. If you see something on Pinterest that you like, create something different using the concept; however it MUST NOT look exactly like something the judge can search for and find on the internet. The exhibit must combine parts of different patterns and/or ideas with the concepts of the member, however changing the color or changing the size of the item or pattern used does NOT make it original. If you create a replica of what you see somewhere else, it is not your original design.
8. 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. A project containing any copyrighted or trademarked designs in any capacity will automatically be lowered one letter grade.
9. Wet painting and printing will not be accepted. All exhibits must be complete before the start of check-in time.
10. All items must be properly prepared for exhibit. Items which are intended to be hung MUST be prepared for hanging (wire type and sturdy enough to hold the weight of the project). 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.

Visual Arts Food/Cake Decorating Beginning:

Exhibit one of the following:

- Exhibit four decorated cookies, using a minimum of four different techniques. Exhibit may use cookies OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of four different techniques. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single layer decorated cake, using a minimum of four different techniques. Exhibit may use cake OR cake form.

Visual Arts Food/Cake Decorating Intermediate:

Exhibit one of the following:

- Exhibit four decorated cookies, using a minimum of five Level 2 techniques. Exhibit may use cookies OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of five Level 2 techniques. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single layer or two-layer cakes, using a minimum of five Level 2 techniques. Exhibit may use cake OR cake forms.

Visual Arts Food/Cake Decorating Advanced:

Exhibit a decorated, stacked or multi-layer cake; or a tiered cake, using a minimum of four Level 3 techniques. Exhibit may use cake OR cake forms.

Visual Arts Food/Cake Decorating Master:

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

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

Division A: Canvas, Paper, Glass:

Any original artwork done with pencils, chalk, pens, ink, paint, charcoal, dyes, etc. on canvas, paper, or glass. This would include all painting, sketching, drawing, cartooning, original non-computer generated graphics, printing, etc. Painted and/or glazed pre-formed ceramics and painted porcelain dolls are not eligible for State Fair exhibit. Drawings and paintings should be matted or framed under glass. (Exceptions: Oil and acrylic paintings do not require glass and are not required to be matted.) Watercolor, chalk, pen & ink, computer-generated art, etc. do require some protective covering. Gallery frames are acceptable. Canvas paintings that continue “over the edges” are acceptable without frames; however, the piece must still be prepared for hanging. Matted pieces without frames are acceptable, however the piece must be prepared for hanging OR it must include a photo of the artwork being displayed in a non-hanging manner. There is no specific requirement for the type of mat used.

Division B: Wood, Metal, Textiles:

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

Visual Arts Clay:

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 acceptable for any classes except Non-Original.

Visual Arts Computer-Generated Art:

Any original art created in any software package. Exhibit may not include scanned work, clip art, downloaded images from the internet, any imported image, or photographs. All pixels must be original. Photo mosaics are NOT allowed. Exhibitors in this class (like all other classes in this sub-

section) must be enrolled in Visual Arts; Computer project enrollment is not required. **NOTE:** Wood and metal exhibits created through the use of laser cutting programs/devices should be entered in this class. Plastic exhibits with an artistic focus created using a 3-D printer should be entered in this class. If the art created is designed to hang, then the entry should have some protective covering, such as a glass frame, and prepared for hanging. If the art is something that has been created with a laser cutting program/device and is NOT designed to hang, it does not require protective covering nor does it need to be prepared to hang.

Visual Arts 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, string art, and baskets.

Original cross-stitched, knitted, crocheted or quilted items belong in this Fiber class. **Non-original** cross-stitched, knitted, crocheted or quilted items should be entered in Heritage Arts. Machine knitted items are not appropriate for this class.

Visual Arts Fiber Non-Original AGES 8-10 ONLY:

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

Visual Arts Glass/Plastic:

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

Visual Arts Heritage Arts:

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 (embroidery openwork), macramé, baskets, candles, pysanki (decorated eggs), leather, quilts, baskets (made using a traditional pattern), traditional handmade dolls with handmade costumes, soaps made using nature dyes also can be made using hand-made molds or broken into chunks for display or candles. No machine quilting allowed in Heritage Arts. Exhibitors must also bring 1) the pattern or a copy of the pattern they used to create their traditional art; and 2) a description of the traditional origins of their art choice.

Visual Arts Leather:

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 and/or machine stitching techniques. Hand-sewing and/or machine stitching must be the work of the exhibitor.

Visual Arts Metal:

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

Visual Arts Nature:

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

Visual Arts Paper:

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

Visual Arts Scrapbooking, Beginning:

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

Visual Arts Scrapbooking, Intermediate:

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

Visual Arts Scrapbooking, Advanced:

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

Visual Arts Three-Dimensional Design/Mixed Media:

Art pieces in this class must be comprised of **at least three different media**. No one medium can make up more than 40% of a piece. The piece should **be free-standing or should be prepared to be hung**. It must be observable on at least three different sides. Originality and design are important concepts. Craft and preformed or assembled projects are not acceptable.

Visual Arts Wood:

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

Visual Arts Club Exhibit:

See exhibit guidelines on page 8.

Visual Arts Ready4Life Challenge:

See exhibit guidelines on page 8.

Visual Arts STEAM Chat:

See exhibit guidelines on page 9.

WEATHER

Weather and Climate Science 1

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

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

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 Club Exhibit:

See exhibit guidelines on page 8.

Weather Ready4Life Challenge:

See exhibit guidelines on page 8.

Weather STEAM Chat:

See exhibit guidelines on page 9.

WELDING

Welding:

This exhibit class is open to members who are in the 7th grade and higher. Exhibit one arc weldment/item demonstrating the skill level of the exhibitor. Members new to the project should consider selecting a weldment from the suggested *Weldment List* found on page 43 of *Arcs and Sparks(4-H 573 – Shielded Metal Arc Welding)*. **This class is for industrial welding only.** (Members that wish to use welding to create objects with an artistic appeal should consider enrolling in the 4-H Visual Arts project and consider entering those types of exhibits in the Visual Arts – Metal class.) Exhibits must be portable and cannot be exhibited on a trailer.

Welding Club Exhibit:

See exhibit guidelines on page 8.

Welding Ready4Life Challenge:

See exhibit guidelines on page 8.

Welding STEAM Chat:

See exhibit guidelines on page 9.

WOODWORKING

Please notify the Extension Office if your project is larger than 3' x 3'. All exhibits must be able to fit through a standard door opening. The exhibitors name should be placed on the back or underside of the exhibit. If needed, odd shaped items may have a prop to level out exhibits to rest on the table or floor. If possible, the prop is to be no longer than the exhibit. Exhibitor must furnish any props. Copyrighted or trademarked designs are not acceptable; this includes Team or School logos.

Woodworking 1:

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

Woodworking 2:

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

Woodworking 3:

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

Woodworking 4:

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

Woodworking Club Exhibit:

See exhibit guidelines on page 8.

Woodworking Ready4Life Challenge:

See exhibit guidelines on page 8.

Woodworking STEAM Chat:

See exhibit guidelines on page 9.

DEWITT/MACON/PIATT 4-H LIVESTOCK SHOW SCHEDULE

The 2021 DeWitt-Macon-Piatt Livestock Show will be held at the **DeWitt County 4-H Fairgrounds located at 7564 Business 51, Clinton, IL 61727.**

Saturday, June 26

7:00 to 9:00 am Horse and Pony check-in
9:00 am Horse Show

Sunday, June 27

10:00 am to 1:00 pm Horse and Pony check-in
1:00 pm Horse Show

Thursday, July 8

6pm Fairgrounds clean- up for general projects and livestock. Livestock pen set up. Everyone's help is needed. Livestock exhibitors need to attend for pen/stall assignments.

Friday, July 9

5:30-6:30 pm Check in general projects for livestock exhibitors. This excludes food projects.
6:00-8:00 pm Sheep and Goat Check-In and Weigh-In required between this time. All other species may check in if you helped at clean up and had your pens assigned Thursday night.
7:15 pm Ag Olympics with DeWitt County Farm Bureau

Saturday, July 10

8:00 to 12:00 pm Livestock check-in for animals that did not check-in Friday night and Vet Check for all large livestock
8:00 to 8:30 am Poultry Check-In (No Vet check required)
9:00 am Poultry Show, will be released after show & clean-up has been completed
12:00 pm Goat Show
5:30 pm Master Showmanship Contest

Sunday, July 11

8:00 am Swine Show
8:00 am – 8:30 am Rabbit Check-in (No Vet check required)
9:00 am Rabbit Show, will be released after show & clean-up has been completed
2:00 pm Sheep Show
6:30 pm Awards program for all areas (general projects released after awards Program). Everyone is asked to help clean up the fairgrounds before general projects will be released.

Monday, July 12

8:00 am Beef Show
Noon Fairgrounds clean up (Everyone is asked to help clean up the fairgrounds. Large livestock will be released after cleanup.)
7:00 pm DeWitt County 4-H Foundation Auction

GENERAL LIVESTOCK RULES

1. Please refer to page 5 for a list of all General 4-H Show Rules that also apply to livestock exhibits. Additional livestock rules are listed as follows.
2. **No one is permitted to check-in late or check-out early except to attend a National, State, Regional or FFA show. In these cases, the office must be notified with proof of entry to said show by June 1.**
3. Members must own and provide the general care for their livestock exhibits. Registration papers or transfers must show ownership by the exhibitor only. No partnership registration papers will be accepted.
4. All health papers will be checked by a veterinarian. Members must be present when the veterinarian is checking health papers. If you cannot be present, contact the superintendent to make arrangements. Members will not be allowed to show if health papers are not submitted. In cases where a veterinarian is unavailable, animals will be checked over by the superintendent.
5. All equipment (feed, bedding, etc.) must be furnished by the exhibitor and kept neatly stored. Each exhibitor is responsible for keeping his/her pens and stables clean and bedded. A minimum charge of \$10 will be made for bedding removal for each pen or stall if left uncleaned. Bedding must be placed in the throw away piles at south end of the barns. Do not leave bedding in the aisles or place bedding in any trash bins. Release times will be given by the project superintendents after approving of the condition of the stalls/pens at the conclusion of the 4-H fair.
6. All livestock must be shown by the 4-H member **who owns the animal**. No one else may show your exhibit unless a member has two animals exhibiting in the same class. If help is needed in the show ring, another 4-H member may help, but no adults are permitted.
7. All fans must be enclosed in a safety cage (no open fan blades).
8. All exhibitors who have livestock at the show need to be available on the fairgrounds. If you leave, you must contact the project superintendent and let him/her know who is responsible for your animal(s). If your animal is observed to be ill and you cannot be contacted, a veterinarian of the superintendent's choice will be called and you will be billed.
9. If an animal is dismissed by the judge (due to injury or illness), that animal will not be allowed to show in any other classes.
10. Pens will be assigned, as needed or necessary, by superintendents during the fairgrounds cleanup night. You must be present to help set up in order to receive your pen assignment.
11. No animals are to be in the grassy area in front of the stage to the north roadway during the fair.
12. Exhibitors are eligible to receive only one premium payment per exhibit class, regardless of the number of entries in a single exhibit class. Showmanship classes are not eligible for premiums. Please refer to the General 4-H Show Rules for more information.
13. Livestock exhibitors may also enter an Animal Science exhibit for each type of animal project in which they are enrolled. Please refer to Animal Science in the Show Book for details.
14. Quality Assurance and Ethics (QA&E) certification must be completed by May 1 to exhibit at the county show. This includes all animals. If certification is not completed by the deadline, exhibitors will be dropped from the project area.
15. YQCA training certification must be completed every year by May 1 to exhibit at the county show. This is required by members enrolled in beef cattle, dairy cattle, swine, sheep or goats.
16. Horse pictures must be submitted to the office by May 1 to exhibit at the county show. State fair entries are due to the Extension Office by May 25.
17. State fair entries for all other livestock must be filled out by the 4-H member and brought into the Extension Office for staff signatures. It will then be the responsibility of the member to mail the entries to the state by the deadline by the state fair which is typically before the county show takes place. The Extension Office cannot mail the forms for you. Entry forms can be found at www.agr.state.il.us/isf/.

18. Additional rules for each animal are provided with the exhibit guidelines in this Show Book.

For Illinois Exhibition Health Requirement Information:

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

All 4-H members must follow the health guidelines of the Illinois Department of Agriculture Bureau of Animal Health and Welfare when exhibiting any livestock at county and state fairs in Illinois. Those guidelines are updated annually and can be found online at <https://4h.extension.illinois.edu/programs/animal-sciences/livestock-issues>.

BEEF

PROJECT SUPERINTENDENT:	Doug North, 217-622-4466, tenmilesorthorns@live.com
EXHIBIT CHECK-IN & VET CHECK:	Thursday, July 8, 4:00 pm to 8:00 pm
JUDGING:	Monday, July 12, 8:00 am
RELEASE TIME:	Monday, July 12, After fairgrounds cleanup
STATE FAIR ENTRIES:	State Fair Entry deadline is July 15. Entries are to be mailed by exhibitor.

1. See page 61 for General Livestock Rules.
2. Each exhibitor is limited to two entries in each class and 25 total entries.
3. Registration and transfer papers for purebred classes are required and must show ownership by the exhibitor by February 1 for steers and June 1 for heifers (as of this year).
4. Horned and Polled Shorthorns will be shown in the same class. Polled and Horned Herefords will be shown in the same class. Shorthorn plus and Maintainers heifers and steers must be shown as A.O.B.
5. Illinois cattle are defined as cattle that are born and remain on the premises, or have been on the premises continuously the past four months prior to obtaining health certificates.
6. Cow/calf class is not eligible for champion heifer awards. Must be the cow's first calf.
7. Exhibitors must be enrolled in beef project area by February 1 to show any beef.
8. There is to be no unethical fitting (such as twine, false hair, tail heads or dye) used on cattle entering the show ring. No pumps or artificial filling are allowed on the fairgrounds.
9. Pair of Heifers or steers must belong to 4-H members of the same immediate family to qualify. Special award only-no premium. Pair of Heifers class will only be judged if there are three pair present.
10. **Beef show will be a no fitting rule for the DeWitt/Macon/Piatt Livestock Show.** (Blow & Go: This means wash rinse and blow dry only, no color, paint, adhesive, or any fitting.)

Breeding Beef:

Breeds

- Angus
- Hereford
- Shorthorn
- ½ Blood or Higher Simmental
- Low Percentage Simmental
- All Other Paper Breeds
- Crossbreds

Classes

- B01 Junior heifer calf - calved January 1 to February 28 this year

- B02 Senior heifer calf - calved September 1 to December 31 last year
- B03 Summer yearling heifer - calved July 1 to August 31 last year
- B04 Summer yearling heifer - calved May 1 to June 30 last year
- B05 Junior yearling heifer - calved March 1 to April 30 last year
- B06 Junior yearling heifer - calved January 1 to February 28 last year
- B07 Senior yearling heifer - calved September 1 to December 31, 2019
- B08 Cow with calf born on or before April 30 this year
- B09 Pair of Heifers

Steers:

1. Animals may be either purebred or grade and calved between January 1 and December 31 last year. No steer can be shown, regardless of birth date that does not have *all* of its milk teeth in place. No permanent teeth or evidence thereof can be showing.
2. Steers must have been weighed and tattooed at the county date held in February.
3. Each exhibitor is limited to show no more than four steers. Any steer can be exhibited as a single entry, pair of steers or rate of gain class if properly entered.
4. All beef steers will be shown in weight divisions as determined by the committee. Each member will be responsible for having his/her steer weighed and mouthed. The weight classes will be determined after weigh-in on Friday.
5. Simmental steers must have performance pedigree papers as ASA registered ½ blood or higher percentage to show in the Simmental class. Simmental steers with no papers will show as crossbred.

Classes

- B10 Steer
 - Breeds: Angus, Hereford, Shorthorn, Simmental, All Other Paper Breeds, and Crossbred
- B11 Pair of Steers
- B12 Rate of Gain Steer

Showmanship:

Anyone enrolled in beef is eligible to participate in this class. No pre-entry is required. Division winners from the previous year will automatically move up a class no matter their age. Senior winners will sit out the next year.

- Junior Showmanship (ages 8 to 11)
- Intermediate Showmanship (ages 12 to 14)
- Senior Showmanship (ages 15 to 19)

DAIRY CATTLE

PROJECT SUPERINTENDENT:	Doug North, 217-622-4466, tenmilesorthorns@live.com
EXHIBIT CHECK-IN & VET CHECK:	Thursday, July 8, 4:00 pm to 8:00 pm
JUDGING:	Friday, July 9, 5:00 pm
RELEASE TIME:	Monday, July 12, After fairgrounds cleanup
STATE FAIR ENTRIES:	State Fair Entry deadline is July 15. Entries are to be mailed by exhibitor.

1. See page 61 for General Livestock Rules.

2. Each exhibitor is limited 10 entries total, two entries in each class, and may show no more than 8 head.
3. All animals must be purebred and registered in the name of the exhibitor only.
4. Registration papers or transfers showing ownership by the exhibitor by:
 - a. 2 year old & aged cows – 1/1/19
 - b. All others – 6/1/19

Dairy Cattle Classes:

- D01 Spring heifer calf - born 3/1/20 & after
- D02 Winter heifer calf - born 12/1/19 to 2/28/20
- D03 Fall heifer calf - born 9/1/19 to 11/30/19
- D04 Summer yearling heifer - born 6/1/19 to 8/31/19
- D05 Spring yearling heifer - born 3/1/19 to 5/31/19
- D06 Winter yearling heifer - born 12/1/18 to 2/28/19
- D07 Fall yearling heifer - born 9/1/18 to 11/30/18
- D08 Jr. 2 year old cow - born 3/1/18 to 8/31/18
- D09 Sr. 2 year cow - born 9/1/17 to 2/28/18
- D10 3 year & over cow - born 8/31/17 or before

DOG OBEDIENCE

Information on Dog Obedience exhibits will be sent directly to members enrolled in the Dogs 4-H project.

GOATS

PROJECT SUPERINTENDENT:	Matt Wertz, 309-824-1685, mwertz@evergreen-fs.com
EXHIBIT CHECK-IN & VET CHECK:	Thursday, July 8, 4:00 pm to 8:00 pm
JUDGING:	Saturday, July 10, Noon
RELEASE TIME:	Monday, July 12, After fairgrounds cleanup
STATE FAIR ENTRIES:	State Fair Entry deadline is July 15. Entries are to be mailed by exhibitor.

1. See page 61 for General Livestock Rules.
2. Each exhibitor is limited to show fifteen (15) entries, exhibiting ten (10) with no more than two (2) wethers and/or two (2) market does.
3. If a special pen or fencing is required, the 4-H exhibitor and their parents and/or guardians are responsible for purchase, constructing, and tear down of the pen at the end of the fair.
4. No premium awards for wether, market doe, and showmanship classes.
5. **All goats need to be owned/leased and in the possession of the 4-H exhibitor by May 1, 2021.** Bill of sale, canceled check, registration or transfers, or leases need to be presented during fair check-in. Papers should show 4-H exhibitor’s name as owner/leaser and be used for proof of animal’s age in breeding classes.
6. All goats need to have an identification tag, if not a scrapie tag, then micro-chip (Exhibitor Provides Reader), unique farm tag, etc....This will help with veterinarian check.
7. All goats will require health papers for vet check when the veterinarian is present. The vet will not be back.

8. Wethers and market does are **required** to have milk teeth, show no signs of testicular tissues, and be physically sound at check-in and during the show. Wethers and market does should be born on or after October 1, 2020.
9. All market wethers and does **will be** weighed and have a photo of scrapie's tags in an ear to be eligible for rate of gain class. Weights and photos will be sent to Illinois State Fair for identification of the animal for market shows there. Initial weights are not needed if not competing for rate of gain or showing at Illinois State Fair.
10. All market goats show in weight division classes, as pre-determined by the superintendent. Each 4-H member will be responsible for having their market goat weighed and Scrapie Tag checked on day of check-in at the fair. All goats need to have an identification tag, if not a Scrapie Tag.
11. All ages for breeding meat goat classes will be based upon the American Boer Goat Association (ABGA) calculator located at <http://ABGA.org>. Determination of animal class will be calculated per date of show, and date of birth of the animal.
12. Breed recognition of goats; (Meat and Dairy) is based upon the number of animals of a specific breed that 4-H members declare to show. Breeds may be combined into one category as All Other Breeds (AOB) if there are not enough goats of a specific breed to show separately. Crossbred goats with proper documentation may show as all other breeds. At the discretion of the superintendent, if a goat visually exhibits breed specific traits it will be shown with that breed class.
13. Meat and Dairy goat breeds **will not be** broken down into percentages or full blood classes. They will all be shown as a breed per age classification established by ABGA for meat goats and American Dairy Goat Association (ADGA) for dairy goats.
14. Market does will be shown in the wether classes if there are not at least two does per class.
15. Market does **cannot be** shown in breeding doe classes.
16. **Showmanship:** Any 4-H Member enrolled in goats is eligible to participate in showmanship. No pre-entry is required.
 Divisions: Junior (ages 8 to 11 years of age)
 Intermediate (ages 12 to 14 years of age)
 Senior (ages 15 to 19 years of age)

Show order as listed below:

Showmanship: 4-H age (age before Sept 1, 2020)

- Divisions: Junior (ages 8 to 11 years of age)
 Intermediate (ages 12 to 14 years of age)
 Senior (ages 15 to 19 years of age)

Dairy Goat Classes: (Shown by breed and determined when 4-H members make their declarations)

Class	Class Name	Class Date Range
D01	Junior Kid Doe,	born on/after January 1, 2021 to July 12, 2021
D02	Senior Kid Doe,	born between July 1, 2020 to December 31, 2020 <i>Junior Division Champion</i>

- Junior Division Reserve Champion*
- D03 Dry Yearling Doe, under 2 years old-not in milk production
Yearling Division Champion
Yearling Division Reserve Champion
- D04 Junior Production Doe, **3 years of age and under**, lactating or dry
- D05 Senior Production Doe, **greater than 3 years of age**, lactating or dry
Senior Division Champion
Senior Division Reserve Champion
Grand Champion Doe
Grand Champion Reserve Doe
- D06 Mother and Kid
- D07 Junior Buck Kids, **Jan 1 to March 31, 2021**
- D08 Junior Buck Kids, **April 1, to July 12, 2021** (Date of Show)
Grand Champion Buck
Grand Champion Reserve Buck

Breeding Meat Goat Classes: (Shown by breed and determined when 4-H members make their declarations)

Class	Class Name	Class Date Range: Start Date	End Date
M01	Doe Kids, 1 to under 3 months		
M02	Doe Kids, 3 to under 6 months		
M03	Doe Kids, 6 to under 9 months		
M04	Doe Kids, 9 to under 12 months		
	<i>Junior Division Champion</i>		
	<i>Junior Division Reserve Champion</i>		
M05	Yearling Does, 12 to under 16 months		
M06	Yearling Does, 16 to under 20 months		
M07	Yearling Does, 20 to under 24 months		
	<i>Yearling Division Champion</i>		
	<i>Yearling Division Reserve Champion</i>		
M08	Two Year Old Does, 24 to under 36 months		
M09	Aged Does, 36 plus months		
	<i>Senior Division Champion</i>		
	<i>Senior Division Reserve Champion</i>		
	<i>Grand Champion Doe</i>		
	<i>Grand Champion Reserve Doe</i>		
M10	Buck Kids, Jan 1 to under 3 months		
M11	Buck Kids, 3 months to under 6 months		
	<i>Grand Champion Buck</i>		
	<i>Grand Champion Reserve Buck</i>		

Market Goat Show: All breeds (Dairy or Meat)

Class	Class Name	Class Weight Range (determined at weight in)
Market Does	Ultra-Light, Light, Medium, Heavy	
	<i>Grand Champion Market Doe</i>	
	<i>Reserve Grand Champion Market Doe</i>	

Wethers

Ultra-Light, Light, Medium, Heavy
Grand Champion Wether
Reserve Grand Champion Wether

Grand Champion Wether and Grand Champion Market Doe - **Supreme Market Meat Goat**

My Pet Goat: Any goat not showing in other classes

HORSES

PROJECT SUPERINTENDENT:	Dan Enos, 217-935-3877, Daniel.lee.enos@gmail.com
EXHIBIT CHECK-IN:	Saturday, June 26, 7:00 am to 9:00 am & Sunday, June 27, 10:00 am to 1:00 pm
JUDGING:	Saturday, June 26, 9:00 am & Sunday, June 27, 1:00 pm
STATE FAIR ENTRIES:	State Fair Entries are due to the Extension Office by May 25.

1. See page 61 for General Livestock Rules.
2. All exhibits in the halter class must be shown by the owner or another 4-H member if the owner has two entries in the class. This exception does not apply to riding classes. The exhibitor is required to ride—no substitutes. It is your responsibility to know and follow the rules.
3. Rain date for the 4-H Horse Show is August 8 & 9.
4. Horse information papers can be found at go.illinois.edu/horseownership.
5. Riders must be neatly and appropriately attired, including headgear, when showing. ALL RIDERS are required to wear approved safety helmets for all classes and any time they are mounted on a horse. All participants must wear AHSA approved protective headgear with safety harness fastened. These helmets must meet ASTM/SEI standards. The 4-H guidelines for Equine headgear can be found at <https://4h.extension.illinois.edu/members/projects/horse>. Numbers must be worn on the back of each exhibitor or each side of the saddle pad. Horses must also be properly equipped for each class according to the aforementioned publication.
6. The show recommends each exhibitor have accident, medical and liability insurance.
7. Ownership, registration or lease papers and colored pictures (two of each side of the animal) for any horse to be exhibited must be submitted to the Extension office by May 1. This is required for county and state fair.
8. Horses are to arrive after 7:00 a.m. on Saturday and no earlier than 10:00 a.m. on Sunday. Horses will be released after the grounds are cleaned up following the show on Sunday. You must have your Coggins papers with you at check-in time. All ponies will be measured at this time (see size requirements under classes).
9. The Horse and Pony Show is open to members of DeWitt/Macon/Piatt County 4-H clubs only.
10. Project animals should be owned by the 4-H member or immediate family. However, project animals may be leased. If a member wishes to lease an animal, the lease must be filed with the Extension office by May 1. Animals must be stabled, trained and cared for on a daily basis by the exhibitor.
11. No partnership projects - two or more 4-H members cannot show the same horse. If you are leasing a horse, a lease starts the date signed and ends August 31. The leased horse cannot be shown by its owner while it is being leased.
12. Exhibitors are limited to one entry in riding classes and two entries in halter classes. Exhibitors are limited to one premium per class. No horse may be shown in more than one halter class,

- excluding showmanship and championship class. No premiums will be paid for showmanship, costume, or gaming classes.
13. There will be no bareback riding.
 14. Walk trot equitation, walk trot pleasure, and walk trot game classes are for ages 8-10 only. They cannot enter any other equitation, horsemanship or pleasure class.
 15. A 4-H member can only show in one trail class. In-Hand Trail class is for a horse/rider combination that is not riding in a trail class, but would still like to participate in the class on the ground. This horse cannot be ridden in any other trail class.
 16. Area reserved for horses during the show must be cleaned and approved by the superintendent before horses are released. Those showing weanlings and yearlings on Saturday will be issued a stall for that horse but must clean the stall at the end of the day. Members must clean the area around their trailer before being released on Saturday and Sunday.
 17. Animals may be exercised in designated area only. No horses allowed around the bleachers, front lawn, or food stand areas. No riding after 10:30 p.m. Exercising done by the owner only.
 18. No stallions permitted on the grounds except weanling projects.
 19. The high point class judges the individual rider in a designated combination of events with one or more horse or pony. Command and apple dunking classes do not count for points toward high point. Halter classes count toward high point. An individual may only count one halter horse toward high point. Points for performance classes will be awarded in the same fashion as have been awarded in halter classes. For example, if a member rides in pony western pleasure, horse western pleasure and 2/3 year old training in western pleasure, that member will only be awarded points for where she/he placed the highest. The same point tabulation will be used for English classes. A member may enter as many horse and pony classes as they wish, however they will only receive points once for each category such as English equitation, hunter under saddle, western pleasure, horsemanship, etc. High point scoring is determined by the number of entries in the class. If there are six or more entries, first scores 6 points, second scores 5 points, etc. If there are only five entries, first scores 5 points, and so on down to 1 point for first place if there is only one entry. In case of an overall tie, winners will be the rider with the most points in showmanship, horse or pony English equitation, or horse or pony horsemanship. Grand champion halter gets 2 more points than the largest halter class. Reserve champion gets 1 more point than the largest halter class.
 20. Versatility requires entrants to sign up the day of the show to be eligible. Entrants must show the same horse or pony in the four classes as follows: English equitation, western horsemanship, pattern riding, barrel racing. Western horsemanship will serve as the tiebreaker class.
 21. All classes with six or more entries will have six designated places that will receive ribbons. No participation ribbons (A,B,C) will be given.
 22. If no more than one person is entered in an age division, the age divisions will be combined and only one person will receive first place. The office will give points in age divisions separately so on the books there may be a first place junior, a first place intermediate and a first place senior for determination of high point awards. The remaining entries will be placed appropriately.
 23. 4-H Age will be used to determine in which age category a 4-H'er will exhibit. Juniors will be 8 to 10, intermediate will be 11 to 14 and seniors will be 15 to 18.
 24. The jump height is 1'6" for hunter hack class. You must practice on at least one Thursday evening to show you can safely jump this height.
 25. No other animals will be allowed on the fairgrounds during the horse show.
 26. 4-H Horse Judges do not have to be licensed and all judges' decisions are final.
 27. The 4-H Horse Committee understands that the day of the show, previously registered classes may need to be scratched; please keep this to a minimum. Do not wait for classes to be called to scratch the class.
 28. Gaited English Pleasure/Equitation and Gaited Western Pleasure/Equitation- Limited to Paso Fino, Missouri Fox Trotters, Peruvian Paso, Tennessee Walkers, (Plantation Shod only)

Mountain Gaited Horse, Spotted Saddle Horse and similar breeds for which a gait other than the trot is the standard gait.

Classes-Saturday:

1. Weanling or yearling halter
2. Pony halter – 58” & under
3. 2 & 3 year old halter - filly or gelding - optional tack
4. Gelding halter - stock type - 4 yrs. & over - optional tack
5. Mare halter - stock type - 4 yrs. & over - optional tack
6. Gelding halter - non-stock type - 4 yrs. & over - optional tack
7. Mare halter - non-stock type - 4 yrs. & over - optional tack
8. Grand champion halter
9. Reserve champion halter
10. Sr. Showmanship
11. Intermediate Showmanship
12. Jr. Showmanship
 - One-hour lunch break
 - Grand entry - 4-H member introduction and parade.

All members are invited to participate but it is not required.
13. Pony hunt seat pleasure - 58” & under (all ages)
14. Walk trot hunt seat pleasure horse/pony (ages 8-10)
15. Walk trot hunt seat pleasure horse/pony (ages 11-18)
16. Walk trot English Equitation horse/pony (ages 8-10)
17. Walk trot English Equitation horse/pony (ages 11-18)
18. Hunt seat pleasure - horse over 58” - senior
19. Hunt seat pleasure - horse over 58” - intermediate
20. Hunt seat pleasure - horse over 58” - junior
21. Gaited English Pleasure- horse/pony- (all ages) See Rule 29
22. Gaited English Equitation- horse/pony- (all ages) See Rule 29
23. Hunt seat equitation - horse/pony - senior
24. Hunt seat equitation - horse/pony - intermediate
25. Hunt seat equitation - horse/pony - junior
26. Hunter hack - see Rule
27. Saddle seat pleasure (all ages)
28. Saddle seat equitation (all ages)
29. Walk trot western pleasure - horse/pony (ages 8-10)
30. Walk trot western pleasure - horse/pony (ages 11-18)
31. Walk trot western horsemanship - horse/pony (ages 8-10)
32. Walk trot western horsemanship - horse/pony (ages 11-18)
33. 2 or 3 year old training - pony/horse - optional tack (all ages)
34. Western pony pleasure - 56” & under (all ages)
35. Western horse pleasure – horse over 56” - senior
36. Western horse pleasure – horse over 56” - intermediate
37. Western horse pleasure – horse over 56” - junior
38. Gaited Western Pleasure- horse/pony- (all ages) See Rule 29
39. Gaited Western Horsemanship- horse/pony- (all ages) See Rule 29
40. Western horse horsemanship – pony/horse - senior
41. Western horse horsemanship – pony/horse - intermediate
42. Western horse horsemanship – pony/horse - junior
43. Reining- pony/horse- senior
44. Reining- pony/horse- intermediate

45. Reining- pony/horse- junior
46. Pattern riding - pony/horse- senior
47. Pattern riding - pony/horse - intermediate
48. Pattern riding - pony/horse - junior
49. Ranch Riding- pony/horse- senior
50. Ranch Riding- pony/horse- intermediate
51. Ranch Riding- pony/horse- junior
52. In-Hand Trail- horse/pony- all ages (see rule #11)
53. Trail class - horse/pony - senior
54. Trail class - horse/pony - intermediate
55. Trail class - horse/pony - junior

Trail class will be shown from 1-4 pm in a designated area. Each exhibitor should show in this class at a time convenient for their schedule. Placing's for the class will be announced at the end of Saturday classes. (non-premium class)

Classes-Sunday: (Sunday classes begin at 1:00 p.m.)

All game classes are horse or pony.

56. Costume class- senior
57. Costume class - intermediate
58. Costume class – junior
59. Walk trot egg & spoon (ages 8-10)
60. Walk trot egg & spoon (ages11-18)
61. Egg & spoon - senior
62. Egg & spoon - intermediate
63. Egg & spoon – junior
64. Walk trot command (ages 8-10)
65. Walk trot command (ages 11-18)
66. Command - senior
67. Command - intermediate
68. Command - junior
69. 4-H alumni pleasure -
70. Stick Horse Barrels - ages 7 & under (You do not have to be a 4-H Cloverbud member.)
71. Walk trot barrels (ages 8-10)
72. Walk trot barrels (ages 11-18)
73. Barrels - senior
74. Barrels - intermediate
75. Barrels – junior
76. Walk trot flags (ages 8-10)
77. Walk trot flags (ages 11-18)
78. Flags - senior
79. Flags - intermediate
80. Flags - junior
81. Stick Horse Poles - ages 7 & under (You do not have to be a 4-H Cloverbud member.)
82. Walk trot poles (ages 8-10)
83. Walk trot poles (ages 11-18)
84. Poles - senior
85. Poles - intermediate
86. Poles – junior
87. Keyhole (all ages)
88. Apple dunking race (all ages)

POULTRY

PROJECT SUPERINTENDENT:	Nathan Pyatt, 217-372-4868, nathanapyatt@gmail.com
EXHIBIT CHECK-IN:	Saturday, July 10, 8:00 am to 8:30 am
JUDGING:	Saturday, July 10, 9:00 am
RELEASE TIME:	Will be released after show & clean-up has been completed
STATE FAIR ENTRIES:	State Fair Entry deadline is July 15. Entries are to be mailed by exhibitor.

1. See page 61 for General Livestock Rules.
2. The American Standard of Perfection will be the guide for judging.
3. You must set up and take down your cages. Please bring your own cages for larger poultry and meat pens.
4. All birds need to be bathed and treated for mites, including meat and trios, before arriving at the fairgrounds.
5. Birds shown in individual classes (including bantams) cannot be shown in the pen class.
 - Cockerel** – A male hatched after September 1, 2020
 - Pullet** – A female hatched after September 1, 2020
 - Pen** – Consists of one male and two females hatched after September 1, 2020
 - Hen** – A female hatched prior to September 1, 2020
 - Cock** - A male hatched prior to September 1, 2020
6. Exhibit for egg production - one dozen heavyweight (Hen) or lightweight (Pullet) eggs. They need to be in a carton with the broader end up, uniform size, even and uniform color, clean, free from lines or bulges, length of egg greater than width, and presenting no condensation on the shell.
7. Exhibitors are limited to 14 entries (up to 10 bird entries, 2 meat trios, and 2 egg entries).
8. A pair must consist of one male and one female.
9. Please make all efforts to identify your breed of bird before completing your fair entries. There is simply not the manpower or time at check-in to determine breeds of poultry.
10. Each exhibitor needs to be able to properly pick up and carry the birds he/she is showing.

Standard Breeds:

- P01 AMERICAN BREEDS – Plymouth Rocks, Dominiques, Wyandottes, Javas, Rhode Island Reds, Rhode Island Whites, Buckeyes, Chanteclers, Jersey Giants, Lamonas, New Hampshires, Hollands, Delawares
 - Cock, Cockerel, Hen, or Pullet
- P02 ENGLISH BREEDS – Dorkings, Redcaps, Cornish, Orpingtons, Sussex, Australops
 - Cock, Cockerel, Hen, or Pullet
- P03 MEDITERRANEAN BREEDS – Leghorns, Minorcas, Spanish, Andalusians, Anconas, Sicilian Buttercups, Catalanas
 - Cock, Cockerel, Hen, or Pullet
- P04 ASIATIC BREEDS – Brahmas, Cochins, Langshans
 - Cock, Cockerel, Hen, or Pullet
- P05 CONTINENTAL/ALL OTHER BREEDS – Barnevelders, Hamburgs, Campines, Lakenvelders, Welsummers, Polish Houdans, Crevecoeurs, La Fleche, Faverolles, Modern Games, Old English Games, Sumatras, Malays, Cublayas, Phoenix, Yokohamas, Aseels, Shamos, Sultans, Frizzles, Naked Necks, Araucanas, Ameraucanas
 - Cock, Cockerel, Hen, or Pullet

Bantam Breeds:

- P07 GAME BREEDS - Modern Games, Old English Games
 - Cock, Cockerel, Hen, or Pullet
- P08 SINGLE COMB, CLEAN LEGGED BANTAMS – Anconas, Andalusians, Australorps, Campines, Catalanas, Delawares, Dorkings, Dutch, Frizzles, Hollands, Japanese, Javas, Jersey Giants, Lakenvelders, Lamonas, Leghorns, Minorcas, Naked Necks, New Hampshires, Orpingtons, Phoenix, Plymouth Rocks, Rhode Island Reds, Spanish, Sussex, Welsummers
 - Cock, Cockerel, Hen, or Pullet
- P09 ROSE COMB, CLEAN LEGGED BANTAMS – Anconas, Belgian Bearded d’Anvers, Dominiques, Dorkings, Hamburgs, Leghorns, Minorcas, Redcaps, Rhode Island Reds, Rhode Island Whites, Rosecombs, Sebrights, Wyandottes
 - Cock, Cockerel, Hen, or Pullet
- P10 ALL OTHER COMBS, CLEAN LEGGED BANTAMS – Ameraucnaa, Araucanas, Buckeyes, Chanteclers, Cornish, Crevecoeurs, Cubulayas, Houdans, La Fleche, Malays, Polish, Shamos, Sicilian Buttercups, Sumatras, Yokohamas
 - Cock, Cockerel, Hen, or Pullet
 -
- P11 FEATHER LEGGED BANTAMS – Booted, Belgian Bearded d’Uccle, Brahmas, Cichins, Feverolles, Frizzles, Langshans, Silkies, Sultans
 - Cock, Cockerel, Hen, or Pullet

Waterfowl Breeds:

- P12 Heavy Weight Breeds – Pekin, Alyesbury, Rouen, Muscovy
- P13 Medium Weight Breeds – Cayuga, Crested, Swedish, Buff
- P14 Light Weight Breeds – Runner, Campbell, Magpie
- P15 Bantam Breeds – Call, East India

Miscellaneous Breeding Poultry: Includes Geese, Guinea, Pheasants, Peafowl, Quail or Turkeys hatched in the current year.

- P16 Geese: All Variety
 - Gander, Goose, or Pair
- P17 Other Birds: Guinea Fowl, Pigeons, Doves, Pheasant, Quail, Swan
 - Male, Female, or Pair
- P18 Egg Production: Eggs from a lightweight laying bird (pullets) or eggs from a heavyweight laying bird (hens).

Turkeys – All Breeds

- P19 Young Male
- P20 Young Female
- P21 Old Male
- P22 Old Female

Market Pens or Pairs: Must be of the same variety and sex

- P23 FRYER MARKET PEN: Shall consist of three (3) cockerels or pullets and the weight of each bird shall be five (5) pounds and under. Birds must be white feathered. Slight color tinges or sparse solid non-white feathers will be allowed.
- P24 ROASTER MARKET PEN: Shall consist of three (3) cockerels or pullets and the weight of each bird shall be over five (5) pounds and under eight (8) pounds. Birds must be white feathered. Slight color tinges or sparse solid non-white feathers will be allowed.
- P25 TURKEY MARKET PEN: Shall consist of two (2) birds of the same sex. Special Not: The Superintendent reserves the right to weigh all entries and any bird found to be ¼ lb over/under the established weight limits will be disqualified. Further, any color issues will be decided by the Superintendent and/or Judge whose decision will be final.
- P26 MISCELLANEOUS MARKET POULTRY: Shall consist of a pair of ducks, geese, guinea of the same sex and hatched in the current year.
- P27 MARKET EGGS: Shall consist of one (1) dozen eggs. Exhibitor name and number must be on the egg carton. No re Fridgeration of eggs.

Showmanship:

Anyone enrolled in poultry is eligible to participate in this class. No pre-entry is required. Division winners from the previous year will automatically move up a class no matter their age. Senior winners will sit out the next year.

- Junior Showmanship (ages 8 to 11)
- Intermediate Showmanship (ages 12 to 14)
- Senior Showmanship (ages 15 to 19)

RABBITS

PROJECT SUPERINTENDENT:	Brenna Weitekamp, 217-433-4844, brenna_2314@hotmail.com
EXHIBIT CHECK-IN:	Sunday, July 11, 8:00 am to 8:30 am
JUDGING:	Sunday, July 11, 9:00 am
RELEASE TIME:	Will be released after show & clean-up has been completed.
STATE FAIR ENTRIES:	State Fair Entry deadline is July 15. Entries are to be mailed by exhibitor.

1. See page 61 for General Livestock Rules.
2. ARBA standards will be in effect for this show.
3. Each exhibitor is limited to registering for 15 rabbit entries. At the 4-H Show, exhibitors may bring 10 rabbit exhibit entries plus two meat pen entries.
4. Rabbits must have legible identification in the left ear. (A permanent tattoo is not required, just legible identification.) Rabbits must be marked prior to check-in. No duplicate ear tags will be allowed.
5. Meat pen shall be three rabbits of the same type, not over 70 days old and not exceeding 5 pounds each. They cannot be shown in any other class or individually. Meat pens must be raised by the exhibitor.
6. Rabbits will be entered using the following categories:
 - a. 4 Class - Junior bucks and does are under 6 months of age; senior bucks and does are 6 months of age or over.
 - b. 6 Class - Junior bucks and does are under 6 months of age, intermediate bucks and does are 6 to 8 months of age, senior bucks and does are 8 months and over.

- c. Non-recognized breeds - crossbred, purebreds not recognized by ARBA and varieties of existing recognized breeds not yet accepted into the ARBA standards. Non-recognized junior bucks and does are under 6 months of age; senior bucks and does are 6 months of age or over.
- 7. You must set up and take down your cages.
- 8. Please make all efforts to identify your breed of rabbit before completing your fair entries. There is simply not the manpower or time at check-in to determine breeds of rabbits.
- 9. Exhibitors are highly encouraged to wear long sleeves during the show.

4 Class:

- R01 Senior Buck
- R02 Senior Doe
- R02 Junior Buck
- R04 Junior Doe

6 Class

- R05 Senior Buck
- R06 Senior Doe
- R07 Int. Buck
- R08 Int. Doe
- R09 Junior Buck
- R10 Junior Doe

Non-Recognized Breeds (includes 4 and 6 combined)

- R11 Senior Buck
- R12 Senior Doe
- R13 Junior Buck
- R14 Junior Doe

Meat Pen:

- R15 Meat Pen

Showmanship:

Anyone enrolled in rabbits is eligible to participate in this class. No pre-entry is required. Division winners from the previous year will automatically move up a class no matter their age. Senior winners will sit out the next year.

- Junior Showmanship (ages 8 to 11)
- Intermediate Showmanship (ages 12 to 14)
- Senior Showmanship (ages 15 to 19)

SHEEP

PROJECT SUPERINTENDENT:	Cassie Crouch, 309-360-3300, cassie.crouch@mfschools.net
EXHIBIT CHECK-IN & VET CHECK:	Thursday, July 8, 4:00 pm to 8:00 pm
JUDGING:	Sunday, July 11, 2:00 pm
RELEASE TIME:	Monday, July 12, After fairgrounds cleanup
STATE FAIR ENTRIES:	State Fair Entry deadline is July 15. Entries are to be mailed by exhibitor.

1. See page 61 for General Livestock Rules.
2. Each exhibitor is limited to ten entries in breeding stock.
3. All lambs must be docked unless breed standards specify otherwise.
4. Purebred animals must be registered in the name of the exhibitor. Registration papers of ewe lambs, yearling ewes, and ram lambs must show ownership by June 25, this year.
5. A breed class will be established for any breed in which we have two or more exhibitors.
6. Artificial coloring of sheep will not be allowed.

Breeds:

- Dorset
- Hampshire
- Katahdins
- Montadale
- Suffolk
- Crossbred
- AOB

Classes

- SH1 Yearling ewe
- SH2 Ewe lamb - born September 1 to December 31 last year
- SH3 Ewe lamb - born January 1 to February 15 this year
- SH4 Ewe lamb - born February 16 or after this year
- SH5 Ram lamb - born September 1 to December 31 last year
- SH6 Ram lamb - born January 1 to February 15 this year
- SH7 Ram lamb - born February 16 or after this year
- SH8 Pair of ewe and/or ram lambs born September 1 to December 31 last year
- SH9 Pair of ewe and/or ram lambs - born January 1 and after this year

Wether Class:

1. Exhibitors are limited to 6 entries and 1 pair class.
2. Lambs must be castrated.
3. Lambs must be shorn within five days of the show or less. NO butt wool permitted.
4. Pair of wethers will consist of two lambs dropped this year and owned by the exhibitor.
5. Classes will be divided into classes as determined by the superintendent based on weights at weigh in.
6. Shorn exemption for hair sheep.

Classes

- SH10 Individual Wether
- SH11 Pair of Wethers

Market Ewe Class:

1. Exhibitors are limited to 6 entries and 1 pair class.
2. Lambs must be shorn within five days of the show or less. NO butt wool permitted.
3. Ewes shown in the breeding classes cannot be shown in the market ewe classes.
4. Pair of market ewes will consist of two lambs dropped this year and owned by the exhibitor.
5. Classes will be divided into classes as determined by the superintendent based on weights at weigh in.
6. Shorn exemption for hair sheep.

Classes

- SH12 Individual Market Ewe
- SH13 Pair of Market Ewes

Rate of Gain:

1. For rate of gain, exhibitors can weigh all wethers and/or market ewes, and the lamb with the highest rate of gain will be the exhibitor's entry. Exhibitor is limited to one entry in rate of gain.
2. To participate in the rate of gain class, the wethers and/or market ewes can be weighed at one of the regional weigh-in events for the state fair. The exhibitor must provide that dated weigh ticket to the superintendent when checking in at the county fair. If you do not attend a regional weigh-in and want to participate in rate of gain for county fair only, your wethers and/or market ewes must be weighed at the county fairgrounds. Call the superintendent for a date to weigh.

Classes

- SH14 Rate of Gain

Showmanship:

Anyone enrolled in sheep is eligible to participate in this class. No pre-entry is required. Division winners from the previous year will automatically move up a class no matter their age. Senior winners will sit out the next year.

- Junior Showmanship (ages 8 to 11)
- Intermediate Showmanship (ages 12 to 14)
- Senior Showmanship (ages 15 to 19)

SWINE

PROJECT SUPERINTENDENT:	Eric and Christan Smith, 217-454-2698, blakehlhs@yahoo.com
EXHIBIT CHECK-IN & VET CHECK:	Thursday, July 8, 4:00 pm to 8:00 pm
JUDGING:	Sunday, July 11, 8:00 am
RELEASE TIME:	Monday, July 12, After fairgrounds cleanup
STATE FAIR ENTRIES:	State Fair Entry deadline is July 15. Entries are to be mailed by exhibitor.

1. See page 61 for General Livestock Rules.
2. Exhibitors are limited to one entry in litter classes and two entries in each gilt class. Exhibitors are limited to a total of 20 swine entries.
3. Registration papers must show ownership by June 1, this year.
4. A litter will consist of three animals from the same litter including any combination except three barrows. Gilts used in the litter class may also be exhibited in the individual gilt class.
5. All swine must have been farrowed on or after January 1, this year.
6. All hogs must be identified with the standard ear notch system. Ear notches must be healed.
7. Breeding gilts may not be shown as market gilts and vice versa.
8. Illinois swine is defined as swine that is born and remain on the premises, or have been on the premises continuously the past four months prior to obtaining health certificates.

Breeds

- Berkshire
- Chester White
- Duroc
- Poland China
- Spot
- Yorkshire
- All Other Purebreds
- Crossbred
- Hampshire

Breeding Swine: (gilts only, no boars)

Crossbred gilts will be shown by weight. All other breeds will be broken down into the classes below.

Classes

- SW01 Jan 1-20
- SW02 January 21-February 10
- SW03 February 11-28
- SW04 March 1 & after
- SW05 Pair of Gilts
- SW06 Breeder Feeder Litter

Market Gilts:

1. Market gilts may be shown in pair of gilt and litter classes.
2. Market gilts will be shown by weight only, not by breed. Weights will be obtained at weigh-in and divided into classes.

Classes

- SW07 Market Gilt
 - Lightweight Market Gilt
 - Medium Weight Market Gilt
 - Heavyweight Market Gilt

Market Barrows:

1. Exhibitors are limited to 2 entries in the pair class but may only show 1 pair.
2. Barrows exhibited in pair classes may also be exhibited in individual classes.
3. Barrows will be shown in separate weight classes within their respective breeds. Weights will be obtained at weigh-in.

Classes

- SW08 Market Barrow
 - Lightweight Barrow
 - Medium Weight Barrow
 - Heavy Weight Barrow
- SW09 Pair of Barrows

Showmanship:

Anyone enrolled in swine is eligible to participate in this class. No pre-entry is required. Division winners from the previous year will automatically move up a class no matter their age. Senior winners will sit out the next year.

- Junior Showmanship (ages 8 to 11)
- Intermediate Showmanship (ages 12 to 14)
- Senior Showmanship (ages 15 to 19)

TRACTOR DRIVING

Please see page 50 for information.

MASTER SHOWMANSHIP CONTEST

1. See page 64 for General Livestock Rules.
2. Contact Kylie Covalesky at 217-871-9125 or kirvin215@gmail.com with questions.
3. Master Showmanship participants must be 14 years of age or older by contest time at state fair.
4. Jr. Master Showmanship is available for 4-H members ages 10-13.
5. Exhibitors must be enrolled in a beef, goat, rabbit, poultry, sheep, horse or swine project.
6. Exhibitors must own or borrow a steer or heifer, market or breeding lamb, and barrow or gilt. You must have the animals you are using arranged ahead of time and no animals will be given without permission.
7. To participate in Master Showmanship, all exhibitors will be required to attend the showmanship workshop held right before the start of the contest. This is for the safety of the exhibitors and the animals.
 - Limit 10 participants in each age division. Pre-sign up required by June 25.
 - Call Kylie Covalesky at 217-871-9125 to be placed on list.

JACKPOT SHOW

The Jackpot Show will be ran by the DeWitt County Fairboard. All questions need to be directed to Dan Enos at 217-935-3877 or Daniel.lee.enos@gmail.com. The rules for the Jackpot show are as follows: and this is only if we have a normal face to face show.

Each project can also hold a jackpot show for that project. It would be up to each superintendent if they want to have the jackpot show. It will help prepare for the 2022 fair that will be a Jr. County Fair with the 4-H fair. It will be up to each superintendent if they want the project to be part of the Jr. County Fair in 2022. The jackpot show will have an entry fee of \$5 per entry. Entries will be made the day of the show. Payback will be 80% of entries, 1st place to get 40%, 2nd place to get 30%, 3rd place to get 15%, 4th place to get 10% and 5th place to get 5%. The 20% not given out will be held to cover the part of the money that will be needed to cover the payout for the 2022 Jr. County show. The State only sends 80% of the pay out.

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