

# St. Charles County 4-H Handbook

Summer 2024



 Extension |  
University of Missouri



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# St. Charles County 4-H Council, Clubs, Staff, and Superintendents 2022-2023

## St. Charles County 4-H Clubs

Boone Country	Point Prairie
Callaway	St. Paul
Daniel Boone	The Wolf Pack
Flint Hill	Twin Rivers
Harvester	Wentzville
Pauldingville	

## St. Charles County 4-H Council Officers

**President:** Katie Lyons  
**Vice President:** Karen Redeker  
**Secretary:** Jenna Hollrah  
**Treasurer:** Tracy O'Donnell  
**Past President:** Gail Huber

## St. Charles County 4-H Staff

**Victoria Bernard**  
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**Brittney Bird**  
[b.bird@missouri.edu](mailto:b.bird@missouri.edu)  
**Office Phone:** 636-970-3000

## General 4-H Project Superintendents

**Aerospace, Gardening, Horticulture, Photography, & Agronomy**

**Superintendent:** Dawn Boerding

**Amphibians & Reptiles, Entomology, Sportfishing, Wildlife, Veterinary Science, and all Animal Projects**

**Superintendent:** Sami Huber

**Arts & Crafts and Interior Design**

**Superintendent:** Cindy Wehmeyer

**Assistant Superintendent:** Fay Connoyer

**Cake Decorating**

**Superintendent:** Danielle Engelbert

**Clothing, Crocheting, and Knitting**

**Superintendent:** Jennifer Brakensiek

**Electricity, Small Engines, Welding, and Woodworking**

**Superintendent:** Gigi Krumlinde

**Assistant Superintendent:** Lisa Krumlinde

**Foods & Meats**

**Superintendent:** Gina Hale

**Assistant Superintendent:** Rhonda Hanne

**All Other Projects**

**Superintendent:** Katie Lyons

**Clover Kids**

**Superintendent:** Gail Huber

**Assistant Superintendents:** Cindy Dahm & Lori Bauer

## Livestock Superintendents

**Overall Livestock Chairman –** Tim Snyders

**Beef Breeding-** Dale Ryan, Doug Karrenbrock

**Market Beef-** Denny Meyer, Kyle Snyders, Abbey Westerfeld, Lucy Boschert.

**Swine-**Doug Roettger, Art Boschert, Bob Feise, Brett Ostmann

**Market Lambs & Sheep Breeding-**Jessica Neal, Michelle Ferranto, Sarah Norton

**Goats-** Tammy Gerard, Jessican Simpson, Sara Smith, Lisa Bollman

**Rabbits-**Roger Huber, Krista Ballew, Laura Higgins

**Poultry-**Laura Alterson, Tammy Forbeck, Jenell Bruno, Stacy Singer, Cheri Buescher

## 4-H Timeline

### Saturday 7/20

9:00 AM	Fair Set up day! All exhibitors are <b>REQUIRED</b> to help set up.
12:00 PM	Season passes and t-shirts passed out after set up is complete.

### Monday 7/22

5:30 – 8:00 PM	Market Swine & Carcass weigh in.
6:30 PM – 7:30PM	General project check-in at Kolb building. Non-food/cake projects only.
8:00 PM	All hogs must be in line.

### Tuesday 7/23

6:00 – 9:00 AM	Market Beef weigh in.
8:00 – 10:00 AM	All general project check in at Kolb building.
8:00 – 10:00 AM	Beef Breeding check in.
9:00 AM	Market Beef must be in place.
9:30 AM – 12:30PM	General project conference judging
12:00 – 3:00 PM	Poultry Check In Turkey & Waterfowl must be entered at this time only.
6:00 PM	Market Swine & Carcass Show

### Wednesday 7/24

Early Morning (TIME TBD)	Carcass Hogs Shipped
6:30 – 9:00 AM	Poultry Check In
8:00 – 10:00 AM	Market Lamb Weigh In Sheep Breeding Check In Market Goat Weigh In Market Rabbit & Meat Rabbit Check-In
9:00 AM	All Poultry must be in place.
10:00 AM – 10:00 PM	Kolb Building Open
10:00 AM	Market Goat must be in place. Market Lamb must be in place. Market Rabbit & Meat Rabbit must be in place. Breeding Goats must be in place.
11:00 AM	Poultry Show
3:30 PM	Market Goat Show Breeding Goat Show (immediately following market goat show)
4:30 PM	Market Lamb Show
6:00 PM	Market Rabbit Show
7:00 PM	Market Beef Show

*If the exhibitor is showing more than one animal and would like to switch which animal is sold at the auction – the auction committee must be informed prior to the auction sale bill on Wednesday after the market beef show. If the sale bill has been made, then no changes can be made.*

## Thursday 7/25

8:00 – 10:00 AM	Breeding Goats Released
10:00 AM – 10:00 PM	Kolb Building Open
7:00 PM	<b>Livestock Auction</b> Market Beef Swine Lambs Goats Rabbits Poultry

## Friday – 7/26

8:00 AM – 10:00 AM	Sheep Breeding Check In
8:00 AM – 12:00 PM	Beef Breeding Check In
9:00 AM	Beef Carcass Show
10:00 AM – 8:00 PM	Kolb Building Open
11:00 AM – 1:00 PM	Breeding Rabbits Check In
12:00 PM	Beef Breeding must be in place.
3:00 PM	Breeding Rabbits Show

## Saturday 7/27

6:00 AM – 8:30 AM	Sheep Breeding Check In
9:00 AM	Sheep Breeding must be in place.
9:30 AM	Beef Breeding Show. Beef Breeding released immediately following the show until 3:00 PM.
10:00 AM – 8:00 PM	Kolb Building Open
11:00 AM	Sheep Breeding Show Sheep released immediately following the breeding show until 3:00 PM.
9:00 – 10:00 PM	Poultry Released Rabbits Released
MIDNIGHT	Market Beef Released Market Hogs Released Market Lambs Released Market Goats Released Market Swine Released Beef Breeding Released Sheep Breeding Released

## SUNDAY 7/28

8:00 AM	All exhibitors are required to help clean up.
12:00 – 1:00 PM	Premium checks are issued once cleanup is complete.

If an exhibitor does not pick up their check on clean-up day, it will be mailed. However, if that check is lost in the mail and the exhibitor does not receive it, \$25.00 will be deducted from a new check to cover the Bank Stop Payment charges.

# Judging and Achievement Day

This event is formed to strengthen youth's abilities in planning and organizing, problem solving, critical thinking, idea expression, self-motivation, and more.

The day is broken down in the following areas...

Judging Classes, Demonstration, Fashion Revue, and Public Speaking Contest

Recipients from demonstration, fashion revue, and public speaking areas, are selected to represent St. Charles County 4-H at the Missouri State Fair and Missouri 4-H State Events.

## Demonstrations

- **General demonstrations** are those where the 4-H member shows and tells others how to do something. Members should choose a topic that they are passionate about and share their knowledge. General demonstrations should range from 5-10 minutes.

- **Working Demonstrations** are those in which youth work on a project while responding to fairgoers questions. A poster giving the topic of the demonstration and the 4-H member's name can be displayed on the table during the working demonstration. They are more casual than General Demonstrations.

- **Other Specialty Contests:**

- **Chicken BBQ** : barbecue skills are demonstrated while preparing/cooking chicken.
- **Cooking with Honey:** Demonstrator uses locally grown, Missouri honey in a recipe, providing samples to judges.
- **Missouri Grown Foods:** food products from a Missouri producer or company are used in a food product demonstration.

## Public Speaking

Members improve communication skills, and how to plan, organize, and deliver speeches. The public speaking contest has different categories.

Members are limited to presenting ONE speech.

- **Prepared:** Speeches may be on any topic of the participant's choice. Speeches length 8-10 year olds- 3-5 min. 11-13 year olds- 4-6 min. 14-18 year olds- 5-7 min.
- **Extemporaneous :** Speaker will pick three topics and select one that they will speak on. Each speaker will have 15 minutes to prepare their speech after the selection is made. Speeches will be given before the judges and the audience
- **Technology Assisted:** speeches are similar to prepared speeches but allow for the use of presentation software
- **Interpretation:** are memorized performances, either dramatic or humorous, that take place without music or other effects. All interpretations are limited to 5 minutes
- **Horse Public Speaking:** speech is related to horsemanship

## Fashion Review

Members enrolled in clothing, crocheting, or knitting projects are encouraged to enter and participate in the Fashion Revue, but the event is open to all members. In Fashion Revue contestants will model their garments during the Fashion Revue Show and converse with a judge about their outfit.

There are three categories:

- **Clothes You Buy**
- **Clothes You Make**
- **Knit/Crochet**

## Judging Classes

Youth choose class to judge. Many of these classes are related to popular 4-H Project Classes. Each class has three scenarios. Within each scenario they are asked to place answer options in an order. They then conference with a judge to explain their placement reasoning.

Youth learn how to justify their answers, express their ideas, and strengthen their interviewing skills.

## JUDGING CLASSES

### STEP 1

#### CHOOSE YOUR TOPIC

There will be many options for the topics of judging classes you may choose. "First Aid", "Pets", and "Wood Working" are some examples. Pick a topic you know about!

### STEP 2

#### ANALYZING THE PROBLEM

You will first read the problem and look at the given options. Put the options in order from the best solution to the worst solution.

### STEP 3

#### CONFERENCE JUDGING

You will then speak with a judge on why you chose to put the solutions in the order that you did.

## EXAMPLE

#### TOPIC: FOOD SELECTION

**Situation:** Micheal is at the store and he wants to buy some fresh fruit. He has 4 options but he isn't sure which to get. He wants to eat the fruit later today so he needs it to be ripe.



## JUDGING

#### ANSWERS AND REASONING

##### The Worst Choice

The best choice of fruit for Micheal to choose would be **C** the strawberry. It would not be safe for him to eat the mold.

##### The Next Best Choice

The next best choice would be **B**, the apple. It has a small brown spot which means it is slightly overripe but still safe for him to eat.

##### The Next Best Choice

The next best choice would be **A**, the banana. It is slightly green/overripe, but that is not likely to effect the taste or safety of eating it.

##### The Best Choice

The best choice would be **D**, the blueberries, They look correct in coloring and have no visible signs that they are over or under ripe.

## FASHION REVUE

#### CONSTRUCTED DRESSY

A garment constructed by the contestant: for ensembles worn to dressy activities such as church, dinner dates, theater, and job/scholarship interviews.

#### PURCHASED DRESSY

A purchased by the contestant: for ensembles worn to dressy activities such as church, dinner dates, theater, and job/scholarship interviews.

#### KNIT AND CROCHET

An outfit built around a garment or set of garments made by the contestant using knitting or crochet techniques.

#### CONSTRUCTED CASUAL

A garment constructed by the contestant: for school and casual after school activities, such as spectator sports, picnics, and casual dates.

#### PURCHASED CASUAL

A garment purchased by the contestant: for school and casual after school activities, such as spectator sports, picnics, and casual dates.

#### CUSTOMER/COSPLAY

A garment/outfit constructed by the participant for the purpose of a themed costume or cosplay of an individual or character.

Each contestant will provide the Fashion Revue Planning Team with a narrative that will be read as they model their garment for the audience at this year's fashion show. This is a great opportunity to show your personality and make modeling fun and exciting! Below are some things you might want to include:

Your name, age, club and county

- What you're wearing
- Where you have worn the garment(s) or where you intend to wear them
- What you might be doing while you wear the garment
- What accessories you've paired it with
- Connections to current trends
- Things you learned while shopping for, constructing and/or styling your outfit



# HOW TO MAKE YOUR *Demonstration*

## How Do I Make a Demonstration?



01

### Select Your Topic

Find something you know how to do really well. Maybe something you have learned in 4-H? Is this a skill that you could teach an audience? Think about where you learned this skill and why it is important to know!



02

### Collect Materials

Collect all materials you need and make sure you have the list written out for your audience. Remember, your audience should be able to see what you're doing, transparent materials can help with that. Try a tray or basket to easily carry items to your presentation area!



03

### Demonstration Outline

**Design**- write your step-by-step list  
**Define**- emphasize key steps or special materials  
**Develop**- describe what you do as you demonstrate each step  
**Display** - If there are any steps you cannot show, make sure to have the final product to show your audience



04

### Introduction

Introduce your topic and tell where and why you learned the skill. Explain to your audience why this skill is important to you or why you think people should know how to do it. Don't forget to add a catchy title!



05

### Ask for Questions

Don't forget to ask your audience if they have any questions once you've finished. Answer all questions to the best of your ability. If you don't know the answer it's okay to refer your audience to a source such as a book, recipe, video, or site!



06

### The 3 P's of Presenting

**Posters** - using posters to write down steps and materials can help you to keep all of your thoughts organized  
**Practice** - practice makes progress! Rehearse to you family, friends, even your pets!  
**Projection** - when giving your demonstration speak clearly and loudly for your audience. This helps them hear and understand you!

## Why Should I Make a Demonstration?

A demonstration helps others learn how to do something useful, perhaps in an easier or more practical way.

Demonstrating is one of the best methods of teaching others, because it involves visual and verbal presentations at the same time.



- Demonstrations help 4-H members
- develop self-confidence
  - express their ideas clearly
  - spontaneously respond to questions
  - acquire subject matter knowledge



# Public Speaking

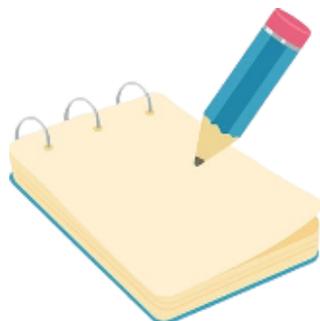
## GUDLINES & RULES



### PREPARED

An original speech written by the participant to be prepared before the competition; you may use notecards to assist you but your speech should be given mostly from memory

**SPEECHTIME** : Juniors 3-5 mins ; Intermediate 4-6 mins ; Seniors 6-8 mins



### EXTEMPORANEOUS

Participants will choose 3 topics at random. These topics will be related to a way 4-H has impacted the individual. The participant will then have time to prepare their speech. They may use notecards to gather ideas but the cards and a pencil must be provided by the participant.

**WRITING TIME**: Juniors & Intermediate 8 mins; Seniors 3 mins

**SPEECH TIME** : Juniors 3-5 mins ; Intermediate 4-6 mins ; Seniors 6-8 mins

No props or visual aids may be used.



### TECHNOLOGY ASSISTED

Participants can use an online presentation (of their own original work) to assist them in giving their speech. The use of note cards is acceptable however, looking at your presentation is discouraged.

**SPEECHTIME**: Juniors 3-5 mins; Intermediate 4-6 mins; Seniors 6-8 mins



### INTERPRETATION

This should be a recited monologue memorized by the contestant. The use of notecards or posters is prohibited but the contestant may wear an appropriate costume to fit the theme of their interpretation. The contestant must bring 2 copies of their script.

**SPEECHTIME** -5 minutes for all categories

No props or visual aids may be used.



### BUSINESSPITCH

Business pitches follow the same guidelines as technology assisted

speeches. (see above)

**SPEECHTIME** :

**NOPROPSORMAYBEUSED**

### AGE CATEGORIES

(your age as of 12.31.23)

*Juniors*: 8-10 years *Intermediate*: 11-13 years *Senior*: 14-18 years

### TIMING

When a speaker has reached their minimum time, a judge will hold up a yellow card. When the speaker has 30 seconds left before reaching their maximum time they will see a red card.

### ORIGINAL WORK

All speeches and presentations - excepting interpretations- must be original work. Interpretation competitors must provide a copy of their script.

# General Project Guidelines

1. Entries will be taken from **6:30 p.m. - 7:30 p.m., Monday, July 22nd**, (No food or cake items will be accepted on Monday) and from **8:00 a.m. - 10:00 a.m., Tuesday, July 23rd**.
2. Exhibits will be released, **Sunday, July 28th, 8:00 - 11:00 a.m. only!** No exhibit will be released early for any reason. Any exhibitor removing exhibits, for any reason, prior to stated release times will automatically forfeit premium money and state fair eligibility.
3. Age Requirements: 4-H member, ages 8 - 18 on December 31 of the program year.
4. No use of alcohol, tobacco, or illegal drugs by youth exhibitors will be tolerated. Exhibitors will be asked to leave the fairgrounds with their projects and forfeit their premium money and state fair eligibility.
5. Each entry shall be owned, made, and shown by the exhibitor in the current year of enrollment.
6. All items exhibited at the St. Charles County Fair are to be made in 4-H projects. No items made in school may be exhibited.
7. Maximum of three (3) exhibits per project in which you are enrolled.
8. Each article must be labeled with a "Fair Entry Tag" that will be provided to you on project check in.
9. Conference Judging will be offered beginning at **9:30 a.m. on Tuesday, July 25th**. No conference judging in Meats.
10. The 4-H member may display any item made in that project unless otherwise stated. This includes but is not limited to notebooks (3-ring binders are preferred), file cards, photo displays, posters, or educational displays. Regardless of the project, the following dimensions/specifications must be used:
  - a. Poster - No larger than 14" x 22"; flat only; do not fasten three-dimensional items to the poster. Only 1 poster per project that the youth is enrolled in can be entered.
11. When exhibiting any item, in any class, the exhibitor may not exhibit an identical item in self-determined.
12. St. Charles County Fair, Inc. will not be responsible to any persons, individuals, corporation, or association, for any loss by fire, theft, damage, or personal injury sustained by anyone through the negligence of any person or groups of persons, exhibits, or exhibitors.
13. 4-H exhibits will be judged separately from open classes since members of these organizations have specific project requirements.
14. All 4-H members must be enrolled and in good standing in their club and in the projects in which they exhibit. If a participant has been banned from participation in any other fair in Missouri for the current or previous years, they shall also be banned from participation in the St. Charles County Fair, Inc.

# State Fair Guidance

The information provided in this section is specific to projects that may be selected for the Missouri State Fair. Please take these into consideration if you think your project may qualify. Some rules and guidelines are different from what St. Charles County requires. There is also project-specific guidance listed under applicable projects.

- **Notebooks** – Youth should select 1 page that represents their notebook. The page should be in a plastic sleeve to protect it while on display. No exhibits to be displayed in binders, folders, or notebooks will be accepted.
- **Posters** – no larger than 14" X 22", flat, poster board only (no foam board), 3D items shall not be more than 1/8" above the surface of the poster board. No more than 6 posters per county. Counties may request an extension on this limit to be approved by the building superintendents.
- **Photo albums** - No projects displayed in photo albums will be accepted.
- **Cookbooks** - Youth should select 1 page that represents their cookbook. The page should be in a plastic sleeve to protect it while on display.
- All exhibits should reflect the educational learning gained from project work. This includes notebook pages, file cards, photo displays, posters, or educational displays. Be sure to mark the exhibit tag with Project number and description.
- Because of display space, available cases, and the number of exhibits in certain projects, dimension criteria are specified. Items that do not comply with size or other specifications will not be displayed or receive a ribbon. There should be no posters or patterns attached to projects. For scrapbooks made in any project, only one page should be submitted. If more than one page is submitted, the exhibit will be disqualified. Educational display - educational displays should not exceed 12 inches in height, 12 inches in depth, and 14 inches in width. Can include three-dimensional items and must be free-standing. (Posters with items taped to them do not qualify as educational displays. Science fair display boards are too large.) Working models - These exhibits should show how things work (cutaway sections of motors or other mechanical items) or can be used to help people identify parts, such as those of a motor or engine. Working models should require floor space no larger than 24" x 24".



An infographic titled "What size limits are there for exhibits?" from the Missouri State Fair 4-H Building. It lists size requirements for various exhibit types: Posters (14"x22" with 3-D elements under 1/8"), Scrapbook pages (12"x12"), Educational displays (12"x12"x14" inches), Working models (not exceeding 24"x24"), and Geo and Bug Boxes (18" x 24" x 3 1/2" inches). It also includes a "DID YOU KNOW?" banner and the text "Missouri State Fair 4-H Building". The infographic features the Extension University of Missouri logo and a green clover icon.

- **Perishable items** such as food, vegetables, crops, and homegrown items will not be returned after the Fair. Perishable items will be discarded throughout the fair when quality has deteriorated. If a decorated cake is made with fondant and the fondant fails, the cake will be removed from display. If an item is no longer suitable for the exhibit, it will be removed and the tag with a card stating its removal will be left in its place.
- **Fire Hazard Prevention:** Any exhibits using batteries, such as circuit boards or robots should not connect the wires to the battery; rather the wires should be taped behind the battery. Another option: Do not attach a battery but indicate "battery goes here".
- **Photographs of items too large or fragile:** This is restricted only to large items such as welding projects or large woodworking items like furniture; fragile items such as delicate ceramic work. It is not intended as a substitute category for bringing or mailing a project. Photographs of oversized or fragile items will be displayed digitally. Instructions to submit photos will be provided to 4-H professionals.

# Exhibits and Conference Judging

General 4-H Exhibits that enter the Kolb Building are checked in on

**Monday July 22nd from 6:30-7:30 PM,**  
or **Tuesday July 23rd from 8:00-10:00 AM**

Each member can enter up to three exhibits per project. Conference Judging allows growth in communication skills, as well as a sense of pride in their hard work.

Conference Judging in on  
**Tuesday July 23rd, from 9:30- 12:30 PM**

Judges offer constructive advice in the hopes of helping 4-H members improve and grow their strengths in project categories.

All exhibits should reflect the educational learning gained from project work. Check specific projects for exhibit guidelines.

Exhibits should be 4-H member's own work

All project exhibits should be made and shown within the project year.

Exhibits should showcase specific skills that members gained through in the project they are enrolled in.



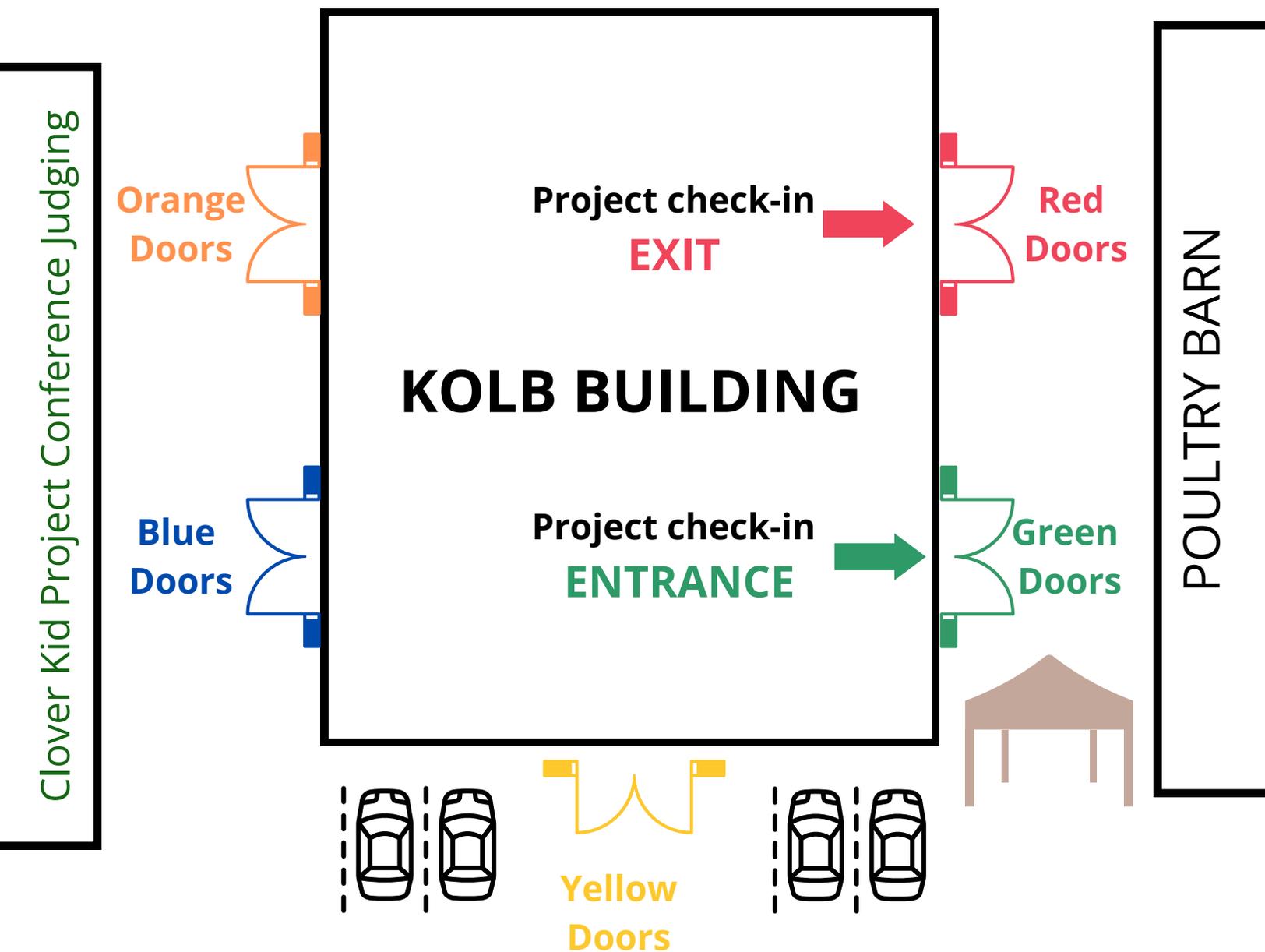
## Choosing Projects

4-H wants each member to engage and tailor their experience to fit their goals and ambitions. We offer many different project types and opportunities created with YOU in mind! We want to give you steps to create your own path by choosing project topics, attending our organized events you want to attend, and lastly deciding what steps will help you to grow and become a strong leader.

In Missouri and St. Charles County 4-H, we want you to know that we are here to help you reach your most desired dreams and goals. So what will you do, choose, and make the most of YOUR 4-H experience?

**\*All projects can be found in the Missouri 4-H Clover**

# Kolb Building Conference Judging Map



**TENT** - Project Label Pick-Up. **GO HERE FIRST!**

*Conference Judging: Form a line at the doors listed below*

**ORANGE** Doors: Foods, Photography, Aerospace, Gardening, Horticulture, Crops

**BLUE** Doors: Open Class

**GREEN** Doors: Woodworking, Electricity, Welding, Animals

**RED** Doors: Cake Decorating & Arts & Crafts

**YELLOW** Doors: Clothing/Sewing. All Other Projects.

# Animal Science Projects



## **BEEF**

- BF121 BEEF 1 NOVICE
- BF122 BEEF 2 INTERMEDIATE
- BF123 BEEF 3 ADVANCED
- BC135 BUCKET CALF

The Beef projects introduces necessary skills to raise and care for beef animals. You will learn about different sectors of the industry as well as general production. Topics may include: management styles, cuts of beef, preparing animals for fairs/shows, and how and when to use vaccinations on your animal.

**Project Suggestions:** Rope halters, lead ropes, feed bunk, grooming items, educational display of breeds, parasites, feed rations.

## **Cats**

- CA177 CAT CARE 1 NOVICE
- CA178 CAT CARE 2 INTERMEDIATE
- CA179 CAT CARE 3 ADVANCED

Members explore how cats can become part of a family as a pet. You will learn how to be a caretaker to ensure the animal will fit into a family lifestyle. Topics include: analyzing nutritional elements of a cat's diet, health needs, and how to be a responsible owner.

**Project Suggestions:** Emergency care kit, educational display of breeds, care, feed, health issues, or training.

## **Dairy**

- DA131 Dairy 1 Novice
- DA132 DAIRY 2 INTERMEDIATE
- DA133 DAIRY 3 ADVANCED
- DA134 JUDGING DAIRY CATTLE

The dairy project allows members to learn about the management and care of dairy cattle. They can explore the different aspects of the industry and the many careers available through it. Activity topics include feeding, health, selection, marketing, and the wide variety of products and uses of milk.

**Project suggestions:** educational display and poster exhibits may include but are not limited to the study of the economic impact of dairy cattle on Missouri and the nation; general animal behavior, health, nutrition; genetics and breeding; or promotion and marketing, bio-security, careers in the dairy industry.

## **Dogs**

- DG171 DOG 1 NOVICE
- DG172 DOG 2 INTERMEDIATE
- DG173 DOG 3 ADVANCE

Learn with your best four-legged friend how to train dogs for obedience, to groom and properly feed your pet. Understand what makes your dog happy and what behaviors and tendencies they have. As you advance, you can explore how to show dogs in contests and teach them to do tricks.

**Project suggestions:** educational display and poster exhibits may include, but are not limited to dog health, training methods, nutrition, grooming, or breed types. Create an emergency care kit for your pet and place all essential items in a sturdy container (e.g., duffle bag, backpack, or durable plastic container) that you can carry easily.

## **GOATS**

- GA125 MEAT GOATS 1 NOVICE
- GA126 MEAT GOATS 2 INTERMEDIATE
- GA127 MEAT GOATS 3 ADVANCED
- GA136 DAIRY GOATS 1 NOVICE
- GA137 DAIRY GOATS 2 INTERMEDIATE
- GA138 DAIRY GOATS 3 ADVANCED

Dairy Goats opens the doors to explore how to raise dairy goats. You learn about breeds, management, grooming, and how to show. Members will gain knowledge of the uses of goat milk and the various products that come from it. Meat Goats dives into the meat industry to expose members to the importance of management strategies and practices. They will gain understanding of breeds, care, and preparing goats for shows.

**Project suggestions:** Rope halters, lead ropes, feed bunk, grooming items, educational display of breeds, parasites, feed rations. See also "Dairy" for Dairy Goats.

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## **HORSES**

- HS140 HORSELESS HORSE & HORSE KNOWLEDGE
- HS141 HORSE RIDING

These projects introduce basic concepts of horsemanship for members of all different levels. You do not need to own a horse to be enrolled, and can use this as a first step to understand the management, physiology, and responsibilities of owning a horse or pony before investing in one. Industry career opportunities are explored and knowledge and skill levels are heightened.

**Project suggestions:** bridles, lead ropes, feed bunk, grooming items, educational display of breeds, parasites, feed rations

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## **LIVESTOCK JUDGING**

- LJ117 LIVESTOCK JUDGING

Engage in learning how to look at visual and genetic characteristics to find an ideal food production animal. You will see the differences in how animals are evaluated based on the production class and the industry purpose of that animal. Be able to justify your placement decisions.

**Project suggestions:** educational display on characteristics, judging, skills, giving reasons.

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## **MEATS (COUNTRY CURED HAM & BACON)**

- ME114 COUNTRY CURED BACON
- ME115 COUNTRY CURED HAM
- ME116 MEAT EVALUATION PROJECT

Learn how to cure hams and bacons. Identify the different retail cuts and wholesale cuts, select a quality products, and prepare it for a meal. Understand the properties of yield and how quality influences how beef, lamb, and pork are evaluated. Learn how to distinguish different cuts of meat and gain knowledge on what sets them apart from other cuts. You will learn to create reasons to justify your placement decisions.

**Project suggestions:** cured bacon/ham, educational displays on meat curing, quality, retail

## **PETS**

- PE101 PETS 1 NOVICE
- PE102 PETS 2 INTERMEDIATE
- PE103 PETS 3 ADVANCED
- PE104 GUINEA PIGS (Cavies)

You will engage in learning how to raise a small animal and select which animal will suit you best based on your lifestyle, environment, and circumstances. Proper housing, care, and health strategies are explored, as well as how to prepare different small animals to be shown.

**Project suggestions:** educational display and poster exhibits may include, but are not limited to: health, training methods, nutrition, grooming, or breed types. Create an emergency care kit for your pet and place all essential items in a sturdy container (e.g., duffle bag, backpack, or durable plastic container) that you can carry easily.

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## **POULTRY**

- PO151 POULTRY 1 NOVICE
- PO152 POULTRY 2 INTERMEDIATE
- PO153 POULTRY 3 ADVANCED

This project introduces members to general poultry identification, species and breeds, the uses of eggs feeding, handling, and caring for a flock, as well as how to prepare and show different poultry animals. You will gain understanding of the information on feed labels, grading carcasses, and upholding flock health. Careers in the industry are explored and processing practices are observed.

**Project suggestions:** an educational display of breeds, parasites, feed rations

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## **RABBITS**

- RB111 RABBITS 1 NOVICE
- RB112 RABBITS 2 INTERMEDIATE
- RB113 RABBITS 3 ADVANCED

Members will learn the different aspects of the rabbit industry, from pets, to meat, to business opportunities. The rabbit project introduces identification methods, disqualifications, handling, grooming, showing, and caretaking skills.

**Project suggestions:** grooming items, educational display of breeds, parasites, feed rations

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## **SHEEP**

- SH161 SHEEP 1 NOVICE
- SH162 SHEEP 2 INTERMEDIATE
- SH163 SHEEP 3 ADVANCED

The sheep project explores the variety of activities related to the industry. Topics include: sheep identification, animal selection, sheep care and management, and meat product identification and evaluation. You will also gain skills of preparation of your animal for show.

**Project suggestions:** Rope halters, lead ropes, feed bunk, grooming items, educational display of breeds, parasites, feed rations

## **SWINE**

- SW181 SWINE 1  
NOVICE
- SW182 SWINE 2  
INTERMEDIATE
- SW183 SWINE 3  
ADVANCED

Explore the topics of both swine production and the industry. Learn about breeds, understand how to care, clean, and prepare your animal for show. Identify and evaluate meat products and explore the variety of uses of swine and career opportunities.

**Project suggestions:** an educational display of breeds, parasites, feed rations, common swine diseases

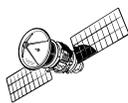
## **VETERINARY SCIENCE**

- VS191 VETERINARY  
SCIENCE 1 NOVICE
- VS192 VETERINARY  
SCIENCE 2  
INTERMEDIATE
- VS193 VETERINARY  
SCIENCE 3 ADVANCED

This project examines the role of a veterinarian in the animal science field. Members learn how they are involved in practicing both animal and public health. They are involved in activities to help them learn about equipment, diseases, and the many opportunities related to veterinarians or volunteers.

**Project suggestions:** veterinary instruments, educational displays on diagnosis, treatment, prevention

# Engineering & Technology



## **AEROSPACE**

- AS811 AEROSPACE 1  
NOVICE
- AS812 AEROSPACE 2  
INTERMEDIATE
- AS813 AEROSPACE 3  
ADVANCED

Excite yourself in travel and exploration of space. Get hands-on learning through activities about aircrafts, rocketry, and space. Explore how to fly airplanes and the safety precautions when dealing with these pieces of equipment.

Display on launch pad not more than 18" square in upright position.

**Project suggestions:** model rocket, model airplane, identify the parts and what they do; create a display comparing birds and planes; make a display of kites and describe how they fly.

## **AGRICULTURAL TRACTOR**

- AT820 TRACTOR 1  
NOVICE
- AT821 TRACTOR 2  
INTERMEDIATE
- AT822 TRACTOR 3  
ADVANCED

Members learn about large machines and how they work. They develop skills related to mechanical work, as well as life skills needed to make decisions and use technology to access their machinery.

Project suggestions: Models on principles of engine operation, hydraulic systems, safe operations

## **COMPUTERS AND PROGRAMMING**

- CP895 SCRATCH
- CP896 ALICE
- CP897 OTHER PROGRAMMING LANGUAGES or COMPUTER PROGRAMS

Learn about computer programming and how to create your own games, animations, movies, and more. Explore different systems that enable you to create a masterpiece tailored to your interests.

**Project suggestions:** Write a computer program, create a poster showing a website you have created, an educational display of the history of computers or programming, create a poster showing a website you have created, educational display of the history of computers or programming.

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## **ELECTRICITY**

- EL831  
ELECTRICITY 1  
NOVICE
- EL832  
ELECTRICITY 2  
INTERMEDIATE
- EL833  
ELECTRICITY 3  
ADVANCED

The electricity project introduced members to electric circuits, magnetism, motors, and electronic mechanisms. You can explore the variety of different objects that use electricity and get hands-on experience with how the technology of them works.

tems should be made in accordance with the National Electrical Code. Consult power suppliers or electricians for code requirements. Battery-operated items are also eligible items. Batteries should be disconnected or have a piece of black electrical tape placed on the ends.

**Project Suggestions:** electrical circuits, motors, electronics

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## **ENERGY**

- EG861 POWER OF THE WIND

Energy is involved in many aspects of our daily lives. Learn how energy makes these things happen and the concepts of energy flow and function. Develop knowledge and skills related to the use of energy and explore careers in the field.

**Project suggestions:** educational displays on energy, energy transformation, energy development

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## **GEOSPATIAL**

- GS991  
GEOSPATIAL 1  
NOVICE
- GS992  
GEOSPATIAL 2  
INTERMEDIATE
- GS993  
GEOSPATIAL 3  
ADVANCED

Learn how to use both GPS and GIS. Understand how these technologies work and continually change and are utilized for a variety of purposes.

**Project suggestions:** educational displays on GPS, GIS, topographical maps

## **ROBOTICS**

- RO881 JUNK DRAWER ROBOTS 1 NOVICE
- RO882 JUNK DRAWER ROBOTS 2 INTERMEDIATE
- RO883 JUNK DRAWER ROBOTS 3 ADVANCED
- RO884 ROBOTICS 1 - WITH EV3
- RO885 ROBOTICS 2 - EV3N MORE
- RO886 ADDITIONAL ROBOTICS PLATFORMS
- RO887 YOUTH ROBOTICS COMPETITION PARTNERS

Explore science, math, engineering, and technology through the robotics project. Activities introduce you to basic concepts related to structure, power, sensors, and controls and programming. These provide the basic foundation for building robots and different systems using the 4-H packaged kits.

**Project suggestions:** constructed robots, educational displays on coding, building, competition

## **SMALL ENGINES**

- SE851 SMALL ENGINES 1 NOVICE
- SE852 SMALL ENGINES 2 INTERMEDIATE
- SE853 SMALL ENGINES 3 ADVANCED

Dive into the world of the many small machines that are used in our world. Small engines include lawn mowers, go carts, model airplanes, ATV's and more. Get to know how these small gas-powered engines works and learn how to maintain and keep them operating well.

**Project suggestions:** small engines for lawnmowers, model airplanes, ATVs, educational displays on motor construction or maintenance

## **4-H STEM CHALLENGE**

- SC100 4-H STEM CHALLENGE

This national event brings together 4-H youth with a passion for science programming, to compete in hands-on activities.

**Project suggestions:** educational display, science experiment results

## **WELDING**

- WE846 WELDING

The welding projects provides a platform for members to create with metal. You will learn how things like cars, buildings, and other metal items come together. Skills related to basic welding concepts such as equipment identification, different techniques, and safety are grown and strengthened.

**Project suggestions:** decorative items, chains, tools

## **WOODWORKING**

- WO871 WOODWORKING 1 NOVICE
- WO872 WOODWORKING 2 INTERMEDIATE
- WO873 WOODWORKING 3 ADVANCED

Learn how to make things out of wood. Explore opportunities to create and construct items with woods and wood tools.

Understand the basic use of tools like tape measurers, hammers, and screw drivers, to more advanced tools like tables saws. See where your creativity leads you.

**Project suggestions:** decorative items, small furniture, cutting boards, pens.

# Environmental Science & Natural Resources



## **AMPHIBIANS & REPTILES**

- AR611  
AMPHIBIANS AND REPTILES: NO LIVE ANIMALS

Understand the difference between amphibians and reptiles. Step outside into nature to explore the environment and habitats of these animals.

**Project suggestions:** Habitat display, poster, or educational display about the care of animals, feeding, history.

## **ENTOMOLOGY**

- EN921 ENTOMOLOGY  
1 NOVICE
- EN922 ENTOMOLOGY  
2 INTERMEDIATE
- EN923 ENTOMOLOGY  
3 ADVANCED
- EN924 BEE KEEPING 1  
NOVICE
- EN925 BEE KEEPING 2  
INTERMEDIATE
- EN926 BEE KEEPING 3  
ADVANCED
- EN927 BUTTERFLY  
WINGS

Learn more about insects and their close relatives. Members will gain the skills to determine differences between bugs and insects and understand the care and keeping of bees. You will get to identify the stated of insect life cycles and explore the outdoors to find these small creatures.

**Project suggestions:** displays of native/non-native insects, educational display on insect habitat, insect management, Beekeeping supplies, honey, honeycombs, beehive box with parts labeled, educational display on butterfly species, habitat, monitoring.

The box size must be 18" long X 24" wide X 3 ½ inches deep to fit in the display racks. All boxes must have a clear display lid; no open boxes are allowed. The insects should be named, labeled, and mounted so the boxes can be displayed horizontally. Securely fasten the display cover with tape or screws. No handles or knobs on the boxes. For State Fair: If a member's geology collection is displayed in more than one box, the member may send only one box for display.

## **EXPLORING THE ENVIRONMENT**

- EE914 ECOSYSTEM  
SERVICES
- EE915 EARTH'S  
CAPACITY

Learn all about different aspects of the environment we live in. Understand the roles that different things like pollution, climate change, and more affect the environment and those living in it.

**Project suggestions:** educational displays on pollution, ecosystems, natural sciences, and technology

## **FORESTRY**

- FO931 FORESTRY 1  
NOVICE
- FO932 FORESTRY 2  
INTERMEDIATE
- FO933 FORESTRY 3  
ADVANCED

Learn how different trees can be identified based off of their characteristics. Understand how woodlands are managed and what products come from wood. Explore different ways to preserve the forests and the wildlife living in them.

**Project suggestions:** tree identification display with leaves, bark, or wood, educational display on forest habitats.

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## **GEOLOGY**

- GG941 GEOLOGY

Gain knowledge about the earth from rocks, minerals, fossils, and other features of the ground beneath us. You can explore your back yard, creeks, waterways, and more.

**Project suggestions:** rock collection, educational display on geological features

The box size must be 18" long X 24" wide X 3 ½ inches deep to fit in the display racks. All boxes must have a clear display lid, no open boxes. The rocks should be named, labeled, and mounted so the boxes can be displayed horizontally. Securely fasten the display cover with tape or screws. No handles or knobs on the boxes. For State Fair: If a member's geology collection is displayed in more than one box, the member may send only one box for display.

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## **OUTDOOR ADVENTURES**

- OA761 OUTDOOR 1  
(HIKING)
- OA762 OUTDOOR 2  
(CAMPING)
- OA763 OUTDOOR 3  
(BACKPACKING)

Do you like hiking and camping? Explore the great outdoors through day hikes, camping trips, and backpacking adventures. Learn skills related to food, shelter, safety, and navigating the wilderness.

**Project suggestions:** backpacking kits, hiking supplies, diagrams on pitching a tent.

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## **SOIL & WATER SCIENCE**

- SW916 SOIL AND  
WATER SCIENCE 1  
NOVICE
- SW917 SOIL AND  
WATER SCIENCE 2  
INTERMEDIATE
- SW918 SOIL AND  
WATER SCIENCE 3  
ADVANCED

Understand how to care for the soil, water, and environment. Learn what it takes to preserve the quality of these resources and how you can help.

**Project suggestions:** soil sampled displays, educational displays on water quality assessment, soil health, and water and soil conservation.

## **SPORTFISHING**

- SF725 SPORT FISHING 1 NOVICE
- SF726 SPORT FISHING 2 INTERMEDIATE
- SF727 SPORT FISHING 3 ADVANCED

Discover all of the forms of life living in water. Members will learn how these creatures can be a sign of water quality. Experiment with different ways of casting, lures, and knots. Make your own bobbers, in-line spinners, and jigs. Understand fishing seasons, limits, and regulations.

Project suggestions: lures, knots, flies, reels, rods, educational displays on fish identification, habitat, fishing techniques

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## **WEATHER & CLIMATE SCIENCE**

- WC934 WEATHER AND CLIMATE SCIENCE 1 NOVICE
- WC935 WEATHER AND CLIMATE SCIENCE 2 INTERMEDIATE
- WC936 WEATHER AND CLIMATE SCIENCE 3 ADVANCED

Learn the basics of the science behind both the weather and the climate. Get to know what caused the variations and weather patterns we see. Learn about why seasons occur and the different climates around the globe. In this project, members will gain the skills needed to record weather conditions using the proper weather symbols.

Project suggestions: educational displays on the water cycle, weather phenomena, ecological climate systems

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## **WILDLIFE**

- WI720 WILDLIFE CONSERVATION 1 NOVICE
- WI721 WILDLIFE CONSERVATION 2 INTERMEDIATE
- WI722 WILDLIFE CONSERVATION 3 ADVANCED

Explore and study the habitats of different animals. Observe different needs, habits, and groups of animals living together. Identify wildlife by their fur, tracks, skulls, and feathers.

Project suggestions: educational displays on wildlife identification, habitat, management, conservation

# Plant Science



## **AGRONOMY (FIELD CROPS)**

- AG982 FIELD CROPS 1 NOVICE
- AG983 FIELD CROPS 2 INTERMEDIATE
- AG984 FIELD CROPS 3 ADVANCED

Learn the science of using plants for food, fuel, feed, and fiber. Explore how genetics of the plants and the science of the soil and weather effect plants. Members will get to see different roles that Agronomists play such as, managing crop production impacts, creating healthy food, and creating energy from plants.

**Project suggestions:** sample of field crops, educational displays on crop growth, pest management, crop identification

## **HORTICULTURE (FLORICULTURE)**

- HO961 FLORICULTURE 1 NOVICE
- HO962 FLORICULTURE 2 INTERMEDIATE
- HO963 FLORICULTURE 3 ADVANCED

Work with flowers both indoors and outdoors. Learn how to arrange flowers and use them for pest control and wildlife management. This project shows members all of the opportunities and different ways to get their hand involved with flowers regardless of where they live or the space they have to grow plants.

The exhibitor must have grown the flowers used in the exhibit. Live plants or cut specimens must be displayed in a container no larger than 8" in diameter. For State Fair: May be fresh or dried.

## **GARDENING (FRUITS & VEGETABLES)**

- HO971 GARDENING 1 NOVICE
- HO972 GARDENING 2 INTERMEDIATE
- HO973 GARDENING 3 ADVANCED

The exhibitor must have grown the vegetable(s) or fruit(s) used in the exhibit The number in parentheses is the number of items in an exhibit. The exhibitor must have grown the vegetables. Vegetables need to be of reasonable keeping quality to keep for more than a week. Use disposable containers to display the items. Use a hole, punched in a paper plate, to attach the exhibit tag.  
Beets (4) Cantaloupe (1) Cucumbers (slicing) (4) Egg Plant (2) Onions - dry (4) Peppers (4) Potatoes (4) Pumpkin (1) Summer Squash (2) Tomatoes (4) Watermelon (1) Winter Squash (1) Other Vegetables or fruits (1 for larger and 4 for smaller produce)

Through the Gardening Project, members can get outside and get their hands in the dirt to grow their own fruits and veggies. They will learn many techniques and skills to plan, raise, and maintain a garden. Explore the many career opportunities available with gardens.

## **LANDSCAPE DESIGN**

- HO975 LANDSCAPE DESIGN 1 NOVICE
- HO976 LANDSCAPE DESIGN 2 INTERMEDIATE
- HO977 LANDSCAPE DESIGN 3 ADVANCED

Explore and identify different characteristics of landscaping plants. Learn different designing techniques and principles. Member will gain skills necessary for professionals in the industry and begin to create their own designs through maps and drawings.

**Project suggestions:** floral arrangements, produce, plants, educational displays on maintaining a garden, creating an arrangement design plan, educational display on selecting plants, landscaping elements.

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# Leadership & Personal Development

## **CAREER PATHWAYS**

- CE100 CAREER EXPLORATIONS

Prepare yourself to soar through high school and get ready for the next steps of your life. Explore different choices like colleges, trade schools, workforces, and more.

**Project suggestions:** educational display on education, careers, a specific job.

## **CIVIC ENGAGEMENT**

- CI200 CIVIC ENGAGEMENT

Take action in your community and learn how you can make a difference and let your voice be heard. Learn the skills needed to become a civic leader, council member, or even a future mayor. Understand the role of citizenship in the government.

**Project suggestions:** an educational display and poster exhibits may include, but are not limited to community service, volunteering, sportsmanship, stewardship, political action.

## **COMMUNICATIONS**

- CM237 COMMUNICATIONS 1 NOVICE
- CM238 COMMUNICATIONS 2 INTERMEDIATE
- CM239 COMMUNICATIONS 3 ADVANCED

Learn how to express and share your ideas and thoughts. Get better at talking to others and improve your communicating skills. Project suggestions: educational display on verbal, nonverbal, unique types of communication

## **CONSUMER SAVVY**

- CS431 CONSUMER 1  
NOVICE
- CS432 CONSUMER 2  
INTERMEDIATE
- CS433 CONSUMER 3  
ADVANCED

This project teaches youth how to be responsible with their money. They learn how to save money, and how to spend and share wisely. **Project suggestions:** Making an information chart comparing the cost and value of 3 or more items related to the home.

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## **ENTREPRENEURSHIP**

- EP442 ENTREPRENEURSHIP 1  
NOVICE
- EP443 ENTREPRENEURSHIP 2  
INTERMEDIATE
- EP444 ENTREPRENEURSHIP 3  
ADVANCED

Start your own business doing something you love. Learn how to be profitable and find solutions for problems that may arise. Market your business and use strategies to make your product desirable to consumers in your community.

**Project suggestions:** item made as part of a small business, business plan, marketing materials.

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## **FINANCIAL LITERACY**

- FL421 FINANCIAL LITERACY 1
- FL422 FINANCIAL LITERACY 2

Members will learn and gain the skills needed to manage finances. The project focusses and growing an understanding of financial decisions and their consequences, as well as the rights they have as consumers.

**Project suggestions:** sample budget, educational display on goal setting, financial management plan

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## **GLOBAL EDUCATION**

- GE221 GLOBAL EDUCATION

Explore the many cultures around the world. Observe similarities and differences among families who live across the world. Prepare yourself for possible exchanges or explorations to see what other kids do, eat, play, and speak.

**Project suggestions:** items made representing other cultures, educational displays on foreign cultures, nations.

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## **LEADERSHIP**

- LD271 LEADERSHIP 1  
NOVICE
- LD272 LEADERSHIP 2  
INTERMEDIATE
- LD273 LEADERSHIP 3  
ADVANCED

Members will get to practice and strengthen the skills they use to handle different situations. Learn how to work better on a team, make good decisions, and build strong relationships. Examine how strong leaders are able to make difference in the worlds and help others enjoy success.

**Project suggestions:** educational display on facilitation techniques, leadership methods, styles

# Communication & Expressive Arts



## **ARTS & CRAFTS**

- AC311 ARTS AND CRAFTS
- AC312 VISUAL ARTS: DRAWING, FIBER ARTS, AND SCULPTURE
- AC313 VISUAL ARTS: PAINTING, PRINTING, AND GRAPHIC DESIGN
- AC314 GRAPHIC DESIGN
- AC315 SCRAPBOOKING

Get hands-on experience with different materials and tools used to create and construct. Explore what brings you joy and discover hobbies that you can continue and strengthen year after year.

**Project suggestions:** Screen printing, watercolor painting, oil or acrylic painting, computer art, stenciling, calligraphy, stained glass, clay sculptures, weaving, ceramics, leatherwork, handmade jewelry. For State Fair: Scrapbooking exhibits should be a 1 page/1 side representative of the complete scrapbook.

1. Size not to exceed 12"x12".
2. All pages should be in a clear protective sleeve or clear zipper bag.
3. Do not frame the scrapbook page.
4. If more than one page is submitted for an exhibit, the exhibit will be disqualified.

## **CLOTHING**

- CL521 SEWING 1 NOVICE
- CL522 SEWING 2 INTERMEDIATE
- CL523 SEWING 3 ADVANCED
- CL524 SHOPPING IN STYLE

In the Clothing Project, members learn how to create their own clothes and other fabric projects. Basic skills like threading a needle, using a sewing machine, and following patterns are learned. You can even learn how to create your own design and customize it to fit specific needs and sizes.

**Project suggestions:** A constructed garment or accessory based upon the level of enrollment. Blouse or shirt; skirt or jumper; Dress; Shorts, pants, culottes, or another one-piece garment with a crotch seam; Jacket, coat or cape; Outfit of two or more pieces; Sleepwear, robe or swimwear.

## **CLOWNING**

- CW231 CLOWNING

Learn about the history of this tradition that dates back centuries. Use props, make-up, and clothes to enhance your performances. Members will get to express funny jokes, tricks, and more to make others smile.

**Project suggestions:** Make-up display, costume, poster or educational display of clowning history, famous clowns

## **CROCHET**

- CR321 CROCHET

The techniques learned through this project will enable you to create art with just yarn and a hook. Explore different stitches, projects, and patterns to make special gifts for any occasion.

**Project suggestions:** Garment, accessory, or home goods item, hat, gloves, hot pad, sweater, blanket

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## **FILMMAKING**

- FM270 FILMMAKING

Creativity can be shared through the platform of a film. Learn how to communicate, express, and critically think to make your own video.

**Project suggestions:** educational display on making a film, set design, directing

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## **INTERIOR DESIGN**

- ID471 INTERIOR DESIGN 1 NOVICE
- ID472 INTERIOR DESIGN 2 INTERMEDIATE
- ID473 INTERIOR DESIGN 3 ADVANCED

All items, which are to be hung, must have hangers attached. Every item must include a statement and/or a photo describing what was done to the item (how it was made, amount of refinishing, etc.) Attach this to your exhibit (use an index card).

Learn how to create the perfect feelings and emotions when one enters a room through the layout, design, and artwork in it. Discover techniques to make a home cozier and also how to make the flow comfortable and effective. Showcase your creativity through the touch of a designer.

**Project suggestions:** interior design plans/examples

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## **KNITTING**

- KN331 KNITTING

Learn the many tips and techniques in this yarn work project. Explore how knitting is used in everyday life and career opportunities with it. Create works of art, clothing, gifts, and more.

Project suggestions: Garment, accessory, or home goods item, hat, gloves, hot pad, sweater, blanket

## **PHOTOGRAPHY**

- PH351 PHOTOGRAPHY  
1 NOVICE
- PH352 PHOTOGRAPHY  
2 INTERMEDIATE
- PH353 PHOTOGRAPHY  
3 ADVANCED

Capture special moments, express your views and perspectives, and show the different pictures of life through the lens of a camera. Get to know how to operate a camera and all of its features. Gain skills with angles, lighting, and digital/film media to create beautiful pieces. Explore how you can take this hobby and make it a career.

1. Photos must be mounted on a rectangular 8"x10" matte board. It can be the color of the photographer's choice.
2. The photographs must be 8"x10" or smaller.
3. The mounted photo should be placed in a clear plastic 8 ¼ x 10 ½ inch sleeve. Photos in Ziploc-type bags will be disqualified.
4. No captions, titles, or writing on the matte board. The picture should tell the story.
5. Margins are at the discretion of the photographer.
6. No photos using glass and/or wooden, brass, plastic frames, etc.
7. Photo stories should follow the above guidelines and consist of no more than 4 photographs per matte board.
8. Include name, address and county on back of photo.

**PLEASE NOTE:** "Solid" requires that there are no cutouts (or other holes) in the matte board, either around or behind the photo (for example, a surface shaped like a picture frame is not a solid mounting surface). Sleeves are intended to protect these special exhibits from handling, dust, and humidity.

DIGITAL EDITING RULES For State Fair 4-H photography exhibits, certain types of editing are permissible, and others are not.

- Altering (editing to change the contents of) a photo is not permitted for State Fair exhibits.
  - Examples include adding a sunset or object, removing someone from the shot, airbrushing to cover a bad complexion, giving a photo subject dinosaur eyes, etc.
- Enhancing (editing to improve the existing qualities of) a photo is permitted.
  - Examples include cropping the photo, eliminating redden, and changing levels of saturation, brightness, contrast, etc.

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## **PUBLIC SPEAKING**

- PS242 PUBLIC  
SPEAKING

Learn how to share thoughts, be confident in interviews, and speak in front of others. You can challenge yourself to improve your communication skill which will better your capability of expressing yourself effectively. Make new friendships and connections along the way, while overcoming the fear of letting your voice be heard. Project suggestions: educational display on elements of speaking such as tone, appearance, posture

## **QUILTING**

- QU341 QUILTING 1 NOVICE
- QU342 QUILTING 2 INTERMEDIATE
- QU343 QUILTING 3 ADVANCED

Learn the steps, techniques, and tips to making a one of a kind piece of work that can be passed down from generation to generation. Design your own quilt squares and learn how to use the different equipment and tools to put your squares together and tell a story.

Project suggestions: children's quilt, bed quilt, potholders, coasters

## **THEATRE ARTS**

- TA251 THEATRE ARTS 1 NOVICE
- TA252 THEATRE ARTS 2 INTERMEDIATE
- TA253 THEATRE ARTS 3 ADVANCED

The world of make-believe is enchanting and wonderful. Through this project, members can create puppets, sound effects, and other props that together tell a story in a performed skit. Try improvisation, make costumes, and characters.

Project suggestions: costume, props, educational displays on theatre performance

# Healthy Living



## **CAKE DECORATING**

- CD361 CAKE DECORATING 1 NOVICE
- CD362 CAKE DECORATING 2 INTERMEDIATE
- CD363 CAKE DECORATING 3 ADVANCED

Butter Crème icing may be used by youth in units CD361, CD362, & CD363 for exhibition at the St. Charles County Fair ONLY. Exhibitors of cakes selected for the State Fair must follow the guidelines below.

1. Exhibits will be judged on display and decoration only. Cakes will not be cut.
2. Cupcakes must be submitted on disposable plates only.
3. One tier equals two layers. A split layer is counted as one layer. Separators are to be used only with tiers.

For CD361:

No purchased decorations on the cake. Must be a real cake.

Project suggestions: Any occasion cake. Four (4) cupcakes for any occasion. Any occasion cake with sugar mold(s) Special pan mold

For CD362:

No purchased decorations on the cake. The use of form pans is recommended.

Project suggestions: Any occasion cake using figure piping and appropriate decorations. Four (4) cupcakes with tube flowers & tips for finishing decorations, all different. Any occasion oblong or sheet cake, any colors, or tips, with color-flow design. Oblong or sheet cake with decoration for each serving.

For CD363:

The use of form pans is recommended.

Project suggestions: Any occasion cake of 2 or more tiers, any diameter, and with or without separators. Any occasion cut-up cake, any colors, or designs. Any occasion cake with a bouquet of 3 or more different tube flowers, using at least 3 colors in the bouquet.

## **FOODS/NUTRITION**

- FN551 FOODS 1 NOVICE
- FN552 FOODS 2 INTERMEDIATE
- FN553 FOODS 3 ADVANCED
- FN557 INTERNATIONAL FOODS
- FS566 FOOD SCIENCE 1 NOVICE
- FS567 FOOD SCIENCE 2 INTERMEDIATE
- FS568 FOOD SCIENCE 3 ADVANCED

Foods, International Foods, & Food Science Projects:

Exhibitors should adhere to the following guidelines governing Foods and Nutrition Project exhibits and displays for the St. Charles County Fair and Missouri State Fair unless otherwise noted:

1. Foods must be of reasonable quality to keep for more than a week. Do not exhibit items that will quickly spoil such as casseroles, pizza, cream pies, items made with cream cheese, etc.
2. Display food items on paper or disposable plates. Plastic wrap will be removed so drying of the food will extend the exhibit life of the product. Do not use glass, expensive, or keepsake containers!
3. Biscuits, cookies, muffins, and other small items should be limited to four (4) per plate.
4. Cakes and other bread products should be exhibited in mini-versions or in portions of 1/3 to 1/4 of the larger total product.
5. Gift packages must contain some baked or home canned items.
6. One (1) individually wrapped sample is needed with any food exhibit. This wrapped item is not to be a part of the four (4) items in the exhibit.
7. No alcoholic beverages may be displayed in gift packs.
8. **A recipe card is to be attached to each exhibit.**

Learn all about how to plan, prepare, and serve food. Explore different flavors, techniques, and recipes as you move through the different levels of Food Projects. Experiment with new tools and discover art in the form of food.

**A Bake It With Lard Contest** is sponsored by the St. Charles County Pork Producers. Awards will be given for first, second, and third place exhibits. Any food member may enter the contest by making an item with lard, but it must fit the regular foods classifications for the year in which the member is enrolled (Must be one of member's three exhibits). Please make a note of "Bake It With Lard" at the top of the exhibit tag.

## **FOOD PRESERVATION**

- FP500 FREEZING
- FP501 DRYING
- FP502 BOILING WATER CANNING
- FP503 PRESSURE CANNING

### ***Food Preservation Projects:***

*For safety reasons, all Food Preservation exhibits must follow these rules:*

- 1. Canned goods/preserved items must follow current University of Missouri guidelines for processing.*
- 2. Each exhibit must have attached an index card or label that outlines procedures and recipes used in processing.*
- 3. Jars must be labeled with the name of the product and the date processed.*
- 4. Any sign of spoilage or alteration from standard processing guidelines will be a basis for disqualification of the exhibit. Information on standard procedures is available from your County University Extension Center.*
- 5. Jar and lid brands must match to compete for awards.*
- 6. Judges at local judging must **not** sample any food preservation item.*

**Project suggestions:** Canned, dried, or pickled foods, a gift package of preserved foods, educational displays, etc. No cured hams.

### **Ball® Food Preservation:**

The best exhibit submitted by youth from each category indicated below will receive the following awards. Entries must be preserved in Ball® or Ball® Collection Elite® Jars sealed with Ball® Lids and Bands or Ball® Collection Elite® Lids and Bands or preserved in Kerr® Jars sealed with Kerr® Lids and Bands or Ball® Collection Elite® Lids and Bands. In addition, soft spread entries will be limited to recipes prepared using Ball® Pectin: Classic, Low or No-Sugar Needed, or Liquid. Proof of purchase for Ball® Pectin must be provided at the time of entry.

In Fruits, Vegetables, Pickled Foods and Soft Spreads, there shall be one winner in each category. Each winner shall receive one (1) \$5.00 product coupon for Ball® or Kerr® Fresh Preserving Products and one (1) \$5.00 coupon for Ball® Pectin Products.

## **BREADS**

- FN581 BREADS

### ***Bread Projects:***

*Exhibitors should adhere to the following guidelines governing Foods and Nutrition Project exhibits and displays for the St. Charles County Fair and Missouri State Fair unless otherwise noted: One sample is needed with any food exhibit. Bread products should be exhibited in mini versions (portions of 1/3 to 1/4 of a larger total product.). Please send items on disposable plates only unless it is a gift package. Attach a recipe card.*

### ***For State Fair:***

- 1. Food must be of reasonable quality to keep more than a week. Do not send food items which will spoil quickly such as casseroles, pizza, cream or fruit pies, items made with cream cheese, etc.*
  - 2. Submit food items on disposable, clear, plastic plates. Plastic wrap will be removed so drying of the food will extend display life of the product. Food items will be displayed with their tags. Please do not send expensive or keepsake containers!*
  - 3. No samples or recipes are needed with any food items.*
  - 4. Perishable food items will need a second identification label. Perishable food items will be displayed with their tags.*
  - 5. Biscuits, cookies, muffins and other small items should be four per plate. Non/Undecorated cakes should be displayed in mini-versions (portions of 1/3 to 1/4 of a larger total product.)*
  - 6. BREADS: No samples are needed with any food item. Bread products may be displayed in mini or full-size versions. Please send items on disposable, clear, plastic plates, unless it is a gift package. Please do not send expensive or keepsake containers!*
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## **HEALTH/FITNESS**

- HF711 BOWLING
- HF712 GOLF
- HF713 SQUARE DANCING
- BY731 BICYCLE 1
- BY732 BICYCLE 2
- HF771 FIRST AID
- HF772 STAYING HEALTHY
- HF773 KEEPING FIT
- HF774 PHYSICAL ACTIVITY IN 4-H CLUBS
- HF775 MOVE ACROSS MISSOURI (MOVE)

Figure out which ways you most enjoy staying active. From moving your body, to taking care of yourself, this project gives opportunities for members to improve themselves.

**Project suggestions:** healthy living kits, education displays on sportsmanship, health, exercise, poster with bicycle parts labeled, bike safety suggestions, benefits of bicycling

# Shooting Sports



## **SHOOTING SPORTS**

- SS741 ARCHERY
- SS 744 AIR PISTOL
- SS742 AIR RIFLE (BB AND/OR PELLET)
- SS749 HUNTING & OUTDOOR SKILLS
- SS748 MUZZLELOADING
- SS740 SHOOTING SPORTS SAFETY
- SS745 SHOTGUN
- SS747 SMALL BORE PISTOL
- SS743 SMALL BORE RIFLE (.22 CALIBER)
- SS750 WESTERN HERITAGE & COWBOY SHOOTING

From breaking clay birds, target practice, busting caps, counting X's and even shooting arrows, 4-H Shooting Sports has many activities to explore and enjoy. Safety is of the most importance, and members will learn how to properly handle and use arms under the guidance of certified 4-H Shooting Sports Volunteers.

**Project suggestions:** targets, holsters, educational displays on safety or skills in given disciplines.

## Mission Mandates

The mission of 4-H is to provide meaningful opportunities for youth and adults to work together to create sustainable community change. This is accomplished within three primary content areas, or mission mandates, - citizenship, healthy living, and science. The educational foundation of 4-H lies in these three mission mandates. These three mission mandates – citizenship, healthy living, and science – all intertwine and can be integrated across project areas and activities. The content development of the mission mandates is closely tied to the research and teaching of the land grant university system, and provides the educational foundation of 4-H.

### ADA Guidelines

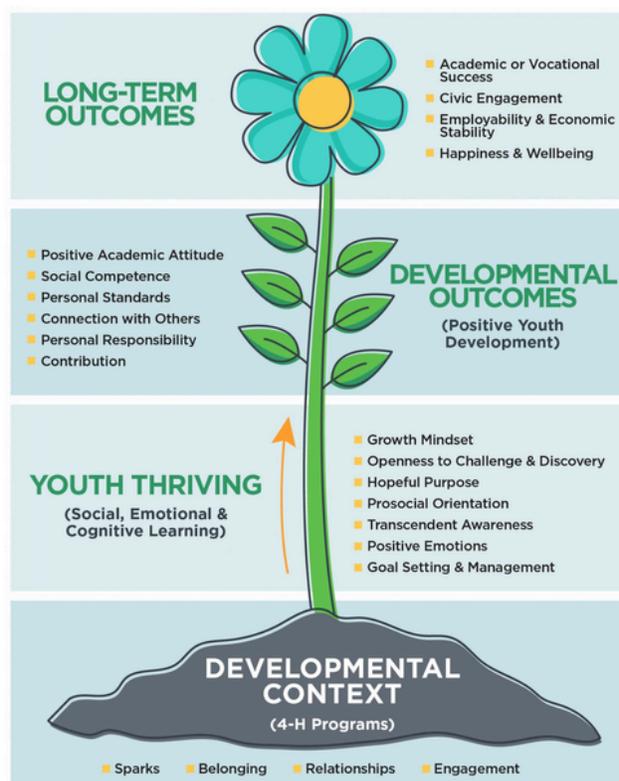
A learner's need for accommodations may be minimized through the use of universal design for learning (UDL) — using materials and practices that are equitable, flexible, fully accessible learning environments, designed to meet the needs of diverse learners, and use multiple means of engagement, expression, and representation. Implementation of UDL includes the following examples:

- Using captioned videos, films, and other audio presentations (beneficial for not only those with sensory disabilities but also those with specific learning disabilities, students whose first language is not English, and others)
- Flexibility regarding attendance
- Providing texts and forms in alternate formats and languages
- Using guided notes
- Giving verbal descriptions of visual aids and graphics
- Paraphrasing questions and answers
- Highlighting key points throughout discussions

Reach out to the St. Charles County Extension Office if you need accommodations.

### Be a positive role model at all times

1. Obey laws of the locality, state and nation, including all laws, regulations, and MU Extension policy concerning fiscal responsibility and property rights.
2. Display mutual respect to others, practicing patience, cooperation and teamwork.
3. Practice personal and intellectual integrity.
4. Under no circumstances engage in unlawful manufacture, distribution, dispensation, possession, or use of a controlled substance at any extension sponsored or supervised event. Avoid unlawful possession, use and/or distribution of alcohol at any extension sponsored or supervised event. Avoid misuse or abuse of prescribed or over-the-counter drugs.
5. Be respectful of diverse opinions and perspectives.
6. Actively promote a safe environment for participants, volunteers, visitors, staff and others involved in the program.



### University of Missouri Extension Volunteer Code of Conduct

Volunteers are key MU Extension partners, helping guide and deliver programs that matter to Missourians. Extension expects and depends on all volunteers to understand and uphold the following Volunteer Code of Conduct at all times.