

# 2023-24 Green County 4-H Project Guide



***This is your guide . . .*** A 4-H project is an area that you want to learn more about during the year. There are projects on just about any topic you would like to study and explore, from art to woodworking, from computers to rabbits, from clothing to small engines.

The projects and curriculum listed in this guide are all offered in Green County.

Don't forget to check out the project pages on the WI 4-H Web Site at <https://fyi.extension.wisc.edu/wi4hprojects/>. On these pages, you'll find descriptions for statewide projects, Internet resources and links of interest, county fair exhibit suggestions, state specialist contacts, and other suggested 4-H resources.

And remember, you'll learn more than "subject matter" as you complete your projects. You'll learn many life skills that you'll use every day of your life, such as understanding yourself, communicating better, solving problems, making decisions, and working with others. Good luck in your project selections. Have a great 4-H year!

## **How to Select 4-H Projects**

***4-H members . . .*** First, make a list of the things you like to do or want to learn more about. Talk over your list with your parents, leaders and friends. They may recognize some special things you are interested in that you didn't even realize were a project opportunity in 4-H.

Then compare your list with the projects described in this guide. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.


If this is your first year in 4-H, concentrate on doing only two or three projects well. Usually you can spend more than one year in a project unit because there are enough ideas there to span two or three years.

***4-H leaders . . .*** If you're a 4-H adult leader, please make certain that you enroll as a leader in the projects you are interested in supporting (i.e. "Dairy: Leader", "Ceramics: Leader") and not in the projects themselves.

NOTE: An asterisk (\*) denotes there is currently a county-wide leader for this project.

**Remember, youth are expected to sign up for a 4-H project by January 15 in order to exhibit in that department at the Green County Fair!**

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## YOUTH LEADERSHIP – JUNIOR LEADERS GROUP

- Join county Junior Leaders group at grade 6 & up
- Meetings are held the third Monday of the month (except in July & December) at 7:00 pm at the Justice Center. Learn leadership skills, participate in fun outings, serve at 4-H Dairy Bar at the Fair, and earn trips and awards! Be a voice in Green County's 4-H program by becoming involved!

## YOUTH LEADERSHIP – LEADER



## YOUNGER MEMBERS

### CLOVERBUDS (Exhibits in Dept. 17A) \*

What you can do in this project:

- Learn about your 4-H club or group
- Begin developing different life skills
- Explore your community
- Discover areas of project interest

Grades: Kindergarten – 2<sup>nd</sup> Grade ONLY

### CLOVERBUDS - YOUTH LEADER

### CLOVERBUDS - LEADER

### EXPLORING (Exhibits in Dept. 17B) \*

What you can do in this project:

- Sample a variety of projects offered in 4-H
- Learn about yourself and others

Grades: 3-4 ONLY

### EXPLORING - YOUTH LEADER

### EXPLORING - LEADER



## SERVICE LEARNING & CITIZENSHIP

### CITIZENSHIP (Exhibits in Dept. 33)

What you can do in this project:

- Discover and discuss public issues
- Plan a project that will create, change or improve your community

Grades: 3-13

### CITIZENSHIP - YOUTH LEADER

### CITIZENSHIP – LEADER

### SERVICE LEARNING (Exhibits in Dept. 33)

What you can do in this project:

- Learn to give back to your community
- Reflect on your experiences
- Identify community needs
- Plan a service project and execute the idea

Grades: 5-13

### SERVICE LEARNING - YOUTH LEADER

### SERVICE LEARNING – LEADER



## SELF-DETERMINED

### SELF-DETERMINED (Exhibits in Dept. 33)

What you can do in this project:

- Create your own project or expand on an old one
- Select a project, develop a plan, identify resources
- Carry out and evaluate your plan

Grades: 3-13

### SELF-DETERMINED - YOUTH LEADER

### SELF-DETERMINED – LEADER



## ANIMAL SCIENCES

### BEEF (Exhibits in Dept. 2) \*

What you can do in this project:

- Identify various beef breeds
- Identify parts of a beef animal
- Judge beef cattle
- Halter-break a calf, fit a steer, show a calf

Grades: 3-13

Beef Exhibitors will be required to pay a per head bedding fee at the Green County Fair. More information will be available in the summer.

### BEEF - YOUTH LEADER

### BEEF - LEADER

### CATS (Exhibits in Dept. 13) \*

What you can do in this project:

- Learn how to select a cat
- Identify cat breeds
- Name the parts of a cat
- Handle and groom a cat
- Care for its health

Grades: 3-13

### CATS - YOUTH LEADER

### CATS - LEADER

### DAIRY (Exhibits in Dept. 1) \*

What you can do in this project:

- Identify dairy breeds
- Study and identify parts of the dairy cow
- Learn how to select quality dairy calves
- Fit and show a calf
- Identify stages of calving and care

Grades: 3-13

### DAIRY - YOUTH LEADER

### DAIRY - LEADER

### **DAIRY/MEAT GOATS** (Exhibits in Dept. 5) \*

What you can do in this project:

- Gain hands-on experiences in the goat project
- Select, manage, fit, and show goats
- Learn responsible goat ownership
- Identify goat breeds and parts
- Develop a budget

Grades: 3-13

### **DAIRY/MEAT GOATS - YOUTH LEADER**

### **DAIRY/MEAT GOATS – LEADER**

### **DOGS** (Exhibits in Dept. 9) \*

What you can do in this project:

- Learn basic skills for dog care and training
- Discover different dog breeds
- Study and identify dog body parts
- Learn how to keep a dog healthy and groomed

Grades: 3-13

**Please note:** This project requires payment of an additional project fee (Approx. \$10.00) – see the 4-H newsletter for more info!

### **DOGS - YOUTH LEADER**

### **DOGS - LEADER**

### **HORSES** (Exhibits in Dept. 6) \*

What you can do in this project:

- Learn horse behavior and terms
- Study breeds and identify body parts
- Saddle, groom and bridle your horse
- Practice horse safety and horse selection

Grades: 3-13

**Please note:** This project **MAY** require payment of an additional project fee (Approx. \$25.00) at the Mandatory meeting in February – watch 4-H newsletter for more info!

### **HORSE– YOUTH LEADER**

### **HORSE – LEADER**

### **HORSELESS HORSE** (Exhibits in Dept. 10)

What you can do in this project:

- This project is for youth who DO NOT have a horse but would like to learn more about horses.
- Explore horse behavior, terms and breeds
- Identify body parts
- Learn grooming, saddling and bridling
- Learn about safety and equipment
- **Members cannot be in both the horse and horseless horse projects.**

Grades: 3-13

### **HORSELESS HORSE – YOUTH LEADER**

### **HORSELESS HORSE - LEADER**

### **HORSE CLOTHES** (Exhibits in Dept. 26, Class F)

**This is a pre-fair judged project area.**

What you can do in this project:

- Learn how to make riding apparel and equipment
- Develop sewing and creative skills
- Understand textile selection and care

Grades: 3-13

### **HORSE CLOTHES - YOUTH LEADER**

### **HORSE CLOTHES - LEADER**

### **PETS** (Exhibits in Dept. 10)

What you can do in this project:

- This project replaces the Cavy & Hamster Project
- Explore your favorite pet or select a pet
- Identify pet body parts
- Learn to provide a safe environment
- Design a space for your pet

Grades: 3-13

### **PETS - YOUTH LEADER**

### **PETS - LEADER**

### **POULTRY** (Exhibit in Dept. 7) \*

What you can do in this project:

- Identify poultry breeds
- Learn parts of the bird
- Learn parts and functions of the egg
- Learn how to select and handle poultry
- Fit and show poultry

Grades: 3-13

### **POULTRY - YOUTH LEADER**

### **POULTRY - LEADER**

### **RABBITS** (Exhibits in Dept. 8) \*

What you can do in this project:

- Learn about selecting and handling rabbits
- Identify rabbit breeds and body parts
- Explore health issues and feeding

Grades: 3-13

### **RABBITS - YOUTH LEADER**

### **RABBITS - LEADER**

### **SHEEP** (Exhibits in Dept. 4) \*

What you can do in this project:

- Identify sheep breeds and body parts
- Observe sheep behavior
- Identify uses of wool and other by-products
- Fit and show sheep

Grades: 3-13

### **SHEEP - YOUTH LEADER**

### **SHEEP – LEADER**

**SWINE** (Exhibits in Dept. 3) \*

What you can do in this project:

- Identify swine breeds, feeds and animal parts
- Practice judging market hogs
- Identify pork meat cuts
- Practice fitting and showing a hog

Grades: 3-13

**SWINE - YOUTH LEADER**

**SWINE - LEADER**

**VETERINARY SCIENCE** (Exhibits in Dept. 10)

What you can do in this project:

- Learn different breeds of animals
- Interpret animal behavior
- Identify feed nutrients
- Describe animal life stages and systems

Grades: 3-13

**VETERINARY SCIENCE - YOUTH LEADER**

**VETERINARY SCIENCE - LEADER**



## ARTS & COMMUNICATION

(Includes Visual Arts, Performing Arts, and Communication Arts)

**ARTS & CRAFTS** (Exhibits in Dept. 18) \*

What you can do in this project:

- Basketry, Candle making, Jewelry making
- Cross stitchery, Decoupage, Glasswork
- Metal enameling, Pottery, Scrapbooking
- Block printing, Leathercraft, String/wire art
- Wearable art, Wood art, and more!

Grades: 3-13

**ARTS & CRAFTS - YOUTH LEADER**

**ARTS & CRAFTS - LEADER**

**CERAMICS** (Exhibits in Dept. 18, Class D) \*

What you can do in this project:

- Design and create items from clay
- Learn different techniques (i.e. pottery wheel)
- Learn about the finishing process (glaze, kiln, etc.)

Grades 3-13

**CERAMICS - YOUTH LEADER**

**CERAMICS – LEADER**

**COMPUTERS** (Exhibits in Dept. 21)

What you can do in this project:

- Learn about hardware, software & applications
- Explore how they work; what are the components
- Learn the various programs and their features
- Participation is supported by an interactive website

Grades: 3-13

**COMPUTERS - YOUTH LEADER**

**COMPUTERS - LEADER**

2023-2024

**CREATIVE WRITING** (Exhibits in Dept. 33)

What you can do in this project:

- Explore journaling or keeping a diary
- Write original poetry
- Craft an essay on any top that interests you

Grades: 3-13

**CREATIVE WRITING – YOUTH LEADER**

**CREATIVE WRITING – LEADER**

**DEMONSTRATIONS** (Exhibits in Dept. 31)

What you can do in this project:

- Hone your public speaking skills & confidence
- Learn the proper parts of a demonstration speech
- Share your knowledge & passion with an audience

Grades: 3-13

**DEMONSTRATIONS – YOUTH LEADER**

**DEMONSTRATIONS – LEADER**

**DRAWING & PAINTING** (Exhibits Dept. 18, Class C)

What you can do in this project:

- Learn to draw with pencil, chalk, crayon, etc.
- Learn to blend and shade
- Make surface rubbings
- Paint with watercolor
- Paint with oil and acrylics
- Mix colors, matte and frame your artwork

Grades: 3-13

**DRAWING & PAINTING - YOUTH LEADER**

**DRAWING & PAINTING - LEADER**

**MUSIC** (Exhibits in Dept. 18, Class G)

What you can do in this project:

- Learn about lyric writing
- Explore melody and harmony writing
- Make a scrapbook of music performances
- Create your own instrument

Grades: 3-13

**MUSIC – YOUTH LEADER**

**MUSIC – LEADER**

**PHOTOGRAPHY** (Exhibits in Dept. 20, Classes A through D) \*

What you can do in this project:

- Explore the camera and learn to use it properly
- Learn the basics of lighting and composition
- Learn the use of different light sources
- Shoot photos that tell a story

Grades: 3-13

**PHOTOGRAPHY - YOUTH LEADER**

**PHOTOGRAPHY - LEADER**

## **SPEAKING** (Exhibits in Dept. 31)

What you can do in this project:

- Plan, practice and present an effective speech
- Gain confidence in public speaking

Grades: 6-13

### **SPEAKING - YOUTH LEADER**

### **SPEAKING - LEADER**

## **THEATRE ARTS (Drama)** (Exhibits in Dept. 18, Class H)

What you can do in this project:

- Study acting from sound, movement, voice & speech
- Learn different ways to play a scene
- Try pantomime, clowning and improvisation

Grades: 3-13

### **THEATRE ARTS - YOUTH LEADER**

### **THEATRE ARTS - LEADER**

## **VIDEOGRAPHY** (Exhibits in Dept. 20, Class E)

What you can do in this project:

- Learn storytelling, editing and lighting
- Experiment with camera handling and editing
- Learn to plan a project with use of sound & titles
- Show and review your production

Grades: 6-13

### **VIDEOGRAPHY - LEADER**



## **FAMILY, HOME & HEALTH**

## **CHILD DEVELOPMENT** (Exhibits in Dept. 29)

**This is a Pre-Fair Judged Project Area.**

What you can do in this project:

- Find out how you grow and develop
- Learn the development of babies and toddlers
- Learn how to make toys safe for small children

Grades: 3-13

### **CHILD DEVELOPMENT - YOUTH LEADER**

### **CHILD DEVELOPMENT - LEADER**

## **CLOTHING** (Exhibits in Dept. 26)

***This is a Pre-Fair Judged Project: Both Style Revue and Clothing Construction are included in this project area.***

What you can do in this project:

- Identify sewing tools and machine parts
- Thread a sewing machine, identify fabrics
- Select and purchase a pattern, sew a seam
- Sort clothes for laundry, remove stains

Grades: 3-13

### **CLOTHING - YOUTH LEADER**

### **CLOTHING – LEADER**

## **CONSUMER SAVVY** (Exhibits in Dept. 25, Class F & Dept. 26, Class E)

What you can do in this project:

- Learn your shopping style
- Know the difference between wants and needs
- Write a savings and spending plan
- Start a savings account

Grades: 3-13

### **CONSUMER SAVVY - YOUTH LEADER**

### **CONSUMER SAVVY - LEADER**

## **CROCHETING** (Exhibits in Dept. 27)

**This is a Pre-Fair Judged Project Area.**

What you can do in this project:

- Learn to select and purchase yarn, thread and equipment
- Explore crocheting and finishing techniques
- Understand care instructions for crocheted items

Grades: 3-13

### **CROCHETING - YOUTH LEADER**

### **CROCHETING - LEADER**

## **ENTREPRENEURSHIP** (Exhibit in Dept. 33)

What you can do in this project:

- Practice the skills needed to be an entrepreneur
- Explore businesses, products, marketing and pricing
- Create a business plan and start your own business

Grades: 7-13

### **ENTREPRENEURSHIP - YOUTH LEADER**

### **ENTREPRENEURSHIP – LEADER**

## **FOODS & NUTRITION** (Exhibits in Dept. 25) \*

What you can do in this project:

- Learn what is good to eat and how to fix simple foods
- Fix pizza, pancakes, fruit kabobs and granola bars
- Explore why calcium is important to our bodies

Grades: 3-13

### **FOODS & NUTRITION - YOUTH LEADER**

### **FOODS & NUTRITION - LEADER**

## **FOODS PRESERVATION** (Exhibits in Dept. 25, Class D)

What you can do in this project:

- Learn the basics of preserving food safely
- Use UW-Extension Safe Food Preservation Series

Grades: 6-13

### **FOODS PRESERVATION - YOUTH LEADER**

### **FOODS PRESERVATION – LEADER**

**HEALTH** (Exhibit in Dept. 34)

**This is a Pre-Fair Judged Project Area**

What you can do in this project:

- Practice first aid skills to treat basic injuries
- Learn how to respond to someone who is choking
- Assemble a first aid kit

Grades: 3-13

**HEALTH - YOUTH LEADER**

**HEALTH - LEADER**

**HOME ENVIRONMENT** (Exhibits in Dept. 28)

What you can do in this project:

- Learn about home care
- Learn to sand and finish a simple wood item
- Make small decorative items for the home
- Explore the world of home interior design

Grades: 3-13

**HOME ENVIRONMENT - YOUTH LEADER**

**HOME ENVIRONMENT - LEADER**

**INTERGENERATIONAL PROGRAMS** (Exhibits in Dept. 33)

What you can do in this project:

- Learn to understand older people better
- Let them share their stories and experiences
- Explore what happens as you grow older

Grades: 5-13

**INTERGENERATIONAL - YOUTH LEADER**

**INTERGENERATIONAL - LEADER**

**KNITTING** (Exhibits in Dept. 27)

**This is a Pre-Fair Judged Project Area**

What you can do in this project:

- Discover what to consider when buying yarn or tools
- Learn knitting and finishing techniques
- Correct knitting errors
- Learn how to care for your knitted items

Grades: 3-13

**KNITTING - YOUTH LEADER/LEADER**

**KNITTING - LEADER**

**AEROSPACE** (Exhibits in Dept. 24, Class F)

What can I do in this project:

- Build and launch an introductory level rocket
- Compare birds and airplanes
- Make a space helmet

Grades: 3-13

**AEROSPACE - YOUTH LEADER**

**AEROSPACE - LEADER**

**BICYCLING** (Exhibits in Dept. 24, Class E)

What you can do in this project:

- Learn the essentials for getting started safely
- Explore the basics toward lifelong cycling
- Learn safety, road rules, and planning for a pleasant ride

Grades: 3-13

**BICYCLING - YOUTH LEADER**

**BICYCLING - LEADER**

**ELECTRICITY** (Exhibits in Dept. 23)

What you can do in this project:

- Identify electrical materials, build a flashlight
- Build and test a switch, wire a simple circuit
- Build and test a compass, build an electric motor

Grades: 3-13

**ELECTRICITY - YOUTH LEADER**

**ELECTRICITY – LEADER**

**GEOSPATIAL** (Exhibits in Dept. 24, Class G)

What you can do in this project:

- Discover ways of thinking about geographic positions
- Learn about navigational tools: GIS, GPS, compasses
- Learn to measure distances

Grades: 3-13

**GEOSPATIAL - YOUTH LEADER**

**GEOSPATIAL – LEADER**

**ROBOTICS** (Exhibits in Dept. 24, Class H)

What you can do in this project:

- Explore programming concepts using RoboLab language
- Learn what a robot is, how to build one
- Learn how to program the robot to use sensors

Grades: 3-13

**ROBOTICS - YOUTH LEADER**

**ROBOTICS – LEADER**

**SCALE MODELS** (Exhibits in Dept. 24, Classes B and C)

What you can do in this project:

- Assemble and create scale models of trains, cars, etc.
- Learn how to obtain materials you need in construction
- Learn to display your model and judge it

Grades: 3-13

**SCALE MODELS - YOUTH LEADER**

**SCALE MODELS - LEADER**

Remember, you must sign up for a 4-H project by January 15 in order to exhibit in that department at the Green County Fair!



**MECHANICAL SCIENCES**



**SMALL ENGINES** (Exhibits in Dept. 24, Class D)

What you can do in this project:

- Learn the basics of small engines
- Explore external engine parts and tools
- Identify the uses of small engines and safety issues

Grades: 3-13

**SMALL ENGINES - YOUTH LEADER****SMALL ENGINES - LEADER****TRACTORS** (Exhibits in Dept. 24, Class A)

What you can do in this project:

- Learn and identify parts of the tractor, tractor maintenance
- Learn about different fuels and engine cooling systems
- Research different safety features and learn safety rules

Grades: 3-13

**TRACTORS - YOUTH LEADER****TRACTORS - LEADER****WOODWORKING** (Exhibits in Dept. 22)

What you can do in this project:

- Learn safety practices when working with tools
- Use various hand tools: hammer, handsaw
- Identify types of nails and wood
- Sand and paint or stain a piece of wood

Grades: 3-13

**WOODWORKING - YOUTH LEADER****WOODWORKING - LEADER**

## NATURAL RESOURCES & ENVIRONMENTAL EDUCATION

**ADVENTURES** (Exhibits in Dept. 16, Class P)

What you can do in this project:

- Create a day pack or backpacking equipment
- Learn about camping gear, foods, and safety
- Learn about nutrition and proper caloric intake

Grades: 3-13

**ADVENTURES – YOUTH LEADER****ADVENTURES – LEADER****BIRDS** (Exhibits in Dept. 16, Class B)

What you can do in this project:

- Learn about birds native to Wisconsin
- Identify bird body parts and their function
- Discover migration habits of specific birds
- Learn about nesting and feeding

Grades: 3-13

**BIRDS – YOUTH LEADER****BIRDS – LEADER****ENTOMOLOGY (Insects)** (Exhibits in Dept. 16, Class O)

What you can do in this project:

- Learn about insects, their behavior and life history
- Discover the parts of an insect's body
- Collect and compare insects
- Explore ways they communicate and move

Grades: 3-13

**ENTOMOLOGY - YOUTH LEADER****ENTOMOLOGY - LEADER****EXPLORING YOUR ENVIRONMENT** (Exhibits in Dept. 16)

What you can do in this project:

- Explore the four elements of life: sun, air, water & soil
- Explore Birds, Insects, Tress, Wildflowers, Wildlife,
- Discover Weather, Water, Recycling and more

Grades: 3-13

**EXPLORING YOUR ENVIRONMENT - YOUTH LEADER****EXPLORING YOUR ENVIRONMENT - LEADER****FISHING** (Exhibits in Dept. 16, Class E)

What you can do in this project:

- Identify types of tackle/bait & fish
- Learn to take proper care of your catch

Grades: 3-13

**FISHING - YOUTH LEADER****FISHING – LEADER****FORESTRY** (Exhibits in Dept. 16, Class A)

What you can do in this project:

- Identify forest types, forest products and trees
- Age trees by counting rings
- Understand forest competition, find a state forest
- Describe how leaves affect rainfall

Grades: 3-13

**FORESTRY - YOUTH LEADER****FORESTRY - LEADER****GEOLOGY (Geoscience)** (Exhibits in Dept. 16, Class R)

What you can do in this project:

- Collect mineral and fossil specimens
- Identify prehistoric species and their environment
- Study rock formations (bluffs, mesas, etc.) and the natural processes that created them
- Learn about glaciers and how they shape our world

Grades: 3-13

**GEOLOGY – YOUTH LEADER****GEOLOGY – LEADER**



## **HUNTING** (Exhibits in Dept. 16, Class Q)

What you can do in this project:

- Learn the history, philosophy and laws of hunting
- Learn to plan and equip yourself for a hunt
- Youth must have completed a Hunter Safety Course

Grades: 6-13

### **HUNTING – YOUTH LEADER**

### **HUNTING – LEADER**

## **RECYCLING** (Exhibits in Dept. 16, Class D)

What you can do in this project:

- Learn about the importance of sustainability
- Use old products to create new products
- Learn about renewable energy sources

Ages: 3-13

### **RECYCLING – YOUTH LEADER**

### **RECYCLING – LEADER**

## **WILDFLOWERS** (Exhibits in Dept. 16, Class C)

What you can do in this project:

- Learn the parts of a flower and their uses
- Explore flowers native to Wisconsin
- Try your hand at plant pressing or flower drying

Ages: 3-13

### **WILDFLOWERS – YOUTH LEADER**

### **WILDFLOWERS – LEADER**

## **SHOOTING SPORTS – SEE DISCIPLINES BELOW**

### **AIR PISTOL** (Exhibits in Dept. 16) \*

What you can do in this project:

- Learn basic safety rules and guidelines
- Learn marksmanship and shooting procedures
- Youth must have participated in the Air Rifle Discipline or any powder burning discipline prior to moving to Air Pistol.
- Youth must have participated in the Air Pistol discipline prior to moving to .22 pistol. We will allow for both Air & .22 pistol to be taken in the same year.
- Hunter Safety Certification is **NOT NEEDED** for this project.

Grades: 4-13

### **AIR PISTOL - YOUTH LEADER**

### **AIR PISTOL - LEADER**

### **AIR RIFLE** (Exhibits in Dept. 16) \*

What you can do in this project:

- Introduction to **air rifle**
- Learn to sight your rifle and how to score targets
- Learn various shooting positions
- Learn safety policies and procedures
- Hunter Safety Certification is **NOT NEEDED**.

Grades: 3-13

### **AIR RIFLE - YOUTH LEADER**

### **AIR RIFLE - LEADER**

### **ARCHERY** (Exhibits in Dept. 16) \*

What you can do in this project:

- Workshops will begin in the spring
- Learn the fundamentals of archery marksmanship
- Learn rules and safety guidelines
- Shoot with sights and different bows
- Hunter Safety Certification is **NOT NEEDED**.

Grades: 3-13

### **ARCHERY - YOUTH LEADER**

### **ARCHERY - LEADER**

### **PISTOL (.22)** (Exhibits in Dept. 16) \*

What you can do in this project:

- Learn basic safety rules and guidelines
- Learn marksmanship and shooting procedures
- Hunter Safety Certification is **REQUIRED** for .22 pistol.
- Youth must have participated in the Air Pistol Discipline or any powder burning discipline prior to moving to Pistol. We will allow for both Air & .22 pistol to be taken in the same year.

Grades: 6-13

### **PISTOL (.22) - YOUTH LEADER**

### **PISTOL (.22) - LEADER**

### **RIFLE (.22)** (Exhibits in Dept. 16) \*

What you can do in this project:

- Introduction to **.22 rifle**
- Learn to sight your rifle and how to score targets
- Learn various shooting positions
- Learn safety policies and procedures
- Hunter Safety Certification is **REQUIRED** for .22 Rifle

Grades: 6-13

### **RIFLE (.22) - YOUTH LEADER**

### **RIFLE (.22) - LEADER**

### **MUZZLE LOADING** (Exhibits in Dept. 16) \*

What you can do in this project:

- Learn about muzzle loading history
- Learn about different guns and accessories
- Learn how to clean a muzzleloader
- Learn safety issues
- Hunter Safety Certification is **REQUIRED** prior to the start of workshops to participate.

Grades: 6-13

### **MUZZLE LOADING - YOUTH LEADER**

### **MUZZLE LOADING - LEADER**

### **SHOTGUN** (Exhibits in Dept. 16) \*

What you can do in this project:

- Learn the basic safety issues with shotgun handling
- Learn shooting fundamentals
- Learn the proper way to carry a shotgun
- Hunter Safety Certification is **REQUIRED** for Shotgun.

Grades: 6-13

### **SHOTGUN - YOUTH LEADER**

### **SHOTGUN - LEADER**



## **PLANT & SOIL SCIENCES**

### **CROPS** (Exhibits in Dept. 14, Class A)

#### **CORN** (Exhibits in Dept. 14, Class A)

What you can do in this project:

- Learn about variety selection, germination and planting
- Learn about nutrients, harvesting and storage
- Explore uses and marketing strategies for corn

Grades: 3-13

#### **FORAGE** (Exhibits in Dept. 14, Class A)

What you can do in this project:

- Establish and manage a forage crop
- Scout fields for pests, diseases and nutrition shortages
- Take an accurate forage sample
- Study growing techniques

Grades: 3-13

#### **SMALL GRAINS** (Exhibits in Dept. 14, Class A)

What you can do in this project:

- Learn about wheat, oats, barley & soybeans
- Explore growing conditions and nutrients
- Learn integrated pest management practices
- Learn to compare production costs and marketing

Grades: 3-13

### **CROPS - YOUTH LEADER**

### **CROPS - LEADER**

### **FLOWERS** (Exhibits in Dept. 15, Classes B and C)

What you can do in this project:

- Identify flower parts and their functions
- Plant flowers and make flower arrangements
- Give a presentation on flowers
- Prepare an exhibit

Grades: 3-13

### **FLOWERS - YOUTH LEADER**

### **FLOWERS - LEADER**

### **FRUITS** (Exhibits in Dept. 14, Class E)

What you can do in this project:

- Produce fruits from apples to grapes
- Select the best fruit cultivar for your home garden
- Decide what fruit you want to learn about

Grades: 3-13

### **FRUITS - YOUTH LEADER**

### **FRUITS – LEADER**

### **HOME GROUNDS** (Exhibits in Dept. 15, Class A)

What you can do in this project:

- Learn about seeding and lawn care
- Learn lawn maintenance, fertilization and pest management

Grades: 3-13

### **HOME GROUNDS - YOUTH LEADER**

### **HOME GROUNDS - LEADER**

### **HOUSE PLANTS** (Exhibits in Dept. 15, Classes D and E)

What you can do in this project:

- Identify plant parts and their functions
- Grow house plants, start a plant from a cutting
- Make a dish garden
- Prepare house plants for exhibit

Grades: 3-13

### **HOUSE PLANTS - YOUTH LEADER**

### **HOUSE PLANTS – LEADER**

### **VEGETABLES** (Exhibits in Dept. 14, Classes C and D)

What you can do in this project:

- Identify plant parts and their functions
- Explore germination and start a plant from a cutting
- Grow vegetables in containers, plan an outdoor garden
- Prepare a vegetable exhibit for show

Grades: 3-13

### **VEGETABLES – YOUTH LEADER**

### **VEGETABLES – LEADER**



## **INTERNATIONAL PROGRAMS**

### **INTERNATIONAL** (Exhibits in Dept. 33)

What you can do in this project:

- Explore the world around you with maps
- Track weather in various parts of the world
- Make your family tree by talking with relatives
- Explore where your ancestors came from

Grades: 3-13

### **INTERNATIONAL – YOUTH LEADER**

### **INTERNATIONAL - LEADER**