

# **NON-ANIMAL PROJECTS**

# AEROSPACE

## DIVISION/GRADE:

Stage 2 – Grades 3, 4, 5

Stage 3 – Grades 6, 7, 8

Stage 4 – Grades 9, 10, 11, 12

## RULES:

1. No snap together, bolt-together or screw-together exhibits. These exhibits will receive a green ribbon.
2. A note may be attached to exhibit explaining the exhibit.
3. **All Rockets must be displayed in a vertical position and on a launcher. Rockets must have a recovery system. Those not meeting display requirements will be dropped a ribbon placing.**
4. No live fuel.

## EXHIBIT:

RECORD SHEETS – A completed Aerospace Record Sheet must be submitted with the project exhibit at check-in time.

Stage 2 – One rocket of your choice, Estes Skills Level 1, 2, 3 or comparable difficulty. Must be suitable for launching. (No live fuel.) Or a poster, or display board on any topic in the manual (i.e. construct a paper airplane with a poster board explaining why you designed it the way you did).

Stage 3 – One rocket or other aerodynamic object of your choice, Estes Skills Level 2, 3, 4 or comparable difficulty. Must be suitable for launching. (No live fuel.) Or a poster, or display board on any topic in the manual (i.e. glider plane with poster explaining design).

Stage 4 – One rocket, box kite or other aerodynamic object of your choice which illustrates principles of flight, suitable for launching. (No live fuel.) Note: Rockets must be a skill level 2 or higher; or poster, or display board on any topic in the manual (i.e. box kite with poster explanation).

**STATE FAIR ENTRY:** One rocket and one poster/display board in each grade category (3-5, 6-8, 9-12), for a maximum of six exhibits: 3 rockets and 3 poster/display boards.

# \*ARTS AND CRAFTS

## DIVISION/GRADE:

- Level A – Grades 3, 4
- Level B – Grades 5, 6
- Level C – Grades 7, 8, 9
- Level D – Grades 10, 11, 12

## RULES:

RECORD SHEETS – A completed Arts and Crafts Record Sheet must be submitted with each Arts and Crafts exhibit at check-in time.

1. All crafts will be divided by category and division. Categories are:
  - A. Fine Arts –
    - Painting: Oil, Acrylic, Watercolor
    - Drawing: Mono-chromatic and Multicolored
  - B. Needlecraft –
    - Counted Cross Stitch
    - Embroidery (including crewel and huckweaving)
    - Crochet
    - Knitting and Tatting
    - Other Needlecraft (Needlepoint, Hand quilting, Needle-felting, Punch Needlework)
  - C. Basic Craft – Any Other Craft (including wet felted item, plastic canvas, macramé, and computerized art)
    - Basket Weaving
    - Candlemaking
    - Cardmaking
    - Ceramics Molded and Hand-formed (two categories)
    - Creative 3-D Art (Lego, K'nex, or Erector Set)
    - Jewelry Making
    - Latch Hook
    - Leather
    - Plastercast and/or Plastercraft
    - Recycled Craft
    - Wearable Arts
    - Woodcraft
2. A 4-H member may enroll by selecting one to six of the Arts and Crafts projects listed above. The items must be different types. Example: Oil Painting and Leather; Hand-formed Ceramics and Candlemaking; Embroidery and Woodcraft; etc. Each year's project should be more difficult.
3. **ALL EXHIBITS MUST BE READY TO USE.** All exhibits in Fine Arts must be exhibited ready for hanging. Frames are not required but the exhibit must be suitable for hanging. Fine Arts exhibits must use screw eyes and wire for hanging exhibits in a frame. Coke tabs, adhesive tabs, and easel photo frames are not accepted for Fine Arts.

Questions about appropriate type of display for a specific exhibit can be brought to the 4-H Council no later than the second Monday in June. All other wall hangings, such as crewel, latch hook, counted cross stitch, etc. must be framed or ready for hanging as appropriate to the item and craft type. Exhibits not complete or ready for hanging will be lowered one ribbon placing.
4. All Fine Arts exhibits must be signed or initialed on the front of the picture.
5. All Ceramic exhibits must be initialed in the greenware. This is to be fired into the ceramic exhibit. If felt is used on bottom, initial(s) must show.
6. Any exhibit over 6 feet in size must get approval from the 4-H Council to exhibit at the Fair.
7. Suggestions given for exhibits are just that—suggestions—and are in no way requirements.
8. 4-H members in advanced divisions of all craft projects are encouraged to experiment with

(Continued on page 42)

(Continued from page 41)

original designs. If design is original, please include a card with each project that explains the origin of its design.

9. Exhibits will be judged according to usefulness, originality, choice of material(s), suitability of design, workmanship, finish, and use of color.
10. 4-H members exhibiting in the Woodcraft and Recycled Craft categories must include a note with their project that tells about the materials used to create the exhibit as well as listing the use of the item for the judge. Exhibits without notes will be lowered one ribbon placing. Other crafts categories do not require notes, but if the 4-H member is not going to be present for judging, they may wish to attach a note with the exhibit for the judge telling about the exhibit.

### **FINE ARTS:**

**Painting:** Oils, acrylics, watercolor—use of one of these mediums on canvas, canvasboard or paper. These media use some liquid, whether it be turpentine (spirits of), linseed oil or oils or water for acrylics or watercolors to spread the paint. The use of paint-by-number pictures is discouraged.

**Drawing:** Use of graphite (pencil/colored pencil), charcoal, ink or pastels. Usually, water and/or any other medium is not used to enhance the performance of these media. Paper is generally used with these media. Drawings must be exhibited under glass; matting is optional. There are two categories of Drawing Projects: Mono-chromatic, and Multicolored.

**FINE ARTS EXHIBIT:** One completed picture ready to hang for home use. Refer to Rule #3 and #4 for exhibit requirements in Fine Arts. Paint on exhibit must be dry.

### **NEEDLECRAFT:**

#### **Counted Cross Stitch:**

Level A – Make and EXHIBIT ONE article. Suggestions include simple formed items, paper weights, coasters, pin cushion, bibs, pot holders, placemats, etc. Work on Aida 11 or 14 cloth, Herta 6 count cloth or Gingham. Use cotton floss.

Level B – Do a more complicated pattern design. Suggestions include picture, bellpull, pillow, purse, etc. Work on Aida 11 or 14 cloth, Herta 6 count cloth, Gingham, Alba or Monza. Use Cotton Floss. Exhibit an article.

Level C – Do a larger, more complicated pattern design. Suggestions include towels, sweater, monogram clothing, pictures, pillows, etc. Work on Aida 14, 18 or 22 cloth, Hardanger, Waste Canvas, or even-weave fabric. Use Cotton Floss. Exhibit one article.

Level D – Continue to increase difficulty level of pattern design and size each year to show progress over previous year. Members are encouraged to work out original designs for patterns. May use Aida 18 or 22 cloth, perforated paper, linen, penelope canvas or even weave fabric. May use Silk or Rayon Floss. Exhibit an article made.

#### **Embroidery:**

Level A – Exhibit one small article using one, or a combination of, stitches. Suggestions: Bib, towel, pair of pillow cases, small picture, potholder or vanity scarf.

Level B – Exhibit one article using any stitches learned. Exhibit suggestions: picture, dresser scarf, etc.

Level C – Exhibit one article using stitches learned in this level with those previously learned.

Level D – Expand on what you have learned in previous levels. Exhibit one article.

(Continued on page 43)

(Continued from page 42)

**Crochet:**

Level A – Choose one of the following for your exhibit:

1. one article, like a scarf, using single- or chain-crochet stitch, and using only one color of yarn.
2. a pair of articles, like slippers or mittens, using chain-, single-, slip-stitch or a combination of stitches using only one color of yarn.

Level B – Choose one of the following:

1. one article you made using single, double, and triple crochet stitches use only one color of yarn (may be variegated).
2. a doily or doily set using chain-, half-double crochet; single- or double-crochet or slipstitch; or a combination of these.
3. a large article using the afghan-stitch, cross-stitch design or a combination of stitches learned. Use one color of yarn. Yarn may be variegated.

Level C – Choose one of the following:

1. an article you made with set-in sleeves, that requires some fitting and shaping, using chain, single, double crochet, slipstitch or a combination of these stitches. You may use more than one color of yarn.
2. using advanced stitches, make a rug, poncho, bedspread, cape, hat and scarf or afghan. You may use more than one color of yarn.
3. design and make an article. Include pattern and instructions you have written. Articles could include coat, dress or jumper, or difficult afghan. You may use more than one color of yarn.

Level D – Expand on what you have learned in previous levels and exhibit.

**Knitting:**

Level A – Exhibit a head hugger, scarf, or pair of slippers using the stitches learned in Level A. Use one color of yarn.

Level B – Using only those stitches learned in Levels A and B, use one color of yarn (can be variegated) and choose one of the following for your exhibit:

1. a fitted garment. Block the article. Include your stitch gauge swatch.
2. an article that requires some fitting and shaping such as a shawl, sweater, vest, or afghan. Block the article.

Level C – Using only those stitches learned in Levels A, B and C, choose one of the following for your exhibit:

1. one article that requires some fitting, shaping, and blocking. Use two or more colors of yarn.
2. make and block one large article (sweater, afghan, stole), or two smaller articles (pair of socks, mittens, gloves) or complete an outfit (mittens, scarf and tam; or mittens and booties). Use two or more colors of yarn.
3. make an article and apply knitted lace edging. Use two or more colors of yarn.
4. make a rug or bedspread. Use two or more colors of yarn.

Level D – Expand on what you have learned in previous levels and exhibit.

(Continued on page 44)

(Continued from page 43)

**Other Needlecraft:**

This category encompasses Needlepoint, Hand quilting, Needle-felting, Punch Needlework, and any other kind of work done with a needle not covered elsewhere.

Level A – Choose one of the following for your exhibit:

1. make an article using one type of basic stitch, such as pin cushion, key ring, or bookmark.
2. make an article using two or more stitches, such as Christmas ornament or coaster.

Level B – Choose one of the following for your exhibit:

1. make an article using two types of stitches, such as picture, pillow or belt.
2. make an article on canvas which has a stamped design.

Level C – Choose one of the following for your exhibit:

1. make one large article using several different stitches.
2. make two small articles using several different stitches.
3. make an article which you designed.
4. make any design on material other than canvas.

Level D – Expand on what you have learned in previous levels and exhibit.

**BASIC CRAFTS:**

**Any Other Craft:**

All Levels - One article that does not fit in any other Basic Craft category. Plastic canvas, wet felted item, and macramé are part of this category.

**Basket Weaving:**

Basket styles listed as examples are suggestions only.

FIRST TIME BASKET-MAKER : 4-H member SHOULD ENROLL IN THEIR GRADE division, then follow guidelines, from the Beginner Division, making simple additions such as curls, twining, or a wrapped handle to create a project for the proper age category. No added decorations on baskets—like silk flowers, ribbons, etc. unless made with basket-reed, and not for Level A.

Level A:

3<sup>rd</sup> Grade – A square or rectangular basket without a handle, showing the basic over and under technique and a simple lashed rim. Colored reed may be used. Basket must be finished with a basket dye, basket stain or a clear sealer. No added decorations.

4<sup>th</sup> Grade – A square bottom or rectangular basket with handle. Use the basic over-under technique and a simple lashed rim. Twining may be used to show more difficulty. Example: Apple Basket, Market Basket, or Wine Basket.

Level B:

5<sup>th</sup> Grade – A simple round-bottom basket with or without a handle. Example: "Susie's Basket", "Kelly's Gathering Basket", "Fancy Fruit Basket", or "Folk Art Basket". Use only decorations made from basket reed.

6<sup>th</sup> Grade – an advanced basket showing more degree of difficulty. Two or more different techniques should be used. Example: Melon Basket, Basket with a Braided Rim, Braided or Wrapped Handles, Triple Twining Curls, Twill Weaving, etc.

(Continued on page 45)

(Continued from page 44)

Level C:

7<sup>th</sup>, 8<sup>th</sup> & 9<sup>th</sup> Grade – Baskets should continue to show an increased level of difficulty, using two or more different weaving techniques. Example: Egg Basket, Basket with Braided Rim, Braided or Wrapped Handles, Triple Twining, Curls, Twill Weaving, Grapevine Handles.

Level D:

10<sup>th</sup> Grade and Above – Baskets should be made using advanced weaving techniques and will be judged by degree of difficulty as well as quality of work. Examples: Herringbone Base, Twill Base, Grapevine Handle or Weave, Fancy Wrapped Handle, use of unique materials in basket construction, Triple Weaver, Randing, etc.

**Candlemaking:** Beeswax rolled and gel candles are not to be exhibited.

Level A – One candle using a 1-piece mold, one color, and no decoration. Remove from mold. It may be cylindrical, square, triangular or heart shaped. Exhibit candle in plain holder so that it may be removed to judge the bottom or in a flat box on a bed of soft tissue paper to prevent damage.

Level B – One or a pair of matched candles, with decoration added to either the inside and/or outside of the candle. Candles must be removed from their mold.

Level C – One or a pair of matched candles, using multiple colors. Candles must be removed from their mold.

Level D – Expand on what you learned in Levels A, B, and C. Candles must be removed from their mold.

**Card Making**

- Computer generated cards are **NOT** part of this category; they belong in the Beginner level of the Computer project (if age is applicable).
- Include a 3" by 5" or larger notecard explaining your exhibit. On the card, include tools you used and different techniques you used.
- Writing a greeting on the inside and/or outside is optional.
- Cards can be presented for judging in a basket or box and tied with a ribbon or yarn; however, because of space limitations, they will be exhibited in a zip-lock baggie.

Level A: Exhibit five (5) cards or gift tags (may or may not be related in theme) with or without envelopes using at least one technique from three different categories as listed in (a) through (g).

- Category a) Rubber Stamping – using only one ink color per stamp
- Category b) Application of dimensional elements
- Category c) Apply Ribbon using adhesive, not stitching
- Category d) Paper Punching
- Category e) Paper Crimping
- Category f) Use of Decorative Cut Scissors
- Category g) Use of Windows

Level B: Exhibit five (5) cards or gift tags (may or may not be related in theme) with or without envelopes using any technique from Level A and at least one technique from two different categories as listed in (a) through (f).

- Category a) Rubber Stamping – using two or more ink colors per stamp
- Category b) Dry Embossing

(Continued on page 46)

(Continued from page 45)

- Category c) Stitching
- Category d) Piercing
- Category e) Inserting Eyelets
- Category f) Applying Brads or fasteners

Level C: Exhibit five (5) cards or gift tags (may or may not be related in theme) with or without envelopes using any technique from Level A and/or B and at least one technique from one category as listed in (a) through (e).

- Category a) Two Step Stamping
- Category b) Embossing using a heat tool
- Category c) Coordinate a pre-made envelope with card
- Category d) Construct an envelope for odd or over-sized cards
- Category e) Add color to stamped image using watercolor, colored pencils, pastels, etc.

Level D: Exhibit five (5) cards or gift tags (may or may not be related in theme) with or without envelopes using any technique from Level A and expand on what you have learned in Levels A, B and C.

**NO STATE FAIR ENTRY.**

**Ceramics: Molded Ceramics**

- All pieces must be fired in the kiln to be considered Ceramics.
- All pieces must be cleaned (remove mold marks, blemishes, etc.) by the 4-H member.
- Refer to Rule #5 under Arts & Crafts.

Greenware: A clay body that has not been fired in a kiln.

Bisque: Also known as white ware, it is the item after it has been fired in the kiln.

Glaze: A form of glass, which fuses to the clay body during firing in the kiln.

Stain: A non-fired decorative medium; manufactured with a variety of ingredients and either latex, acrylic, oil-base, or water-base colors.

Underglaze: A material that does not seal the surface of the ware, but must be used under a glaze and fired in the kiln.

Level A – Make a simple article using clear or crystal glazes and simple painting techniques. Articles could include flower pots, mugs, spoon holders, candle holders, simple figures or book ends. May use underglazes — NO STAINS.

Level B – One article or a set of articles using simple to modified molds, simple staining techniques, clear or crystal glazes. May use antiquing — NO DRY BRUSHING.

Level C – Choose one of the following:

- one article using difficult molds, incorporating any of the glazing or staining techniques, that you have learned.
- an article in porcelain, china painting, or stoneware.

Level D – Expand on what you have learned in Levels A, B and C.

**Ceramics: Hand-Formed and Pottery**

- All pieces must be fired in the kiln to be considered ceramics.

Level A – One article made. Suggestions: candy dish, vase, decorative dish or tray, candle holders, etc.

(Continued on page 47)

Level B – One article made or a set of articles made.

Level C and D – One article or a set of articles which best represents what you have learned.  
Display exhibit pieces only.

### **Creative 3-D Art:**

1. Exhibitor may exhibit one item in Creative 3-D Art. (Ex. One Lego OR one K'nex OR one Erector set).
2. Exhibits cannot exceed 28" wide by 36" long by 22" tall for 4-H members in grades 3 through 9 (Level A, B, & C). 4-H members in grades 10 through 12 (Level D) can have exhibits up to 36" by 36" by 36" in size. Absolutely no exceptions!
3. All Creative 3-D Art exhibits must be displayed on a board. Boards must be rigid (no posterboard, foam board, or cardboard) and may not be more than one inch larger than the creation. Suggested methods of attachment include string, twist-ties, wire, double sided tape or poster tack that can be removed during judging and replaced for display.
4. A note should be attached to the exhibit explaining the creation. The note should state if the creation is an original design or a kit, how you selected the design, how long it took to assemble, etc.
5. Exhibits will be judged on workmanship, difficulty, and originality.

Level A – One simple creation using a kit or an original design.

Level B – One creation using a kit or an original design.

Level C – One creation using an original design (Kits are not allowed at this level).

Level D – One creation using an original design (Kits are not allowed at this level).

### **Jewelry Making:**

Jewelry can be strung, beaded, silverwork, or a combination of methods. All jewelry projects should be displayed on a board, in a box, or on a jewelry form; however, because of space limitations, they will be exhibited in a zip-lock baggie. Include a card with your project explaining how the jewelry was made (strung with wire, type of beads used, etc.) and the materials you used to make it (glass beads, sterling silver, etc.), whether or not a kit was used or the design is original, and any other information you feel would be useful for the judge to know.

Level A and B (Grades 3 – 6) – Exhibit a single necklace, a single bracelet, a pair (2) of earrings, or other single item.

Level C & D (Grades 7 – 12) – Exhibit a more complex single article or a set of articles. A set can be a bracelet and necklace, necklace and pair of earrings, bracelet and pair of earrings, or any combination of articles.

Each level of Jewelry should be more difficult and complex than the year before.

### **Latch Hook:**

Level A – Make a small pillow, picture, or rug in a simple design. Pictures should be ready for hanging. Kits are permissible.

Level B – Choose one of the following:

- make an article from a kit using a variety of color and a more advanced design. Pictures must be ready for hanging.
- make your own design on the canvas and coordinate the colors of the article.

Level C and D – One article made. Combine the use of other materials in the exhibit, such as furs, felt, etc. Develop patterns with personal touch such as rug wall hangings, pictures using lettering for names, dates, and/or events; or develop patterns that have special meaning.

- Completed exhibits must be bound and finished on the back either with cloth binding or by folding the raw edge inside the latch hook as shown in the Arts & Crafts Project Information. Folding the raw edges under and whipping/sewing them down or using masking tape as a finish are not acceptable.

**Leather:** (Suede cannot be used for this project.)

Level A – A belt, coasters, small purse, key case, etc. using a simple design. Edges can be either slick or laced.

Level B – A belt, small purse, key case, billfold, etc. which has been carved and designed. Lacing can be added if needed.

Level C – Choose one of the following:

- an article which has had simple carving and dyeing techniques used on it such as billfolds and purses.
- an advanced article which requires advanced carving and dyeing such as bridles, saddles, bowling bags, etc.

Level D – Expand on what you learned in Levels A, B and C.

**Plastercast and/or Plastercraft:**

Level A – One article using simple forms and simple painting techniques. Any finish may be used.

Level B – One article or set of articles. Use simple to modified forms. May use metal and wood finishes, antiquing, and any type of painting.

Level C – One article or set of articles. Any techniques may be used. Use modified to difficult forms.

Level D – Expand on what you learned in Levels A, B, and C.

**Recycled Craft:**

All Levels - Exhibit one article made from items that have been **previously** used in one form and are now being recycled to be used in another form. i.e. a previously worn boot turned into a lamp.

- **Include a note describing the methods/materials and use of the exhibit.**

**Woodcraft:**

Level A – A sealed and finished, small undecorated article such as a box, picture frame, puzzle, candle holders, etc. No decoration is to be applied. Include a card telling what you have done.

Level B – Article such as a wooden plate, bread board, box, puzzle, plaque, etc. using new techniques that you have learned. Include a card telling what you have done.

Level C – Choose one of the following:

- one or more articles using gouging, inlay, carving, wood chipping or woodburning. Include a card telling what you have done.

Level D – Expand on what you have learned in Levels A, B and C. Include a card telling what you have done.

**Wearable Arts:**

Garment(s) either made by or purchased by the 4-H member and decorated or embellished. The embellishments can be tie-dye, beading, sequin art, iron-on art, stitched or heat-applied appliqué (Wonder Under), felting, puff paint, fabric paint, machine or hand embroidery, cross-stitch, or other sort. Each year's project should be more complicated than the year before. The project will be judged on workmanship, originality, neatness, and practicality of the embellishment(s).

Wearable Arts can be modeled in the Fashion Review project if it makes a complete outfit (top and bottom), or other garments can be added with it to make it a complete outfit (i.e. a tie-dye shirt with shorts) and a Fashion Review Record Sheet is completed. Decorated hats, scarves, and other accessories do not qualify for the "Wearable Arts" project as they are accessories. They should be entered in an appropriate Arts & Crafts or Llama Craft project.

- Beginner (Grades 3-5) Incorporate one simple embellishment on a single garment (i.e. tie-dye a tee shirt, paint a sweatshirt, hand-embroider a pair of jeans)
- Intermediate (Grades 6-8) Incorporate two simple embellishments or one more complex embellishment on a single garment (i.e. hand-embroider and bead a denim shirt, cross-stitch a scene on a sweatshirt)
- Advanced (Grades 9-12) Incorporate three simple embellishments or one or more complex embellishments on one or more garments. (i.e. an appliquéd scene with hand-embroidery, hand-painted scene with beading, machine embroidery on a tee shirt and jeans)

**STATE FAIR ENTRY:** Two Fine Arts exhibits, two Needlecraft exhibits and a total of six Craft exhibits from all of the other categories.

# **AUTO/TRUCK PROJECT**

## **DIVISION/GRADE:**

Clover – Grades 3, 4, 5

Junior – Grades 6, 7, 8

Senior – Grades 9, 10, 11, 12

## **RULES:**

1. The exhibit will be in the form of: a poster (must comply with the rules established in the poster section on page 24), a notebook or display (based on the division entered).

## **EXHIBIT:**

RECORD SHEETS – A completed Auto/Truck Project Record Sheet must be submitted with the project exhibit at check-in time.

Clover: Exhibits for this division are posters and notebooks. Several examples of Clover projects are: washing/waxing the family car, drawing a car or describing a project you plan to do when you have a vehicle.

Junior and Senior: Exhibits for this division are posters, notebooks or displays. A display can include materials or parts utilized in completing a project. Several examples of typical projects are: a vehicle repair or improvement, description of your purchasing a vehicle, installing a stereo system, etc.

The project for all divisions should be appropriate for the age group.

## **NO STATE FAIR ENTRY.**

# **\*BEEKEEPING**

## **DIVISION/GRADE:**

Division 1

Division 2

Division 3 and above

- Note: Refer to poster section on page 24 for poster requirements. All posters must comply with these rules.

## **RULES:**

**NOTE: There are no age specification for Beekeeping exhibits.**

**NOTE: No bee hives may be brought to the County or State Fair.**

**NOTE: Honey water content will be measured.**

**NOTE: Fill level: the honey should be filled to the jar shoulder, not over, nor under.**

**NOTE: Chunk honey should go in a wide-mouth jar, preferably one specially made for chunk honey (see beekeeping catalogs).**

**NOTE: Be careful to distinguish "chunk honey" (comb in jar) from "cut comb" (comb only in box).**

## **EXHIBIT:**

**RECORD SHEETS** – A completed Beekeeping Record Sheet must be submitted with the beekeeping exhibit at check-in time.

Create an exhibit that shows the public what you learned in the beekeeping project this year. Follow poster rules (See poster rules, Page 24). Choose one of the topics listed below, appropriate for your grade in school, and use that topic for your exhibit title, so the judges know which activity you completed. You can also use a creative sub-title if you wish.

Division 1 (may do 1 to 2 years) 4-H 571 Understanding the Honey Bee (One State Fair entry)

Present one of the following topics on a poster (See poster rules, Page 24.)

1. Flowers Used to Make Honey – display pressed flowers from 10 different Indiana plants that bees use for making honey.
2. Uses of honey and beeswax.
3. Setting up a bee hive
4. Safe handling of bees

Division 2 (may do 1 to 2 years) 4-H 586 Working with Honey Bees (Unlimited State Fair entries, one per 4-H member)

Exhibit one of the following:

1. Extracted honey – two (2) 1 pound jars extracted honey should be shown in glass or clear plastic, screw-top jars holding 1 pound of honey each.
2. Chunk honey (comb in jar) – two (2) 1 pound jars (wide-mouth glass or clear plastic).
3. Cut comb honey – two (2) 1 pound boxes. (This is usually displayed in a clear plastic box about 4 1/8" x 4 1/8" x 1 1/8").
4. Working with Honey Bees – Present a topic from your manual to teach fair goers about working with honey bees. Use your knowledge and creativity to display this information on a poster or in a notebook. Posters must follow the guidelines listed above.

Division 3 and Above (may do multiple years) (Unlimited State Fair entries, one per 4-H member)

4-H 593 Advanced Beekeeping Methods

Choose one of the suggestions for display and exhibit 2 of the 4 kinds of honey listed below or prepare an educational display (option #5):

1. Two (2) 1 pound jars (glass or clear plastic) of extracted honey.
2. Two (2) 1 pound jars of (wide-mouth glass or clear plastic) chunk honey (comb in jar).
3. Two (2) 1 pound boxes of cut comb honey. (Boxes are usually 4 ½" x 4 ½")
4. Two (2) sections of comb honey (Comb honey refers to honey built by bees in frames of wood commonly called "sections". These are usually about 4 ½" x 4 ½" in size.)
5. Advanced beekeeping methods – Create a poster to present a topic from your manual to teach fair goers about working with advanced beekeeping methods. Use your knowledge and creativity to display this information on a poster or in a notebook. Posters must follow the guidelines (See poster rules, Page 24).

### **STATE FAIR ENTRY:**

# **BICYCLE**

## **DIVISION/GRADE:**

Level 1 – Grades 3, 4, 5

Level 2 – Grades 6, 7, 8

Level 3 – Grades 9, 10, 11, 12

\* Note: Refer to poster section on page 24 for poster requirements. All posters must comply with these rules.

## **EXHIBIT:**

**RECORD SHEETS** – A completed Bicycle Record Sheet must be submitted with the bicycle exhibit at check-in time.

Level 1 – Exhibit a poster on topic related to one of the three chapter topics in manual – “First Gear”, “Road Rules”, and “On Your Way”.

Level 2 – Exhibit a poster on a topic related to one of the two chapters in manual – “Maintenance and Repair” or “On The Road Skills”.

Level 3 – Exhibit a poster on a topic related to one of the three chapters in manual – “Maintenance and Repair”, “On the Road Skills”, or “Growth and Community Service”.

## **NO STATE FAIR ENTRY.**

# CAKE DECORATING

## DIVISION/GRADE:

Beginner – Grades 3, 4, 5

Intermediate – Grades 6, 7, 8

Advanced – Grades 9, 10, 11, 12

## RULES:

1. Decorated cakes will not be cut. Only the decorations will be judged. Cake forms are recommended for exhibit.
2. Specific techniques are required for each division classification. Use the number of techniques as listed under the individual division. ALL CAKES exhibited with more advanced techniques than those listed will be scored down and WILL NOT be eligible for a Merit Ribbon. All BEGINNER AND INTERMEDIATE CAKES must be on a triple thick (approx. 3/8") cake board that is three (3) inches larger than the cake, covered neatly and well taped underneath (8" cake + 3" = 11" cakeboard). To support the weight of a real cake, all ADVANCED CAKES must be on one-half inch thick cake drum or stacked cake boards that are four (4) inches larger than the base cake (10" cake + 4" = 14" cakeboard). The upper tier plate and sizes will vary. Tiered cakes may be exhibited only in the Advanced Division and must be assembled as if they were real.
3. Royal icing IS permitted. **NOTE:** Royal icing is not required, but is highly recommended on State Fair Exhibits to increase stability while being transported to the fair.
4. It is recommended that those in grades 8-12 enrolling in this project for first time start at the Intermediate level.
5. Exhibitors must designate the level cake is entered in on exhibitor name tag.
6. **A cake decorating exhibit card (4-H 710Eb-W for beginner Level; 4-H 710Ei-W for Intermediate Level, 4-H 710Ea-W for Advanced Level) is to be attached to each Cake Decorating exhibit for judging. These exhibit cards are available from the 4-H website [www.four-h.purdue.edu](http://www.four-h.purdue.edu) or at the County Extension Office. Complete the exhibit card as it instructs checking the category completed, circling the skill(s) exhibited, and record the tip(s) used in making your exhibit and how you assembled it.** Cut-up cakes and stacked or tiered cakes must also have a diagram on the card showing how the cake project was assembled. (i.e. cake sizes, dowel rod placement, separator plates, etc.).
7. For cakes exhibited on stands or a special tiered apparatus where there is no base cake, the boards must be thick enough to hold a real cake and large enough to hold your borders.

## EXHIBIT:

RECORD SHEETS – A completed Cake Decorating Record Sheet must be submitted with the exhibit at check-in time.

Beginner: Decorate and exhibit one (1) 8"x 2"; 8"x 3"; 9"x2" or 9"x 3" cake dummy (Styrofoam or foam) **OR** single layer cake, that has at least one (1) technique from three (3) different categories as listed in Categories (a) through (g). (Example-a star top and bottom **Border** with a swirled **Drop Flower With a Center** and simple **Leaves.**) Any Shape. No character pans and no side decorations.

- Category a) **Basic Borders** – (a top and a bottom border is required) Dots, Balls, Stars, Rosettes, (not the flower) Shells or Zigzag. (Each border should be of one color only).
- Category b) **Message** – PRINTED, may use round or star tips.
- Category c) **Drop Flower with Center** – Star drop or Swirl drop, page 27 of WSDC.
- Category d) **Leaves** – Simple and usually attached to flowers.
- Category e) **Sugar Molds** – Simple, one color, no more than two different shapes (one color per mold).
- Category f) **Star-Filled Pattern** – outlining optional.
- Category g) **Side Decorations** – for 2nd year cake decorator and above – Dots or Stars ONLY, one tip only; cannot be combined into shapes, such as flowers, etc.

**Intermediate:** Decorate and Exhibit one of the Following: One (1) cake dummy (Styrofoam or foam) OR one (1) real cake from the following size options ONLY:

SINGLE LAYER OPTIONS = 9"x13"x2"; 9"x13"x3"; 10"x2"; 12"x2" or DOUBLE LAYER OPTIONS = 8"x4"; 9"x4". You may choose to decorate a character pan, **OR** a 3-D cake (made in a two-piece cake pan and exhibited on a cake board not a cake.), **OR** a cut-up cake from either the round, square, heart, rectangles or heart basic shape(s). You will cut cake(s) into three or more pieces and assemble to form a "NEW SHAPE"(Example-a butterfly). The "NEW SHAPE" is to be exhibited only on a suitably-thick cake board not on another cake. The cake board should match or be the approximate shape of the finished cake (i.e. heart cakes should be placed on a heart-shaped cake board)

Your exhibit must show at least one (1) technique from four (4) different categories as listed (a) through (i). [Example-a **Figure-piped** clown (a) with a **Written Message** (e) add a reverse shell top and bottom **Border** (c) and with a **Color-striped** (f) clown suit, flower, border, side decoration, or message.] Additional techniques mastered in the Beginners Division may be added.

- Category a) **Figure Piping** – Clowns, People, Animals, etc.
- Category b) **Flowers (made on a flat surface, not on a flower nail; stem or vine are optional)** – Sweet Peas, Rosebuds, Half Carnation (page 56 of WSDC), Half Roses, and the Rosette Flower, which requires a center (page 30 of WSDC).
- Category c) **Borders (Use one tip per border)** – Reverse Shells, Grass, Ruffles, Puffs, Zigzag. You may have a different base border than your top border
- Category d) **Side Decorations** – only use: Scrolls, Reverse Shell, "C" Scroll or Fleur-de-lis, Zigzag Garland or Zigzag puff using one tip only – no tip combinations.
- Category e) **Message** – Written NOT printed, may use round or star tips.
- Category f) **Color Striping** – Stripe bag with colored icing, gel or paste food color.
- Category g) **Transparent/Piping Gel** – Use for water or accents. See additional resources for directions and ideas.
- Category h) **Sugar Molds** – Two or more colors in same mold; more than one mold design may be used.
- Category i) **Other Techniques** – May add bows and ribbons in a top design only (i.e. floral spray, animal or person).

\*NOTE: Character pan decorating, you must adapt the category requirements to the pan design to meet cake decorating requirements.

**Advanced:** NOTE: For cakes exhibited on stands or a special tiered apparatus where there is no base cake, the boards must be thick enough to hold a real cake and large enough to hold your borders.

Decorate and exhibit any cake or cake dummy that is single, tiered, multi-dimensional, sculptured, or a doll mold, using at least one (1) technique from five (5) different categories,

three (3) must come from the advanced categories listed (a) through (i). All **base cake boards** that sit on the table must be ½" thick to support the weight of the cake, covered well, taped securely and four (4) inches larger than the cake you put on it (10" cake + 4" = 14" cakeboard). Assemble all cakes/dummies as though they were a real cake and attach a diagram showing how it was assembled. (i.e. dowel rod placement, proper size plates, etc.) and the five or more techniques used.

Category a) **Nail Flower** – Daffodils, Violets, Lily, Bluebells, Daisies, Chrysanthemums, Roses, Wild Flowers, etc.

Category b) **Fancy Borders** – Ruffled Garland and Reverse Shells, Shell and Flute, Puff and Flower, Zigzag Garland and String Work or Other Border Combinations.

Category c) **Design Techniques** – Basket Weave, String Work, Lattice Work, Cornelli and other Laces, Wired Flowers and Leaves, etc.

Category d) **Color Flow** – (also known as run sugar) See See page 89 of WSDC for method.

Category e) **Fondant Icings** – Try Chocopan or use RTR (Ready-To-Roll) or make your own to cover the cake as icing or to make decoration items.

Category f) **Gum Paste or Sugar Paste** – Try ready-made or make your own.

Category g) **Sculptured Cakes** – Same or different size layers of cake that are stacked together, then cut and contoured to make one uniform shape such as a turkey or seashell.

Category h) **New and Improved Techniques & Methods** – Use a new method, such as sugarveil, marzipan, luster dust, brush embroidery, pastillage, airbrushing, painting on fondant, etc. Bring your book, reference source or a photocopy to show the judge the selected new/ improved technique.

**Category i) Chocolate Molding or Candy Clay** – This is a heat sensitive category that may or may not work for your county Fair.

**Exhibit must include a 3"x 5" or larger card attached to the cake board listing the categories and tips used in the exhibit and how you assembled it.** Cut-up cakes and stacked or tiered cakes must also have a diagram on the card showing how the cake project was put together (i.e., cake sizes, dowel rods, separator plates, etc.).

**STATE FAIR ENTRY:** One exhibit in each division.

# CHILD DEVELOPMENT

## DIVISION/GRADE:

Level A – Grades 3, 4

Level B – Grades 5, 6

Level C – Grades 7, 8, 9

Level D – Grades 10, 11, 12

## RULES:

### 1. Poster requirements:

- Refer to poster section on page 24 for poster requirements. All posters must comply with these rules.
- Exhibit tag must be displayed on the lower right corner of the poster under the plastic.
- Indicate on the exhibit tag which activity goes with your poster or project.

### Three ring binder requirements:

- Exhibit tag must be displayed on the front bottom right of the binder.
- There must be a title page inside binder naming activity.
- Pages of activity and explanation to follow title page.
- Photographs are helpful to show the activity being used or assembled.
- Optional: Plastic sheet protectors, page decorations, binder cover decoration, etc.

### 2. Display requirements:

- May be table top or floor style, not to exceed 36"x36"x36".
- Must be self-supporting to be viewed by the public.

3. Action Demonstration: An action demonstration is a fun way to share what you have learned with others. The key is getting your audience involved in doing what you are doing, not just showing them. An action demonstration can be given anywhere there are a lot of people, such as a county or state fair, a shopping mall, or any community event. A 4-H meeting or a Junior Leader meeting is also a great place to give a demonstration.

An action demonstration can be on almost any topic. Here are some questions to ask yourself when choosing a topic:

- Is it something that can be given in 3-5 minutes?
- Is it something that would interest the general public?
- Is there something "hands-on" for the audience to do?
- Can the supplies for the "hands-on" activity be used over and over again, or will they have to be replaced every time? (Note: If they have to be replaced, this will add to the cost.)

Your demonstration should last about 3-5 minutes, and you may need to do it over and over with many different people. There is no prepared speech in an action demonstration; it is a two-way conversation. Your goal is to involve the audience, and you can do this by having them:

- Do what you are doing.
- Play a game.
- Answer questions
- Do a hands-on-activity.

There are some ideas that would be good for demonstrations in the manual. A checklist for a good action demonstration is included in the manual.

## **EXHIBIT:**

**RECORD SHEETS** – A completed Child Development Record Sheet must be turned in with the exhibit at check-in time.

4-H member should complete at least three activities, each from a different chapter. Within the time period for each level, they should have completed at least six (for Levels A & B) or nine (for Levels C & D) activities, and at least one activity from each of the five chapters. It is not necessary to turn in the actual Child Development Manual for this project, just a completed Record Sheet.

Level A – “Building a Bright Beginning” – Choose one of the following to exhibit:

1. Choose one activity that you completed in this level. Design a 22 x 28” poster or a three-ring binder notebook that reflects what you did with this activity.
2. Create a display no larger than 36 x 36 x 36” using one of the activities from your project manual. Complete an Activity Card and attach it to the exhibit. Use a 5 x 8” index card or larger cardstock to create your card.
3. Action Demonstration – You may present an action demonstration for your project completion requirement.

Level B – “Building Blocks of Learning” – Choose one of the following to exhibit:

1. Choose one activity that you completed in this level. Design a 22 x 28” poster or a three-ring binder notebook that reflects what you did with this activity.
2. Create a display no larger than 36 x 36 x 36” using one of the activities from your project manual. Complete an Activity Card and attach it to the exhibit. Use a 5 x 8” index card or larger cardstock to create your card.
3. Action Demonstration – You may present an action demonstration for your project completion requirement.

Level C – “Building a Strong Foundation” – Choose one of the following to exhibit:

- \*1. Design a 22 x 28” poster based on one of the activities you completed in your manual or one that promotes physical, emotional, or cognitive skills.
- \*2. Display a three-ring binder notebook that includes the information from one of the activities you completed this year.
- \*3. Create a display no larger than 36 x 36 x 36” using one of the activities from your project manual, or one that promotes physical, emotional or cognitive skills. Complete an Activity Card and attach it to the exhibit. A sample Activity Card is on page 40 . Use a 5 x 8” index card or larger cardstock to create your card.
4. Action Demonstration – You may present an action demonstration for your project completion requirement.

Level D – “Building Relationships Toward A Brighter Tomorrow” – Choose one of the following to exhibit:

- \*1. Design a 22 x 28” poster based on one activity you completed in your manual or one that promotes physical, emotional, or cognitive skills.
- \*2. Display a three-ring binder notebook that includes the information from one of the activities you completed this year.
- \*3. Create a display no larger than 36 x 36 x 36” using one of the activities from your project manual, or one that promotes physical, emotional or cognitive skills. Complete an Activity Card and attach it to the exhibit. A sample Activity Card is on page 40. Use a 5 x 8” index card or larger cardstock to create your card.
4. Action Demonstration – You may present an action demonstration for your project completion requirement.

**STATE FAIR ENTRY:** 4 exhibits – one exhibit per level.

# COMPUTER

## DIVISION/GRADE:

Level 1: Grades 3, 4, 5 or open for no more than three years to 4-H members who feel they are capable of meeting the exhibit requirements of the project.

Level 2: Grades 6, 7, 8 or those who feel they are capable of meeting the exhibit requirements of the project.

Level 3: Grades 9, 10, 11, 12 or those who feel they are capable of meeting the exhibit requirements of the project.

## RULES:

1. Exhibit Categories:
  - a) Posters: Refer to poster section on page 24 for poster requirements. All posters must comply with these rules.
  - b) Notebook Report
  - c) Action Demonstration: If you choose this option, check with the Extension Educator as to the location and time when your action demonstration will be presented. An action demonstration may be presented on any topic listed under the topic section or presented below.
2. If you choose to develop a computer program, a poster or notebook report depicting the program will be necessary for display at the fair.
3. 4-H member should complete each exhibit option only once.
4. While youth are encouraged to develop programs that can be published either on the web or via CD, publishing the program is NOT a requirement or an expectation.
5. The exhibit topics provide ideas/suggestions for exhibits. Other exhibit topics are acceptable as long as they are comparable in knowledge and skill.

## EXHIBIT:

RECORD SHEETS – A completed Computer Record Sheet must be submitted with the project exhibit at check-in time.

### Level 1 – Suggested Exhibit Topics

Your poster or display may cover one of the following areas (if you have exhibited one of these categories previously, then do not use that category again):

- An educational exhibit you could use at school or for a demonstration that shows one part or several parts of computer equipment. Example: A poster showing the parts of a home computer system, or a poster illustrating the differences in the storage devices used in computers, or a poster showing how CD-ROM works. (Anything educational illustrating computer hardware would be acceptable. If you have questions, call your 4-H leader or the Extension Office. This could be done two different years.)
  - A poster showing how computers are used to accomplish different tasks.
  - A poster showing how a career or occupation has been dramatically changed by computer technology.
  - A poster on any topic covered in the manual.
  - Any exhibit as described in the Level 1 manual.
1. **Cards for all Occasions** – Develop a series of four to six greeting cards for a variety of holidays or special occasions. Use clip art, scanned photographs, or draw your own pictures. Can use software such as “Word”, “WordPerfect”, “PrintShop” or “Publisher”.
  2. **Graphic Illustration** – Use a software program such as “Paint”, “Paintbrush”, “Kid Pix Studio”, or “CorelDRAW”, to make your own drawing and print it. Be creative.

3. **Computer Presentation** – Use a presentation software program such as “PowerPoint”, “Kid Pix Studio”, or “HyperStudio” to design a computer presentation on a topic you enjoy. You can present on your computer or print out overhead transparencies or display prints on a poster.
4. **Photograph Series** – Take a photograph and design a series of four to six special effects photographs. You can use a morphing software such as “MorphMan” or “Morph Filter” software programs such as “Adobe Gallery Effects”, or “SuperGoo”.
5. **Scrapbook or Poster** – Put together a scrapbook (notebook) or poster on a topic that you have investigated on the Web. The topic can be anything such as dinosaurs, space, favorite TV stars, music, science fiction characters, sports cars, fun vacation spots, etc. Print off the information you found on the Web and display it in a scrapbook (notebook) or on a poster.
6. **Storybook** – Write a story and illustrate it with pictures. Pictures can be original drawings, clip art or photographs. Put them together in a storybook format.

## **Level 2 – Suggested Exhibit Topics**

Areas of emphasis that may be the focus of your exhibit include:

- \*1. **Operating System Exhibit (DOS, Windows, OS2, Mac OS, etc.)**
  - Create an educational poster, display, or action demonstration that illustrates what DOS, Windows, OS/2, or Mac OS is and some of its major functions or contrast or compare operating systems.
2. **Word Processing Exhibit**
  - Design an educational poster or action demonstration that illustrates the advantages of word processing.
- \*3. **Database or Network Exhibit**
  - Create a database on any database software and illustrate the different ways to manipulate data using the software.
  - Establish a network and diagram the components and flow.
- \*4. **Spreadsheet Exhibit**
  - Make a simple spreadsheet that uses at least 100 cells. Show how you created it and how you plan to use it. Be sure to mention which software program you used and also submit a removable storage unit (i.e., disk, CD-ROM) containing the template you created.
- \*5. **Educational Exhibit**
  - Design an educational exhibit that illustrates at least three educational computer software programs for children or adults (choose one or the other). Show how these programs benefit the user.
  - Illustrate decisions flowchart on whether to repair or replace a system or establish a network security.
  - Prepare a poster that illustrates the importance of computers in the classroom and how school has changed because of computer use.
6. **Computer Games Exhibit**
  - Prepare a poster or display board that illustrates how computer games can be beneficial to people.
  - Design an educational exhibit that illustrates how computer games are made, what the market is for them, and how big a business the computer game industry is.
7. **WWW Homepage**
  - Create a homepage that includes at least three HTM files with appropriate navigational links. The homepage should include both text and graphics.
- \*8. **Any exhibit that you created that fulfills one of these options.**
  - **T-Shirt** – Use a design software program such as Print Shop Deluxe or Publisher to create a T-shirt design using a combination of graphics and text. Use clip art, scanned photographs, or draw your own pictures. Print your design on a T-shirt or on a piece of paper.

- **Animated Presentation** – use a presentation software program such as PowerPoint, Kid Pix Studio, or HyperStudio, design an animated computer presentation on a topic you enjoy. You can animate text and other objects.
- **Magazine** – Use a word processing or desktop publishing software (Microsoft Works, Word, PageMaker, Publish It, Print Shop Deluxe, Claris Works) to create a magazine. The magazine should be at least eight pages and use a combination of graphics and text.
- **Photograph Series** – Use an imaging program like Adobe Photoshop, Jasc's Paint Shop Pro or Adobe Gallery Effects to create a series of special effects photos. The series of photos should use at least three of the following effects: textures, changing brightness and contrast, filters, magic wand techniques, composite images, cropping, or resizing.

### **Level 3 – Suggested Exhibit Topics**

Areas of emphasis that may be the focus of your exhibit include:

#### **\*1. A Prepared Lesson Plan**

Exhibit your prepared lesson plan in a 3-ring binder or on a 22"x28" poster, displayed horizontally. In your Lesson plan be sure to identify your success/skills indicators, life skills, and the goals and standards for your lesson and learner(s). As a teen in this project, you should have gained many skills that you can teach a new person.

#### **\*2. Programming Exhibits**

Prepare an educational exhibit illustrating the different programming languages commonly used to create computer software. Also submit a written report detailing the information presented with the display.

Write a computer program that would be useful to you or someone you know. Completely document the program listing all lines of entry. Write a user's guide explaining how to run the program. Turn in a computer printed user's guide. Turn in the program on a removable storage unit (i.e., disk, CD-ROM). The program should be complex enough to warrant being exhibited in Level 3 of this project. Discretion of complexity will be left to the judge. NOTE: It is recommended that you use a high-level programming language such as Basic, Pascal, C, Visual Basic, etc.

#### **3. Desktop Publishing Exhibit**

Using desktop publishing software, prepare an educational poster or display board illustrating what desktop publishing is and how it is used. Also submit a written report detailing the information presented with the display. The report should also include details of a visit with someone who uses desktop publishing professionally. The completed exhibit should use both graphics and typewritten words to illustrate what desktop publishing is and how it is used.

#### **\*4. Advanced Spreadsheet Use**

Design a spreadsheet template to solve a problem that could help you or someone you know. The template should be created by you and should use at least 500 cells and at least one macro. Exhibit the completed template on a removable storage unit (i.e., disk, CD-ROM) and include a typewritten user's guide that explains what the template does, a listing of all cells, and step-by-step instructions on how to use the template.

#### **\*5. Integrated Software Package**

Use integrated software (minimum of two software applications – i.e., create a document using a word processor to type the document and import a spreadsheet graph into the word processing document) to create a document. Exhibit the completed document on a removable storage unit (i.e., disk, CD-ROM) and include a written report detailing the information presented with the display.

6. **Multimedia Software Package**

Use a multimedia software package to produce a computer program that incorporates the features of multimedia. Along with the computer program, prepare an educational display or written report explaining how you developed the program.

7. **WWW Homepage**

Develop a WWW homepage that incorporates some advanced programming skills such as using FLASH, Java or JavaScript.

\*8. Any exhibit that you created that fulfills one of these options

- a. **Multimedia Computer Presentation** – Use a presentation software program such as Microsoft's Power Point, Appleworks, Hyperstudio, Kid Pix Studio, The Multimedia Workshop, QuickTime VR Authoring Studio, Lotus Freelance Graphics, Macromedia Director Shockwave Studio, Flash and Fireworks, Asymmetric Tool Book, and Final Cut Pro to design an animated computer presentation on a topic you enjoy. It should contain a minimum of 10 screens and include some graphics, sound and either a video clip or animation.
- b. **Web Site for an Organization** – Use a web editor such as Sunburst's Web Workshop, Claris Home Page, Adobe Page Mill, Hot Dog, BB Edit, Microsoft's FrontPage Express, Netscape Composer or using HTML to design a Web site for an organization. It can be your 4-H club, an athletic team, school club, dance group, etc. The site should include a minimum of five different screens and some hyperlinks.
- c. **Magazine** – Use a word processing or desktop publishing software such as Microsoft Works, Word, PageMaker, Publish It, Print Shop Deluxe, Claris Works, etc. to create a magazine. The magazine should be at least 12 pages and use a combination of graphics and text. Print in color.
- d. **Animated Program** – Use an animation program such as Macromedia Director Shockwave Studio, Flash and Fireworks, Asymmetric Tool Book, or Final Cut Pro to create an animation program that can be used in a presentation.
- e. **GIS Map** – Use a geographic information system (GIS) program like Arcview or Esc to make a map of your community. You can prepare data or make your own. Try to include all the important features that make your community unique.

**STATE FAIR ENTRY:** three exhibits – One for each level.

# CONSUMER CLOTHING

## DIVISION/GRADE:

Beginner – Grades 3, 4, 5

Intermediate– Grades 6, 7, 8

Advanced– Grades 9, 10, 11, 12

## RULES:

1. 4-H members may participate in the County Fashion Revue. Ribbons will be given but there will be no advancement to State Fair Fashion Revue.
- \*2. Keep each division's information in a notebook and add current year's information at the front of the notebook. Only need to turn in the CURRENT year's Consumer Clothing project in the notebook. If notebook is chosen to go to the State Fair, ALL previous years must be sent with the current year's project.
3. You do not need to bring the outfit for project judging and display. Instead, a vertical photo (size 4"x6") of you in the outfit must be submitted with your notebook at project judging time. These photos will be used for the display during the fair.
4. All notebooks must have a Title Page. Index page and tabs are optional. All notebooks must be a standard-sized, three-ring binder sized to accommodate 8 1/2" by 11" notebook paper.

## EXHIBIT:

RECORD SHEETS – A completed Consumer Clothing Record Sheet must be submitted with the project exhibit at check-in time.

### Beginner:

- (1) Three-ring notebook which includes current year's report on the 6 activities completed, labeled pictures, sales slips, hang tags, record sheets and previous years' information (except for first year members)
- (2) a 4"x6" photo taken vertically (up and down) of you in the outfit. You do not need to bring the outfit to project judging; however, you must bring a photo of you in the outfit.

### Intermediate:

- (1) Three-ring notebook which includes current year's report on the 6 activities completed, labeled pictures, sales slips, hang tags, record and previous years' information.
- (2) a 4"x6" photo taken vertically (up and down) of you in the outfit. You do not need to bring the outfit to project judging; however, you must bring a photo of you in the outfit.

### Advanced:

- (1) Three-ring notebook which includes current year's report on the 5 activities completed, labeled pictures, sales slips, hang tags, record sheets and previous years' information
- (2) a 4"x6" photo taken vertically (up and down) of you in the outfit. You do not need to bring the outfit to project judging; however, you must bring a photo of you in the outfit.

**STATE FAIR ENTRY:** One notebook from each division.

# **CONSUMER MEATS**

## **BEEF - DAIRY - GOAT - LAMB - PORK - POULTRY**

### **DIVISION/GRADE:**

Clover – Grades 3, 4, 5

Junior – Grades 6, 7, 8

Senior – Grades 9, 10, 11, 12

### **RULES:**

1. You can have one exhibit per each meat category.
2. Refer to poster section on page 24 for poster & notebook requirements. All posters & notebooks must comply with these rules.

### **EXHIBIT:**

**RECORD SHEETS** – A completed Consumer Meats/Dairy Record Sheet must be submitted with each meat/dairy category at check-in time.

**Clover Division** – Prepare a poster with pictures (such as from a magazine or chart) or photos of one of the following:

- Carcass with wholesale cuts identified
- One wholesale cut with all of the retail cuts from the wholesale cut
- Prepared meat dishes/dairy product dishes
- Various forms of cheese and their uses
- Show the correct methods of storing fresh, dried, canned, and frozen dairy products

**Junior Division** – Choose to prepare one of the following:

- a notebook with consumer meat/dairy information
- an educational poster
- an educational display 22" deep x 28" wide and no higher than 22"

Topics you might choose from include:

- Nutritional information and the diet
- Cooking and preparation
- Methods of various cuts/various ways to incorporate dairy products in the diet
- Cost comparisons of various cuts of meat or dairy products
- Show three nutritious dairy snacks vs three high calorie snacks. Compare the nutritional value and calories of each snack
- Visit a dairy farm or processing plant; take pictures and explain what you saw
- Another topic of your choice

**Senior Division** – Choose to prepare one of the following:

- a notebook with consumer meat/dairy information
- an educational poster
- an educational display 22" deep by 28" wide and no higher than 22"
- a file box or notebook of 25 recipes from your consumer meat/dairy category in which you enrolled
- an essay (minimum of 500 words) on topic listed below:

Topics you might choose from for the notebook, essay, poster or display include:

- Use of animal by-products
- Processing information
- From farm to table
- Pros and cons of buying in quantity including price, storage timetable for use, etc.
- How retailers merchandise, including display, advertising, etc.
- Another topic of your choice

### **NO STATE FAIR ENTRY.**

# CREATING WITH A MIX

## DIVISION/GRADE:

Clover – Grades 3, 4, 5

Junior – Grades 6, 7, 8

Senior – Grades 9, 10, 11, 12

## RULES:

1. Projects will be judged by Clover, Junior and Senior age categories.
2. The project is designed to use a mix as a base and using other non-essential ingredients to create a new product. All exhibits are to be baked items.
3. The actual recipe from the mix chosen for the project must be turned in with the baked exhibit. Remove the box label that shows the original preparation of the food and attach it to an 8 1/2"x11" sheet of paper. On the Johnson County Recipe Card, underline the TWO or more ingredients added to create the product. The additional ingredients must be baked into the product. Note: Adding an additional egg when the recipe already calls for eggs is not considered an additional ingredient; nor is sprinkling powdered sugar on the top of your product. Please put your name and club name on the sheet and recipe card.
- \*4. Filling, frosting, glazing, pie filling, and meringue whether uncooked or cooked, are not permitted to contain cream cheese, whipped cream, whipped topping, unpasteurized milk or eggs/egg whites (pasteurized eggs or eggs cooked to 160° may be used.) Home-canned fruits, vegetables, or meats are not permitted in products. Recipes must be provided that show which ingredients were used in each part of the product. Contestants should carefully wash their hands and make sure that their hands do not have any open cuts while preparing foods. Contestants should not prepare ready-to-eat foods to be entered into competition if they are ill with vomiting, diarrhea, fever, sore throat or jaundice. Whenever possible, baked products should be transported and stored in chilled coolers (41° F or below).
5. Wrap exhibitor's identification tag with plastic wrap for protection.
6. Place 4-H Food products on a sturdy, disposable board or container no more than 1" larger than exhibit. Only pies may be exhibited in non-disposable containers.
7. A portion of the total food exhibit will be kept for display. 4-H members will be allowed to take the remainder of their project home with them after judging except those 4-H members receiving a blue honor. They will **not** receive their exhibit back after judging.
8. The Foods ribbons and score cards will be given to the 4-H Club leader after the fair.
9. Food exhibits will not be returned to the 4-H member at the end of the fair.

**EXHIBIT:**

RECORD SHEETS – A completed Creating With A Mix Record Sheet must be submitted with the project at check-in time.

Clover – Using a "mix", create and exhibit your own 6 baked cookies or 6 baked brownies. Use at least two other ingredients in addition to those called for in "mix"; see Rule #3. Exhibit the "created" product recipe, box label and original recipe.

Junior – Using a "mix", create and exhibit your own cake or bread. Use at least two other ingredients in addition to those called for in "mix"; see Rule #3. Exhibit the entire product, and the "created" product recipe, box label and original recipe.

Senior – Using a "mix", create and exhibit your own non-perishable product. Use at least two other ingredients in addition to those called for in the "mix", see Rule #3. Exhibit the entire product, and the "created" product recipe, box label and original recipe.

**NO STATE FAIR ENTRY.**

# CROPS

## DIVISION/GRADE:

Clover – Grades 3, 4, 5

Junior – Grades 6, 7, 8

Senior – Grades 9, 10, 11, 12

## RULES:

1. The following information must be attached to corn and soybean exhibits:  
(A) Variety, (B) Date Planted, and (C) Fertilizer Used
2. All exhibits must be from the current year's crops.
3. Wheat must be exhibited in clear gallon jars. Jars may be glass or clear plastic.
4. No insecticide in jars.
5. This exhibit CANNOT BE ENTERED IN OPEN CLASS.
6. Corn and soybean plants will be judged on the basis of freedom from nutritional deficiency, root and stalk development, freedom from disease and insect damage, and general appearance and uniformity.
7. All crops, including wheat, will be disposed of by Fitzpatrick Hall superintendent before Sunday project release unless you specify your wishes to pick up your crops. This must be done at entry of crops.
8. A notebook or poster may be exhibited to complete the project. They will be judged separately from the crops exhibits. A 4-H member may exhibit both a crop specimen and a notebook or poster.

## EXHIBIT:

RECORD SHEETS – A completed Crops Record Sheet must be submitted with each crops project exhibit at check-in time.

1. Poster or Notebook  
A poster or notebook illustrating something learned in the specific Crop project enrolled.
2. Crop Exhibit

HAY – ALFALFA – ¼ bale of cured hay

HAY – MIXED – ¼ bale of cured hay

WHEAT – One (1) gallon from current crop

CORN – Exhibit Two (2) stalks of corn with roots attached (wash roots clean).

SOYBEANS – Exhibit Five (5) stalks of soybeans with root system (wash roots clean).

## NO STATE FAIR ENTRY.