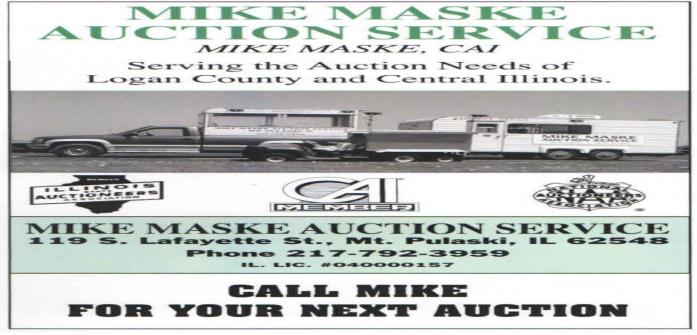
2025 4-H Show Schedule **

DATE	TIME	EVENT/DEADLINE
DATE	TIME	EVENT/DEADLINE
Monday, July 28		
Assigned judging times begin at	9:00 AM	All General 4-H project judging begins (Miscellaneous, Floriculture,
		Horticulture/Vegetables, Crops, Visual Arts)
Assigned judging times begin at	9:00 AM	Home & Family Show - (Special Events Building – BROWN Door)
Assigned judging times begin at	1:00 PM	Food, Nutrition & Health Show – (Special Events Building – Yellow Doors)
Assigned judging times begin at	4:00 PM	Cloverbud Exhibit Show
Tuesday, July 29	8:00 AM	4-H Rabbit Show
	9:00-11:00 AM	State Fair 4-H Delegate appointments (Extension Office meeting room)
	11:00 AM-	State Fair 4-H Alternate appointments (Extension Office meeting room)
	NOON	
	NOON	All 4-H swine/sheep animals must be IN BARNS
	1:15-1:30 PM	Sheep Wethers Weigh-in
	1:30-3:00 PM	4-H Barrows & Commercial Gilts Weigh-in
	2:00-3:30 PM	Sheep & Swine Health/Registration papers checked (at show pavilion)
Wednesday, July 30	9:00 AM	4-H Swine Show
	NOON	ALL 4-H beef animals must be IN BARNS
	12:15 PM	4-H Steers Beef Health & Registration Papers & tattoos checked (ALL
		beef animals to be brought to Show Pavilion/Scales for check-in)
	1:00 PM	All 4-H goat animals must be on fairgrounds
	1:00-1:15 PM	Meat Goat Wethers Weigh-in
	1:30 PM	Goat Health Papers check (Livestock Show Pavilion)
	2:00 PM	4-H Goat Show – Livestock Show Pavilion
	6:45 PM	ALL scramble participants pick up numbers (office next to Show Pavilion)
	7:00 PM	Chicken/Goat/Pig/Calf Scramble Meeting (Show Pavilion)
	7:30 PM	4-H Grandstand Show/Judging Scramble Steers/Calf Scramble
Thursday, July 31	9:00 AM	4-H Sheep Show
	8:45 AM	Meeting with Beef Superintendent and Judges
	9:00 AM	4-H Beef Show
	2:00 PM	Master Showmanship Contest (beef, sheep, swine)
Friday, August 1	9:00 AM	YOUTH LIVESTOCK AUCTION CONSIGNMENT DEADLINE
Sunday, August 3	NOON	Youth Livestock Auction at Show Pavilion
	NOON-2:00 PM	All 4-H Exhibits must be removed



General Project Exhibit Requirements

AEROSPACE

Model Rocketry (SF 50130)

Open to youth in Aerospace 1, 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 rocket 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 1, Aerospace 2, Aerospace 3, and Aerospace 4

Prepare a display related to the aerospace project that 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 that 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.

BABYSITTING

Babysitting Display (SF 50141a)

Prepare a display that demonstrates the skills and knowledge you have gained studying babysitting. Topics might include, but are not limited to, selecting age-appropriate toys and activities, explaining child behavior, or recognizing child safety concerns. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters that you have made. Choose whatever method best shows what you'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.

Babysitting Video Tutorial (SF 50141b)

Create a short (1-5 minute) tutorial video intended for internet publishing that teaches the general public about a topic you learned about in your project learning. Topics for the tutorial video might include, but are not limited to, preparing healthy snacks for kids, looking for hazards in the home, things to avoid when selecting toys for kids, age-appropriate games or activities to use when babysitting, how to change a diaper, basic child first aid, etc.

As part of the video, youth must cite the sources of the information they present (either vocally or on screen as text). Videos should not include video or photo content not recorded by the 4-H'er. Videos should not promote any products and should follow all copyright guidelines. Videos in this category will be judged on the quality and accuracy of the information shared, as well as clarity of presentation, and how engaging they are to a general audience (not on filmmaking techniques).

Youth should have a signed model release for anyone appearing in the video besides themselves, and those should be brought to judging. Forms are available at go.illinois.edu/modelrelease.

You must furnish any equipment you need to show your video to the judge (laptop, tablet, etc.). Internet service is not guaranteed, so please have a hard copy of the video downloaded to your device to play. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. All Exhibitors should also bring a copy of their video to be judged on a USB flash drive and saved in .MP4 format as a backup. In order for something to be on display at your local fair or show, fill out the video information sheet and bring it with you to judging: go.illinois.edu/4HBabysittingVideo. Note: While exhibitors are encouraged to post their video on www.YouTube.com in advance of the fair, they are not required to do so. If they choose to upload to YouTube they may choose whether to make the video "public" (the video is searchable on the site), or "public, unlisted" (someone must have the link to view it). This will allow fairgoers to view the exhibits on display. Youth ages 13 to 17 should only be posting content to the internet with parental permission. Youth under 13 would need their parents to post the video for them.

BEEF

Members enrolled in the Beef project may choose to exhibit a live animal and/or an Animal Science display.

Find information about your county's live animal shows in the back of this Show Book.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

CAT

Members enrolled in the Cat project may exhibit an Animal Science display. There is not a live animal exhibit opportunity for this project.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

CIVIC ENGAGEMENT

Due to space restrictions, exhibits are limited to 36" x 48" 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.

Civic Engagement 2 (SF 50146) Citizenship: Level 2 – My Neighborhood – Required



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).

Civic Engagement 3 (SF 50147) Citizenship: Level 3 – My Community and Me – Required



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.

Civic Engagement Group Exhibit (SF 50148)

Open to groups whose members are enrolled in any Civic Engagement project

Exhibit a display illustrating how your group led a service project in your community. 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 no more than 10 4-H members at the time of the judge's critique. Groups wishing to include more than 10 members must ask for an accommodation, one week prior to judging. Group-members should make a 5- to 10-minute presentation to the judge. All group members present for the judge's critique should be able to discuss the project and answer questions. Only group members present for judging who participate in the actual critique and presentation are eligible for ribbons and premiums.

CLOTHING & TEXTILES

Costume Design & Clothing Embellishment

All exhibits entered in the Costume Design & Clothing Embellishment projects will be judged based on their creativity, planning, and execution. 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 created for another individual, that person can come to judging to model the outfit, or photos of that person in the outfit can be supplied. (Only the exhibitor who made the garment is eligible for ribbon and premium.) 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 (preferably with a safety pin and string), not to the hanger. Garments may be worn before exhibiting but should be in good, clean condition. Both projects require youth to complete a project workbook and bring it to judging.

All clothing projects in these categories should follow copyright guidelines. See project resource guides for additional details.

Costume design members wishing to be judged primarily on the sewing construction techniques and fit of their costume should consider entering the Sewing projects instead of costume design. The level to be entered will depend on the sewing techniques used.

COSTUME DESIGN

Costume Design (SF 50157a, 50157b) Costume Design Workbook – Required



Exhibit one costume, created by the member. The costume may contain multiple items. The costume may include supporting accessory pieces (shoes, jewelry, hats, etc.) that complete the look. Accessory items will not remain on display. If the member created any prop weapons as part of their costume (e.g. swords, firearms, bows, etc.) they may not bring them to judging. Those props can be included in the photographs of the completed look in the Illinois 4-H Costume Design Workbook. Bring a completed copy of the Costume Design Workbook (go.illinois.edu/4HCostumeWorkbook) to show your project journey. Youth should enter the class that aligns with their experience with costume design in any form (including outside of 4-H).

Costume Design Beginner (SF 50157a) – For members with 2 or less years of experience in costume design (including this year)

Costume Design Advanced (SF 50157b) – For members with 3 or more years of experience in costume design (including this year)

CLOTHING EMBELLISHMENT

Clothing Embellishment (SF 50158a, 50158b, 50158c) Clothing Embellishment Workbook – Required



Exhibit one look or outfit, consisting of no more than three coordinated pieces that have been embellished with 1 or more clothing embellishment techniques. Bring a completed copy of the Clothing Embellishment workbook

(go.illinois.edu/4HEmbellishmentWorkbook) to show your project journey. No accessory items (such as shoes, jewelry, hats, etc.) should be brought to judging (they can instead be used in the final look photos in the project workbook). Youth should enter the class that aligns with the technique(s) used in their outfit).

Clothing Embellishment Applied (SF 50158a)

Decoration is attached by gluing, fusing, or painting. Examples: jewels, puff paints, appliqués, tie dye.

Clothing Embellishment Stitched (SF 50158b)

Decoration is hand-or machine-stitched. Examples: machine or hand sewing, such as adding a collar or skirt, appliqué, satin stitch, embroidery, quilting, beading, knitting or crochet (4-H'er does not need to create the knit or crochet piece themselves, it could be purchased or made by others but attached by the 4-H'er).

Clothing Embellishment Combination (SF 50158c)

Decoration includes any combination of both applied and stitched techniques across the outfit.

SEWING 1-3

All exhibits entered in Clothing 1-3 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 Visual Arts Fiber Non-Original AGES 8-10 ONLY (if made from a pattern and youth is ages 8-10). Youth over age 10 who use a pattern should enroll in Visual Arts Heritage Arts. We strongly encourage youth interested in pursuing quilting to enroll and exhibit in the Visual Arts Quilting project area. Youth may still exhibit quilts in any level of Clothing as a "Sewn Non-Clothing" item, but these quilts will be judged using the Clothing rubric that evaluates the sewing skills and construction of the item. If exhibiting quilts in the Clothing area, 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.

Sewing 1 – (SF 50151a, 50151b, 50151c) STEAM Clothing 1: FUNdamentals – Required 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 the 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 the 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.

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.)

Beginning Sewing Exhibits – exhibits in Sewing 1 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. We strongly advise youth do not select fabrics with plaid or stripe patterns as judges will expect stripes to match at seams, which is a more advanced-level skill. NO NAPPED or JERSEY KNIT fabric. Patterns should be simple WITHOUT DARTS, SET-IN SLEEVES, and COLLARS. Raglan and loose flowing sleeves are acceptable.

Sewing 2 – (SF 50152a, 50152b, 50152c) *STEAM Clothing 2: Simply Sewing – Required* Exhibit one of the following in either the Non-Sewn, Sewn Non-Clothing, or Sewn Clothing exhibit divisions:

Non-Sewn Exhibits (SF 50152a)

Exhibit one of the following:

- Clothing Portfolio Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½" x 11", 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in Sewing 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 the 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 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 non-clothing item or 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.

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



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

Non-Sewn Exhibits (SF 50153a)

Exhibit one of the following:

- Clothing Portfolio Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½" x 11", 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in Sewing 1 and/or Sewing 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 the 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 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 non-clothing item or 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, suit, evening gown or sport outfit.

SHOPPING IN STYLE (SF 50154, 50155, 50156) Shopping in Style Digital – Required



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. For all levels of this project, participants should bring a garment to display and model for the judge.

Exhibit one of the following options that align with the Shopping in Style level:

Beginning (Levels 1 & 2) (SF 50154)

Choose **one** of the following activities from Unit 1 or Unit 2 of the project book to exhibit:

- 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 (Levels 3 & 4) (SF 50155) Shopping in Style Digital – Required



Choose **one** of the following activities from Unit 3 or Unit 4 of the project book to exhibit:

- 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. Please bring at least one complete outfit from the selected clothing to display and model for the judge. 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 (Levels 5 & 6) (SF 50156) Shopping in Style Digital – Required



Choose **one** of the following activities from Unit 5 or Unit 6 of the project book to exhibit:

- 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. OR
- Exhibit should include multiple garments you purchased along with a poster or report that provides plans and commentary for a fashion show 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 and bring at least one garment to display and wear.

CLOVERBUDS

- 1. Must be 5-7 years old by September 1.
- 2. Cloverbuds may exhibit an individual OR group Cloverbud project.
- 3. Cloverbuds must be present for conference judging.
- 4. This is an exhibition class and will not be scored.
- 5. Members will receive a participation ribbon but not a premium.

Cloverbud Club Exhibit (not eligible for State Fair)

A display prepared by the members as a group that reflects what they learned through activities completed by the Cloverbud Club. Cloverbud club members must be present for conference judging.

Cloverbud Individual Exhibit (not eligible for State Fair)

If the Cloverbud Club chooses not to do an exhibit as a Club, individual members may exhibit a poster or display showing one or more things they learned doing Cloverbud activities this year. Cloverbud member must be present for conference judging.

COLLEGE AND CAREER READINESS

Build Your Future (SF 50365) *Build Your Future Notebook – Required*



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 the 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.

COMMUNICATIONS

Communications 1, 2, 3 (SF 50368) Communications Module 1, 2 or 3 – Required



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 a section showcasing at least four additional activities per year.

Journalism, News & Social Media (SF 50369) Journalism, News & Social Media – Required



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, answering all the questions in the activities.
- Year 2: Results of doing a minimum of 5, 2-star activities, answering all the questions in the activities.
- Year 3: Results of doing a minimum of 5, 3-star activities. 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. 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: PUBLIC SPEAKING

The Logan/Menard/Sangamon 4-H Public Speaking Contest is held separately from the General Projects Show. Members must be enrolled in the Public Speaking project by March 1 and must also register to participate in the local contest. Members may present in one individual category and one team category in the following exhibit divisions.

Enrollment in the Public Presentations project is required to participate in this section. No live animals are allowed in speeches. Counties may advance a total of 3 entries from any category to the state contest. A 4-H member may advance in one individual category and one team category. Participating youth turning 14 years of age on or before September 1, 2024, *must* enroll as advanced.

Resources:

Youth looking for resources to help prepare for this contest can reference the following:

• Finding your Voice: Public Speaking made Easy (Public Speaking)

Formal Speech

Self-written | Notes Allowed | No props | Individual | 4-5 minutes for beginners; 5-6 minutes for advanced

Formal Speech - Original Beginner Ages 8-13 (SF 50501A)

Formal Speech - Original Advanced Ages 14 & Up (SF 50501B)

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 may deliver a speech on any topic they wish.

Illustrated Speech

Self-written | Notes Allowed | Illustrations Required | Individual | 4-5minutes for beginners; 5-6 minutes for advanced Illustrated Speech - Beginner Ages 8-13 (SF 50503A)

Illustrated Speech - Advanced Ages 14 & Up (SF 50503B)

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 | Youth must provide manuscripts to judge | 4-6 minutes

Original Works - Individual (SF 50504)

Original Works – Team (SF 50505)

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/Spoken Word
- 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 | Youth must provide manuscripts to judge | 4-6 minutes

Oral Interpretation – Individual (SF 50506)

Oral Interpretation – Team (SF 50507)

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 (SF 50135)

Open to youth in Computer Science Visual Based Programming

Exhibit a simple program using Scratch (or other simple visual 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 50136)

Open to youth in Computer Science Visual Based Programming

Exhibit a program using Scratch (or other simple visual programming language) 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.

Advanced Visual Programming (SF 50137)

Open to youth in Computer Science Visual Based Programming

Exhibit a video game you have created in Scratch (or other simple visual 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.

Website Design (SF 50138)

Open to youth in any Computer Science Project Area

Exhibit an original website that you have designed using a programming language such as HTML (cannot be made with website builder like Wix or Squarespace). Internet access will not be provided, so exhibitors must supply their own internet hotspot, 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.

Text-Based/Open-Source Computer Science (SF 50139)

Open to youth enrolled in any Computer Science or Robotics project Demonstrate the skills and knowledge you have gained through the Computer Science project using a text-based programming language (Python, Java, C, etc.). The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. Exhibits in this class may also demonstrate successful application of open source (publicly available) computing software and/or hardware, such as Raspberry Pi and Linux, to accomplish a task. All exhibits must include something visual, such as a poster or printed copy of a digital presentation or programming flowchart, which will remain on display during the exhibition. Exhibits in this area will be judged on the computer science programming. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. Exhibits in this class must be able to fit on no more than a 3' x 2' space (or ground footprint).

CONSUMER EDUCATION

Entrepreneurship: Be the E! (SF 50166) Be the "E" Entrepreneurship Guide – Required



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

My Financial Future 1 Beginner (SF 50168) My Financial Future Beginner Youth Notebook – Required



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's 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) My Financial Future Advanced Notebook – Required



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 of 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.

CREATIVE WRITING

Creative Writing (SF 50367)

Submit one of the following. The 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. If you want to be judged on the artistic aspects of your graphic novel, this project should be entered in Visual Arts: Chalk, Carbon, Pigment.

- 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.

For County 4-H Show:

To provide the best learning experience, Creative Writing exhibits must be submitted in advance to allow a judge adequate time to read the submissions and provide meaningful review.

> Logan County submitted to: slb3637@illinois.edu Menard County submitted to: sskelton@illinois.edu Sangamon County submitted to: mca12@illinois.edu

For State Fair Only:

If promoted to state, follow the instructions below to submit your entry by August 1 to the State 4-H Office.

- Members are strongly encouraged to upload their submission to the State Communications Box folder by August 1, prior to the beginning of State Fair. Members need to include their name and county in the title of the file. Upload files to: go.illinois.edu/StateFairSubmissions
- 2. Members are also required to bring a hard copy of their project to drop off the morning that their county is exhibiting at the State Fair.

Poetry (SF 50371)

Open to members enrolled in Creative Writing

Submit one of the following. The 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. 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.

For County 4-H Show:

To provide the best learning experience, Creative Writing exhibits must be submitted in advance to allow a judge adequate time to read the submissions and provide meaningful review.

> Logan County submitted to: slb3637@illinois.edu Menard County submitted to: sskelton@illinois.edu Sangamon County submitted to: mca12@illinois.edu

For State Fair Only:

If promoted to state, follow the instructions below to submit your entry by August 1 to the State 4-H Office.

- Members are strongly encouraged to upload their submission to the State Communications Box folder by August 1, prior to the beginning of State Fair. Members need to include their name and county in the title of the file. Upload files to: go.illinois.edu/StateFairSubmissions
- Members are also required to bring a hard copy of their project to drop off the morning that their county is exhibiting at the State Fair.

CROPS

Soybeans (SF 50170) Record Book – Required



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 at 4-H.illinois.edu, an FFA crops record, or similar information.

Corn (SF 50171) Record Book – Required



Exhibit two fresh plants of field corn (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. 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 at 4-H.illinois.edu, an FFA crops record, or similar information.

Small Grains (SF 50172) Record Book – Required



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 at 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.

DAIRY CATTLE

Members enrolled in the Dairy Cattle project may exhibit an Animal Science display. There is not a live animal exhibit opportunity for this project.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

DOG

Members enrolled in the Dog project may choose to exhibit a live animal and/or an Animal Science display. Find information about the Logan/Menard/Sangamon 4-H Dog Show in the back of this Show Book.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

DRONES

Choose one of the following classes based on your interest and skill level. Each exhibitor must complete the first 2 sections, and at least 3 Real World Missions in the Quads Away Curriculum and display a completed mission logbook.

UAV Display (SF 50375) Unmanned Aerial Vehicles/Systems: Drones – Required



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 (see Aerospace Display).

UAV Unmanned Aerial Systems (SF 50376) Unmanned *Aerial Vehicles/Systems: Drones – Required*



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". A detailed build log with pictures, as well as a mission logbook must be included. 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. Attach the printed directions/instructions of the UAV if any were used.

ELECTRICITY

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

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

Electricity 3 (SF 50179)

Exhibit a 120V lighting fixture or other appliance that 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.

Electricity 4 (SF 50180)

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 a project is being constructed, general safety and workmanship should be considered. All Electricity 4 projects must include a report explaining how the project was constructed, and principles for its operation.

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. All displays should be comprised of non-living specimens properly prepared for display. Rules for pinning and labeling insects are available at the following site: https://extension.entm.purdue.edu/401Book/default.php?page=home. Projects focused on Arachnids (Spiders) should be displayed in Nature: Natural Resources & Outdoor Adventures in the Exploring Your Environment (50257a or 50257b) class.

Entomology 1 (SF 50183) *Teaming with Insects 1 – Required*



Exhibit 15-29 or more species representing four or more orders. The 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.

Entomology 2 (SF 50184) Teaming with Insects 2 – Required



Exhibit 30-59 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.

Entomology 3 (SF 50185) *Teaming with Insects 3 – Required*



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.

Entomology Display (SF 50186)

Open to youth enrolled in Entomology 1, 2 or 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 BEEKEEPING

Create an exhibit that shows the public what you learned in the beekeeping project this year. Note: No beehives may be exhibited. Honey moisture content will be measured at the State Fair for Level 2 & 3. 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 catalog HillCo LLC Beekeeping Equipment Catalog). 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's 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 beehive.
- Safe handling of bees.
- Equipment needed by a beekeeper.

Beekeeping 2 (SF 50189)

Exhibit one (1) of the following:

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

Beekeeping 3 (SF 50190)

Exhibit three (3) of the five (5) kinds of honey listed below (#1-5) or prepare an educational display about honeybees or beekeeping (#6).

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

ESPORTS

All exhibitors must complete all activities in the Illinois 4-H eSports Curriculum.

eSports (SF 50378) Illinois 4-H eSports Curriculum – Required



Compete in at least 1 ranked tournament online or in person (either as a team or solo), and fully document your progress throughout. Any game with a documentable bracket system, and at least 3 rounds count. Be sure to include a description of the tournament, your match information, your win-loss record, and description of the game and platform being used to play the game (Ram requirements/capabilities of your machine, video card specs., etc.). Prepare a PowerPoint presentation describing your journey through eSports (including your 1 mandatory tournament), what you have learned about gaming/eSports, and why you think more youth should be involved. Also include a detailed description of your most important win, explaining your strategy in that victory. Be sure to include screenshots and video, if possible. Load your presentation to a USB drive. Must include a visual presentation.

EXPLORATORY

Exploratory - Welcome to 4-H - Required (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; **OR**
- 4-H animals; OR
- 4-H family; OR

Coat of arms

Collectibles - My Favorite Things (Collectibles) - Required (not eligible for state fair)



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

FAMILY HERITAGE

Family Heritage (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 36" x 48" wide.

FOODS AND NUTRITION

Members may choose to exhibit in one of the sub-classes for the project area they are enrolled. Food items should be displayed on a plain white paper plate that is appropriate for size of item and placed inside a clear zip-sealed plastic bag. Exhibit tags should be taped to the bag; please do not staple the tag to your exhibit.

4-H Cooking 101 4-H Cooking 101 – Required



Using the recipes included in the project manual (which are also available at go.illinois.edu/Cooking101Recipes), prepare an exhibit for one of the classes below. No icing should be on any products. No ingredient additions or substitutions should be made to the recipes, unless they are to accommodate food allergies, sensitivities, or special diets (i.e. nut allergy, gluten intolerance, vegetarian/vegan diet, etc.). If you make changes to the recipe due to the reasons listed above, bring a copy of the recipe with your changes and be prepared to discuss them with the judge. 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 (and for download at go.illinois.edu/Cooking101Activity). 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. Due to space limitations at State Fair, the size of the activity document should be no larger than an 8 %" x 11" binder or folder.

Cereal Bars (SF 50200A) - 3 cereal marshmallow bars

Coffeecake (SF 50200B) - 1/4 of 8" square or round coffeecake

Cookies (SF 50200C) - 3 cookies

Youth interested in exhibiting a food item from the project book not listed above, making changes to the provided recipes, or exhibiting a display related to information in the project manual should investigate the Foods Innovation class.

4-H Cooking 201 4-H Cooking 201 – Required



Using the recipes included in the project manual (which are also available at go.illinois.edu/Cooking201Recipes), prepare an exhibit for one of the classes below. No ingredient additions or substitutions should be made to the recipes, unless they are to accommodate food allergies, sensitivities, or special diets (i.e. nut allergy, gluten intolerance, vegetarian/vegan diet, etc.). If you make changes to the recipe due to the reasons listed above, bring a copy of the recipe with your changes and be prepared to discuss them with the judge. Bread, biscuits, 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 (and for download at go.illinois.edu/Cooking201Activity). 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. Due to space limitations at State Fair, the size of the activity document should be no larger than an 8 ½" x 11" binder or folder.

Biscuits (SF 50201A) - 3 rolled biscuits

Scones (SF 50201B) - 3 scones

Nut Bread (SF 50201C) - ½ loaf (9" x 5") of basic nut bread (no variations)

Youth interested in exhibiting a food item from the project book not listed above, making changes to the provided recipes, or exhibiting a display related to information in the project manual should investigate the Foods Innovation class.

4-H Cooking 301 4-H Cooking 301 – Required



Using the recipes included in the project manual (which are also available at go.illinois.edu/Cooking301Recipes), prepare an exhibit for one of the classes below. If icing is used on the tearing 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. No ingredient additions or substitutions should be made to the recipes, unless they are to accommodate food allergies, sensitivities, or special diets (i.e. nut allergy, gluten intolerance, vegetarian/vegan diet, etc.). If you make changes to the recipe due to the reasons listed above, bring a copy of the recipe with your changes and be prepared to discuss them with the judge. 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. Copies of all experiments are available to download at go.illinois.edu/Cooking301Experiments. Bring a document with a printed picture of your experiment and the answers to the experiment questions to remain on display with your project. Due to space limitations at State Fair, the size of the experiment document should be no larger than an 8 ½" x 11" binder or folder.

Dinner Rolls (SF 50202A) - 3 dinner rolls

Yeast Bread (SF 50202B) - loaf of yeast bread

Tea Ring (SF 50202C) - 1 tea ring

Sweet Rolls (SF 50202D) - 3 basic sweet dough rolls

Cake (SF 50202E) - one layer of a rich white cake or rich chocolate cake, top side up (without frosting)

Youth interested in exhibiting a food item from the project book not listed above, making changes to the provided recipes, or exhibiting a display related to information in the project manual should investigate the Foods Innovation class.

4-H Cooking 401 4-H Cooking 401 – Required



Using the recipes included in the project manual (which are also available at go.illinois.edu/Cooking401Recipes), prepare an exhibit for one of the classes below. No ingredient additions or substitutions should be made to the recipes, unless they are to accommodate food allergies, sensitivities, or special diets (i.e. nut allergy, gluten intolerance, vegetarian/vegan diet, etc.). If you make changes to the recipe due to the reasons listed above, bring a copy of the recipe with your changes and be prepared to discuss them with the judge. 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? Due to space limitations at State Fair, the size of the activity document should be no larger than an 8 ½" x 11" binder or folder.

Focaccia Bread (SF 50203A) - ¼ of a 15" x 10" loaf of focaccia bread (do not include dipping oil)

Pie Shell (SF 50203B) - one baked pie shell – traditional, oil, or whole wheat (no graham cracker)

Sponge Cake (SF 50203C) - 1/4 golden sponge cake, top side up, without frosting

French Bread (SF 50203D) - ½ loaf French bread

Youth interested in exhibiting a food item from the project book not listed above, making changes to the provided recipes, or exhibiting a display related to information in the project manual should investigate the Foods Innovation class.

Food Preservation (SF 50208a, 50208b, 50208c, 50208d, 50208e, 50208f)

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. Be sure to review all of the Food Preservation rules that follow the class list so you can follow all exhibit requirements.

- Fruits/Vegetables (SF 50208a) 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 (SF 50208b) Prepare a nutrition display that illustrates a freezing principle. There is NOT a food exhibit option for this preservation method.
- Drying (SF 50208c) Exhibit two (2) different dried foods packed in plastic food storage bags. Choose from fruit, vegetable, fruit leather or meat jerky.
- Pickles and Relishes (SF 50208d) Exhibit two (2) pint jars of different recipes of pickles and/or relishes made from produce.
- Jams, Jellies, and Preserves (SF 50208e) Exhibit two (2) half-pint jars of two different jams, jellies, and/or preserves.
- Preservation Combination (SF 50208f) Exhibit two (2) different preserved food products from two different categories

above, excluding Freezing, in appropriate jars/packaging (Drying). For example, exhibit 1 jar of tomatoes (Fruits/Vegetables) 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 https://extension.illinois.edu/food-preservation/food-preservation. Recipes must be processed in a water-bath or pressure canner. Per the 4-H general show rules, entries must be produced (preserved) this 4-H year (between September 1, 2024, and August 31, 2025).

All food preservation 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, 2025.
- Green beans, pressure canner. July 13, 2025.
- Beef jerky, food dehydrator and oven. July 13, 2025.

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

- PUT IT UP! Food Preservation for Youth website or manuals
- National 4-H Home Food Preservation Project 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), a recipe from a family member or friend without a source, cookbooks (excluding the Ball, Kerr, Put It Up! and 4-H Home Food Preservation books).

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.

Youth interested in exhibiting a food item from the project book not listed above, making changes to the provided recipes, or exhibiting a display related to information in the project manual should investigate the Foods Innovation class.

The Chicagoland Food Science Foundation will be providing a \$50 Amazon Gift Card to the overall Food Science winner in each county.

Global Gourmet (SF 50205) Global Gourmet – Required



Prepare a display, digital presentation, or poster exhibit that demonstrates the knowledge and understanding gained through the completion of the Global Gourmet project. Your exhibit should include at least two activities to highlight what you learned from completing this project. Be ready to answer questions about how you shared the information you learned with others. Examples include talks ad demonstrations and hosting or assisting with a workshop. Be sure to bring your completed project guide for others to see and for you to share as needed during the conference judging.

Kitchen Boss (SF 50206) *Kitchen Boss – Required*



Prepare a display, digital presentation, or poster exhibit that demonstrates the knowledge and understanding gained through the completion of the Kitchen Boss Gourmet project. Your exhibit should include at least two activities to highlight what you learned from completing this project. Be ready to answer questions about how you shared the information you learned with others. Examples include talks and demonstrations and hosting or assisting with a workshop. Be sure to bring your completed project guide for others to see and for you to share as needed during the conference judging.



Prepare a display, digital presentation, or poster on one of the activities you completed from the manual. Share 1) the topic 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. Be ready to answer questions about how you shared this information with others. Examples include talks and demonstrations and hosting or assisting with a workshop. Although it is not required, it is a good idea to bring your project guide for others to see and for you to share as needed during the conference judging.

Science Fun with Kitchen Chemistry (SF 50209) *Science Fun with Kitchen Chemistry – Required*



Prepare a display, digital presentation, or poster on one of the activities you completed from the manual. Share 1) the topic 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. Be ready to answer questions about how you shared this information with others. Examples include talks and demonstrations and hosting or assisting with a workshop. Although it is not required, it is a good idea to bring your project guide for others to see and for you to share as needed during the conference judging.

What's on Your Plate, Exploring Food Science 1-4 (SF 50204) What's on Your Plate? Unit 1-4 Youth Science Journal – (Choose appropriate Level) – Required

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.

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.

FORESTRY

Forests of Fun 1 (SF 50212) Level 1: Follow the Path – Required



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) Level 2: Reach for the Canopy – Required



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) Level 3: Explore the Deep Woods – Required



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 Innovation Class (SF 50215)

Demonstrate the skills and knowledge you have gained through your Forestry project. Exhibit may be the result of knowledge gained from project manuals, independent study, interaction with natural resource or conservation professionals. 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

The 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*. Do not identify your specimens any further than phylum and class. There is one exception to this for fossils that are identified to phylum OR class. Class should only be used for fossils of mollusks, back-boned animals, and arthropods.

Pebble Pups 1 (SF 50218)

Display 8 to 19 rocks and mineral specimens with three minerals in the collection. 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 collection. 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.

GOATS

Members enrolled in the Goat project may choose to exhibit a live animal and/or an Animal Science display. Find information about your county's live animal shows in the back of this Show Book.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

HEALTH

All display boards must include a reference list indicating where information was obtained, giving credit to the original author, to complete the 4-H member's exhibit. This reference list should/might include website links, people and professionals interviewed, books, magazines, etc. This reference list should be attached to the back of a poster or display board or included as part of the display visible to the public. A judge is not to discredit an exhibit for the way references are listed. Display boards should be no larger than 36" x 48".

Everyday Food and Fitness (SF 50226) Replaces Health 1-3

Prepare a display, digital presentation, or poster exhibit that demonstrates the knowledge and understanding gained through the completion of the Everyday Food and Fitness project. Your exhibit should include at least two activities to highlight what you learned from completing this project. You may also include live demonstrations of physical activities. Do not bring food made using the recipes but consider adding pictures of the completed recipes to your exhibit. Be ready to answer questions about how you shared the information you learned with others. Examples include talks and demonstrations and hosting or assisting with a workshop. Although not required, it is a good idea to bring your project guide for others to see and for you to share as needed during conference judging.

Sports Nutrition: Ready, Set, Go (SF 50228) Sports Nutrition: Ready, Set, Go - Required



Prepare a display, digital presentation, or poster exhibit 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 demonstrations 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 screenshot 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.

Your Feelings Matter – Navigating Mental Health (SF 50229) Your Feelings Matter Guide – Required



Prepare a display, digital presentation, or poster exhibit that demonstrates the knowledge and understanding gained through the completion of the Your Feelings Matter Member Project Guide. Your exhibit should include at least two activities to highlight what you learned from completing this project. Be ready to answer questions about how you shared information you learned with others. Examples include talks and demonstrations and hosting or assisting with a workshop. Bring your project guide for others to see and for you to share as needed during conference judging.

Your Thoughts Matter - Navigating Mental Health (SF 50230) Your Thoughts Matter Guide - Required



Prepare an exhibit that demonstrates the knowledge and understanding gained through completion of the Your Thoughts Matter Member Project Guide. Exhibit the following 1) a poster or display that highlights activities and knowledge gained as you completed any two of activities 1 – 9 included in the curriculum; AND 2) the item you created in Activity 10 - the flyer, website, video, or other promotional tool that points individuals to the resources you found. Bring your project guide for others to see and for you to share as needed during conference judging.

Health Innovation Class (SF 50227)

Demonstrate the skills and knowledge you have gained through the Health 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. 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.

HORSE

Members enrolled in the Horse project may exhibit an Animal Science display. There is not a live animal exhibit opportunity for this project.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

HORTICULTURE: FLORICULTURE

Floriculture A (SF 50192)

Exhibit one of the following options. Please note that flower arrangements, Including the vase or container, must be no larger than 12"x 12".

- 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, please note that space required for container exhibits, artistic displays, and fairy gardens must not exceed 24" x 24" x 48" unless otherwise indicated.

- Display a mixed planter that may include herbs with foliage plants and/or flowering plants. The planter should include three or more kinds of plants. The container exhibit space must not exceed 18"x18"x18".
- Create an artistic display of dried flowers and/or herbs 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.
- Create an artistic fairy garden of plants, flowers and/or herbs. Explain the process you utilized to prepare your fairy 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, please note that size of the terrarium should be appropriate for use on a table at home, and no larger than 12" deep, 18" long, and 16" high.

- Create a terrarium. Selected plants should be started by the exhibitor from cuttings or seeds or as purchased plugs. The terrarium must be cared for by the exhibitor for at least 5 months. Exhibitor should be able to explain the different plant, soil, and environmental needs and watering requirements of a closed system; OR
- Exhibit a plant that you propagated from cuttings, layering or division or started from seed. Create a photo board showing

the progression of growth. Tips for vegetative propagation of houseplants can be found in the University of Illinois Extension Gardener's Corner (go.illinois.edu/gardenerscorner).

Floriculture D (SF 50195)

Exhibit one of the following options. The maximum size for exhibits in this category is 24" X 24" X 36".

- 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, or 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.

HORTICULTURE: VEGETABLES, HERBS, FRUITS

All exhibits 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 produce, including but not limited to different varieties, soil testing, fertilizers used, etc. Exhibits should be prepared according to the Illinois Vegetable Garden Guide: go.illinois.edu/4HVegetableGuide. 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 champion awards. General gardening advice and information can be found at: https://extension.illinois.edu/gardening.

Herb Container Display (SF 50313)

(Open to youth in Vegetable Gardening A (Level 1), Vegetable Gardening B (Level 2), Vegetable Gardening C (Level 3), <u>and</u>/or Vegetable Gardening D (Level 4))

Herbs should be grown in pots (8" maximum diameter). Categories: Mint, Oregano, Rosemary, Sage, Thyme, and all other herbs. Herbs should be labeled with common and Latin names. Herbs should be in your care for a minimum of three months for state fair exhibits. Remove dead leaves from plants and check that the soil is clear of debris such as dead leaves. When exhibiting herb plants, be sure to grow the plants in the container to be displayed to avoid transplant shock. Exhibits will be evaluated based on cleanliness, uniformity, condition, quality, and trueness to variety. Additional herb resources are located on the project resources section of the Illinois 4-H website.

- Display must include 4 or more different kinds of herbs. There may not be more than 2 different varieties of any herb. For example, peppermint and chocolate mint would be classified as two different herb varieties.
- In instances where containers display more than one variety of herb, special care should be taken that each distinct variety is accessible and clearly visible to the judges to ensure full points for cleanliness.

Vegetable/Fruit Display (SF 50314)

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

- 1. This class is allowed a 2'6" x 2'6" space for each display.
- 2. Display must include 6 or more different kinds of vegetables or fruits. There may not be more than 2 different varieties of any vegetable/fruit. 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/fruits used must conform to the Vegetable/Fruit Plate/Display List. *Fruit Plate list is below Vegetable Plate list.*
- 4. Exhibitors must provide the name and variety of all vegetables/fruits used. (i.e. Cabbage Golden Acre; Cucumber, slicing Straight Eight; Tomatoes, slicing Rocky Top; Snap Beans Contender, etc.).

Vegetable Plates (SF 50315)

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

- 1. Exhibit must include 2 single vegetable plates. (Exhibitor will furnish the disposable plates.)
- 2. Exhibitors must provide the name and variety of all vegetables/fruits used. (i.e. Cabbage Golden Acre; Cucumber, slicing Straight Eight; Tomatoes, slicing Rocky Top; Snap Beans Contender, etc.). Number of vegetables on plates must conform to plate list below.
- 3. Only one variety on each plate.

4. An exhibitor cannot show two plates of the same type vegetable. (i.e.: Cannot exhibit red *and* white potatoes or zucchini *and* straightneck summer squash.)

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 Illinois Extension Horticulturists; items are listed according to the correct definition of vegetables.)

Parsnips (5)

Popcorn (5)

Pumpkin (1)

Rutabaga (5)

Salsify (5)

Turnip (5)

Watermelon (1)

Potatoes (any variety) (5)

Rhubarb, trimmed stalks (3)

Sweet corn, in husks (5)

Tomatoes, small fruited (12)

Tomatoes, slicing (5)

Squash, summer (any variety) (3)

Peas, (12 pods)

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

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

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)

Okra (12)

Lettuce (1 head or plant)

Muskmelon incl. cantaloupe (1)

Onions, large, dry (5)

Onions, green or set (12)

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

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

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

Horseradish Root (1 marketable root specimen harvested this year)

Vegetable Gardening Display – Other (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.

Fruit Plates (SF 50317)

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

- 1. Exhibit must include 2 single fruit plates. (Exhibitor will furnish the disposable plates.)
- 2. Exhibitors must provide the name and variety of all vegetables/fruits used. Number of fruits 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 fruit. (i.e.: Cannot exhibit Gala & Jonathan Apples, Mazzard & Gisela Cherries, etc.)

FRUIT PLATE LIST

Fruit will be judged using the same general criteria used for vegetables. Fruit will be judged for the stage of maturity normal for that season and growing location. Emphasis will be placed on how well fruit approaches market quality. When selecting fruits 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 Illinois Extension Horticulturists; Items are listed according to the correct definition of fruit varieties at go.illinois.edu/fruittrees)

Grapes - 2 bunches Pears - 5 Strawberries (Everbearers) - 1 pint Wild Plums – 1 pint Other Small Fruit or Berries (Do not duplicate entries from the above fruits) – 1 pint Other Fruits or Nuts (Do not duplicate entries from the above fruits) – 5

INTERCULTURAL

Due to space restrictions, exhibits are limited to 36" X 48" and 15" deep.

Passport to the World, Individual (SF 50233a) Passport to the World – Required



Prepare a display illustrating what you have learned about a country. This might include topics such as geography, economy, agriculture, people, language, housing, culture, music, crafts, clothing, environment, or holidays. Exhibits can focus on one or two topics in depth or cover more topics in brief. 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. Tips on creating an engaging display board are available at go.illinois.edu/4HDisplayTips. In addition to their display, youth should bring a copy of their Passport to the World project manual to judging. Sections of the book related to what they focus on in their display should be completed. Please note: judging for the individual project should not include a planned presentation about the chosen country. Judging is meant to be a conversation between the judge and member about the project and the learning experience.

Passport to the World, Group (SF 50233b) Passport to the World – Required



Exhibit a display illustrating what your group has learned about a country. This might include topics such as geography, economy, agriculture, people, language, housing, culture, music, crafts, clothing, environment, or holidays. Exhibits can focus on one or two topics in depth or cover more topics in brief. 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. Tips on creating an engaging display board are available at go.illinois.edu/4HDisplayTips. In addition to their display, groups should bring a copy of their group's Passport to the World project manual to judging. Sections of the book related to what the group focuses on in their display should be completed. The display must be accompanied by at least 3 but no more than 10 4-H members at the time of the judge's critique. Groups wishing to include more than 10 members must ask for an accommodation, one week prior to judging. Group members should prepare a short (5 minutes maximum) presentation about their learning for the judge. The presentation should focus on key concepts learned and takeaways from the project experience. All group members present for judging should be able to discuss the project and answer questions. Only group members who participate in the judging are eligible for ribbons and premiums. Presentations will occur in the space designated by the fair or show. Groups should not bring extra tables or items (beyond those that fit within the exhibit size requirements) for their presentation.

Diversity & Cultural Awareness, Individual (SF 50234a) Diversity: The Source of Our Strength – Required



Create a display or binder portfolio that illustrates the results of a minimum of three (3) completed activities from the project book.

Diversity & Cultural Awareness, Group (SF 50234b) SEEING i2i Adventures – Required



Exhibit a display illustrating the steps that the group has completed on the project selected for the year, including reflection on activities completed. 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 group 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 at least 3 or no more than 10 4-H members at the time of the judge's critique. Groups wishing to include more than 10 members must ask for an accommodation, one week prior to judging. Group members should make a 5-7-minute presentation to the judge. All group members present for the judge's critique should be able to discuss the project and answer questions. Only group members present for judging who participate in the actual critique and presentation are eligible for ribbons and premiums.

INTERIOR DESIGN

All interior design divisions (beginning, intermediate, and advanced) are required to provide visual documentation of their project process. This can include photos or videos showing the steps they took to create, refinish, or redesign their furniture items.

Design Decisions, Beginning (SF 50242) *For members with 2 or less years of experience in project area or related experiences.* 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.

Design Decisions, Intermediate (SF 50243) *For members with 3 to 4 years of experience in project area or related experiences.* 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.

Design Decisions, Advanced (SF 50244) For members with 5 or more years of experience in project area or related experiences. 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.

Interior Design Innovation Class (SF 50245)

Open to enrolled in Interior Design.

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

LEADERSHIP

Leadership 1 (SF 50249) Skills You Never Outgrow 1 – Required



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 activity 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 activity 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 activity of exhibitor's choice from the manual.

Leadership 2 (SF 50250) *Skills You Never Outgrow 2 – Required*



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 activity 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 activity 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 activity of exhibitor's choice from the manual.

Leadership 3 (SF 50251) Skills You Never Outgrow 3 – Required



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 activity 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 activity 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 activity 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. 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 Group Exhibit (SF 50254)

Open to groups whose members are enrolled in any Leadership project

Exhibit a display illustrating how your group has used the Teens as Leaders model effectively in your club, community, school, or state. Leadership activities might include planning, advising, promoting, mentoring, teaching or advocating for change. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period. The display must be accompanied by at least 3 or no more than 10 4-H members at the time of the judge's critique. For a larger group please reach out to staff with an accommodation request at least one week prior to the exhibit event. Group members should make a 5- to 10-minute presentation to the judge. All group members present for the judge's critique should be able to discuss the project and answer questions. Only group 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 36" X 48" and 15" deep. More information on Teens as Leaders Model found here: go.illinois.edu/4-HLeadershipModel

MAKER

Maker: Open to youth in all projects. (SF 50400) *qo.illinois.edu/DIYMakeBuild – Required*



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:

- Exhibitors must complete at least two activities in the DIY Make & Build Curriculum and answer all the questions at the end of each lesson. You must display your answers to these questions, as well as your Maker Log from the DIY Make and Build
- 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. Your device or object cannot be one of the included activities in the DIY Make and Build Curriculum.
- 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).

- Exhibits 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.

NATURE

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

Exploring Your Environment 1 (SF 50257a). Exploring Your Environment - Ecosystem Services – Required

Exhibit any item, project, or display made as it relates to an activity in the Exploring Your Environment - Ecosystem Services 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 personal thoughts and ideas.

Exploring Your Environment 2 (SF 50257b) Exploring Your Environment – Earth's Capacity – Required Exhibit any item, project, or display made as it relates to an activity in the Exploring Your Environment – Earth's Capacity 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 personal thoughts and ideas.

Outdoor Adventures 1-3 (SF 50256). Choose the correct level project manual – Level 1: Hiking Trails, Level 2: Camping Adventures or Level 3: Backpacking Expeditions – Required Exhibit a display illustrating an activity completed from the project manual.

Natural Resources or Outdoor Adventures Innovation Class (SF 50258)

Open to youth enrolled in any Natural Resources or Outdoor Adventures project.

Demonstrate the skills and knowledge you have gained through your Natural Resources or Outdoor Adventures project. Exhibit may be the result of knowledge gained from project manuals, independent study, interaction with natural resource or conservation professionals. 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.

Sportfishing 1 (SF 50260) *Level 1: Take the Bait – Required*



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.

Sportfishing 2 (SF 50261) Level 2: Reel in the Fun – Required



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.

Sportfishing 3 (SF 50262) Level 3: Cast Into the Future – Required



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; sportfishing careers; or identifying insects that fish eat. For safety reasons, lures must be placed in a plastic case.

Wildlife 1 (SF 50263) Wildlife Science Level 1 Digital – Required



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

Wildlife 2 (SF 50264) Wildlife Science Level 2 Digital – Required



Exhibit any activity developed from the project manual. Within the exhibit, explain the importance of and concept behind the exhibit.

Wildlife 3 (SF 50265) Wildlife Science Level 3 Digital – Required



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

Fish and Wildlife Innovation Class (SF 50266)

Open to youth enrolled in any Sportfishing or Wildlife project.

Demonstrate the skills and knowledge you have gained through your Sportfishing or Wildlife project. Exhibit may be the result of knowledge gained from project manuals, independent study, interaction with natural resource or conservation professionals. 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.

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. Meta data must be included on the back of the picture. The photo release and meta data tip sheet can be obtained at: go.illinois.edu/PhotographyProject. Photos may be taken with a camera, an electronic tablet (i.e. iPad), or a cell phone.

ALL photos must be accompanied by details of the camera settings that include:

- Camera/device used
- Aperture (F-stop)
- Exposure time (shutter speed)
- ISO (film/sensor sensitivity)
- Lighting used (flash, artificial, sunlight, other)
- Lens Filters (Ultra-Violet, Polarizing, etc.) if used.

Additional details required for Photo Editing ONLY:

- Photo editing software/application used (required for ALL edits and retouches except for cropping)
- 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: 5" x 7"
- Maximum image size: 8" x 10"
- Maximum exhibit size (including frame): 18" x 20"
- Maximum image size 8" x 24" panorama photography Photography 2 only

All exhibitors must include unframed (taped to the back of the framed exhibit or attached to the project booklet) original or unedited 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) Level 1: Photography Basics – Required



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) *Level 2: Next Level Photography – Required* Exhibit one of the options listed below:



- Exhibit one framed 8" x 10" close-up photograph using the skills learned on pages 58-61(section: Bits and Pieces) of the project manual titled Level 2 Next Level Photography. 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. OR
- Exhibit one framed 8" x 24" or smaller panorama photograph using the skills learned on pages 62-65(section: Panorama) of the project manual titled Level 2 Next Level Photography. 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.
- Exhibit one framed 8" x 10" photo which demonstrates 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) Level 3: Mastering Photography – Required



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. Be prepared to show the page in the manual of the technique you are demonstrating. **OR**
- Exhibit one framed 8" x 10" photo which demonstrates 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.

PLANTS & SOILS

Cover Crops (SF 50280)

Exhibit an experimental or educational activity related to one experience from your project; OR prepare a display focusing on any activity related to the cover crops project. This could be related, but not limited, to plant growth & development, cover crop benefits, land management, sustainability, or other topics of interest to the member related to cover crops. A cover crop might include any plant that is sown in between primary production crops for the benefit of overall farm health rather than crop yield (examples: pennycress, clover, radish, annual ryegrass, etc.). 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.

Plants & Soils 1 (SF 50281a) It's More Than Just Dirt – Required



Prepare a 36" X 48" display or a poster no larger than 36" X 48" and 15" deep that illustrates an activity from the project manual. The display should demonstrate an understanding of environmental and internal factors that affect plant growth and the function and characteristics of soil. Include your project journal that documents activity recordkeeping requirements, answers activity questions, and details personal thoughts and ideas in response to each activity.

Plants & Soils 2 (SF 50281b) Stems and Stamens – Required



Prepare a 36" X 48" display or a poster no larger than 36" X 48" and 15" deep 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 requirements, answers activity questions, and details personal thoughts and ideas in response to each activity.

Plants & Soils 3 (SF 50281c) Sprouting Out and Growing UP – Required



Prepare a 36" X 48" display or a poster no larger than 36" X 48" and 15" deep that illustrates an activity from the project manual. The display should demonstrate an understanding of the relationship between soil and other cycles found in nature. Displays should also provide an example of a leadership or service-learning experience focused on environmental stewardship. Include your project journal that documents activity recordkeeping requirements, answers activity questions, and details personal thoughts and ideas in response to each activity.

POULTRY

Members enrolled in the Poultry project may exhibit an Animal Science display. There is not a live animal exhibit opportunity for this project.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

RABBITS

Members enrolled in the Rabbit project may choose to exhibit a live animal and/or an Animal Science display. Find information about your county's live animal shows in the back of this Show Book.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

READY4LIFE

Ready4Life Exploration (Career) (50366a)

Open to 11- to 18-year-olds.

Exhibits in this category must include the following: a) a physical representation of the career 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 exploration and pursuit above the workmanship of the physical specimen on display.

Ready4Life Exploration (Entrepreneurship) (50366b)

Open to 11- to 18-year-olds.

Exhibits in this category must include the following: a) a physical representation of the 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 business fields, potential business opportunities, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of the business exploration and pursuit above the workmanship of the physical specimen on display.

ROBOTICS

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 50285, or 50286 are designed to be used with LEGO Mindstorms (NXT, EV3, Lego Inventor, Lego Spike
- Any other programmable robot kit such as Arduino or Raspberry Pi, should be exhibited in Robotics 3 (50292).
- Members should bring their robot to the state fair.

Robotics 1 (SF 50285) Robotics 1 with EV3 or go.illinois.edu/RoboticsActivities1 – Required



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. The robot must be autonomous and cannot be controlled remotely. Exhibitors in this class must use at least one sensor in their robot design. Exhibiting youth must complete and display a build log which contains a diagram (drawing or 3D rendering) of their robot with each of the key components labeled, an explanation of why they made the design/programming decisions they made, and a short journal sharing what they learned about the engineering design process and programming throughout their work in the project (as well as while preparing the exhibit). In addition, each youth must bring their program code (on laptop or on paper), and their robot to demonstrate. The robot and obstacles must be able to fit on a 4' x 8' robotics table when being judged, and a 2' x 2' area when being displayed.

Robotics 2 (SF 50286) Robotics 2: EV3 N More or go.illinois.edu/RoboticsActivities2 – Required



Exhibitors will design, build and program a robot that uses sensors and programming to complete two of the selected challenges from the 2025 4-H State Robotics Challenge. The robot must be autonomous and cannot be controlled remotely. Eligible challenges will be marked in the Challenge Documents and on the Illinois 4-H Robotics website

(go.illinois.edu/4HRoboticsProjectPage). Exhibiting youth must complete and display a build log which contains a diagram (drawing or 3D rendering) of their robot with each of the key components labeled, an explanation of why they made the design/programming decisions they made, and a short journal sharing what they learned about the engineering design process and programming throughout their work on the project (as well as while preparing the exhibit). In addition, each youth must bring their program code (on laptop or on paper), and their robot to demonstrate. The robot and obstacles must be able to fit on a 4' x 8' robotics table when being judged, and a 2' x 2' area when being displayed.

Robotics 3 (SF 50292) go.illinois.edu/4HRoboticsProjectPage



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

Exhibit an original robot, either homemade or a kit that does not fall under Robotics 1 or 2 that can complete a task using MULTIPLE sensors. The robot must be autonomous, Text Based (Python, C etc.) and cannot be controlled remotely. 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 type of motors, pneumatics or sensors. This class can also be used for LEGO Mindstorms/Spike Prime, etc. or Vex kits where the exhibit does not fall under Robotics 1 or 2 exhibit options. Autonomous control of the robot may also be achieved using an "open source" platform such as Arduino or Raspberry Pi and can be programed using a coding language that is publicly available. Exhibitors in the class must complete and display a build log which contains a diagram (drawing or 3D rendering) of their robot with each of the key components labeled, an explanation of why they made the design/programming decisions they made, and a short journal sharing what they learned about the engineering design process and programming throughout their work in the project (as well as while preparing the exhibit). In addition, each youth must bring their program code (on laptop or on paper), and their robot to demonstrate. Exhibits in this class must be able to fit on no more than a 6' x 2' table (or ground footprint) and must be fully assembled 15 minutes prior to the judging start time. No Exceptions.

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. For Innovation Class, all sections should be completed for your level.

Junk Drawer Robotics 1 (SF 50287) Junk Drawer Level 1: Give Robotics A Hand & Youth Notebook – Required 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) Junk Drawer Level 2: Robots on the Move & Youth Notebook – Required 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) Junk Drawer Level 3: Mechatronics & Youth Notebook – Required

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.

Junk Drawer Innovation Class (SF 50290) Youth Notebook – Required (See Level Above)

This class is open to any youth in Junk Drawer Robotics 1, 2, or 3. Exhibit any item that incorporates two or more activities into a single robot/machine to accomplish a task. There must be a clear task being accomplished with an end goal in mind. Feel free to think outside of the box as you find ways to combine the principles and mechanics to make something new. You will be judged on your creativity and ability to explain your design choices in addition to the construction and performance of your robot.

SERVICE LEARNING (formerly Community Service)

Due to space restrictions, exhibits are limited to 36" X 48" and 15" deep.

Service Learning 1 (SF 50150a)

Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. This should include researching the need of the community and steps taken to serve that need. If exhibitor has been enrolled in project for multiple years, the binder portfolio should include previous years' work. Use of page protectors is recommended. A display board may accompany the portfolio.

Service Learning 2 (SF 50150b)

Exhibit a binder portfolio to reflect what the exhibitor accomplished in the four steps of service learning. This should include a walkabout to observe needs, assessment of needs and assets in your community, surveys/interviews conducted to identify needs and the solution. If exhibitor has been enrolled in project for multiple years (including Service Learning 1), the binder portfolio should include previous years' work. Use of page protectors is recommended. A display board may accompany the portfolio.

Service Learning Group Exhibit (SF 50149)

Open to groups whose members are enrolled in any SERVICE LEARNING project. Due to space limitations, exhibits are limited to 36" X 48" and 15" deep. Group members should be enrolled in Service Learning – Agents of Change (Level 1) and/or Raise Your Voice (Level 2). Register community project at go.illinois.edu/4HCommunityProjectRegistration, additional resources located on site.

Exhibit should be educational in nature and should inform others of steps taken to engage group members in 1) identifying a local need, conducting a local needs assessment to find a need that is already visible in the community; 2) determine types of activities group members can/want to do; 3) List all of the activities, projects, or needs identified to review with group members; 4) create a plan and timeline for completing the service project (including-project goals; tasks involved; time commitment; permission needed from community stakeholders; a budget, a source for securing those funds; insurance needs; equipment and supplies; publicity; potential partners if additional help is needed; a risk management plan; and a process for evaluating the project; 5) prepare for group members to engage in the service project which may include instruction on completing specific tasks and/or educating members on how the project will benefit the community; 6) complete the project; 7) documentation of service experience with photos, videos; or written reports; 8) once project is completed, reflect on success and/or challenges encountered during execution of the service project; consider what you might do differently in future service projects.

Create a display which will educate the public regarding the impact of the service project for both the community and the group members. The display must be accompanied by at least 3 but no more than 10 4-H members at the time of the judge's critique. Groups wishing to include more than 10 members must ask for an accommodation, one week prior to judging. Group members should make a 5–10-minute presentation for the judge. Group members should create a display which showcases the service

project, and the steps needed to complete it. Only group members present for the judging and who participate in the critique and presentation are eligible for ribbons and premiums.

SHEEP

Members enrolled in the Sheep project may choose to exhibit a live animal and/or an Animal Science display.

Find information about your county's live animal shows in the back of this Show Book.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

SHOOTING SPORTS

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

NOTE: Shooting Sports Displays have the following prohibitions:

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

Shooting Sports: Archery Display (SF 50380)

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

Shooting Sports: Rifle Display (SF 50381)

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

Shooting Sports: Shotgun Display (SF 50382)

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

Shooting Sports: Pistol Display (SF 50384)

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

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

SMALL PETS

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

Members enrolled in the Small Pets project may exhibit an Animal Science display. There is not a live animal exhibit opportunity for this project.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

SWINE

Members enrolled in the Swine project may choose to exhibit a live animal and/or an Animal Science display.

Find information about your county's live animal shows in the back of this Show Book.

Animal Science 1 (SF50133a) - For youth enrolled in this project 1-2 years.

Animal Science 2 (SF50133b) - For youth enrolled in this project 3 or more years.

Prepare a display focusing on any activity related to an animal 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.

THEATRE ARTS

Theatre Arts 1 (SF 50299)

Exhibit one of the following items:

Portfolio of acting activities completed during the current year. This should include at least 3 of the following: list of

roles/performances, pictures or description of hair or makeup, pictures or description of a favorite costume, pictures or description of a particular set piece or prop, ticket stubs or marketing materials, playbill, description of audition process, highlights of acting skills honed (such as stage directions, auditioning, projection, diction, character development, physicality, vocal expression, facial expressions, memorization, understanding of how to read a script, ability to take direction, confidence, collaboration with scene partners etc.) Note: A video of performances is not considered a portfolio and will not be accepted for exhibit. OR

- Display illustrating a picture story developed by the exhibitor. Your picture story should include a minimum of 3 boxes with a character, problem, and solution. **OR**
- Write a personal monologue. Create a character, decide what your character wants, what are the obstacles, and create your character's thoughts and struggles.

Theatre Arts 2 (SF 50300)

Exhibit one of the following items:

- Block a scene. Choose a scene from a published play and become the director. Clearly mark stage directions, blocking, entrances and exits, and any additional notes you would want to share with the actors. OR
- Write a scene. Create a scene that includes at least 2 characters, has an established setting, plot, and time, and include stage directions. OR
- Create a mask that either represents a character of your choice or models a mask from a given historical time period integral to the history of theatre.

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. This should include pictures of activities, information on the show or performance, details on your involvement. 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.

TRACTOR

Tractor A (SF 50306) Level A: Starting Up – Required



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 4-H project manual.

Tractor B (SF 50307) *Level B: Tractor Operation – Required*



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

Tractor C (SF 50308) *Level C: Moving Out – Required*



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) Level D: Learning More – Required



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.

VETERINARY SCIENCE

Veterinary Science 1 (SF 50320a)

Open to youth in Veterinary Science A, B, or C. For youth enrolled in this project 1-2 years.

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 2 (SF 50320b)

Open to youth in Veterinary Science A, B, or C. For youth enrolled in this project 3 or more years.

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.

VIDEO

For County 4-H Show Exhibiting:

Exhibitors must bring their own laptop or tablet to play the video. No internet access will be available, so the video should be on a DVD or other storage device (USB) or already be saved on the laptop/tablet. Video files should be saved in .MP4 format.

For Illinois State Fair Exhibiting (if selected):

All Exhibitors must bring their video to be judged on a USB flash drive and saved in .MP4 format at the State Fair. Wireless Internet access is not necessarily available. 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 TV monitors at the exhibit table for viewing videos so exhibitors will NOT need to bring a laptop or device for viewing at the State Fair. However, at the county level, you need to bring your own device (including a way for your judge to hear your video) for viewing.

Requirements that apply to ALL video classes:

Videos can be produced as an individual or a group of up to 5 members. 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. Photo/Model releases from individuals appearing in the videos are required unless the video is of a group in a public place where identification would not be an issue. The photo release can be obtained at: go.illinois.edu/PhotographyProject.

Commercial or Promotional Video Individual (SF 50324a) Group (SF 50234b)

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 Individual (SF 50325a) Group (SF50325b)

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 Individual (SF 50326a) Group (SF 50326b)

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 interviews with experts or constituents related to the topic of investigation.

Short Story or Short Narrative Individual (SF 50327a) Group (SF50327b)

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

Video/Filmmaking Innovation Class Individual (SF 50328a) Group (SF 50328b)

Open to youth enrolled in Video/Filmmaking

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

VISUAL ARTS

Members can exhibit in as many Visual Arts projects as they wish (if they are enrolled in those project categories), but they can only have 1 exhibit in a category.

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. Exhibitors must be able to carry or cart their exhibits across the fairgrounds from the parking lots. 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, school logos and/or characters from movies such as Mickey Mouse, Iron Man, etc. 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, you can use that idea as your inspiration, however, create something which is fundamentally different. It MUST NOT BE AN EXACT REPLICA OF something the judge can search for and find on Pinterest. The exhibit may 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 an exact 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.

Use of the 4-H Clover: Chartered 4-H clubs and enrolled 4-H members are authorized to use the 4-H Name and Emblem. This includes permission for an enrolled 4-H member to use the 4-H name and emblem in exhibits created for personal use and as part of 4-H sponsored events. This includes 4-H decorated cookies, a 4-H clover printed for use in a scrapbook or included as part of any other 4-H exhibit. Use of the green clover shaped image is not protected. The 4-H "emblem" is distinguished by the four H's that signify Head, Heart, Hands and Health. No creative rendering, changes in color or shape of the official 4-H emblem is allowed.

NOTE – Any use of the 4-H name and emblem on items intended as **gifts or for sale locally** requires prior permission from your local Extension office. Your Extension office will be able to provide you with the form which must be signed by the Extension County Director. Any uses of the 4-H name and emblem for sale or promotion **online**, **and/or in statewide events** should be signed by the Illinois 4-H Program Leader (Illinois4H@illinois.edu).

Quilts entered in Visual Arts should **ONLY** be entered in the Quilting Project area in either Level 1 *You Can Quilt* (SF 50331a) OR Level 2 *Quilting the Best Better* (SF 50331b). All work on the quilt **MUST** be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else.

Unless otherwise noted, due to space limitations, projects should be no larger than 48" x 48".

FOOD DECORATING

For more information about cake decorating techniques: go.illinois.edu/caketechniques

Visual Arts Food Decorating Beginning (SF 50332)

Exhibit one of the following:

- Exhibit four decorated cookies, using a minimum of four different Level 1 techniques. Exhibit may use cookies
 OR cookie forms.
- Exhibit four decorated cupcakes, using a minimum of four different Level 1 techniques. Exhibit may use cupcakes OR cupcake forms.
- Exhibit a single-layer decorated cake, using a minimum of four different Level 1 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 forms.

Visual Arts Food Decorating Advanced (SF 50334)

• Exhibit a decorated, stacked or multi-layer cake; or a tiered cake, using a minimum of four Level 3 techniques. Exhibit may use cake OR cake forms.

Visual Arts Food Decorating Master (SF 50335)

Exhibit an original design decorated cake using more than five techniques. Exhibit may use cake OR cake forms. In addition, include a one-page written description of your project, including goals, plans, accomplishments, and evaluation of results. Up to four pictures of your accomplishments may be included in the description.

CHALK/CARBON/PIGMENT

Enter the division based on the type of material on which the art was created.

Chalk/Carbon/Pigment: Division A: Canvas (SF 50336a)

Any original artwork created with pencils, chalk, pens, ink, paint, charcoal, dyes, etc. on canvas. This would include all painting, sketching, drawing, cartooning, original non-computer-generated graphics, printing, etc. 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.) Watercolor, chalk, pen & ink, 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.

Chalk/Carbon/Pigment: Division B: Paper (SF 50336b)

Any original artwork done with pencils, chalk, pens, ink, paint, charcoal, dyes, etc., on paper. This would include all painting, sketching, drawing, cartooning, original non-computer-generated graphics, printing, etc. 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.) Watercolor,

chalk, pen & ink, etc. do require some protective covering. Gallery frames are acceptable. 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.

Chalk/Carbon/Pigment: Division C: Glass, Wood, Metal, Textiles (SF 50336c)

Any original artwork done with pencils, chalk, pens, ink, paint, charcoal, dyes, etc., on glass, wood, metal, and textiles. This would include all painting, sketching, drawing, cartooning, original non-computer-generated graphics, printing, etc. Painted and/or glazed pre-formed ceramics and painted porcelain dolls are not eligible for the 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.) Watercolor, chalk, pen & ink, etc. do require some protective covering. Gallery frames are acceptable. 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.

CLAY

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.

COMPUTER-GENERATED ART

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 Computer-Generated Art Graphic Design (SF 50370)

Any original art created in any software package that displays visual information, such as an advertisement, publication, website, or any other type of visual communication by effectively combining text and graphics. If using clip art, downloaded images, imported images, or photographs, they must be either royalty-free or owned by the exhibitor.

FIBER

Visual Arts Fiber (SF 50339)

Any original item made of fiber. Examples include but are not limited to fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stitch, wearable art, hooking, braiding, duct tape artistry, string art, and baskets. **Original** cross-stitched, knitted, or crocheted items belong in this Fiber class. **Non-original** cross-stitched, knitted, or crocheted 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 include but are not limited to fabric collage, soft sculpture, stitchery, weaving, embroidery, cross-stitch, crocheting, knitting, weaving, hooking, and felting. Exhibitors may use a pattern and/or an idea generated from another source.

GLASS & PLASTIC

Visual Arts Glass & Plastic (SF 50340a, 50340b,

50340c) Any original item made of glass or plastic.

- 50340a Glass Possible items to exhibit include stained glass, etched glass (original design), mosaics made of glass, glass beading.
- **50340b Plastic** Possible items to exhibit include plastic jewelry (friendly plastic); recycled plastic art; plastic that can be molded into 3D shapes.
- 50340c Plastic Block Art Any original item made entirely of plastic building blocks. This must be an original
 design created by the exhibitor. Structures are NOT eligible in the Visual Arts Plastic Block Art exhibit area. The
 exhibit will be judged using a Visual Arts rubric. The exhibit must be attached to a board or frame for display and
 prepared to be hung or presented as 3-dimensional piece of table art, however NOT a structure (unacceptable
 items would include buildings,

rollercoasters, etc.).

Interlocking building block creations (i.e. LEGOS) are ONLY suitable for 50340C exhibit option of the Visual Arts Glass & Plastic class. Steppingstones can be entered as a Visual Arts exhibit in Glass & Plastic; however, they must have an intentional design created using glass and/or plastic and the exhibitor must be prepared to discuss the design elements associated with their exhibit. Due to space limitations, any single exhibit in the Glass & Plastic project should NOT exceed 48" x 48".

HERITAGE ARTS

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 (embroidery openwork), macramé, candles, blacksmithing, pysanki (decorated eggs), baskets (made using a traditional pattern), traditional handmade dolls with handmade costumes, soaps made using nature dyes and/or candles.

Exhibitors in Heritage Arts MUST also bring 1) the pattern or a copy of the pattern they used to create their traditional art; and 2) be prepared to explain the traditional origins of their art choice.

LEATHER

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 and/or machine stitching techniques. Hand-sewing and/or machine stitching must be the work of the exhibitor.

METAL

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 (such 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.

NATURE

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. Engineered wood may be utilized as part of the exhibit to adhere natural materials, not as an element of the design. Articles such as dried pressed flowers may be displayed under glass if

viewed as necessary for protection/preservation of the natural materials. Candles are not suitable as entries and instead should be entered in Heritage Arts. All baskets should be entered in Heritage Arts.

PAPER

Visual Arts Paper (SF 50344a & SF 50344b)

Any original item made of paper. Exhibitors should create an exhibit that aligns with one of the following categories:

- **50344a** Two-Dimensional Paper Art Exhibits should be a 2-dimensional image. Paper art which falls into the 2- dimensional category includes: Greeting Cards; paper-cut designs; hand-made paper; paper collage; quilling.
- **50344b** Three-Dimensional Paper Art Exhibits should be a 3-dimensional image. Exhibits in the 3-dimensional category must have multiple layers and/or levels. This is defined as more than 3 layers so the image truly has dimensions that can be viewed from at least three sides; or is at least ½" tall. Paper art which falls into the 3-dimensional category includes but is not limited to: Origami; Paper Mache; Paper models of architecture, papercut designs; quilling.

PLEASE NOTE THE FOLLOWING:

- 1. Paper-cut designs and quilling have the potential, depending on the design, to align with either of the categories. The key design element is whether the design is 2-dimentional or 3-dimentional.
- 2. Paper twist articles made from a kit or directions in a craft book or store ARE NOT original and not appropriate in the Visual Arts Paper exhibit area. Scrapbooks are also not eligible in Visual Arts Paper but should be exhibited in Visual Arts Scrapbooking.
- 3. If creating origami, folded pieces should either be used to create a bigger project such as a mobile or wreath, or multiple pieces of origami should be displayed. Exceptions would be if exhibitor created their own folding pattern.

QUILTING

Visual Arts Quilting – You Can Quilt (Level 1) (SF 50331a)

Exhibit one of the following quilting options. All exhibits should include a card which 1) Identifies the item as an original design created by the exhibitor; as a pattern created by someone else; OR as a pattern that has been adapted by the exhibitor. AND 2) Identifies the type of batting used. The item may be quilted using any method – tie, hand, or machine quilted. All work must be completed by the 4-H member. Exhibit one of the following:

- A Doll Quilt (maximum size of 24" x 30"); OR
- A Baby Quilt (maximum size of 48"x 48"); OR
- A Quilted Table Runner (maximum size of 18" x 36"); OR
- A small Wall Hanging (square or rectangular (maximum size of 36" x 36"). Hanging should include tabs or a pocket on the back for it to be hung.

Visual Arts Quilting – Quilting the Best Better (Level 2) (SF 50331b)

Exhibit one of the following quilting options. All exhibits should include a card which 1) Identifies the item as an original design created by the exhibitor as a pattern created by someone else; OR as a pattern that has been adapted by the exhibitor; 2) Identifies the type of batting used; AND 3) Provides details on any special techniques that were used (applique, embroidery, free-motion quilting, etc.). The item may be quilted using any method – tie, hand, or machine quilted. All work must be completed by the 4-H member. Exhibit one of the following:

- A Lap Quilt (width ranging from 42" 58" length ranging from 56" 70"): OR
- A Large Quilted Wall Hanging (can be rectangular or square, sized larger than 36" x 36"). Hanging should include tabs or a pocket on the back for it to be hung, OR
- A Quilt that fits any size bed (Twin, Double, Queen or King).

SCRAPBOOKING

Visual Arts Scrapbooking, Beginning (SF 50345)

Exhibit one album or notebook, either 8 ½" x 11" or 12" x 12", with a front and back cover. The album/notebook must have a minimum of 4 pages (front and back, making it 8 sides), exhibited in page protectors. NOTE – the front and back album covers are NOT part of the "page" count. "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, stickers, special lettering, etc. Beginners must use a minimum of four embellishments in their 4 scrapbook pages (a minimum of four embellishments on the 4 required scrapbook pages, not four per page), 8 sides and tell a story with pictures

Visual Arts Scrapbooking, Intermediate (SF 50346)

Exhibit one album or notebook, either 8 ½" x 11" or 12" x 12", with a front and back cover. The album/notebook must have a minimum of 6 pages (front and back, 12 sides), exhibited in page protectors. **NOTE – the front and back album covers are NOT part of the "page" count.** "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, stickers, special lettering, etc.

Intermediate level exhibitors must use a **minimum of eight embellishments** in their 6 scrapbook pages (a minimum of eight embellishments on the 6 required scrapbook pages, not eight per page), 12 sides 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" x 12", with a front and back cover. The album/notebook must have a minimum of 8 pages (front and back, 16 sides), exhibited in page protectors. **NOTE** – **the front and back album covers are NOT part of the "page" count.** "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, stickers, special lettering, etc. Advanced level exhibitors must use a **minimum of 12 embellishments** in their 8 scrapbook pages (a minimum of twelve embellishments on the 8 required scrapbook pages, not twelve per page), 16 sides and tell a compelling story with pictures, journaling, and other media.

THREE-DIMENSIONAL DESIGN/MIXED MEDIA

Visual Arts Three-Dimensional Design/Mixed Media (SF 50348)Art pieces in this class must be comprised of at least three different media. No one medium can make up more than 40% of a piece. The piece should be either freestanding or should be prepared to be hung. It must be observable on at least three different sides. Originality and design are important concepts. Craft and preformed or assembled projects are not acceptable. Due to space limitations, any single exhibit in the Three-Dimensional Design/Mixed Media project should NOT exceed 48" x 48".

Visual Arts Three-Dimensional Design/Mixed Media - Diorama (SF 50351)

Exhibit a model representing a scene with three-dimensional figures. The display must be built on rigid wood (i.e., plywood). Exhibits may include but are not limited to, farm displays, historical events, landmarks, habitats, or scenes from a book. Exhibits may include pre-manufactured items such as tractors, animals, or figurines, but should also include artistic elements where possible. Due to space limitations, any single exhibit in the Three-Dimensional Design/Mixed Media: Diorama project should NOT exceed 48" x 48".

WOOD

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 (outdoor or indoor furniture, shelves, etc.) should be entered in woodworking, **NOT** 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.

WEATHER

Weather and Climate Science 1 (SF 50392) Level 1: Weather and Climate Science – Required

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) Level 2: Weather and Climate Science – Required

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) Level 3: Weather and Climate Science – Required

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.

WELDING

Welding (SF 50353) Arcs and Sparks – Required

This exhibit class is open to any member eligible to participate in 4-H and show at the county/state fair. 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 <u>Weldment List</u> 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 Metal 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.

WOODWORKING

Units 1, 2, and 3 in Woodworking have very specific restrictions on the tools used in building an item to display. This is done for reasons of safety and to provide a fair comparison among projects in a level. Articles made with tools other than those listed in a level will not be eligible for class awards in that level.

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. **Allowed tools in this level:** hand tools only, including a hand miter box.

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. **Allowed tools in this level:** hand tools, power hand drill, miter box (non-powered), oscillating (pad) sander and jigsaw.

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. **Allowed tools in this level:** hand tools, power hand drill, miter box, jigsaw, scroll saw, power sanders, table saw, drill press, band saw, rabbet plane, jointer, and router.

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. **Allowed tools in this level:** all those mentioned in levels 1- 3, plus circular saw, radial arm saw, planer, wood lathe, chop saw, and other power tools needed to complete advanced projects.