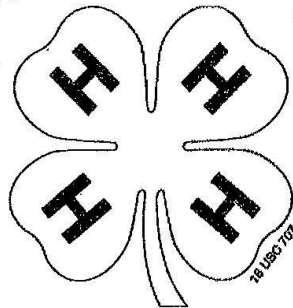
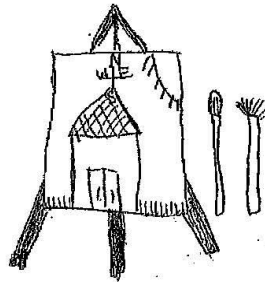
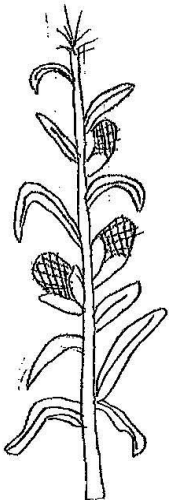
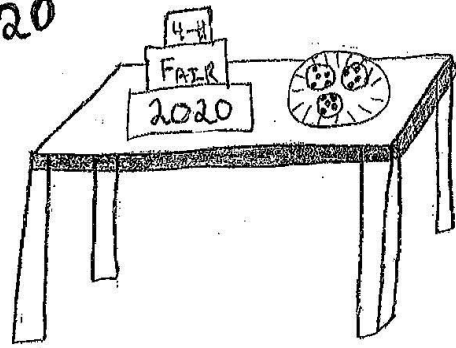


HANCOCK COUNTY



4-H FAIR 2020



Danielle Beeler

ATTENTION: YOU ARE NOT SIGNED UP FOR THE FAIR.

The projects listed below are when you registered for 4-H. You must ADDITIONALLY register for the fair at fairentury.com . You should have received instructions in the mail and/or through e-mail. If you have questions please do not hesitate to contact Whitney at wnh100@illiois.edu or 217-357-2150

YOU ARE SIGNED UP FOR:

Hancock County 4-H Show
July 6-9, 2020

WELCOME to the 2020 Hancock County 4-H Fair!

This is always a busy, yet exciting week and we hope that you are preparing early for your projects. This is a great time to showcase your efforts. Invite family and friends to visit and to join the fellowship with others. Remember to mark your calendar for the 4-H Barbeque, which includes the fashion revue, awards, and live auction of donated items. It is always nice to see the support that is extended from friends and family! Look for more information in your newsletter about other opportunities during the fair!

Please keep the following in mind as you prepare and exhibit your projects:

- ✓ Judging times are approximate. Please be patient and courteous during judging. Our judges, superintendents and fair assistants are volunteers so we need to respect their time and decisions.
- ✓ **Please read all General Rules and Livestock General Requirements in addition to the specific exhibit requirements.**
- ✓ Double check project requirements as every year there are many changes.
- ✓ Members are to remain with their projects during judging. If there is a conflict with doing so, you must contact the Extension office for instructions. Parents are to refrain from being with their 4-H member during conference judging.
- ✓ Always thank your sponsors for trophies and awards. These will be announced during the fair, through the media, in the 4-H newsletter, and through our web page at www.web.extension.illinois.edu/abhps/
- ✓ General Show projects will be released after the Fashion Revue and Awards program on Wednesday evening. Check the fairbook for when livestock is released.
- ✓ **Read your newsletter for additional information and changes that have occurred since the printing of the fairbook.**

If you have any questions or need reasonable accommodations, please call us at (217) 357-2150 or email Whitney at wnh100@illinois.edu

HAVE A GREAT WEEK AT THE FAIR!

*Shelby Crow – County Director
Sheri Merry- Youth Development Educator
Whitney McKeown- 4-H Program Coordinator
Dawn Weinberg-Community Worker- Ag. Literacy
Bambi Spangler- Office Support Specialist
Dian York – Snap Education*



University of Illinois At Urbana-Champaign College of Agricultural, Consumer and Environmental Sciences
United States Department of Agriculture~Local Extension Councils Cooperating
University of Illinois Extension provides equal opportunities in programs and employment.

TIMELINE

Preparing for the 4-H Fair

2 MONTHS BEFORE THE FAIR

- Horse Projects: All lease/ownership papers and pictures were already turned in to the office by May 1 for those planning to show horses at the Illinois State Fair. Check for when your coggins is up for renewal. Bring your proof of Coggins with you to the 4-H fair for check-in. State Fair Horse entries are due in our office by June 1, 2020.
- General Projects: Get the major projects started. Don't wait until the last minute.
- Attend Meetings: Make sure that you have done your talk or demonstration for this 4-H year.

ENTRY DEADLINES: These are post-marked deadlines to our office. NO EXCEPTIONS.

- April 15: Last day to add general show projects.
- May 31: 4-H Fair entries due to the Extension office.
- June 1: State Fair Horse show entries due with entry fees.
- June 28: State Fair Junior Livestock show entries due with entry fees.

1 MONTH BEFORE THE FAIR

- **Read your newsletter** for any changes that occurred after the printing of the 4-H Fair book.
- Sign up for project workshops.
- Talk to family and friends about the 4-H BBQ and sell those tickets!!
- Get items ready for the live auction according to your club's decisions.
- Finish projects that you cannot accomplish "2 nights before the fair".
- Get your 4-H Fair book and read it carefully. Some things have changed, and others have stayed the same. Do not assume that everything will be the same as last year.
- Check with your leader as to when your club is scheduled for set up, tear down, maintenance and special events during the fair so you can plan accordingly.
- Prepare for the live and silent auction

1 WEEK BEFORE THE FAIR

- Finish projects. **Look for project tags to come in the mail.** Check that they have the correct class number. Check that you have received all the tags for the projects that you have signed up for. Attach them securely to your project. You will not receive project tags for livestock and pet classes.
- Clothing Projects, Photography projects, Livestock: will receive cards that will need to be filled out and sent back to the office.
- Crops Projects: will receive forms that will need to be filled out and attached to their projects.

Set up of the barns and buildings will be Thursday, July 2nd starting at 8:30 a.m. until we are finished. The more that show up, the quicker we get done! If you can't be here for set up – make sure that you are here for clean up. It takes a lot of hands to get the job done and your help is greatly appreciated!

**If you show livestock of any kind,
it is your responsibility to help with set-up and tear down!**

GENERAL SHOW PROJECT DAYS

- Exhibitors must accompany their exhibits to the Fair and must be present for Conference Judging. If there is a conflict, you must call the office for specific instructions. There are forms that need to be filled out and attached to projects.
- All of your projects should have their tag securely attached before arriving at the fair.
- Double check the 4-H schedule so you are aware when and where projects will be shown on each day.
- You will check in your projects when you are conference judged. You may start in whatever area you wish. For example: if the 4-H'er sees that there is only one person to be judged in Entomology area and 4 waiting for the Conservation area, they would choose to wait for Entomology judge and then move on to the next area to be judged. There will be chairs in each project area for the 4-H'ers to wait for a turn to be judged.
- Conference Judging involves interacting and responding to questions as exhibits are being judged. Judges take into account the knowledge exhibited by the member as well as the appearance of the exhibit in determining ribbon awards. Knowledge and the actual exhibit are equally considered. Judges decisions are final.
- General show projects will be released at the conclusion of the general exhibit awards and fashion revue on Wednesday evening, July 8. You will forfeit your premium if your project is taken home early.
- **HAVE FUN!!!**

LIVESTOCK CHECK-IN

- Beef are to be checked in between 6:00 pm – 8:00 pm on **Tuesday night of the fair**. All must be in place by 8:00 pm.
- Steers will be weighed at 7:30 pm on **Tuesday night of the fair**. Members exhibiting female beef animals must report this to the Beef Superintendent during weigh-in.
- Sheep & Goats are to be in place between **6:00-7:00 pm on Tuesday night of the fair**. You will be responsible for setting up and tearing down your own pens. Pens are to be made with the wooden gates and wire that will be provided.
- Swine will be weighed at 8:00 am Wednesday morning and will be in place by 10:00 am. Health papers will be checked *before* unloading.
- All entries, registration and health papers will be checked prior to judging. **Members MUST be have health papers present when unloading animals or may be asked to remove the animal from the property.**

CLEAN UP

- Clean up will start Thursday, July 9 after the Livestock Auction has concluded and will continue on Friday as needed.

Open Show

Hancock County Beef Producers will be hosting an Open Beef Show on Tuesday, July 7th. This show is open to all 4-H members and FFA members. Check in will be at 7:30-9:00 a.m. on Tuesday the 7th and the show will be held at 11:00 a.m. HEALTH PAPERS WILL BE REQUIRED in order to show.

2020 Hancock County 4-H Fair Schedule

**Burnside Rising Stars will have pop, sandwiches/hot dogs, chips and snacks available

June 13th Horse Show

Check in at 12:00 Noon

Show starts at 1:00

Monday, July 6

8:30 a.m. Tractor poster judging and tractor driving contest to follow & small engines

9:00 a.m. Cats – Show Barn

9:00 a.m. General Projects except Visual Arts, Photography & Clothing
(Check individual project in Fairbook for date & time)

10:00 a.m. Cloverbud Projects – Look for assigned table
Rabbit Judging – Open Barn

11:00 a.m. Food Demonstrations, Flower Arranging
Scholarship interviews. Please be in the front office by 10:50 AM

12:00 Visual Arts Judging

1:00 p.m. Photography

2:00 p.m. Sewing & Textiles Check-In and Judging

3:00 p.m. Clothing judging on Model & Fashion Revue Practice

Tuesday, July 7

7:30-9 a.m. Open Beef show check-in *Details on page 4*

10:00 a.m. Poultry Judging – Open Barn

11:00 a.m. Open Beef Show Sponsored by the Hancock County Beef Producers
BEEF, SHEEP, & GOAT MUST check in with Vet, staff, or superintendent upon arrival

6:00 – 7:00 p.m. Beef in place

6:00 – 7:00 p.m. Sheep & Goats in place – must set up your own pens with gates and wire provided

7:00 p.m. Steer Weigh-In

Wednesday, July 8

8:00-9:00 a.m. Swine weigh-in. All Swine in place by 9:00 a.m.

8:00 a.m. Sheep and Goat Show – goats will be released at the conclusion of the Beef Show

11:00 a.m. Beef Association Bucket Calf show ***Meet at East Fence with calf
(Half hour break between bucket calf show and beef show)

11:30 a.m. Beef Association Sandwiches Available
Beef Show (following a half hour break from bucket calf show)

5:00 p.m. 4-H BBQ

6:30 p.m. Foundation Auction

7:00 p.m. General Exhibit Awards and Fashion Revue

All general projects released immediately following.

Thursday, July 9

8:00 a.m. Swine Show
(Half hour break between swine show and pee wee swine show)

Western Illinois Pork Producers Pee Wee Swine Show

(Half hour break between pee wee swine show & Master Showmanship)

Master Showmanship Contest

1:00 p.m. Livestock Auction

Clean up to begin following the auction

5:30 p.m. Check-in for Dog Show

6:00 p.m. Dog Show

General Rules and Information
(Please Read Carefully, There Are a Lot of Changes!!)

Exhibiting at the Hancock County 4-H Fair is a privilege. It is the responsibility of the exhibitor to follow the General Rules and Exhibit Requirements for the specific class entered.

The following pages list the 4-H classes for the 4-H Fair, July 6-9, 2020. The entry form for each 4-H member with the projects they are enrolled in, will be mailed directly to 4-H'ers. All entry forms must be post-marked by

May 31 in order to exhibit. No Exceptions!

1. 4-H membership is open to all boys and girls regardless of race, creed, color, religion, or national origin. 4-H'ers must be at least 8 years old on September 1, 2019 and have not attained their 19th birthday as of September 1, 2019. The 4-H year is from September 1 to August 31. Cloverbuds must be age 5 by September 1, 2019.
2. All 4-H project work must be the work of the individual 4-H member and no one else. All projects must be products of the current 4-H year. A boy or girl may enroll in a 4-H project after entering college provided he/she can satisfactorily carry out the work of the project.
3. 4-H membership is open to all youth throughout the year. Livestock project exhibit enrollment deadline is December 15th of the current 4-H year. General project exhibit enrollment deadline is April 15, 2020.
4. **4-H Fair entry forms must be post-marked by May 31, 2020 in order to show at the 4-H Fair.** Entry forms for 4-H exhibits are pre-printed and will be mailed directly to 4-H'ers.
5. 4-H members can make **two entries per class in General and Livestock projects**, unless otherwise noted under that department. **There will be one premium awarded per class.** No Duplicates (Must have 3 distinct changes – 4-H'er must be able to explain changes).

NOTE: The Department of Agriculture shall use its best efforts to secure sufficient appropriations to fund premiums. In any year for which the General Assembly of the State of Illinois fails to make an appropriation sufficient to pay such premiums, premium amounts may not be accurately reflected in this Premium Book.
6. **All projects with an * before the class number are not eligible for State Fair.**
7. All General Show projects must be registered. Tags will be mailed directly to the 4-H'ers the week prior to the 4-H Fair. Check that they are the correct class that you entered in before attaching it to your project. **Read your 4-H Fair Book carefully.** Tags must already be attached to the project before they arrive. **No projects may be added the day of the fair.**
8. The Danish system of judging will be used in all classes. Blue, Red, and White ribbons will be given to each exhibit. Each exhibitor will participate in conference judging; which involves interacting and responding to questions as exhibits are judged. Judges take into account the knowledge exhibited by the member as well as the appearance of the exhibit in determining ribbon awards. Knowledge and the actual exhibit are equally considered. Neatness of the project is considered in judging.
9. If a 4-H'er cannot be present during conference judging, contact our office. We will need to notify the judge in that area that you will not be present. You will also have to attach a detailed report to your exhibit that would explain any questions the judge may have to competently judge your project. If the office is not notified, or the report not attached, you will receive one ribbon lower.
10. All ribbons will be put on exhibits and will be left on display throughout the 4-H Fair.
11. Exhibitors will receive at least one ribbon lower if directions stated in the Fair Book are not followed.
12. No exhibit placing below the blue rating in any class will be considered for Best of Class, Championship or State Fair. Exhibitors not receiving a blue rating shall not be considered for any trophy. Only exhibits in areas listed in the Jr. State Fair Premium Book will be eligible for State Fair.

13. Best of Class Awards will be given to the best exhibit in each class of general projects if the judge feels there is one that merits recognition. Best Overall Awards will be given at the discretion of the judge.
14. There must be at least 5 members exhibiting in a class before a trophy will be given for that project. The winner of the trophy must have received an "A" rating. There must be at least 8 members exhibiting before a Reserve trophy to be given
15. General Exhibit Project Size Requirements
 - Table displays are limited to 2' wide x 15" deep unless otherwise noted in the class listings for that project. Standard science display boards fit into this size limitation. This pertains to exhibits to be placed on a table only.
 - Floor exhibits are not limited UNLESS INDICATED in a specific project area (i.e. Woodworking, Interior Design, and Visual Arts). Exhibits that stand over 4 feet tall will be placed on the floor.
 - The maximum poster size for hanging is 22" x 30", unless otherwise stated in the class listings for the project.
 - Visual Arts – Artwork meant to be displayed on the floor must be able to fit through a 6-foot wide door.
 - Visual Arts – Artwork or a total exhibit (multiple pieces) meant to be hung or placed on a shelf is limited to a size of 30-inches high x 30-inches wide x 12-inches deep.
 - Wall hangings, quilts, window treatments, etc. should be no larger than 30-inches high x 30-inches wide x 12-inches deep as they are made or folded to fit into an area this size.
 - Framed artwork should be no larger than 30-inches high x 30-inches wide x 12-inches deep including the size of the frame.
 - Use of page protectors is recommended for binder exhibits. Binder exhibits will NOT be labeled "Do Not Touch."
 - Project areas that are exempt from any size requirements include: Entomology (with the exception that Entomology cases can be no deeper than 4-inches), Geology and Do Your Own Thing.
16. Limited equipment will be provided for certain exhibits. For Public Presentations, the following items will be available, **if requested in advance**: LCD projector, podium, projector screen, demonstration table, and extension cord. Exhibitors must furnish any equipment they feel is necessary to properly critique their exhibit (i.e. computer). Exhibitors should be aware that electrical outlets are not always located near judging locations and should take this into consideration when planning projects.
17. Projects are only to be handled by the exhibitor of that project. When exhibits are on display, they should not be touched or handled by anyone. Any person in violation of this rule will result in forfeiture of premium money, and/or expulsion from the 4-H grounds.
18. Projects are not to be removed from the 4-H grounds until release time stated in the program. Projects taken from the fairground before this time will forfeit premium for that project.
19. 4-H leaders, Extension staff, Hancock County Building and Grounds Committee, Extension Foundation, the Illinois State Fair, and the State 4-H office are not liable for loss, theft, or damage to any exhibit.
20. Should any controversy develop involving interpretation and/or administration of any rules irrespective of whether or not the instance involved is covered herein, the matter will be left to the discretion of the Extension office County Director, Extension staff and/or an Extension Council member. The decision will be final.
21. All bicycles, motorcycles and scooters shall be banned from the barns and exhibitor areas and shall be parked at the east end of the main building by the water hydrant.
22. There are no entry fees. The premium list, including all rules and local exhibition regulations is subject to revision at the discretion of the Extension staff.
23. Payment of listed premiums shall be dependent on funds appropriated by the Illinois Legislature for the State Department of Agriculture, Division of County Fairs, 4-H Premium Account. Premiums will be

designated by the factoring system based on the number of awards given and total money available from state funds. This will not be determined until after all classes have been exhibited and money from the state legislation has been determined. As per state policy changes county projects (those not eligible for State Fair) are not eligible for premiums.

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

Level 1: Blue 4 pts, Red 3 pts, White 2 pts

Level 2: Blue 3 pts, Red 2 pts, White 1 pt

25. The following rules will apply for the 4-H Fair:

- Smoking is prohibited on the entire 4-H Fairgrounds.**
- No drugs or use of drugs allowed.
- Any person in violation of good conduct will result in forfeiture of premium money, and/or expulsion from the 4-H grounds.

General Requirements – Livestock

Livestock General Requirements- Only one premium per class is allowed per Ag Premium Funds

1. **All livestock exhibitors are required to wear show attire in the arena. Collared, tucked in shirts only unless otherwise stated for that species.**
2. Each exhibitor will furnish feed boxes, feed, bedding, and water containers for their animals. **On Thursday, July 9** each exhibitor is responsible for removing their own livestock bedding, putting their gates away, removing any trash from their pen(s), and raking the area smooth.
3. Livestock will be released at the end of Master Showmanship. Master Showmanship contest begins and the Livestock Auction will follow. **No livestock can be taken off the grounds during the Livestock Auction.** All livestock pens must be taken down, gates taken back to the show barn and all straw and other bedding removed to the north end of the open barn by the 4-H member showing livestock. *** 4-H members not cleaning their stall area will be called back to the 4-H grounds to finish the job. If members leave stalls without cleaning premiums may be forfeited.** General grounds clean-up will take place at this time.
4. Stall assignments will be made to each 4-H member on the basis of pre-registration and by 4-H club.
5. 4-H members must exhibit their own livestock projects unless they have written permission by the superintendent of their division and submitted the signed permission to the Extension office. Only then can another 4-H member show the animal. Parents are not allowed to exhibit.
6. No animal will be shown that cannot be safely handled by the 4-H member.
7. Only 4-H members with large animal projects may stay on the fairgrounds overnight. All youth remaining on the grounds overnight must register with the Extension Office on preprinted forms. These slips will be given to the adult on duty for the night. Sleeping areas will be assigned to all exhibitors staying overnight. Individuals may sleep in trucks if they are made into sleeping quarters. **4-H members requesting to stay on the grounds must have their permission slips completed, a chaperoned designated, signed, and turned into the Extension Office by noon on July 5, 2020.** A parent or club leader will be required to stay on the grounds overnight at

the ratio of one adult leader per eight youth staying. Adults staying on the grounds as chaperones must be screened volunteers of Extension prior to the fair.

8. 4-H members with livestock entries staying overnight shall have permission of the parent(s) and Extension staff to keep a car, truck, or motorcycle on the grounds. In no case will said vehicles be taken from the grounds after 10:00 p.m. without permission. (Carthage Police Department and Hancock County Sheriff's Department will be notified and will be making extra patrols of the 4-H grounds throughout the entire fair.)
9. BUTT FANS ARE PROHIBITED!!! Only fans hung will be allowed in barn due to Safety Regulations.
10. Check-in times are listed under the **2020 4-H Fair Schedule**.
11. All 4-H members are to groom their own animals with a minimum amount of help from others. No professional grooming service is permitted. **For the 2020 show there will be a minimum of fitting done.** Superintendents will meet with all beef exhibitors prior to the show and this notice will be included in the parent permission to participate form.
12. Livestock trailers and trucks will be parked in the parking lot north of the main building along the treeline. Anything parked immediately north of the office, and south or east of the barns must have specific authorization. Vehicles parked inappropriately will have to be moved.

General Health Requirements for Livestock

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

Health papers will be checked by a certified veterinarian. Extension Staff/Vet will have a check-in table set up in the Show Barn. All papers must be presented at that location. Staff/Vet **will not** seek out people to check health papers. If you do not present your health papers to the vet, you will not be allowed to show.

No health papers with two or more different handwritings will be accepted. Any animal not complying with the rules set forth by the Illinois Department of Agriculture will be disqualified from showing and livestock will be sent home.

1. Exhibitors are required to familiarize themselves with all rules applicable to their exhibits.
All out-of-state animals shall require an entry permit. Entry permit numbers are available by calling the Illinois Department of Agriculture, Monday through Friday from 8:00 AM to 4:30 PM, at 217/782-4944. Permits may also be obtained online at: <http://www.agr.state.il.us/AnimalHW/animalregistry/login.php>
2. All animals, except as noted, shall be accompanied by a Certificate of Veterinary Inspection (CVI) which shows that the animal meets all health requirements for the State of Illinois. CVI's shall be made available to Bureau of Animal Health Personnel on request.

CVI means a legible record made on an official form from the state of origin which has been issued, signed and dated by an accredited veterinarian and which shows the name and address of the animal's

owner or exhibitor and the results of all required tests or vaccinations. A CVI shall list only one animal identification per line; shall be presented on the form on which it was initially issued; and shall not be corrected, changed or altered in any manner.

3. All animals shall be officially identified. The animal(s) official identification shall be recorded on the CVI.
4. If animals are from tuberculosis accredited, brucellosis certified, pseudorabies qualified, or brucellosis validated herds, the identifying herd number(s) along with the date of the last herd test(s) shall appear on the CVI.
5. CVI for out-of-state livestock shall be void thirty (30) days after issuance.
6. CVI for Illinois-origin livestock shall be void ninety (90) days after issuance.
7. All livestock shall be subject to examination upon entry to any Illinois fair or exhibition. Any animal showing evidence of infectious, contagious or communicable diseases shall be immediately withdrawn and held in quarantine at the owner's risk and expense until properly treated and recovered, or until the animal is released to return to the owner's premise.
Any livestock infected with scabies, mange, active lesions of ringworm, sore mouth, or multiple warts which are easily visible without close examination shall not be permitted to exhibit and are subject to quarantine or removal from the fairgrounds.
Sheep and goats with gaseous lymphadenitis as evidenced by draining abscesses shall not be exhibited and are subject to immediate quarantine or removal from the fairgrounds.
8. Illinois Department of Agriculture personnel or designee may collect blood, tissue, milk or urine samples from any animal being exhibited and/or raced at any Illinois fair to test for the presence of illegal drugs or banned substances. New examination techniques, such as ultrasound, may also be used at anytime while the animals are on the grounds of any Illinois fair or exhibit.
The Illinois Department of Agriculture or designee may collect urine, blood, tissue or other test samples from exhibition animals at the time of slaughter.
9. All exhibitors of animals at any Illinois fair or exhibition shall comply with the provisions of the Illinois Humane Care for Animals Act. If violations are observed, the animal(s) will be excused from exhibition and ordered removed from the grounds with all awards being forfeited.
Any practice or deviation from normal, accepted care, including physical, medical or mechanical application, shall constitute a violation of show rules and may result in the animal(s) disqualification and removal from the fairgrounds.
10. Any Illinois cattle, bison, cervidae or goats being exhibited in non-accredited free states must be isolated from the remainder of the herd/flock upon return to Illinois and retested for tuberculosis 60-120 days post entry.

****Specific breed requirements will be available at Extension Office****

For more information on health requirements contact – Illinois Department of Agriculture, Bureau of Animal

Livestock Merit Award

Given in Memory of Dannen Latherow

The Hancock County Farm Bureau will donate a special Merit Trophy. The trophy will be awarded to a 4-H member on the basis of the appearance of their exhibit and exhibit area, sportsmanship, and conduct at the fair. A committee comprised of one Extension Council representative, a Farm Bureau representative, and a third person at large will choose the award recipient. This award will be presented at the 4-H Achievement Program.

Showmanship Awards

(Beef, Swine, Sheep, Goats, Dogs & Horses)

- **Novice Class** – Ages 8 to 10 by September 1, 2019 – The judge will select one 4-H member in this class to receive the trophy for Novice Showmanship. Once a member has won the Novice class they automatically advance to the Jr. Class regardless of age.
- **Junior Class** – Ages 11 to 13 by September 1, 2019 – The judge will select one 4-H member in this class to receive the trophy for Junior Showmanship. Once a member has won the Junior class they automatically advance to the Senior Class regardless of age.
- **Senior Class** – Ages 14 and above by September 1, 2019 – The judge will select a 4-H member in this class to receive Senior Showmanship. A 4-H member may win this honor more than one time in their 4-H career, but are ineligible for competition the following year after they have won the trophy. **Example:** 2018 -Eligible to compete and wins; 2019 – Not eligible to compete; 2020 – Eligible to compete.

Note: Each division is separate. Example: One year a 4-H member may not be eligible in Swine Showmanship competition, but may be eligible in Beef Showmanship.

Updated lists of showmanship winners will be available at the livestock shows



MASTER SHOWMANSHIP
Contest

Master Showmanship Contest
11:30 am, Thursday, July 9
Show Barn

This is a contest that will test your showmanship abilities along with your general knowledge of livestock.

Who is eligible? Any 4-H'er that is:

- 14 and older on the day of the contest.
- Enrolled in a livestock project.
- Quality Assurance and Ethics training is required by April 15.**
- Please register with the office by 9:00 am the morning of Thursday, July 9.**

How does it work?

- Each 4-H'er will show one ring of beef, sheep and swine.
- If they do not personally own these species, it is their responsibility to borrow livestock from willing owners on the fairgrounds, or bring in themselves (especially sheep)!**
- They will be asked questions about each species by the judge to get a better idea of how much the exhibitor knows about each one. (general health, epd's, etc.)
- Each contestant will be rated on a point system.
- One winner will be selected from each division (beef, sheep and swine) and then one overall winner. Prizes will be awarded to each division and overall winners.
- The overall winner **MUST** attend the competition during the Illinois State Fair in the Junior Livestock Barn. Again, the contestant does not have to own the animals. He/she could borrow the animals from another willing exhibitor at the fair.
- This contest is sponsored by the Illinois Farm Bureau.
- At the State level, winners of each division of beef, sheep and swine and the top three overall winners will receive scholarships. Additional prizes may be offered at both the county and state events. All participants at the state event will receive a T-shirt. You can visit www.youthed.org for a complete list of prizes to be posted in early July.



by Oriana Casey

Beef

Premiums Offered: 1 – 4.0X 2 – 3.0X 3 – 2.0X

Beef Show – Wednesday, July 8 - Noon

1. Read General Rules and Livestock General Requirements.
2. All beef females must comply with the Illinois State Health Requirements.
3. Members enrolled in Beef may exhibit a maximum of 6 head and collect a total of 6 monies. Not to exceed 2 per class. Make sure you will not have more than two animals in a breed and/or weight class.
4. 4-H exhibitors that can not be present and must have another 4-H'er exhibit for them, must tell the superintendents at the time of check-in and submit written approval to the Extension office prior to the show.
5. Purebred beef will be divided by breeds with the same premium for all breeds. Purebred Heifer classes must have 3 to represent a breed or will be entered into the AOB class.
6. There will be a division for British breed steers as well as an exotic crossbred division.
7. All steers must be naturally polled or dehorned.
8. Steers will officially weigh-in at **7:30 p.m. on Tuesday, July 7.**
9. **Members exhibiting female beef animals must report this to the beef superintendents during weigh-in.**
10. Proper show attire must be worn in the arena. Collared, tucked in shirts only.
11. Steer weight classes will be broken with no more than 6 animals in a weight group. If a weight group has more than 6 animals that group will be divided into A and B groups.
12. The area east of the cattle barn will be reserved for cattle tie-out all day Wednesday and Thursday.
13. BUTT FANS ARE PROHIBITED!! Only fans hung will be allowed in barn due to Safety Regulations.
14. Heifer classes may be further split depending on the number of entries.

Class 101 Beef Heifer Class - Born after January 1, 2020

Class 102 Beef Bull Class – Born after January 1, 2020

Class 103 Beef Yearling Heifer - Born between January 1, 2019 and February 29, 2019

Class 104 Beef Yearling Heifer - Born between March 1, 2019 and April 30, 2019

Class 105 Beef Yearling Heifer - Born between May 1, 2019 and August 31, 2019

Class 106 Senior Calf - Born between September 1, 2019 and December 31, 2019

Class 107 Senior Yearling - Born between August 1, 2018 and December 31, 2018

Class 108 Beef Production Cow & Calf by Side - Calf dropped between January 1, 2020 and show

Class 109 Beef Steers

Class 110 Pair of Beef Steers - Calved during 2020

***Class 111 Rate of Gain Steers – Trophy Only Class.** The beef superintendents must have tattooed and tagged the animal or those authorized by the Extension Office. A 4-H member is allowed to enter two steers in this class.

Class 50130 Beef AnSci Poster Display

Beef Awards –Pending enrollment in class areas

Trophy – Grand Champion & Reserve for: Steer, Pair of Steers, Bull Calf, Rate of Gain Steer, Heifer within Each Breed, Heifer Overall Breeds, Cow/Calf Overall Breeds and Supreme Beef Animal. Trophy - Senior Showmanship, Junior Showmanship, and Novice Showmanship.

Dairy

IMPORTANT: Dairy show will be in combination with Adams County 4-H fair . Please note change in time/location. Friday, July 31st

9:00 am All Dairy Animals must be Checked-In
1:00 pm 4-H Dairy Show, All Dairy animals released immediately following

Superintendent Bill Deters

General Rules and Regulations (see pages 16 -19 for General Livestock Rules)

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

Animal Health Regulations (see Cattle Health Regulations on page 70)

Ayrshire

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

Guernsey

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

Holstein

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

Jersey

- D34. Junior Heifer Calf, born on or after March 1, 2019
 - D35. Winter Heifer Calf, born between December 1, 2019 and February 28, 2020
 - D36. Senior Heifer Calf, born between September 1, 2019 and November 30, 2019
 - D37. Summer Yearling Heifer, born between June 1, 2019 and August 31, 2019
 - D38. Spring Yearling Heifer, born between March 1, 2019 and May 31, 2019
 - D39. Winter Yearling Heifer, born between December 1, 2018 and February 28, 2019
 - D40. Fall Yearling Heifer, born between September 1, 2018 and November 30, 2018
 - D41. 2 Year Old Cow, born between September 1, 2017 and August 31, 2018
 - D42. 3 Year Old Cow, born between September 1, 2016 and August 31, 2017
 - D43. 4 Year Old Cow, born between September 1, 2015 and August 31, 2016
 - D44. 5 Year Old Cow and Older, born before September 1, 2015
- Champion and Reserve Champion Female

Brown Swiss

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

Goats

Premiums Offered: 1 – 4.0X 2 – 3.0X 3 – 2.0X

Goat Show – Wednesday, July 8 – 8:00 am

1. Check in- Tuesday, July 7 at 6:00-7:00 pm. Must set up own pens. Wooden gates and wire will be provided.
2. Read General Rules and Livestock General Requirements.
3. Note all health requirements.
4. Each member will be limited to one entry in any one class.
5. A 4-H'er may bring a maximum of 6 head and collect a maximum of 6 monies in the goat section.
6. **Goats will be released at the conclusion of the Beef show to accommodate space restrictions during the Swine show.**

Dairy Goats

Class 201Doe Kid - Born after January 1, 2020

Class 202Doe Kid - Born between July 1 and December 31, 2019

Class 203Yearling Doe - Not in milk

Class 204Aged Doe - Not in milk

Class 205Milking Doe

Class 206Wether - Born after January 1, 2020

Class 207Buck Kid - Born after January 1, 2020

Meat Goats

Class 208Doe Kid – Born after January 1, 2020

Class 209Doe Kid – Born between July 1, 2019 and December 31, 2019

Class 210Yearling Doe – Not in Milk

Class 211Aged Doe – Not in Milk

Class 212Buck Kid – Born after January 1, 2020

Class 213Buck Kid – Born between July 1, 2019 and December 31, 2019

Class 214Market Wether – Born after January 1, 2020

Class 215Market Wether – Born between July 1, 2019 and December 31, 2019

Pygmy Goats

Class 216Pygmy Goat

Class 50130 Goat AnSci Poster Display

Goat Awards: Pending class enrollment numbers– Champion Trophy and Reserve Champion Rosettes for: Dairy Doe overall, Champion Dairy Buck overall, Champion Meat Doe overall, Champion Meat Buck overall. Trophy: Senior Showmanship, Junior Showmanship, Novice Showmanship

Horse & Pony

please note date and time of horse show

June 13th at 1:00

Premiums Offered: 1 – 4.0X 2 – 3.0X 3 – 2.0X

1. Please note and follow health requirements.
2. Horses 56-inches or under will be declared ponies.
3. Horses over 56-inches will be declared horses.
4. Members enrolled in Horses will be limited to one (1) entry in any one class and shall not enter more than six (6) premium classes. Members may only enter one Horsemanship class. Each exhibitor is limited to (6) monies in the Horse section.
5. All Western horse project participants must show in proper western attire. Long-sleeved shirt and hat required. No tennis shoes. Chaps are not necessary.
6. All English horse project participants must show in proper English attire.
7. **Equestrian Helmets are required for ALL riding classes and practicing in the arena.**
8. 4-H Members planning to exhibit at the local 4-H fair must file ownership or lease papers on all equine that they may potentially show by May 1st. 4-H members must also turn in one color photo of the animal with the paperwork.
9. Exception to General Rules will be at the discretion of the show superintendent for non-premium classes.
10. Each exhibitor must have their own horse. The same animal may not be shown by more than one exhibitor.
11. No premium will be given for classes designated "Ribbon Only" classes.

Class 301 Pony Halter – Mare or gelding not to exceed 56 inches; Two years and older

Class 302 Yearling Halter – Mare or gelding born during 2019

Class 303 Open Halter – Mare or gelding over 56 inches; Two years and older

Class 304 Mare and Foal Halter – Horse or pony; Born after January 1, 2020

Class 305 Other Equine Halter – Includes miniatures, mules, other equine

Showmanship at Halter will follow Other Equine Halter class. All members who show at halter are encouraged to show in showmanship. Ages are September 1 of the current 4-H year. See Showmanship criteria for more information. Senior (14 and above) Junior (11-13) Novice (8-10)

Class 306 English Pleasure – Horse or Pony

Class 307 Jr. Walk/Trot – Rider age 12 and under

Class 308 Sr. Walk/Trot – Rider age 13 and above

Class 309 Pony Western Pleasure

Class 310 Open Western Pleasure

Class 311 Senior Horsemanship – Horse or Pony; Rider ages 13 and above as of September 1, 2019.

Class 312 Junior Horsemanship – Horse or Pony; Rider ages 12 & under as of September 1, 2019.

Class 313 Catalog Race – *Ribbon Class Only*

Class 314 Trot Barrels - *Ribbon Class Only*

Class 315 Open Barrels - *Ribbon Class Only*

Class 316 Trot Poles - *Ribbon Class Only*

Class 317 Open Poles - *Ribbon Class Only*

Class 318 Trail

Class 50130 Horse AnSci Poster Display

Trophies will be awarded to the winner of the following classes Pending class enrollment numbers: Pony Halter; Open Halter; Senior Showmanship; Junior Showmanship; Novice Showmanship; Jr. Walk/Trot; Sr. Walk/Trot; Pony Western Pleasure; Open Western Pleasure; Senior Horsemanship; Junior Horsemanship; Trail

Sheep

Premiums Offered: 1 – 4.0X 2 – 3.0X 3 – 2.0X

Sheep Show: Wednesday, July 8 – 8:00 am

1. All sheep must be in place Tuesday, July 7 from 6-7:00 pm. Members are responsible for making their own pens. Gates & wire will be provided.
2. Read General Rules and Livestock General Requirements.
3. Please note health requirements.
4. Purebred sheep will be divided by breeds with the same premium for all breeds.
5. All male animals must be purebred.
6. All entries in Classes 405 - 406 (Market Class) must be sheared and cannot be shown in any other class.
7. Each member is allowed to enter two per class.
8. Each 4-H'er can exhibit a maximum of 6 animals and collect no more than 6 monies in the sheep division.

Class 401 Aged Ewe

Class 402 Yearling Ewe – Dropped after September 1, 2019. Ewes in this class must be owned by the 4-H'er by May 15, 2020.

Class 403 Ewe Lamb – Lambed on or after January 1, 2020. Ewes in this class must be owned by 4-H'er by May 15, 2020.

Class 404 Ram Lamb – lambd on or after January 1, 2020. Rams in this class must be owned by the 4-H'er by May 15, 2020.

Class 405 Market Lamb - One sheared wether or one sheared ewe born on or after January 1, 2020.

Class 406 Market Pair of Lambs - Two ewes or one ewe and one ram born on or after January 1, 2020.

Class 50130 Sheep AnSci Poster Display – See Page 23

Sheep Awards Pending class enrollment numbers – Grand Champion Trophy and Reserve Champion Rosette: Ewe Overall; Lamb Overall; Pair of Lambs; Market Class. Trophy: Senior Showmanship; Junior Showmanship; Novice Showmanship

Swine

Premiums Offered: 1 – 4.0X 2 – 3.0X 3 – 2.0X

Swine Show: Thursday, July 9 – 8:00 am

1. All barrows & gilts will be weighed at **8:00 a.m. and in place by 10:00 am on Wednesday, July 8.**
2. Read General Rules and Livestock General Requirements.
3. All Swine must comply with the Illinois State Health Requirements. **Health papers will be checked before animals are unloaded.**

4. All gilts and barrows to be shown at the 4-H Show must have been born after January 1, 2020.
5. Purebred gilts and crossbred gilts will be shown together in Class 501.
6. Purebred barrows and crossbred barrows will be shown together in class 502, unless there are enough entries to warrant two separate sub-classes.
7. Each member will be limited to one entry per class with the exception of class 502 which will allow two barrows.
8. Each member can collect a maximum of 3 monies in swine. (1 breeding, 1 barrow, 1 market gilt)
9. Registration papers for all purebred barrows are required and will be checked by the superintendent

Class 501 Breeding Gilt Class

Class 502 Market Barrow Class

Class 503 Market Gilt Class

Class 504 Purebred Barrow

Class 50130 Swine AnSci Poster Display

Swine Awards Pending class enrollment numbers – Grand Champion Trophy & Reserve Champion Rosette: Breeding Gilt, Barrow, Market Gilt. Trophy: Senior Showmanship, Junior Showmanship, Novice Showmanship

Cats

Premiums Offered: 1 – 3.0X2 – 2.0X3 – 1.0X

Cat Show: Monday, July 6 – 9:00 am in the Show Barn. Limit 2/class

1. Read General Rules and Livestock General Rules.
2. Cat should be cared for – in all aspects – by the handler for at least 6 months. Handler must be knowledgeable of care when questioned.
3. Cat exhibitors must furnish satisfactory kennel in which to confine their exhibit.
4. 4-H members will each draw one question that must be answered correctly in addition to the questions asked by the judge. Those questions will come from information in the project manuals.
5. Cats will be released upon announcement of the superintendent following the close of the Cat judging.
6. In order to exhibit in the Cat Show the owner must have a certificate from a veterinarian showing that the cat has had its' rabies vaccination during the past year and the FVR-C-P vaccine. Verification must be shown to the superintendent prior to the opening of the show.
7. Cats only – No folder, pictures, posters, etc. members having these exhibit items should be registered under Small Pets.

Class 601 Cat Care – Cat to be judged on condition of coat, eyes, ears, body, teeth, color of gums, leg structure and temperament. In addition, they must answer their drawn question from project manual.

Class 50130 Cat AnSci Poster Display

Award for Best Over-All Cat Exhibit

Dogs

Premiums Offered: 1 – 3.0X2 – 2.0X3 – 1.0X

Dog Show: Thursday, July 9 – Check-in 6:00 pm – Judging at 6:30 pm

1. Read General Rules and Livestock General Requirements.
2. Exhibitors are limited to enter no more than three classes and collect a total of 3 monies in dogs. One entry per class. The same dog cannot be shown in more than one Obedience Class or by more than one person
3. In order to exhibit in the Dog Show the owner must have a current certificate from a veterinarian showing the dog has had its' rabies vaccination (1 or 3 years), Parvo-virus vaccine and distemper shot.
4. Exhibitors must have successfully completed the current year's Dog Obedience Classes or have the consent of the instructor prior to the fair to show.
5. A dog being shown in the Dog Obedience project must belong to the exhibitor or to a member of his/her immediate family.
6. All dogs must be brought to the show on a six-foot leather, canvas or nylon leash. No chain leashes.
7. Female dogs in season cannot participate in the show.
8. Choke Chain collars required. No spike collars or harnesses. All tags must be removed from the collar.
9. Dogs must be under the exhibitor's supervision at all times or will be dismissed from the show.
10. To show in Dog Care you do not have to attend Dog Obedience Classes.
11. Dog Care will be judged at the beginning of the Dog Show followed by Dog Obedience.
12. **State Fair – Exhibitors must include with their entry form their original score sheet signed and dated by the judge of the 4-H Dog Show.**
13. All Dog Obedience class descriptions will be mailed directly to those that attended Dog Obedience training.

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

Class 701 - Beginner Novice I – For inexperienced handler and inexperienced dogs. Heel on leash forward, halt, Right turn, left turn, about turn, slow, normal and fast), figure eight on leash, sit for exam, sit stay, recall

Class 702 - Beginner Novice II – This class is for experienced handlers and inexperienced dogs or experienced dogs and inexperienced handlers. Heel on leash (forward, halt, turn right, left, about turn, slow, normal and fast), Figure eight on leash, Sit for exam, Sit Stay, Recall

Class 703 – Pre-Novice – Heel on leash and figure 8 on leash, stand for examination off leash, Recall, Heel free, Stay (sit or down)

Class 704 - Novice Class – heel on leash and figure 8, stand for examination off leash, heel free, recall, long sit Off leash, long down (3 minutes off leash),

Class 705 – Graduate Novice Class – heel on leash and figure 8 off leash, drop on recall, dumbbell recall, recall Over high jump, recall over broad jump, long down (3 minutes handler out of sight)

Class 706 – Pre-Open Class – heel free and figure 8, drop on recall, retrieve on flat, retrieve over high jump, broad jump

Class 707 - Open Class – heel free and figure 8, drop on recall, retrieve on flat, retrieve over high jump, broad

Jump, long sit (3 minutes handler out of sight), Long down (5 minutes handler out of sight),

Class 708 – Graduate Open Class – Signal exercise, scent discrimination, directed retrieve, moving stand & examination, go out, directed jumping.

Class 709 – Utility – Signal exercise, scent discrimination (2 articles), directed retrieve, moving and stand exam, directed jumping.

Class 710 - Dog Care – 4-H member will bring their dog to the Dog Show. Do not confuse this class with the dog project under Animal Sciences where the exhibitor is to prepare a display.

Class 50130 Dog AnSci Poster Display – See Page 23.

Dog Awards – One trophy per class in Dog Obedience Classes will be awarded to the top exhibit per class and Senior Showmanship, Junior Showmanship and Novice Showmanship

Please Note The State 4-H Dog Show will be a separate event this year. The show will be held in Champaign-Urbana

Poultry

Premiums Offered: 1 – 3.0X 2 – 2.0X 3 – 1.0X

Poultry Show: Tuesday, July 7 – 10:00 am – Open Barn

1. Read General Rules and Livestock General Requirements.
2. State poultry exhibition health requirements do not apply to 4-H and FFA one-day poultry shows where entries are taken to the show and return home the same day.
3. All crates, boxes, containers and vehicles should be thoroughly cleaned and disinfected prior to being used to transport poultry to the show.
4. Members may exhibit 2/class and collect a total of 6 monies in poultry.
5. Poultry must be in place by 9:30 am on Tuesday, July 7.

Class 801 Single Cockerel

Class 802 Single Pullet

Class 803 Single Rooster

Class 804 Single Hen

Class 805 Egg Production – One dozen eggs. Eggs will be released immediately after judging.

Class 806 Single Misc. Water Fowl – Ducks or geese.

Class 807 Single Misc. Poultry – Turkey, Guinea, Pheasants or Quail.

Class 809 Pen of three poultry- 1 male and 2 female

Class 50130 Poultry AnSci Poster Display

Embryology – Exhibited with Poultry under Animal Sciences – This project should be exhibited in Class 50130 Poultry AnSci Poster Display relating to a specific area of interest.

Poultry Awards – Best Overall Poultry Exhibit, Best Female, Best Male, Best Egg Product

Rabbits

Premiums Offered: 1 – 3.0X 2 – 2.0X 3 – 1.0X

Rabbit Show: Monday, July 6 – 10:00 am – Open Barn

1. Read General Rules and Livestock General Requirements.
2. Rabbits must be examined at home for ringworm and mites. If there is evidence of ringworm or mites, rabbits should not be brought to the show.
3. Members may exhibit 1/class and collect a total of 5 monies in rabbits.
4. Rabbits must be in place by 9:30 a.m. on Monday, July 6.
5. Rabbits will be released upon announcement of superintendent at the end of the Rabbit Show.

Class 901 Senior Doe – 6 months and over

Class 902 Senior Buck- 6 months and over

Class 903 Young Doe – under 6 months

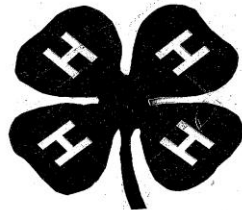
Class 904 Young Buck – under 6 months

Class 905 Pen of Three (Market) – Class to consist of three (3) offspring from the same litter. Each rabbit must weigh between 3-5 pounds.

Class 50130 Rabbit AnSci Poster Display – See Page 23

Rabbit Award – Best Overall Rabbit Exhibit

HEAD • HEART •
HANDS • HEALTH •



4-H

Hancock County Fair

2020

Nicholas Boder

General Show

All General Show premiums are: 1- 3.0X 2- 2.0X 3- 1.0X
(Except for classes with an * before the class number)

All General Show projects will be judged Monday, July 6 at 9:00 a.m.
unless otherwise noted for project area.

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

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

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

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

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

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

Aerospace Ready4Life Challenge (SF 50133)

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

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

Aerospace Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

- All parts and software used in the design/build MUST be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

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

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

Animal Science (SF 50135)

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

Animal Science Ready4Life Challenge (SF 50137)

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

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

Animal Science Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

BICYCLE (not eligible for state fair)

Bicycle 1 - County Class 18

Exhibitors will draw three situations from a bag that relate to activities from Level 1 and discuss/explain all three with the

judge. Situations may include: Selecting bicycle safety equipment; Demonstrate how to fit a helmet; Identify bike parts and their function; Selecting the right size bike; How to check bicycle tires, brakes and chains; Recognizing traffic signs and their meaning; General discussion of bicycling hazards; and Items to consider when planning a bike trip.

Bicycle 2 - County Class 19

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

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

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

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

Bicycle Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

CHILD DEVELOPMENT

CHILD DEVELOPMENT

Each county may submit 1 entry from 50141

Child Development (SF 50141)

Exhibit one of the following class options

- **Child Development 1: Infants and Toddlers**

Prepare a display focusing on any activity related to the child development project. Demonstrate the skills and knowledge you have gained through the child development project you studied. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on

display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects. Exhibit must include printed or electronic version of at least three completed activities from the manual.

- **Child Care 1: Infants and Toddlers**

Prepare a display focusing on a topic related to child care of this age group such as selecting age appropriate activities, explaining child behavior, and/or recognizing safety concerns. Demonstrate the skills and knowledge you have gained through the child development project you studied. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects. Exhibit must include printed or electronic version of at least three completed activities from the manual.

Child Development Ready4Life Challenge (SF 50142)

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

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

Child Development Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

CIVIC ENGAGEMENT

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

Civic Engagement 1 (SF 50145)

Exhibit a display illustrating one of the following options: 1) personal information about yourself – who you are, things you

like to do, things you are good at, your favorites; 2) your feelings and how you handle these feelings; 3) your family, their responsibilities, how you work together; **OR** 4) the Family Pedigree that may include family group pages. **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**

Civic Engagement 2 (SF 50146)

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

Civic Engagement 3 (SF 50147)

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

Civic Engagement Ready4Life Challenge (SF 50149)

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

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

Civic Engagement Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

Service Learning 1 – County Class 36 (not eligible for state fair)

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

Service Learning 2 – County Class 37 (not eligible for state fair)

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

Service Learning 3 (not eligible for state fair)

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

CLOTHING & TEXTILES

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

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

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

CLOTHING: STEAM

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

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

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

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

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

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

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

Sewn Clothing Exhibits (SF 50151c) Exhibit one of the following:

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

STEAM Clothing 2 – Simply Sewing: (SF 50152a, 50152b, 50152c)

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

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

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

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

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

Sewn Clothing Exhibits (SF 50152c) Exhibit one of the following:

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

STEAM Clothing 3 – A Stitch Further: (SF 50153a, 50153b, 50153c)

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

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

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

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

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

Sewn Clothing Exhibit (SF 50153c) Exhibit one of the following:

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

CLOTHING: SHOPPING Exhibit one of the following options that align with the Shopping in Style level. If a garment is part of the 4-H exhibit, exhibitors should put the garment on PRIOR to their judging time.

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

Shopping in Style (SF 50154)

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

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

Intermediate – Choose one of the following activities from Unit 3 or Unit 4 of the project book (SF 50155)

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

Advanced – Choose one of the following activities from Unit 5 or Unit 6 of the project book (SF 50156)

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

Sewing & Textiles Ready4Life Challenge (SF 50157)

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

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

Clothing Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

COLLEGE & CAREER READINESS

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

Build Your Future (SF 50365)

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

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

College & Career Ready4Life Challenge (SF 50366)

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

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

College & Career Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

COMMUNICATIONS

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

Creative Writing (SF 50367)

To provide the best learning experience, it is suggested that counties receive submissions in this class prior to the exhibition date to allow a judge adequate time to read the submissions and provide meaningful review. Each member may submit only one entry per class. Each entry is to be typewritten on 8 ½ x 11 paper and include exhibitor's name. Entries must be original and **written for the 4-H project**. Stories should be double-spaced. Poems may be single-spaced.

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

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

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

Journalism (SF 50369)

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

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

Communications Ready4Life Challenge (SF 50370)

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

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

Communications Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
- The device must be something that can be used in everyday life by multiple people (a target audience), and MUST be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device MUST be modified structurally or be reprogrammed to perform a different function other than what it was designed to do)
- Exhibit MUST be able to interact with the outside world. (e.g. an on off switch, input sensors, feedback, etc.)

- Exhibits MUST include a detailed build log with instructions on how to make or build the exhibit, AND contain either a 3D rendering or detailed and labeled sketches of the device/product.
- All parts and software used in the design/build MUST be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

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

COMMUNICATIONS: PUBLIC PRESENTATIONS

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

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

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

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

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

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

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

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

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

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

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

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

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

COMPUTER SCIENCE

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

Exhibitors may bring computer equipment for demonstration purposes. Computers will not be furnished. Internet connections are not available for use by exhibitors. Any member found to be using computer software in a manner that infringes on copyright laws will be disqualified.

Beginning Visual Programming (not eligible for state fair)

Open to youth in Computer Science Visual Based Programming

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

Intermediate Visual Programming (SF 50159)

Open to youth in Computer Science Visual Based Programming

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

Advance Visual Programming (SF 50160)

Open to youth in Computer Science Visual Based Programming

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

Website Design: (SF 50161)

Open to youth in Computer Science Visual or Text Based Programming

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

Computer Open Source / Innovation CS (SF 50162)

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

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

Computer Science Ready4Life Challenge (SF 50164)

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

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

Computer Science Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

CONSUMER EDUCATION

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

Entrepreneurship: Be the E! – County Class 63 (not eligible for state fair)

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

My Financial Future 1 Beginner (SF 50168)

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

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

My Financial Future 2 Advanced (SF 50169)

Building on your previous work in My Financial Future – Beginner project, continue adding to your Financial Planning portfolio which includes the items listed below. Members are encouraged to spend more than one year involved in this

project so they have time to thoroughly explore the learning modules and develop a greater understanding of financial literacy, planning for their future, and develop a comprehensive career and financial planning portfolio. The original OR photocopies of the completed activities from the project manual should be included in the portfolio. Each year enrolled in the project should build on previous year's learning experiences.

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

Consumer Ed Ready4Life Challenge (SF 50167)

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

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

Consumer Ed Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

CROPS

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

Soybeans (SF 50170)

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

Corn (SF 50171)

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

Small Grains (SF 50172)

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

Crops Innovation Class (SF 50173)

Open to youth enrolled in any Crops project

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

Crops Ready4Life Challenge (SF 50175)

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

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

Crops Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

DO YOUR OWN THING

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

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

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

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

***County Class 75 - Crafts**

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

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

***County Class 78 - Reading**

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

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

ELECTRICITY

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

Electricity 1 (SF 50177)

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

Electricity 2 (SF 50178)

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

Electricity 3 (SF 50179)

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

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

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

Electricity Ready4Life Challenge: (SF 50181)

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

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

Electricity Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

ENTOMOLOGY GENERAL

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

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

Entomology 1 (SF 50183)

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

Entomology 2 (SF 50184)

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

Entomology 3 (SF 50185)

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

Entomology Display (SF 50186)

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

Exhibit any activity or display related to Entomology that does not fit into Entomology Classes 1, 2 or 3 above. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Entomology Ready4Life Challenge (SF 50187)

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

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

Entomology Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

ENTOMOLOGY BEEKEEPING

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

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

Beekeeping 1 (SF 50188)

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

- Flowers Used to Make Honey. Display pressed flowers from ten (10) different Illinois plants that bees use for making honey.
- Uses of Honey and Beeswax.
- Setting Up a Bee Hive.
- Safe Handling of Bees.
- Equipment needed by a Beekeeper.

Beekeeping 2 (SF 50189)

Exhibit one (1) of the following:

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

Beekeeping 3 (SF 50190)

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

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

Entomology Beekeeping Ready4Life Challenge (SF 50191)

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

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

Beekeeping Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

EXPLORATORY

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

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

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

COLLECTIBLES (not eligible for state fair)

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

FAMILY HERITAGE

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

Family Heritage (SF 50197)

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

Family Heritage Ready4Life Challenge (SF 50199)

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

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

Family Heritage Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

FOODS & NUTRITION

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

4-H Cooking 101 (SF 50200)

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

4-H Cooking 201 (SF 50201)

Using the recipes included in the project manual, prepare an exhibit of 3 cheese muffins; **OR** 3 scones; **OR** ½ loaf (9" x 5") of basic nut bread. If you make changes to the recipe, bring a copy of the recipe with your changes. Bread, muffins, or scones should be displayed on a disposable plate placed in a zip-sealing plastic bag. *In addition to your food exhibit*, complete *Experiment with Meal Planning Activity* on page 91 in the 4-H Cooking 201 project manual. Bring either page 91 with your completed answers or a document with the answers to remain on display with your project along with a picture of the meal you prepared. You do **not** need to complete the Challenge Yourself section on page 91.

4-H Cooking 301 (SF 50202)

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

4-H Cooking 401 (SF 50203)

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

Food Science 1 (SF 50204)

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

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

Food Science 2 (SF 50204)

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

Food Science 3 (SF 50204)

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

Food Science 4 (SF 50204)

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

Sports Nutrition (SF 50206)

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

Examples for Activity 1

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

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

Food Preservation (SF 50208)

Prepare an exhibit using ONE of the following food preservation methods: canning; freezing; drying; pickles/relishes; jams, jellies and preserves **OR** a combination of these (see Preservation Combination option below), excluding Freezing. **No freezer jam exhibits will be allowed for Freezing; Jams, Jellies, and Preserves; or for the Preservation Combination options.**

- **Canning** – The exhibit should include two different canned foods in appropriate jars for the products. Food may be fruit, vegetable, or tomato product (i.e. salsa, juice, etc.).
- **Freezing** – Prepare a nutrition display that illustrates a freezing principle. There is NOT a food exhibit option for this preservation method.
- **Drying** – Exhibit two (2) different dried foods packed in plastic food storage bags. Choose from fruit, vegetable, fruit leather or meat jerky.
- **Pickles and Relishes** – Exhibit two pint jars of different recipes of pickles and/or relishes.
- **Jams, Jellies, and Preserves** – Exhibit half-pint jars of two different jams, jellies, and/or preserves.
- **Preservation Combination** – Exhibit two different preserved food products, excluding Freezing, in appropriate jars/package (drying). For example, exhibit 1 jar of tomatoes (Canning) and 1 half-pint of jelly (Jams, Jellies, and Preserves).

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

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

Examples:

- Strawberry jam, boiling water bath. July 13, 2015.
- Green beans, pressure canner. July 13, 2015.
- Beef jerky, food dehydrator and oven. July 13, 2015.

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

Required Recipes and Sources for Food Preservation Exhibits – all food preservation recipes be from an approved source.

Those sources are:

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

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

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

Foods Innovation Class (SF 50211)

Open to youth enrolled in any Foods project.

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

Foods Nutrition Ready4Life Challenge (SF 50210)

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

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

Foods Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

FORESTRY

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

Forests of Fun 1 (SF 50212)

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

Forests of Fun 2 (SF 50213)

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

Forests of Fun 3 (SF 50214)

Exhibit any product or display illustrating an activity from the book. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a

printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Forestry Ready4Life Challenge (SF 50216)

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

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

Forestry Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

GEOLOGY

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

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

Pebble Pups 1 (SF 50218)

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

Pebble Pups 2 (SF 50219)

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

Rock Hounds 1 (SF 50220)

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

Rock Hounds 2 (SF 50221)

Display no more than 50 specimens that have been selected to illustrate a specific theme of the exhibitor's choosing. Be creative. Sample categories could include (but are not limited to): industrial minerals and their uses; a specific rock group

and the variety that occurs in that group, including some minerals that occur in that environment; select fossils traced through the geologic ages; minerals and their crystal habits; rocks and minerals used in the lapidary arts.

Geology Innovation Class (SF 50222)

Open to youth enrolled in Geology.

Demonstrate the skills and knowledge you have gained through the Geology project. Exhibit may be the result of knowledge gained from project manuals; independent study about Illinois rock(s) and mineral(s), interaction with geology professionals; and/or individual exploration in the area of geology. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Geology Ready4Life Challenge (50224)

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

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

Geology Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

HEALTH

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

Health 1 (SF 50226)

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

Health 2 (SF 50227)

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

Health 3 (SF 50228)

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

Health Innovation Class (SF 50229)

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

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

Health Ready4Life Challenge (SF 50231)

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

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

Health Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

HORTICULTURE: FLORICULTURE

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

Floriculture A (SF 50192)

Exhibit one of the following options:

- Create a flower arrangement; either a round arrangement or a bud vase. No silk flowers are permitted; **OR**

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

Floriculture B (SF 50193)

Exhibit one of the following options:

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

Floriculture C (SF 50194)

Exhibit one of the following options:

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

Floriculture D (SF 50195)

Exhibit one of the following options:

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

Floriculture Display (SF 50196)

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

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

Floriculture Ready4Life Challenge (SF 50198)

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

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

Floriculture Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.

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

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

HORTICULTURE: VEGETABLE GARDENING

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

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

Vegetable Display (SF 50314)

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

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

Vegetable Plate (SF 50315)

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

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

****See display list on next page****

VEGETABLE PLATE/DISPLAY LIST

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

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

Vegetable Gardening Display (SF 50316)

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

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

Vegetable Gardening Ready4Life Challenge (SF 50318)

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

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

Vegetable Gardening Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.

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

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

INTERCULTURAL

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

Passport to the World, Individual (SF 50233)

Prepare a display illustrating what you have learned about a country's or U.S. region's geography, economy, agriculture, people, language, housing, culture, music, crafts, clothing, holidays or other aspect. Exhibit should be educational in nature and should not promote one's beliefs over another person's beliefs. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. Include the project manual with completed sections that pertain to the exhibit information. Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.

Diversity & Cultural Awareness (SF 50234)

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

Intercultural Ready4Life Challenge (SF 50236)

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

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

Intercultural Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.

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

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

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

Exhibit a display illustrating the steps that the club has completed on the project selected for the year. Include a written outline or report of accomplishments and future goals. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what the club members have learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. The display must be accompanied by 3 or more club exhibitors at the time of the judge's critique. Club members should make a 5- to 10-minute presentation to the judge. All club members present for the judge's critique should be able to discuss the project and answer questions. Only club members present for judging who participate in the actual critique and presentation are eligible for ribbons and premiums. Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.

INTERIOR DESIGN

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

Design Decisions, Beginning (SF 50242)

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

Design Decisions, Intermediate (SF 50243)

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

Design Decisions, Advanced (SF 50244)

Any exhibit must have been created or redesigned by the exhibitor as part of their current Interior Design 4-H project. Exhibitors should be knowledgeable about various aspects of the project. Exhibits could include items such as, but not limited to, comparison studies of different products or techniques; made accessories, wall-hangings, window coverings, or

furniture items; refinished or redesigned furniture; or a plan to solve some type of interior design problem. Exhibit should be appropriate to the exhibitor's age, skills and ability in this project.

Interior Design Innovation Class (SF 50245)

Open to enrolled in Interior Design.

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

Interior Design Ready4Life Challenge (SF 50247)

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

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

Interior Design Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

LEADERSHIP

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

Leadership 1 (SF 50249)

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

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

- **Second Year** – One activity from each of the following sections: Getting Along with Others; Learning to Learn; and Making Decisions, plus one of exhibitor’s choice from the manual.
- **Third Year** – One activity from each of the following sections: Making Decisions; Managing; and Working with Groups, plus one of exhibitor’s choice from the manual.

Leadership 2 (SF 50250)

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

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

Leadership 3 (SF 50251)

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

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

Leadership Innovation Class (SF 50252)

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

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

Leadership Ready4Life Challenge (SF 50255)

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

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

Leadership Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit

category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

Leadership Group Exhibit (SF 50254)

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

Exhibit a display illustrating how your group has used the Teens As Leaders model effectively in your club, community, school, or state. Leadership activities might include planning, advising, promoting, mentoring, teaching or advocating for change. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. The display must be accompanied by 3 or more 4-H members at the time of the judge's critique. Club members should make a 5- to 10-minute presentation to the judge. All club members present for the judge's critique should be able to discuss the project and answer questions. Only club members present for judging who participate in the actual critique and presentation are eligible for ribbons and premiums. Due to space limitations, exhibits are limited to 2'6" wide and 15" deep.

NATURE: NATURAL RESOURCES AND OUTDOOR ADVENTURES

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

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

Natural Resources 1 (SF 50256)

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

Natural Resources 2 (SF 50257)

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

Natural Resources 3 (SF 50258)

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

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

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

Natural Resources Ready4Life Challenge (SF 50267)

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

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

NATURE: FISHING AND WILDLIFE

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

Sportsfishing 1 (SF 50260)

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

Sportsfishing 2 (SF 50261)

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

Sportsfishing 3 (SF 50262)

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

Wildlife 1 (SF 50266)

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

Wildlife 2 (SF 50263)

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

Wildlife 3 (SF 50265)

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

Fishing & Wildlife Ready4Life Challenge (SF 50291)

Open to 11- to 18-year-olds enrolled in any Fishing or Wildlife project.

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

Natural Resources Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

Exploring Your Environment 1 – County Class 161 (not eligible for state fair)

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

Exploring Your Environment 2 - County Class 162 (not eligible for state fair)

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

PHOTOGRAPHY

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

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

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

- a. Camera/device used
- b. Aperture (F-stop)
- c. Exposure time (shutter speed)
- d. ISO (film/sensor sensitivity)
- e. Lighting used (flash, artificial, sunlight, other)
- f. Photo editing software/application used (required for ALL edits and retouches except for cropping)
- g. Filters used (lens filters and or digital/software filters)

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

The exhibition size requirements for all photographs will be:

Minimum image size: 5X7

Maximum image size: 8X10

Maximum exhibit size (including frame): 18X20

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

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

Photography 1 (SF 50268)

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

Photography 2 (SF 50269)

Exhibit one of the options listed below:

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

Photography 3 (SF 50270)

Exhibit one of the options listed below:

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

Photo Editing (SF 50271)

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

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

Photography Innovation Class: (SF 50272)

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

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

Photography Ready4Life Challenge (SF 50274)

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

Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that

demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

Photography Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

PLANTS & SOILS

Plants & Soils 1 – County Class 170 (not eligible for state fair)

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

Plants & Soils 2 – County Class 171 (not eligible for state fair)

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

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

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

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

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

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

Plants & Soils Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

ROBOTICS

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

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

- Exhibits in classes Robotics 1 beginning, 50285, and 50286 are designed to be used with LEGO Mindstorms (NXT or EV3).
- Any other programmable robot kit such as Arduino or Raspberry Pi, should be exhibited under Innovation Open Source class.

Robotics 1: Beginning (not eligible for state fair)

Exhibitors should complete Activities 1-6. Exhibitors will design, build and program a robot that can autonomously follow a predetermined path that changes direction at least 4 times during a single run. They will bring their Robotics Notebook to share what they learned about the engineering design process and programming.

Robotics 1: Intermediate (SF 50285)

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

Robotics 2 (SF 50286)

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

Robotics Innovation Open Source Class (SF 50292)

Open to youth enrolled in Robotics 3, but may also include youth in Robotics 1 or 2 if the 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 (SF 50288)

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

Junk Drawer Robotics 3 (SF 50289)

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

Robotics Ready4Life Challenge (SF 50293)

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

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

Robotics Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

SHOOTING SPORTS

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

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

NOTE: Shooting Sports Displays are prohibited from displaying the following:

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

Shooting Sports: Archery (SF 50401)

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

Shooting Sports: Rifle (SF 50402)

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

Shooting Sports: Shotgun (SF 50403)

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

Shooting Sports: Hunting & Outdoor Skills (SF 50404)

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

Shooting Sports: Pistol (SF 50405)

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

Shooting Sports Ready4Life Challenge (SF 50406)

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

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

and pursuit above the workmanship of the physical specimen on display.

Shooting Sports Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

SMALL ENGINES

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

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

Small Engines 1 (SF 50294)

Exhibit a display, selecting one of the following items:

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

Small Engines 2 (SF 50294)

Exhibit a display, selecting one of the following items:

- **Ignition System:** Identify the parts of the Ignition System and explain how magnetic energy is produced through the ignition system to ignite the spark plug; **OR**
- **Compression System:** Explain how heat energy is produced by an engine and converted into mechanical energy;

OR

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

Small Engines 3 (SF 50294)

Exhibit a display, selecting one of the following items:

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

Small Engines Ready4Life Challenge (SF 50297)

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

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

Small Engines Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

SMALL PETS

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

Animal Science Small Pets (SF 50135)

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

Animal Science Guinea Pig Display (SF 50135)

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

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

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

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

Small Pets Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

- All parts and software used in the design/build MUST be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

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

TECHNOLOGIES

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

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

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

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

3-D Design Advanced – County Class 216 (not eligible for State Fair)

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

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

3-D Printing Beginner – County Class 217 (not eligible for State Fair)

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

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

3-D Printing Advanced – County Class 218 (not eligible for State Fair)

Exhibitors are expected to go above and beyond those expectations set in 3-D Printing beginner. Exhibit a Complex 3-D

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

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

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

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

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

3-D Print & Design Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

UNMANNED AERIAL VEHICLES/SYSTEMS (DRONES):

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

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

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

UAV Unmanned Aerial Systems – County Class 226 (not eligible for State Fair)

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

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

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

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

UAV Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

THEATRE ARTS

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

Theatre Arts 1 (SF 50299)

Exhibit one of the following items:

- Portfolio of acting activities completed during the current year (A video of performances is not considered a portfolio and will not be accepted for exhibit.); **OR**
- Display illustrating a drawing/photograph of a clown character created by the exhibitor; **OR**
- Display illustrating a picture story developed by the exhibitor.

Theatre Arts 3 (SF 50301)

Exhibit one of the following items:

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

Theatre Arts Innovation Class (SF 50302)

Open to youth enrolled in Theatre Arts.

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

Theatre Arts Ready4Life Challenge (SF 50304)

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

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

Theatre Arts Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

TRACTOR

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

Tractor A (SF 50306)

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

Tractor B (SF 50307)

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

Tractor C (SF 50308)

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

Tractor D (SF 50309)

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

Tractor Innovation Class (SF 50310)

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

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

Tractor Ready4Life Challenge (SF 50312)

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

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

Tractor Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.

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

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

***088 Tractor Driving Contest - County Event for 4-H Members Age 12 and Above**

4-H members must complete one of the Tractor Projects during this current 4-H year and exhibit it on Monday of the 4-H fair in order to win this contest. If you participate in the driving contest and do not complete a tractor project, you will forfeit your standing in the driving contest.

Members entering the Tractor Driving Contest will take a written test on tractor safety and functions before participating in the driving contest. The test used will be locally written. Members enrolling in the Tractor Driving Contest will be provided with a study guide.

The Driving Contest will be a timed event involving a designated course. One portion of the course will have the member backing up the tractor and implement. All participants must have a signed statement from parents/guardians acknowledging that the member can safely operate a tractor and has completed a minimum of 5 hours of supervised tractor operation prior to the 4-H Fair.

Members will be judged on areas of proper tractor operation, safety, course completion, overall time and written test scores. The 12-14 year old group will use a 20-40 HP tractor and two-wheel implement. The 15 and up age group will use a 40-80 HP tractor with both two and four wheel implements. (Birthdates of January 1 of the current year)

Tractor Driving Contest Awards – 1st and 2nd place trophies in both age divisions.

Tractor Driving Contest
Senior Division 1st Place Trophy
Given in Memory of Jake Burling

VETERINARY SCIENCE

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

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

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

Veterinary Science Ready4Life Challenge (SF 50322)

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

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

Vet Science Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:

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

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

VIDEO/FILMMAKING

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

All Exhibitors must bring their video to be judged on a USB flash drive and saved in .MP4 format. Exhibitors are encouraged to post their video on YouTube.com in advance of State Fair. Exhibitors may choose whether to make the video "public, unlisted" (someone must have the link to view it), or "private" (only people you choose may view it). This will allow

fairgoers to view the exhibits on display. There will be monitors at the exhibit table for viewing videos so exhibitors will NOT need to bring a laptop or device for viewing.

Requirements that apply to ALL video classes:

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

Commercial or Promotional Video (SF 50324)

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

Animated Video (SF 50325)

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

Documentary (SF 50326)

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

Short Story or Short Narrative (SF 50327)

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

Video/Filmmaking Innovation Class (SF 50328)

Open to youth enrolled in Video/Filmmaking

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

Video/Film Ready4Life Challenge (SF 50330)

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

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

Video Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

VISUAL ARTS

Each county may submit one entry from these projects:

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

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

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

Articles exhibited must be an original design created by the exhibitor (except in heritage arts which may follow a pattern AND Fiber-Non Original Ages 8-10 ONLY). Copyrighted or trademarked designs are not acceptable; this includes Team or School logos. Kits and preformed molds are not considered original and are not acceptable in any Visual Arts Class. Combining parts of different patterns (pictures, photographs, images from the internet or a magazine) with the member's own ideas can result in an original design, but simply changing the color, pattern and/or size of a pattern does NOT make the design original. This also applies for ideas found on a site such as Pinterest. If you see something on Pinterest that you like, use the concept and create something different using the concept; however if it MUST NOT look exactly like something

the judge can search for and find on Pinterest. The exhibit must combine parts of different patterns and/or ideas with the concepts of the member, however changing the color or changing the size of the item or pattern used does NOT make it original. If you create a replica of what you see somewhere else, it is not your original design. If a photo, sketch, or other idea source was used, submit it with your entry, firmly attached to your exhibit. Be prepared to explain how and where you got the idea for this project.

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

Visual Arts Food Decorating Beginning (SF 50332)

Exhibit one of the following:

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

Visual Arts Food Decorating Intermediate (SF 50333)

Exhibit one of the following:

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

Visual Arts Food Decorating Advanced (SF 50334)

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

Visual Arts Food Decorating Master (SF 50335)

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

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

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

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

Division B: Wood, Metal, Textiles: (SF 50352)

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

Visual Arts Clay: (SF 50337)

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

Visual Arts Computer-Generated Art: (SF 50338)

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

Visual Arts Fiber: (SF 50339)

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

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

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

Visual Arts Glass/Plastic: (SF 50340)

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

Visual Arts Heritage Arts: (SF 50341)

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

Visual Arts Leather: (SF 50321)

Exhibit one of the following options using leather.

- Leather: Stamping: Exhibit should utilize one or more stamping techniques – exhibit examples include items such as belt; coasters; bookmark; key chain; wrist bracelet.

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

Visual Arts Metal: (SF 50342)

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

Visual Arts Nature: (SF 50343)

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

Visual Arts Paper: (SF 50344)

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

Visual Arts Scrapbooking, Beginning: (SF 50345)

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

Visual Arts Scrapbooking, Intermediate: (SF 50346)

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

Visual Arts Scrapbooking, Advanced: (SF 50347)

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

Visual Arts Three-Dimensional Design/Mixed Media: (SF 50348)

Art pieces in this class must be comprised of **at least three different media**. No one medium can make up more than 40% of a piece. The piece should **be either freestanding or should be prepared to be hung**. It must be observable on at least three

different sides. Originality and design are important concepts. Craft and preformed or assembled projects are not acceptable.

Visual Arts Wood: (SF 50349)

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

Visual Arts Ready4Life Challenge: (SF 50351)

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

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

Visual Arts Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

WEATHER

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

Weather and Climate Science I (SF 50392)

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

Weather and Climate Science 2 (SF 50393)

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

Weather and Climate Science 3 (SF 50394)

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

Weather Ready4Life Challenge (SF 50395)

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

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

Weather Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

WELDING

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

Welding (SF 50353)

This exhibit class is open to members who are in the 7th grade and higher. Exhibit one Arc weldment/item demonstrating

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

Welding Ready4Life Challenge (SF 50355)

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

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

Welding Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

WOODWORKING

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

Woodworking 1 (SF 50357)

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

Woodworking 2 (SF 50358)

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

Woodworking 3 (SF 50359)

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

Woodworking 4 (SF 50360)

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

Woodworking Ready4Life Challenge (SF 50362)

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

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

Woodworking Maker (SF 50400)

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

Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:

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

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

Alternative Combined Exhibit Options for those counties selecting this option.

The following projects have more than one project level which have been combined at the state fair into one class. Use these versions of exhibit options if you wish to combine two or more project levels into one exhibit option..... You'll only pick one way. Don't use both in your showbook. This is only meant as an example.

Model Rocketry: (SF 50130)

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

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

Aerospace Display: (SF 50131)

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

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

Outdoor Adventure 1-3 (SF 50259)

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

Small Engines 1-3 (SF 50294)

Exhibit a display, selecting one of the following items:

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

Veterinary Science (SF 50320)

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

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

Cloverbud Project Requirements



As directed by the State 4-H Office Cloverbud members (ages 5-7) do not participate in competitive events, contests or raise animals as 4-H projects and are not eligible to receive premiums. They are given the opportunity to display projects of their choice at the Hancock County Fair.

No project may be over the size of 2 ft. wide x 15-inches deep for a display or exhibit. Maximum poster size is 22 inches by 30 inches.

Cloverbud projects are to be checked in at the registration table on Monday, July 6 at 10:00 a.m. At that time Cloverbud members will be asked simple questions about their project and receive their exhibit ribbons. Projects will be left on display until Wednesday evening.

Examples of questions to be asked include:

- How did you make your project?
- Tell me about making your project.
- What did you learn from doing your project?
- How long did it take you to make your project?



Connor Roskamp

4-H PROMOTIONAL WINDOWS

Superintendent Judy Mae Bingman
Premiums offered by Fair \$3,000

APPLICATIONS DUE APRIL 1, 2019

Send applications to State 4-H Office, Attn: Judy Mae Bingman, 801 N. Country Fair Drive, Suite E, Champaign, IL 61821 or email illinois4H@illinois.edu.

50400 4-H Promotional Windows (*Illinois Building*)

4-H Promotional Windows must relate to one of the specific themes below:

- Robotics
- Healthy Living
- Leadership Opportunities
- Citizen Scientists
- Latino 4-H
- Operation Military Kids
- 4-H Club Experiences
- Metro 4-H
- Feeding & Growing Our Communities
- 4-H History
- 4-H Project Mastery
- Workforce Preparation

Clubs/Counties/Units must submit an application with their plans for a themed window by April 1. Groups are asked to be as specific as possible about their plans, but we understand many final details will be made close to exhibition. All requests will be juried and final selections will be announced by April 30. The applications is available from County Extension Offices.

Space for a maximum of 10 windows will be provided. Each group window with a volunteer coordinator will receive a \$200 premium.

(*All premium amounts are subject to change due to the availability of premiums from the Illinois Department of Agriculture.)



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