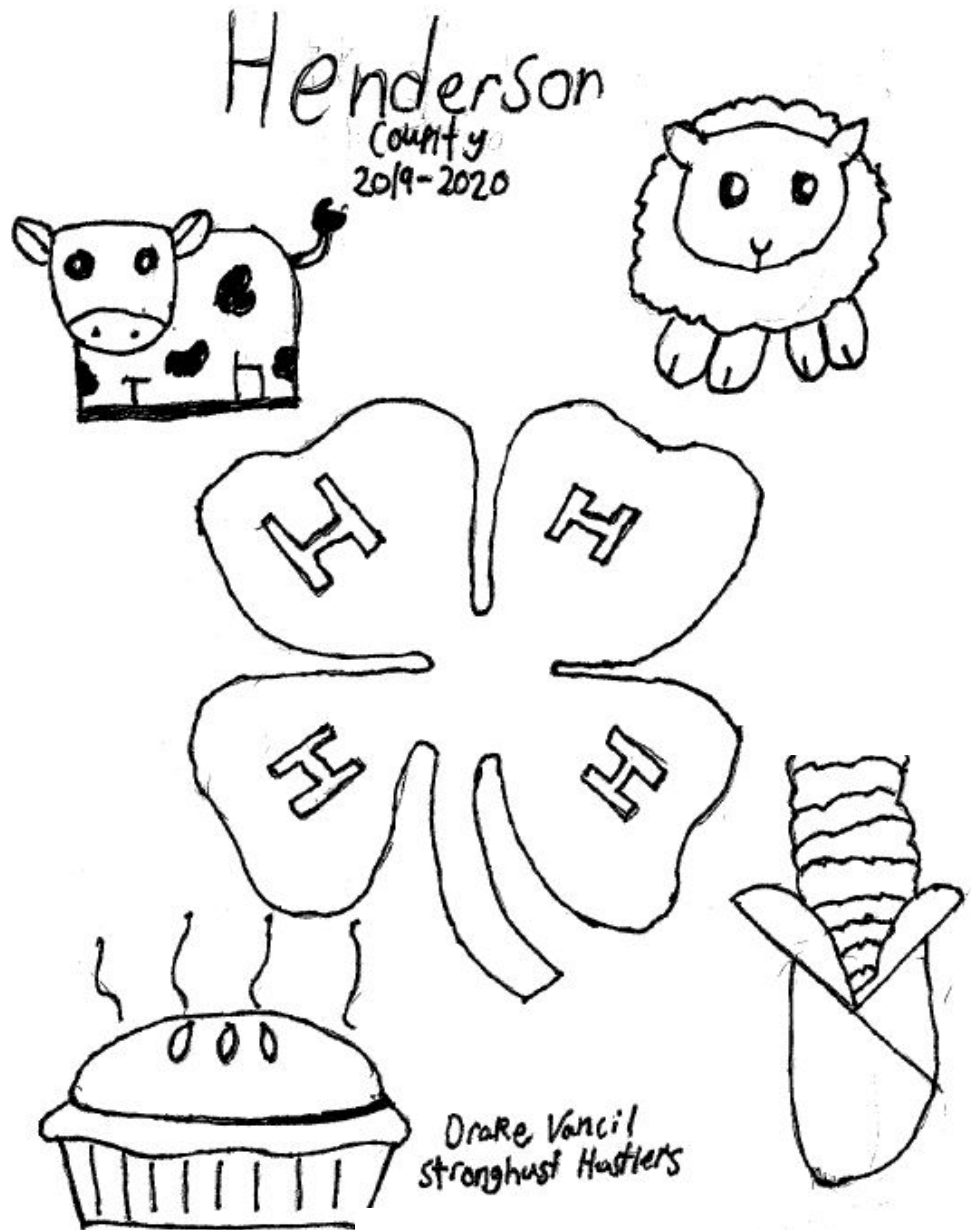




Henderson County 4-H Fair

Virtual Classes

Fair Entry June 5-July 10



Use this in conjunction with the virtual show guide. Not all livestock classes may be offered virtually. All notes of the June 8 Fair Entry Deadline are adjusted to July 10 with projects uploaded.

Cover Designed By: Drake Vancil
Stronghurst Hustlers 4-H Club

4-H Code of Conduct

4-H Member Code of Cond

All participants in events and/or activities planned, conducted, and supervised by the University of Illinois Extension and 4-H, are responsible for their conduct to U of I Extension personnel and/or volunteers supervising the events. This responsibility is necessary for the health, safety, and welfare of the participants, will be rigidly adhered to, and will be uniformly enforced. The following conduct is not allowed while participating in any 4-H event or activity and is subject to disciplinary action:

Category 1

- a) Possession, use or distribution of alcohol and other drugs, including tobacco products.
- b) Theft or destruction of public or private property.
- c) Involvement in sexual misconduct or harassment.
- d) Possession or use of dangerous weapons or materials (including fireworks).
- e) Fighting or other acts of violence that endanger the safety of the participant or others.

Category 2

- a) Willfully breaking curfew.
- b) Unauthorized use of vehicles.
- c) Participation in gambling.
- d) Absence from the planned program.
- e) Intentionally interfering with or disrupting the events.
- f) Use of profane or abusive language.
- g) Disregard for public or personal property.
- h) Public displays of affection or inappropriate actions.
- i) Failure to comply with direction of Extension personnel, including designated adults acting within their duties and guidelines.

Consequences: The University of Illinois Extension reserves the right to restrict participation in future activities for those individuals who have been removed from an activity for any behavior outlined in Category 1 or Category 2. In all cases, the participant will be responsible for restitution of any damages incurred by his/her actions.

Category 1: When notified of any of the actions listed under Category 1, the adult in charge will ascertain the relevant facts and, with concurrence from the U of I Extension staff, will notify the affected participant of the action and any supporting evidence. The participant will be allowed an opportunity to answer the allegations and, if necessary, law enforcement officials will be notified. While facts are being verified, the participant will be removed from the 4-H activity/event and be under direct supervision of his/her parent or guardian. The parent or guardian will be notified of the behavior and must make arrangements for removal of the participant from the activity, at the parent's or guardian's expense. Documentation must be completed on an "Incident Report Form"

Category 2: When notified of any of the actions listed under Category 2, the adult in charge will ascertain the relevant facts and, with concurrence from the U of I Extension staff, will notify the participant of the action and any supporting evidence. The participant will be allowed an opportunity to answer the allegations and, if necessary, law enforcement officials will be notified. While facts are being verified, the participant will be removed from the 4-H activity/event and be under direct supervision of an adult chaperone. The parent or guardian of the participants who violate curfew, use vehicles without 87authorization, or leave the site of the event (as outlined in Category 2, letters a, b, c) will be notified of the actions by the participant. The parent or guardian must immediately remove the participant from the activity, at the parent's or guardian's expense. Participants who exhibit conduct as described in Category 2, letter d-i, will receive a verbal and written warning (initialed by the adult and participant). Upon receiving a second warning, the parent or guardian will be notified of the behavior and must make arrangements for removal of the participant from the activity, at the parent's or guardian's expense.

- Treat all people fairly and animals humanely.
- Respect the property of others.
- Respect the authority of adult or youth volunteers, paid Extension staff, and others in leadership roles.
- Use appropriate language and wear acceptable clothing at 4-H activities and events.
- Show kindness to others and give assistance when needed.
- Be honest and honor commitments.

Henderson County Clubs and Leaders

Bald Bluff Blue Ribbons

Aaron Leary

Jill Leary

Julie Ricketts

Happy Rock Clovers

Darrell Gittings

Lynne Gittings

Raritan Explorers

Amy Nimrick Johnson

Michael Knapp

Terre Haute Superstars

Dan Horton

Jessica Horton

Melinda Horton

Stronghurst Hustlers

Sherri Vancil

Kris Wetzel

Livestock & Animal Superintendents

Beef – Ed Browkaw, Russ Campbell & Hillary Rabe

Goats & Swine –Aaron Leary

Horses – Patty Butler & Jill McGrew

Poultry & Rabbits – Joe Brokaw & Kayla Crum

Sheep – Darrell Gittings

Dogs – Karen Davis

2019-20 Unit #10 Extension Council

Karen Cole (H), Dalton Pullen (H), Bobbie Tapscott (H), Dr.DeVone Eurales (K), Patrick King (K), Joey Ranger (K), Blake Rappenecker (K), Angel Wright (K), Dr. Kishor Kapale (McD), Win Phippen (McD), Mary Ann Sievers (McD), Erica Smith (McD), Jackie Sullivan (McD), Krissy Conklen (W), Olivia Diaz (W), Mary Mowen (W), Jasmine Padila (W), Emma Wohlstadter (W) Nancy Kucharz

Extension Staff

Extension Director – Lisa Torrance

4-H & Youth Development Youth Educator –Shelby Carlson

4-H Program Coordinator –

Henderson County Office Support Assistant – Vicki Jackson

Fair Book Cover Designed By: Drake Vancil–Stronghurst Hustlers

For more information about 4-H or how to join please call the Henderson County Extension Office at (309) 924-1163 or email srcarls2@illinois.edu.

I ILLINOIS
Extension



**COLLEGE OF AGRICULTURAL, CONSUMER
& ENVIRONMENTAL SCIENCES**

University of Illinois • U.S. Department of Agriculture • Local Extension Councils Cooperating

University of Illinois Extension provides equal opportunities in programs and employment.

If you need reasonable accommodation to participate in this program,
please contact the county Extension office.

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2020 4-H GENERAL PROJECT SHOW Information

- ✿ 4-H Show Entry Forms and Exhibit Tags will be mailed from the Extension Office to each exhibitor to the address they provided in 4-H Online. Please read the Fair Book sections carefully for exhibit requirements and project category limits. It is the 4-H member's responsibility to be aware of changes to exhibit requirements and to exhibit their projects according to class requirements.
- ✿ There are no entry fees for 4-H exhibition.
- ✿ All decisions made by project judges are final.
- ✿ Read and follow 4-H Fair Book instructions carefully. Exhibits not properly displayed will receive a lower rating and a possible disqualification.
- ✿ If you need a reasonable accommodation to participate in the General Project Show, please contact Extension Educator, 4-H & Youth Development Shelby Carlson via email at srcarls2@illinois.edu or (309) 924-1163. Written requests may be mailed to the University of Illinois Extension, PO Box 540, Stronghurst, IL 61480. Requests should be made at least two weeks prior to the event.

GENERAL RULES

1. Any boy or girl who is currently enrolled as a 4-H member in Henderson County may participate in 4-H classes, providing the exhibitor has complied with rules and deadlines set forth for Henderson County 4-H. A list of all 4-H members in good standing is on file in the Extension office in Stronghurst.
2. Exhibitors must be enrolled in the general project in which they are exhibiting by March 1 of the current year.
3. All entries must be products of the current 4-H year (September 1, 2019 – July 24, 2020).
4. **Exhibit entries for 4-H general and livestock projects are due in Fair Entry by Monday, June 8 at 11:59 PM** 4-H entries that are not in Fair Entry by 11:59 PM June 8 will not be accepted. No exceptions.
5. Exhibit tags will be mailed to exhibitors at the address they provided in 4-H Online. The exhibitor is responsible for checking exhibit tags for errors. The Extension office must be contacted IMMEDIATELY to request a correction. The deadline to contact the Extension office for corrections to entries is July 2. **NO CHANGES AFTER THIS DEADLINE. NO EXCEPTIONS.**
6. One (1) entry in each *project category* unless otherwise stated in the rules for that project area (i.e. 1 Horticulture and 1 Floriculture exhibit).
7. General projects can be checked in between 7:45-8:45 a.m. on Tuesday, July 21 to the Allison, Neff and/or Eisenmayer Buildings. **Exhibits must be checked in and on 4-H judging tables by 8:45.** The locations of exhibits will be posted prior to exhibit check-in the day of the show and are subject to change.
8. Exhibits illustrating inappropriate subject matter and/or graphics are not acceptable. Extension staff reserve the right to remove exhibits deemed inappropriate for youth audiences. Items deemed potentially dangerous to fair-goers may be removed from the exhibit.
9. It is **the exhibitor's responsibility** to see that exhibits are properly entered and that the tags are securely attached to the exhibits. Items that are not attached to a display should be labeled with the exhibitor's name.
10. Exhibits entered that do not follow directions as stated in this *2020 4-H Fair Book* will be lowered by one rating. Exhibits entered in the wrong class may not be judged and may not receive a premium. **If you are not sure if you are entered in the correct class, contact the Extension Office for direction prior to July 2.**

11. **4-H members are required to be with their exhibits for conference judging** unless Rule #14 is followed. If the 4-H member is not present for judging and an ***Absentee Exhibitor Form*** is not attached to the exhibit, the exhibit will not be judged and is not eligible to receive an award or premium.
12. **Buildings are closed during judging. Only judges, designated judges' secretaries, 4-H leaders and 4-H members waiting to be judged will be allowed in the buildings when judging begins at 9:00 a.m.**
13. Read EACH class description for maximum size limit for exhibits. Some classes have a larger size limitation while others do not. Choose a display size which is most appropriate for the exhibit you are bringing. Larger does not always mean better; use good judgement in creating your exhibit. **Exhibits that stand over 4' tall will be placed on the floor.** Use of page protectors is recommended for binder exhibits. **Binder exhibits will NOT be labeled "Do Not Touch."**
14. **Absentee Exhibitor Rules:**
 - a. If you are unable to attend the 4-H General Project Show with good cause, you must fill out an *Absentee Excuse Form*, stating a valid reason for not being present. The exhibitor, a parent/guardian and the exhibitor's 4-H leader must sign this form. Completed forms **MUST** be in the Extension Office by 12:00 PM Monday, July 13. **Forms that do not have all designated signatures (member, parent and leader) are considered incomplete.** Please request work schedules that allow you to be present for judging if at all possible. Advance notice of fair dates should give sufficient time to most employers who are willing to cooperate.
 - b. The *Absentee Exhibitor Form* must be attached to each exhibit. Answer all questions thoroughly in your own words. Answers may be printed or typed.
 - c. The *Absentee Excuse Form* and *Absentee Exhibitor Form* are available from the Extension office in Stronghurst or online at <https://extension.illinois.edu/hkmw/4-h-henderson-county>. It is the responsibility of each exhibitor to procure these forms *and the required signatures* by the deadlines.
15. **4-H Exhibits will not be judged in the Junior or Open Shows.** Junior or Open Show exhibit tags should not be attached to 4-H exhibits and will be removed from the 4-H exhibits prior to 4-H judging. The project will remain in the 4-H show. If after judging an exhibit is found by Extension Staff to have been judged in both the 4-H show and the Junior or Open Show, the 4-H exhibit tag and ribbon will be removed, the project will be displayed in the Junior/Open Show and the project will not be eligible to receive a 4-H award or premium.
16. **All projects must remain on display until released on Saturday, July 25 from 9:00-10:00 AM** Exhibitors who remove their projects prior to 9:00 Saturday, July 25 forfeit their premiums. Please make arrangements to have your projects picked up during this time if you cannot do so. **Extension is not responsible for exhibits left after this time.**
17. **State Fair intentions are due at the time of project pick-up.** Please have State Fair Forms completed. **State Fair intentions are not declared by 10:00 AM Saturday, July 25 at Project Check-out, State Fair Alternates may be given the opportunity to go in your place.** If someone else is picking up your *Selected for State Fair* exhibit, please send these declaration items with them.

Conference Judging

It is scary to have a judge grade something you have made. You may be afraid the judges will be looking for mistakes, that they will laugh at you or not believe you. These ideas are not true.

4-H judges grade your project against what a “perfect” exhibit should look like – a “blue rating” exhibit. If your exhibit has the same quality as that one, it gets a Blue Ribbon. If it needs some improvement to obtain the same quality, the project scores a red rating and gets a Red Ribbon. If it needs much improvement to meet the same quality, the project scores a white rating and gets a white Ribbon.

The judges are not grading YOU. It is the exhibit that gets the blue, red or white rating and ribbon. You are not a “white ribbon kid” just because your exhibit gets a white rating.

To help the judge grade the exhibit fairly, you will be asked questions about the exhibit as it is judged. This is called *conference judging*. It is important to communicate exactly how you made the exhibit to the judges. Some questions you may be asked are:

- ✿ What steps did you follow to make the exhibit?
- ✿ What tools did you use?
- ✿ What ingredients did you use?
- ✿ Did you get help from anyone? (It is OK if you did. We need someone like grandparents to help us on the hard or dangerous parts sometimes.)
- ✿ What did you learn from the project?
- ✿ What did you have trouble with in this project?
- ✿ What might you do next year to improve in this project?

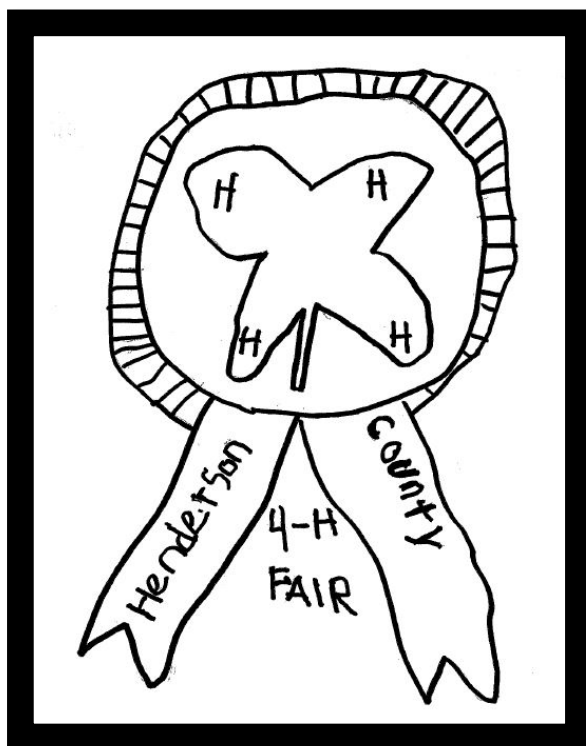
Even though this presentation is only with one judge and their helpers, think of it as a speech. Speak clearly and plainly so that the judges can hear you. Relax. The judges will not try to trick you. The questions help the judges to understand how much you know and what you have learned from the project. State your answers directly and tell them all that you can to answer the question. Do not be afraid to say, “I do not know.” It is important, as with any form of communication, to be HONEST.



Created by: Alexa Berlett
Terre Haute Superstars 4-H Club

County 4-H Premium Information

1. Premiums will be distributed when the unit receives the monies from the agriculture premium fund. Total premium money available is determined and allocated by the Illinois Department of Agriculture.
2. All 4-H exhibits entered according to class requirements and adhering to the 4-H General Project Show Information and Rules will be judged and premium money will be divided according to an X factor, proportionately, on a Blue, Red or White basis. Premiums will be distributed after the fair.
3. 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 Fair Book.
4. **Agricultural Premium Fund (APF):** Under the Illinois Agricultural Fair Act, SUBPART C, known as the 4-H Fund, University of Illinois Extension units are eligible to participate and receive funding for one (1) CASH PREMIUM PER CLASS. Premium-eligible you are 4-H members 8-18 years of age as of September 1, 2018 and are enrolled via 4-H Online. Cloverbud projects are not premium-eligible due to age of members. Counties are not required to pay premiums until the funds are released from the IL General Assembly. <https://www2.illinois.gov/statefair/competitions/premium-books/Documents/livestock.pdf>



Created by: Ethan Mohr

Terre Haute Superstars 4-H Club

State Fair Notes

Non-Livestock General Rules

EXHIBITORS:

1. Exhibitors must have been pre-selected by their county 4-H Extension program as a state fair exhibitor.
2. Exhibitors must be currently enrolled as a 4-H member and have been at least 8 years old as of September 1, 2019. Parents and leaders should make provisions for the adequate care and supervision of exhibitors.
3. Exhibitors must be enrolled in the project or have participated in the activity in which they are exhibiting during the current year. Due to the nature of the conference judging process, exhibitors must be present with the exhibit on Saturday, August 10. Scheduling adjustments for religious reasons may be requested by contacting the Illinois State 4-H Office@ illinois4H@illinois.edu by August 1, 2020.
4. Exhibitors must be present for judging. No Skype or Face Time sessions will be allowed. If a 4-H member needs a reasonable accommodation to participate in the General Project Show, please contact the Illinois State 4-H Office @ illinois4H@illinois.edu by August 1, 2020.

GENERAL EXHIBIT GUIDELINES:

1. **All exhibits must be products of the current 4-H year** (September 1, 2019 - August 9, 2020). The same product that is selected at the county level must be the one exhibited at the State Fair (except for Food & Nutrition (must be the same recipe), Crops, Floriculture, and Vegetable Gardening exhibits (must be the same species/type (i.e. slicing tomatoes, snap beans, onions, etc.). Modifications can be made to the original county exhibit to meet State Fair class requirements or to incorporate suggested improvements made by the local judge. Determination of exhibit eligibility rests solely with the University of Illinois Extension Assistant Dean and Director, 4-H and designated persons.
2. A 4-H member may enter only one individual exhibit and one group exhibit in the 4-H General Project Show. Exhibitors who are enrolled in projects in two different counties can only exhibit in one 4-H County. **Exhibitors will need to check-in at specific times on their county's assigned date. Exhibits are required to be judged on the assigned county day for judging. State fair conference judging will take place on Saturday, August 16.**
3. Exhibits illustrating inappropriate subject matter and/or graphics are not acceptable. The Superintendents reserve the right to remove exhibits deemed inappropriate or dangerous for youth audiences. The content of any 4-H competitive presentation does not necessarily reflect the beliefs or views of the Illinois State Fair or the University of Illinois Extension 4-H program.
4. Some exhibit areas may have size limitations. Read the descriptions carefully. 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. Exhibitors will need to carry their project from the distant parking lots on the fairgrounds.
5. All exhibits must be identified with an official entry tag. This entry tag is to be completely filled out and securely attached to the exhibit. (Exception: Food Demonstration and Public Presentations entries do not need entry tags.)
6. The Illinois State Fair, State 4-H Office, and local University of Illinois Extension personnel or their assigned agents do not assume liability for loss, theft, or damage to any exhibit.
7. No equipment will be provided for any exhibits. This includes computers, projects, dvd players, etc. Exhibitors must furnish any equipment they feel is necessary to properly critique their exhibit. Exhibitors should be aware that electrical outlets are not always located near judging locations and should take that into consideration when bringing exhibits. Exhibits that stand over 4' tall will be placed on the floor. Use of page protectors is recommended for binder exhibits. Binder exhibits will NOT be labeled "*Do Not Touch.*" **In Knox County, all Animal Science Project Displays must meet the size requirement of 2' wide x 15" deep and be displayed on foam poster board.**

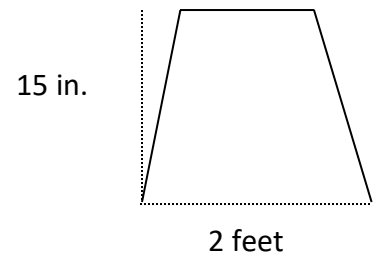
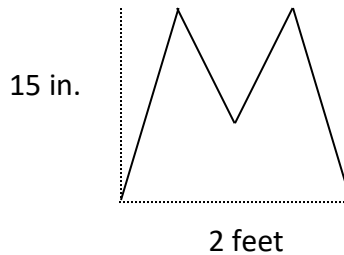
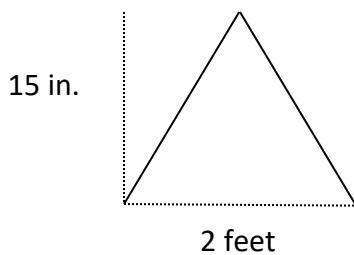
8. Judges are permitted to award Superior ribbons at their discretion to a maximum number of exhibitors per class. Judges take into account the display and information provided during the interview in determining Superior ribbon awards. Exhibitors who do not follow the exhibit class guidelines and requirements are ineligible to receive a Superior ribbon. The judge's decision that is posted on the official judge's class list is final unless it has been determined that an exhibitor has not followed the guidelines or rules for the exhibit class.
9. If your project is chosen for State Fair, all entries for non-livestock exhibits should be made by returning your card attached to your exhibit to the Knox County State Fair table at the 4-H General Show in July. Due at project check out.



Created by: Isaac Mohr
Terre Haute Superstars 4-H Club

How to Make a Display or Poster

1. Have one idea or theme in mind for the display or poster.
2. Use pictures or art work that add to the theme.
3. Keep it simple, but provide enough information to make the theme clear to people.
4. Do not crowd too many words or pictures on the poster.
5. Print neatly and use large letters, stencils or print from a computer.
6. Use dark ink/lettering on light poster board or light lettering on dark poster board.
7. You may use different colors of ink to add interest but too many colors give a cluttered look.
8. Read EACH class description carefully for maximum size limits for exhibits. Some classes have a size limitation and others do not. Choose a display size which is most appropriate for the exhibit you are bringing. Larger does not always mean better; use good judgement in creating your exhibit.
9. If additional items are included with the display that are not attached, label each item with your name so they do not get separated or misplaced during the fair.
10. A display may include one or more posters standing separately or hinged together. The diagrams below show three different patterns as viewed from the top.



IMPORTANT!

Read **ALL** information for **ALL** classes you are exhibiting in.
Changes may have been made from previous years.

The **MAKER** Class

FAQ Sheet

What is the Maker Movement?

The Maker Movement is a technology based social movement focused on individuals creating new and useful devices in a DIY manner. The Maker Movement utilizes the power of collaboration on a global scale to create and share ideas, software and hardware that is continuously improved on by anyone willing to contribute. The software and hardware that arise from these global communities is commonly known as open source technologies. The Maker Class empowers those with the creativity and desire to create useful devices or gadgets that have implications beyond this project, and can be useful in the real world.

Who can exhibit in this class?

Any youth that is enrolled in ANY 4-H project area can exhibit in the maker class.

Does the youth have to build a device or can they just design it?

All exhibits must be **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.

What is Open Source, and does the project have to include open source technologies?

Open Source technologies are software or hardware that is created and shared openly by an individual maker or group. With open source software, the source code of the program or app is freely available to download, use and modify to your needs. This is in contrast to a closed source program or app that cost money and can only be used but not modified. Open source hardware may have a fee associated with it, but the plans and specs are available for makers to modify the hardware to their needs. Projects do not necessarily need to use open source technologies, however must be accompanied by detailed build logs and a bill of materials which will make them a part of the open source universe.

What qualifies as a maker project?

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.) and **MUST** include a detailed build log and bill of materials. A 3D printed or laser cut object alone does not qualify for this class. Projects will be judged on originality, real world applications and market viability, ability to explain design process and concepts, as well as the appearance and build log/bill of materials.

Examples include:

- A weather station that updates a farmer on current weather conditions
- A Raspberry Pi based device that keeps track of animals on a farm
- A device that recognizes friends that come over for sleep overs
- A new design for a mechanical blender
- A light up shirt for night time bike riders
- A homemade videogame arcade that uses open source software as the operating system.
- A handheld device used for identifying insects on freshly picked fruit
- And so much more!!!

Please contact illinoisSTEM-4H@illinois.edu for more details

4-H GENERAL PROJECT SHOW CLASSES

- Indicates the project is eligible for State Fair selection.

There may be changes from last year's fair. You are responsible for reading all information in each class you choose to exhibit in.

AEROSPACE

- **Model Rocketry:** (SF 50130)

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

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

- **Aerospace Display:** (SF 50131)

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

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

- **Aerospace Ready4Life Challenge** (SF 50133)

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

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

- **Aerospace Maker** (SF 50400)

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

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

AND contain either a 3D rendering or detailed and labeled sketches of the device/product.

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

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

ANIMAL SCIENCE

- **Animal Science displays are an option designed as a learning opportunity for youth who do not have livestock to exhibit.**

- **Animal Science: (SF 50135)**

Prepare a display focusing on any activity related to an animal project (beef, cat, dog, goat, horse, poultry, rabbits, sheep or swine). 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 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. **Live animals are not permitted as exhibits in this area.** For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.

- **Animal Science Ready4Life Challenge: (SF 50137)**

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

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

- **Animal Science Maker (SF 50400)**

This includes beef, cat, dog, goat, horse, poultry, rabbits, sheep or swine.

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

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

- Exhibit **MUST** be able to interact with the outside world. (e.g. an on off switch, input sensors, feedback, etc.)
- Exhibits **MUST** include a detailed build log with instructions on how to make or build the exhibit, **AND** contain either a 3D rendering or detailed and labeled sketches of the device/product.
- All parts and software used in the design/build **MUST** be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

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

BICYCLE

(Not eligible for state fair)

Bicycle 1

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

Bicycle 2

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

☐ **Bicycle Ready4Life Challenge**

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

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

☐ **Bicycle Maker (SF 50400)**

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

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
- The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device **MUST** be modified structurally or be 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.

CHILD DEVELOPMENT

☐ **Child Development (SF 50141)**

Each county may submit 1 entry from 50141

Exhibit one of the following class options

• Child Development 1: Infants and Toddlers

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

• Child Care 1: Infants and Toddlers

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

electronic version of at least three completed activities from the manual.

□ **Child Development Ready4Life Challenge** (SF 50142)

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

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

□ **Child Development Maker** (SF 50400)

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

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

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
- The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device **MUST** be modified structurally or be 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.

CIVIC ENGAGEMENT

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

□ **Civic Engagement 1:** (SF 50145)

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

- **Civic Engagement 2:** (SF 50146)
Exhibit a display illustrating one of the following options: 1) your neighborhood; 2) how you were a good neighbor or led a service project for your community; **OR** 3) a Citizenship Challenge that you helped organize and lead (see the project book for details). **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**
- **Civic Engagement 3:** (SF 50147)
Exhibit a display illustrating one of the activities that you completed within your project as it relates to one of the following categories in the manual: 1) Government; 2) Business and Industry; 3) Transportation, Communication & Utilities; 4) Culture & Heritage; 5) Natural Resources & Environment; 6) Education; 7) Organizations within your community; 8) Tourism; **OR** 9) Support Systems within your community. **Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.**
- **Civic Engagement Ready4Life Challenge:** (SF 50149)
(Open to 11- to 18-year-olds enrolled in any Citizenship project)
Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields.

The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

- **Civic Engagement Maker** (SF 50400)
Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:
 - Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
 - The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device **MUST** be modified structurally or be reprogrammed to perform a different function other than what it was designed to do)
 - Exhibit **MUST** be able to interact with the outside world. (e.g. an on off switch, input sensors, feedback, etc.)
 - Exhibits **MUST** include a detailed build log with instructions on how to make or build the exhibit, **AND** contain either a 3D rendering or detailed and labeled sketches of the device/product.
 - All parts and software used in the design/build **MUST** be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

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

Service Learning 1 (not eligible for state fair)

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

Service Learning 2 (not eligible for state fair)

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

Service Learning 3 (not eligible for state fair)

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

CLOTHING & TEXTILES

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



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

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

CLOTHING: STEAM

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

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

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

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

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

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

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

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

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

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

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

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

- Clothing Portfolio – Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in STEAM Clothing 1. Additional pages can be added each year but must be dated with the year created. See project manual, pages 9-11 for portfolio formatting.
- Expanded Textile Science Scrapbook – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See

Project, pages 40-82 for fabric science experiments.

- Design Basics – Understanding Design Principles – Exhibit should include a learning experience that demonstrates the design principles and elements involved when selecting fabric for clothing and accessories. See project manual, pages 17-20 for design suggestions.
- Entrepreneurial Sewing – Exhibit should highlight items you made for sale online. Create an exhibit that displays products you made and posted online. Refer to the project manual, pages 161-167 for information on how to analyze the cost of similar purchased items to determine pricing of your products. The exhibit may be a notebook, poster or small display.

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

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

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

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

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

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

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

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

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

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

and a description of the redesign process must accompany the exhibit.

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

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

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

CLOTHING: SHOPPING Exhibit one of the following options that align with the Shopping in Style level. If a garment is part of the 4-H exhibit, exhibitors should put the garment on PRIOR to their judging time. Shopping in Style: Members are encouraged to spend more than one year involved in this project so they have time to learn what clothing styles look best on them while they also gain skills in building a versatile wardrobe and staying within their budget. Each year enrolled in Shopping should build on previous year's learning experience.

□ **Shopping in Style: (SF 50154)**

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

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

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

- Exhibit should include two clothing items that were previously a part of your wardrobe that still fit but you don't wear anymore and pair them with something new to make them wearable again. Also include a report that explains why the garment was not being worn and what you did to transform it into a wearable garment again. **OR**

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

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

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

□ **Sewing & Textiles Ready4Life Challenge:** (SF 50157)

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

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

□ **Clothing Maker** (SF 50400)

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

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
- The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device **MUST** be modified structurally or be 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.)

COLLEGE & CAREER READINESS

□ **Build Your Future:** (SF 50365)

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

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

□ **College & Career Ready4Life Challenge:** (SF 50366)

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

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

□ **College & Career Maker** (SF 50400)

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

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

In addition, exhibitors are **HIGHLY** encouraged to use tools such as 3-D printers, laser cutters, routers

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

COMMUNICATIONS

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

□ **Communications 1** (SF 50368)

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

□ **Communications 2** (SF 50368)

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

□ **Communications 3** (SF 50368)

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

□ **Creative Writing** (SF 50367)

To provide the best learning experience, it is suggested that counties receive submissions in this class prior to the exhibition date to allow a judge adequate time to read the submissions and provide meaningful review.

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

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

Journalism (Not eligible State Fair)

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

- **Year 1:** Accomplishments of a minimum of 5, 2-star activities from Part 1, answering all of the questions in the activities.
- **Year 2:** Results of doing a minimum of 5, 2-star activities in Part 2, answering all the questions in

the activities.

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

□ **Communications Ready4Life Challenge:** (SF 50368)

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

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

□ **Communications Maker** (SF 50400)

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

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

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

COMMUNICATIONS: PUBLIC PRESENTATIONS

Enrollment in the Public Presentations project is required to participate in this section. No live animals are allowed in speeches. A state contest is held in August. The following speeches will be presented at the 4-H General Project Show.

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

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

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

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

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

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

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

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

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

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

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

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

COMPUTER SCIENCE

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

- **Beginning Visual Programming:** Not Eligible for State Fair

(Open to youth in Computer Science Visual Based Programming)

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

- **Intermediate Visual Programming:** (SF 50159)

(Open to youth in Computer Science Visual Based Programming)

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

- **Advance Visual Programming:** (SF 50160)

(Open to youth in Computer Science Visual Based Programming)

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

- **Website Design:** (SF 50161)

(Open to youth in Computer1 or Computer Science Visual 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).** (SF 50162) Demonstrate the skills and knowledge you have gained through the Computer project. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. Exhibits in this class may also demonstrate successful application of open source (publicly available) computing software and/or hardware, such as Raspberry Pi and Linux, to accomplish a task. All exhibits must include something visual, such as a poster or printed copy of a digital presentation or programing flowchart, which will remain on display during the exhibition. Exhibits in this area will be judged on the computer science programming. Youth

enrolled in a robotics project should choose this class if you want the exhibit to be judged on the programming of the robot. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

□ **Computer Science Ready4Life Challenge:** (SF 50164)

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

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

□ **Computer Science Maker** (SF 50400)

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

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

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

CONSUMER EDUCATION

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

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

□ **My Financial Future 1 Beginner:** (SF 50168)

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

on previous year experiences.

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

□ **My Financial Future 2 Advanced:** (SF 50169)

Building on your previous work in My Financial Future – Beginner project, continue adding to your Financial Planning portfolio which includes the items listed below. Members are encouraged to spend more than one year involved in this project so they have time to thoroughly explore the learning modules and develop a greater understanding of financial literacy, planning for their future, and develop a comprehensive career and financial planning portfolio. The original OR photocopies of the completed activities from the project manual should be included in the portfolio. Each year enrolled in the project should build on previous year's learning experiences.

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

□ **Consumer Ed Ready4Life Challenge:** (SF 50167)

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

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

□ **Consumer Ed Maker** (SF 50400)

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

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

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

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

CROPS

- **Soybeans:** (SF 50170)
Exhibit five fresh plants (include root system that is washed) that are representative of member's 4-H project field; **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. Include the member's crop records with the exhibit, such as the 4-H Crop record found online @ 4-H.illinois.edu, an FFA crops record or similar information.
- **Corn:** (SF 50171)
Exhibit two fresh plants of field corn (include root system that is washed), that is representative of member's 4-H project field; **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. *Sweet corn should be exhibited in Vegetable Gardening unless being raised under commercial contract by the exhibitor.* Include the member's crop records with the exhibit, such as the 4-H Crop record found online @ 4-H.illinois.edu, an FFA crops record or similar information.
- **Small Grains:** (SF 50172)
Exhibit one gallon of the current year's crop of oats, wheat, rye, or barley that is representative of the member's 4-H project field; **OR** exhibit an experimental or educational project related to one experience from your project. Include explanation of the project in a report for public understanding. Include the member's crop records with the exhibit, such as the 4-H Crop record found online @ 4-H.illinois.edu, an FFA crops record or similar information.
- **Crops Innovation Class:** (SF 50173)
(Open to youth enrolled in any Crops Project)
Demonstrate the skills and knowledge you have gained through the Crops project. This could be related to, but not limited to crop production, crop utilization or topics of interest to the member related to agronomy. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.
- **Crops Ready4Life Challenge:** (SF 50175)
(Open to 11- to 18-year-olds enrolled in any Crops project)

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

□ **Crops Maker** (SF 50400)

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

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
- The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device **MUST** be modified structurally or be 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.

ELECTRICITY

It is strongly suggested that members use recommended construction details including proper color coding provided by the Energy Education Council (EEC) that have been provided on the EEC 4-H website.

□ **Electricity 1:** (SF 50177)

(May only be battery-powered projects using battery components and wiring).

Exhibit a momentary switch, simple switch, basic circuit, electromagnet, galvanometer, **OR** an electric motor. All projects must include a report explaining how the project was constructed and the principles demonstrated. Recommendations can be found on the website.

Projects using paper clips, cardboard, thumbtacks, & brads are not eligible for state fair exhibits in electricity. Members wishing to exhibit these types of projects should consider exhibiting in Junkdrawer Robotics 1 or 2.

□ **Electricity 2:** (SF 50178)

(May only be battery-powered projects using battery components and wiring) Exhibit a circuit board demonstrating parallel and series switches, including a circuit diagram; 3-way or 4-way switch circuit



using DC/battery; **OR** a basic electrical device (examples: rocket launcher, burglar alarm, etc). All projects must include a report explaining how the project was constructed and the principles demonstrated. Recommendations can be found on the website. Projects using paper clips, cardboard, thumbtacks, & brads are not eligible for state fair exhibits in electricity. Members wishing to exhibit these types of projects should consider exhibiting in Junkdrawer Robotics 1 or 2.

□ **Electricity 3:** (SF 50179)

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

Electricity 4: (not eligible for state fair)

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

□ **Electricity Ready4Life Challenge:** (SF 50181)

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

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

□ **Electricity Maker** (SF 50400)

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

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

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

ENTOMOLOGY GENERAL

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

- **Entomology 1:** (SF 50183)
Exhibit 15 or more species representing four or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 1 project manual, *Teaming With Insects 1*, with at least one completed activity for each year enrolled. The project manual must be included. Rules for pinning and labeling insects are available from your local Extension office.
- **Entomology 2:** (SF 50184)
Exhibit 30 or more species representing eight or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 2 project manual, *Teaming With Insects 2*, with at least one completed activity for each year enrolled. The project manual must be included. Rules for pinning and labeling insects are available from your local Extension office.
- **Entomology 3:** (SF 50185)
Exhibit 60 or more species representing twelve or more orders. Collection must be accurately labeled. Exhibitors must also include the Entomology 3 project manual, *Teaming With Insects 3*, with at least one completed activity for each year enrolled. The project manual must be included. Rules for pinning and labeling insects are available from your local Extension office.
- **Entomology Display, Other:** (SF 50186)
Open to youth enrolled in Entomology 1, Entomology 2 or Entomology 3
Exhibit any activity or display related to Entomology that does not fit into Entomology Classes 1, 2 or 3 above. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.
- **Entomology Ready4Life Challenge:** (SF 50187)
(Open to 11- to 18-year-olds enrolled in any Entomology project)
Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.
- **Entomology Maker** (SF 50400)
Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project **MUST** abide by the following guidelines:
 - Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.

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

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

ENTOMOLOGY BEEKEEPING

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

□ **Beekeeping 1:** (SF 50188)

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

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

□ **Beekeeping 2:** (SF 50189)

Exhibit one (1) of the following:

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

□ **Beekeeping 3:** (SF 50190)

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

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

□ **Entomology Beekeeping Ready4Life Challenge:** (SF 50191)

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

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

□ **Beekeeping Maker** (SF 50400)

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

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

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



Created by: Jolie Johnson

Bald Bluff Blue Ribbons 4-H Club

EXPLORATORY

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

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

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

COLLECTIBLES (not eligible for state fair)

Youth may exhibit a binder, which includes the following topics from the project book.

- Pictures of you and your collection;
- Collection Records: Expenses with how you budget; and
- Learning Experiences

FAMILY HERITAGE

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

□ **Family Heritage** (SF 50197)

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

□ **Family Heritage Ready4Life Challenge** (SF 50199)

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

□ **Family Heritage Maker** (SF 50400)

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

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

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
- The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be manufactured/built by the exhibitor (If not fully manufactured by the

exhibitor, the device **MUST** be modified structurally or be 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.

FASHION REVUE

Fashion Revue

Exhibitors in this class may be enrolled in any of the following projects: Clothing & Textiles Clover Challenge, STEAM Sewing 1-3, Shopping in Style, and/or Visual Arts: Knitted garments. Modeled items must be garments constructed or purchased by the exhibitor and must be worn by the exhibitor.

FOODS & NUTRITION

□ 4-H Cooking 101 (SF 50200)

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

□ 4-H Cooking 201 (SF 50201)

Using the recipes included in the project manual, prepare an exhibit of 3 cheese muffins; **OR** 3 scones; **OR** $\frac{1}{2}$ loaf (9" x 5") of basic nut bread. If you make changes to the recipe, bring a copy of the recipe with your changes. Bread, muffins, or scones should be displayed on a disposable plate placed in a zip-sealing plastic bag. *In addition to your food exhibit*, complete *Experiment with Meal Planning Activity* on page 91 in the 4-H Cooking 201 project manual. Bring either page 91 with your completed answers or a document with the answers to remain on display with your project along with a picture of the meal you prepared. You do **not** need to complete the Challenge Yourself section on page 91.

□ 4-H Cooking 301 (SF 50202)

Using the recipes included in the project manual, prepare an exhibit of 3 dinner rolls; **OR** loaf of yeast bread; **OR** 1 tea ring; **OR** 3 sweet rolls; **OR** one layer of a Rich White Cake or Rich Chocolate Cake, top side up (*without frosting*). If icing is used on the tea ring or sweet rolls, the recipe for the icing must also come from the book. The yeast bread/roll dough may be prepared in a bread making machine;

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

□ **4-H Cooking 401 (SF 50203)**

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

recipe and a menu for a special occasion meal that includes the food item exhibit. The recipe and menu may be written or typed on a note card or piece of paper. Display exhibit on a disposable plate and place in a zip-sealing plastic bag.

□ **Food Science 1: (SF 50204)**

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

□ **Food Science 2 (SF 50204)**

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

□ **Food Science 3 (SF 50204)**

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

□ **Food Science 4 (SF 50204)**

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

□ **Sports Nutrition (SF 50206)**

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

Examples for Activity 1:

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

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

Food Preservation: (SF 50208)

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

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

All preserved products should be prepared and processed according to the current USDA/Extension

information. USDA information on preserving food, including recipes, can be found at: www.homefoodpreservation.com or web.extension.illinois.edu/foodpreservation/ Recipes must be processed in a water-bath or pressure canner.

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

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

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

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

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

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

☐ **Foods Innovation Class: (SF 50211)**

Open to youth enrolled in any Foods project.

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

☐ **Foods Nutrition Ready4Life Challenge: (SF 50210)**

(Open to 11- to 18-year-olds enrolled in any Foods project) Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

❑ **Foods Maker (SF 50400)**

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- 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.

FORESTRY

❑ **Forests of Fun 1: (SF 50212)**

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

❑ **Forests of Fun 2: (SF 50213)**

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

❑ **Forests of Fun 3: (SF 50214)**

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

provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

□ **Forestry Ready4Life Challenge:** (SF 50216)

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

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

□ **Forestry Maker** (SF 50400)

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

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

GEOLOGY

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

□ **Pebble Pups 1:** (SF 50218)

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

□ **Pebble Pups 2:** (SF 50219)

Display at least 20, but no more than 29, rocks and mineral specimens with seven minerals in the

collections. Collection may include duplications that show variations. Label collection and note where found.

□ **Rock Hounds 1:** (SF 50220)

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

□ **Rock Hounds 2:** (SF 50221)

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

□ **Geology Innovation Class:** (SF 50222)

(Open to youth enrolled in Geology)

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

□ **Geology Ready4Life Challenge:** (50224)

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

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

□ **Geology Maker** (SF 50400)

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- The device must be something that can be used in everyday life by multiple people (a target audience), and MUST be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device MUST be modified structurally or be 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.

GEOSPATIAL

(Not eligible for state fair)

Exploring Spaces, Going Places: Level 1

Exhibit one of the two options listed below:

- Using the ‘Take Me on a Tour ‘ activity, create a display and map showing four to six tour sites, geo-tools used to create the map, positional data for the sites, and information about the selected sites.
- OR**
- Using information from the “What Are Geographical Tools?” activity, prepare an exhibit showing and describing ten mapping tools. Explain how the mapping tools are used and why maps are important.

Exploring Spaces, Going Places: Level 2

Using the table from the “Take Me on a Tour” activity, create a map showing recreational, historical or public service sites in your community. Determine if there is a need for additional community resources. Make written suggestions for what resources should be added and where they should be located on your map.

Exploring Spaces, Going Places: Level 3

Create a computer-generated map with layered data that provides information on a community need. Explain how the need was identified; how you gathered information; and your recommendations on how to solve the need. Use the template from “Take Me on a Tour” activity to gather data for the map.

Geospatial Ready4Life Challenge: (not eligible for state fair)

(Open to 11- to 18-year-olds enrolled in the Geospatial 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.

☐ **Geospatial Maker (SF 50400)**

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

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

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

HEALTH

- **Health 1: (SF 50226)**
Select four First Aid Skills and complete the activities for that section. Bring the project book and be prepared to discuss the completed sections. Exhibit a family first aid kit and be prepared to explain what each item is used for.
- **Health 2: (SF 50227)**
Select four Staying Healthy skills and complete the activities for that section. Bring the project book and be prepared to discuss the completed sections. Exhibit a “smarts” project as explained in the project manual.
- **Health 3: (SF 50228)**
Select four Keeping Fit Skills and complete the activities for that section. Bring the project book and be prepared to discuss the completed sections. Exhibit a poster or display on one of the Keeping Fit Skills.
- **Health Innovation Class: (SF 50229)**
(Open to youth who were at least 13 years of age on 9/1/17 and are enrolled in Health 1, 2 or 3)
Demonstrate the skills and knowledge you have gained through the Health project. The exhibit may include, but isn’t limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you’ve learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.
- **Health Ready4Life Challenge: (SF 50231)**
(Open to 11- to 18-year-olds enrolled in any Health project)
Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging

criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

□ **Health Maker** (SF 50400)

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

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

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

HORTICULTURE: FLORICULTURE

□ **Floriculture A:** (SF 50192)

Exhibit one of the following options:

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



□ **Floriculture B:** (SF 50193)

Exhibit one of the following options:

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

□ **Floriculture C:** (SF 50194)

Exhibit one of the following options:

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

□ **Floriculture D: (SF 50195)**

Exhibit one of the following options:

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

□ **Floriculture Display: (SF 50196)**

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

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

□ **Floriculture Ready4Life Challenge: (SF 50198)**

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

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

□ **Floriculture Maker (SF 50400)**

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

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

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

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

HORTICULTURE: VEGETABLE GARDENING

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

□ **Vegetable Display:** (SF 50314)

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

1. This class is allowed a 2'6" x 2'6" space for display.
2. Display must include 6 and not more than 12 different kinds of vegetables. There may not be more than 2 different varieties of any vegetable. For example, red and white potatoes would be classified as two different varieties. Acorn squash and zucchini would be classified as two different vegetables.
3. The number and type of vegetables used must conform to the Vegetable Plate/Basket List.
4. Exhibitors must provide the name and variety of all vegetables used (i.e. Cabbage – Golden Acre; Cucumber, slicing – Straight Eight; Tomatoes, slicing – Rocky Top; Snap Beans – Contender, etc.).

□ **Vegetable Plate:** (SF 50315)

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

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

VEGETABLE PLATE/DISPLAY LIST

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

Asparagus (5 spears)
Beans, Lima (12 pods)
Beets (5)
Broccoli (1 head)

Brussels sprouts (12 sprouts)
Cabbage (1 head)
Cauliflower (1 head)
Carrots (5)

Cucumber, pickling or slicing (5)

Eggplant (1)

Garlic (5)

Kohlrabi (5)

Lettuce (1 head or plant)

Muskmelon incl. cantaloupe (1)

Okra (12)

Onions, large, dry (5)

Onions, green or set (12)

Parsnips (5)

Peas, (12 pods)

Peppers, large fruited (bell/banana) (5)

Peppers, small fruited (chili/cherry) (12)

Squash, winter (Acorn, butternut, buttercup, spaghetti, Hubbard, Turks' Turban) (1)

Beans, Snap, Green Pod or Golden Wax (12 pods)

Greens (collard, endive, escarole, kale, mustard, spinach, Swiss chard) (1 plant)

Horseradish Root (1 marketable root specimen harvested this year)

Popcorn (5)

Potatoes (any variety) (5)

Pumpkin (1)

Rhubarb, trimmed stalks (3)

Rutabaga (5)

Salsify (5)

Squash, summer (any variety) (3)

Sweet Corn, in husks (5)

Tomatoes, slicing (5)

Tomatoes, small fruited (12)

Turnip (5)

Watermelon (1)

□ **Vegetable Gardening Display:** (SF 50316)

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

□ **Vegetable Gardening Ready4Life Challenge:** (SF 50318)

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

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

□ **Vegetable Gardening Maker** (SF 50400)

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

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.
- The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the

device **MUST** be modified structurally or be 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

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

□ **Passport to the World, Individual:** (SF 50233)

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

□ **Diversity & Cultural Awareness:** (SF 50234)

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

□ **Intercultural Ready4Life Challenge:** (SF 50236)

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

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

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

Exhibit a display illustrating the steps that the club has completed on the project selected for the year. Include a written outline or report of accomplishments and future goals. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what the club members have learned. You must furnish any equipment you need for your exhibit. Internet service will

not be provided for the exhibit.

All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. The display must be accompanied by 3 or more club exhibitors at the time of the judge's critique. Club members should make a 5- to 10-minute presentation to the judge. All club members present for the judge's critique should be able to discuss the project and answer questions. Only club members present for judging who participate in the actual critique and presentation are eligible for ribbons and premiums. Due to space restrictions, exhibits are limited to 2' 6" wide and 15" deep.

□ **Intercultural Maker (SF 50400)**

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

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

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

INTERIOR DESIGN

□ **Design Decisions, Beginning: (SF 50242)**

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



□ **Design Decisions, Intermediate: (SF 50243)**

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

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

□ **Design Decisions, Advanced:** (SF 50244)

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

□ **Interior Design Innovation Class:** (SF 50245)

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

□ **Interior Design Ready4Life Challenge:** (SF 50247)

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

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

□ **Interior Design Maker** (SF 50400)

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

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

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

In addition, exhibitors are **HIGHLY** encouraged to use tools such as 3-D printers, laser cutters, routers

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

LEADERSHIP

□ **Leadership 1:** (SF 50249)

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

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

□ **Leadership 2:** (SF 50250)

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

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

□ **Leadership 3:** (SF 50251)

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

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

□ **Leadership Innovation Class:** (SF 50252)

(Open to youth enrolled in Leadership 1,2, or 3) Demonstrate the skills and knowledge you have gained through the Leadership project. **Your exhibit should not fit in the other exhibit options for this project.** The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition.

Electronic equipment will only be used during your personal judging time and will not remain on display

during the entire exhibit period.

□ **Leadership Ready4Life Challenge:** (SF 50255)

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

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

□ **Leadership Group Exhibit:** (SF 50254)

(Open to clubs and groups whose members are enrolled in What's Leadership?)

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

□ **Leadership Maker** (SF 50400)

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

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

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

Life in Henderson County (Not eligible for State Fair)

A photography exhibit that has been properly entered in any one of the Photography classes may also be entered in this class. Exhibit must depict some aspect of life in Henderson County. Examples include photographs of harvest, a historic cemetery or a sketch, drawing or painting. Additional rules apply:

1. The exhibit must be properly entered in the appropriate 4-H Photography class when making 4-H entries.
2. The exhibit must meet all the requirements of the 4-H Photography class in which it has been entered. Exhibits that do not meet those class requirements will be disqualified from judging in the *Life in Henderson County* class.
3. One (1) *Life in Henderson County* Photography exhibit allowed per exhibitor. **The same exhibit** must be properly entered and exhibited in one of the Photography classes may also be entered in this class; do not bring two separate exhibits. (continued)

Exhibitor must be present for conference judging with

- a. **The judge of Photography AND**
 - b. **The Life in Henderson County judge**
4. Winners of the *Life in Henderson County* Photography contest will receive an award of recognition and cash or gift card, sponsored by **Ross Farm**:
 - a. 1st place: \$25
 - b. 2nd place: \$15
 - c. 3rd place: \$10

NATURE: NATURAL RESOURCES AND OUTDOOR ADVENTURES

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



- ☐ **Natural Resources 1:** (SF 50256)
Exhibit any item developed from the project book, *Step Into Nature*.
- ☐ **Natural Resources 2:** (SF 50257)
Exhibit any item developed from the project book, *Explore the Natural World*.
- ☐ **Natural Resources 3:** (SF 50258)
Exhibit any item developed from the project book, *Blaze the Trail*.
- ☐ **Outdoor Adventure 1-3** (SF 50259)
Exhibit a display illustrating an activity completed from the project manual.
- ☐ **Natural Resources Ready4Life Challenge:** (SF 50267)
Open to 11- to 18-year-olds enrolled in any Natural Resources and Outdoor Adventures project.
Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

NATURE: FISHING AND WILDLIFE

□ **Sportsfishing 1:** (SF 50260)

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

□ **Sportsfishing 2:** (SF 50261)

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

□ **Sportsfishing 3:** (SF 50262)

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

□ **Wildlife 1:** (SF 50266)

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

□ **Wildlife 2:** (SF 50263)

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

□ **Wildlife 3:** (SF 50265)

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

□ **Fishing & Wildlife Ready4Life Challenge** (SF 50291)

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

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

□ **Natural Resources Maker** (SF 50400)

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

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

- Exhibit **MUST** be able to interact with the outside world. (e.g. an on off switch, input sensors, feedback, etc.)
- Exhibits **MUST** include a detailed build log with instructions on how to make or build the exhibit, **AND** contain either a 3D rendering or detailed and labeled sketches of the device/product.
- All parts and software used in the design/build **MUST** be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

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

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

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

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

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

PHOTOGRAPHY

ALL photos in exhibits must have been taken by the exhibitor. Photo/Model releases from individuals pictured in the exhibitor's photographs are required unless the photograph is of a group in a public place where identification would not be an issue. The release can be obtained at:

<https://4h.extension.illinois.edu/members/projects/photography>. Photos may be taken with a camera, an electronic tablet (i.e. iPad), or a cell phone.

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

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

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

The exhibition size requirements for all photographs will be:

Minimum image size: 5X7

Maximum image size: 8X10

Maximum exhibit size (including frame): 18X20

All exhibitors must include unframed (taped to the back of the framed exhibit or attached to the project

booklet) **un-edited** versions of either the same subject or the examples of the same technique that the framed image represents. This will assist the judge in understanding the choices made by the photographer to build the exhibited composition.

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

☐ **Photography 1:** (SF 50268)

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

☐ **Photography 2:** (SF 50269)

Exhibit one of the options listed below:

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

☐ **Photography 3:** (SF 50270)

Exhibit one of the options listed below:

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

☐ **Photo Editing:** (SF 50271)

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

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

☐ **Photography Innovation Class:** (SF 50272)

(Open to youth who were at least 13 years of age on 9/1/17 and are enrolled in Photography 1, 2, and 3.)

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

☐ **Photography Ready4Life Challenge:** (SF 50274)

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

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

□ **Photography Maker (SF 50400)**

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

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

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

PLANTS & SOILS

(Not eligible for state fair)

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

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

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

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

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

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

□ **Plants & Soils Ready4Life Challenge:** (not eligible for state fair)

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

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

□ **Plants & Soils Maker** (SF 50400)

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. (NXT or EV3).

ROBOTICS

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

- Exhibits in classes 50284, 50285, or 50286 are designed to be used with LEGO Mindstorms
- Any other programmable robot kit such as Arduino or Raspberry Pi, should be exhibited under Free Range Robotics Class (50290), Innovation Class (50292) or Ready4Life Challenge Class (50293).

Robotics 1: Beginning: Not eligible for State Fair

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

□ **Robotics 1: Intermediate:** (SF 50285)

Exhibitors should complete Activities 7-12. Exhibitors will design, build and program a robot that uses at least one sensor to autonomously follow a path, respond to, and or avoid obstacles.

Exhibitors in this class must use at least one sensor in their robot design. They will bring their Robotics Notebook to share what they learned about the engineering design process and programming.

- **Robotics 2: (SF 50286)**
Exhibitors should complete Activities 1-7. Exhibitors will design, build and program a robot that uses sensors and programming to complete one of the provided challenges. They will bring their robot and Robotics Notebook to share changes they made to the robot and/or program along the way, and to describe their experience with completing the challenge.
- **Robotics Innovation Open Source Class: (SF 50292)**
Open to youth enrolled in Robotics 3, but may also include youth in Robotics 1 or 2 if the exhibits meets the guidelines.
Exhibit an original robot, either homemade or a kit that does not fall under Robotics 1 or 2 that can complete a task using MULTIPLE sensors. If a robot kit is used, then some parts of the robot must be built using other components such as wood, plastic or metal. The robot can include any types of motors, pneumatics or sensors. The Innovation class can also be used for LEGO Mindstorms or Vex kits where the exhibit does not fall under Robotics 1 or 2 exhibit option. Autonomous control of the robot may also be achieved using an “open source” platform such as Arduino or Raspberry Pi and can be programmed using a coding language that is publicly available. Exhibitors in Robotics Innovation/Open Source class must bring a detailed engineering notebook that describes how the exhibitor designed, built and programmed the exhibit.
- **Junk Drawer Robotics:** All exhibits should be original designs made with everyday objects and materials. Exhibits with purchased kits will not be accepted. Exhibitors are also required to bring their Junk Drawer Robotics Youth Robotics Notebook with the sections completed for the project they are exhibiting, including the sections leading up to the activity they are exhibiting. For example, if a youth is bringing Activity E from Junk Drawer Level 1, they should have robotics notebook sections A-E completed.
- **Junk Drawer Robotics 1:** Not eligible for State Fair
Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 1 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.
- **Junk Drawer Robotics 2: (SF 50288)**
Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 2 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.
- **Junk Drawer Robotics 3: (SF 50289)**
Exhibit any item from the “To Make” activity from the Junk Drawer Robotics Level 3 Book. Be sure all robotics notebook sections within the module being exhibited are filled in.
- **Robotics Ready4Life Challenge: (SF 50293)**
(Open to 11- to 18-year-olds enrolled in any Robotics project)
Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.
Exhibit a poster related to something you learned in the Hunting & Outdoor Skills project.
- **Robotics Maker (SF 50400)**
Exhibits in this category are designed to be multi-disciplinary in nature, innovative, and must not fit into any other exhibit category. To qualify for this category, your project MUST abide by the following guidelines:
 - Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two.

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

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

SMALL ENGINES

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

□ **Small Engines 1-3:** (SF 50294)

Exhibit a display, selecting one of the following items:

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

□ **Small Engines Ready4Life Challenge:** (SF 50297)

(Open to 11- to 18 year olds enrolled in any Small Engines project) Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

□ **Small Engines Maker** (SF 50400)

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.

SMALL PETS

□ **Animal Science Small Pets:** (SF 50135)

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

as exhibits in this area. For safety reasons, exhibits cannot include glass, syringes with needles or any other sharp objects.

□ **Animal Science Guinea Pig Display:** (SF 50135)

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

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

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

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

□ **Small Pets Maker** (SF 50400)

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

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

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

TECHNOLOGIES

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

□ **3-D Design Beginner:** Not eligible for State Fair

No 3-D Printer or 3-D printed object is required for this exhibit. Exhibit a simple 3-D rendered design using Computer Aided Design (CAD) Software such as Tinker CAD or Inventor. The design must be an object that performs a specific task, and may not be based on already existing 3-D models. It must be able to be 3-D printed. Any CAD software can be used, but files must be in .STL format. Bring your design on a Jump Drive to be viewed for judging. Exhibits in this class may not have multiple parts, doors, hinges, or any sort of mechanics. Exhibitors are expected to use the engineering design process to complete their designs. This process is important to the outcomes and exhibitors must keep a log outlining the step-by-step notes, sketches, and documentation from throughout the design process. The logbook should define the problem that is being solved/use of the object and describe in detail each step of the Engineering Design Process taken during the creation of the invention.

□ **3-D Design Advanced:** Not eligible for State Fair

Exhibitors are expected to go above and beyond those expectations set in 3-D design beginner. No 3-D Printer or 3-D printed object is required for this exhibit. Exhibit a complex 3-D rendered design using

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

MUST not have multiple parts, doors, hinges or some sort of mechanistic feature to accomplish a specific task.

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

□ **3-D Printing Beginner:** Not eligible for State Fair

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

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

□ **3-D Printing Advanced:** Not eligible for State Fair

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

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

□ **3-D Printing & Design Ready4Life Challenge:** Not eligible for State Fair
(Open to 11- to 18-year-olds enrolled in any 3-D project)

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

for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

□ **3-D Print & Design Maker (SF 50400)**

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

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

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

UNMANNED AERIAL VEHICLES/SYSTEMS (DRONES)

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

□ **UAV Display:** Not eligible for State Fair

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

□ **UAV Unmanned Aerial Systems:** Not eligible for State Fair

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

□ **UAV Ready4Life Challenge:** Not eligible for State Fair

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

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

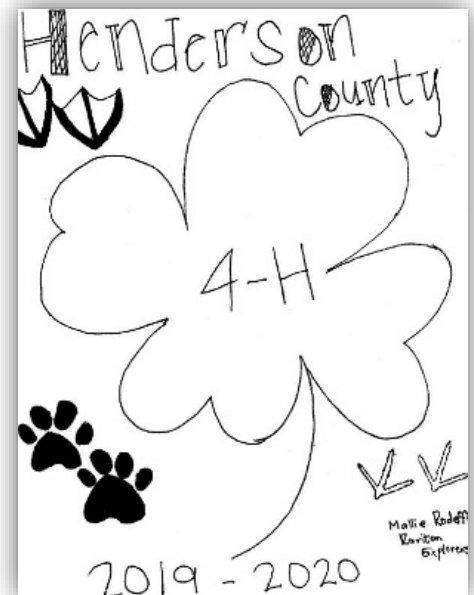
□ **UAV Maker (SF 50400)**

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

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

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

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



Created by: Mallie Rodeffer

Raritan Explorers 4-H Club

THEATRE ARTS

□ **Theatre Arts 1:** (SF 50299)

Exhibit one of the following items:

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

□ **Theatre Arts 3:** (SF 50301)

Exhibit one of the following items:

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

□ **Theatre Arts Innovation Class:** (SF 50302)

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

□ **Theatre Arts Ready4Life Challenge:** (SF 50304)

(Open youth enrolled in any Theatre project)

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

□ **Theatre Arts Maker** (SF 50400)

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

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

- Exhibits **MUST** include a detailed build log with instructions on how to make or build the exhibit, AND contain either a 3D rendering or detailed and labeled sketches of the device/product.
 - All parts and software used in the design/build **MUST** be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.
- In addition, exhibitors are **HIGHLY** encouraged to use tools such as 3-D printers, laser cutters, routers and/or other hand/power tools to help in the manufacturing process (**NOTE: Simply 3-D printing or laser cutting an object without the other specifications does not qualify as a Maker Project**). It is also **HIGHLY** encouraged that exhibits use Open Source Software and/or Hardware in the build.

TRACTOR

☐ **Tractor A:** (SF 50306)

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

☐ **Tractor B:** (SF 50307)

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

☐ **Tractor C:** (SF 50308)

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

☐ **Tractor D:** (SF 50309)

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

☐ **Tractor Innovation Class:** (SF 50310)

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

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

☐ **Tractor Ready4Life Challenge:** (SF 50312)

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

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



for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

□ **Tractor Maker (SF 50400)**

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

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

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

VETERINARY SCIENCE

□ **Veterinary Science: (SF 50320)**

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

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

□ **Veterinary Science Ready4Life Challenge: (SF 50322)**

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

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

□ **Vet Science Maker (SF 50400)**

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

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

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

VIDEO/FILMMAKING

Entries in 360° video may be enrolled in video/film or computer science projects.

All Exhibitors must bring their video to be judged on a USB flash drive and saved in .MP4 format.

Exhibitors are encouraged to post their video on YouTube.com in advance of **State Fair**. Exhibitors may choose whether to make the video “public, unlisted” (someone must have the link to view it), or “private” (only people you choose may view it). This will allow fairgoers to view the exhibits on display. There will be monitors at the exhibit table for viewing videos so exhibitors will **NOT** need to bring a laptop or device for viewing.

Requirements that apply to ALL video classes:

Video submissions should be no longer than five (5) minutes in length (unless noted differently in class description.). Videos are to be original and a result of the member’s current year’s work. Criteria for judging shall include: (1) Evidence of story line; (2) Use of camera angles; (3) Use of zooming techniques; and (4) Smoothness of scene changes. Image and sound quality will be considered in relation to equipment available to and used by exhibitor. All videos should comply with copyright regulations and display an image that is appropriate for 4-H audiences.

No time or date should be imprinted on the video footage. All videos should include an opening title screen, as well as closing credits which include date of production, name of video exhibitor and research sources if appropriate. **All Video/Filmmaking exhibitors must include a printed copy of materials which will remain on display.**

❑ **Commercial or Promotional Video:** (SF 50324)

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

❑ **Animated Video:** (SF 50325)

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

□ **Documentary:** (SF 50326)

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

□ **Short Story or Short Narrative:** (SF 50327)

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

□ **Video/Filmmaking Innovation Class:** (SF 50328)

(Open to youth are enrolled in Video/Filmmaking.)

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

Video/Film Ready4Life Challenge: (SF 50330)

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

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

□ **Video Maker** (SF 50400)

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

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

In addition, exhibitors are **HIGHLY** encouraged to use tools such as 3-D printers, laser cutters, routers and/or other hand/power tools to help in the manufacturing process **(NOTE: Simply 3-D printing or laser**

cutting an object without the other specifications does not qualify as a Maker Project). It is also HIGHLY encouraged that exhibits use Open Source Software and/or Hardware in the build.

VISUAL ARTS

Exhibitors must be enrolled in the Visual Arts project category in which they are exhibiting. Exhibitors are encouraged to date the project when it is made. All visual arts exhibits are evaluated using a visual arts rubric which takes into account correct use of design elements; craftsmanship; and creativity. Articles exhibited must be an original design created by the exhibitor (except in heritage arts which may follow a pattern AND Fiber-Non Original Ages 8-10 ONLY). Copyrighted or trademarked designs are not acceptable; this includes Team or School logos. Kits and preformed molds are not considered original and are not acceptable in any Visual Arts Class. Combining parts of different patterns (pictures, photographs, images from the internet or a magazine) with the member's own ideas can result in an original design, but simply changing the color, pattern and/or size of a pattern does NOT make the design original. This also applies for ideas found on a site such as Pinterest. If you see something on Pinterest that you like, use the concept and create something different using the concept; however if it MUST NOT look exactly like something the judge can search for and find on Pinterest. The exhibit must combine parts of different patterns and/or ideas with the concepts of the member, however changing the color or changing the size of the item or pattern used does NOT make it original. If you create a replica of what you see somewhere else, it is not your original design. If a photo, sketch, or other idea source was used, submit it with your entry, firmly attached to your exhibit. Be prepared to explain how and where you got the idea for this project. Members wishing to exhibit quilts made from a pattern may enter it in Heritage Arts. Quilts exhibited in the Visual Arts – Heritage Arts area will be evaluated using a visual arts rubric which takes into account correct use of design elements; craftsmanship; and creativity. All work on the quilt MUST be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else

☐ **Visual Arts Food Decorating Beginning (SF 50332)**

Exhibit one of the following:

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

☐ **Visual Arts Food Decorating Intermediate (SF 50333)**

Exhibit one of the following:

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

☐ **Visual Arts Food Decorating Advanced (SF 50334)**

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

☐ **Visual Arts Food Decorating Master (SF 50335)**

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

- **Visual Arts Chalk/Carbon/Pigment:** Enter the division based on the type of material the art was created.
Division A: Canvas, Paper Glass (SF 50336)

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

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

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

- **Visual Arts Clay:** (SF 50337)
Any original item made of clay; may be fired or unfired, hand formed or thrown on a wheel. Self-hardening clays are fine. Fire/oven-cured and cornstarch clay could be accepted. Items can include, but are not limited to, clay statues, bowls, jewelry, etc. Pre-formed ceramics are not eligible for State Fair exhibit.
- **Visual Arts Computer-Generated Art:** (SF 50338)
Any original art created in any software package. Exhibit may not include scanned work, clip art, downloaded images from the internet, any imported image, or photographs. All pixels must be original. Photo mosaics are NOT allowed. Exhibitors in this class (like all other classes in this sub-section) must be enrolled in Visual Arts; Computer project enrollment is not required. NOTE: Wood and metal exhibits created through the use of laser cutting programs/devices should be entered in this class. Plastic exhibits with an artistic focus created using a 3-D printer should be entered in this class. If the art created is designed to hang, then the entry should have some protective covering, such as a glass frame, and prepared for hanging. If the art is something that has been created with a laser cutting program/device and is NOT designed to hang, it does not require protective covering nor does it need to be prepared to hang.
- **Visual Arts Fiber:** (SF 50339)
Any original item made of fiber. Examples are quilts, fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stitch, wearable art, hooking, braiding, duct tape artistry and baskets. **Original** cross-stitched, knitted, crocheted or quilted items belong in this Fiber class. **Non-original** cross-stitched, knitted, crocheted or quilted items should be entered in Heritage Arts. Machine knitted items are not appropriate for this class.
- **Visual Arts Fiber Non-Original AGES 8-10 ONLY:** (SF 50350)
Any non-original item made of fiber. Examples are fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stitch, crocheting, knitting, weaving, hooking, and felting. Exhibitors may use a pattern and/or an idea generated from another source.
- **Visual Arts Glass/Plastic:** (SF 50340)
Any original item made of glass or plastic. Possible items to exhibit include stained glass, etched glass

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

□ **Visual Arts Heritage Arts:** (SF 50341)

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

□ **Visual Arts Leather:** (SF 50321)

Exhibit one of the following options using leather.

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

□ **Visual Arts Metal:** (SF 50342)

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

□ **Visual Arts Nature:** (SF 50343)

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

□ **Visual Arts Paper:** (SF 50344)

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

□ **Visual Arts Scrapbooking, Beginning:** (SF 50345)

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

lettering, etc. Beginners must use a minimum of four embellishments and tell a story with pictures.

□ **Visual Arts Scrapbooking, Intermediate:** (SF 50346)

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

□ **Visual Arts Scrapbooking, Advanced:** (SF 50347)

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

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

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

□ **Visual Arts Wood:** (SF 50349)

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

Visual Arts Ready4Life Challenge: (SF 50351)

(Open to 11- to 18-year-olds enrolled in any Visual Arts project) Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

□ **Visual Arts Maker** (SF 50400)

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

- Exhibits must be an object or device that has an intended purpose and uses technology in either a mechanical way, digital (computer) way, or combination of the two. The device must be something that can be used in everyday life by multiple people (a target audience), and **MUST** be

manufactured/built by the exhibitor (If not fully manufactured by the exhibitor, the device MUST be modified structurally or be reprogrammed to perform a different function other than what it was designed to do)

- Exhibit MUST be able to interact with the outside world. (e.g. an on off switch, input sensors, feedback, etc.)
- Exhibits MUST include a detailed build log with instructions on how to make or build the exhibit, AND contain either a 3D rendering or detailed and labeled sketches of the device/product.
- All parts and software used in the design/build MUST be listed in a detailed Bill of Materials including cost per item and total cost. Total time spent on the build must be documented in your build log.

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

WEATHER

□ **Weather and Climate Science I:** (SF 50392)

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

□ **Weather and Climate Science 2:** (SF 50393)

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

□ **Weather and Climate Science 3:** (SF 50394)

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

□ **Weather Ready4Life Challenge:** (SF 50395)

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

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

for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

□ **Weather Maker** (SF 50400)

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

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

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

WELDING

□ **Welding:** (SF 50353)

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

□ **Welding Ready4Life Challenge:** (SF 50355)

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

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

□ **Welding Maker** (SF 50400)

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

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

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

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

WOODWORKING

□ **Woodworking 1:** (SF 50357)

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

□ **Woodworking 2:** (SF 50358)

Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable. Exhibits must be portable, and cannot be exhibited on a trailer. (Exhibitors will be allowed to drive to the 4-H Tents for drop-off and pick-up of these exhibit items.)

□ **Woodworking 3:** (SF 50359)

Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable. Exhibits must be portable, and cannot be exhibited on a trailer. (Exhibitors will be allowed to drive to the 4-H Tents for drop-off and pick-up of these exhibit items.)

□ **Woodworking 4:** (SF 50360)

Any item made of wood constructed or refinished by the member, appropriate for their age, skills and ability in this project. Pre-cut kits assembled by the member are not acceptable. Exhibits must be portable, and cannot be exhibited on a trailer. (Exhibitors will be allowed to drive to the 4-H Tents for drop-off and pick-up of these exhibit items.)

□ **Woodworking Ready4Life Challenge:** (SF 50362)

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

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

for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.

□ **Woodworking Maker (SF 50400)**

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

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

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

Henderson County 4-H Livestock Information and Rules

1. Any boy or girl who is currently enrolled as a 4-H member in Henderson County may participate in 4-H classes, providing the exhibitor has complied with rules and deadlines set forth for Henderson County 4-H. A list of all 4-H members in good standing is on file in the Henderson Extension Office in Stronghurst.
2. 4-H Livestock exhibitors must be enrolled in the respective livestock or animal project by January 1, 2019 to show in the 4-H Livestock/Animal classes. Online Quality Assurance & Ethics Certification (QAEC) and Youth for the Quality Care of Animals (YQCA) must be completed by May 1.
3. All 4-H entries must be finalized and submitted to Fair Entry by **June 8 at 11:59 p.m.**
4. It is the exhibitor's and/or his/her family's responsibility to see that livestock exhibits are properly entered in the correct classes by the entry deadline date. **There will be no additions to classes on the day of the show. No exceptions.**
5. Health papers must be in order at time of livestock check in. All livestock must meet health regulations as stated in the Illinois Department of Agriculture Exhibition Livestock Health Requirements. A website link is included at the end of this fair book.
6. **LIVESTOCK BARN SET-UP:** July 19 at 8:00 a.m. **ALL livestock exhibitors are expected to assist with set-up.**
7. **Livestock Exhibitors may set up their own pens on Saturday, July 20 AFTER FAIRGROUNDS ARE SET UP FOR FAIR** (see schedule), **and must assist with LIVESTOCK BARN CLEANUP on Saturday, July 27 at 8:00 a.m.**
8. 4-H livestock will be weighed Tuesday, July 21: swine, sheep and goats will weigh 3:00-5:00 p.m.; beef will weigh 5:00-7:00 p.m.
9. All purebred livestock (excluding dog and cat) must be registered in their respective breed association in the exhibitor's name. Exhibitors must have registration papers to turn in to the superintendent.
10. 4-H members enrolled in livestock/animal projects can exhibit/show only up to the limits as stated in the 4-H Fair book. One (1) entry per class is permitted.
11. Showmanship Divisions – All species – All exhibitors competing in any showmanship class must have participated as a registered exhibitor in at least one other class for that species. Exceptions: Dog Showmanship and Master Showmanship Contest.
12. The livestock committee reserves the right to make stall assignments. There will be no charge to 4-H members for pens or stalls. Each exhibitor must provide bedding, feed, and care of his/her animals during the fair.
13. Blocking chutes allowed in designated area only.
14. Animal ownership deadline dates for Henderson County Fair are of the current year as follows:
 - January 1: Dairy Goats, Dairy (Cows and Heifers)
 - February 1: Market Steers
 - May 1: Horse (Ownership or Lease),
 - May 15: Meat Goats, Sheep Wethers,
 - June 1: Dog (Ownership or Lease), Rabbits, Poultry, Swine, Beef Heifer, Pygmy Goats, Dairy Goats (Kids and Yearling not in Milk)
 - June 25: Sheep (Ewes and Rams)
15. When needed, exhibitor helpers in the show ring must be registered 4-H members. **FAILURE TO COOPERATE WILL RESULT IN DISQUALIFICATION OF 4-H MEMBER BEING ASSISTED.**
16. If present at show, 4-H member must exhibit their entry or be disqualified. Exceptions might include injury or unruly animal, and will be ruled upon by Henderson County Extension Staff and 4-H Superintendents.

17. Overnight stays by livestock exhibitors are not allowed by 4-H. Check with the Fair Association for permission to stay with any Junior Show livestock.
18. Check with livestock superintendents for livestock release times. Exhibitors who remove livestock prior to release times forfeit their premiums.
19. Superintendents have the right to refuse the judging of any animal that may cause bodily harm.
20. It is advised that outside the show ring you only allow pictures to be taken by people that you know. You may refuse to pose for any picture.

Agricultural Premium Fund (APF)

Refer to ***County 4-H Fair Premium Information*** on page 8. Under the Illinois Agricultural Fair Act, SUBPART C, known as the 4-H Fund, University of Illinois Extension units are eligible to participate and receive funding for one (1) cash premium per class. Premium-eligible youth are 4-H members 8-18 years of age as of September 1, 2018 and are enrolled via 4-H Online. Counties are not required to pay premiums until the funds are released from the IL General Assembly.

FDA Antibiotic Rules Apply to Youth Livestock Exhibitors

For 4-H youth livestock exhibitors, parents and project advisors, Jan. 1, 2018, ushered in major changes in accessing medicated feeds for project animals. That's when the U.S. Food and Drug Administration (FDA) implemented new rules, known as Guidance 209, for antibiotic use in all animals raised for food.

Antibiotics identified as medically important (to human health) will no longer be available for growth promotion purposes, including for 4-H show animals.

The use and distribution of antibiotics in animal agriculture is changing and producers of all sizes need to begin preparing to adapt in the coming year. Focusing on the one-health concept of combating antibiotic resistance, the United States Food and Drug Administration (FDA) is working to ensure the judicious use of humanly medically important antibiotics. Changes include eliminating the growth promotion use of human medically important antibiotics and expanding the list of feed-grade antibiotics classified as Veterinary Feed Directive (VFD) drugs. Historically, a majority of feed-grade antibiotics used in or on animal feeds have been available to producers over-the-counter, without approval from a veterinarian. As of Jan. 1, 2018 the FDA moved all human medically important feed-grade antibiotics to the VFD drug process.

What does this mean for 4-H Youth exhibiting livestock?

Youth exhibitors and their families must work with a licensed veterinarian with whom they have an established veterinarian-client-patient relationship (VCPR) in order to receive permission to order and use feed containing a VFD drug. The veterinarian's primary role is to advise and guide the producer (the client) in determining which medications are appropriate for their animals (the patients). This relationship must be established and recognized by the veterinarian prior to any VFD order being written. Feed distributors will require a valid VFD, provided by the veterinarian, prior to supplying customers with the regulated feed product. VFDs will need to be renewed every 6 months, based on renewal guidelines set by FDA.

Over-the-counter sales of medically important antibiotics administered in feed and water ended on or before January 1, 2018. Access to feed-grade antibiotics will require a veterinary feed directive (VFD) for a specific group of animals for a specific timeline as established by the herd veterinarian. Water medications will require a prescription.

Plan now for changes in feed purchases

4-H livestock exhibitors often have just a few animals and buy bagged feed from the local feed or farm supply store. With FDA's new rules, these stores may no longer carry feed that exhibitors are used to buying. Exhibitors will need to contact a veterinarian if they don't already have one and get a comprehensive health plan in place. This will include which antibiotics are needed to maintain good health along with other animal husbandry tools, such as biosecurity and vaccinations.

New record-keeping rules will be introduced

FDA's new rules will usher in new record-keeping requirements for producers, including youth with 4-H livestock projects. Veterinarians who issue VFDs will need to keep the original form for two years. Youth exhibitors/parents/advisors also will need to keep a printed or electronic copy for two years.

Feed mills or distributors also will be required to keep a copy on file for two years. Water prescriptions will need to be kept for one year. All of these records must be made available to FDA on request.

For more information, contact Dan Jennings, University of Illinois Extension Animal Science Educator, djennin@illinois.edu, 815-395-5710

Care of Animals

The Henderson County 4-H program enforces the Illinois Humane Care of Animals Act. Exhibitors are responsible for providing care and safety measures that protect the animal, exhibitors, and the public. Management practices should include:

1. Provide fresh, clean water to all animals at all times.
2. Keep your pens clean and dry with good bedding at all times.
3. Be aware of animal comfort zones (i.e. temperature, space).
4. Sort and load animals safely and with concern for them.
5. Train animals to lead or be handled at a young age before the fair. This will make them more manageable at the fair.
6. Arrange for veterinary care in case of an animal emergency.
7. Handle animal in a very humane way.
8. Adhere to all antibiotic, drug and water or feed additive withdrawal times.
9. Animals should be fed on a routine basis.
10. Avoid stressing the animal.
11. Keep animals clean. A clean animal is viewed as a healthy animal.
12. Use show sticks, whips and canes for showing only. Use them as gently as possible. Do not use electric prods.
13. Review your 4-H project manual and follow the care recommendations.
14. Have a plan of action if a problem should arise and know whom to contact to help solve it or answer questions.
15. Know who and where fair officials are and how to get in contact with them.
16. If questioned about animal care by a stranger, remain calm and be polite. Refer the person to the Department Superintendent or to Extension Staff. Don't try to handle them on your own.
17. Quality Assurance & Ethics Certification or Youth for the Quality Care of Animals is mandatory for all livestock exhibitors. See species requirements. <https://web.extension.illinois.edu/gaec/> or <http://yqca.org/>

Master Showmanship Contest

Henderson County Contest Information/Rules

1. **Master Showmanship Contest** will be held virtual. An email from Shelby will be coming for more details.
2. **Exhibitor must be fourteen (14) years of age or older at the time of the event.**
3. Exhibitor must be enrolled in a 4-H livestock project and be an active, in good standing, member of a Henderson County 4-H Club.
4. One winner will be chosen at the Henderson County 4-H Fair to compete at and represent Henderson County at the 2020 Illinois State Fair Master Showmanship Contest on Friday, August 14.
5. If the Henderson County winner cannot participate in the state contest, the Extension Office may select the alternate.
6. Participant must supply his or her own livestock for both the county and the state competitions (must own or borrow a steer or heifer, a market or breeding lamb, and a market hog or breeding gilt).
7. Contestant **MUST** participate in each division.
8. The complete list of 2020 State Contest Rules and contest schedule will be available upon request at the Henderson County Extension Office once received, and will be provided to the Henderson County Master Showman after the contest concludes.

Livestock Auction

Please refer to the *2020 Henderson County Fair* book published by the Henderson County Fair Association for a complete list of Jr. Exhibitor Auction Rules.



Created by: Teegan Rodeffer
Stronghurst Hustlers 4-H Club

4-H LIVESTOCK & ANIMAL PROJECT CLASSES



BEEF

4-H Superintendents: Hillary Rabe, Russ Campbell, JC Campbell, and Ed Brokaw

Breeding Beef

- Exhibitor must own breeding stock by June 1 of current year.
- Must be enrolled in the 4-H Beef Project by January 1 and have completed online Youth for the Quality Care of Animals (YQCA) by May 1.
- All purebreds must be registered in the respective breed association in the exhibitor's name.
- **Exhibitors must be prepared to show superintendent a photocopy of registration papers upon request.**
- Illinois Department of Agriculture Health Requirements apply (page 104).
- **All cattle must be broke to lead.**
- One (1) entry per class per exhibitor. Refer to "Agricultural Premium Fund (APF)" statement on page 8.
- Exhibitor helpers must be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**
- Awards: Champion and Reserve in each breed, Grand Champion and Reserve Grand Champion Heifer

BREEDS

- ☐ Angus
- ☐ Hereford
- ☐ Shorthorn
- ☐ Simmental
- ☐ Gelbvieh
- ☐ Maine Anjou
- ☐ Chianina
- ☐ All other Breeds
- ☐ Crossbreeds

SUBCLASSES

- ☐ Junior Heifer Calf – calved 1/1 – 3/31 of current year
- ☐ Senior Heifer Calf – calved 9/1 – 12/31 of previous year
- ☐ Summer Yearling Heifer – calved 5/1 – 8/31 of previous year
- ☐ Junior Yearling Heifer – calved 1/1 – 4/30 of previous year
- ☐ Senior Yearling Heifer – calved 7/1 – 12/31 two years ago
- ☐ Cow & Calf by side

Market Steers

Thursday, July 23 following Breeding Beef

- Exhibitor must own market steers by February 1 of the current year.
- Must be enrolled in the 4-H Beef Project by January 1 and have completed online Youth for the Quality Care of Animals (YQCA) by May 1.
- Dairy Animals are not eligible for the Beef Market Steer class.
- Illinois Department of Agriculture Health Requirements apply (page 104).
- **All steers must be broke to lead.**
- All Steer classes will be shown by weight; weight classes will be determined after weigh-in. No breed

classes.

- One (1) entry per class per exhibitor. Refer to “Agricultural Premium Fund (APF)” statement on page 8.
- Exhibitor helpers must be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**
- Awards: Grand Champion and Reserve Grand Champion Steer; Champion and Reserve Champion Rate of Gain Steer.
 - **Beef Market Steer**

CATS

- Must be enrolled in the 4-H Cat Project by January 1 and completed online Quality Assurance & Ethics Certification (QAEC) by May 1.
- All cats should show evidence of prior grooming, be clean, appear healthy and happy. Trimmed claws are recommended.
- Cats with fleas will be disqualified from judging. Cats should be free from ear mites.
- **If any cat bites, it will be excused from competition and will receive a white ribbon.**
- **All cats must have rabies vaccination. Bring vaccination record with cat. Feline leukemia, distemper and rhinotracheitis shots are highly encouraged.**
- Cats do not have to be registered or purebred.
- All cats must be the property of the exhibitor or a family pet by June 1 of the current year and must be 4 months or older by show date.
- Be prepared to answer the judge’s questions concerning the care of your cat. **Bring your project manual with you to the judging. Project will lower one rating if manual is not present.**
- All cats must be on a leash or in a carrying crate. Please provide water and shade while waiting. **DO NOT LEAVE YOUR CAT IN YOUR VEHICLE BEFORE OR AFTER JUDGING!**
- Cats must be taken home after judging.
- BEST OF SHOW will be selected from those exhibitors who bring their project manual.
 - **Cat Care:** Exhibit one cat to be judged on grooming and condition. Bring project manual.



DOGS

4-H Superintendent: Karen Davis

Rules applying to Dog Care, Dog Obedience and Dog Showmanship:

- Must be enrolled in the 4-H Dog Project by January 1 and completed online Quality Assurance & Ethics Certification (QAEC) by May 1.
- All dogs must be the property of the exhibitor or the exhibitor’s immediate family, except in the case of dogs exhibited in the Dog Obedience or Showmanship classes, which may be

leased by exhibitor. Lease paperwork must be filed with the Extension Office by June 1.

- All dogs over 4 months old must have current rabies vaccinations. Rabies certificate must be available for inspection. It is also strongly recommended that dogs have DHLPP shots for your dog's protection.
- Dogs with fleas will be disqualified from judging and must leave the premises immediately.
- Female dogs in season may not participate in the county 4-H Dog Show or in the State Fair Dog Show. Female dogs in season may not be present on the fairgrounds.
- Dog must be under the exhibitor's control on a leash or crated at all times, except as required for the obedience show.
- A dog that is not under control, or shows viciousness to people or other dogs will be excused from competition at the discretion of the judge, Extension staff or superintendent.
- **Please provide water and shade while waiting. DO NOT LEAVE YOUR DOG IN YOUR VEHICLE BEFORE OR AFTER SHOWING!**
- All dogs are to go home after judging.

Dog Care

Tuesday, July 21 at 9:30 AM

Allison Building

- No dogs are allowed in the building, except those that are being shown.
- Must be enrolled in the 4-H Dog Care Project by January 1 and completed online Quality Assurance & Ethics Certification (QAEC) by May 1.
- Be prepared to answer the judge's questions concerning the care and health of your dog.
Bring your project manual with you to the judging. Project will lower one rating if manual is not present.
- Dogs will be judged on their general condition, cleanliness, apparent health and attitude.
- **BEST OF SHOW** will be selected from those exhibitors who bring their project manual.
 - **Dog Care:** Exhibit one dog to be judged on grooming and condition. Bring project manual.

Dog Obedience & Showmanship

Tuesday, July 21 in the Allison Building

Check-in at 7:45 am with the Show beginning at 8 am

1. **Required: for the safety of all participants, spectators and animals, exhibitors must have completed an approved obedience training class (attended at least 6 sessions with their dog) prior to this exhibition.**
2. All dogs being shown in the Dog Obedience and Showmanship division must be trained by and belong to the exhibitor or to a member of the exhibitor's immediate family; or the dog can be leased with lease papers turned into the Extension office by June 1.
3. Exhibitors are limited to entering one dog in one obedience class and one dog in a showmanship class. The same dog may be shown in an obedience class and a showmanship class, or two different dogs may be used.
4. If a **State Fair qualifying score of 170 was achieved previously**, a dog cannot repeat the same class except in *Graduate Novice, Pre Open, Open, Graduate Open and Utility*.

Exhibitors may show for two (2) years in *Graduate Novice* providing the dog does not have a CDX or qualified for a leg on a CDX. *Open and Utility* exhibitors can show for three (3) years in these classes (Exception: if a dog has 3 qualifying scores for a degree prior to 6 months of the 4-H Dog Obedience Show, it must be shown in the next highest class).

5. **Exhibitor may enter Beginner Novice I class only once.** After exhibiting in the *Beginner Novice I* class, he or she must advance to *Beginner Novice II Class* or *Pre Novice Class*.
6. All dogs must be leashed or crated while on the fairgrounds and under the supervision and control of the exhibitor at all times. Dogs and their handlers should remain in the designated waiting areas except as required for the show.
7. Acceptable leashes are 6 ft. leather, nylon or canvas. No prong or electronic collars are allowed on dogs on the fairgrounds. Collars with identification tags are not show collars and should not be used in the show rings. Harnesses or other training aids (i.e. gentle leader) are not show collars.
8. Dogs do not have to be AKC registered to show in the Obedience or Showmanship show. AKC rules will be used for judging. If a dog has 3 qualifying scores for a degree prior to 6 months of the State Fair 4-H Dog Obedience Show, it must be shown in the next highest class. See Rule #4 for exceptions.
9. Female dogs in season may not participate in the county 4-H Dog Show or in the State Fair Dog Show. Female dogs in season may not be present on the fairgrounds.
10. A run-off will be held in case of a tie for a total score. All beginning level classes will use on-leash heeling exercises. All advanced classes will use novice off-lead heeling exercises.
11. This is a State Fair qualifying exhibition opportunity and all State Fair rules and requirements will be followed.
12. Signals given by the handler will be either voice or hand. Only 1 type of signal is used for each exercise.
13. Exercises for all classes may be done in any order, depending upon scheduling and the judge's preference.
14. Unless specified in the class requirements, Long Sit and Long Down exercises may be judged as a group, at the judge's discretion.
15. Awards: Junior Showmanship Champion, Senior Showmanship Champion and Champion Obedience (high obedience score)
16. Other opportunities to achieve State Fair qualifying scores exist at the Mercer County Junior Dog Obedience Show and at AKC Obedience Trials. Exhibitors may participate in these shows at their own discretion and are responsible for obtaining their score sheet, signed and dated by the judge, and turning it in with their State Fair entry form.

Dog Obedience:

See email from Shelby.

GOATS

- Rule changes/new information are based on regulations of the Illinois State Fair Junior Department and the A.D.G.A.
- Illinois Department of Agriculture Health Requirements apply (page 104). Any goat used for exhibition must be ear-tagged with a USDA premises ID number. Tags may be obtained for free by calling the state vet at 217-785-4735. Animals must have a health certificate from a vet stating “the flock has no clinical signs of scrapie.” Health certificates for exhibition animals are only valid for 90 days.
- Must be enrolled in the 4-H Goat Project by January 1 and completed online Youth for the Quality Care of Animals (YQCA) by May 1.
- All purebreds must be registered in their respective breed association in the exhibitor’s name.
- Meat Goat weigh-in is Tuesday, July 21 from 3-5 PM.
- One (1) entry per class. Refer to “Agricultural Premium Fund (APF)” statement on page 8.
- Exhibitor helpers must be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**
- Exhibitors must be prepared to present a photocopy of registration papers to the superintendent.
- **Awards:** Champion and Reserve Champion Pygmy, Dairy, Meat Goat Females; Champion and Reserve Champion Dairy Wether and Meat Goat Wether.
- Ownership dates apply:
Dairy Milking Does – January 1 of current year.
Dairy Kids & Yearlings – June 1 of current year.
Meat Goats – May 15 of current year.

PYGMY GOATS (Breeding)

- ☐ Billie: 0-6 months
- ☐ Doe: 0-6 months
- ☐ Doe: 6-12 months
- ☐ Doe: over 12 months

DAIRY GOATS (Breeding)

- ☐ Billie: 0-6 months
- ☐ Doe: 0-4 months
- ☐ Doe: 4-8 months
- ☐ Doe: 8-12 months
- ☐ Doe: 12-14 months (never freshened)
- ☐ Doe: 2 years or older (have freshened)
- ☐ Dam and Daughter

GOATS (WETHERS) – Dairy & Pygmy Wethers are eligible to show in this class. No wethers without milkteeth. Must be under 1 year of age.

- ☐ Light Weight
 - ☐ Medium Weight
 - ☐ Heavy Weight
- ### **MEAT GOATS (Breeding)**

- ☐ Billie: 0-6 months
- ☐ Doe: 0-4 months
- ☐ Doe: 4-8 months
- ☐ Doe: 8-12 months
- ☐ Doe: 12-14 months (never freshened)
- ☐ Doe: 2 years or older (have freshened)
- ☐ Dam and Daughter



HORSES

4-H Superintendents: Patty Butler & Jill McGrew

1. Rule changes & new information are based on the Illinois State Fair Junior Department Premium Book and while not affiliated with the following organizations, the show rules of the AQHA and the ASHA will be used as guidelines.
2. Protective head gear with safety harness (fastened and buckled) is REQUIRED for all 4-H riders whenever mounted, inside or outside the arena, including the Costume Class. Helmets must meet ASTM/SEI standards. **Helmets *may* be available to borrow through the Extension office, but exhibitor must contact the Extension office by July 1 to reserve a helmet.**
3. Illinois Department of Agriculture Requirements apply (104 refer to website).
4. Horses must be accompanied by proof of a negative Coggins test. Please be prepared to present upon request.
5. Exhibitors using the barn MUST help clean it out after the show, when applicable.
6. One (1) entry per class. Refer to "Agricultural Premium Fund (APF)" statement on page 8.
7. **Class age requirement are "4-H age" which is age as of September 1 of previous year, not age as of the show date.**
8. All 4-H horses or ponies MUST have ownership and/or lease papers and pictures on file with the Extension Office by MAY 1 of the current year. Failure to meet this deadline will result in not being able to participate in the 4-H Show.
9. Exhibitors are required to wear a **white long sleeved shirt**, nice **jeans**, and **boots or appropriate Western or English attire**. Protective head gear is required, not optional, for all riding classes. Head gear must have safety harness and needs to be fastened and buckled. Helmets must meet ASTM/SEI standards.
10. The exhibitor must be able to certify that his/her project has been cared for and maintained by himself/herself and his/her immediate family during the required tenure of ownership (May 1 of current year), and that this project has not been cared for by a professional fitter/trainer or maintained at a professional fitters/trainers facilities after that date.
11. No one other than the project member and the member's family should fit or train the animals on the show grounds. Physical assistance with tack, equipment and appointments during the show by immediate family members or project leaders is acceptable.
12. Exhibitor helpers, if needed, must be 4-H members. **Failure to cooperate will result in disqualification of the 4-H members being assisted.**
13. **Adults, youth or 4-H members who are not currently enrolled in a Henderson County 4-H Horse Project are not allowed to mount any horse** (see rule 11 for exceptions).
14. NO STALLIONS born before January 1 of the current year.
15. Exhibitor must be able to control his or her horse. If rider is not able to control his or her horse, Superintendents and/or Extension Staff may dismiss horse and rider from arena for safety of all participants and animals.
16. In case of inclement weather, the 4-H and/or fair superintendents reserve the right to alter or cancel any classes that may result in injury to either horse or rider.
17. Must be enrolled in the 4-H Horse Project by January 1 and completed online Quality Assurance & Ethics Certification (QAEC) by May 1.

Awards: Grand Champion and Reserve Grand Champion Pony, Grand Champion and Reserve Grand Champion Horse.

Conformation

- ☐ **Open American Miniature** – Horse must measure no more than 34 inches in height at maturity.
- ☐ **Pony Yearling and Under**
- ☐ **2 Years and Older Pony** – 56" and under
- ☐ **Horse Yearling and Under**
- ☐ **2 Year and Older Horse Western**
- ☐ **2 Year and Older Horse English**

Riding Classes:

- ☐ **Bareback** (All Ages)
- ☐ **Hunter Hack** (English Horses only)
- ☐ **English Pleasure** (All Ages)
- ☐ **English Equitation** (All Ages)
- ☐ **Walk-Trot** (12 & under, optional tack)
- ☐ **Walk-Trot** (13-18, optional tack)
- ☐ **County Pleasure** (12 & under, Walk & Favorite Gait)
- ☐ **Country Pleasure** (13-18, Walk & Favorite Gait)
- ☐ **Pony Western Pleasure** (All Ages, 56" & under)
- ☐ **Western Pleasure** (12 & under)
- ☐ **Western Pleasure** (13-18)

Frances Mae Wolford Memorial High Point Award

Henderson County 4-H members are eligible to win the Frances Mae Wolford Memorial Award. Winner will receive a trophy and the winner's name will be engraved on the Frances Mae Wolford memorial plaque to be kept on display at the Extension Office.

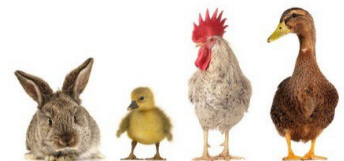
✿ High Point Scoring: Blue – 7 points, Red – 5 points, White – 3 points

POULTRY

4-H Superintendent: Joe Brokaw

Co- Superintendent: Kayla Crum

- **Please provide Superintendent of Poultry with place of origin of your poultry.**
- Rule changes/new information are based on regulations of the Illinois State Fair junior Department and the American Standard of Perfection.
- Must be enrolled in the 4-H Dog Care Project by January 1 and completed online Quality Assurance & Ethics Certification (QAEC) by May 1.
- Illinois Department of Agriculture Health Requirements apply (page 104 refer to website).
- Exhibitor must own all poultry by May 1 of current year.
- Exhibitor must be present for judging.
- A cockerel shall be a male hatched after January 1 of current year. A pullet shall be a female hatched after January 1 of current year.
- "Ducks, Geese & Other" may be any age.



- **Birds must be in show condition, i.e. clean and fully feathered. They may be disqualified from judging if their condition is not appropriate. This is at the discretion of the superintendent and/or judge.**
- Exhibitor helpers, if needed, should be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**
- One (1) entry per class. Refer to “Agricultural Premium Fund (APF)” statement on page 8.
- **Pens:** If one pullet from the pen was not allowed to show as a single Pullet (due to 1 entry per class), that Pullet will be allowed to show in the Pen. One of the Pullets must have been shown as an individual in the Pullet class.
- Meat Pens can be shown individually or as a pen.
- **Poultry will be released after judging.**
- **Awards:** Champion and Reserve Champion Poultry.
- **Exhibitors NEED to help clean up show area after judging (removing straw, etc.).**
- Superintendents reserve the right to break classes down into smaller classes of division if necessary.

CHICKENS – LIGHT BREED (4-7 lbs.)

All Mediterranean Breeds: Ex: Leghorn, Minorca, Andalusian, Ancona

Non-TopHat Continental Breeds: Ex-Campine, Hamburg, Maran, Welsummer

- ☐ Cockerel
- ☐ Pullet
- ☐ Pen – 1 cockerel & 2 pullets

CHICKENS – HEAVY & DUAL PURPOSE BREEDS (7 lbs. & up)

All American Breeds: Rocks, Wyandotte, Rhode Island Reds

All English Breeds: Sussex, Orpington, Australorp, Cornish

- ☐ Cockerel
- ☐ Pullet
- ☐ Pen – 1 cockerel & 2 pullets

CHICKENS – FANCY BREEDS

All Other BREEDS: Asiatic, Top Hats, and Oriental: Ex-Brahma, Standard Cochin, Polish, Houdan, Pheonix, Yokohama

- ☐ Cockerel
- ☐ Pullet
- ☐ Pen – 1 cockerel & 1 pullet

CHICKENS – BANTAM BREEDS

- ☐ Cockerel
- ☐ Pullet
- ☐ Pen – 1 cockerel & 1 pullet

CHICKENS – MEAT PEN BROILER/FRYERS (under 4 lbs.)

- ☐ All cockerels or all pullets, Cornish cross type

CHICKENS – MEAT PEN ROASTERS (4 lbs. & up)

- All cockerels or all pullets, Cornish cross type

DUCKS

- Hen
- Drake
- Pair – 1 hen & 1 drake

GEESE

- Gander
- Goose
- Pair – 1 gander & 1 goose
-

OTHER (GUINEAS, TURKEYS, ETC.)

- Hen
- Drake
- Pair – 1 hen & 1 drake

MARKET EGG PRODUCTION

CHICKEN EGGS

- 12 eggs displayed in a Foam or Plastic carton

OTHER EGGS

- 12 eggs displayed in a Foam or Plastic carton

RABBITS

4-H Superintendent: Joe Brokaw

Co- Superintendent: Kayla Crum

- Rule changes/new information are based on regulations of the Illinois State Fair Junior Department and the A.R.B.A.
- Must be enrolled in the 4-H Rabbits Project by January 1 and completed online Quality Assurance & Ethics Certification (QAEC) by May 1.
- Illinois Department of Agriculture Health Requirements apply (page 104 refer to website).
- Exhibitor must own all rabbits by June 1 of current year.
- Exhibitor must be present for judging.
- One (1) entry per class. Refer to “Agricultural Premium Fund (APF)” statement on page 8.
- Animals must be in show condition, i.e. clean, groomed and healthy. They may be disqualified from judging if their condition is not appropriate. This is at the discretion of the superintendent and/or judge.
- *Fancy 3 consist of 3 Fancy rabbits preferably less than 6 months of age and of the same breed. Rabbits will be judged on uniformity. They can be bucks or does or both. They do not have to be related or they can be.

- Individually shown rabbits may not be used to make a meat pen.* *See exception Commercial fryer single*
- Exhibitor helpers, if needed, should be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**
- Rabbits will be released after judging.
- **Awards:** Champion and Reserve Champion Rabbit.
- **Exhibitors NEED to help clean up the show arena after judging (removing straw, etc.).**

❖ **Breed Examples:**

- **Fancy Rabbits:** (Are typically less than 6 lbs.)
 - Mini Rex- N. Dwarfs-Lionheads- Dutch
- **Commercial Rabbits:** (Are typically over 6 lbs.)
 - New Zealands- Californians- Flemish Giants- Satins

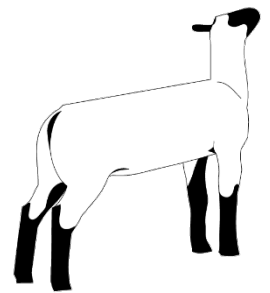
❖ **Classes:**

- **Fancy**
 - Fancy Senior Buck - over 6 months
 - Fancy Senior Doe - over 6 months
 - Fancy Junior Buck - less than 6 months
 - Fancy Junior Doe – less than 6 months
 - Fancy 3- See rule above*
- **Commercial**
 - Commercial Senior Buck - over 8 months
 - Commercial Senior Doe - over 8 months
 - Commercial 6-8 Month Old Buck
 - Commercial 6-8 Month Old Doe
 - Commercial Junior Buck - under 6 months
 - Commercial Junior Doe - under 6 months
 - Commercial Single Fryer (may be from meat pen)
 - Commercial Meat Pen (3 rabbits preferably of the same litter, max. wt. 5 ½ pounds per rabbit)

SHEEP

4-H Superintendent: Darrell Gittings

- Illinois Department of Agriculture Health Requirements apply (page 104 refer to website).
- Must be enrolled in the 4-H Dog Care Project by January 1 and completed online Youth for the Quality Care of Animals (YQCA) by May 1.
- Exhibitor must own breeding sheep by June 25 of current year.
- All purebreds must be registered in their respective breed association in the exhibitor/s name.
- Exhibitors must be prepared to provide a photocopy of registration papers to



the superintendent.

- Any sheep used for exhibition must be ear-tagged with a USDA premises ID number. Tags may be obtained for free by calling the state vet at 217-785-4735. Animals must have a health certificate from a vet stating “the flock has no clinical signs of scrapie.” Health certificates for exhibition animals are only valid for 90 days.
- One (1) entry per class. Refer to “Agricultural Premium Fund (APF)” statement on page 8.
- All lambs must be docked and washed to show.
- Exhibitor helpers, if needed, should be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**

Breeding Sheep

Awards: Champion & Reserve Champion chosen from each breed; Champion & Reserve Flock; Champion & Reserve Pair; from breed champions a Grand & Reserve Grand Champion Ram; Grand & Reserve Grand Champion Ewe will be selected.

BREEDS

- ☐ Hampshire
- ☐ Suffolk
- ☐ Dorset
- ☐ Southdown
- ☐ Other Purebred
- ☐ Commercial-Crossbred

SUBCLASSES

- ☐ **Yearling Ram:** Born 1/1 – 8/31 of previous year
- ☐ **Senior Ram Lamb:** Born 9/1 – 12/31 of previous year
- ☐ **Early Junior Ram Lamb:** Born 1/1 – 2/14 of current year
- ☐ **Late Junior Ram Lamb:** Born 2/15 of current year – show date
- ☐ **Aged Ewe:** Born before 1/1 of previous year
- ☐ **Yearling Ewe:** Born 1/1 – 8/31 of previous year
- ☐ **Senior Ewe Lamb:** Born 9/1 – 12/31 of previous year
- ☐ **Early Junior Ewe Lamb:** Born 1/1 – 2/14 of current year
- ☐ **Late Junior Ewe Lamb:** Born 2/15 of current year – show date

Market Lambs

- Lambs shown in Market Class cannot be shown in Breeding Class.
- All sheep exhibited in this department must have been born on or after January 1 of current year.
- Exhibitor must own market sheep by May 15 of current year.
- Sheep weigh-in is Tuesday, July 24 from 3-5 PM.
- **Awards:** Champion & Reserve Champion Market Lamb
 - ☐ **Single Market Lamb:** Will be divided into Light, Medium and Heavy Weight classes

SWINE

4-H Superintendent: Aaron Leary

Breeding Swine

- Exhibitor must own his/her project by June 1 of current year.
- All swine exhibited in this department must have been farrowed on or after January 1 of current year.
- Must be enrolled in the 4-H Dog Care Project by January 1 and completed online Youth for the Quality Care of Animals (YQCA) by May 1.
- All purebreds must be registered in their respective breed association in the exhibitor's name.
- Exhibitors must present registration papers to the superintendent at weigh-in on Tuesday, July 21.
- Illinois Department of Agriculture Health Requirements apply (page 104).
- One (1) entry per class per exhibitor. Refer to "Agricultural Premium Fund (APF)" statement on page 8.
- Exhibitor helpers must be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**
- Litters: Barrows shown in Litter Class must also be shown in singles market Class. When only one of the Breeding Gilts from a litter is allowed to show in the singles class (due to 1 entry per class) the second Breeding Gilt will be allowed to show in the Litter class.
- Pair of Breeding Gilts: Any two breeding gilts, regardless of breed can be paired together. All gilts that are part of a pair must be weighed.
- When one gilt from the pair was not allowed to show as a Single Breeding Gilt (due to 1 entry per class), that entry will be allowed to show in the Pair class. One gilt in the pair must have been shown in the Single Breeding Gilt Class.
- **Awards:** Champion and Reserve Champion Litter & Gilt from each breed; Grand Champion & Reserve Grand Champion Gilt, Grand Champion and Reserve Grand Champion Pair of Breeding Gilts.



BREEDS

- ☐ Berkshire
- ☐ Chester White
- ☐ Duroc
- ☐ Hampshire
- ☐ Hereford
- ☐ Landrace
- ☐ Spot
- ☐ York
- ☐ Poland China
- ☐ Crossbred/Other Gilt – Divided by weight, not age
- ☐ Crossbred/Other Litter – Divided by weight, not age

SUBCLASSES

- ☐ Gilt

Market Swine

- All swine exhibited in this department must have been farrowed on or after January 1 of current year.
- Exhibitor must own their projects by June 1 of current year.

- Illinois Department of Agriculture Health Requirements apply (104 refer to website).
- Swine weigh-in is on Tuesday, July 21 from 3-5 pm.
- **4-H BARROWS NEED TO BE DECLARED AT WEIGH-IN.**
- Pens will be assigned to exhibitors.
- One (1) entry per class. Refer to “Agricultural Premium Fund (APF)” statement on page 8.
- Exhibitor helpers must be 4-H members. **Failure to cooperate will result in disqualification of 4-H member being assisted.**
- Litters: Barrows shown in Litter Class must also be shown in singles Market Class. When only one of the Breeding Gilts from a litter is allowed to show in the singles class (due to 1 entry per class) the second Breeding Gilt will be allowed to show in the Litter class.
- Pairs: When one barrow from the pair was not allowed to show as a Single Barrow (due to 1 entry per class), that entry will be allowed to show in the Pair class. One barrow in the pair must have been shown in the Single Barrow Class.
- **Awards:** Grand Champion & Reserve Pair of Barrows, Grand Champion & Reserve Grand Champion Barrow.

BARROWS

- ☐ **Single Crossbred Barrow** – divided into sub-classes by weight
- ☐ **Single Purebred Barrow** – cannot also be shown as cross-bred barrow



2020 Exhibition Livestock Health Requirements for County Fairs can be found online at:

<https://www2.illinois.gov/statefair/competitions/Documents/ISFHealthReq.pdf>

Printed copies are also available at your local Extension office.