

Class # 2020 State Supported /County Exhibit ONLY
Live animal Livestock for county Fairs

County Exhibit Instructions

45-60 second video. Continuous video outside, 15 seconds side, 15 second front, 15 second rear views of animal moving. Hold phone camera horizontally from a distance that best captures entire animal and exhibitor. Camera person should not move or very little. Exhibitor should show to the camera as if it were the judge. Use very little if any zooming in and out. Zooming in for 10 seconds is only required for udders on dairy animals and wing feathers and heads on poultry. For Poultry and rabbits please show on a table and get a 360 degree view with your video. Please indicate declared weights for market classes, animal birthdates for breeding classes, and breeds of animals. You will put this information in the Fair Entry program. Proper dress/show attire please.

Beef, Swine, Sheep, Goats, Dairy, Poultry, Rabbits

Each Horse class will be a video entry - Classes may be shortened or omitted - More specifics coming soon!

Horse Show

BICYCLE

4-H Project Report.

Bicycle 1

3 photos or slideshow. Images to include: One of whole exhibit and two close-ups of your choice that highlight a featured skill or content area.

4-H Project Report.

Bicycle 2

3 photos or slideshow. Images to include: One of whole exhibit and two close-ups of your choice that highlight a featured skill or content area.

COMMUNITY SERVICE

4-H Project Report.

Service Learning 1

3 photos or slideshow. Images to include: One of whole exhibit and two close-ups of your choice that highlight a featured skill or content area.

4-H Project Report.

Service Learning 2

3 photos or slideshow. Images to include: One of whole exhibit and two close-ups of your choice that highlight a featured skill or content area.

4-H Project Report.

Service Learning 3

3 photos or slideshow. Images to include: One of whole exhibit and two close-ups of your choice that highlight a featured skill or content area.

COMPUTER SCIENCE

Beginning Visual Based Programming

4-H Project Report.
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CONSUMER EDUCATION

Entrepreneurship Be The E

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ELECTRICITY

Electricity 4

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ENVIRONMENT & NATURAL RESOURCES

Exploring Your Environment 1

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Exploring Your Environment 2

4-H Project Report.
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EXPLORATORY

Collectibles

4-H Project Report.
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Welcome to 4-H: Introduction to 4-H

4-H Project Report.
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PLANT & SOIL SCIENCE

Plants & Soils 1

4-H Project Report.

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4-H Project Report.

Plants & Soils 2

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4-H Project Report.

Plants & Soils 3

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ROBOTICS

Robotics 1 - Beginner

4-H Project Report.

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4-H Project Report.

Junk Drawer Robotics 1

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TECHNOLOGIES

3-D Printing and Design

4-H Project Report.

3 photos or slideshow. Images to include: One of whole exhibit and two close-ups of your choice that highlight a featured skill or content area.

4-H Project Report.

Unmanned Aerial Vehicles/Systems: Drones

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