

Edgar County 4-H HANDBOOK



Illinois Extension



University of Illinois Extension, Edgar County
 210 W. Washington St., Paris, IL 61944
 217-465-8585
extension.illinois.edu/cce

Dear 4-H Family:

Welcome to 4-H! We are glad that you have decided to join one of the most successful youth organizations in America. 4-H provides a wide variety of learning experiences and opportunities for personal growth. From community projects to learning new life skills, 4-H has something for everyone!

This Edgar County 4-H Handbook has been provided for your family for the duration of your family’s 4-H career. Our staff has prepared this guide to meet all of your needs – from understanding the philosophy of 4-H to what the requirements are for each project.

Each spring, the Edgar County Handbook online is updated with any changes/additions to the program and/or project areas. Be sure to make the appropriate changes to your family’s handbook. It is each family’s responsibility to maintain a current handbook. Each 4-H club will also have one current handbook for reference. You can find the Edgar County Handbook online at the Clark, Crawford, and Edgar Extension website: go.illinois.edu/4Hhandbook

We are excited to meet all our new 4-H members and families. Stop by the office and say, “Hello”. We look forward to visiting with you throughout the year! We are confident that you will find 4-H to be a rewarding experience for the entire family. The important thing to remember is that you will get out of 4-H what you put into it. We encourage you to do your best as we together follow the 4-H motto, “To Make the Best Better”!

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Directions to the Edgar County 4-H Fairgrounds – 319 E. Elliott St., Paris

Coming from the north:

Take Illinois Route 1 south, directly into Paris. You will pass Rural King Supply (on the right or west side of the road) and then you will come to a sharp curve to the right (west) with the Paris Health Care Center on your right hand side (west side of the road). **DO NOT TURN RIGHT!** Turn left (east) on to Elliott Street and follow that street to a sign that says Edgar County 4-H Fairgrounds. Turn left (north) into the 4-H Fairground entrance.

Coming from the south:

Take Illinois Route 1 north to Paris. Continue going north on Main Street almost all the way through Paris. You will pass the courthouse on your left (west side of the road) and cross over a set of railroad tracks. Continue going north on Main Street until you come to a **Y** in the road (where you can either go straight or turn left). Turn right (east) on to Elliott Street and follow that street to a sign that says Edgar County 4-H Fairgrounds. Turn left (north) into the 4-H Fairground entrance.

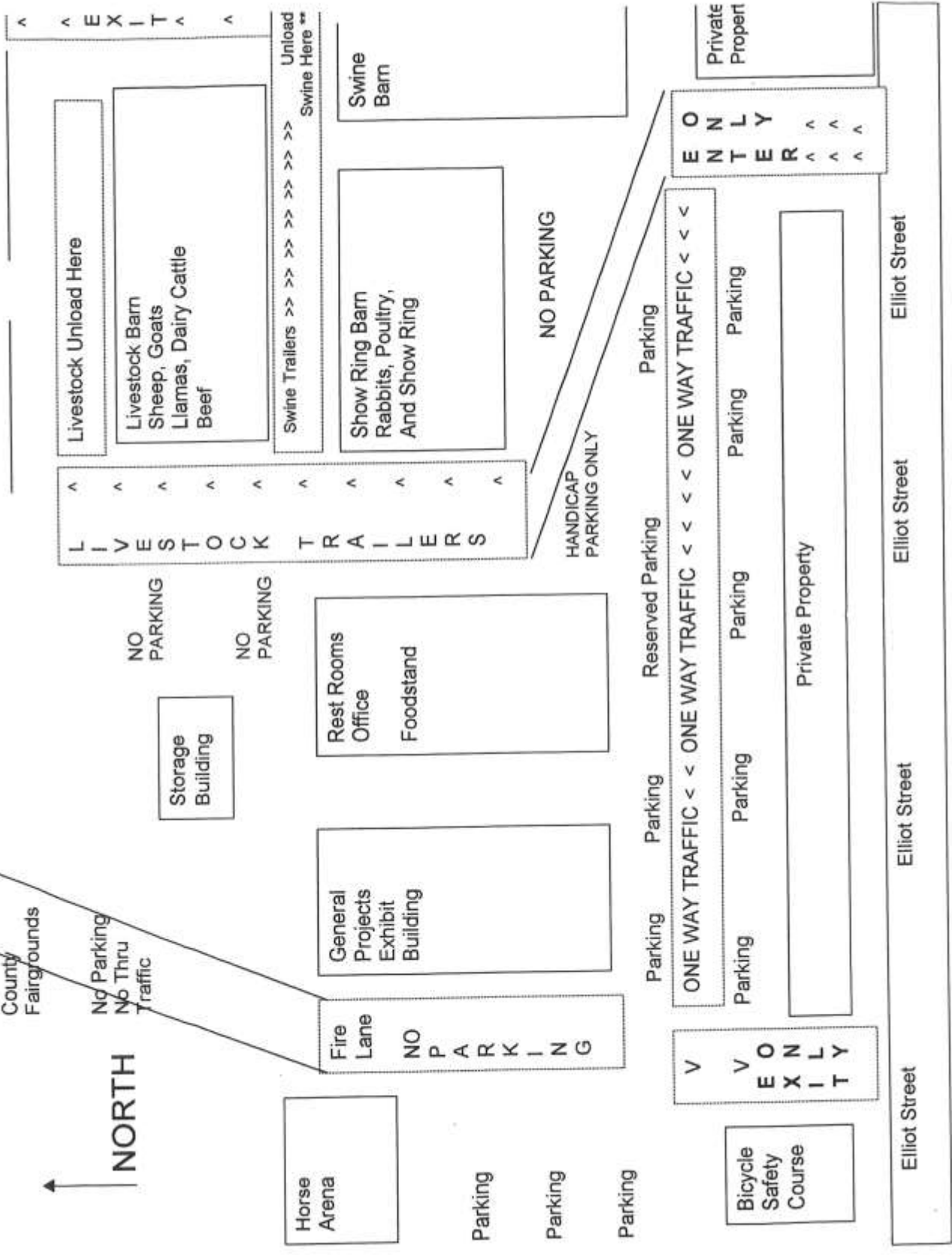
Coming from the east:

Take Illinois Route 150 west into Paris to the first **stop sign** (three-way intersection). Turn right (north) on Main Street and continue north almost all the way through Paris. You will pass the courthouse on your left (west side of the road) and you cross a set of railroad tracks. Continue heading north on Main Street until you come to a **Y** in the road (where you can either go straight or turn left). Turn right (east) on to Elliott Street and follow that street to a sign that says Edgar County 4-H Fairgrounds. Turn left (north) into the 4-H Fairground entrance.

Coming from the west:

Take Illinois Route 16 east into Paris to the second stop sign (three-way intersection). Turn left (north) on Main Street and keep heading north almost all the way through Paris. You will pass the courthouse on your left (west side of the road) and cross a set of railroad tracks. Keep heading north on Main Street until you come to a **Y** in the road (where you can either go straight or turn left). Turn right (east) on to Elliott Street and follow that street to a sign that says Edgar County 4-H Fairgrounds. Turn left (north) into the 4-H Fairgrounds entrance.

Trailer Parking on North Side of Fence



University of Illinois Extension Information

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Our 4-H Fair is held at the Edgar County 4-H Fairgrounds, 319 Elliott St. (adjacent to the Edgar County Fairgrounds) just off Route 1 in Paris. If you need further directions or information, contact the Extension Office.

4-H Fairgrounds Telephone (4-H Fair week): 217-463-2610

Supplemental information concerning exact times/locations of 4-H Shows along with other details associated with the 4-H Fair will be posted in weekly eblasts sent to 4-H families and periodic 4-H newsletters. A 4-H Fair schedule will be sent along with fair registration information to each 4-H member. Information and forms can be found on our website.

All persons, regardless of race, color, religion, national origin, ancestry, marital status, familial status, sexual orientation, or disability may participate in 4-H programs. Youth who are eight years of age or in the third grade and have not yet reached their nineteenth birthday on or before September 1 of the current 4-H year may enroll in 4-H Clubs. Youth who are ages 5 – 7 as of September 1 of the current 4-H year may join Cloverbuds, a program designed to let youth work as a group on projects perfect for their age.

Illinois State 4-H Office
801 N. Country Fair Drive, Suite E
Champaign, IL 61821
Phone: (217) 333-0910
Fax: (217) 333-9287
Website: 4h.extension.illinois.edu



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4-H PLEDGE



I pledge my HEAD to clearer thinking
my HEART to greater loyalty,
my HANDS to larger service, and
my HEALTH to better living for
my club, my community, my country
and my world.

4-H CLUB MOTTO

To Make The Best Better

4-H MISSION

To help youth learn skills for living

PURPOSES OF 4-H WORK

- To help young people....
- ...develop skills through project work
- ...develop leadership through serving as an officer
or committee member
- ...develop public speaking abilities through talks
and demonstrations
- ...develop the ability to work with others through
club activities
- ...develop community awareness



Activities and Events

County Level

- **County 4-H Fair**
The Edgar County 4-H Fair provides an opportunity for members to have their project work evaluated and placed on display for public viewing. The date of the event is the 3rd weekend in July through the following Wednesday, dependent on the Edgar County Fair.
- **BBQ Bash**
The BBQ Bash is the annual preparation for the 4-H Pork Chop BBQ. The BBQ Bash is held on Thursday evening before the BBQ at the 4-H Fairgrounds in Paris.
- **Pork Chop BBQ**
The Edgar County 4-H Pork Chop BBQ is an annual event held on the fourth Saturday in June at the 4-H Fairgrounds in Paris. The 4-H Association sponsors the BBQ as a fundraising project for the 4-H program.
- **Dog Obedience Classes**
Dog Obedience classes are offered in the spring as an 8-10 week class to teach basic dog obedience skills. Classes are held at the 4-H Fairgrounds and attendance is a requirement in order to show at the Dog Show during the 4-H Fair.
- **Project Workshops**
Varieties of hands-on workshops are planned throughout the year to familiarize younger 4-H'ers with the different projects areas that are offered.
- **4-H Federation**
Federation meets monthly and is an organization to provide the older youth of Edgar County with added opportunities to make new friendships, develop leadership, to improve citizenship, to increase interest in 4-H, to plan programs to meet the needs and interests of all 4-H'ers, and to exchange ideas to carry out the local program. Any 4-H member in eighth grade and older is eligible to participate in Federation by attending the Federation meetings.
- **Livestock Judging Team**
Members can sign up to be on the team and practice with the coach and judge at a variety of contests throughout the year. They will also represent the county at the State 4-H contest held in June each year.
- **Cloverbuds**
The Cloverbud 4-H program is open to youth ages 5-7 years old. The youth participate in hands-on, non-competitive learning activities related to 4-H project areas. Cloverbuds meet monthly on the 3rd Thursday of each month from 5:30-6:30 pm. Also offered are Cloverbud Clubs in conjunction with the Raider Super Stars and Grandview Pioneers 4-H Clubs.

Regional and Unit Level

- **4-H Camp**

4-H Camp is held in June and early July at 4-H Memorial Camp at Allerton Park in Monticello, IL. Cost of the camp is approximately \$250. The five-day camping experience is designed for youth ages 8-15. Campers participate in lots of hands-on projects, such as rocketry, conservation, cooking, performing arts, sports, and crafts. It also wouldn't be camp without hikes, campfires, rock climbing, boating, fishing or swimming!

State Level

- **Illini Summer Academies**

Teens from across Illinois gather to explore college curriculum, meet new friends, and get a taste of college life during 4-H Illini Summer Academies. Delegates spend four days with University of Illinois professors and graduate students while they try out college majors and learn about potential careers. Illini Summer Academies is open to youth who will be at least 14 years of age and not yet 19 by September 1, current 4-H year and have completed eighth grade by the time of the conference. Registration opens in March with the academies held in June.

- **Illinois Junior Leadership Conference**

The Junior Leadership Conference is for 7th – 8th grade 4-H members. This event is organized and conducted by the State 4-H Youth Leadership Team. Workshops help participants develop leadership skills, learn about 4-H opportunities, and explore 4-H project areas. Details are available from the Extension Office in late November. The conference is generally held in late February.

- **State Judging Contests**

In mid-June, the University of Illinois at Champaign-Urbana hosts judging contests in livestock, dairy, poultry, and horses as well as skill competitions in forestry, horticulture and rocket launching. Winners of these events become candidates to compete in Invitational Judging Contests held at the Illinois State Fair in August as well as in national competitions. All 4-H members are eligible to participate in these competitions.

- **State Fair**

Members selected as having the top exhibit in their general project represent Edgar County at the State Fair. State Fair begins the second Friday in August. State Fair exhibitors must be 8 years old by September 1 of the current 4-H year, including livestock exhibitors. For more information, see "State Fair Policies" section.

National

- **Citizenship Washington Focus**

Travel to Washington, D.C. for one summer week filled with new experiences, sightseeing and learning about our nation's capital and the governmental process. Delegates stay at the National 4-H Center in Chevy Chase, Maryland. Citizenship Washington Focus is open to teens ages 14-18 years of age as of May 1 in travel year.

Apply for this trip in the fall. Cost is about \$1,300 with the possibility of an available scholarship. Contact the Extension Office for scholarship availability.

4-H Event Assistance

Illinois Extension, Edgar County may provide financial assistance for members who attend regional, state and national 4-H events, as funds are available. All event assistance opportunities are announced in the Green Pride Press, our county 4-H newsletter or the weekly eblast. Assistance for 4-H Camp require the 4-H'er to write a short essay due to the Extension Office by May 1.

Honors & Recognition

We value the hard work of our 4-H members and provide several ways to recognize the outstanding accomplishments in all phases of a 4-H member's career. Some awards are given locally for participating in the 4-H program and for making progress toward your individual goals. Other awards are competitive. Each step of the awards program is voluntary.

The Illinois 4-H Recognition program focuses on three areas of recognition Engage, Experience and Excel:

ENGAGE. This highlights the recognition and inclusion of *all members* into the 4-H community. There is no application process required to receive this recognition. Local Extension offices will create its own plan for welcoming new members and honoring all members who become **engaged** in the 4-H program. This may include newsletters, social media highlights, news stories, t-shirts and other special membership items.

EXPERIENCE. The Illinois 4-H program offers many EXPERIENCES for its members. This area offers recognition for members who are involved in diverse **4-H experiences** in club, county, multi-county, state, national and international levels. Submit the My Experience Award Application listing experiences during one year in these 4-H areas:

- Participation
- Community Service
- Leadership
- Project Learning

Recognition is based on the number of your experiences, achieve one of 5 levels:

- Bronze
- Silver
- Gold
- Diamond
- Emerald

EXCEL. 4-H members who EXCEL in their work can compete for county and state honors in specific award areas. There are several different EXCEL Awards. For members who were 15-18 years of age on September 1 of the current 4-H year you may apply for the Illinois 4-H State Award. Submit the Illinois 4-H Award Application in one or more of these 5 areas:

- Communications
- Community Service

- Leadership
- Personal Growth
- Project Mastery

State winners will receive either a \$1,000 college scholarship, OR a trip to National 4-H Congress, OR another national travel opportunity.

David Lindsey 4-H Swine Recognition Memorial Award – This award is presented in memory of David Lindsey who raised swine and was eager to teach 4-H'ers all he knew. 4-H'ers are nominated by a club leader and a winner is chosen by committee. Award is given during the Swine Show at the 4-H Fair.

Marlene Pratt 4-H Memorial Award – This award is given in memory of Marlene Pratt to a 4-H'er between the ages of 8-10 based primarily on the satisfaction the member gets out of 4-H and their positive attitude towards others. This award was established in 1983 to honor her active involvement in her 4-H Club and was established by the Scott's Victory Club. 4-H'ers are nominated by a club leader and a winner is chosen by committee. Award is given at the 4-H Fair in July.

Mary Frances Fruin Conservation Award – This award is given each year to an Edgar County 4-H Club who has conducted outstanding programming in the area of natural resources conservation. Clubs submit an application and a winner is chosen by committee.

Outstanding Federation Member(s) – This award is given to deserving Federation members for their dedication, leadership skills and hard work in serving the county 4-H program through the 4-H Federation. This award is selected on a year to year basis.

10 & 11 Year 4-H Member Award – This award is given to honor all 10 and 11 year 4-H members to recognize their dedication and achievement throughout their 4-H career. Awards are presented at club meetings in the fall.

Completion Member Award - A plaque will be given to each completion member during a special recognition ceremony at the 4-H Fair. All 4-H members who are aging out of the program are eligible.

State Award Opportunities – 4-H'ers 15 – 18 years of age may apply for State Awards. Candidates must complete the Illinois 4-H Award Application and submit to the county office in early January.

Club Awards – The Illinois 4-H Program makes available to all 4-H Clubs that excel the opportunity to apply for the Illinois 4-H Club Award in January. On the county level, clubs may participate in the Clover Club Challenge. These awards will be presented to clubs during the fall.

Ready For Life Challenge

Career & Entrepreneurship Exploration

- Open to any 4-H member who was at least 11 on September 1, 2019. Members choosing to exhibit in the Ready4Life class may be enrolled in any level of the project they are studying. Exhibits should show the connection between the project area and related career or business opportunities. Members may choose any method they want for demonstrating project learning. Counties are eligible to send one Ready4Life exhibit for each project category in addition to the total allowed for that division (unless otherwise noted.)

Aerospace
Animal Science – Beef, Cat, Dairy Cattle, Dog, Goats, Horse, Poultry, Rabbits, Sheep, Small Pets/Guinea Pig, Swine
Bicycle (not eligible for State Fair)
Child Development
Civic Engagement
Clothing and Textiles
College/Career Readiness
Communications
Computer Science
Consumer Education
Crops
Electricity
Entomology
Entomology – Beekeeping
Family Heritage
Floriculture/Horticulture
Food and Nutrition
Forestry
Geology
Health
Intercultural
Interior Design
Leadership
Natural Resources
Photography
Plants & Soils (not eligible for State Fair)
Robotics
Shooting Sports (not eligible for State Fair)
Small Engines
3-D Printing and Design (not eligible for State Fair)
Theater Arts
Tractor
UAV (not eligible for State Fair)
Veterinary Science
Video/Film
Visual Arts
Weather
Welding
Woodworking

EDGAR COUNTY 4-H POLICIES

PROGRAM YEAR

The 4-H year begins on September 1 and ends on August 31. Enrollment is open to 4-H members throughout the period. Youth may enroll in 4-H year round; however, re-enrolling and new 4-H'ers must enroll by April 1 in order to be eligible to show at the Edgar County 4-H Fair.

MEMBERSHIP

1. Any person, regardless of race, color, religion, gender, national origin, ancestry, marital status, familial status, sexual orientation, or disability may participate in 4-H programs. Youth who are eight years of age or in the third grade and have not reached their nineteenth birthday on or before September 1 of the current 4-H year may enroll in a 4-H club.
2. Any girl or boy who is between the ages of 5-7 years of age on or before September 1 of the current 4-H year may enroll in Cloverbuds. 4-H Cloverbuds may participate at the 4-H Fair as non-competitive exhibitors. Cloverbuds are not eligible for premium funds.
3. A \$20 4-H program fee will be applied to members who participate in the 4-H program. Fee waivers are provided to any youth who would be unable to participate due to financial reasons. No child will be denied the opportunity to participate in 4-H due to his/her inability to pay the program fee.
4. A member may enroll in more than one county, but may only receive 4-H premium money in one of those counties. Youth not residing in Edgar County may enroll in Edgar County 4-H; however, the member must meet the county attendance policy in order to participate in the fair and auctions. A shared membership agreement form must be completed, signed and submitted to each of the counties for approval.
5. 4-H membership may not be terminated during the 4-H year without that member's knowledge and due process. Participation in activities may be restricted due to behavior or ethical misconduct. Members will be notified in advance, when possible, when such restrictions will be enforced.
6. Tenure of membership refers to the cumulative number of "4-H years" in which the member is enrolled regardless of the location of that membership.
7. 4-H'ers must attend a minimum number of meetings in order to be a member in good standing and be able to show/exhibit at the 4-H fair. First year members joining on or before April 1 will be required to attend two (2) meetings. College aged members must attend one (1) meeting. All other members must attend a minimum of three (3) meetings. Members are expected to participate in as part of their community club's responsibilities the following events:
 - a) Pork Chop BBQ Bash (BBQ prep the Thursday before BBQ day)
 - b) Pork Chop BBQ (held on the 4th Saturday in June)
 - c) Fair Clean Up/Preparation Day (as scheduled)

INDEPENDENT STUDY MEMBER POLICY

In order to participate in the 4-H Fair exhibition:

1. An Independent Study 4-H member must complete the Edgar County Independent Study Agreement at the time of enrollment and turn it into the office by the re-enrollment deadline.
2. Each Independent Study member shall have a minimum of six [6] contacts with a designated mentor. Mentor may be a club leader or an Extension Staff member. Contacts may be in person, through written correspondence, telephone conversations or e-mail and must be monthly, beginning no later than January of the program year. Contacts must include information on 4-H project work planned or accomplished.
3. Each Independent Study member shall participate as part of their county 4-H responsibilities in the following activities each year:
 - Pork Chop BBQ Bash (BBQ Preparation)
 - Pork Chop BBQ
 - Fair Clean Up/Preparation Day (as scheduled)

PROJECT ENROLLMENT

A **project** is an area of study a member chooses to select because of his/her personal interests. A list of all projects is in the *Illinois 4-H Project Guide* - . <https://4h.extension.illinois.edu/members/projects>. Leaders will receive enough copies for each family. A new or revised copy is printed each year.

To **enroll** in a project, a member must complete enrollment at 4-H online (<http://il.4honline.com>.) It is here where you will select your projects. Projects should be selected based on the suggested age and description. After enrollment, leaders will receive requested project books that are available from the State 4-H Office. They contain information to help members with their projects.

1. All 4-H members must be enrolled in a minimum of one project area by the enrollment deadline of April 1. A member may add or delete project areas up to April 1 of the current 4-H year. Consult the weekly eblasts or contact the Extension Office for exact enrollment deadlines each year.

GENERAL CODE OF CONDUCT

Edgar County 4-H members are asked to remember that they are representing the youth of Edgar County and their actions will reflect how others feel about our 4-H programs. Members are expected to comply with the following member code of conduct:

1. Be courteous and respect others.
2. Obey all rules established by the Illinois Extension 4-H Youth Development program and those of the local club, as well as local and state laws.
3. Treat all people fairly and animals humanely.
4. Respect the property of others.
5. Respect the authority of adult or youth volunteers, paid Extension staff, and others in leadership roles.
6. Use appropriate language and wear acceptable clothing at 4-H activities and events.
7. Show kindness to others and give assistance when needed.
8. Be honest and honor commitments.
9. Strive for personal best and keep trying to improve.
10. Accept responsibility for personal choices.

The following conduct will not be allowed by any youth participating in 4-H activities or events and is subject to disciplinary action:

1. Possession, use or distribution of alcohol and other controlled substances, including tobacco products. Information about prescription drugs should be provided to the club leader or coordinator of the 4-H activity
2. Theft or destruction of public or private property
3. Involvement in sexual misconduct or harassment
4. Unauthorized possession or use of weapons or dangerous materials, including fireworks
5. Fighting or other acts of violence

Participants may be removed from 4-H programs or activities for misconduct. The following conduct is not allowed while participating in any 4-H activity or event including overnight events and is subject to disciplinary action:

1. Willfully breaking curfew
2. Unauthorized use of vehicles
3. Leaving the site of the event without permission
4. Participating in gambling
5. Absence from the planned program
6. Intentionally interfering with or disrupting the event
7. Use of profane or abusive language
8. Disregard for public or personal property
9. Public displays of affection or inappropriate actions
10. Failure to comply with direction of Extension personnel, including designated adults acting within their duties and guidelines.

EDGAR COUNTY 4-H FAIR POLICIES

1. In order to participate in the 4-H Fair, 4-H'ers must attend a minimum number of meetings in order to be a member in good standing and be able to show/exhibit at the 4-H Fair. First year members joining on or before April 1 will be required to attend two (2) meetings. College members must attend one meeting. All other members must attend a minimum of three (3) meetings. Members are expected to participate in their club's work requirements at the annual BBQ and BBQ BASH (prep night for the BBQ).
2. All projects exhibited at the 4-H Fair must be made and shown by the exhibitor within the current 4-H year. Any project not made by the exhibitor or not made during the current 4-H year will be disqualified.
3. Fair Registration is completed online at faireentry.com. Fair entry will open on May 15 and close on June 15. No exceptions will be made.
4. Each 4-H project exhibited by an eligible member in accordance with the prevailing policies and rules set forth in the Edgar County 4-H Handbook will be judged under the Danish Award System. Blue, Red and White ribbons will be given.
 - A – Blue (Superior)
 - B – Red (Good)
 - C – White (Fair)
5. Only A rated (blue ribbon) projects are eligible for Champion, Reserve Champion or State Fair competition/awards.

6. Premiums will be paid based upon the amount of funds appropriated by the State of Illinois for state supported 4-H projects (no county projects). 4-H members are allowed to receive one premium per class exhibited in premium eligible projects. This **includes all** projects including livestock. The following formula will be used to calculate premiums:

A: 3x B: 2x C: 1x

“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 handbook.”

7. A 4-H'er who will be unable to show their project at the fair must give written notification to the Extension Office at least one week prior to show date. Excused absences will be given to those members who notify the office by the deadline and will be unable to attend the show due to illness, death, vacation, or inability of the member to be given time off from their job. Any 4-H'er not present for judging will be ineligible to be selected as a State Fair delegate unless they are attending another 4-H event. A Fair Exhibit Form **must** be filled out, placed in a plastic sleeve, and attached to the member's project. It is the responsibility of the absent 4-H member to arrange for another 4-H member to present their project during the judging time.
8. All 4-H'ers exhibiting horses, rabbits, poultry, cats and dogs at the 4-H Fair are required to complete a one-time Quality Assurance and Ethics Certification (QAEC) training offered on the web at <http://web.extension.illinois.edu/qaec/> to be eligible to show. Deadline to complete this training is JUNE 1. Failure to complete this certification will result in removal from the project area and ineligibility to show.
9. Youth exhibiting beef, swine, sheep and goats are required to certify yearly in the Youth for the Quality Care of Animals Program (YQCA.) Youth must either attend a face-to-face class or certify online via the website <http://yqca.org>. The YQCA program is for youth ages 8-21. This certification is annual with test out options of 1-3 years. The estimated cost for the face-to-face training will be \$3 and \$12 for the online version.
10. Failure to read and comply with the 4-H show rules may result in disqualification of the project.
11. If a 4-H member needs a reasonable accommodation to participate in the Edgar County 4-H Fair, they should contact the Illinois Extension Office, Edgar County at 465-8585 two weeks prior to the fair.
12. Illinois Extension and the Edgar County 4-H Association are not responsible for damage, loss or injury to any personal property and/or any project during the show or at release time.

STATE FAIR POLICIES

1. All State Fair exhibitors must be 8 years old by September 1 of the current 4-H year, including livestock exhibitors.
2. A 4-H member chosen at the county fair as a state fair delegate may enter **one general project exhibit class** at the State Fair. General project exhibitors also wishing to show in the Jr. Livestock classes should realize that judging conflicts may exist and the member will need to make a decision based upon their personal priorities. The General 4-H Show will try to accommodate judging times if possible.

3. State Fair Livestock entries can be made by any 4-H'er enrolled in a livestock project. Entry forms are available online at the Illinois State Fair website and are due to Springfield by June 1 for horse entries, July 1 for all other livestock entries and August 1 for the dog show. State Fair entry forms **MUST** be signed by Extension staff. It is the responsibility of the exhibitor to have their form signed and mailed to the State Fair **entry office by the appropriate deadline.**
4. All 4-H'ers exhibiting rabbits, poultry, horses, cats and dogs at the Illinois State Fair are required to complete a one-time Quality Assurance and Ethics training (QAEC) offered on the web at <http://web.extension.illinois.edu/qaec/> to be eligible to show. Youth exhibiting dairy cattle, beef cattle, swine, sheep and goats at the Illinois State Fair are required to certify in the Youth for the Quality Care of Animals Program (YQCA) yearly. Youth must either attend a face-to-face class or certify online via the website <http://yqca.org>. The estimated cost for the face-to-face training will be \$3 and \$12 for the online version

4-H CLUB POLICIES

1. A 4-H club must have at least five (5) members and one (1) screened adult volunteer leader. The club should have a written Constitution and By-laws, which lists the club name, standing committees and regular meeting date, time and place. Other items may be added to the by-laws as the members wish. A sample outline for this information is located inside the front cover of the 4-H Secretary's Book.
2. Enrollment deadlines are April 1 for returning and new members; however, club membership is based on the number of members enrolled as of June 1. New members added after June 1 should be included in the following year enrollment, and they may be allowed to participate in all 4-H programs EXCEPT county and state competitive events.
3. The club will hold at least 7 regular meetings, record of which is kept in the Secretary book.
4. A club must have officers.
5. Club treasurers are required to turn in their club treasury audit report at the start of the new 4-H year. 4-H leaders will be notified of the deadline and it will be posted in the weekly eblasts. These reports are mandated by the State of Illinois to have a copy on file in the Extension Office.
6. Types of 4-H Club Leaders:
 - Organizational Leader** – guides the overall organization of the club to make certain that meetings are scheduled and members are aware of opportunities and requirements.
 - Project Leader** – is a volunteer who assists members in specific project areas and may or may not attend 4-H club meetings. Clubs can identify a project leader who will be responsible for one or more project areas. They are responsible for working with members in groups or individually to help them with their projects.
 - Junior Leader** – is an older 4-H club member who assumes leadership, responsibility, generally assisting in one of the areas listed above. Junior leaders build their personal leadership and communication skills while supporting club efforts.

NOTE: ALL leaders over 18 years of age are required to comply with the Illinois 4-H Volunteer Screening process. Volunteer application packets are available in the Extension Office.

CLOVERBUD POLICIES

1. Youth ages 5 – 7 (as of September 1 of the program year) are eligible to enroll in the Illinois 4-H Cloverbud program.
2. A \$20 4-H program fee will be applied to members who participate in the 4-H Cloverbud program. No child will be denied the opportunity to participate in 4-H due to his/her inability to pay the program fee.
3. The 4-H Cloverbud program is activity-based. “Activity-based” means a variety of short experiences for youth that create an eclectic, cooperative, and fun approach to learning through an immediate, positive feedback response to youth’s involvement in the activity.
4. It is not the intent or the objective of the Illinois 4-H Cloverbud program to duplicate the 8 – 19 year old Illinois 4-H program experience, nor to create a mini-4-H concept. While many Cloverbuds will continue to be involved in other 4-H experiences, the Cloverbud program is designed with specific educational objectives focused on the ages of 5 – 7.
5. Cloverbuds will be encouraged to exhibit one project at the county 4-H fair from a specified list of Cloverbud projects. Cloverbud clubs may complete this as a club activity. These projects will be “judged” during the fair at the Cloverbud show and tell time only (see 4-H Fair schedule for date/time). Each exhibiting Cloverbud will receive a participation ribbon. 4-H Cloverbuds exhibits are non-competitive exhibits and no premium funds will be paid. Cloverbud members are NOT eligible to exhibit live animals at the 4-H fair.

PARENTS

1. Parents should become familiar with what 4-H has to offer and the responsibilities of its members. They should assist their children in selecting projects and provide materials and encouragement while the 4-H'er carries out the work. They are responsible for providing transportation for their youngster to club meetings and other 4-H events. Car pools and sharing of responsibilities are encouraged. Parent's support to the club by providing transportation, refreshments, or hosting a meeting in their home is most important to the success of a 4-H club. Parents are welcome at club meetings and other 4-H events.
2. Volunteers are continuously sought for club and county activities and committees. Parents may serve in these capacities and are encouraged to volunteer to do so.
3. Call the 4-H leader or the Extension Office when you have questions or suggestions. Your support is essential to the success of 4-H in helping young people.

VOLUNTEER BEHAVIOR GUIDELINES

1. Treat others in a courteous, respectful manner demonstrating behaviors appropriate to a positive role model for youth.
2. Obey the laws of the locality, state, and nation.
3. Make all reasonable effort to assure that 4-H youth programs are accessible to youth without regard to race, color, national origin, sex, religion, or disability.
4. Recognize that verbal and/or physical abuse and/or neglect of youth is unacceptable in 4-H youth programs and report suspected abuse to the authorities.

5. Do not participate in or condone neglect or abuse, which happens outside the program to 4-H youth programs, and report suspected abuse to the authorities.
6. Treat animals humanely and teach 4-H youth to provide appropriate animal care.
7. Operate motor vehicles (including machines or equipment) in a safe and reliable manner when working with 4-H youth, and only with a valid operator's license and the legally required insurance coverage.
8. Do not possess, consume or be under the influence of alcohol or illegal substances while responsible for youth in 4-H activities, nor allow 4-H youth participants under supervision to do so. All 4-H activities and events are to be alcohol and drug free.
9. Tobacco use during 4-H sponsored events is discouraged and should only be done in designated areas and not in the view of youth participants.

Failure to comply with any of these guidelines may be reason for termination of a volunteer. Complete volunteer policies are available at the Extension Office.

OTHER IMPORTANT INFORMATION

4-H Handbook

Each 4-H Family who has a member(s) enrolled in a livestock or general project(s) will receive a 4-H Handbook. This handbook contains important information about 4-H policies, events and activities and general and livestock project requirements. It is the 4-H'ers and their family's responsibility to read the handbook in order to understand the rules. It is also the responsibility of the 4-H'ers and their family to keep their Handbook current from year to year.

Project Manuals

4-H members will receive a project manual for projects in which they are enrolled, if requested when enrolling. These manuals are listed in the Illinois 4-H Project Guide. (Exception: there are no project manuals for county projects.)

Newsletters

4-H families who have a member(s) enrolled in the 4-H program will receive our weekly eblasts. The Green Pride Press, the county 4-H newsletter, will be published and mailed generally before the 4-H Fair. Eblasts and newsletters are the main form of communication from the Extension Office to 4-H families.

eBlast

Each Friday the Extension Office will send an email (eblast) to every member that has supplied our office with an email address. This email will include information about upcoming 4-H events and deadlines for the next week, as well as Extension programming within our unit.

Illinois 4-H Project Guide

Each 4-H family will receive the Illinois 4-H Project Guide, which lists all the state projects that are available along with suggested activities relating to each project. It also lists suggested ages and the manuals for projects. (County projects are not listed in the Illinois 4-H Project Guide)

Judging

Exhibits are evaluated independently, not compared to other projects. The standards are appropriate to different age levels and number of years a 4-H'er has been enrolled in a project.

Conference Judging

Projects at the county level are judged using conference judging. During the judging process, the judge will ask the individual 4-H'er pertinent questions about his/her project. 4-H'ers should be knowledgeable about the project, be prepared to talk about goals and objectives, and be able to describe the process used to produce the exhibit.

Judging is a learning experience from which you can learn what you did well and how you can improve in the future. An exhibit does not measure all that you have learned, but it is an example of what you have done. Remember to listen carefully to the judge so that you can accept constructive criticism and learn from it. Remember that judge's comments can be helpful, but they are only one person's evaluation. See "Project Guidelines" section for more information on Conference Judging.

Resolution regarding exhibitor/participant and spectator conduct at 4-H events in Edgar County

University of Illinois Extension in Edgar County strives to provide all 4-H members with an atmosphere that promotes a high-quality educational experience as well as honesty, integrity and good sportsmanship. With University of Illinois Extension's educational mission in mind, we, the County Extension Unit Council, enact the following policy regarding adult and youth conduct at all 4-H events in Edgar County, effective immediately:

- Direct criticism or interference with the judge, fair or livestock show management, exhibitors, Extension staff or show officials before, during or after any event sponsored by 4-H is prohibited.
- In furtherance of their official duty, all judges, fair and livestock show management, Extension staff, volunteers and show officials shall be treated with courtesy, cooperation and respect at all times, and no person shall direct abusive or threatening conduct, including abusive or threatening language toward them.
- Any judging-related disputes or other issues will be handled in a sportsmanlike manner, and in accordance with the grievance procedures outlined in the Edgar County 4-H Handbook.
- If a spectator or participant becomes abusive or interferes with the conduct of a particular show or event, that spectator or participant will be given a verbal warning by the show superintendent or person in charge of the event. If abusive behavior or interference continues, or if the individual is involved in a second incident at the same event, the spectator or exhibitor will be escorted from the show grounds or other facility and barred from attending or participating in any public 4-H event held in Edgar County for a period of 13 months from the date of the incident.
- Extension staff shall be notified immediately of any verbal warnings that are given or spectators/exhibitors who are removed from the premises. If at all possible, at least one Extension staff member shall be asked to serve as a witness when a verbal warning is issued or a person is escorted from the premises. All such incidents should be documented in writing, and the documentation will be retained by the Extension Office.
- Spectators or participants who receive a verbal warning for abusive behavior or interference at a 4-H event will be expected to conduct themselves in a cordial and sportsmanlike manner at all subsequent 4-H events. Any spectator or participant who receives another verbal warning within six months of the first verbal warning will be escorted from the premises and barred from attending or participating in any public 4-H event held in Edgar County for a period of 13 months from the second verbal warning.
- Show/event management shall have the authority to eject spectators or participants whose behavior they deem disruptive or unsportsmanlike, and who have been issued a verbal warning.
- Any 4-H exhibitor who is disqualified from competition due to unacceptable behavior will forfeit premiums, awards and/or auction proceeds resulting from their participation in the competition.

Adopted from the International Association of Fairs and Expositions Code of Show Ring Ethics

Edgar County 4-H Auctions

The Edgar County 4-H Association organizes and operates the Food and Livestock Auctions at the Edgar County 4-H Fair. The rules and regulations set forth below are determined by the members of the 4-H Association.

Livestock Auction:

1. Animals must be exhibited in the show ring to be eligible for sale in the auction.
2. Each exhibitor may sell only one species of market animal. Examples: one market hog or one market rabbit.
3. At weigh-in (swine and cattle) or fair check-in (poultry, rabbits, goats, sheep), the 4-H member must identify the animal to be auctioned. 4-H Association assigns auction order based on computer random assignment.
4. Pending agreement by the market buyer, if a 4-H member wishes to sell additional hogs, these animals must be identified at weigh-in. These hogs will be loaded following the auction. The buyer will pay each 4-H member individually; 4-H Association will have no involvement in the transaction.
5. Exhibitors who wish to retain ownership of an animal following the auction **will be required to let the superintendent know of their intention to buy back their animal at the time of weigh-in at the fair. NO EXCEPTION.** This buy back intention will be notated on the auction show bill by the livestock exhibitor's name.
6. Auction checks that have not been cashed after 90 days from issue date will not be honored. The money will be considered a donation to the 4-H Association.
7. A charge of 10% commission will be made by Edgar County 4-H Association on all livestock sold. Three dollars will be deducted for Association's Thank You ad in the Paris Prairie Press, as well as any check-off as required.
8. Auction order: Poultry, Rabbits, Goats, Sheep, Beef/Swine
(Beef and Swine will rotate in sale order annually)
9. Weight guidelines are as follows: Animals must weigh as listed below to be eligible to sell at the 4-H auction for the following species. There is no restriction above the weights listed.
 - i. **Sheep: 70 pounds**
 - ii. **Hogs: 200 pounds**
 - iii. **Beef: 900 pounds**

Food Auction:

1. All food and horticulture projects will be sold in the Food Auction. Fruit & vegetable projects are eligible to sell at the auction. 4-H Association assigns auction order based on computer random assignment.
2. 4-H members will receive 50% of the selling price of their items. Each member may sell up to five items sold in two lots. Edgar County 4-H Association receives the remainder of the auction proceeds.
3. Auction checks that have not been cashed after 90 days from issue date will not be honored. The money will be considered a donation to the 4-H Association.
4. 4-H members must present their items at the auction in order to receive payment. If the member is unable to attend the auction but wishes to receive payment, a request for waiver must be submitted in writing to the 4-H Association. If the waiver is accepted, the member must arrange for another member to present the items at the auction.
5. If the 4-H member fails to present the items or if the waiver is not accepted, the 4-H Association receives 100% of the item's proceeds.

Questions or concerns about either the Food or Livestock auctions should be addressed to a 4-H Association member.

2020 Edgar County 4-H Association Members:

Angie Hamilton, President
Stephen Bowyer, Vice-President
Brad Cash, Secretary
Penny Peterson, Treasurer
John McMullen, Groundskeeper

Additional 4-H Association Board members include James Bennett, Dale Cash, Adam Harms, Bryce Kohlmeyer, Cliff Macke, Randy Peterson, Kristen Trogdon, Tom Webster, and Wyatt Williamson.

GENERAL PROJECT RULES

The rules apply to the Edgar County 4-H Fair. Be sure to check the Illinois State Fair website (www2.illinois.gov/statefair) for rules pertaining to the State Fair. These are general rules. For specific rules for each project, check the exhibit rules for that project area.

1. The 4-H member exhibiting a project must be at least 8 years old and not have reached their 19th birthday as of September 1 in the current 4-H year.
2. All entries must be products of the current 4-H year. (September 1, previous year – August 31, current year)
3. Members are responsible for following all rules for exhibiting in a project area. Members not following the project exhibition guidelines are subject to rating level adjustments (i.e. from an “A” rating to a “B” rating) and cannot be considered for state fair exhibition.
4. One entry may be made in each class or subclass (unless otherwise noted).
5. There is no maximum size for exhibits. Please choose a display size that is most appropriate for the exhibit you are bringing. Larger does not always mean better. Use good judgment in creating your exhibit. Keep in mind that you are responsible for transporting your exhibit from home to the Exhibit Building and back home again.
6. Use of page protectors for binder displays is recommended.
7. Exhibitors will participate in conference judging, which involves interacting and responding to questions as exhibits are judged. PLEASE NOTE: In the event a 4-H member is *not* able to participate in conference judging, the member *must complete* the Edgar County 4-H Fair Exhibit Form. This form can be printed from the county website (under 4-H in Edgar County; Fairs and Shows tab) or you may obtain one from the Extension Office. The member must answer each question completely. The absent member must secure another 4-H member to exhibit his or her project. The form must accompany the project exhibit. Member (either absent member or the member exhibiting the project) is responsible for picking up the project exhibit at the end of the fair.
8. Illinois Extension, 4-H Association, volunteers and staff are not responsible for theft, loss, or damage to any project while on exhibit.
9. 4-H members who exhibit a project at the Edgar County Fair are responsible for picking the project up from the county fairgrounds on Sunday afternoon after 2:00 p.m. and having it checked in at the 4-H Fair. Extension staff and volunteers will not transport projects.
10. Extension staff reserves the right to adjust fair awards based upon current year’s project enrollment and fair registrations.
11. If a monetary award amount meets the IRS reporting requirements, program participants (including minors) will be required to provide their social security number or foreign national tax ID number prior to receiving the prize, gift or award to ensure proper IRS reporting as required by law. This sensitive information is kept confidential and handled through security-protected software (PEAR). Participants will not be eligible for prizes, gifts or awards if social security number or foreign national tax ID number is not provided.
12. 4-H’ers are responsible for picking up their projects on Wednesday evening of the 4-H Fair. Extension staff will not deliver the projects to the 4-H. Prior arrangements should be in place if unable to retrieve the projects.

Conference Judging

A Message to the 4-H Member

Judging is a learning experience. From which, you can learn what you did well and how you could improve in the future. An exhibit does not measure all that you have learned, but it is an example of what you have done.

1. During conference judging, the judge will encourage you to talk about your project exhibit.
2. You will be asked some questions about your exhibit, so you should be prepared to tell what you were trying to do in your project (goals and objectives) and be able to describe the methods and processes used to produce the exhibit.
3. Read and follow the rules and requirements for your project carefully.
4. Learn good sportsmanship.
5. Listen carefully to the judge so that you can accept constructive criticism, and learn from it.
6. Remember, judging comments can be helpful, but they are only one person's evaluation.
7. Realize that people sometimes make mistakes.

A Message to Leaders and Parents

Each child is an individual of utmost importance. Keeping this in mind, the leader should try to make 4-H a positive learning experience. Part of this experience is the 4-H exhibit.

The 4-H exhibit is not an end in itself nor does it measure all the learning that takes place in the 4-H project. The exhibit is only one measure of success. Self-recognition, self-satisfaction and the learning from completing the project are important rewards.

1. Discuss the purpose of judging with 4-H members & parents:
 - To evaluate the exhibit which is an example of the child's work
 - To help each member see the process that he/she has made and put judging in perspective.
2. Help the child set realistic goals for himself/herself according to his/her own age and experience.
3. Be sure that your goals are in line with the child's age and experience.
4. Recognize good work. Give constructive criticism.
5. Be familiar with the requirements or criteria of the 4-H project that is to be judged.

6. Be familiar with several methods of accomplishing the desired result.
7. Regardless of who does the judging there are some basic points to keep in mind:
 - The development of young people is our first consideration in 4-H work.
 - We are really concerned more about what the 4-H'er learns than with the exhibit.
 - Projects are a means to an end-not an end in themselves.
 - No exhibit is so poorly done that it is not worthy of an encouraging comment.
 - No exhibit is so well done that some improvement may not be made.
8. Judging is done according to quality standards. It is not a matter of personal whim or tastes. The standards are:
 - High, but attainable
 - Appropriate to different age levels
 - Known by the 4-H members
9. Projects are evaluated, not members. All completed projects meeting show requirements will receive a Blue, Red or White rating. Projects are evaluated independently, not compared.
 - Blue.....meets requirements
 - Red.....needs improvement
 - White.....needs much improvement
10. Stress that judging comments can be helpful, but that they are only one person's evaluation.
11. In competition, avoid overemphasis of the winner. Help the child accept the results of the competition and realize that through his/her own accomplishments everyone is a winner.

AEROSPACE

Aerospace Rules and Regulations

1. In order to exhibit in Aerospace, the 4-H member must be enrolled in:
Aerospace II - *Lift-Off* Pub. BU-6843 or
Aerospace III - *Reaching New Heights* Pub. BU-6844 or
Aerospace IV - *Pilot in Command* Pub. BU-6845
2. See General Project Guidelines
3. See judging criteria for static displays below. Rocket Launch judging criteria will be provided by the Aerospace Superintendent(s).
4. All Aerospace exhibits (rockets to be launched and static displays) will be checked in and judged on Saturday afternoon of the 4-H Fair.
5. All rockets MUST BE SHOWN WITHOUT rocket engines or igniters.
6. County may submit two (2) entries to state fair. *NOTE-All State Fair Jr. Department entries are static displays only and must meet state fair exhibit guidelines. One (1) entry may be submitted from the Ready4Life class.

Rocket Launch Rules and Regulations

1. Rockets MUST be pre-tested to check for safety PRIOR to the fair.
2. To be eligible to launch at the 4-H Show, the 4-H member must meet attendance policy set by the Aerospace Superintendent. The Aerospace Superintendent reserves the right to determine excused/unexcused absences.
3. Judgement of weather condition is at the discretion of Extension personnel, Fair Superintendent, and/or Judging Staff.
4. The Aerospace Superintendent's Safety Rules and Workshop Guidelines will be followed as well as Federal Aviation Regulation/Part 10/Section 101.1 and 101.23.
5. Substitute rockets may be used with the consent of Extension personnel and/or Superintendent of the current year.
6. Members must include printed directions for construction of rocket at judging.
7. Members will be assigned a division based on actual previous launch experience in Edgar County. The Superintendent will assign Subclass Divisions and Launch Numbers.
8. Rocket Launch classes will be divided by the following subclasses:

SubClass A- Division I (1ST Year to Launch in Edgar County)-

"ALPHA" single stage rocket with Balsa Fins & A8-3 engine.

SubClass B- Division II (2nd & 3rd Year to Launch in Edgar County)-

An instructor approved single stage rocket with Balsa Fins and B6-4 engine.

SubClass C- Division III (4th or More Year to Launch in Edgar County)-

Choice of rocket and engine (up to "D" engine) is up to the participant with approval of instructor.

Subclass D – Participation Level – (Cloverbud Only)

Yankee or Alpha Rocket use.

Rocket Launch

Rocket Construction for Launch

Rocket Engines must be removed. **Printed directions must be included.**

Accuracy Launch – (Spot Landing)

Flight Duration Launch – (Parachute Duration)

Static Displays

Model Rocket Construction (Do not intend to launch)

Exhibit one model rocket assembled by the member. The exhibit will be a static display. The model rocket **MUST** be in good flying condition. **DO NOT** include the rocket engine with your exhibit. The rockets in this class **will not be launched**. **Member should bring the printed directions for construction of the rocket.**

Aerospace Display

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

Aerospace Ready4Life Challenge: (Open to 11-18 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: (Counties may submit three (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.

Cloverbud Displays

Cloverbuds enrolled in Cloverbud – Cloverbud Project may display a project in SubClass A – Division I (YANKEE single stage rocket with balsa fins and A8-3 engine or ALPHA single stage rocket with balsa Fins & A8-3 engine) and must follow the Aerospace rules and regulations listed above. Cloverbuds who display a project will receive a participation ribbon. Cloverbuds will have the opportunity to launch their rocket at the rocket launch during the 4-H Fair. Cloverbuds who intend to launch their rockets must attend the Aerospace Safety meeting.

ANIMAL SCIENCE

Animal Science Rules and Regulations

1. In order to exhibit in Animal Science, the 4-H member must be enrolled in any level of the following projects:

Beef	Cat	Dogs	Guinea Pigs
Goats	Horse & Pony	Poultry	Rabbits
Small Pets	Swine	Sheep	

2. See General Project Rules.
3. Refer to the individual project category for suggested topics for displays.
4. Live animals are not permitted in animal science displays.
5. Quality Assurance and Ethics Certification (QAEC) is required for Animal Science projects.
6. County may submit two (2) entries for state fair in this division and one (1) entry from Ready4Life class.

Animal Science Display

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

Animal Science Ready4Life Challenge: (Open to 11-18 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:

Counties may submit three (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.

BICYCLE

Bicycle Rules and Regulations:

1. In order to exhibit in Bicycle, the 4-H member must be enrolled in:
Bicycle Adventures I – *Bicycling for Fun* Pub. BU-08334 or
Bicycle Adventures II – *Wheels in Motion* Pub. BU-08335
2. See General Project Guidelines
3. The county bicycle rodeo (Bicycle Safety Demonstration Course) may occur on a year-to-year basis due to fair entry registrations. Contact the Extension office for more information.
4. Exhibitors **MUST** bring their own bicycle.
5. Approved safety helmets are strongly encouraged for all exhibitors.
6. Exhibitors are not allowed to ride their bicycles outside of the approved exhibit area.
7. There is no State Fair exhibit option for this project area.

BICYCLE 1 - Exhibitor may complete the Bicycle Safety Demonstration Course **OR** display a poster/exhibit relating to one of the following topics: selecting bicycle safety equipment; properly fitting a helmet; identifying bike parts and their function; selecting the right size bicycle; checking bicycle tires, brakes and chains; recognizing traffic signs and their meaning; bicycle hazards; items to consider when planning a bike trip.

BICYCLE 2 - Exhibitor will complete the Bicycle Safety Demonstration Course **AND** complete a poster/exhibit relating to the following topics: topics 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 **AND** exhibitor will be asked to demonstrate two bicycle adjustments: 1) Air the tires to the proper pressure, **AND** 2) Perform one of the following: Adjust the helmet, seat, handle bars, lever angles, or shock absorbers **OR** oil the chain or levers, **OR** remove & replace the front wheel. Exhibitor must furnish any tools necessary for these procedures.

The safety demonstration may consist of any or all of the following:

1. Written test on proper maintenance, adjustment, operation, and safety laws/rules regarding bicycles.
2. Inspection of exhibitor's bicycle, including brakes, height, safety equipment, etc.
3. Riding "test" through a safety course, observing and following all rules and regulations.

Bicycle Ready4Life Challenge: (not eligible for state fair)

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

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

Bicycle Maker:

Counties may submit three (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.

Cloverbud Bicycle Project

Cloverbuds may participate in the Bicycle Safety Demonstration Course, (above) if it is offered. Cloverbuds will receive a participation ribbon only.

CATS

Cats are included in the Small Pets project area. See Small Pets General Guidelines for specific rules regarding cats. For Animal Science projects see Animal Science guidelines for display rules.

Small Pet Show rules and regulations

1. Ownership of Pets June 1, current year.
2. Animals must come to the show in a cage or carrier.
3. All animals must be in good health to be exhibited in the small pet show.
4. All animals must be under the direct supervision of the 4-H'er at all times.
5. **Members must present the project book with at least two chapters completed at animal check in time.**
6. Entrants are limited to one entry per class.
7. Animals may be shown more than one year.
8. All animals must be weaned.
9. Members will be asked questions about their animal by the judge.
10. Entrants will be judged on animal's overall appearance, exhibitor's ability to present the animal to the judge, and on the project book.
11. Specific rules pertaining to felines:

- a. Cats must be shown with a collar or harness and a leash.
 - b. Cats four months of age and older must have proof of current rabies vaccination.
 - c. No flea collars allowed.
 - d. Kittens are defined as being at least 12 weeks of age and fully weaned, and not more than 8 months old. Cats are defined as being 8 months old and older.
 - d. Felines may be registered, unregistered, crossbred, male or female.
12. The Small Pets Show may occur on a year-to-year basis due to fair entry registration. Contact the Extension Office for more information.

Cat Maker

Counties may submit three (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.

Cat Ready4Life Challenge

Open to 11 to 18-year-olds enrolled in any Cat 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

Child Development Rules and Regulations:

In order to exhibit in Child Development, the 4-H member must be enrolled in
Child Development

Resources available are:

- Child Development Level A:
https://mdc.itap.purdue.edu/item.asp?item_number=4-H-973#.Va_gZk3bLoo
- Child Development Level C:
https://mdc.itap.purdue.edu/item.asp?item_number=4-H-975#.Va_gh03bLoo
- Child Development Level D:
https://mdc.itap.purdue.edu/item.asp?item_number=4-H-976#.Va_gok3bLoo

Each county may submit one (1) entry for state fair and one (1) entry from the Ready4Life Class.

Child Development

Exhibit one of the following class options

- **Child Development 1: Infants and Toddlers**
Prepare a display focusing on any activity related to the child development project. Demonstrate the skills and knowledge you have gained through the child development project you studied. Include a list of resources you used to learn more about child development, such as mentors, books, articles, or websites. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you 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. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.
- **Child Care 1: Infants and Toddlers**
Prepare a display focusing on a topic related to child care of this age group such as selecting age appropriate activities, explaining child behavior, and/or recognizing safety concerns. Demonstrate the skills and knowledge you have gained through the child development project you studied. Include a list of

resources you used to learn more about child care, such as mentors, books, articles, or websites. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects. Exhibit must include printed or electronic version of at least three completed activities from the manual.

Child Development Ready4Life Challenge

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

Counties may submit three (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

Civic Engagement Rules and Regulations:

In order to exhibit in Civic Engagement, the 4-H member must be enrolled in

Civic Engagement 1 – *All About Me* Pub. MC0240 or

Civic Engagement 2 - *My Neighborhood*, Pub. MC0241 or

Civic Engagement 3 – *My Community & Me*, Pub. MC0242 or

Service Learning 1– *Agents of Change* Pub. BU-08182 or

Service Learning 2 – *Raise Your Voice* Pub. BU-08183

1. See General Project Guidelines.
2. County may submit two (2) entries to state fair and one (1) entry from the Ready4Life Class. Service Learning 1 and 2 are not eligible for state fair.

Civic Engagement 1

Exhibit a display illustrating one of the following options: 1) personal information about yourself – who you are, things you like to do, things you are good at, your favorites; 2) your feelings and how you handle these feelings; 3) your family, their responsibilities, how you work together; **OR** 4) the Family Pedigree that may include family group pages. Due to space restrictions, exhibits are limited to 2'6" wide and 15" deep.

Civic Engagement 2

Exhibit a display illustrating one of the following options: 1) your neighborhood; **OR** 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 manual for details). Due to space restrictions, exhibits are limited to 2'6" wide and 15" deep.

Civic Engagement 3

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

Civic Engagement Ready4Life Challenge: (Open to 11-18 year olds enrolled in any Civic Engagement 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

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

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

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

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

Service Learning 1

Service Learning I is not State Fair eligible

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. Exhibit will NOT be labeled "Do Not Touch".

Service Learning 2

Service Learning II is not State Fair eligible

Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. If exhibitor has been enrolled in project for multiple years (including Service Learning I), the binder portfolio should include previous years' work. Use of page protectors is recommended. Exhibit will NOT be labeled "Do Not Touch".

Service Learning 3

Service Learning III is not State Fair eligible

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 AND TEXTILES

Clothing and Textiles Rules and Regulations

1. In order to exhibit in Clothing and Textiles, 4-H members must be enrolled in:
STEAM Clothing 1 – FUNdamentals Pub. 4H2210 or
STEAM Clothing 2 – Simply Sewing Pub. 4H2220 or
STEAM Clothing 3 – A Stitch Further Pub. 4H2230 or
Shopping 1-6 – Shopping in Style Pub. 4H-4510
2. See General Projects Guidelines.
3. All items will be displayed at the fairgrounds throughout the fair. Items should be covered with clear plastic and on hangers when appropriate.
4. Exhibit tags should be attached to the garment, not to the hanger.
5. 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 and instructions are to be included with the exhibit.

6. Knitted items: Members wishing to exhibit knitted items should be enrolled in Visual Arts Fiber (original) or Heritage Arts (if made from a pattern).
7. Quilts: Members who enroll in Clothing & Textiles with the intent of pursuing quilting can exhibit in the non-clothing category that aligns with the Sewing & Textiles project in which they are enrolled. Quilts exhibited in this project 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 may not exhibit a quilt that was quilted by someone else. Quilts may be hand OR machine quilted as long as ALL work is completed by the exhibitor.
8. County may submit three (3) entries from STEAM Clothing classes; two (2) entries from Shopping with Style classes and one (1) entry from the Ready4Life class.

CLOTHING: STEAM

STEAM Clothing 1 – FUNDamentals: Exhibit one or more of the following in the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits (exhibit one of the following)

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

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

Sewn Non-Clothing Exhibits (exhibit one of the following)

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

Sewn Clothing Exhibits (exhibit one of the following)

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

STEAM Clothing 2 – Simply Sewing – Exhibit one of the following in the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits (exhibit one of the following)

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

Sewn Non-Clothing Exhibits (exhibit one of the following)

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

description of the redesign process must accompany the exhibit. Clothing accessory may include: hat, bag, scarf, belt, etc.

- Non-clothing item OR Clothing Accessory – Create a clothing accessory using at least one skill learned in this project. Exhibitor should be able to identify the skill used.

Sewn Clothing Exhibits (exhibit one of the following)

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

STEAM Clothing 3 – A Stitch Further: Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-sewn Exhibits (exhibit one of the following)

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

Sewn Non-Clothing Exhibit (exhibit one of the following)

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

least one skill learned in this project. Exhibitor should be able to identify the skill used.

Sewn Clothing Exhibit (exhibit one of the following)

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

SHOPPING

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

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

Shopping in Style: Beginning

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

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

illusion to alter appearance; **OR** 2) explains how color and texture of fabrics can complement or enhance appearance. Poster or report may include pictures from magazines, the internet, or actual photos of garments.

Shopping in Style: Intermediate – Choose one of the following activities from Unit 3 or Unit 4 of the project book

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

Shopping in Style: Advanced – Choose one of the following activities from Unit 5 or Unit 6 of the project book

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

Sewing & Textiles Ready4Life Challenge: (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:

Counties may submit three (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.

FASHION REVUE (no state fair entry)

Fashion Revue: Exhibitors in this class may be enrolled in any of the following projects: STEAM Sewing 1-3 or Shopping in Style. Exhibitors will be responsible for filling out the Edgar Co. Fashion Revue form narrative.

COLLEGE & CAREER READINESS

College & Career Readiness Rules and Regulations

1. In order to exhibit in College & Career Readiness, the 4-H member must be enrolled in:
Careers - Build Your Future – *Build Your Future Youth Notebook Pub. 08561*
2. Each county may submit one (1) entry from Build Your Future class; and one (1) entry from Ready4Life class.

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

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

College & Career Ready4Life Challenge: (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

Counties may submit three (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

Communications Rules and Regulations

1. In order to exhibit in Communications, the 4-H member must be enrolled in:
Communications 1 - Communications Module 1 Pub. 01508F or
Communications 2 - Communications Module 2 Pub. 01509F or
Communications 3 – Communications Module 3 Pub. 01510F
2. Each county may submit two (2) entries total from Communications 1-3, Creative Writing and Journalism and 1 entry from Communications Ready4Life Challenge.

Communications 1

Use of page protectors is recommended. For 1st year enrolled in project – Exhibit a binder portfolio showcasing at least three activities from the project manual. Show basic activities and anything from the extended lessons. For 2nd and 3rd years in project: include everything from earlier year's work and add section showcasing at least four additional activities per year.

Communications 2

Use of page protectors is recommended. For 1st year enrolled in project – Exhibit a binder portfolio showcasing at least three activities from the project manual. Show basic activities and anything from the extended lessons. For 2nd and 3rd years in project: include everything from earlier year's work and add section showcasing at least four additional activities per year.

Communications 3

Use of page protectors is recommended. For 1st year enrolled in project – Exhibit a binder portfolio showcasing at least three activities from the project manual. Show basic activities and anything from the extended lessons. For 2nd and 3rd years in project: include everything from earlier year's work and add section showcasing at least four additional activities per year.

Communications Maker

Counties may submit three (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.

JOURNALISM

Journalism Rules and Regulations:

1. In order to exhibit in Journalism (newswriting), the 4-H member must be enrolled in:
Communications - Journalism – Journalism
Pub. MB-0200

Journalism

(2-Star and 3-Star activities are explained in the Introduction on pg. 6 in the Journalism Project Manual)

Exhibit a portfolio showing the results of the appropriate year's activities from the project manual noted below:

YEAR 1: Accomplishments of a minimum of five, 2-star activities from Part 1, answering all of the questions in the activities.

YEAR 2: Results of doing a minimum of five, 2-star activities in Part 2, answering all the questions in the activities.

YEAR 3: Results of doing a minimum of five, 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 two, 2-star activities and three, 3-star activities from Part 3. If the activities include making an audio or videotape, you will be responsible for providing a way for the judge to view or listen to it.

CREATIVE WRITING

Creative Writing Rules and Regulations:

1. In order to exhibit in Creative Writing, the 4-H member must be enrolled in:
Communications - Creative Writing – The Writer in You Pub. 4H 588
 2. 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. The Extension office will contact exhibitors prior to fair with further instructions.
 3. Each member may submit only one entry per class. Each entry is to be typewritten on 8.5" X 11" inch 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-space.
- **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 Ready4Life Challenge:

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.

COMPUTER SCIENCE

Computer Science Rules and Regulations

1. In order to exhibit in Computer Science, the 4-H member must be enrolled in:
Computer Science – Text-Base Programming
Computer Science & Programming Through Scratch Pub. 01606Y or
Computer Science – Visual Based Programming
go.illinois.edu/4hcs
2. See General Projects Guidelines.
3. Projects must be work from the current 4-H year.
4. Members should be prepared to give a presentation/explanation of their exhibit to judge.
5. Computers will not be furnished. Internet connection is not available for use by exhibitors. Members should bring their own equipment, including extension cords and power surge protectors, at their own risk.
6. Any member found to be using computer software in a manner that infringes on copyright laws will be disqualified.
7. County may submit three (3) entries for state fair and one (1) entry in the Ready4Life class.

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:

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:

(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:

(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: (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:

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

Counties may submit three (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.

CONSUMER EDUCATION

Consumer Education Rules and Regulations

1. In order to exhibit in Consumer Education, the 4-H member must be enrolled in:
My Financial Future I – *My Financial Future – Beginner* **Pub. 01441Y**
My Financial Future 2 – *My Financial Future – Advanced* **Pub. 01442Y**
Entrepreneurship – *Be the E!* **Pub. BU-08035**
2. County may submit two (2) entries for State Fair from classes My Financial Future 1 Beginner and My Financial Future 2 Advanced and 1 entry from Consumer Ed Ready4Life Challenge.

My Financial Future 1 – Beginner

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

Building on your previous work in My Financial Future – Beginner project, continue adding to your Financial Planning portfolio which includes the item 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 the 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 activities from Module 3: Working with Banks and Credit Unions: Bank on It and Module 4: Making your \$ Work 4 U.
- **Third Year and beyond** – Complete all activities not previously completed in Module 3: Working with Banks and Credit Unions: Bank on It and Module 4:

Making Your \$ Work 4 U; **AND** a minimum of two activities from Module 5: Credit and Consumer Breadcrumbs.

Entrepreneurship (NOT eligible for state fair entry)

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. Use of page protectors is recommended. Exhibit will NOT be labeled “Do Not Touch”.

Consumer Ed Ready4Life Challenge: (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

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

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

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

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

encouraged that exhibits use Open Source Software and/or Hardware in the build.

CROPS

Crops Rules and Regulations

1. In order to exhibit in Crops, the 4-H member must be enrolled in:
Corn- *Illinois 4-H Crops and Soils: Corn* **Pub MJ0101** or
Small Grains- *Illinois 4-H Crops and Soils: Small Grains* **Pub MJ0110** or
Soybeans- *Illinois 4-H Crops and Soils: Soybeans* **Pub MJ0120**
2. All crops exhibited must have been grown and cared for by the exhibitor as a part of their current 4-H Crops Project.
3. Member must turn in crop record form with crop display. Crop record forms may be found on our website (<https://go.illinois.edu/cropsrecord>) or at the Extension office.
4. Exhibitor should be prepared to answer random questions on the specific crop production procedure and applications.
5. Live crop plants should be obtained just prior to fair judging.
6. County may submit three (3) entries for state fair from Soybeans, Corn, Small Grains and Crops Innovation and one (1) entry in the Ready4Life class.

Soybeans

Exhibit five fresh plants (include root system that is washed) that are representative of member's 4-H project field **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. **A crop record form must be included with the exhibit.** Include member's crop records with the exhibit, such as the 4-H Crop Record found on our website at <https://go.illinois.edu/cropsrecord>, an FFA crops record or similar information.

Corn

Exhibit two fresh plants, that is representative of member's 4-H project field (include washed root system) **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 a commercial contract by the exhibitor. **A crop record form must be included with the exhibit.** Include member's crop records with the exhibit, such as the 4-H Crop Record found on our website at <https://go.illinois.edu/cropsrecord>, an FFA crops record or similar information.

Small Grains

Exhibit one gallon of the current year's crop of oats, wheat, rye, or barley, that is representative of the member's 4-H project field **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. **A crop record form must be**

included with the exhibit. Include member's crop records with the exhibit, such as the 4-H Crop Record found on our website at <https://go.illinois.edu/cropsrecord>, an FFA crops record or similar information.

Crops Innovation

(Open to anyone enrolled in 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 have 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 exhibition period.

Crops Ready4Life Challenge (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

Counties may submit three (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.

DO YOUR OWN THING

COUNTY - GENERAL

Do Your Own Thing General Rules and Regulations:

1. In order to exhibit in any one of the Do Your Own Thing categories, the 4-H member must be enrolled in:

COUNTY – CREATIVE ARTS

COUNTY – STEM

2. 4-H members may enter **one** exhibit in each of the categories.
3. Judging criteria is based on category.
4. Block construction should enroll in the COUNTY – STEM area.
5. Edgar County 4-H and 4-H Association, staff and volunteers **will not be responsible for stolen, lost, or damaged block construction projects**. Members may remove their building block project from the fairgrounds at the completion of judging for security reasons. If the project is removed, the member must provide a photo of the project to leave with the exhibit tag, scoring sheet, and any award ribbon/sticker.
6. This is a County Project - **NO** State Fair Exhibit for any Do Your Own Thing project exhibits. Premiums will not be paid for these exhibits.

DO YOUR OWN THING - Block Construction (Plastic/Wood/Metal)

County Project, no state fair entry

Exhibit one project made by member of plastic, wood, or metal blocks.

Miscellaneous

County Project, no state fair entry

Exhibit one item made by the exhibitor that does not fit into any other exhibit class.

DOG

Dog Rules and Regulations

1. In order to exhibit in Dogs, the 4-H member must be enrolled in:
Dog I - Wiggles 'N Wags - Pub. BU-08166 or
Dog II – Canine Connection - Pub. BU-08167 or
Dog III – Leading the Pack - Pub. BU-08168
2. 4-H Members may participate in the Dog Show and/or by exhibiting a Dog Animal Science Project.
3. Dog Obedience Class attendance is required to participate in the 4-H Fair Dog Show. You must attend the first six (6) sessions of the series of classes or arrange with the instructor to make up classes in which you were absent. Health papers **MUST** be presented to the Dog Obedience Instructor on the first day of class before the animal is allowed to be taken onto the fairgrounds.
4. The 4-H member may not substitute another 4-H member or family member in their place during obedience classes or exhibition.
5. 4-H'ers showing a dog in the Edgar County 4-H Fair Dog Show must complete the Quality Assurance & Ethics Certification (QAEC) online at web.extension.illinois.edu/qaec by June 1. *This is a one-time certification required during a member's 4-H career.*
6. 4-H'ers who score 170 points or above may advance to the State 4-H Dog Show.
7. Showmanship classes may be combined dependent upon fair entries.
8. **Veterinarian health check and papers must accompany dog.**

Guidelines for Dog Show

1. Exhibitors shall be limited to one entry in each class. The same dog cannot be shown in more than one class.
2. Dogs must be under control and supervision of their handler. Absolutely no fighting or interference with other dogs will be allowed. The Extension Office & Obedience Instructors reserve the right to dismiss or disqualify a dog due to aggressive behavior towards an individual or another dog.
3. A dog being shown in the dog obedience project must be trained by and belong to 4-H'er or to a member of his immediate family or leased for the length of the project with a signed lease agreement. The 4-H'er exhibiting the dog must be the trainer of the dog.
4. All dogs must be brought to the obedience classes AND the 4-H Fair on a six-foot leather, canvas or preferably nylon leash.
5. No spike collars or tags hanging from the collars will be allowed.
6. Choke chains are mandatory. NO flea collars are permitted.
7. Female dogs in season must not be brought to the classes; however, the presence of the handler is still required. NO substitutes are permitted.
8. Dogs do NOT have to be AKC registered; however, AKC rules will be used for judging.

9. All dogs must have current **Distemper, Parvo and Rabies** vaccines. Dogs must also be flea-free.
10. All exhibitors must wear appropriate attire such as a 4-H shirt, nice shorts or pants, and soft-soled shoes or boots. NO flip-flops or sandals are permitted.
11. A runoff will be held in case of a tie for total score.

Dog Classes

Dog Obedience

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

Dog Showmanship

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

Classes for Dog Show

Beginner Novice I

Inexperienced handlers and dogs with no training prior to September of preceding year.

1. Heel on leash (forward, halt, right turn, left turn, slow, normal and fast). The last order signifies that the handler and dog must break pace. These orders may be given in any sequence and may be repeated if necessary.

Maximum Points 40.

- | | |
|---------------------------------------|--------------------|
| 2. Figure 8 (on leash) | Maximum Points 40. |
| 3. Sit for exam (on leash) | Maximum Points 40. |
| 4. Sit Stay (walk around ring) | Maximum Points 40 |
| 5. Recall (off leash front/no finish) | Maximum Points 40 |

Beginner Novice II

Experienced handlers with inexperienced dogs OR Inexperienced handlers with experienced dogs.

Requirements are the same as for the Beginner Novice I Class. (See above)

Preferred Novice (May only exhibit the same dog one year in this class)

Experienced handler with experienced dog.

- | | |
|--|-------------------|
| 1. Heel on leash and figure 8 | Maximum Points 40 |
| 2. Stand for examination (off leash) | Maximum Points 30 |
| 3. Heel Free (off leash) | Maximum Points 40 |
| 4. Recall (off leash with finish) | Maximum Points 30 |
| 5. Heel Free (off leash) | Maximum Points 40 |
| 6. Sit or down stay-walk around the ring | Maximum Points 30 |
| 7. Sit Stay-get your leash (off leash) | Maximum Points 30 |

Novice (May only exhibit the same dog one year in this class)

Dogs and handlers with training prior to September of preceding year.

- | | |
|--|-------------------|
| 1. Heel on leash and figure 8 (on leash) | Maximum Points 40 |
| 2. Stand for examination (off leash) | Maximum Points 30 |
| 3. Heel free (off leash) | Maximum Points 40 |
| 4. Recall (off leash) | Maximum Points 30 |
| 5. Sit Stay – Get your leash (off leash) | Maximum Points 30 |
| 6. Group Exercise – Sit & Down Stay (on leash) | Maximum Points 30 |

Graduate Novice

(May only exhibit the same dog two years in this class)

Dogs that have had training two years or more preceding current 4-H Show.

- | | |
|---------------------------------------|-------------------|
| 1. Heel Free and figure 8 (off leash) | Maximum Points 40 |
| 2. Drop on Recall. | Maximum Points 40 |
| 3. Dumbbell Recall | Maximum Points 30 |
| 4. Dumbbell Recall over High Jump | Maximum Points 30 |
| 5. Recall over Broad Jump | Maximum Points 30 |
| 6. Stay-Get your leash (sit, down) | Maximum Points 30 |

Preferred Open

(May only exhibit the same dog one year in this class)

- | | |
|--|-------------------|
| 1. Heel Free and Figure 8 | Maximum Points 40 |
| 2. Command Discrimination (Stand, down, sit) | Maximum Points 30 |
| 3. Drop on Recall | Maximum Points 30 |
| 4. Retrieve on Flat | Maximum Points 20 |
| 5. Retrieve over High Jump | Maximum Points 30 |
| 6. Broad Jump | Maximum Points 20 |
| 7. Stay-Get your leash (Sit, down) | Maximum points 30 |

Open

- | | |
|--|-------------------|
| 1. Heel Free and Figure 8 | Maximum Points 40 |
| 2. Command Discrimination (Stand, Down, Sit) | Maximum Points 30 |
| 3. Drop on Recall | Maximum Points 30 |

- | | |
|------------------------------------|-------------------|
| 4. Retrieve on Flat | Maximum Points 20 |
| 5. Retrieve over High Jump | Maximum Points 30 |
| 6. Broad Jump | Maximum Points 20 |
| 7. Stay-Get your leash (Sit, Down) | Maximum Points 30 |

Graduate Open Class

- | | |
|---------------------------------|-------------------|
| 1. Signal Exercise | Maximum Points 40 |
| 2. Scent Discrimination | Maximum Points 30 |
| 3. Go Out | Maximum Points 30 |
| 4. Directed Jumping | Maximum Points 40 |
| 5. Moving Stand and Examination | Maximum Points 30 |
| 6. Directed Retrieve | Maximum Points 30 |

Preferred Utility

- | | |
|------------------------------------|-------------------|
| 1. Signal Exercise | Maximum Points 40 |
| 2. Scent Discrimination Article #1 | Maximum Points 30 |
| 3. Scent Discrimination Article #2 | Maximum Points 30 |
| 4. Directed Retrieve | Maximum Points 30 |
| 5. Moving Stand & Examination | Maximum Points 30 |
| 6. Directed Jumping | Maximum Points 40 |

Utility

- | | |
|------------------------------------|-------------------|
| 1. Signal Exercise | Maximum Points 40 |
| 2. Scent Discrimination Article #1 | Maximum Points 30 |
| 3. Scent Discrimination Article #2 | Maximum Points 30 |
| 4. Directed Retrieve | Maximum Points 30 |
| 5. Moving, Stand and Examination | Maximum Points 30 |
| 6. Directed Jumping | |

Maximum Points 40

Junior Dog Showmanship- Ages 8-13 years

1. Exhibitors will be judged on handling skill, knowledge of breed standards of their dog, dog show terminology, and elementary dog anatomy. The judge has the right to question exhibitors in one or all of these areas.
2. Dogs will be judged on cleanliness, general health and grooming.

Senior Dog Showmanship- Ages 14 years-up

1. Exhibitors will be judged on handling skill, knowledge of breed standards of their dog, dog show terminology, and elementary dog anatomy. The judge has the right to question exhibitors in one or all of these areas.
2. Dogs will be judged on cleanliness, general health and grooming.

Dog Maker

Counties may submit three (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.

ELECTRICITY

Electricity Rules and Regulations

1. In order to exhibit in Electricity, the 4-H member must be enrolled in: **Electricity Unit 1 - *Magic of Electricity* Pub. BU-6848** or **Electricity Unit 2 - *Investigating Electricity* Pub. BU-6849** or **Electricity Unit 3 - *Wired for Power* Pub. BU-6850** or **Electricity Unit 4- *Entering Electronics* Pub. BU-6851** or
2. Exhibits that stand over 4' tall will be placed on the floor. If an item is not meant to be displayed on a table top, please indicate such on the exhibit tag.
3. It is strongly suggested that members use recommended construction details including proper color-coding provided by the Energy Education Council (EEC). Contact the Extension Office for more information.
4. All plugs MUST have an underwriters note tied to the exhibit.

5. The size of the wire **MUST** comply with the UL codes relative to the type of work to be done.
6. All projects **MUST** include a written report explaining how project was constructed and the principles demonstrated.
7. County may submit three (3) entries for state fair from Electricity 1, 2 and 3 and one (1) entry from the Ready4 Life Challenge class. There is no state fair selection for Class 04 - Electronics.

Electricity 1- Exhibit a momentary switch, simple switch or basic circuit OR an electromagnet OR a galvanometer OR an electric motor. All projects must include a report explaining how the project was constructed and the principles demonstrated. Only battery-powered projects using battery components and wiring may be used. ****Projects using paper clips, cardboard, thumbtacks & brads are NOT eligible for State Fair Entry.** Members wishing to exhibit these types of projects should consider exhibiting in Junkdrawer Robotics 1 or 2.

Electricity 2- Exhibit a circuit board demonstrating parallel and series switches, including a circuit diagram **OR** a 3-way or 4-way switch circuit using DC/battery **OR** 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. Only battery-powered projects using battery components and wiring may be used. ****Projects using paper clips, cardboard, thumbtacks & brads are NOT eligible for State Fair Entry.** Members wishing to exhibit these types of projects should consider exhibiting in Junkdrawer Robotics 1 or 2.

Electricity 3- Exhibit a 120V lighting fixture or other appliance which uses a switch **OR** exhibit 2 electrical household circuits using 120V materials to comply with National Electrical Codes, one with a simple on/off switch to control bulb, and one using 3-way switch to control light from 2 locations **OR** a project which demonstrates principles in *Wired for Power* book. All projects must include a report explaining how the project was constructed and the principles for its operation.

Electricity 4- Electronics

This project is not eligible for State Fair

Exhibit any electronic or solid-state appliance, and a written report explaining your project and what you learned. When project is being constructed, general safety and workmanship should be considered

Electricity Ready4Life Challenge: (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

Counties may submit three (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

Entomology-Beekeeping Rules and Regulations:

1. In order to exhibit in Entomology-Beekeeping, the 4-H member must be enrolled in:
Entomology - Beekeeping I – *Understanding the Honeybee* available at extension.purdue.edu/extmedia/4h/4-h-571-w.pdf or
Entomology - Beekeeping II – *Working with the Honeybee* available at www.extension.purdue.edu/extmedia/4H/4-H-586-W.pdf or
Entomology - Beekeeping III – *Advanced Beekeeping Methods* available at extension.purdue.edu/extmedia/4h/4-h-593-w.pdf
2. See General Project Guidelines
3. 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 box). *Honey exhibited (including chunk, cut comb, and sections) must be collected since the previous year fair.*

4. County may submit two (2) entries to state fair and one (1) entry in Ready4Life class.

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

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

Beekeeping 2: 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 Honeybees. Present a topic from your manual to teach fairgoers about working with honeybees. Use your knowledge and creativity to display this information on a poster or in a notebook.

Beekeeping 3: Exhibit three (3) of the four (4) kinds of honey listed below (#1-4) or prepare an educational display about honeybees 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 honeybees or beekeeping.

Entomology Beekeeping Ready4Life Challenge: (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

Counties may submit three (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 – GENERAL

Entomology-General Rules and Regulations:

5. In order to exhibit in Entomology, the 4-H member must be enrolled in:
Entomology 1 – Teaming with Insects-Level 1 Pub. 8440 or
Entomology 2– Teaming with Insects- Level 2 Pub. 8441 or
Entomology 3 – Teaming with Insects – Level 3 Pub. 8442
6. See General Project Guidelines
7. 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.

8. County may submit two (2) entries to state fair and one (1) entry in Ready4Life class.

Entomology 1

Exhibit 15 or more species representing four or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology I project manual, *Teaming with Insects-Level 1* with at least one completed activity for each year enrolled. Member should be prepared to discuss skills learned. Rules for pinning and labeling insects are available at the Extension office.

Entomology 2

Exhibit 30 or more species representing eight or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology II project manual, *Teaming with Insects-Level 2*, with at least one completed activity for each year enrolled. Member should be prepared to discuss skills learned. Rules for pinning and labeling insects are available at the Extension office.

Entomology 3

Exhibit 60 or more species representing twelve or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology III project manual, *Teaming with Insects – Level 3*, with at least one completed activity for each year enrolled. Member should be prepared to discuss skills learned. Rules for pinning and labeling insects are available at the Extension office.

Entomology Display, Other

Exhibit an activity or display from an Entomology project book that does not fit into any of the above listed classes. 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: (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

Counties may submit three (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.

EXPLORATORY

Exploratory Rules and Regulations

1. In order to exhibit in Exploratory, the 4-H member must be enrolled in:

Exploratory - Welcome to 4-H Pub. 01517

Collectibles – My Favorite Things Pub. 4H 496

2. Exploratory is not eligible for state fair.

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

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

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

Collectibles (not eligible for state fair)

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

FAMILY HERITAGE

Family Heritage Rules and Regulations

1. In order to exhibit in Family Heritage, the 4-H member must be enrolled in:
Family Heritage – Family History Treasure Hunt Pub. 4-H442
2. County may submit one (1) entry for state fair from Family Heritage and one (1) entry from the Ready4Life Challenge class.

Family Heritage

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

Family Heritage Ready4Life Challenge

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

Counties may submit three (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.

FLORICULTURE

Floriculture Rules and Regulations

1. In order to exhibit in the Floriculture, the 4-H member must be enrolled in:
 - Floriculture Level A – Floriculture Pub 4-H-966**
 - Floriculture Level B – Floriculture Pub 4-H-967**
 - Floriculture Level C – Floriculture Pub 4-H-968**
 - Floriculture Level D – Floriculture Pub 4-H-969**
2. See General Project Guidelines.
3. County may submit three (3) entries to state fair and one (1) entry from the Ready4Life class.

FLORICULTURE

Floriculture A

Exhibit one of the following options:

- Create a flower arrangement; either a round arrangement or a bud vase. **No silk flowers are permitted; OR**
- Create a photo collage or a collection of pictures of flowers that you have raised. Label your flowers by name and tell if you started with a seed, cutting or transplants. Mount pictures on a poster board or mount 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 to be the same variety, color, shape and size. Must have been grown from seed, young seedling plants, bulbs or rhizomes by exhibitor. (NOTE: Exhibitors choosing lilies should include no more the 2/3 of foliage for their exhibit.)

Floriculture B

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

Exhibit one of the following options:

- Create a terrarium. Selected plants should be started by the exhibitor from cuttings, seeds or as purchased plugs. The terrarium must be cared for by the exhibitor for at least 5 months. Exhibitor 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.

Floriculture D

Exhibit one of the following options:

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

Flower Arranging

Table arrangements, fan, umbrella, corsage, etc. Exhibitors must bring materials and make two arrangements in approximately one hour. Arrangements are to be made from fresh and/or dried plant materials. Silks are not permitted. NO interaction with other people will be allowed until the exhibit is completed. Final arrangement must fit on the table top. Flowers, containers and other supplies must be furnished by the member. Exhibits selected for State Fair will be exhibited under Floriculture A and must meet those requirements.

Floriculture Display (Open to youth enrolled in Floriculture A, B, C and 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 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.

Floriculture Ready4Life Challenge: (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

Counties may submit three (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.

FOOD AND NUTRITION

Food and Nutrition Rules and Regulations

1. In order to exhibit in Food and Nutrition, the 4-H member must be enrolled in:
4-H Cooking 101 – Pub. 01512Y
4-H Cooking 201 – Pub. 01513Y

4-H Cooking 301 – Pub. 01514Y

4-H Cooking 401 - Pub. 01515Y

Candymaking- County project, no 4-H publications

Food Preservation –Can My Tomatoes Pub. PIU-Tom

Make My Strawberry Jam **Pub. PIU-Jam**

Make My Pickles **Pub. PIU-Pick**

Freeze My Fruits and Veggies **Pub. PIU-Freez**

Dry My Fruits **Pub. PIU-Dry**

Can My Vegetables **Pub. PIU-Can**

Food Science 1 – What’s on Your Plate? 1 Pub. 01411Y

Food Science 2 – What’s on Your Plate? 2 Pub. 01412Y

Food Science 3 – What’s on Your Plate? 3 Pub. 01413Y

Food Science 4 – What’s on Your Plate? 4 Pub. 01414Y

Sports Nutrition – Ready, Set, Grow Pub. 4-H463

NOTE: Food Decorating is a Visual Arts project; however, decorated cakes, cupcakes, cookies and etc., are exhibited at the 4-H Fair during Foods Judging. See Fair Schedule for exact time/place. Exhibit requirements are found under the Visual Arts category.

2. See General Projects Guidelines
3. The 4-H member must use recipes included in the project manuals unless otherwise specified. The food projects will be judged upon a quality standard for the *type* of recipe used.
4. **All** Foods and Nutrition entries, that are an actual food item, will be sold during the Food Auction. See Foods Auction section for additional information.
5. 4-H members, or their designee, are responsible for knowing the **PROJECT NAME** for their items when checking in for judging. (For example, *pie* is the item but 4-H Cooking 401 is the project name in which you must register. *Cookie* is the item but 4-H Cooking 101 is the project name in which you must register.)
6. County may submit seven **(7) entries** to state fair total from eligible classes and One (1) entry in the Ready4Life class. Fruit Filled Pie and Candymaking classes are NOT state fair eligible.
7. If the required activity is not completed for a project or the item does not meet basic requirements, the project grade will be lowered one level.
8. Recipe variations are allowed unless requirements state otherwise. Recipe is required **IF** variations are used.

4-H Cooking 101

No icing is allowed on any of these products.

4-H member may **choose only one** (1) class in this project area.

*Using the recipes included in the project manual, prepare an exhibit of 13 cereal marshmallow bars; **OR** an 8” square or round coffeecake; **OR** 13 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. **ADDED REQUIREMENT: 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. This is a requirement as part of your exhibit.

Please be sure to read all requirements for Cooking 101.

Cereal Marshmallow Bars- Using the recipe included in the project manual, exhibit 13 cereal marshmallow bars (entire 9" x 13" pan.) Bars should be displayed on a disposable plate placed in a self-sealing plastic bag. Recipe is found on p. 34 of 4-H Cooking 101 project manual at go.illinois.edu/4Hhandbook or from the Extension Office.

8-inch Square or Round Coffee Cake- Using the recipe included in the project manual, exhibit an 8-inch square or round coffee cake. The coffee cake should be displayed on a disposable plate placed in a zip-sealing plastic bag. Recipe is found on p. 59 of 4-H Cooking 101 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Cookies- Using the recipe included in the project manual, exhibit 13 cookies. Cookies should be displayed on a disposable plate placed in a zip-sealing plastic bag. Recipes found on p. 68-71 of 4-H Cooking 101 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

4-H Cooking 201

4-H member may **choose only one** (1) class in this project area.

*Using the recipes included in the project manual, prepare an exhibit of 13 cheese muffins; OR 13 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. **ADDED REQUIREMENT: 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. This is a requirement as part of your exhibit. Please be sure to read all requirements for Cooking 201.*

Cheese Muffins- Using the recipe included in the project manual, exhibit 13 cheese muffins. Cheese Muffins should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipe is found on p. 49 of 4-H

Cooking 201 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Scones – Using the recipe included in the project manual, exhibit 13 scones. Scones should be displayed on a disposable plate placed in a zip-sealing plastic bag. Recipe is found on p. 51 of 4-H Cooking 201 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Basic Nut Bread- Using the recipe included in the project manual, exhibit one loaf of basic nut bread (9" x 5" pan). NO variations allowed. Basic Nut Bread should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipe is found on p. 48 of 4-H Cooking 201 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

4-H Cooking 301

4-H member may **choose only one** (1) class in this project area. Please be sure to read all requirements for Cooking 301.

*Using the recipes included in the project manual, prepare an exhibit of 13 dinner rolls; **OR** loaf of yeast bread; **OR** 1 tea ring; **OR** 13 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. **ADDED REQUIREMENT: 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.*

Tea Ring- Using the recipe included in the project manual, exhibit a tea ring. Tea Ring should be displayed on a disposable plate and placed in a zip-sealing plastic bag. If icing is used on the tea ring, the recipe must also come from the project manual. Recipe is found on p. 45 of 4-H Cooking 301 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Sweet Rolls – Using the recipe included in the project manual, exhibit 13 sweet rolls. The sweet rolls should be displayed on a disposable plate and placed in a zip-sealing plastic bag. If icing is used on the sweet rolls, the recipe must also come from the project manual. Recipe is found on p. 43 of 4-H Cooking 301 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Layer of Cake without Frosting – Using the recipe included in the project manual, exhibit a one layer of a rich white or rich chocolate cake without frosting (top side up). The layer of cake without frosting should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipes found on p. 115-116 of 4-H Cooking 301 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Loaf of Yeast Bread – Using the recipe included in the project manual, exhibit a loaf of yeast bread. The yeast bread/roll dough may be prepared in a bread making machine; however prepared mixes are not permitted. The loaf of yeast bread should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipe found on p. 41 and p. 46 of 4-H Cooking 301 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Dinner Rolls – Using the recipe included in the project manual, exhibit a plate of 13 dinner rolls. The yeast bread/roll dough may be prepared in a bread making machine; however prepared mixes are not permitted. The dinner rolls should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipe found on p. 40 of 4-H Cooking 301 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

4-H Cooking 401

4-H member may **choose one (1)** from 4-H Cooking 401 **in addition to one (1) fruit-filled pie.**

Please be sure to read all requirements for Cooking 401.

*Using the recipes included in the project manual, prepare an exhibit 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** a Golden Sponge Cake, top side up, without frosting; **OR** a 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. **ADDED REQUIREMENT: 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?*

15" X 10" Loaf of Focaccia Bread – Using the recipe included in the project manual, exhibit a 15" x 10" loaf of Focaccia Bread. The Focaccia Bread should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipe found on p. 22 of 4-H Cooking 401 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

One Baked Pie Shell (Traditional, Oil, or Whole Wheat) – Using the recipe included in the project manual, exhibit one baked pie shell. The pie crust should be displayed on a disposable plate and placed in a zip-sealing plastic bag. NO graham cracker crusts are allowed. Recipes found on p. 97 – 100 of 4-H Cooking 401 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Golden Sponge Cake – Using the recipe included in the project manual, exhibit a Golden Sponge Cake, top side up, without frosting. The Golden Sponge Cake should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipe found on p. 117 of 4-H Cooking 401 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

French Bread – Using the recipe included in the project manual, exhibit a loaf of French Bread. The French Bread should be displayed on a disposable plate and placed in a zip-sealing plastic bag. Recipe found on p. 24 of 4-H Cooking 401 project manual, at go.illinois.edu/4Hhandbook or from the Extension Office.

Fruit Filled Pie – Exhibit one double crust fruit pie of your choice. NOTE: Non-refrigerated pies only. A small slice will be removed as part of the judging process. Fruit filled pie should be placed in a zip-sealing plastic bag. **Fruit filled pies are NOT a State Fair Exhibit option.**

Candymaking - County Project, no 4-H publication

Exhibit an arrangement of at least two dozen sweet candy treats. These may be from one recipe or from up to four recipes. Include a copy of the recipe(s) used. Candy should be presented on a disposable plate placed in a plastic bag or covered with clear wrap, or in a decorative container. Presentation of the candy arrangement will be considered upon judging.

NOTE: FOOD DECORATING is a Visual Arts project. Exhibit requirements are listed under Visual Arts.

FOOD PRESERVATION

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

Canning- The exhibit should include two (2) different canned foods in appropriate jars for the products. Foods may be fruit, vegetable, 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 (2) pint jars of different recipes of pickles and/or relishes.

Jams, Jellies, and Preserves- Exhibit half-pint jars of two (2) different jams, jellies, and/or preserves.

Preservation Combination – Exhibit two (2) different preserved food products, excluding Freezing, in appropriate jars/packaging (drying). For example, Exhibit 1 jar of tomatoes (Canning) and 1 half-pint of jelly (Jams, Jellies, and Preserves).

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

All food exhibits must be labeled with:

1. The name of the food;
2. The date preserved;
3. Appropriate method(s) of food preservation (for canned projects: boiling water bath or pressure canner; for drying projects: specify equipment used (food dehydrator, oven, etc.))

Examples:

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

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

Required Recipes and Sources for Food Preservation Exhibits – all food preservation recipes must be from an approved source. Those sources are:

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

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

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

SPORTS NUTRITION

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

Examples for Activity 1

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

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

Food Science 1-4

Prepare a display, digital presentation, or poster on one of the food science experiments from the project 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; 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. There is **NOT** a food exhibit option for this class.

Foods Innovation Class

Open to youth enrolled in any Foods project.

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

Foods Nutrition Ready4Life Challenge: (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

Counties may submit three (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

Forestry Rules and Regulations

1. In order to exhibit in the Forestry, the 4-H member must be enrolled in:
Forests of Fun 1 – *Follow the Path* Pub. BU-08038 or
Forests of Fun 2 – *Reach for the Canopy* Pub. BU-08039 or
Forests of Fun 3 – *Explore the Deep Woods* Pub. BU-08040
2. See General Projects Guidelines
3. County may submit one (1) entry for state fair and one (1) entry in the Ready4Life class.

Forests of Fun 1

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

Forests of Fun 2

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

Forests of Fun 3

Exhibit any product or display illustrating an activity from the project manual. The exhibit may include, but isn't limited to, original works, objects, demonstrations,

digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you have learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display.

Forestry Ready4Life Challenge: (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

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

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

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

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

GEOLOGY

Geology Rules and Regulations

1. In order to exhibit in Geology, the 4-H member must be enrolled in:
Geology – *Geology-Introduction to the Study of the Earth* Pub. MH0603
2. See General Project Guidelines. 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.
3. County may submit three (3) entries for state fair and one (1) entry to the Ready4Life class.
4. 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.

Pebble Pups 1

Display 8 to 19 rocks or mineral specimens with at least 3 specimens being minerals. Collection may include duplications that show variations. Label collection and note where found.

Pebble Pups 2

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

Rock Hounds 1

Display at least 30 but no more than 40 rocks or mineral specimens with at least 10 specimens being minerals. Rocks should include at least 3 igneous, 2 metamorphic, and 3 sedimentary groups. Label collection and note where found. Exhibitor should be able to discuss various aspects of geology with judge.

Rock Hounds 2

This level is for those who have successfully completed Rock Hounds 1. 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. Exhibitor should be able to discuss their theme and choice of specimens related to the theme with the judge.

Geology Innovation

(Open to youth who are 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 poster which you have made. Choose whatever method best shows what you have learned. Your exhibit should not fit in the other exhibit options for this project. You 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: (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

Counties may submit three (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.

HEALTH

Health Rules and Regulations

1. In order to exhibit in Health, 4-H members must be enrolled in:
**Keeping Fit & Healthy I- *First Aid in Action*, Pub. BU 08174 or
Keeping Fit & Healthy II-*Staying Healthy*, Pub. BU 08175 or
Keeping Fit & Healthy III-*Keeping Fit*, Pub. BU 08176**
2. See General Projects Guidelines
3. County may submit three (3) entries to state fair and one (1) entry in the Ready4Life class.

Health 1

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

Health 2

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

Health 3

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

Health Innovation

(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: (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

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

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

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

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

INTERCULTURAL

Intercultural Rules and Regulations

1. In order to exhibit in Intercultural, the 4-H member must be enrolled in:
Intercultural - Passport to the World – 4-H Passport to the World: A Country Study Guide Pub. MC0510
Diversity & Cultural Awareness – Seeing i2i Pub. 4H6510
2. This may be done as an individual project or group project.
3. Each county may submit one (1) entry from each class for state fair and one (1) entry from Ready4Life Challenge.

Passport to the World – Individual

Prepare a display illustrating what you have learned about a country's or U.S. region's geography, economy, agriculture, people, language, housing, culture, music, crafts, clothing, holidays, or other aspect. Exhibit should be educational in nature and should not promote one's beliefs over another person's beliefs. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you 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. 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:

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: (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

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

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

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

input sensors, feedback, etc.)

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

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

Intercultural – Club

(Includes Passport to the World and Diversity & Cultural Awareness)

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

Interior Design Rules and Regulations

1. In order to exhibit in Interior Design, 4-H members must be enrolled in:
Interior Design- *Design Decisions* Pub. 4H1600
2. County may submit two (2) entries for state fair and one (1) entry from the Ready4Life class.

Design Decisions, Beginning:

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:

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: 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:

(Open to those enrolled in Interior Design)

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

Interior Design Ready4Life Challenge: (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

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

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

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

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

LEADERSHIP

Leadership Rules and Regulations

1. In order to exhibit in Leadership, 4-H member must be enrolled in:
Leadership 1 - *Leadership: Skills you Never Outgrow Book I* **Pub. MC-0630** or
Leadership 2 - *Leadership: Skills you Never Outgrow Book II* **Pub. MC-0631** or
Leadership 3 - *Leadership: Skills you Never Outgrow Book III* **Pub. MC-0632** or
What's Leadership? – What's Leadership? **Pub. MC0700**
2. See General Project Guidelines
3. County may submit three (3) entries to state fair and one (1) entry from the Ready4Life class.

Leadership 1 - Create a binder portfolio with a minimum of four (4) completed activities each year from the areas noted below. Build upon your previous year's work. Photocopies or original pages of the completed activities from the project book should be included in the portfolio. Use of page protectors is recommended. Exhibits will NOT be labeled "Do Not Touch".

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 project 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 project 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 project manual.

Leadership 2 – Building upon your previous work, continue adding to your binder portfolio with a minimum of four (4) completed activities each year, from the areas noted below. Photocopies or original pages of the completed activities from the project book should be included in the portfolio. Use of page protectors is recommended. Exhibits will NOT be labeled “Do Not Touch”.

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 project 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 project 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 project manual.

Leadership 3 - Building upon your previous work, continue adding to your binder portfolio with a minimum of four (4) completed activities each year from the areas noted below. Photocopies or original pages of the completed activities from the project 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 project 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 project 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 project manual.

Leadership Innovation

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

Leadership Group Exhibit

(Open to clubs 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. 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. 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 awards/premiums.

Leadership Maker

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

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

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

input sensors, feedback, etc.)

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

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

Leadership Ready4Life Challenge: (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.

NATURAL RESOURCES

Natural Resources Rules and Regulations

1. In order to exhibit in Natural Resources, 4-H members must be enrolled in:
Exploring Your Environment 1 – Ecosystems Services Pub. 08410 or
Exploring Your Environment 2 – Earth's Capacity Pub. 08411
Natural Resources 1 – Step Into Nature Pub. MH0101 or
Natural Resources 2 – Explore the Natural World Pub. MH0102 or
Natural Resources 3 – Blaze the Trail Pub. MH0103
Sportsfishing 1 – Take the Bait Pub. BU-07598 or
Sportsfishing 2 – Reel in the Fun Pub. BU – 07599 or
Sportsfishing 3 – Cast Into the Future Pub. 07600
Wildlife 1 – Online – please check with the Extension Office for website
Wildlife 2 - Online – please check with the Extension Office for website
Wildlife 3 - Online – please check with the Extension Office for website
Outdoor Adventures 1 – Hiking Trails Pub. BU-08043 or
Outdoor Adventures 2 – Camping Adventures Pub. BU-08044 or
Outdoor Adventures 3 – Backpacking Expeditions Pub. BU-08045
2. See General Projects Guidelines

3. NO Live animals or reptiles are permitted in these displays.
4. County may submit three (3) total entries to state fair from any eligible classes (Nature: Natural Resources/Outdoor and Nature: Fishing and Wildlife and one (1) entry from the Ready4Life class.

Natural Resources 1

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

Natural Resources 2

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

Natural Resources 3

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

Outdoor Adventures 1 - 3 (Camping)

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

Sportsfishing 1

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

Sportsfishing 2

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

Sportsfishing 3

Exhibit a product or display made to complete the activities 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 hard plastic case.**

Wildlife 1

Exhibit any activity developed from the project book. (Ex. Identify different wildlife habitats.) Be able to explain the importance of and concept behind the exhibit.

Wildlife 2

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

Wildlife 3:

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

Natural Resources Ready4Life Challenge: (Open to 11- to 18-year-olds enrolled in any Natural Resources project)

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

Natural Resources Maker

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

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

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

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

Exploring Your Environment I – Ecosystems Services

(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 – Earth's Capacity

(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

Photography Rules and Regulations

1. In order to exhibit in Photography, the 4-H member must enroll in **only one** of the following:
 - Photography 1 – Focus on Photography Pub. PC-1**
 - Photography 2 – Controlling the Image Pub. PC-2**
 - Photography 3 – Mastering Photography Pub. PC-3**
2. See General Projects guidelines.
3. Photographs must be taken by the exhibitor during the current 4-H year.
4. Photos may be taken with a camera, or an electronic tablet (i.e. iPad) or a cell phone.
5. For each class, members should be knowledgeable about the type of camera and settings used to prepare exhibit.
ALL photos (including Photo Editing exhibits) must be accompanied by details of the camera settings that include:
6. **Camera/device used**
7. **Aperture (F-stop)**
8. **Exposure time (shutter speed)**
9. **ISO (film/sensor sensitivity)**
10. **Lighting used (flash, artificial, sunlight, other)**
11. **Photo editing software/application used (required for ALL edits and retouches except for cropping)**
12. **Filters used (lens filters and or digital/software filters)**

13. 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.
14. All photographs must be mounted on mount board, poster board or framed unless otherwise noted. Photos exhibited in frames should be prepared for hanging.
 - Photo/Model releases from individuals pictured in the exhibitor's photographs are required unless the photograph is 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.
15. County may submit three (3) entries for state fair and one (1) entry in the Ready4Life class.

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

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

Photography 2

Exhibit **one** of the options listed below:

- Exhibit one framed 8”X10” close-up photograph using the skills learned on pgs. 62-63 of the project manual section 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 demonstrates your understanding of a technique you learned from your Photography 2 project manual. No photo editing allowed in this class except cropping and red eye removal. Be prepared to show the page in the manual of the technique you are demonstrating.

Photography 3

Exhibit **one** of the options listed below:

- Exhibit one framed 8”X10” 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” or two framed 5”X7” photos which demonstrate your understanding of a technique learned from your Photography 3 project manual. No photo editing is allowed in this class except cropping and red eye removal. Be prepared to show the page in the manual of the technique you are demonstrating.

Photo Editing

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

Exhibit one framed 8”X10” 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

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

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

(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

Counties may submit three (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.

PLANT AND SOIL SCIENCES

Plant and Soil Rules and Regulations

1. In order to exhibit in Plant and Soils Sciences, the 4-H member must be enrolled in:
Plants & Soils 1 *It's More Than Just Dirt* **Pub. 380-020** or
Plants & Soils 2 *Stems and Stamens* **Pub. 380-021** or
Plants & Soils 3 *Sprouting Out and Growing Up* **Pub. 380-022**
2. See General Project Guidelines.
3. These classes are not eligible for State Fair.

Plants & Soils 1 – 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 – 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 – 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 – Open to 11-18-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 requirement 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

Counties may submit three (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.

PUBLIC PRESENTATIONS

Public Presentation Rules and Regulations

1. In order to exhibit in Public Presentations, the 4-H member must be enrolled in **Communications - Public Presentations – Finding Your Voice: Public Speaking Made Easy Pub. 4H 377**
2. Participants are permitted to use note cards unless otherwise stated.
3. The state public speaking contest will be held during the Illinois State Fair. Youth can compete in a speech and also bring a general project for judging. Youth must be selected in their county contest to advance and must speak the same day as their county exhibit day.
4. No live animals are allowed in speeches. Counties may advance a total of three (3) 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 | Note 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

ROBOTICS

Robotics Rules and Regulations

1. In order to exhibit in Robotics, the 4-H member must be enrolled in:
Robotics 1 – Robotics 1 with EV3 PUB 4-H 507
Robotics 2 – Robotics 2 with EV3 PUB 4-H 508
Robotics 3 – go.illinois.edu/4Hrobot
Junk Drawer Robotics 1 – Give Robots a Hand PUB - 08431 or
Junk Drawer Robotics 2 – Robots on the Move PUB – 08432 or
Junk Drawer Robotics 3 – Mechatronics PUB – 08433 or
Robotics Youth Notebook – PUB 08435
2. See General Project Guidelines.
3. Projects exhibited must be made by the 4-H member during the current 4-H year.
4. Edgar County 4-H and 4-H Association, staff and volunteers **will not be responsible for stolen, lost, or damaged robotic projects**. Members may remove their robotics project from the fairgrounds at the completion of judging for security reasons. If the project is removed, the member must provide a photo of the project to leave with the exhibit tag, scoring sheet, and any award ribbon/sticker.

5. 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.
6. County may submit three (3) entries for state fair and one (1) entry in the Ready4Life class.

Robotics 1: Beginning: (Not eligible for the 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. Exhibitor is required to bring their Robotics Notebook to share what they learned about the engineering design process and programming.

Robotics 1: Intermediate: 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. Exhibitor is required to bring their Robotics Notebook to share what they learned about the engineering design process and programming.

Robotics 2: 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. Exhibitor is required to 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:

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

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

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

Junk Drawer Robotics 1: (Not eligible for State Fair) Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 1 Book. Exhibitors are required to bring their Junk Drawer Robotics Youth Robotics Notebook with all sections within the module being exhibited are filled in.

Junk Drawer Robotics 2: Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 2 Book. Exhibitors are required to bring their Junk Drawer Robotics Youth Robotics Notebook with all sections within the module being exhibited are filled in.

Junk Drawer Robotics 3: Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 3 Book. Exhibitors are required to bring their Junk Drawer Robotics Youth Robotics Notebook with all sections within the module being exhibited are filled in.

Robotics Ready4Life Challenge: (Open to 11- to 18-year-olds as of September 1 of current 4-H year and are 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

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

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

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

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

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

SHOOTING SPORTS

Shooting Sports Rules and Regulations (for poster display exhibit):

1. In order to exhibit in Shooting Sports, the 4-H member must be enrolled in:
Shooting Sports - Archery AND/OR
Shooting Sports - Air Rifle AND/OR
Shooting Sports - .22 Rifle AND/OR
Shooting Sports – Shotgun
2. See General Projects Guidelines
3. No live ammunition.
4. No knives or arrow tips (including field points, hunting broadheads, etc.)
5. No functional or non-functional bows, firearms or firearm parts that could be reassembled are allowed.
6. No display involving primarily tactical design firearms (i.e. AR platform or military type firearms)
7. No reference or use of the word “weapon” should be used in a display
8. 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.)
9. 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.
10. 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.
11. Exhibits deemed to be inappropriate will not be displayed.
12. County may submit two (2) entries for state fair and one (1) entry in the Ready4Life class.
13. 4-H members enrolled in 4-H Shooting Sports may choose to exhibit a display in addition to or instead of participating in a Shooting Sports 4-H Fair Exhibition. Members must be a member of the Edgar County Shooting Sports Club. These projects will be judged during the 4-H Fair Exhibition of the discipline that is the subject of the display.
14. Shooting Sports participants MUST be enrolled in the Edgar County Shooting Sports 4-H Club to exhibit/participate.

Shooting Sports Display- Archery - Exhibit a poster or stand-alone display depicting safe firearm/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 Display- Air Rifle and .22 Rifle - 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 Display- Shotgun - 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

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

Shooting Sports Ready4Life Challenge: (Open to 11-18 year olds as of September 1 of current 4-H year and 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 Exhibition - Archery, Air Rifle, .22 Rifle and Shotgun:

Participate in the 4-H Shooting Sports Club's designated 4-H Fair exhibition. Exhibitors will be awarded placing/ratings based on performance.

Shooting Sports Maker

Counties may submit three (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.

SMALL ENGINES

Small Engines Rules and Regulations

1. In order to exhibit in small engines, the 4-H member must
Be enrolled in: **Small Engines I – Crank It Up Pub. BU-08186** or
Small Engines II - Warm It Up Pub. BU-08187 or
Small Engines III - Tune It Up Pub. BU-08188
2. See General Projects Guidelines
3. This project should be no larger than a 4' x 4' display board. Exhibits must be portable. Exhibits larger than 3' x 3' require the member to contact the Extension office one week prior to fair. No complete engines, lawn tractors, tillers, chainsaws, etc. are permitted for display. **NOTE:** No electrical power is available for state fair exhibits.
4. County may submit one (1) entry to state fair and one (1) entry in the Ready4Life class.

Small Engines 1: 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:

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: 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: (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

Counties may submit three (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.

SMALL PETS

Members enrolled in Small Pets or Cat project areas may choose to participate in the Small Pet Show OR exhibit a display.

Rules and Regulations

1. In order to exhibit in Small Pets, the 4-H member must be enrolled in:

Small Pets I - *Pet Pals* Pub. BU-6359 or
Small Pets II - *Scurrying Ahead* Pub. BU-6360 or
Small Pets III - *Scaling the Heights* Pub. BU-6361
**Small Pets – Guinea Pigs – Guinea Pigs: Cavy Handbook:
Guide to Guinea Pigs Pub. 4-H 215R**

2. Any "pet" is eligible to be included in this project including but not limited to: birds, fish, crustaceans, spiders, cavy, reptiles, amphibians, cats, rabbits, etc.
3. There is no State Fair selection for this project.
4. The Small Pets Show may occur on a year-to-year basis due to limited fair entry registration. The Extension Office will decide on the minimum amount of entrants to justify conducting the show. Contact the Extension Office for more information.

ANIMAL SCIENCE DISPLAY

Small Pet Animal Science Display - See requirements under Animal Science.

SMALL PETS SHOW

Small Pet Show rules and regulations

1. Ownership of pets June 1, current year.
2. Animals must come to the show in a cage or carrier.
3. All animals must be in good health to be exhibited in the small pet show. Proof of vaccinations are required when appropriate or required for pet ownership (ex., cats require vaccinations for ownership) and must be presented at check-in.
4. All animals must be under the direct supervision of the 4-H'er at all times.
5. Members **must present the Small Pets project manual** with at least two (2) chapters completed at animal check-in time and judging.
6. Entrants are limited to one (1) entry per class.
7. Animals may be shown more than one year.
8. All animals must be weaned.
9. Members will be asked questions about their animal by the judge.
10. There is no state fair exhibit for the Small Pets Show.
11. Entrants will be judged on animal's overall appearance, exhibitor's ability to present the animal to the judge and on the project manual work.
12. 4-H'ers who prefer not to participate in Dog Obedience may exhibit in the Dog Jr. or Sr. Showmanship classes and should enroll in the Dog project area. See the guidelines under the Dog exhibit requirements.
13. Specific rules pertaining to felines:
 - a. Cats must be shown with a collar or harness and a leash.
 - b. Cats four months of age and older must have proof of current rabies vaccination.**
 - c. No flea collars allowed.
 - d. Kittens must be fully weaned and not more than 8 months old. Cats are defined as being 8 months old and older.
 - e. Felines may be registered, unregistered, crossbred, male or female.

Animal Science Small Pets / Guinea Pig Ready4Life Challenge

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.

Animal Science Guinea Pig Display

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.

Small Pets Maker

Counties may submit three (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 PET SHOW

Cavies (Hamsters, guinea pigs, mice, etc.)

Reptiles (snakes, lizards, iguanas, chameleons, etc.)

Junior Kittens (member ages 8-13)

Senior Kittens (member ages 14-18)

Junior Cats (member ages 8-13)

Senior Cats (member ages 14-18)

Junior Rabbit as Pets (member ages 8-13)

Senior Rabbit as Pets (member ages 14-18)

Miscellaneous Pets (Any pet not specified)

TECHNOLOGIES

Technologies Rules and Regulations

1. In order to exhibit in Technologies, the 4-H member must be enrolled in **Technologies – 3-D Printing & Design, OR Drone Technology**
 2. (No publications- online download only)
3-D Printing and Design – go.illinois.edu/4Htechnology
Drone Technology – go.illinois.edu/4Hdrones
 3. See General Projects Guidelines
 4. There is no State Fair selection for these projects.
- 3-D PRINTING & DESIGN:** Choose one of the following classes based on your interest and skill level.

3-D Design Beginner: (Not eligible for State Fair)

No 3-D Printer or 3-D printed object is required for this exhibit. Exhibit a simple 3-D

rendered design using Computer Aided Design (CAD) Software such as Tinker CAD or Inventor. The design must be an object that performs a specific task, and may not be based on already existing 3-D models. It must be able to be 3-D printed. Any CAD software can be used, but files must be in .STL format. Bring your design on a Jump Drive to be viewed for judging. Exhibits in this class may not have multiple parts, doors, hinges, or any sort of mechanics.

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

3-D Design Advanced: (Not Eligible for State Fair)

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

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

3-D Printing Beginner: (Not eligible for State Fair)

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

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

Process taken during the creation of the invention.

3-D Printing Advanced: (Not Eligible for State Fair)

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

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

3-D Printing & Design Ready4Life Challenge

(Open to 11- to 18-year-olds as of September 1 of the current 4-H year enrolled in any 3-D project) (Not eligible for State Fair)

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

Counties may submit three (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: (Not eligible for State Fair)

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

UAV Unmanned Aerial Systems: (Not eligible for State Fair)

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

UAV Ready4Life Challenge: (Not eligible for State Fair)

(Open to 11- to 18-year-olds as of September 1 of the current 4-H year 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

Counties may submit three (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

Theatre Arts Rules and Regulations

1. In order to exhibit in Theatre Arts, the 4-H member or group must be enrolled in:
Theatre Arts 1 – *Play the Role: Acting Activities*, Pub. BU-08070 or
or
Theatre Arts 3 - *Set the Stage: Stagecraft Activities*, Pub. BU-08072
2. See General Projects Guidelines.
3. County may submit three (3) entries to state fair and one (1) entry in the Ready4Life class.

Theatre Arts 1

Exhibit one of the following items:

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

Theatre Arts 3

Exhibit one of the following items:

- Portfolio of activities for set design; make-up; or sound, props or costuming completed during the current year (Use of page protectors is recommended); **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

Demonstrate the skills and knowledge you have gained through the 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 show what you have 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

(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

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

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

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

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

TRACTOR

Tractor Rules and Regulations

1. In order to exhibit in Tractor, the 4-H member must be enrolled in:
Tractor A Starting Up: Getting To Know Your Tractor Pub. 4-H-961 or

Tractor B *Tractor Operation: Gearing Up for Safety* **Pub. 4-H-962** or
Tractor C *Moving Out: Learning About Your Tractor and Farm Machinery*
Pub. 4-H-963 or
Tractor D *Learning More: Learning More About Agricultural Tractors and*
Equipment **Pub. 4-H-964**

2. See General Projects Guidelines.
3. All items in the display should be affixed to the display board. NO additional items should be included.
4. Each county may submit two (2) entries to state fair and one (1) entry in the Ready4Life class.
5. The county tractor driving competitions may occur on a year-to-year basis due to class registrations. An opportunity may be available in a neighboring county for exhibitors to compete if county competition is not held. Contact the Extension Office for more information.
6. The state tractor driving competitions may occur on a year-to-year basis. Contact the Extension office for more information.

Tractor A

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

Tractor B

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

Tractor C

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

Tractor D

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

Tractor Innovation

(Open to youth who 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 is not limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you have learned. 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 exhibition.

Tractor Ready4Life Challenge

(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

Counties may submit three (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.

VEGETABLE GARDENING

Vegetable Gardening (formerly Horticulture) Rules and Regulations

1. In order to exhibit in Vegetable Gardening, the 4-H member must be enrolled in:
 - Vegetable Gardening A** - *See Them Sprout* Pub BU-07162
 - Vegetable Gardening B** - *Let's Get Growing* Pub BU-07163
 - Vegetable Gardening C** - *Take Your Pick* Pub BU-07164
 - Vegetable Gardening D** - *Growing Profits* Pub BU-07165
1. See General Project Guidelines.
2. Fruits and vegetables may participate in the annual Food Auction. Please see Food Auction guidelines.
3. **All vegetables exhibited must have been grown by the exhibitor as part of their current gardening 4-H project.** Vegetable exhibits should be prepared according to the Illinois Extension Horticulture Guide website: <https://4h.extension.illinois.edu/members/projects/horticulture>. Waxes and oils may not be used on vegetables or fruits. Any plant infested with insects will be removed from the exhibit area and will not be eligible for a Grand Champion exhibit.
4. County may submit three (3) entries to state fair and one (1) entry in the Ready4Life class.

Vegetable Display (Formerly Vegetable Market Basket)

(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 Display

- ◆ Basket 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.
- ◆ The number and type of vegetables used must conform to the Vegetable Plate/Basket List.
- ◆ 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.)
- ◆ This class is allowed a 2' 6" x 2' 6" space for display.

Vegetable Plate

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

- ◆ Exhibit must include 2 single vegetable plates. (Exhibitor will furnish disposable plates.)
- ◆ Number of vegetables on plates must conform to the Vegetable Plate/Basket List.
- ◆ Only one variety on each plate.
- ◆ An exhibitor cannot show two plates of the same type vegetable. (i.e.: cannot exhibit red *and* white potatoes or zucchini *and* straightneck squash.)
- ◆ Plate must be labeled with the name and variety of vegetable used.

Vegetable & Fruit Plate/Basket 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.

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

NON-VEGETABLE CLASSES

Vegetable Gardening Display

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

Any exhibit related to vegetable gardening that does not fall into any of the previous classes. This may be an experimental or educational poster or display. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you have learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display.

Vegetable Gardening Maker

Counties may submit three (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.

Vegetable Gardening Ready4Life Challenge

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.

VETERINARY SCIENCE

Veterinary Science Rules and Regulations

1. In order to exhibit in Veterinary Science, 4-H members must be enrolled in:
Veterinary Science 1 – *From Airdales to Zebras* Pub. 08048 or
Veterinary Science 2 – *All Systems GO* Pub. BU-08049 or
Veterinary Science 3 – *On the Cutting Edge* Pub. BU-08050
2. See General Projects Guidelines.
3. County may submit one (1) entry for state fair and one (1) entry in the Ready4Life class.

Veterinary Science 1

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

Live animals are **NOT** permitted as exhibits in this area. For safety reasons, exhibits should **NOT** include glass, syringes with needles or any other sharp objects.

Veterinary Science 2

Prepare a display focusing on any activity related to the veterinary science project. This may be an experimental or educational poster or display. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you have learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation,

which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display. Live animals are **NOT** permitted as exhibits in this area. For safety reasons, exhibits should **NOT** include glass, syringes with needles or any other sharp objects.

Veterinary Science 3

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

Veterinary Science Ready4Life Challenge

(Open to 11- to 18-year-olds as of September 1 of the current 4-H year 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.

Veterinary Science Maker

Counties may submit three (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.

VIDEO/FILMMAKING

Video/Filmmaking Rules and Regulations

1. In order to exhibit in Video, 4-H members must be enrolled in :
 - Video/Filmmaking** - no 4-H publication – online only. Contact the Extension Office for more information.
 - Illinois 4-H Filmmaker** – no 4-H Publication – online only. Contact the Extension Office for more information.
2. Members may submit **only one** entry per class.
3. All video submissions must be no longer than five (5) minutes in length (unless noted differently in class description).
4. Videos are to be original and a result of the member's current year's work.
5. Criteria for judging shall include:
 - Evidence of story line
 - Use of camera angles
 - Use of zooming techniques
 - Smoothness of scene changes
 - Image and sound quality will be considered in relation to equipment available to and used by exhibitor.
6. All Exhibitors must bring their video to be judged on a USB flash drive and saved in .MP4 format.
7. Equipment for showing/playing videos will NOT be provided.
8. Internet service will not be provided.
9. All videos should comply with copyright regulations and display an image that is appropriate for 4-H audiences.
10. 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.

11. All Video/Filmmaking exhibitors must include a printed copy of materials which will remain on display.

County may submit three (3) entries to state fair and one (1) entry from the Ready4Life class.

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

Animated Video – Video in this class should represent creative animation of original artwork created by the exhibitor. Media might include images created with graphics software or hand-drawn images.

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

Short Story or Short Narrative – Prepare a short video that tells a story. The video should demonstrate skills in making and editing video.

Video/Filmmaking Innovation

(Open to youth enrolled in Video/Filmmaking.) Demonstrate the skills and knowledge you have gained through the Video project. Your exhibit should not fit into 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 that you have made. Choose whatever method best shows what you have learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibition period.

Video/Film Ready4Life Challenge: (Open to 11- to 18-year-olds as of September 1 of current 4-H year 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

Counties may submit three (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.

VISUAL ARTS

Visual Arts Rules and Regulations

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.

1. In order to exhibit in Visual Arts, the 4-H member must be enrolled in:
Visual Arts

Visual Arts – Scrapbooking

Visual Arts – Food Decorating (to be judged with Foods at Fair)

2. See General Project Guidelines.
3. Projects exhibited are to be made by the exhibitor during the current 4-H year (September 1 – August 31). **Exhibitors are encouraged to date the project when it is made.** Photos used as a source should be taken by the artist.
4. Design Source: Be prepared to explain how and where you got the idea for this project. If a photo, sketch, purchased kit or other idea source was used, bring it with you for judging, firmly attached to your exhibit.
5. All items must be properly prepared for display—example: Items intended to be hung must be prepared for hanging on the display hooks. The hanging device should be sturdy enough to support the weight of the object. Framed items NOT intended to be hung should be noted as such on the exhibit tag and a photo of the artwork being displayed should be included.
6. Drawings and paintings should be matted and preferably 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. Protective covering involves using a variety of methods such as: Framing, laminating, covering with clear plastic wrap or contact paper, etc. 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 displayed in a non-hanging manner.
7. Visual Art projects made from a borrowed design, kit, or pattern are **NOT** eligible for State Fair Competition. **State Fair entries 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. Combining parts of different patterns (pictures, photos, images from internet or 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.

NOTE: This also applies to 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, it MUST NOT look exactly like something the judge can search for and find on Pinterest.
8. Stepping stones should be entered in the Non-Original/Miscellaneous category.
9. Quilts: Members who wish to exhibit quilts made from a pattern may enter it in Heritage Arts. Quilts exhibited in Visual Arts – Heritage Arts 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.
10. Members should refer to the Visual Arts Fact Sheet for assistance in identifying correct Visual Arts class placement.

11. Exhibitors may submit two (2) entries per class.
12. County may submit one (1) entry per class for state fair with the exception of Chalk/Carbon/Pigment on canvas, paper or glass which is two (2) entries. One (1) entry from the Ready4Life class may be submitted to state fair. Items entered in the Fiber Arts Non-Original class by 8-10 year olds, are eligible for state fair.

Food Decorating: Exhibit an item noted below or use a cake/cookie/cupcake form in place of a baked item. Techniques for beginner through advanced food decorating can be found in the 4-H Cake Decorating manual (Pub. 4H 42500) on pgs. 3-8.

NOTE: *Food Decorating will NOT be judged with the other Visual Arts classes on Sunday afternoon, but will be judged on Monday afternoon with Candymaking and Pies (See Fair Schedule for exact times). Cake/Cookie/Cupcake forms will not be allowed in the Food Auction.*

FOOD DECORATING BEGINNER – Exhibit one of the following:

- Exhibit four decorated cookies, using a minimum of four different level 1 techniques from the project manual. Exhibit may use cookies OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of four different level 1 techniques from the project manual. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single layer decorated cake, using a minimum of four different level 1 techniques from the project manual. Exhibit may use cake OR cake form.

FOOD DECORATING INTERMEDIATE – Exhibit one of the following:

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

FOOD DECORATING ADVANCED – Exhibit the following:

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

FOOD DECORATING MASTER – Exhibit the following:

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 from project manual. Exhibit may use cake OR cake form.

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

DIVISION A: CANVAS, PAPER, GLASS:

Any original 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. (NOTE: 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:

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.

CLAY

Any 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 may be used. Items can include, but are not limited to, clay statues, bowls, jewelry, etc. **Preformed ceramics are permitted in the Non-Original class at the county level, but are not state fair eligible.**

COMPUTER GENERATED ART

Any original artwork created in any software package. Color or black and white exhibits are acceptable. 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. Exhibit must be labeled with application(s) used. 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 be 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.

FIBER

Any original item made of fiber. Examples are quilts, fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stitch, wearable art, hooking, braiding, duct tape artistry, and baskets. **Original** cross-stitched, knitted, 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 as of September 1 of current 4-H year ONLY)

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

GLASS/PLASTIC

Any item made of glass or plastic. Possible items to exhibit include stained glass, etched glass, mosaics made of glass, glass beading, plastic jewelry, etc. Interlocking building block creations (such as Legos) are not permitted in this class and should be entered in County- Creative Arts. Stepping stones and wall hangings that include cement decorated with glass or plastics items are not suitable for this class, but may be entered in the Non-Original/Miscellaneous area.

HERITAGE ARTS

Exhibit an item of *traditional* art learned from another person or **from a pattern** (NO KITS) may be entered in this class. Non-original cross-stitched, knitted and crocheted items by pattern fit in this class. ALL ORIGINAL cross-stitched, knitted and crocheted items should be exhibited in Fiber Arts; (machine knitted items ARE NOT acceptable for this class.) Other possibilities include: needlepoint, counted cross-stitch, crewel, embroidery, cut work, hardanger (embroidery openwork), macramé, baskets, 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.

METAL

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

NATURE

Any item made of natural materials such as wreaths, cornhusk dolls, etc. Items are to be made of NATURAL materials (which may be purchased). Securing elements such

as glue and wire may be used in the construction as long as they do not detract from the overall “natural” appearance. For example, 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.

PAPER

Any item made of paper. Examples could include origami; greeting cards; paper-cut designs; paper mache; hand-made paper; paper collage; paper models of architecture; 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.

SCRAPBOOKING - BEGINNING

Exhibit one album or notebook, either 8 ½” X 11” or 12” X 12”, with a front and back cover. The album/notebook must have a minimum of 4 pages (front and back), 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.

SCRAPBOOKING - INTERMEDIATE

Exhibit one album or notebook, either 8 ½” X 11” or 12” X 12”, with a front and back cover. The album/notebook must have a minimum of 4 pages (front and back), 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.

SCRAPBOOKING - ADVANCED

Exhibit one album or notebook, either 8 ½” X 11” or 12” X 12”, with a front and back cover. The album/notebook must have a minimum of 4 pages (front and back), 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. Advanced level exhibitors must use a minimum of 12 embellishments and tell a compelling story with pictures, journaling and other media.

THREE-DIMENSIONAL DESIGN/MIXED MEDIA

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

WOOD

Any 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.

LEATHER

Exhibit one of the following options using leather.

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

NON-ORIGINAL/MISCELLANEOUS

Exhibit one item from the above classes that has been made from a kit or is considered non-original. No state fair selection will be made from this class. Enroll projects in this area that do not fit into other visual arts categories

READY4LIFE CHALLENGE:

(Open to 11- to 18-year-olds as of September 1 of the current 4-H year and 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

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

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

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

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

WEATHER

Weather Rules and Regulations

1. In order to exhibit in Weather, the 4-H member must be enrolled in:

Weather 1 *Weather and Climate Science, Level 1:*

mdc.itap.purdue.edu/item.asp?Item_Number=4-H-1023-W or

Weather 2 *Weather and Climate Science, Level 2:*

mdc.itap.purdue.edu/item.asp?Item_Number=4-H-1024-W or

Weather 3 *Weather and Climate Science, Level 2:*

mdc.itap.purdue.edu/item.asp?Item_Number=4-H-1025-W

*Please note: Project manuals for Weather are only available at the links above. Manuals must be ordered and paid for by the 4-H family.

2. See General Project Guidelines.

Each county may submit 1 entry total and 1 entry from Ready4Life Challenge.

Weather and Climate Science 1:

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

Weather and Climate Science 2

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

Weather and Climate Science 3

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

Weather Ready4Life Challenge

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

Counties may submit three (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.

WELDING

Welding Rules and Regulations

1. In order to exhibit in Welding, 4-H members must be enrolled in:
Welding – Arc and Sparks – Pub4-H573
2. County may submit two (2) entries to State Fair in this class and one (1) entry from the Ready4Life class.
3. Only members in the 7th grade and older may be selected for State Fair.

Welding

Exhibit one (1) 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.** Exhibits that were created with an artistic appeal should not be entered in this class. Members who wish to use welding to create artwork should enroll in Visual Arts and enter those exhibits in the Visual Arts – Metal class. Exhibits must be portable and cannot be exhibited on a trailer.

Ready4Life Challenge

(Open to 11- to 18-year-olds as of September 1 of current 4-H year and 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

Counties may submit three (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

Woodworking Rules and Regulations

1. In order to exhibit in woodworking, the 4-H member must be enrolled in: **Woodworking 1 - *Measuring Up* Pub. BU-6875** or **Woodworking 2 - *Making the Cut* Pub. BU-6876** or **Woodworking 3 - *Nailing it Together* Pub. BU-6877** or **Woodworking 4 - *Finishing Up* Pub. BU-6878**
2. See General Project Guidelines.
3. Exhibits larger than 3'X3' will require member to contact the Extension Office one week prior to fair.
4. Exhibits must be portable and cannot be exhibited on a trailer.
5. County may submit two (2) entries for State Fair and one (1) entry from the Ready4Life class.

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

Woodworking 2 - Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable.

Woodworking 3 - Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable.

Woodworking 4 - Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable.

Ready4Life Challenge

(Open to 11- to 18-year-olds as of September 1 of current 4-H year and 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

Counties may submit three (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.

2020 Livestock Ownership Dates

Animals must be in the possession of the 4-H'er by these dates!

(dates are for current 4-H year)

BEEF:

Breeding—calf & heifer, JUNE 1

Cows, JANUARY 1

Market, FEBRUARY 1

DAIRY:

Calf & Heifer, JUNE 1

Cows, JANUARY 1

DAIRY GOATS:

Not in milk, JUNE 1

In milk, JANUARY 1

MEAT GOATS:

Market, May 15

Breeding, MAY 15

PYGMY GOATS:

JUNE 1

POULTRY:

JUNE 1

RABBITS:

JUNE 1

SHEEP:

Breeding, May 15

Market, MAY 15

SWINE:

Breeding, JUNE 1

Market, JUNE 1

HORSE & PONY:

APRIL 1

(Ownership/Lease paper for ISF exhibitors only due JUNE 1)

DOG: Owned/Leased by JUNE 1

Edgar County 4-H Auctions

The Edgar County 4-H Association organizes and operates the Food and Livestock Auctions at the Edgar County 4-H Fair. The rules and regulations set forth below are determined by the members of the 4-H Association.

Livestock Auction:

2. Animals must be exhibited in the show ring to be eligible for sale in the auction.
10. Each exhibitor may sell only one species of market animal. Examples: one market hog or one market rabbit.
11. At weigh-in (swine and cattle) or fair check-in (poultry, rabbits, goats, sheep), the 4-H member must identify the animal to be auctioned. 4-H Association assigns auction order based on computer random assignment.
12. Pending agreement by the market buyer, if a 4-H member wishes to sell additional hogs, these animals must be identified at weigh-in. These hogs will be loaded following the auction. The buyer will pay each 4-H member individually; 4-H Association will have no involvement in the transaction.
13. Exhibitors who wish to retain ownership of an animal following the auction **will be required to let the superintendent know of their intention to buy back their animal at the time of weigh-in at the fair. NO EXCEPTION.** This buy back intention will be notated on the auction show bill by the livestock exhibitor's name.
14. Auction checks that have not been cashed after 90 days from issue date will not be honored. The money will be considered a donation to the 4-H Association.
15. A charge of 10% commission will be made by Edgar County 4-H Association on all livestock sold. Three dollars will be deducted for Association's Thank You ad in the Paris Prairie Press, as well as any check-off as required.
16. Auction order: Poultry, Rabbits, Goats, Sheep, Beef/Swine
(Beef and Swine will rotate in sale order annually)
17. Weight guidelines are as follows: Animals must weigh as listed below to be eligible to sell at the 4-H auction for the following species. There is no restriction above the weights listed.
 - i. **Sheep: 70 pounds**
 - ii. **Hogs: 200 pounds**
 - iii. **Beef: 900 pounds**

Food Auction:

6. All food and horticulture projects will be sold in the Food Auction. Fruit & vegetable projects are eligible to sell at the auction. 4-H Association assigns auction order based on computer random assignment.
7. 4-H members will receive 50% of the selling price of their items. Each member may sell up to five items sold in two lots. Edgar County 4-H Association receives the remainder of the auction proceeds.
8. Auction checks that have not been cashed after 90 days from issue date will not be honored. The money will be considered a donation to the 4-H Association.
9. 4-H members must present their items at the auction in order to receive payment. If the member is unable to attend the auction but wishes to receive payment, a request for waiver must be submitted in writing to the 4-H Association. If the waiver is accepted, the member must arrange for another member to present the items at the auction.
10. If the 4-H member fails to present the items or if the waiver is not accepted, the 4-H Association receives 100% of the item's proceeds.

Questions or concerns about either the Food or Livestock auctions should be addressed to a 4-H Association member.

2020 Edgar County 4-H Association Members:

Angie Hamilton, President
Stephen Bowyer, Vice-President
Brad Cash, Secretary
Penny Peterson, Treasurer
John McMullen, Groundskeeper

Additional 4-H Association Board members include James Bennett, Dale Cash, Adam Harms, Bryce Kohlmeyer, Cliff Macke, Randy Peterson, Kristen Trogdon, Tom Webster, and Wyatt Williamson.

LIVESTOCK RULES

The rules herein apply to the Edgar County 4-H Fair. Be sure to check the Illinois State Fair website for rules pertaining to the State Fair. These rules are general for all livestock. Check specific rules for each type of livestock for particulars in that area.

EXHIBITOR

1. All livestock must be exhibited by the 4-H member in the livestock show. Special situations may warrant that another youth or adult assist the 4-H member with exhibiting of the animal. Superintendents and/or Extension Staff will address such situations on an individual basis.
2. Edgar County 4-H members are expected to prepare their own livestock for exhibition, before and during the 4-H fair, to the best of their ability, taking into consideration their age and experience. Extension Staff and volunteers recognize that it may be necessary for the 4-H member to receive assistance from others in this process. Those giving assistance MAY NOT be a professional, defined as an individual who is receiving monetary payment for any service related to the care and preparation of an animal for the Edgar County 4-H show, beginning Sunday at 6 p.m. through the Thursday release of animals during the 4-H Fair. In the case of horse and pony projects the standard shall be: no professionals can fit or train the animals on the show grounds the day of the show. Superintendents and/or Extension Staff will address violations of such situations on an individual basis.
3. All exhibitors of beef, goats, sheep, and/or swine are **required** to complete the Youth For the Quality Care of Animals (YQCA) by June 1 to be eligible to show at the fair. *This is an annual requirement.* YQCA can be completed through a face to face class or certify online via the website <http://yqca.org>. The estimated cost for the face to face training will be \$3 and \$12 for the online version.
4. All exhibitors of horses, rabbits, poultry, dogs and cats are **required** to complete the Quality Assurance and Ethics (QAEC) training by June 1 to be eligible to show at the fair. *This is a one-time requirement.* QAEC can be completed online through a link on our website: <http://web.extension.illinois.edu/qaec/>
5. Exhibitors will be dressed appropriately for showing. Preferably a 4-H shirt, long pants, and boots. No sandals allowed.
6. Good manners and sportsmanship will be displayed by all exhibitors, families and spectators at all times. Anyone who has violated any rules or regulations, or exhibits improper or unsportsmanlike conduct that is unbecoming a 4-H member may be asked to leave the grounds by Extension Staff or designated volunteer.
7. Showmanship Classes—Showmanship classes are based upon “4-H age”, which is the exhibitor’s age as of September 1 of the current 4-H year. Exhibitors are judged on ability to show his or her animal to its best advantage. Proper showmanship and grooming, both exhibitor and animal, are points to be judged heavily. Conformation of the animal is not to be considered.
8. Substitution of a 4-H livestock project, due to injury or other circumstances preventing exhibition, **may** be permitted. The 4-H member is required to submit a written statement explaining the situation and a supporting statement from a veterinarian by July 1. Extension Staff and the livestock project superintendent will review the case and determine eligibility. The purpose of this policy is to enable a 4-H member to complete the project, should injury or accident occur which was not within the control of the 4-H member or the member’s family.

9. 4-H members or other persons will not be allowed to stay on 4-H grounds overnight unless given special permission by the Extension Staff.
10. Program participants (including minors) will be required to provide their social security number or foreign national tax ID number prior to receiving the prize, gift or award to ensure proper IRS reporting as required by law. This sensitive information is kept confidential and handled through security-protected software (PEAR). Participants will not be eligible for prize, gift or award if social security number or foreign national tax ID number is not provided.

ANIMALS

1. Animals must be in place by 6:00 p.m. on Sunday, unless noted in the 4-H Fair schedule. All 4-H livestock with the exception of horses, must remain on 4-H fairgrounds until released, unless noted in the 4-H Fair schedule.
2. Yearly health requirements specific to the Illinois State Fair will be implemented at the Edgar County 4-H Fair. Please see 2020 Exhibition Livestock Health Requirements – County Fairs, included in this section. Health papers will be collected by superintendents at check-in and are available for pick-up after approval by the designated fair veterinarian.
3. Registration papers for all purebreds must be presented at the species check-in. Members are encouraged to provide a copy of the original papers.
4. Upon request, the 4-H member must provide proof of ownership of the animal. Edgar County 4-H's policy is to follow State Fair participation guidelines. *Only equine and dogs may be leased. If you are leasing your equine or dog from anyone other than a family member, a lease form must be completed and is due to the Extension office by May 1 prior to the fair. NOTE: If you are exhibiting at the State Fair, any equine or dog that is not owned by the 4-H member him/herself must have completed a lease form that accompanies the ISF entry form.*
5. Livestock will be penned and stalled at the discretion of the superintendent or Extension Staff. Priority will be given to adequate space for animals before feed and tack space will be considered. Members may be asked to remove feed and tack as animal space becomes an issue.
6. Livestock grooming chutes are not allowed in the barns after 6 p.m. on Sunday due to limited space issues. In the event of inclement weather, every effort will be made to allow for grooming space under roof.
7. Alleyways in all barns must be kept free of show boxes, feed, supplies, manure, etc. No rear misters allowed. All fans need to be mounted on portable stalls or securely hanging from building supports.
8. Animals must be shown in the ring to be sold in the auction.
9. All animals MUST be under control of the exhibitor during the 4-H Fair. Out of control animals pose danger to the public. Superintendents and/or Extension Staff reserve the right to require that animals which pose such danger be removed from the grounds immediately.

MASTER SHOWMANSHIP

The purpose of Master Showmanship Competition is to become knowledgeable about different species and become skilled in exhibiting them. Observing the various 4-H species shows and asking assistance from other 4-Hers is strongly encouraged.

1. Species exhibited in the Master Showmanship contest will match those exhibited in the Illinois State Fair Master Showmanship Contest. The species are: Beef, Swine, and Sheep.
2. The Senior Division Champion and Reserve Champion Showmanship winners in all hooved livestock species (Equine, Sheep, Goat, Swine, Beef, Dairy Cattle) are eligible to participate in this contest.
3. The order of species shown is: Sheep, Swine, Beef.
4. A 4-H member who qualifies for this contest in more than one species must choose which species he/she will represent.
5. Exhibitor must secure their own animals for the contest. Animals will not be provided. Exhibitor may use their own animal(s).
6. One judge may judge more than one species. These judges may be separate from those who judged the regular qualifying species shows.
7. Contestants will be graded using a score card. Scores from all showings will be totaled to determine the winner. One point will be awarded to the top showman, through 5 points for fifth place. The lowest score wins the contest. If a tie occurs, it will be broken in favor of the contestant, who won the most classes, if still tied, by the contestant with the most seconds, etc.
8. Master Showman and Reserve Master Showman awards will be presented.

State Fair information for Master Showmanship winner:

NOTE: Winner is responsible to submit your online entry by August 1.

- Participants in the Master Showmanship Contest at the Illinois State Fair must supply their own livestock for the competition. Each exhibitor must own or borrow each: a steer or heifer, a market or breeding lamb, and a market hog or breeding gilt. **THE MSC WILL NOT SUPPLY ANIMALS FOR COMPETITION**
- The state event will simultaneously run three species contests with separate judges in each ring. The beef division will run in the junior beef ring, and the swine and sheep divisions will run in the open swine ring.
- Participants will be scored based on overall showmanship abilities and given a score after each round.
- All participants at the state contest will receive a t-shirt and be required to wear the T-shirt during the Master Showmanship competition
- Due to timing and scheduling constraints, no special accommodations will be made to allow an exhibitor to participate in simultaneous events on the

- fairgrounds the evening of the MSC. If the exhibitor is not present at the beginning of the state contest, he or she will automatically be disqualified from competition.
- Contest organizers withhold the right to expel any individual who has violated any of the rules or regulations, or exhibits improper conduct unbecoming of a 4-H member.
- The state contest will adhere to any and all guidelines in relation to the Illinois State Fair issued by the Illinois Department of Agriculture.

BEEF

BEEF RULES AND REGULATIONS

1. In order to exhibit in Beef, the 4-H member must be enrolled in: **BEEF**.
Project Manuals available for members are:
Level 1 - Bite into Beef Pub. BU-08143 or
Level 2 – Here's the Beef Pub. BU-08144 or
Level 3 - Leading the Charge Pub. BU-08145
2. Ownership of cattle specified per show.
3. Entrants limited to showing the number of beef specified in each class.
4. Hanging fans will be the only fans allowed inside the barn. Only one fan per animal will be permitted. In addition, no misters are allowed inside the barn.
5. Generators will be permitted. They **MUST** be placed outside the barn and safely out of the traffic flow of animals and pedestrians.
6. Dying or artificially changing the color of an animal is prohibited. Coloring agents may only be used up to the hock (knee). Powders are not allowed on any part of the animal. The use of false tail heads or the addition of hair, hemp or any similar substance to any part of the animal is prohibited. Animals may be given a white towel test or asked to exit the show ring at the discretion of the judge, superintendent or Extension staff.
7. Refer to General Livestock Rules.

BREEDING BEEF SHOW

Rules and Regulations:

1. Superintendents will verify registration papers for all purebred breeding beef. Exhibitors are strongly encouraged to provide a copy along with the original registration papers so that the copy can be retained for making of class order.
2. Entrants will be limited to no more than two (2) breed subclasses with no more than two (2) entries per subclass.
3. Ownership of breeding beef by June 1, current 4-H year.
4. Beef shown in breeding beef division **MAY NOT** be shown in the market beef division and therefore are not permitted to be sold in livestock auction.

5. **IMPORTANT**—For fair purposes only, the breeding beef division is shown by subclass order. An entire breed will be shown before the next breed. (Angus classes 01 through 06 then Hereford classes 01 through 06, etc.)
6. For classes 01 – 06 subclasses as listed below will apply:

<u>SubClass A</u> – Angus	<u>SubClass B</u> – Hereford
<u>SubClass C</u> – Simmental	<u>SubClass D</u> - All Other Breeds (AOB)
<u>SubClass E</u> - Commercial (Non-Registered)	
<u>SubClass F</u> - Shorthorn	

Junior Calf - Calved after January 1, current year- **NO** weaned bull calves permitted

Senior Heifer Calf - Calved September 1 - December 31 of previous year

Summer Heifer - Calved May 1 – August 31 of previous year

Spring Heifer - Calved January 1 – April 30 of previous year

Senior Heifer - Calved September 1 - December 31 of two years previous

Cow - Calved before January 1 two years previous to show

Pair of Breeding Beef – (by one owner) two animals from the above listed classes.

Market Beef – Calved on or after January 1, of previous year

MARKET BEEF SHOW

Rules and Regulations

1. All market beef will be weighed and measured Monday morning of the 4-H Fair at 8:00 a.m. (or when superintendent chooses) 4-H members must designate which market beef will be sold in the auction at this time.
2. Superintendents will determine class divisions for beef based on the weight. Weight is used to establish estimated market value for the livestock auction.
3. Ownership of cows by January 1, current 4-H year. Ownership of market beef by February 1, current 4-H year.
4. Only market beef may be sold at the auction.
5. Each exhibitor will be limited to three animals in the market beef show (not including premiere animals).
6. Market beef may **NOT** be shown in the breeding beef show.
7. No market animals with horns will be allowed to show.
8. Market beef will be shown in class number order.

Market Heifer

Marker Steer

Pair of Market Beef (by one owner) two animals; either two heifers, two steers, or one heifer and one steer.

SHOWMANSHIP

Junior Showmanship Ages 8-10 years

Intermediate Showmanship Ages 11-13 years

Senior Showmanship Ages 14-19 years – **NOTE** – May be eligible for Master Showmanship Competition – See Master Showmanship Division

BEEF MAKER

Counties may submit three (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.

Beef Animal Science Display

See requirements under Animal Science.

DAIRY CATTLE

Dairy Cattle Rules and Regulations

1. In order to exhibit in the Dairy Cattle division, the 4-H member must be enrolled in:
Dairy Cattle I – Cowabunga! Pub. BU-08161 or
Dairy Cattle II - Moving Ahead Pub. BU-08162 or
Dairy Cattle III – Rising to the Top Pub. BU-08163
2. Ownership of Heifer Calf or Heifer by June 1, current year. Ownership of Cow by January 1, current year.
3. Entrants are limited to two (2) entries per class.
4. Refer to General Livestock Rules.

DAIRY CATTLE SHOW

Heifer Calf - Calved after July 1, previous year and before May 1, current year

Heifer - Calved after July 1, two years before show and before July 1, previous year

Cow - Prior to July 1, two years before show. Any cow that has calved must show in the cow class.

SHOWMANSHIP

Junior Showmanship - 8 to 13 years of age

Senior Showmanship - 14 to 18 years of age

DAIRY CATTLE MAKER

Counties may submit three (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.

GOAT

Goat Rules and Regulations

1. In order to exhibit in Goat, the 4-H member must be enrolled in: **GOAT**.
Project manuals available to members are:
 - Dairy Goat Level 1** – Getting Your Goat **Pub. BU-08352**
 - Dairy Goat Level 2** – *Stepping Out* **Pub. BU-08353** or
 - Dairy Goat Level 3** – *Showing the Way* **Pub. BU-08354** or
 - Meat Goat Level 1** – *Just Browsing* **Pub. BU-07909** or
 - Meat Goat Level 2** – *Growing with Meat Goats* **Pub. BU-07910** or
 - Meat Goat Level 3** - *Meating the Future* **Pub. BU-07911**
2. Refer to General Livestock Rules.
3. Ownership of dairy goats (not in milk) by June 1, current 4-H year. Ownership of dairy goats (in milk) by January 1, current 4-H year. Ownership of all market, and all meat goats by May 15, current 4-H year. Ownership of all pygmy goats by June 1, current 4-H year.
4. Entrants are limited to two (2) entries per class.
5. Age of goat for class determination is made day of show.
6. Market wethers and market does must have milk teeth to show in market class.

GOAT SHOW

Breeding Show – For classes 01; 02; 04; 05; 06 – Subclasses as listed below will apply:

SubClass Dairy (2)

SubClass Meat (2)

- Sub Div. BOER

- **Sub Div. AOB**
 - Crossbred (Example a dairy/meat cross will show as an AOB)

SubClass Pygmy (2)

Doe Kid - under 5 months of age

Doe Kid - 5 up to 12 months of age

Doe - 12 to 23 months of age

Doe - 24 to 47 months of age

Doe - 48 months and over of age

Dairy Goat Milk Competition - The milk competition will be conducted to provide a production evaluation of dairy goat entries. A dry milk out will be performed and then the production of 24 hours will be weighed to determine the champion producer. Milk out and milking times will coordinate with county fair times.

MARKET GOAT SHOW - Wethers or does only. Does shown in the breeding goat show MAY NOT be shown in the market goat show.

Market Goat

Pair of Market Goats

SHOWMANSHIP

Junior Showmanship - 8 to 10 years of age

Intermediate Showmanship – 11 to 13 years of age

Senior Showmanship - 14 to 19 years of age

Goats Maker

Counties may submit three (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.

Goat Animal Science Display

See requirements under Animal Science

HORSE AND PONY

Horse and Pony Rules and Regulations

1. In order to exhibit in Horse and Pony, the 4-H member must be enrolled in:
HORSE.
Project manuals available to members are:
Level 1- *Giddy Up & Go*, Pub. BU-08053 or
Level 2- *Head, Heart, & Hooves*, Pub. BU-08054 or
Level 3- *Stable Relationships*, Pub. BU-08055 or
Level 4- *Riding the Range*, Pub. BU-08056 or
Level 5- *Jumping to New Heights*, Pub. BU-08057
2. See General Livestock Rules

Horse Show Rules and Regulations:

NOTE: All Illinois Equine (horses, ponies, mules, etc.) participating in an advertised equine event (show, rodeo, sale, auction, exhibition, trail rides, or horse fair) shall be accompanied by a **Negative Test For Equine Infectious Anemia/E.I.A.** (Coggins/ELISA) conducted within one year. A

Health Certificate (Certificate of Veterinary Inspection) is not required for Illinois equine.

1. Ownership/lease is by April 1, current year.
2. **State Fair exhibitors only: Photographs, copies of registration papers and ownership or lease forms are due in the Extension Office by May 1, current year for all members intending to exhibit at the state fair.** Members, if they own/lease more than one horse, should file paperwork on ALL potential exhibit horses by the May 1 deadline. If a horse is injured or dies, it may be replaced **only** by a horse whose paperwork is already on file by the May 1 deadline. Ownership/lease forms and photos are not returned to the member and therefore new photos and forms are required yearly for those exhibiting at the state fair. Ownership and lease papers may be obtained from the Extension Office and website.
3. Age—January 1 shall be considered the birthdate for all equine.
4. Size—Each animal is to be measured prior to the start of the show. Measurement shall be from the top of the withers to the ground. One-quarter inch shall be allowed for shoes.
5. The same horse or pony may not be shown by more than one exhibitor.
6. NO stallions one year old or older may be exhibited.
7. Judge and superintendent(s) will decide if rerides are justified. Only the second timing will qualify the rider.
8. Entry limits are for riding classes, 1 entry and halter classes, 2 entries.
9. Helmets (ASI/SEI approved protective headgear) with safety harness **BUCKLED are required** by all riders whenever mounted. A limited number of helmets will be available for use by a 4-H member.
10. Proper equipment and clothing, such as western or English boots with a heel and English helmets are required for the benefit and safety of each exhibitor. For western attire; jeans, boots and a long sleeve collared shirt is recommended and acceptable attire. Refer to the state fair premium book for state fair attire requirements.
11. All classes will be awarded with first through fifth ribbons.
12. All patterns, rule additions and other announcements will be posted.

13. Members who choose to exhibit in a Walk/Trot riding class must participate only in walk/trot classes. Members who choose to exhibit in classes that require a canter or lope may not exhibit in any walk/trot classes.

HORSE AND PONY SHOW

1. **Pony Halter 58" and under**

2. **Mare Horse Halter**

3. **Gelding Horse Halter**

Overall Grand Champion Equine
(1st & 2nd place horses from the first three classes to return)

4. **Showmanship at Halter- 8-13 years.**

5. **Showmanship at Halter- 14-18 years.**

6. **Western Pleasure**

7. **Walk/Trot Western Pleasure**

Horsemanship classes are to be judged on the rider's ability to exhibit his or her animal to its best advantage.

8. **Western Horsemanship**

9. **Walk/Trot Western Horsemanship**

10. **English Pleasure**

11. **Walk/Trot English Pleasure**

Equitation classes are to be judged on the rider's ability to exhibit his or her animal to its best advantage.

12. **English Equitation**

13. **Walk/Trot English Equitation**

14. **Hunter Hack**

Exhibitor must complete the entire barrel pattern correctly and without breaking the timer before the pattern is completed. A penalty of five seconds is added for each barrel knocked over. It is illegal to hold a barrel up with an exhibitor's hand. Pattern is to be set up on the discretion of the judge and superintendents.

Walk/Trot exhibitors must **only walk or trot**. Galloping more than 3 consecutive strides will result in disqualification.

15. Barrel Race

16. Walk/Trot Barrel Race

Exhibitor must choose which barrel to place the flag for pick up. Exhibitor must pick up and stick flag with the same hand. Changing of hands will mean disqualification. Flag must stay in the bucket to count as time. Failure to stick the flag is a 5 second penalty. Failure to pick up the flag is a 10 second penalty. Failure to complete the correct pattern will result in disqualification. Walk/Trot exhibitors must **only walk or trot**. Galloping more than 3 consecutive strides will result in disqualification.

17. Flag Race

18. Walk/Trot Flag Race

Exhibitor must complete the entire pole pattern correctly and without breaking timer before pattern is completed. A penalty of five seconds will be added for each pole knocked down. Three poles downed will result in disqualification. Poles will be set up approximately 21 feet apart in a straight line. Timing will begin 21 feet from end poles. Walk/Trot Exhibitors must **only walk or trot**. Galloping more than 3 consecutive strides will result in disqualification.

19. Pole Bending

20. Walk/Trot Pole Bending

POINTS WILL BE ASSIGNED TO DETERMINE THE FOLLOWING HIGH POINT AWARDS:

High Point Equine
High Point Performance
High Point Equine Event

High Point Equine, Walk/Trot
High Point Performance, Walk/Trot
High Point Event, Walk/Trot

High Point Equine qualifying classes: All conformation classes, showmanship, western pleasure and horsemanship, English pleasure and equitation, barrels, flags, and poles.

High Point Performance qualifying classes: showmanship, western pleasure, western horsemanship, English pleasure and equitation.

High Point Event qualifying classes: barrels, flags, and poles.

Points will be awarded as follows:

First Place	5 points
Second Place	4 points
Third Place	3 points
Fourth Place	2 points
Fifth Place	1 point

Duplicates will be awarded in the event of a tie for a High Point award.

Horse Maker

Counties may submit three (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.

Horse Animal Science Display

See requirements under Animal Science.

POULTRY

Poultry Rules and Regulations

1. In order to exhibit in Poultry, the 4-H member must be enrolled in: **POULTRY**.

Project manuals available to members are:

Level 1 *Scratching the Surface* Pub. BU-6363 OR

Level 2 *Testing Your Wings* Pub. BU-6364 OR

Level 3 *Flocking Together* Pub. BU-6365

2. See General Livestock Rules.

3. Ownership of all poultry is June 1, current 4-H year

4. Poultry must abide by health requirements for exhibition at county fairs.

Poultry Market Show

1. Market birds may not be shown in breeding classes.

2. Only one market bird may be sold in the livestock auction.

3. The following subclasses will apply to Market classes.

SubClass A- Chickens (Standard only- NO Bantams)

SubClass B- Ducks (Standard only- NO Bantams)

SubClass C- Geese

SubClass D- Game Birds (Pigeons, Turkey, Quail, Pheasants, etc)

Single Market Bird- Must be hatched after January 1, current year. Entries limited to two (2) entries per subclass. (i.e. 2 chickens, 2 ducks, 2 geese, 2 game birds)

Pair of Market Birds- Birds must be shown in Class 01. Entries limited to one (1) per subclass. (i.e. 1 pair chickens, 1 pair ducks, 1 pair geese, 1 pair game birds.)

Single Replacement Pullet – Only Subclass A applies. Limited to two (2) entries.

Pair of Replacement Pullets – Only Subclass A applies. Birds must be shown in Single Replacement Pullet class. Entries limited to one (1) pair of chickens.

Poultry Breeding Show

1. Breeding birds may not be shown in market classes.

2. The following subclasses apply to Breeding Classes

SubClass C - Geese

SubClass D – Game Birds (Pigeons, Turkey, Quail, Pheasants, etc.)

SubClass E- Bantam Chickens

SubClass F- Standard Chickens

SubClass G- Bantam Ducks

SubClass H- Standard Ducks

Single Breeding Male- Entries are limited to one (1) per subclass. (i.e. 1 Bantam Chicken, 1 Bantam Duck, 1 Standard Chicken, 1 Standard Duck, 1 Goose, 1 Game Bird)

Single Breeding Female-Entries are limited to one (1) per subclass. (i.e. 1 Bantam Chicken, 1 Bantam Duck, 1 Standard Chicken, 1 Standard Duck, 1 Goose, 1 Game Bird)

Breeder Pair- Breeder Pair consists of 1 Single Breeder Male and 1 Single Breeder Female. Entries limited to one (1) pair per subclass. Birds must be shown in Single Breeding Male and Single Breeding Female classes.

Egg Production- carton of 12 eggs

Showmanship

Members may be judged on their ability to handle their bird and their responses to questions from the judge. 4-H members may exhibit the bird of their choice.

Junior Showmanship Ages 8-13 (As of September 1 previous year)

Senior Showmanship Ages 14-18 (As of September 1 previous year)

Poultry Maker

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.

Poultry Animal Science Display

See requirements under Animal Science.

RABBIT

Rabbit Rules and Regulations

1. In order to exhibit in Rabbit, the 4-H member must be enrolled in: **RABBIT**
Project manuals available to members are:
Level 1 - *What's Hoppening?* Pub. BU-08080 or
Level 2– *Making Tracks* Pub. BU-08081 or
Level 3 – *All Ears!* Pub. BU-08082
2. See General Livestock Rules.
3. Ownership by June 1, current 4-H year.
4. Pen assignments will be made by the Rabbit Superintendent.
5. It is permissible to bring small accessories to cool animals such as portable fans or icepacks. These are the responsibility of the 4-H member.
6. No does with babies six weeks old or younger may be entered.
7. Entrants are limited to eleven (11) rabbits total in the Rabbit Show. Three (3) entries in the Market Show and Eight (8) entries in the Breeding Show.

RABBIT SHOW

MARKET SHOW Rules:

1. Entrants are limited to two (2) entries in the fryer class and one (1) entry in the meat pen for a total of three (3) entries in Market Show.
2. Meat pen is comprised of three (3) rabbits--2 fryers and 1 other fryer.
3. Rabbits shown in Market Show may not be in Breeding Show.
4. Rabbits exhibited in fryer class **MUST** be 70 days of age or less and must weigh between 3 and 5 pounds on day of show.
5. 4-H Member may elect to sell one (1) fryer in the 4-H Livestock Auction.

Individual Fryer - either sex

Meat Pen Trio

BREEDING SHOW Rules:

1. Entrants are limited to two (2) entries per subclass with no more than twelve (12) total entries in Breeding Show.

2. Breeding Show entries are not eligible to sell in 4-H Livestock Auction.
3. Rabbits are exhibited in Class 6 and Class 4 divisions with breed subclasses.
4. The following subclasses will be used in Class 6 division:

Subclass A – Californian
Subclass B – Cinnamon
Subclass C – New Zealand
Subclass D – Mixed Breed
Subclass E – AOB (All Other Breeds)

Class 6 Senior Buck - 8 mos. & up
Class 6 Senior Doe - 8 mos. & up
Class 6 Intermediate Buck - 6-8 mos.
Class 6 Intermediate Doe - 6-8 mos.
Class 6 Junior Buck - 3-6 mos.
Class 6 Junior Doe - 3-6 mos.
Class 6 Pre-Junior Buck - under 3 mos.
Class 6 Pre-Junior Doe - under 3 mos.

5. The following subclasses will be used in Class 4 division:

Subclass D – Mixed Breed
Subclass E – AOB (All Other Breeds)
Subclass F – American Fuzzy Lop
Subclass G – Dutch
Subclass H – Holland Lop
Subclass I – Lionhead
Subclass J – Mini Lop
Subclass K – Mini Rex
Subclass L – Netherland Dwarf
Subclass M – Polish

Class 4 Senior Buck - 6 mos. & up
Class 4 Senior Doe - 6 mos. & up
Class 4 Junior Buck - under 6 mos.
Class 4 Junior Doe - under 6 mos.

SHOWMANSHIP

NOTE: Extension staff reserves the right to combine classes based on fair registrations.

Junior Showmanship - Ages 8 to 13 years.

Senior Showmanship - Ages 14 to 18 years.

Rabbits Maker

Counties may submit three (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.

Rabbit Animal Science Display

See requirements under Animal Science.

SHEEP

Sheep Rules and Regulations

1. In order to exhibit in Sheep, the 4-H member must be enrolled in: **SHEEP**.
Level 1 – Rams, Lambs, and You Pub. BU-6367 or
Level 2 – Shear Delight Pub. BU-6368 or
Level 3 – Leading the Flock Pub. BU-6369

2. Refer to General Livestock Rules.
3. Ownership of breeding sheep by May 15, current 4-H year. Ownership of market sheep by May 15, current 4-H year.
4. Entrants limited to exhibiting the number of sheep specified in each show.
5. The use of muzzles is prohibited. All animals must be fed and watered while on exhibit.

BREEDING SHEEP SHOW

Rules and Regulations:

1. Superintendents will verify registration papers for all Purebred Breeding Sheep.
2. Breeding Sheep are not permitted to be sold in livestock auction.
3. Entrants will be limited to two breed subclasses and no more than two entries per class.
4. Sheep shown in Breeding Sheep division **MAY NOT** be shown in the Market Sheep division.
5. **IMPORTANT**—For Fair purposes only the Breeding Sheep division is shown by SubClass order.
6. For Breeding Sheep Show, SubClasses as listed below will apply.

<u>SubClass A</u> – Hampshire	<u>SubClass B</u> – Dorset
<u>SubClass C</u> – Oxford	<u>SubClass D</u> – Montadale
<u>SubClass E</u> – South Down	<u>SubClass F</u> – Suffolk
<u>SubClass G</u> – All Other Breeds (AOB)	<u>SubClass H</u> – Cross Bred
<u>SubClass I</u> – Shropshire	

Fall Ewe Lamb – Lambed September 1 – December 31 previous year

Fall Ram Lamb – Lambed September 1 – December 31 previous year

Pen of Two Fall Lambs – Lambed September 1 – December 31 previous year

Spring Ewe Lamb – Lambed on or after January 1, current year

Spring Ram Lamb – Lambed on or after January 1, current year

Pen of Two Spring Lambs – Lambed on or after January 1, current year

Yearling Ewe – Lambed January 1 – August 31, previous year

Junior Flock – Consists of one ram lamb, one yearling ewe, and one ewe lamb

MARKET SHEEP SHOW

Rules and Regulations

1. All Market Sheep will be weighed Sunday evening. Superintendents will determine Class divisions for sheep based on these weights.
2. Ownership of Market Sheep by May 1, current 4-H year.
3. Only Market Sheep may be sold in livestock auction.
4. Each exhibitor will be limited to three animals in the Market Sheep show, with no more than two per weight class.
5. Market Sheep may **NOT** be shown in the Breeding Sheep show.
6. Market Lambs must have been sheared within a 30-day time period before the fair.

Market Lamb – (Ewe or Wether) Lambed on or after January 1, current year. Light-weight, Medium-weight, and Heavy-weight classes to be determined after weigh-in.

Pair of Market Lambs - Two (2) animals either two (2) ewes, two (2) wethers, or one (1) ewe and one (1) wether, lambd on or after January 1, current year. Light-weight, Medium-weight, and Heavy-weight classes to be determined after weigh-in.

SHOWMANSHIP Exhibitor age is determined by 4-H age which is the age of the member on September 1, previous year. 4-H Members must be entered in the showmanship class on their fair registration forms and exhibit their own animal (breeding or market) in order to compete. NO EXCEPTIONS!

Junior Showmanship Ages 8-13 years

Senior Showmanship Ages 14-18 years

Sheep Maker

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.

Sheep Animal Science Display

See requirements under Animal Science.

SWINE

Swine Rules and Regulations

1. In order to exhibit in the Swine division, the 4-H member must be enrolled in:
SWINE.
Project manuals available to members are:
Level 1 – *The Incredible Pig* Pub. BU-08065 or
Level 2 – *Putting the Oink in Pig* Pub. BU-08066 or
Level 3 – *Going Whole Hog* Pub. BU-08067
2. Refer to General Livestock Rules.
3. Ownership of all swine by June 1, current 4-H year.
4. Entrants limited to showing a total of 6 hogs; 2 in the Market Show and 4 in the Breeding Show
5. All Registration and Health Papers are due to Superintendents by 7:00 p.m. Sunday. They will be available for pick up on Wednesday in the office.
6. Show order will be posted in the barn by 3 p.m. on Monday. Show **may not** be in class number order.

MARKET SWINE

Rules and Regulations

1. All market hogs will be weighed and numbered during posted hours on Sunday. At weigh-in, 4-H members must indicate market swine they wish to sell at the Livestock Auction, if any.

2. Superintendents will determine Class divisions for hogs based on this weight.
3. Class divisions may include light-weight, medium-weight, and heavy-weight.
4. Only Market hogs may be sold in livestock auction.
5. Each exhibitor will be limited to two animals in the Market Swine show.
6. Market Swine must be farrowed on or after January 1, current year.
7. Market Swine may **NOT** be shown in the Breeding Swine Show.

MARKET SWINE SHOW

Class 01 - Market Barrow

Class 02 - Market Gilt

BREEDING SWINE

Rules and Regulations

1. Superintendents will verify registration papers for all Purebred Breeding Swine.
2. Purebred Swine will be shown by age.
3. Breeding Swine are not permitted to be sold in Livestock Auction.
4. Entrants will be limited to showing four gilts, with no more than two per class per subclass.
5. Hogs shown in Breeding Swine Division may **NOT** be shown in Market Swine Division.
6. The following subclasses will apply to classes 04-08:

SubClass A - Berkshire

SubClass B - Chester White

SubClass C - Duroc

SubClass D - Hampshire

SubClass E - Hereford

SubClass F - Land Race

SubClass G - Poland China

SubClass H - Spotted Poland China

SubClass I - Yorkshire

Class 04 - Purebred Gilt January 1- January 31

Class 05 - Purebred Gilt February 1 and after

Class 06 - Commercial Gilt – (non-registered)

SHOWMANSHIP Member must be enrolled in Swine and show their own animal to participate in Showmanship class. Exhibitor age is 4-H age as of September 1 of previous year. **4-H members must enter the showmanship class on their individual fair registration forms to show. No late entries allowed.**

Class 07- Junior Showmanship - Ages 8 - 10 years

Class 08 - Intermediate Showmanship - Ages 11 - 13 years

Class 09 - Senior Showmanship - Ages 14 - 18 years

Swine Maker

Counties may submit three (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.

Swine Animal Science Display

See requirements under Animal Science.