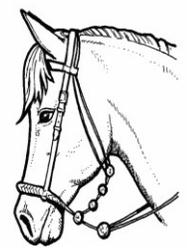


4-H Project Awards & Recognition Handbook



Inspire Kids to Do



Join the Team

SAFETY



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UNIVERSITY™
EXTENSION

"To Make the Best Better"

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Introduction



4-H PROJECT HANDBOOK

The project handbook was developed in an effort to assist youth and adults with a better understanding of the involvement of 4-H project work. This handbook focuses on the project itself and all other activities and events centered around a specific 4-H project.

This handbook is designed to serve as a guide for 4-H volunteer leaders, parents, and extension agents as they help youth select and work on 4-H projects.

Before distributing materials to youth, try to determine which manuals they already have. Provide project manuals only to those who do not have one or to those who have completed one level and are ready for the next level. Additional project materials and audiovisual aids for each project are listed in *Bibliography of Available 4-H Literature and Visuals*, located in your county Extension office.

An age level is specified for some publications; other publications are designated Unit I, II, etc. Generally, a person enrolling for the first time in a project begins with Unit I, regardless of age. When the first manual in a unit is completed, the member is ready for the next level.

"4-H is a community of young people across America who are learning leadership, citizenship, and life skills."

GENERAL 4-H INFORMATION

4-H Pledge

I pledge:

My Head to clearer thinking

My Heart to greater loyalty

My Hands to larger service

My Health to better living for my club, my community, my country and my world.

4-H Motto

TO MAKE THE BEST BETTER

4-H Slogan

LEARN BY DOING.

4-H Colors

Green and White:

Green--Nature's most common color is symbolic of springtime, life and youth.

White--Symbolizes purity and high ideals.

Rights of a Member

As a 4-H member, you are entitled to:

Enroll in the 4-H project(s) of your choice.

Participate in county 4-H activities.

Enter any 4-H contest for which you are eligible.

Wear the 4-H member pin.

4-H Creed

I believe in 4-H club work for the opportunity it gives me to become a useful citizen.

I believe in the training of my Head for the power it will give me to think, plan, and reason.

I believe in the training of my Heart for the nobleness it will give me to be kind, sympathetic, and true.

I believe in the training of my Hands for the ability it will give me to be helpful, skillful, and useful.

I believe in the training of my Health for the strength it will give me to enjoy life, resist disease, and work efficiently.

I believe in my country, my state, my community, and in my responsibility for their development.

In all these things, I believe, and I am willing to dedicate my efforts to their fulfillment.

Responsibilities of a 4-H Member

As a 4-H member, you should:

- Complete your 4-H project.
- Keep a record of your 4-H work and turn your record in to your project leader or your 4-H club leader.
- Give visual presentations or talks on your 4-H project(s).
- Enter contests.
- Make exhibits of your project work.
- Attend club meetings.
- Take part in club activities.
- Participate in county 4-H workshops and clinics.
- Assist younger members.
- Encourage others to join 4-H.
- Know the 4-H Pledge and 4-H Motto.
- Let parents and friends know about 4-H.

The Four Essential Elements of 4-H

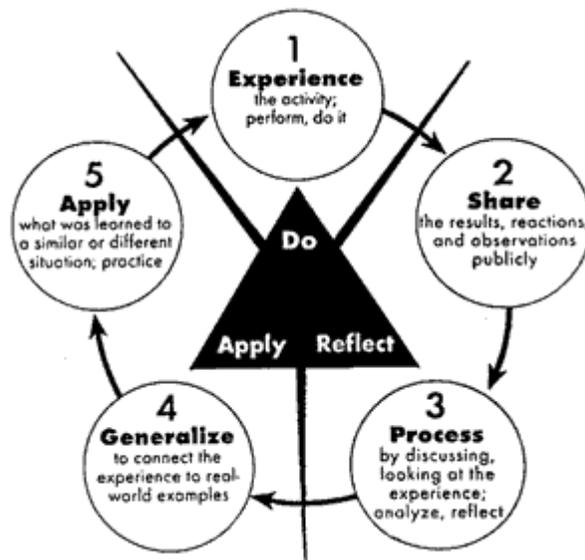
National 4-H has identified four critical elements of the 4-H experience. These are woven throughout all 4-H programs.

MASTERY: By exploring 4-H projects and activities, youth master skills to make positive career and life choices. 4-H provides a safe environment to make mistakes and receive feedback, and youth can discover their capabilities while meeting new challenges.

GENEROSITY: By participating in 4-H community service and citizenship activities, youth can connect to communities and learn to give back to others. These connections help youth find and fulfill their life's purpose.

INDEPENDENCE: By exercising independence through 4-H leadership opportunities, youth mature in self-discipline and responsibility, learn to better understand themselves, and become independent thinkers.

BELONGING: Through 4-H, youth can develop long-term consistent relationships with adults other than their parents and learn that they are cared about by and connected to others. 4-H gives youth the opportunity to feel physically and emotionally safe in a group setting.



PROJECTS GROUPED BY CATEGORY

Animal

Beef	Pets (other than dogs)
Dairy	Poultry
Dog Care	Sheep
Goats	Swine
Horses	Veterinary Science
Meat Science	

Communication and Expressive Arts

- Communication Arts
- Expressive Arts
- Photography
- Recreation (Leisure Education)

Family and Consumer Sciences

Breads	Dairy Foods
Child Development	Food and Nutrition
Clothing and Textiles	Food Preservation
Clothing Selection	Interior Design
Consumer Education	Home Management

Environmental Education

- Conservation
- Forestry
- Shooting Sports
- Wildlife

Personal Development and Leadership

- Career Exploration
- Citizenship
- Health
- Leadership
- Personal Development
- Introductory 4-H Projects (5-8 year olds)

Plant

Field Crops
Gardening (Fruits, Vegetables, Ornamental, and Flowers)
Plant and Soil Sciences

Other Projects

Cultural Education
Economics, Business, Marketing
Entomology
Safety

Technology and Engineering

Automotive
Bicycle
Computer Technology
Electricity
Engines and Tractors
Robotics
Welding
Wood Science

GENERAL RULES FOR PROJECTS WITH COMPETITIVE EVENTS

A. INTRODUCTION

This publication includes competitive events and rules under which the events are conducted at the District and State levels. These rules may also serve as a guide for conducting community and county competitive events.

Competition is only one of the teaching methods available to Extension Agents and volunteer leaders in the development of youth. Agents and leaders are encouraged to keep competitive events within their proper perspective. All youth do not enjoy competitive situations. Some prefer to learn by other methods, which are available to them through 4-H.

When encouraging participation in 4-H competitions, the emphasis should be placed on the value of the experience gained in preparing and presenting educational materials, in making decisions, speaking in public, and in meeting new people; not on the importance of winning an award.

Competitions provide excellent educational experiences when used properly. Those 4-H'ers who gain educationally, are the winners regardless of who gets the award.

B. GENERAL RULES

1. Junior members 8 - 13 years of age:
 - a. Must be at least 8 years old as of January 1 of the current year to participate in a 4 -H competition.
 - b. Must not have reached his or her 14th birthday as of January 1 of current year.
 - c. Refer to specific competition rules for different age requirements. *Example: All judging event (s), public speaking, bicycle, visual presentation, held at the District 4-H Project Achievement Day, the contestants must be at least 10 years old as of January 1 of the current year to compete. (8 & 9 year old members compete as Clover Leaf exhibitors, exception is in Share-the-Fun and Modeling Squad)*
2. Senior members 14 - 18 years of age:
 - a. Must be at least 14 years old as of January 1 of the current year.
 - b. Must not have reached his or her 19th birthday before January 1 of current year.
 - c. Refer to specific competition rules for different age requirements.
Example: Intermediate 4-H member records ages 12-14, horse events ages, etc.
3. 4-H competition in judging, visual presentation and miscellaneous categories are held on a district basis for juniors (**10 through 13 years old except where noted**) and at the state level for seniors (14 through 18 years old). Record competition is held on the state level for both junior and senior 4-H members, adults (19 years old and above), and for 4-H clubs.
4. Junior and senior members participate separately in 4-H competitions. For exceptions see specific competition rules.

5. Competitions are open to all registered 4-H members. A 4-H registered member is defined as a member of a 4-H club or 4-H members at large (individual 4-H members) who have enrolled in 4-H and a record of his or her enrollment is in the County Office on or before due date. **4-H members can only be members of 4-H in one county and in one state.** It is preferable that the youth be a member of a club in the county in which they reside, but if both agents involved agree that the youth can be enrolled in a county other than the one in which they reside, the official 4-H enrollment can be in a county other than their home county. After a 4-H member declares county membership, they must remain with that county for the remainder of the year. However, a 4-H'er can participate in activities such as workshops, trainings, camps, etc., in any county.
6. 4-H members are not required to be enrolled in any specific project in order to compete in a competition related to that project.
7. Previous district winners in junior competition may enter the same competition again in the same project category.
8. **State winners in the Senior Competition from previous years may enter the same competition area again provided they have not been recipients of a trip to the Regional/National event. (This rule applies to alternates who receive trips as well as first place winners who receive a trip).** Livestock Judging, Dairy Judging, Land Judging, Horticulture Judging, Horticulture Visual Presentation, Tractor Operation, Automotive Driving, Small Engine Event, Public Speaking Event, Poultry Judging, Poultry Cookout, Poultry Egg Preparation and Demonstration, National 4-H Dairy Conference, Meats Judging, Compact Tractor, Electric Energy, Forestry Judging, Bicycle, Computer, Horse Judging, Horse Bowl, Horse Public Speaking, Wildlife Judging, Consumer Judging, and Hippology.
9. **A county may enter up to three individuals in all junior and senior judging, visual presentations, miscellaneous and record competition with the following exceptions: Judging Contests with teams (see Rule 10), Dairy Posters, Dairy Sweetheart, Beef, Horse Public Speaking, Horse Bowl, Insect Collection, Livestock Bowl team, Poster Art, Poultry Cookout, Share-the-Fun, Junior 4-H Records (no limit), Club records, Leader records (no limit), Consumer Judging team, Mississippi 4-H Cloverleaf Exhibits, Horse Photography (no limit).**
10. In all Junior and Senior events with judging teams, a county may enter two teams of three or four members. **Exceptions: (1) Livestock, Dairy and Horse - a county may enter as many teams and/or individuals as desired. (2) Land Judging – a county may enter three junior and three senior teams, totaling twelve participants.** In computing the team score with four-member teams, the score of the lowest members will be dropped. With three-member teams, all three scores will be added. In lieu of a team, a county may enter one or two individuals who compete only as individuals.
11. University, college, junior college, or technical school students are eligible to compete in all 4-H competitions provided they meet other eligibility requirements and are enrolled in 4-H in the county in which their parents or guardians reside or the county in which they were last members of 4-H, before entering college (see **Rule 22** for exception).
12. In the event that a tie occurs in a competition, it must be broken. See the specific rules governing each category.

13. In the district and state competitions (Judging, Visual Presentation and Miscellaneous), the county 4-H staff will provide each contestant(s) with a completed, **typewritten Form 166**. The contestant(s) will present this Form 166 to the person coordinating the competition. Coordinators will use it to tabulate and report the scores. In the event of teams, all contestants should be listed on the same form. If there are more than four contestants on a team, a second Form 166 should be used. A copy of this form will be returned to the county after winners are announced.
14. After the beginning of a judging and certain other competitions, conversation between contestants and agents and/or leaders, who are not assisting with the contest, is prohibited. Violation of this rule can result in disqualification.
15. 4-H members are discouraged from using their name or county during a competition. 4-H'ers should refer to their contestant number.
16. A senior contestant may enter the National Poultry contest in only one of the poultry competitions (Poultry Judging, Egg Preparation Demonstration, or Poultry Cookout) the same year.
17. National 4-H Dairy Conference trip winners will be selected as follows:
 - a. One will be selected during the State Dairy Round-Up show from the contestants in Showmanship, 16-18 years of age as of January 1 of the current year.
 - b. One will be selected from 4-H Dairy records, meeting the following requirements: One must have completed at least three years' participation in the 4-H Dairy Program, including the current year and be at least 15 years of age and not over 19 years of age on January 1 of the current year.
 - c. One will be selected from the Dairy Premier Exhibitor Contest held during the Dixie National Junior Round-Up.
 - d. Delegates will not be permitted to attend the conference more than one time.
 - e. Current year Dairy exhibitors at the World Dairy Expo are not eligible to be delegates to the 4-H Dairy Conference.
18. If a state winner forfeits an out-of-state trip, the trip recipient will be selected from the next high scoring individual or team.
19. An individual or a team trip winner may compete again in the state competition if they forfeit early enough for alternate(s) to be prepared to make the trip. **This is interpreted as being not later than 30 days prior to the trip.** However, if the alternate makes the trip, the first place winner will remain eligible. An individual member of a Judging team may not forfeit and remain eligible unless the whole team forfeits.
20. In the case of a forfeit, the State 4-H Office must receive a letter from the Extension 4-H Youth agent or county Extension agent involved at least 30 days prior to the dates of departure on the trip.
21. ***During State 4-H Congress, a member may enter only one competition in the morning and one in the afternoon. Note: Depending on the number of participants, members entering Forestry, Wildlife, Automotive and Tractor may only be able to participate in one competition per day.***

22. To be eligible to participate in State 4-H competitive events, contestants must not have participated in official post-secondary (university, college, junior college, or technical school) competitive events of a similar nature in the same subject matter area. Neither can the competitor be a member of a post-secondary team undergoing training in an official collegiate livestock judging competition, either on nor off-campus, is ineligible to compete in a similar State 4-H judging competition.
23. A senior contestant may enter the National 4-H Engineering Event in only one of the Engineering competitions (automotive driving, compact tractor, electric energy, small engine event, tractor operation, bicycle safety, welding, and computer) the same year.
24. If a first place winner in a competition receives a white ribbon, that contestant(s) is ineligible for first place awards.
25. Reference material for training 4-H members may be ordered from the subject matter specialist responsible for the contest. Refer to competitive event for a list of reference material.
26. During the District 4-H Project Achievement Day, 8 and 9 year olds (8 years old before January 1 of the current year and have not reached his/her 10th birthday) are only eligible to enter the Mississippi 4-H Clover Leaf Exhibit event and Share-the-Fun.
27. In the event that one or more members of the qualifying team are unable to attend the State event because of illness, relocation outside of county, scholastic conflict or employment conflict, the agent responsible for 4-H in the county may petition in writing to the State 4-H Leader to replace these members with qualified alternates. Teams that compete in the District Contest with three members may not add a fourth member.
28. ***During the District 4-H Project Achievement Day, 4-H'ers may enter only one competition during the morning and only one in the afternoon. Exception: (insect collection).***
29. Practice judging for 4-H members during a District or State competition is **NOT** permitted.
30. **All electronic devices will be turned off at the discretion of the event coordinator. Violation of this rule will result in disqualification. (Example: cell phones, pagers, text messaging devices, etc.)**
31. **Any 4-H member winning a national trip must confirm they will attend not more than two weeks after winning the event. Turning a trip down 30 days prior to the event will result in the county being responsible for lost registration fees, travel fees, etc. Exception: Illness or medical emergency verified with a doctor's certificate or death in immediate family.**
32. **IF A REGIONAL OR NATIONAL COMPETITION IS CANCELLED, THERE WILL BE NO OUT-OF-STATE PREMIUMS AWARDED.**
33. All 4-H members must participate in a county qualifying 4-H competition to be eligible for district, state, regional, and national 4-H competitions. In the event there is no team participation, team (s) to represent the county will be decided

based on the highest scoring individuals competing in the qualifying event.

34. **4-H Registered volunteers must be used when assisting with PAD, State Congress and other 4-H events. Refer to the information below on how to become a Registered 4h Volunteer:**

The process to become a Mississippi State University Extension Service 4-H Registered volunteer will consist of three-steps:

1. Effective **December 1, 2018**, all potential 4-H volunteers **MUST** complete the MSU-ES approved **TrueScreen** background check.
 2. Must fill out a Volunteer Application Packet.
 3. Must complete the Mandatory Online Training (Best Practices for Working with Underage Participants) and must complete the Minor Protection Policy Acknowledgment Form.
- ❖ Must be a registered 4-H Volunteer **30 days** prior to any 4-H activity/event.

(Special Note: Only MSU-ES approved TrueScreen Background Checks will be accepted. This is a MSU policy and as a MSU Unit, we will comply.)

Visual Presentation

What is a 4-H Visual Presentation?

A visual presentation is a teaching method used to communicate an idea. Charts, flannel boards, flash cards, slides, models, photography, or chalkboards are aids that can be used. A visual presentation can sell an audience on the importance of an idea. A visual presentation includes demonstrations and illustrated talks.

Visual presentations can be a Method Demonstration or Illustrated Talk. **Method demonstrations** and **illustrated talks** are planned presentations in which a 4-H member teaches information related to a project or activity. Simply, there are ways of sharing useful information and of showing and telling others how to make or do something.

Through demonstrations and talks, 4-H members have the opportunity to:

- Work on something they like and in which they have an interest.
- Gain new knowledge and learn about a specific subject.
- Learn to plan and organize their thoughts so they can express themselves more clearly.
- Emphasize the major points of a presentation through the use of visuals or examples.
- Develop good judgment, speech and actions before an audience.
- Listen to the opinions of others.
- Teach and show others improved methods and practices learned through 4-H, thus performing a service to the community.

SPECIAL RULES AND REGULATIONS FOR VISUAL PRESENTATION EVENTS

GENERAL RULES:

1. A member may compete in only one visual presentation contest.
2. Visual presentations should be given by one individual only.
3. The visual presentation contest should begin on a community basis.
4. The contestant must arrange for equipment and materials needed for the presentation. The specialist will furnish a table and an easel. **(Note: Should a 4-H'er choose to utilize PowerPoint or other computer program, that 4-H'er must have back-up presentation in the event of malfunction. Agents must check with contest coordinator about PowerPoint equipment being provided for 4-H'ers use prior to the event).**
5. The contestant shall bring to the contest:
 - a. 4-H Contest Entry and Score Form 166 (typed)
 - b. Pencil*Refer to specific contest area for other material needed.*
6. The participants will be judged utilizing the visual presentation score sheets:
(F-334 & F-334A).
7. Ten and 11-year-olds will give a visual presentation and be judged blue, red, and white. All blue ribbon winners will receive awards.
8. Twelve and 13-year-olds and senior visual presentation contestants will be placed in order of ranking (1, 2, 3, etc.). Ribbons will be awarded to all contestants. Awards will be given to the top three places. **(Exception: No awards will be given for white ribbons.)**
9. The junior county winners are eligible to participate in the district 4-H Project Achievement Day contest.
10. The senior county winners are eligible to participate in the state contest.

11. **A county may enter a total of three contestants in each contest category where individual participation is allowed and in each visual presentation contest, including the "Other Projects" contest.**
12. 4-H Visual Presentation less than 3 minutes in length and those exceeding 10 minutes will be penalized.
13. In the event of a tie for 1st, 2nd or 3rd place, the score made on the "Presentation Section," will be used to break the tie. If a tie still persists, the contestants will make a second presentation.
14. Posters and other visuals used in a 4-H Visual Presentation should be prepared by the 4-H member giving the presentation.
15. *"OTHER PROJECTS"* visual presentations include the projects: citizenship, leadership, leisure education, poultry, and any others not listed on the enrollment card, such as aerospace, weather and geology.

NOTE: A penalty of 10 points will be placed on visual presentations entered in the "OTHER PROJECTS" category if that visual presentation could have been entered in a specific project area contest. Senior 4-H members are not eligible to give a visual presentation in small engine, computer and electric. Refer to the miscellaneous area for contest that includes senior computer, electric energy and small engines.
16. Plant and soil science includes: plant pathology and field crops such as cotton, corn, soybeans, pastures, and other general plants and soils topics.
17. Gardening and horticulture includes flower and vegetable gardening, truck crops, orchard, and landscaping.
18. Conservation includes: Forestry, wildlife, soil and water conservation.
19. Engineering for seniors includes: Bicycle, safety, and all petroleum power vehicles, such as automobiles, tractors, and lawnmowers.
20. Engineering for Juniors ages 10-11 and ages 12-13 includes: Electric, safety, bicycle, and all petroleum power vehicles, such as automobiles, tractors, lawnmowers, three-wheelers, etc.
21. Refer to *"How to Do a Visual Presentation"*, Publication 1096, for instructions on writing and presenting visual presentations.
22. Eight- and 9-year-olds are not eligible to enter the District Visual Presentation Contest.
23. Senior horse individual and Team demonstration contests will be between 10-15 minutes long to correspond with the **Mississippi 4-H Horse Show Rules and Regulations**. For Senior Horse Public Speaking, speeches should be 7-10 minutes in length. Junior horse visual demonstration contest will be between 5-10 minutes long. For Junior Horse Public Speaking, speeches should be 3-5 minutes in length.

Visual Presentation Contest With Age Categories

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Beef – Dr. Dean Jousan			X
Beef, Sheep, Swine, and Goat – Dr. Dean Jousan	X	X	
Child Development – Dr. Louise Davis	X	X	X
Clothing – Family and Consumer Science	X	X	X
Computer – Dr. Mariah Morgan	X	X	X
Conservation (Forestry, Wildlife, Conservation of Soil & Water) – Gordon/Burger	X	X	X
Dairy Animals – Dr. Dean Jousan			X
Dairy Foods – Dr. Dean Jousan			X
Dairy Animals and Dairy Foods – Dr. Dean Jousan	X	X	
Engineering (Electric, Safety, Bicycle, Petroleum Power) James Wooten	X	X	
Entomology – Dr. John Guyton	X	X	X
Food Nutrition (includes Preservation) – Dr. Brent Fountain	X	X	X
Gardening and Horticulture – Geoff Denny	X	X	X
Health –Dr. David Buys.	X	X	X
Consumer Sciences – Dr. Becky Smith	X	X	X
Horse – Dr. Dean Jousan	X	X	X
Other Projects – State 4-H Department	X	X	X
Personal Development – Alisha Hardman	X	X	X
Photography – Kevin Hudson			X
Plant & Soil Science – Dr. Dennis Reginelli	X	X	X
Sheep, Swine, & Goat – Dr. Dean Jousan			X
Veterinary Science and Pet Care – State 4-H Staff	X	X	X

Individual Judging Events with Age Categories

One to three Junior and one to three seniors may represent the county in the following areas.

Name of Contest	Senior (Ages 14-18)	Junior (Ages 10-13)
Clothing Construction – Family and Consumer Science	X	X
Clothing Selection – Family and Consumer Science	X	X
Electric –James Wooten		X
Electric Energy – James Wooten	X	
Entomology (Insect ID) Dr. John Guyton	X	X
Food and Nutrition – Dr. Brent Fountain		X
Food Preservation – Dr. Brent Fountain	X	X
Interior Design – 4-H Dept.	X	X
Photography – Kevin Hudson	X	

Individual or Team Judging Events

Name of Contest	Senior (Ages 14-18)	Junior (Ages 10-13)
Consumer Judging – Dr. Becky Smith	X	X
Modeling Squad – 4-H Staff	X	X
Dairy – Dr. Dean Jousan [Jr. held in connection with District Livestock Show. Sr. event held in connection with Dixie National Junior Round-UP]	X	X
Dairy Products – Dr. Dean Jousan	X	X
Forestry – Dr. Jason Gordon	X	X
Horse – Dr. Dean Jousan [Jr. event held in connection with District Horse Show. Sr. event held connection with State Horse Show.]	X	X
Beef – Dr. Dean Jousan [Held at District Livestock Show]		X
Goat – Dr. Dean Jousan [Held at District Livestock Show]		X
Sheep – Dr. Dean Jousan [Held at District Livestock Show]		X
Swine – Dr. Dean Jousan [Held at District Livestock Show]		X
Livestock – Dr. Dean Jousan [Held in connection with MS State Fair]	X	
Land – Dr. Larry Oldham	X	X [ages 9-13]
Horticulture – Dr. Geoff Denny	X	X
Poultry – Jessica Wells	X	X
Robotics – Dr. Mariah Morgan	X	X
Seed Identification – Dr. Dennis Reginelli	X	X
Wildlife Judging – Dr. Leslie Burger	X	X

GENERAL RULES FOR MISCELLANEOUS EVENTS

1. The Miscellaneous Contests category differs from Judging and Visual Presentations in the number who may participate per county. This number varies from one to a group of eight; therefore, please check each contest area for participation information. Unless otherwise stated, these events will be held at the District 4-H Project Achievement Day for Juniors and State 4-H Congress for Seniors.
2. The contestant shall bring to the contest:
 - a. 4-H Contest Entry and Score Form 166 **[typed]**
 - b. PencilRefer to specific contest area for other material needed.
3. **State winners in the Senior Contest from previous years may enter the same contest area again provided they have not been recipients of an out-of-state trip to the following National events under sponsorship through the 4-H Awards Program:** *[This rule applies to alternates who receive trips as well as first place winners who receive a trip.]* Livestock Judging, Dairy Judging, Land Judging, Horticulture Judging, Poultry Judging, Horticulture Visual Presentation, Tractor Operation, Automotive Driving, Small Engine Event, Poultry Cookout, Poultry Egg Preparation and Demonstration, National 4-H Dairy Conference, Electric Energy, Compact Tractor Event, Meats Judging, Forestry Judging, Bicycle, Computer, and Wildlife Judging.
4. See *General Rules* in the first section of this publication for rules pertaining to participation in the National Poultry Barbecue and Egg Preparation and Demonstration Contest. **(See general rule number 16)**

MISCELLANEOUS CONTEST AREAS

Name of Contest & Person in Charge	Participants Per County	Sr. Team 14-18	Sr. Ind. 14-18	Jr. Team 10-13	Jr. Ind. 10-13
Automotive Driving – <i>Dr. Mary Tagert.</i>	1-3		X		
Beef Cookout - <i>Dr. Dean Jousan</i>	1-4/class in each age Div.(4 classes)		X		X [8-13]
Bicycle - <i>Larry Alexander</i>	1-3		X		X (10-13)
Career Pursuit – <i>Dr. Kurt Swortzel</i>	1-3		X		
Child Development – <i>Dr. Louise Davis</i>	1-3		X		
Mississippi 4-H Clover Leaf Exhibit – <i>State 4-H Staff</i>	no limit				X (8-9)
Compact Tractor – <i>John Linhoss</i>	1-3		X		
Dairy Bowl - <i>Dr. Dean Jousan</i>	Sr. Team of 4 Jr. Team of 2	X		X [8-	
Dairy Posters - <i>Dr. Dean Jousan</i>	1 Sr., 1 each in two Jr. categories		X		X
Dairy Sweetheart - <i>Dr. Dean Jousan</i>	No limit-refer to Fair Catalogue		X		
Electric Energy – <i>James Wooten</i>	1-3		X		
Hippology – <i>Dr. Dean Jousan</i>	1 Team	X			
Horse Art – <i>Dr. Dean Jousan</i>	No Limit		X		X
Horse Bowl - <i>Dr. Dean Jousan</i>	Team of 4-5/county	X		X	
Horse Photography - <i>Dr. Dean Jousan</i>	No limit		X		X
Horse Public Speaking – <i>Dr. Dean Jousan</i>			X		X
Horse Team Demonstration - <i>Dr. Jousan</i>	1-2 Teams of 2 youth	X		X	
Horticulture Photography -	No limit		X		X
Insect Collection – <i>Dr. John Guyton</i>	No limit		X		X
Livestock Bowl - <i>Dr. Dean Jousan</i>	Team of 4-5/county	X			
			X		
Photography Contest – <i>Kevin Hudson</i>	3 Jr. entries & 3 senior entries		X		X
Pork Cookout – <i>Animal/Dairy Science</i>	1-3 Jr. & 1-3 Sr.		X		X [8-13]
Poultry Cookout – <i>Jessica Wells</i>	4 contestants (Jr. or Sr.)		X		X [8-13]
Poultry Egg Prep & Demo - <i>Jessica Wells</i>	1-3		X		
Public Speaking – <i>Bekah Sparks</i>	1-3		X		X (10-13)
Share-the-Fun - <i>State 4-H</i>	1 indiv & 1 group act / not more than 8		X	X [8-	X [8-13]
Small Engine Event – <i>James Wooten</i>	1-3		X		
Tractor Operation – <i>Daniel Chesser</i>	1-3		X		

ANIMAL AND ANIMAL RELATED PROJECTS



**** Rules for beef, dairy, goat, sheep, swine and horse are subject to change. The majority of these rules are voted on at livestock and horse meetings throughout the year. To obtain the most updated records for contests, acquire a copy of the Mississippi State Fair or Dixie National Junior Round-Up Premium Book or State 4-H Horse Championships Rule Book.**

PROJECT: BEEF

SPECIALIST (S): Dr. Dean Jousan

PROJECT OVERVIEW AND GOALS:

1) Teach life skills such as responsibility, decision-making, sportsmanship, teamwork, family involvement and etc. to youth through the use of beef cattle. 2) Teach animal husbandry. 3) To help 4-H'ers gain an appreciation of the beef industry. The 4-H Beef Project offers members an opportunity to show animals in an ethical and competitive environment. In addition, the project teaches selecting, feeding, managing, and marketing of beef cattle. Members may also participate in judging, visual presentation, cookout contests, consumer education, career education, leadership and exhibits, records, and citizenship activities.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

4-H -CCS - Beef – 1, 2, 3

4-H CCS - Beef Helper's Guide

Beef Publications:

IS-298	Beef Breeds Crossword Puzzle - English Breeds
IS-455	How to Tie a Stall or Manger Knot
IS-456	The Art of Tattooing
IS-488	What You Should Know About Muscle, Bone, Type & Conformation
IS-556	Let's Learn About Steers & Steaks
IS-625	Round Steak
IS-879	How to Make a Rope Halter for Showing a Calf
IS-985	Administration of Medicine & Vaccine to Cattle
IS-997	Beef Breeds Crossword Puzzle - Indian and American Breeds
IS-998	Beef Breeds Crossword Puzzle - Exotic Breeds
IS-1002	Beef - Individual Identification of Cattle
IS-1068	Meat Science - General Activity I
IS-1069	Meat Science - Beef Activity I
IS-1070	Meat Science - Lesson Plan
IS-1291	Red Meat - Cost per Serving
P-1223	Meat Science General Activity II
P-1467	Red Meats (Members Manual)
P-1469	4-H Project Guide Processing Livestock
P-1652	Selection for Feet & Leg Soundness
P-1788	Nutrient Requirements of Beef Cattle & Composition of Feeds
P-1791	Feed Additives for Beef Cattle
P-2210	Beef Showmanship
P-2289	Mississippi 4-H Livestock Judging Manual

BEEF PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas:	Beef Judging Workshops
	Grooming Workshops
	Beef Camps
	Showmanship Workshops
	Premier Exhibitor Workshop

Tour/Field Trip Ideas: Tour Cattle Operation
 Tour Slaughter Operation
 Tour Veterinarian Clinic or Veterinarian School
 Field Trip to Cattle Auction
 Field Trip to Cattle Show

COMPETITIVE ACTIVITIES:

Judging:

Junior Livestock Judging - held at designated locations by districts. The contestant shall bring a small notebook and pencil. The contest shall consist of judging two classes of cattle and giving one or more sets of oral reasons.

Senior Livestock Judging – Held at Mississippi State Fair. The contestants should bring a small notebook and pencil.

Livestock – the contest shall consist of:

- (1) judging eight classes with at least one class from each species.
- (2) giving oral reasons on at least four classes. (One from each species).
- (3) performance data may be included on at least one class of each species.

Beef Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Beef			X
Beef, Sheep, Market Goats and Swine	X	X	

Miscellaneous: BEEF COOKOUT

Rules and Regulations:

1. Contestants are responsible for all the material needed, i.e., grills, charcoal, meat, etc. All contestants must use charcoal grills for the contest. Contestants are not allowed to share grills.
2. Beef entries must be turned in for judging by 11:30 a.m. Entries turned in after 11:30 a.m. will be penalized.
3. Meat may be prepared in open grills, closed grills, rotisseries, or any combination.
4. Each contestant in the steak divisions will receive a \$10 cash award, those in the specialty division will receive \$10 (\$5 for sandwich meats), and those in the hamburger division will receive \$5. This money is to be used to defray the purchase price of the meat, etc.
5. Junior contestants must be ages 8-13, and senior contestants must be ages 14-18. Age is determined as of January 1 of the current year.

6. Each county may enter 4 contestants in each class division and each age division. **Contestants do not have to pre-register.** Contestants must bring their completed Form 166 to the cooking location to be entered in the competition.
7. Contestants must furnish upon request a copy of the sauce recipe, if one is used.
8. A contestant may enter only one class division.
9. When the beef contest begins at 10:00 a.m., each individual will decide when to start his/her fire. Contestants must notify judges prior to starting the fire and start the fire in the presence of the judges.
9. A contestant will not receive any assistance or advice from anyone other than getting equipment set up at the beginning. After set-up is complete, only contestants can be in cooking area after 10:00 a.m.
10. Side dishes are not required and not encouraged.
11. Contestant must declare to the judges their expected degree of doneness he or she is going to serve the meat.

- | | |
|-----------|---|
| Class I | Prestigious Steaks Class (T-Bone, Rib-eye, Strips, Club Steaks, Filet Mignon, Sirloin, etc.) |
| Class II | Less Expensive Steaks Class (Blade, Round, Chuck Steaks, etc.) |
| Class III | Specialty Class (Kabobs, Roasts, Short Ribs, Sandwich meats other than hamburger) |
| Class IV | Hamburger Sandwich Class (Hamburger Only) |

Miscellaneous: PREMIER EXHIBITOR PROGRAM (Seniors Only) Rules and Regulations
 For the beef premier exhibitor contest rules and regulations, refer to that year's Dixie National Junior Round-Up Premium Book.

Beef Record

Included in the 4-H Record Session of the Project Handbook

Fair exhibits/performances: Included in Fair Catalog

IDEAS FOR AWARDS AND RECOGNITION:

Trophies, Cash Awards, Ribbons, Plaques, Trips

POTENTIAL STATE DONORS:

MS Cattlemen's Association; MS Cattlemen's Association; MS Beef Council; State Breed Associations

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project): Western National Livestock Judging Contest – Denver, Western National Meats Judging Contest – Denver; and National 4-H Club Congress

IN-SERVICE TRAINING OFFERINGS FOR AGENTS/VOLUNTEERS:

Livestock Judging workshop, Grooming workshops, Showmanship workshops, - Visual Presentation Workshops, Livestock Ethics workshops, Premier Exhibitor – Workshops

DATES* OF EVENTS / ACTIVITIES RELATED TO PROJECT:

- Western National Livestock Show
- MS Livestock Council Meeting
- Dixie National Junior Round-Up
- Mississippi State Fair
- State 4-H Club Congress

***NOTE: Refer to 4-H Youth Livestock Calendar of Events for exact dates**

PROJECT: DAIRY
SPECIALIST(S): Dr. Dean Jousan

PROJECT OVERVIEW OR GOAL:

The 4-H Dairy Project offers members an opportunity to select, feed, and manage dairy cattle. A member may select a calf, heifer, or cow as a project and compete in ethical and competitive shows. However, a 4-H'er does not have to own an animal to enroll in this project. Opportunities are also provided for participation in 4-H judging, visual presentation records, production, and exhibit programs. 1) Teach life skills such as responsibility, decision-making, sportsmanship, teamwork, family involvement and etc. to youth through the use of dairy cattle. 2) Teach animal husbandry. 3) To help 4-H'ers gain an appreciation of the dairy industry.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Dairy Publications:

CCS	Dairy – 1, 2, 3
Helper Guide	
IS-293	4-H Quiz Gram - Dairy Cattle Breeds
IS-455	How to Tie a Stall or Manger Knot
IS-456	The Art of Tattooing
IS-879	How to Make a Rope Halter for Showing a Calf
IS-985	Administration of Medicine & Vaccine to Cattle P-
153	Junior 4-H Dairy Production
P-194	4-H Dairy Cattle Judging
P-530	Senior 4-H Dairy Production
P-1062	4-H Dairy Project - Visiting a Dairy Farm
P-1063	4-H Dairy Project - Visiting a Food Store
P-1064	4-H Dairy Project - Visiting a Dairy Processing Plant
P- 1423	Dairy Products Judging
P-1652	Selection for Feet & Leg Soundness
P-1759	Preparing to Show Your Dairy Animal
F-799	4-H Dairy Products Judging - Cottage Cheese
F-800	Judging Ice Cream Scorecard
F-801	Judging Cheddar Cheese Scorecard
F-802	Judging Milk Scorecard

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: Dairy Judging Workshop
Grooming Workshop
Dairy Camps
Showmanship Workshop
Dairy Products Judging Workshop
Premier Exhibitor Workshop

Tour/Field Trip Ideas:

Tour of Dairy Farm
Tour of Dairy Processing Plant
Tour of Veterinarian Clinic or Veterinarian School
Field Trip to Dairy Cattle Auction
Field Trip to Dairy Show

COMPETITIVE ACTIVITIES:

Dairy Judging

Junior held at designated locations by district. The contest consists of:

- (1) judging at least two classes of dairy animals
- (2) giving one or more sets of oral reasons.

Senior held at Dixie National Junior Round-Up (**4-H Youth Livestock**

Calendar of Events for exact dates) The contest consists of:

- (1) judging four or more classes of dairy animals.
- (2) giving two or more sets of oral reasons.

References: 4-H Dairy Cattle Judging, Publication 194,
4-H Dairy Judging Slides and Script (D-J-40)
Hoard's Dairyman Annual Cow Judging Contest
Video tapes available from Audio Visual Library, MCES
Form 672 and 1022 (Placing Card)
4-H Dairy Judging Slides & Script (D-J-42) available in Audio Visual Library

Dairy Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Dairy Animals (Dairy Cattle and Dairy Goats)			X
Dairy Foods			X
Dairy Animals and Dairy Foods (Dairy Cattle and Dairy Goats)	X	X	

Miscellaneous: Dairy Products Judging

Junior

- a. The contest consists of judging samples each of milk, cheddar cheese, cottage cheese, and ice cream in comparison with the "ideal" for the product under consideration.
- b. Each contestant shall bring a clipboard and pencil.

Senior

- a. The contest consists of judging samples each of milk, cheddar cheese, cottage cheese, and ice cream in comparison with the "ideal" for the product under consideration.
- b. Each contestant shall bring a clipboard and pencil.

References: Dairy Products Judging, Publication 1423
 4-H Dairy Products Judging Milk Scorecard, Form 802
 4-H Dairy Products Judging Cheddar Cheese Scorecard, Form 801
 4-H Dairy Products Judging Cottage Cheese Scorecard, Form 799
 4-H Dairy Products Judging Ice Cream Scorecard, Form 800
 4-H Dairy Products Judging Quality Defects, Form 798

Miscellaneous: DAIRY BOWL[Senior Only]

A team consists of 4 members. A county may enter more than one team. Teams of less than 4 are ineligible.

- a. Teams will compete in a series of one-on-one elimination contests until the top team is chosen. The teams will be assigned to the first round of competition before the contest. Some teams may be awarded a Bye during the elimination as a part of the assignment process.
- b. Competition between teams will be in 3Phases.
PHASE A - Each contestant will take a fifty question quiz beforehand. From this test, five questions will be designated as "Phase A" for each round of competition. The same

five questions will be designated for both teams but each group of five questions will be used only 1 round [example, 1-5 Round 1, 46-50 Round 10]. Each correct answer will be worth 5 points. A total possible score of a team in any round will be 100 points [4 team members x 5 questions each x 5 points/correct answer]. No points will be lost for incorrect answers or blanks. Points earned by each team will be announced at the end of the match and combined with scores for *Phases B & C* to determine the winners of a match.

PHASE B - Each team will be asked five questions of a higher degree of difficulty. Answers are to be given by a team captain, but assistance may come from any team member. Correct responses are worth 10 points. A question may be repeated only once. Answers must be started within 20 seconds. Partial credit may be given at the discretion of the judges. After one team has been questioned, the other team will enter the contest room and be asked the same five questions.

PHASE C - A total of twenty questions will be asked - Toss-Up-Round

1. The first team to signal will answer the question within 5 seconds after being acknowledged by the judge or lose 10 points. Any member answering a question without having a light lit or being acknowledged will lose 10 points. If an incorrect answer is given, the other team has the opportunity to answer the question immediately without having it reread, except for true/false - either/or, and yes/no type questions. If an incorrect answer is given in these types of questions, the questions will be replaced with a tiebreaker question, and given to the other team. No points are deducted for giving an incorrect answer. No partial credit is available in Phase C, except for bonus questions. Team members are not allowed to discuss the answers in this phase.
2. If neither team can offer an answer to the question within 10 seconds, the moderator will give the answer, the question will be dropped - neither team will forfeit points.
3. When a signal is pushed before the question is completely read, the moderator shall stop reading the question when the light goes on - that person may answer the question. If correct, the team will receive credit. The judge may not ask the contestant to explain their answer. If the answer is incorrect, the question shall then be completely reread and the other team will have the opportunity to answer it.
4. Bonus questions may be earned in the Toss-Up-Round. In order to receive a bonus question, three different team members must correctly answer a Toss-Up-Question. Bonus questions are not passed to the other team, nor are points deducted for an incomplete or incorrect answer to a bonus. Bonus questions will be asked whenever three team members have answered Toss-Up-Questions correctly with the count kept individually for both teams within a match. Eligibility for bonus questions does not carry over to another match. The only discussion allowed between team members will be on bonus questions and in *Phase B*. The answers must come from the team captain. Only the number of answers required by the bonus question will be accepted. Example: If the bonus has a four-part answer the first four answers given by team captain will be accepted. The bonus answers must be started within 20 seconds and completed within 60 seconds.
5. All questions correctly answered will be worth 15 points in Phase C except for bonus questions that are worth 20 points each.

6. Questions will cover feeds and feeding, milk quality, herd health, udder health, breeding and genetics, marketing, dairy foods, calf-raising, and other areas. Suggested references are the *Hoard's Dairyman* reference guides, the most current issues of each topic. The dairy product information published by the American Dairy Association and Dairy Council will be used as the primary references on dairy foods and products. Others may be used; including updated research information presented in the current year's issues of *Hoard's Dairyman*.
7. The winning team will be determined by the highest total score from *Phase A, B, and C*. In the event of a tie, the two teams will be asked five additional Phase C questions. No bonus questions will be awarded in the tie breaking procedure.
8. Answers and interpretations of questions will be the sole responsibility and final recall of the judges. A team member will have the privilege to ask the judges panel to verify an answer that he/she feels is correct. If a coach challenges the judge's decision, the coach must call "*time out*" immediately [before the next question is read]. A decision made by the judges after the answer is verified will be final.
9. Any question or area not covered by these rules will be decided by the 4-H Bowl Committee. All decisions are final.
10. Final team placing in the contest will be determined by a single elimination process.
11. All decisions of judges, scorekeeper, and referee-timers are final.
12. For more complete rules and procedures contact the *Animal and Dairy Science Department*.

References: Current year's issues of *Hoard's Dairyman*

Miscellaneous: DAIRYPOSTERS

The idea of the poster should portray the theme as announced by the American Dairy Association of Mississippi each year.

Junior and Senior:

1. The contest consists of preparing a poster (22" x 28") with a theme of milk and/or milk products. Posters not on correct size of poster and not using current year's theme will be disqualified.
2. Requirements shall be:
 - a. Each county may enter its first place poster in each of the following age categories:
 - (1) age 8-10 years
 - (2) age 11-13 years
 - (3) age 14-18 years
 - b. Posters should be delivered to the designated area on the first day of State 4-H Congress in order that they are judged during State 4-H Congress.
 - c. Refer to Publication 799, 4-H Dairy Poster Contest, for detailed information.

Miscellaneous: DAIRY SWEETHEART

Rules:

1. Contest is limited to unmarried 4-H girls 8-18 years of age as of January 1. (See *General Rules* on 4-H ages.)
2. Entrant must own and exhibit one or more dairy animals in the Junior Dairy Show at the Mississippi State Fair the year she enters the contest. This may be a dairy cow in the Junior Dairy Show.
3. Winners will be selected on the basis of poise, beauty, and personality, and knowledge of their project.
4. Two winners will be selected:
 - a. Junior 4-H Dairy Cattle Sweetheart (8-13 years)
 - b. Senior 4-H Dairy Cattle Sweetheart (14-18 years)
5. The winners will reign for the duration of one year - until the following year's contest is held.
6. No previous first place winner will be eligible to compete in the same division. However, first place Juniors may compete in the Senior division as they become eligible.
7. There is no limit to the number of contestants that may enter from a county.
8. After registration, contestants will be interviewed and also have lunch with the judges.
9. After the interviews and lunch, the contestants will be escorted to the dairy show arena where the winners will be announced. Respective winners will assist with awards presentations for both the dairy cattle and dairy goat shows as requested by show chairman. Their assistance with other activities may be requested throughout the following year.

Fair exhibits/performances: Refer to fair exhibit list.

MISCELLANEOUS: DAIRY PREMIER EXHIBITOR PROGRAM (SENIOR ONLY)

Rules and Regulations

For the dairy cattle premier exhibitor contest rules and regulations, refer to that year's Dixie National Junior Round-Up Premium Book.

IDEAS FOR AWARDS AND RECOGNITION:

Trophies
Plaques
Cash awards
Trips

POTENTIAL STATE DONORS:

Mississippi Holstein Association; Southeast Select Sires, Inc.; American Dairy Association; Animal Breeders Service; and Purina.

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

- Eastern National Dairy Judging Contest – Louisville
- Eastern National Dairy Bowl Contest – Louisville
- National 4-H Club Congress – Atlanta
- National Dairy Conference – Madison

IN-SERVICE TRAINING OFFERINGS FOR AGENTS/VOLUNTEERS:

Dairy Judging Workshop, Grooming Workshop, Showmanship Workshops, Visual Presentation Workshops, Livestock Ethics Workshop, Premier Exhibitor Workshop, Dairy Products Judging Workshop, and Dairy Bowl Workshop.

DATES* OF EVENTS/ACTIVITIES RELATED TO PROJECT:

- Eastern National Livestock Show
- MS Livestock Council Meeting
- Dixie National Junior Round-Up
- Mississippi State Fair

*

***NOTE: REFER TO 4-H Youth Livestock Calendar of Events for exact dates**

PROJECT: GOATS

SPECIALIST(S): Dr. Dean Jousan

PROJECT OVERVIEW OR GOAL:

- 1) Teach life skills such as responsibility, decision-making, sportsmanship, teamwork, family involvement and etc. to youth through the use of goats.
- 2) Teach animal husbandry.
- 3) To help 4-H'ers gain an appreciation of the livestock industry.
- 4) Provide 4-H'ers an opportunity to show their animals in an ethical and competitive environment.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

GoatPublications:

IS-455	How to Tie a Stall or Manger Knot
IS-456	The Art of Tattooing
IS-488	What You Should Know About Muscle, Bone, Type & Conformation
CCS Goat	– 1, 2, 3

Helper's Guide

- IS 1467 – Drug Withdrawal Times for Sheep & Goats
- P 2264 – 4-H Club Goat Guide
- P 2177 – Meat Goat – Selection and Care
- P 2263 – Meat Goat Showmanship

PROJECT ACTIVITY SUGGESTIONS:

- Workshop Ideas: Grooming Workshops
Showmanship Workshops
Premier Exhibitor Workshop
- Tour/Field Trip Ideas: Tour Goat Farm
Tour Veterinarian Clinic or School
Trip to Goat Auction
Trip to Goat Show

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13) Goat Visual Presentation

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Beef/Sheep/Swine/ Market Goats	X	X	

Miscellaneous: DAIRY GOAT SWEETHEART–Junior and Senior

Rules:

1. Contest is limited to unmarried 4-H girls 8-18 years of age as of January 1 of the current year.
2. Entrant must own and exhibit one or more dairy animals in the Junior Dairy Show at the Mississippi State Fair the year she enters the contest. This may be a dairy cow in the Junior Dairy Show or a dairy goat shown in the Open and Youth Dairy Goat Show, Junior Doe-Senior Doe.
3. Winners will be selected on the basis of poise, beauty, and personality, and knowledge of their project.
4. Two winners will be selected:
 - a. Junior 4-H Dairy Goat Sweetheart (8-13 years)
 - b. Senior 4-H Dairy Goat Sweetheart (14-18 years)
5. The winners will reign for the duration of one year - until the following year's contest is held.
6. No previous first place winner will be eligible to compete in the same division. However, first place Juniors may compete in the Senior division as they become eligible.
7. There is no limit to the number of contestants that may enter from a county.
8. After registration, contestants will be interviewed and also have lunch with the judges.
9. After the interviews and lunch, the contestants will be escorted to the dairy show arena where the winners will be announced. Respective winners will assist with awards presentations for both the dairy cattle and dairy goat shows as requested by show chairman. Their assistance with other activities may be requested throughout the following year.

Fair exhibits/performances: Refer to fair exhibit list.

Senior Visual Presentation

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Sheep/Swine/ Market Goats			X

Miscellaneous: Meat Goat and Dairy Goat Premier Exhibitor (Seniors Only):

Rules and Regulations

For the meat goat and dairy goat premier exhibitor contest rules and regulations, refer to that year’s Dixie National Junior Round-Up Premium Book.

Fair exhibits: (See State fair catalog)

IDEAS FOR AWARDS AND RECOGNITION:

- Trophies
- Plaques
- Ribbons
- Cash awards
- Trips

POTENTIAL STATE DONORS:

Mississippi Goat Association

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project): National 4-H Club Congress

IN-SERVICE TRAINING OFFERINGS FOR AGENTS/ VOLUNTEERS:

Grooming workshops, Showmanship workshops, Visual Presentation workshops, Livestock Ethics workshops, Premier Exhibitor workshops

DATES* OF EVENTS / ACTIVITIES RELATED TO PROJECT:

Mississippi Livestock Council Meeting, Mississippi State Fair, Dixie National Junior Round-Up, and State 4-H Club Congress

***NOTE: REFER TO 4-H Youth Livestock Calendar of Events for exact dates**

Fair exhibits: (See State fair catalog)

IDEAS FOR AWARDS AND RECOGNITION:

- Trophies
- Plaques
- Ribbons
- Cash awards
- Trips

POTENTIAL STATE DONORS:

Mississippi Goat Association

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project): National 4-H Club Congress

IN-SERVICE TRAINING OFFERINGS FOR AGENTS/ VOLUNTEERS:

Grooming Workshops, Showmanship Workshops, Visual Presentation Workshops, Livestock Ethics Workshops, Premier Exhibitor Workshops

***DATES OF EVENTS / ACTIVITIES RELATED TO PROJECT:**

Mississippi Livestock Council Meeting, Mississippi State Fair, Dixie National Junior Round-Up, and State 4-H Club Congress

***NOTE: REFER TO 4-H Youth Livestock Calendar of Events for exact dates**

PROJECT: HORSE
SPECIALIST(S): Dr. Dean Jousan

PROJECT OVERVIEW OR GOAL:

Teach life skills such as responsibility, decision-making, sportsmanship, teamwork, family involvement and etc. to youth through the use of horses. Teach animal husbandry. Help 4-H'ers gain an appreciation of the horse industry. Provide 4-H'ers an opportunity to show horses in an ethical and competitive environment.

PROJECT RESOURCES: (Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

CCS-Horse 1, 2, 3

Helper's Guide

IS 455 – How to Tie a Stall or Manger Knot

P 450 – Your 4-H Horse

P 821 – Mississippi 4-H Horse Shows – Classes, Rules & Regulations

P 852 – Basic Horse Safety Manual

P 1136 – Showmanship & Grooming

Evans 2nd, The Horse

The Coloring Atlas of Horse Anatomy

AYHC – 1st Horse Industry Handbook

AYHC – Youth Leaders Manual

Lewis 2nd, Feeding & Care of the Horse

State Line Tack Catalog

F 819 – 4-H Horse Judging – Activity I F

820 – 4-H Horse Judging – Activity II F

821 – 4-H Horse Judging – Activity III F

822 – 4-H Horse Judging – Activity IV F

823 – 4-H Horse Judging – Activity V

HORSE PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas:

- Visual Presentation Workshops
- Horse Judging Workshops
- Horse Camps
- Showmanship & Horsemanship Clinics
- Hippology Workshops
- Grooming Workshops
- Horse Show Events Workshops
- Ethics Workshops

Tour/Field Trip Ideas: Tour a Horse Ranch
 Field Trip to a Horse Auction
 Field Trip to a Horse Show
 Tour of Veterinarian Clinic or School
 Field Trip to Horse Stables

COMPETITIVE ACTIVITIES: **Junior Age Level - (8-13)**

Special Note: Rules in the current year’s Mississippi 4-H Horse Championship Rules and Regulations will be followed for Horse Judging, Horse Bowl, Horse Public Speaking, Horse Individual Demonstration, Horse Team Demonstration, Hippology, Horse Art, Horse Photography, and Horse T-Shirt Design Contests. To access this rule book, go to the Mississippi 4-H Livestock website.

PROJECT: LIVESTOCK BOWL
SPECIALIST(S): Dr. Dean Jousan

**RULES AND REGULATIONS
OBJECTIVES**

To stimulate learning in a subject matter area; Reward 4-H members for knowledge gained in a subject matter area; Provide a competitive setting where attitudes of friendliness and fairness prevail; And develop teamwork, self-confidence and decision-making skills.

ELIGIBILITY

1. Each county is invited to enter one team of up to four contestants.
2. Contestant must be a senior 4-H member (ages 14-18) as of December 31 of the preceding year.
3. A team will consist of four contestants. An alternate can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator deems that an individual cannot continue on in competition. Recommended procedure for contestant substitution is as follows:
 - a. Each team may name an alternate and the alternate is expected to attend all rounds of competition in which their team participates.
 - b. If an alternate enters play, he/she must remain in the contest for the rest of that phase.
 - c. Substitution during the contest needs to be approved by the moderator. In the event that a four member team enters the competition and one member is unable to continue the competition and there is no designated alternate, the resulting three member team will be allowed to continue; However, they will forfeit the Phase I questions directed toward the fourth team member.

OFFICIALS

1. **Moderator:** The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers as guided by the judge(s), and may seek interpretation of questions and answers from the judges or contestants.
2. **Judge:** The judge(s) will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant.
3. **Timekeeper:** The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the setup of the equipment.
4. **Scorekeeper:** Two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. The second scorekeeper will maintain a written record of all scoring transactions.

GENERAL RULES:

1. **Team Captain:** A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants will wear identification tags and/or have cards with their contestant numbers. The captain will remain the captain throughout the contest and will always be seated closest to the moderator. Other team members may change their seating order between matches.
2. **Viewing:** Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches, but must remain quiet throughout the event. No electronic devices are allowed in contest room. Spectators may not bring any writing, recording devices or materials into a contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
3. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.
4. **Timeouts:** Team members, coaches, moderators, judges, or scorekeepers, may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Coaches are also allowed to call for one, thirty (30) second timeout, during the toss up round (Phase III) at their discretion. Timeouts may be called only after a question has been answered and before the start of the next question.
5. **Protests:** When a protest is raised, the moderator will call timeout. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final.
 - a. Only one member of a team or the coach of a team may make a protest of a question or an answer, and then only at the time a particular question is read or the answer given. Once the moderator has begun the next question, the protest is not valid.
 - b. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
 - i. If a question is protested before an answer is given and the protest sustained – the moderator will discard the question. No loss or gain of points for either team.
 - ii. If an answer is protested (either correct or incorrect) at least one of the judges and the moderator or two judges will determine the validity of the protest. Points will be added or subtracted as appropriate.

- iii. If a question is protested after an answer is given (correct or incorrect) at least one judge and the moderator, or two judges will determine the validity of the protest question. The question may be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in the situation above.
 - c. Abuse of protest provisions may result in one or more of the following: Dismissal of the team coach from the contest area; Dismissal or replacement of the team member; Dismissal of the entire team with forfeiture of any points or ranking.
 - d. Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints or constructive criticism at the conclusion of the contest.
 - e. No source of information is infallible. There may at times be answers given to questions, which are in agreement with recommended sources, which are in fact erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, and if there is unanimous agreement, may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
 - f. Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.
- 6. **Ties:** If both teams are tied at the end of a match, the moderator will read a series of three additional tossup questions until the tie is broken. Questions will be scored as in Phase Three (see below).
- 7. **Aids and Materials:** Teams may not use any prepared aids or other resource materials during a match. This includes pens, pencils, notepaper, scratch paper and calculators.
- 8. **Final Score:** Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

METHOD OF QUIZ BOWL COMPETITION

- 1. Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
- 2. A single elimination procedure will be used.
- 3. Each match will consist of three phases as described below. In all phases, only the first answer given is accepted and will be ruled as correct or incorrect.
 - a. **Phase One:** Phase One will consist of eight (8) questions that will be asked of each team. The team that receives the questions first in a match will be decided at random. While the first team is being asked the questions, the second team will be in a holding room, where they cannot hear the questions. After the first team has completed the 8 questions, the second team of the match will enter and be asked the same 8 questions on a rotating basis within the team. Each individual team member will be asked two questions. Correct answers are worth 10 points with no deduction for incorrect answers. No teammate assistance may be offered or received in this phase. Answers **must be started** within 10 seconds after the question is read (starting an answer after the 10 second buzzer goes off is not acceptable). Answers will consist of multiple choice; fill in the blank and/or completion type questions. The moderator will read the correct answer if incorrect or no answers are given.

- b. **Phase Two:** Phase Two will consist of eight (8) questions. Each team will be asked four questions each on alternating basis. Correct answers are worth 10 points, with no deductions for incorrect answers. The team shall discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded. Answers must be started within 20 seconds after the question is read (starting an answer after the 20 second buzzer goes off is not acceptable). Questions shall primarily be fill in the blank, completion, or short answer, but may include some multiple choices. When a team fails to answer the question in the allotted time or answers the question incorrectly, the moderator shall offer the question to the opposing team, without re-reading it. The opposing team may discuss the question and shall have 20 seconds (from the time the moderator offers the question) to begin an answer to the question. Correct answers are worth 10 points, with no deductions for incorrect answers. This team may discuss the question only, after being offered to them, by the moderator (**not** while the team originally asked the question is discussing it). Only the team captain may report the answer.
- c. **Phase Three:** Phase Three will consist of regular, tossup and bonus questions with a total of sixteen (16) questions worth 15 points each. During this phase, any team member from either team may buzz in to answer a regular or tossup question. The first two questions will be regular questions. Every third question will be a tossup question with a bonus attached. The only difference between a regular and a tossup question will be that tossup questions will have a bonus question attached.
- (1) Scoring and procedures of regular and tossup questions with no Violation of Play: After the regular or tossup question has been read, the first individual from either team to signal will answer the question within five seconds after being acknowledged by the moderator, or will lose 10 points. Ten points will be deducted for incomplete or incorrect answers. In the event of an incorrect answer, the other team has the opportunity to answer after buzzing and being acknowledged by the moderator. The second team must buzz in within 10 seconds of being offered the question by the moderator. The question will not be reread. If neither team can offer an answer within 10 seconds, the moderator will give the correct answer and neither team will forfeit points.
 - (2) Scoring and procedures of regular and tossup questions with Violation of Play: Any member answering regular or tossup questions without being acknowledged will result in the deduction of 10 points from the team score. The opposing team has the option of answering the question within 10 seconds after receiving an offer from the moderator. The question will not be reread. The second team must buzz in and be acknowledged by the moderator before answering.
 - (3) Bonus questions: If a bonus question is attached to a correctly answered tossup question, the moderator reads the bonus question and the team that answered the tossup question is allowed to discuss the question. The question will not be reread. Answers must be started within 20 seconds after the question is read. Only the team captain may answer the question. If anyone other than the team captain answers the question, no points will be awarded. Correctly answered bonus questions are worth 15 points. All parts of bonus questions must be answered correctly. No points are

deducted for incorrect or incomplete answers to bonus questions. The opposing team does not have the opportunity to answer bonus questions.

- (4) If a bonus question was attached to an unanswered tossup question or an incorrectly answered tossup question, the bonus question becomes a regular question and the cycle of regular, *regular*, *tossup with bonus starts over*.
 - (5) Premature buzzing: When the buzzer is pushed before the question is completely read, the moderator will stop reading and that person must answer the question after being acknowledged. If the answer is incorrect or incomplete, ten points will be deducted from the team score. The judge(s) will not ask for clarification of answers in these instances. Answers must be complete and correct. In the event that a multiple choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice, or by the corresponding wording of the correct letter. If the answer is not complete and correct, the question will then be completely re-read and the other team will have the opportunity to answer it after buzzing and being acknowledged.
 - (6) Both teams buzz at the same time: If the equipment allows a member of each team to buzz in at the same time or locks out all team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new one will be selected by the judges.
4. Questions will not be reread, except as in (5) above.
 5. The score of both teams will be announced periodically.
 6. The judge(s) may ask for clarification of answers.

CONTEST RESOURCES

The following is a list of references that will assist in preparing for livestock quiz bowl contests that involve beef, sheep, meat goat, and swine. Please note that actual references may deviate from this list in an effort to keep current with a rapidly changing livestock industry.

(TENTATIVELY) STANDARD REFERENCES

- 4-H CCS Materials – Available at www.n4hccs.org
- BU6158 - Swine 1: Growing with Swine
- BU6159 - Swine 2: Becoming Swine Smart
- BU6160 - Swine 3: Entering the Arena
- BU6161 - Swine Helpers Guide
- BU6351 - Beef 1: Bite into Beef
- BU6352 - Beef 2: Here's the Beef
- BU6353 - Beef 3: Leading the Charge
- BU6354 - Beef Helpers Guide
- BU6367 - Sheep 1: Rams, Lambs and You
- BU6368 - Sheep 2: Shear Delight
- BU6369 - Sheep 3: Leading the Flock
- BU6370 - Sheep Helpers Guide
- BU7909 - Meat Goat 1: Just Browsing
- BU7910 - Meat Goat 2: Get Growing with Meat Goats
- BU7911 - Meat Goat 3: Meating the Future
- BU7912 - Meat Goat Helpers Guide
- Any references listed in the beef, swine, sheep and meat goat sections of this book.

PROJECT: Meat Science
SPECIALIST(S): Dr. Dean Jousan

PROJECT OVERVIEW OR GOAL:

- 1) Teach life skills such as responsibility, decision-making, sportsmanship, teamwork, family involvement and etc. to youth
- 2) Teach meat science
- 3) To help 4-H'ers gain an appreciation of the meat industry
- 4) Provide 4-H'ers an opportunity to compete in a friendly environment

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.) IS-488

What You Should Know About Muscle, Bone, Type & Conformation IS-556	Let's
Learn About Steers & Steaks	
IS-625	Round Steak
IS-1068	Meat Science - General Activity I IS-1069
	Meat Science - Beef Activity I
IS-1070	Meat Science - Lesson Plan
IS-1291	Red Meat - Cost per Serving
P-1223	Meat Science General Activity II P-1467
	Red Meats (Members Manual)
P-1469	4-H Project Guide Processing Livestock

COMPETITIVE ACTIVITIES:

Miscellaneous: Meats Judging & Identification (Senior Only)

- a. Each contestant must have passed his or her 14th birthday, and not have passed his or her 19th birthday on January 1 of the current year.
- b. Contest will consist of:
 - (1) Identification of retail cuts (beef, pork, and lamb), fresh, processed, or variety. (2) Judge one wholesale cut class. Class to come from beef ribs, beef loins, or fresh hams. (If available)
 - (3) Judge two retail cut classes. Classes to come from beef porterhouse steaks, beef T-bone steaks, beef rib steaks, beef rib eye steaks, beef blade steaks, beef loin steaks, beef sirloin steaks, pork loin, chops, pork loin rib chops, or lamb rib chops.
 - (4) Give oral reasons on two of the above classes.
- c. Retail cuts to be identified will be selected from retail cuts commonly found in most retail stores. Retail cuts and names shall be among those found in the Uniform Meat Identity Standards.
- d. Judges will decide all official placing's and cuts for the contest.
- e. Contestants may not touch retail cuts at any times.

Meat Identification Score

1. Identification of retail cuts (beef, pork, and lamb) - fresh, processed, variety.
**If species is missed, all others (b, c, d and e) will be given no points.*

IDEAS FOR AWARDS AND RECOGNITION:

Cash awards, Ribbons, Trophies, Plaques, Trips, etc.

POTENTIAL STATE DONORS:

Mississippi Beef Council, Mississippi Pork Producers

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS

(regional and national events and activities related to project)

Western National Meats Judging Contest – Denver

National 4-H Club Congress – Atlanta

IN-SERVICE TRAINING OFFERINGS FOR AGENTS/VOLUNTEERS:

Meats ID & Judging Workshops, Visual Presentation Workshops, Premier Exhibitor Wworkshop

DATES* OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Dixie National Junior Round-Up; State 4-H Club Congress; Western National Livestock Show

PROJECT: POULTRY

SPECIALIST(S): Jessica Wells

PROJECT OVERVIEW OR GOAL:

1. To develop youth and help them learn the techniques of logical, accurate decision making; to learn to recognize the reasons for their decisions; and to develop the ability to express their reasons orally.
2. To help youth learn and understand standards used in poultry and egg production and marketing, and to apply the standards in a realistic decision-making situation.
3. To serve as an award activity and trip for youth who have achieved superior levels of performance competition and thus stimulate the learning process, interest, and enthusiasm.
4. To help youth with career guidance.
5. To promote the poultry industry.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

National Poultry Judging

Cooperative Extension Bulletin Distribution

P.O. Box 685883-0918

University of Nebraska

Lincoln, Nebraska 38583-0918

Phone: 402/472-9712

FAX: 402/472-0542

E-mail: gnickels1@unl.edu

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None Suggested

Tour/Field Trip Ideas: None Suggested

**COMPETITIVE ACTIVITIES: RULES AND INFORMATION SPECIFIC TO THE
POULTRY JUDGING CONTEST:**

1. Each county is eligible to enter a team of three (3) or four (4) bona fide 4-H members or up to two (2) independent individuals in the contest. The individual contestants cannot compete on a team once registered for the contest.
2. Contestants need not be enrolled in poultry projects and are not required to have conducted a poultry project in the current year.
3. All classes will be set up in accordance with the Rules and Standards printed in the National Poultry Judging Manual "University of Nebraska Cooperative Extension 4-H 460" 1999 revised edition, except in cases where changes have been made for the Mississippi contest and are included in this document.

Important Special Note:

The "Newly Revised" National Poultry Judging Manual is now available. Copies can be purchased for \$3.00 each from:

Cooperative Extension Bulletin Distribution
P.O. Box 685883-0918
University of Nebraska
Lincoln, Nebraska 38583-0918
Phone: 402/472-9712
FAX: 402/472-0542
E-mail: gnickels1@unl.edu

4. The contest will consist of the following three divisions: Production, Market Poultry, and Market Eggs. A perfect individual score in Production will be 300 points; in Market Poultry, 300 points; and in Market Eggs, 300 points; for a total of 900 points. A perfect team score will be 2,700 points.
5. The classes to be judged will be as listed in No. 24.
6. Judging smocks will not be supplied to contestants.
7. Placing cards will be provided for all contestants. An example of each card is shown at the end of the class rules section. Each contestant will write his/her placing on the proper card and hand it to the monitor before shifting to the next class.
8. Teams will be divided so that not two contestants from a county will be in the same group. Each group will remain together throughout the contest. Failure to do so will result in disciplinary action.
9. Ten (10) minutes will be allowed for placing each class. Also, a maximum of two (2) minutes will be allowed each contestant for giving oral reasons on Class 3. Contestants will shift to the next class only upon notification by the contest monitor. The broken-out egg class will be judged at the end of the contest in groups assigned by the contest chairman.
10. Competent judges will be responsible for the official placing of all classes.
2. Qualified judges will listen to and score oral reasons on the production class. The scorecard, which will be used as a basis for scoring oral reasons, is encompassed in No. 25. Using notes while giving reasons will NOT be permitted. NO county or name identification will be worn by the contestant in the oral reasons room.
3. A competent committee will be in charge of grading the cards and compiling the results.

13. Each class of production birds, R-T-C carcasses and eggs will be graded in the basis of 100 points for a perfect score. Similarly, oral reasons on the production classes will be graded on the basis of 100 points for a perfect score.
14. If a contestant checks more than one placing for any of the production classes, the lowest score will be the one recorded. If nothing is checked, the contestant will receive a zero (0) score.
15. In scoring the market poultry classes, a five (5) point deduction will be made for each grade separation line crossed. Ten (10) points will be deducted if a contestant fails to enter a grade for a bird or if he/she enters more than one grade for a bird.
16. In scoring the broken-out eggs, a three (3) point deduction will be made for each grade separation line crossed except when the line between "B" grade and "Inedible" is crossed; the, four (4) points will be deducted. Ten (10) points will be deducted if a contestant fails to enter a grade for an egg or if he/she enters more than one grade for the same egg.
17. In scoring the candled market egg class, one (1) point will be deducted for each grade separation line crossed except when the line between "B" grade and "Inedible" is crossed; then three (3) points will be deducted. Five (5) points will be deducted if a contestant fails to enter a grade for an egg or if he/she enters more than one grade for the same egg.
18. In scoring the exterior egg quality class, two (2) points will be deducted when the A and B grade separation line is crossed. When the line between "B" and "Dirty" is crossed, three (3) points will be deducted. Five (5) points will be deducted if a contestant fails to enter a grade for an egg or if he/she enters more than one grade for the same egg.
19. In scoring the Broiler Parts Identification Class, ten (10) points will be subtracted for each incorrect identification. If a contestant identifies less than ten (10) parts, a total of ten (10) points will be deducted for each unidentified part.
20. In each division, the three highest contestant's scores from each county's team will be added to determine a team's divisional scores. Then the team's overall score will be determined by adding its three divisional scores.
21. In case of tie scores, the ties will be broken by the following methods in the order listed.
 - A. Ties in "production hen" and "overall categories" will be handled as follows: **1st)** break the tie on the highest reasons scores; **2nd)** break ties on the most perfect scores; **3rd)** if ties can't be broken by the first two procedures, do not break the tie and recognize with identical awards.
 - B. For other categories, the contestant or team with the largest number of 100 scores will win; if even the contestant or team with the largest number of the next highest score below 100 will win. If necessary, this method will be continued in the order of descent of scores or a method will be decided upon by the contest committee.
22. Appropriate awards will be made to the high individuals and teams in each division and overall judging as stipulated in No. 26.
23. As soon after the contest as possible, a copy of the detailed scoring will be sent to each participating county for distribution to each team member, the coach, and Extension poultry personnel.

CLASSES IN THE 4-H SENIOR POULTRY JUDGING CONTEST

MAXIMUM SCORE

A. Classes 1, 2, and 3 -- Egg Production and Reasons 300

Class 3 represents the Reasons portion of the contest, and is given on Class 2 hens. Two classes of four (4) Leghorns or Leghorn type hybrids are to be judged on past production qualities. Birds may be handled. Contestants may NOT compare birds with others in their group. The bird that has laid the most eggs to date should be placed FIRST; the next highest, SECOND; the next THIRD; and poorest layer, FOURTH. This is placing by comparison. Contestants will give oral reasons on Class 2 hens. Using notes while giving reasons will NOT be permitted. A maximum of two minutes will be allowed for giving reasons.

MAXIMUM SCORE

B. Classes 4, 5, and 6 -- Meat Quality 300

Ready-To-Cook Birds and Broiler Parts Identification. This group (Classes 4, 5, and 6) include one class of ten (10) ready-to-cook broilers and one class of ten (10) broilers, heavy fowl, or heavy turkey hens. Each individual bird will be classified as A, B, or C. Carcasses will be displayed in such a way that the entire carcass can be observed. Birds may NOT be touched or handled. Pinfeathers, diminutive feathers, hairs, and discoloration are to be disregarded.

Class 6 is a class of ten (10) broiler parts. Each part is to be identified and the number of the part written in the appropriate square in the front of the part name. The ten parts will be selected from the 17 parts listed in the National 4-H Poultry Judging Manual. Each part will be prominently displayed on a plate, and may NOT be touched or handled.

C. Class 7 – Interior Egg Quality 100

A class of 20 white shelled eggs to be candled individually and classified as AA, A, B, or Inedible. The Speed-King Candler will be used for candling eggs. Eggs MUST be handled.

D. Class 8 -- Exterior Egg Quality 100

One class of 20 white shelled eggs to be individually classified A, B, or dirty. Eggs CANNOT be handled.

E. Class 9 -- Broken Out Market Eggs 100

One class of 10 eggs will be broken out on a flat surface. Each egg is to be classified AA, A, B, or Inedible. Eggs and Containers **CANNOT be touched or handled.**

TOTAL PERFECT SCORE 900

Copies of the cards used in the Judging Contest that will be used by contestants are available by contacting the MSU Poultry Science Department.

24. Score card for oral reasons on the Egg Production Classes in the Poultry Judging Contest.

SCORING FACTORS**MAXIMUM SCORE**

- A. Appearance (general neatness) and delivery** **24**
1. Did contestant stand still, on both feet, and face the judges?
 2. Did he/she speak clearly, distinctly, and loud enough to be heard?
 3. Did he/she have an appropriate opening and closing sentence?
 4. Did he/she speak smoothly and without long pauses?
 5. Did he/she have confidence; was he/she convincing?
- B. Proper use of terms** **20**
1. Did the contestant mention such factors as pigment handling quality, abdominal capacity, molt and so forth, or did he/she use terms that do not apply to judging egg production?
 2. Did he/she use the terms properly?
 3. Did he/she understand the terms used?
 4. Was he/she able to define the terms? (The contestant may be asked to define some terms).
- C. Accuracy of statement** **20**
1. Did the contestant really see the birds?
 2. Were his/her statements true, partly true, or false?
- D. Completeness of coverage** **36**
1. Did he/she actually tell why he/she placed one bird over another, or did he/she just vaguely describe the bird? -- (10 pts)
 2. Did he/she stress the crucial differences, or did he/she make stereotype comparisons of numerous factors? ---- (16 pts)
 3. Did he/she tell all there was to tell of importance, or were there several other good reasons that should have been given for his/her placing? ---- (10 pts)

NOTE: The judges may ask the contestant to define one or two comparative terms.

25. Awards for this contest and other Mississippi 4-H Poultry contests will include:
- A. Each member of the winning senior Poultry Judging team will receive a \$25 cash award.
 - B. Each of the three high individual scoring contestants in the senior Poultry Judging Contest will receive a cash award as follows:
High scoring individual -- \$50
Second high scoring individual -- \$30
Third high scoring individual -- \$20
 - C. The winner of the Egg Preparation Demonstration Contest will receive a \$50 cash award.
26. A senior contestant may enter the National Poultry contest in only one of the poultry contest areas (Poultry Judging, Egg Preparation Demonstration, or Poultry Cookout) the same year.

JUNIOR POULTRY JUDGING

1. The contestant shall bring a clipboard.
2. The contest consists of five classes with a total possible score of 500 points. The classes include:

One class of five dressed broilers to be graded A, B, or C according to USDA standards. <u>Carcasses may not be touched or handled.</u>	100 points
One class of ten broken-out eggs to be graded AA, A, or B. <u>Eggs and containers CANNOT be touched or handled.</u>	100 points
One class of 10 white-shelled eggs to be graded for exterior quality. Eggs are to be individually classified A, B, or dirty. <u>Eggs CANNOT be handled.</u>	100 points
One class of 10 white shelled eggs to be candled individually and classified as AA, A, B or Inedible. The Speed-King Candler will be used for candling eggs. <u>Eggs MUST be handled.</u>	100 points
One class of ten (10) broiler parts. Each part is to be identified and the number of the part written in the appropriate square in the front of the part name. The ten parts will be selected from the 17 parts listed in the National 4-H Poultry Judging Manual. Each part will be prominently displayed on a plate, and <u>may NOT be touched or handled.</u>	100 points
TOTAL POSSIBLE POINTS	500 points

Visual Presentation: No Poultry Visual

MISCELLANEOUS: POULTRY COOKOUT

Rules:

1. Each county may enter four (4) contestants, junior and/or seniors. However, juniors and seniors will compete in separate divisions. Contestant shall furnish own barbecue grill, barbecue sauce and other necessary equipment.
2. All contestants will assemble at the site of the contest 30 minutes before starting time.
3. Each contestant will cook two (2) halves of chicken. One chicken half is submitted to the judges for tasting. (Chicken will be furnished by the sponsor.)
4. Pre-registration: All contestants must be pre-registered. Entry forms will be mailed to each county by Extension Poultry Department.
5. Separate contests will be conducted for Juniors and Seniors.
6. The 4-H Broiler Barbecue contest scorecard will be used to judge contestants.
7. See general instruction at beginning of contest handbook for National and State rules about participation.
8. Contestants must work alone unless an emergency arises and officials agree to the change.

Reference: Score Card for 4-H Broiler Barbecue Contest [Available from Poultry Science Department]

MISCELLANEOUS: POULTRY EGG PREPARATION DEMONSTRATION

Rules:

1. Each participant must present a demonstration on the preparation of an egg dish. Dish size suggested for but not limited to 1 to 4 servings.
2. The demonstration must include the following:
 - a. Information on nutritional value, quality, and versatility of eggs.
 - b. Steps in preparation of the dish.
 - c. A finished dish ready for sampling (this may be prepared prior to demonstration).
3. The demonstration must be no more than 12 minutes in length. An additional three minutes will be provided for the judge to ask questions.
4. Each contestant must submit three copies of the recipe used in the demonstration. The recipe must conform to the recipe check sheet.
5. The egg dish must contain a minimum of:
 - a. $\frac{1}{2}$ egg per serving if the dish is classified as an appetizer or snack.
 - b. $\frac{1}{2}$ egg per serving if the dish is classified as a dessert.
 - c. $\frac{1}{2}$ egg per serving if the dish is classified as a beverage.
 - d. One egg per serving if the dish is classified as a salad or main dish.
6. Each contestant is responsible for clean up after his or her demonstration.
7. PowerPoint presentations will be allowed.
8. Contestants will work alone unless an emergency arises.
9. Fresh eggs, range, oven and refrigerator will be furnished at the contest. Each contestant will be responsible for bringing all other ingredients and cooking utensils (pots, pans, bowls, spoons, etc.)
10. In case of ties, the ties will be broken by the following method in the order listed:
 - a. The contestant with the highest score in "Finished Product Quality" will win.
 - b. The contestant with the highest score in "Presentation" will win.
 - c. The contestant with the highest score in "Recipe" will win.
 - d. A method will be decided upon by the contest committee.
11. See *General Instructions* at beginning of *Contest Handbook* for National and State rules about participation.
12. The contestants will be scored according to the points listed and described below.
13. Recipe check sheet:
 - a. Recipe includes the following parts:
 - (1) Name of recipe
 - (2) List of ingredients
 - (3) Instructions for combining ingredients

- b. Ingredients listed in order they are used in the instructions
- c. Measurements given in common fractions
- d. No abbreviations used
- e. No brand names used
- f. Instructions for combining ingredients have:
 - (1) Clear instructions for every step of combining and cooking the ingredients
 - (2) Short, clear, concise sentences
 - (3) Correct food preparation terms to describe combining and cooking process
 - (4) Size of pan stated
 - (5) Temperature and cooking time stated
 - (6) Number of servings

TIE BREAKER:

- a. In Menu #1, what is the best source of calcium? _____
- b. In Menu #2, what is the best source of iron? _____
- c. In Menu #3, what is the best source of Vitamin A _____
- a. In Menu #4, what is the best source of Vitamin C? _____

Adequacy will be based on the menu providing at least the minimum number of servings of each group, which would be: milk 3; meat 5 ounces; vegetables 3; fruit 2; & bread 6.

Fair exhibits/performances: See Fair catalog

IDEAS FOR AWARDS AND RECOGNITION:

Trophies, Plaques, Medals, Ribbons, Trips

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

National Poultry and Egg Preparation Conference

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

See In-Service Listing online

DATES* OF EVENTS / ACTIVITIES RELATED TO PROJECT:

***NOTE: REFER TO STATE 4-H CALENDAR OF EVENTS FOR DATES**

***NOTE: REFER TO STATE 4-H CALENDAR OF EVENTS FOR DATES**

PROJECT: SHEEP

SPECIALIST(S): Dr. Dean Jousan

PROJECT OVERVIEW OR GOAL:

- 1) Teach life skills such as responsibility, decision-making, sportsmanship, teamwork, family involvement and etc. to youth through the use of sheep
- 2) Teach animal husbandry
- 3) To help 4-H'ers gain an appreciation of the sheep industry
- 4) Provide 4-H'ers an opportunity to show horses in an ethical and competitive environment.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

References:

IS-1068	Meat Science - General Activity I
1069	Meat Science - Beef Activity I
IS-1070	Meat Science - Lesson Plan
IS-1291	Red Meat - Cost per Serving
P-1223	Meat Science General Activity II
1467	Red Meats (Members Manual) CCS
	Sheep 1, 2, 3

Helper's Guide

P 2289	Mississippi 4-H Livestock Judging Manual
IS 301	4-H Quiz: Breeds of Sheep
S 455	How to Tie a Stall & Manger Knot
IS 549	Learn the Parts of a Lamb
IS 557	Lambs Are Not All Lamb Chops
P 342	4-H Sheep Manual
P 2211	Lamb Showmanship

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas:

- Visual Presentation Workshops
- Sheep Judging Workshops
- Grooming & Fitting Workshops
- Lamb Camps
- Showmanship Workshops
- Meat Judging Workshops
- Premier Exhibitor Workshops

Tour/Field Trip Ideas: Tour a Sheep Operation

- Tour a Slaughter Operation
- Tour a Veterinarian Clinic or Veterinarian School
- Field Trip to Lamb Auction
- Field Trip to Lamb Show

COMPETITIVE ACTIVITIES: Junior Age Level - (8-13)

Sheep Judging:

Junior Contest – Held at District Livestock Shows. The contestants should bring a small notebook and pencil.

Sheep – the contest shall consist of judging two classes of sheep and giving one or more sets of oral reasons.

Sheep Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Beef/Sheep/Swine/Market Goat	X	X	

Miscellaneous: Sheep Record (see record section)

Fair exhibits/performances: See Fair Catalog

Senior Age Level - (14-18)

Senior Judging Contest: – held at State Fair. The contestants should bring a small notebook and pencil.

- a. **Livestock** – the contest shall consist of:
 - (1) Judging four to six classes with at least one class from each species
 - (2) Giving oral reasons on at least three classes. (One from each species)
 - (3) Performance data may be included on at least one class of each species

Sheep Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year old Junior	14-18 Year Old Senior
Sheep/Swine/Market Goat			X

Miscellaneous: PREMIER EXHIBITOR PROGRAM(SeniorsOnly)

Rules and Regulations

For the sheep premier exhibitor contest rules and regulations, refer to that year’s Dixie National Junior Round-Up Premium Book.

IDEAS FOR AWARDS AND RECOGNITION:

Cash awards, Ribbons, Trophies, Plaques, Trips

POTENTIAL STATE DONORS:

Mississippi Sheep Producers Association, Mississippi Junior Sheep Producers Association

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS

(regional and national events and activities related to project)
Western National Livestock Judging Contest – Denver
Western National Meats Judging Contest – Denver
National 4-H Club Congress - Atlanta

IN-SERVICE TRAINING OFFERINGS FOR AGENTS/VOLUNTEERS:

Livestock Judging Workshops, Grooming Workshops, Showmanship Workshops, Visual Presentation Workshops, Livestock Ethics Workshops, Premier Exhibitor Workshop

DATES* OF EVENTS/ACTIVITIES RELATED TO PROJECT:

District Livestock Shows
Dixie National Junior Round-Up
Mississippi State Fair
State 4-H Club Congress
Western National Livestock Show
Mississippi Livestock Council Meeting

***NOTE: REFER TO 4-H Youth Livestock Calendar of Events for exact dates**

PROJECT: SWINE
SPECIALIST(S): Dr. Dean Jousan

PROJECT OVERVIEW OR GOAL:

- 1) Teach life skills such as responsibility, decision making, sportsmanship, team work, family involvement and etc. to youth through the use of hogs
- 2) Teach animal husbandry.
- 3) To help 4-H'ers gain an appreciation of the swine industry.
- 3) Provide 4-H'ers an opportunity to show swine in an ethical and competitive environment.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Publications:

CCS Swine – 1, 2, 3

Helper's Guide

IS-555	Let's Learn About Pigs & Pork Chops
IS-1068	Meat Science – General Activity I
IS-1208	4-H Swine Nutrition
IS-1221	Essential Housing for Beginning 4-H Swine Projects
P-1039	Principle of Balancing Swine Rations
P-1350	Fitting & Showing Your 4-H Pig
P-1469	4-H Project Guide Processing Livestock
P-1652	Selection for Feet & Leg Soundness
P-2212	Swine Showmanship
P- 2289	Mississippi 4-H Livestock Judging Manual

IS-1068	Meat Science - General Activity I
IS-1069	Meat Science - Beef Activity I
IS-1070	Meat Science - Lesson Plan
IS-1291	Red Meat - Cost per Serving
P-1223	Meat Science General Activity II
P-1467	Red Meats (Members Manual)

PROJECT ACTIVITY SUGGESTIONS:

- Workshop Ideas: Swine Judging Workshop
 Showmanship Workshop
 Swine Camps
 Grooming Workshop Meat
 Judging Workshop Premier
 Exhibitor Workshop
- Tour/Field Trip Ideas: Tour Swine Operation
 Tour Slaughter Operation
 Tour Veterinarian Clinic or Veterinarian School
 Field Trip to Swine Show
 Field Trip to Swine Auction

COMPETITIVE ACTIVITIES:

Swine Judging: Junior Age Level - (8-13)

Junior Contest – held at District Livestock Shows. The contestants should bring a small notebook and pencil.

Swine – the contest shall consist of judging two classes of swine and giving one or more sets of oral reasons.

Swine Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Beef, Sheep, Swine and Market Goats	X	X	

Fair exhibits/performances: See Fair Catalog

Senior Age Level - 14-18

JUDGING: Senior Judging Contest

The contestants should bring a small notebook and pencil.

- a. **Livestock** – the contest shall consist of:
- (1) Judging two to four classes of swine
 - (2) Giving oral reasons on at one set of swine
 - (3) Performance data may be included on at least one class of each species

Swine Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Sheep/Swine/Market Goats			X

Miscellaneous: Swine Record (See Record Section)

MISCELLANEOUS: PORK COOKOUT CONTEST

Rules and Regulations

1. Not more than 4 contestants from a county (2 juniors and 2 seniors).
2. Contestants must furnish all materials and equipment needed: i.e. grills, charcoal, etc.
3. Each contestant will cook two one-inch thick pork chops.
4. Pork chops will be furnished. Contestants may use sauce of choice.
5. Decisions of the judges are final.
6. Each contestant should be appropriately dressed.
7. Contestants will be judged on safety, appearance and taste of finished product, neatness and efficiency.
8. Only contestants can be in cooking area after 10:00.

PORK COOKOUT - SCORE CARD

SAFETY AND EFFICIENCY	Safety and ease in handling equipment	10 points
CONTESTANT APPEARANCE	Neatness & appropriateness of dress	10 points
DEGREE OF DONENESS	Whether cooked too much or too little	30 points
TASTE	Tenderness & flavor	50 points

Miscellaneous-PREMIER EXHIBITOR PROGRAM(Seniors Only)

Rules and Regulations

For the swine premier exhibitor contest rules and regulations, refer to that year's Dixie National Junior Round-Up Premium Book.

Fair exhibits: (see fair catalog)

IDEAS FOR AWARDS AND RECOGNITION:

Trophies, Ribbons, Plaques, Cash awards, Trip

POTENTIAL STATE DONORS:

Mississippi Pork Producers Association, & Prestige Farms

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

Western National Livestock Judging Contest – Denver
Western National Meats Judging Contest – Denver
National 4-H Club Congress – Atlanta

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Livestock Judging Workshop, Grooming Workshops, Showmanship Workshop, Visual Presentation Workshops, Livestock Ethics Workshops, Premier Exhibitor Workshops

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

District Livestock Shows	State 4-H Club Congress
Dixie National Junior Round-Up	Western National Livestock Show
Mississippi State Fair	
Mississippi Livestock Council Meeting	

***NOTE: REFER TO 4-H Youth Livestock Calendar of Events for exact dates**

PROJECT: VETERINARY SCIENCE

SPECIALIST(S): Karen Templeton

PROJECT OVERVIEW OR GOAL:

The 4-H Veterinary Science Project offers 4-H members an opportunity to learn about the care and well-being of animals. The project also deals with the protection of human health, including food supply safeguards, meat and poultry inspection, as well as factors that contribute to environmental health, public health, and consumer protection. A member does not have to own an animal but should have one to observe and work with. Opportunities are provided for participation in visual presentations, record and exhibit programs, and community animal health projects.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Member

M0277 The Normal Animal, Unit 1
M0279 Animal Disease, Unit II
M0281 Immunology, Zoonoses and Public Health, Unit III

Leader

M0278 The Normal Animal, Leader's Guide
M0280 Animal Disease, Leader's Guide
M0282 Immunology, Zoonoses and Public Health, Leader's Guide

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas:	None suggested
Tour/Field Trip Idea	None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Judging: N/A

Veterinary Science Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Veterinary Science	X	X	

Miscellaneous:

Fair exhibits/performances: See fair catalog

Senior Age Level - (14-18)

Judging: N/A

Veterinary Science Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Veterinary Science			X

Fair exhibits: See fair catalog

IDEAS FOR AWARDS AND RECOGNITION:

Trophies, Cash, Plaques, Certificates

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

DATES OF EVENTS/ACTIVITIES RELATED TO

PROJECT:

Pets(other than dogs)

The 4-H Pet Care Project offers 4-H members an opportunity to select, feed, and care for a pet. A member should own one or more pets. Pets may include: cats, hamsters, mice, guinea pigs, birds, rabbits, gerbils, goldfish and tropical fish, chameleons, frogs, toads, and turtles. This list is not all-inclusive, but wild animals should not be captured and kept

COMMUNICATION AND EXPRESSIVE ARTS PROJECTS



PROJECT: COMMUNICATIONS
SPECIALIST(S): Agricultural Communications

PROJECT OVERVIEW OR GOAL:

4-H members will develop an understanding and appreciation for various communication processes while developing skills including the following:

- ↷ Conceptualization/idea development skills
- ↷ Language mechanics skills
- ↷ Logic skills
- ↷ Research and presentation skills
- ↷ Public speaking skills
- ↷ Writing and news writing skills

PROJECT RESOURCES:

This project area is designed for a train-the-trainer approach. For 4-H'ers to receive maximum benefit while exploring communications as a project area, volunteers and agents/program associates will need to provide public speaking and other communication-related opportunities before contests are held in June. In-service trainings may be scheduled upon request for volunteers and agents/program associates to develop skills necessary to work effectively with the 4-H'ers interested in this project area.

Structured Contests:

1. Project Achievement Days
2. 4-H Congress
3. Mississippi State Fair

In-Service Trainings:

Trainings are available for agents/program associates and volunteers. Each can be tailored to specific needs regarding topics covered, length, etc.

1. Essential Skills for Effective Public Speaking
2. Communicating for Style and Change

Miscellaneous Publications:

The Organized Public Speaker *You* (Publication MO244)

- Where Am I in Public Speaking? Self Survey
- 10 Tips for Successful Public Speaking (*from Toastmasters International*)
- How to Make a Speech (*by George Plimpton*)
- Communications: What Can I Do with This Degree? (*from The University of Tennessee*)
- Exploring Communications Curriculum:
 - Unit 1 – Show and Tell (Publication 1911)
 - Unit 2 – Getting the Point Across (Publication 1912)
 - Unit 3 – Inside Groups and You (Publication 1913)
 - Unit 4 – Research and Present (Publication 1914)
 - Unit 5 – Informing Others (Publication 1915)
 - Unit 6 – Broadcast and Print Journalism (Publication 1916)
 - Unit 7 – Original Thoughts, Orations and Essays (Publication 1917)
 - Unit 8 – Speaking Extemporaneously (Publication 1918)
 - Unit 9 – Convincing Others (Publication 1919)
 - Creative helps for Speaking and Writing (Publication 1927)
 - Creative helps for Career Planning (Publication 1928)

- Leader's Guide for Junior Level (Publication 1986)
- Agent's Guide (Publication 1987)
- Debate: Formal Argument, Leader's Guide (Publication 1988)
- Debate: Formal Argument, Member's Guide (Publication 1989)

PROJECT ACTIVITY SUGGESTIONS: *(for enhanced learning opportunities)*

WorkshopIdeas:

- Public Speaking Workshop
- Researching and Presenting Information Workshop
- Writing Skills Workshop
- News Writing Workshop

Tour/FieldTripIdeas:

- Public Meetings (county and municipal government meetings, town hall meetings, rural water association annual meetings, etc.)
- Public Debates (political candidate debates, etc.)
- Official Ceremonies (special holiday observances, grand opening ceremonies, dedication ceremonies, etc.)
- Television Studio Tour
- Radio Station Tour
- Newspaper Printing/Newsroom Tour

Note: Opportunities are also available for participation in the American Legion National High School Oratorical Contest. Visit www.legion.org and click on "Programs/Events" for more information.

COMPETITIVE ACTIVITIES:

Junior Age Level (ages 10-13)

Judging: Not Applicable

Visual Presentation: Not Applicable

Miscellaneous: District Project Achievement Day Public Speaking Contests

Fair exhibits/performances: Mississippi State Fair Public Speaking Contest

Senior Age Level (ages 14-18)

Miscellaneous: State 4-H Congress Communications Track

Fair exhibits/performances: Mississippi State Fair Public Speaking Contest

GENERAL RULES FOR 4-H PUBLIC SPEAKING CONTEST (*Junior and Senior*)

1. The judges score each contestant in ten areas on a ten-point scale as they observe each speech. The judges' scores are totaled to arrive at a final score. Total scores, with the highest score placing first, the next highest placing second, and so on, determine places. Ribbons are awarded by the judges based on natural breaks and clusters in the score of all the contestants.
2. In the event of a tie, the tie will be broken by naming the contestant with the highest score on the *Delivery* section as the winner. If the tie persists, the contestant scoring highest on the *Composition* section will be named the winner. If a tie still persists, the two tied contestants will deliver their speeches again.
3. Speeches must be an original piece of work. While short, recited (15 seconds or less)

- quotations may be appropriate. A lengthy recitation of another's public address or literary production is not acceptable.
4. Speeches **CANNOT** resemble an illustrated talk or song. The use of visuals, such as posters, PowerPoint presentations, handouts, and props/costumes are prohibited. Any costume or accessory worn to enhance the speech will be considered a visual and there by disqualify the participant.
 5. Junior and Senior contestants whose speeches are not within the specified time limit will be assessed a 5-point penalty on the combined judges' total score.
 6. Judges decisions are final. Because of the limited times available for each contest, there are no written or verbal critiques of contestant presentations. The time available does not permit the judges to prepare detailed comments or indicate the quality of each contestant's level of performance beyond the numerical scores. However, if time permits, judges may make comments on the contest(s) as a whole at the conclusion of the contest.
 7. Agents are required to approve speech topics and discourage potentially controversial ones.
 8. Contestants are randomly assigned contestant numbers and should only refer to these numbers during the contest. References by name, county, or other information that discloses personal information should be avoided to keep the contest as unbiased as possible.
 9. All contestants must remain in the room until all speeches have been delivered unless extenuating circumstances exist and have been discussed prior to the contest with the person in charge of the contest. Failure to remain in the audience may result in disqualification.
 10. Parents, agents, and other visitors are welcome to remain in the room during the contest but no one except the judges are able to ask questions or make comments during competition.
 11. All cellular phones, portable CD players, and other electronic devises must be turned to the "silent" or "off" position during the contest. Failure to obey this rule may result in disqualification.
 12. Regardless of age, a maximum of three (3) contestants may participate from one county in the contests at Project Achievement Days and 4-H Congress. This rule does **NOT** apply to the Mississippi State Fair competition.
 13. Participants are not eligible to participate in any other contest(s) that conflicts with either the Communications Track and/or any given public speaking contest unless prior permission has been granted from the person in charge of the contest.

Junior Rules:

Junior I: ages 10-11

Junior II: ages 12-13

The Junior I and Junior II public speaking contests will be conducted in the morning along with other judging activities at the District 4-H Project Achievement Days. Contestants who participate in the public speaking contest may not enter another judging contest.

The contest consists of:

Preparing and presenting a **3-5 minute** speech on a subject approved by the Extension 4-H Agent/Program Associate

A brief question and answer period in which judges will ask each contestant at least two questions concerning a point of clarification, his/her knowledge of the subject area, or the information source

EVENTS/ ACTIVITIES RELATED TO PROJECT:

(See the 4-H Calendar for specific dates and locations.)

- District Project Achievement Days
- State 4-H Congress
- Mississippi State Fair
- American Legion National High School Oratorical Contest

Visit www.legion.org and click on "Programs/Events" for more information.

PROJECT: _____ EXPRESSIVE ARTS
SPECIALIST(S): State 4-H Department

Project Overview or Goal:

In the Expressive Arts Program, 4-H members will learn to express themselves through various medias of visual art, music, drama, dance, etc. A venue will be provided for talent to be showcased and enhanced. Talented youth will have an outlet to network and grow their opportunities.

Project Resources:

- Publication 1985 - 4-H Expressive Arts Club - Beginner's Guide
- CCS Theater Arts Series:
 - Act 1 - Journey Into Imagination
 - Act 2 - Soaring Into Action
 - Act 3 - Quest for Expression
 - Act 4 - Voyaging Beyond
- Helper's Guide - Guiding the Journey
- CCS Arts and Crafts Series: A Palette of fun with Arts and Crafts - Member Guide
- A Helper's Guide for Children's Activities

Project Activity Suggestions:

- Workshop Ideas:
- Drama Workshop
 - Dance Workshop Cultural Arts
 - Camp Puppetry/Clowning
 - Workshop
 - Arts and Craft Workshops on various topics

- Tour/Field Trip Ideas:
- Community Theater Plays
 - Traveling Art Exhibits, shows, etc.
 - TV/Radio Studios
 - Art Museum/Galleries

Competitive Activities:

Junior Age Level:

Visual Presentation

A presentation related to Expressive Arts could fit into their Project category or it might fit into a subject matter such as clothing (Artistic Ideas for Clothing), Food and Nutrition (Art Forms in Food, Cake Decorating, etc), Home Environment (Art in the Home), or other projects that might have an artistic component.

Miscellaneous

Share the Fun Contest

Fair Exhibits & Performances

Talent shows at county and state fairs, visual art exhibits.

Awards and Recognition

Recognition for state share the fun participants will be the opportunity for "stage time" at major events during State 4-H Congress and the possibility of additional invitations to perform throughout the year at other events. Rosettes will be presented to blue ribbon performers at the district Share the Fun competitions. Fair exhibits will be awarded blue, red and white ribbons and cash prizes, in accordance with the fair/exhibit day rules.

Senior Age Level Visual Presentation

A presentation related to Expressive Arts could fit into the Projects category or it might fit into a subject matter such as Clothing (Artistic Ideas for Clothing), Food and Nutrition (Art Forms in Food, Cake Decorating, etc), Home Environment (Art in the Home), or other projects that might have an artistic component.

Miscellaneous

Share the Fun at State 4-H Congress

Fair exhibits & Performances

Talent shows at county and state fairs, visual art exhibits

Awards and Recognition

Fair exhibits will be awarded blue, red and white ribbons in accordance with the fair/exhibit day rules. Participants will be selected from the Share the Fun Try Outs to perform at a State 4-H Congress Talent Event on the big stage in front of a large audience. Selected participants will be part of a pre-set choreographed talent showcase and will have the opportunity to work with other performers. They may receive invitations to perform at other venues including the State Fair Talent Show. They may receive an invitation to participate in the 4-H Southern Sounds Performing Group.

Potential State Donors

Peavy Corporation

In Service Training Offering for Agents/Volunteers:

Courses on Theater Arts Curriculum and A Palette of Fun Curriculum
Using the Arts in Character Education
Creative Writing and Dramatic Presentations

SHARE-THE-FUN: General Rules

The 4-H Share-the-Fun program is designed to give 4-H members opportunities to express themselves through the performing arts.

1. Participants must be enrolled in a 4-H club or as an individual member.
2. Each county may enter three acts. The three acts may be all individuals or all groups or any combination of individuals and groups. A participant may enter as an individual and as a member of a group.
3. Group act participants must schedule their participation in other events so that all group members will be available to perform at the same time. Participants selected to perform at the State Congress 4-H Talent event will not necessarily include the performance group or number in its original form.
4. Previous participants in Share-the-Fun are eligible to participate.
5. Individual and group acts should be 3 to 5 minutes in length. Judges will penalize acts over 5 minutes.
6. Individual acts may have one accompanist.
7. Acts with knives, fire and other potential safety hazards will not be allowed.
1. Acts requiring more than 5 minutes to set up and, must schedule their performance with the show coordinator. (Bands in particular!)
9. Tape player and CD player will be provided.

Junior Rules (8-13)

1. Junior participants must be 8 to 13. Those participants who are 10-13 years old may also enter either a judging or visual presentation contest (but not both) held during District 4-H Achievement Day. Participants who are 8-9 years old may also enter the Clover Leaf Exhibit and Insect Collection. To help with scheduling acts for judging, each individual or team act should register with the person in charge of the contest early in the day.
2. Participants will be pre-registered for the district level contest as directed by the District Director - Family and Youth.
3. Group act participants will need to schedule their participation in other contests/events so that all group members will be available to perform at the same time.
4. Junior participants will be judged in blue, red, and white categories. Blue ribbon winners will be recognized during the Awards Program at District Project Achievement Days. These blue ribbon winners will be invited to participate in the State Fair Talent Revue.

Senior Rules (14-18)

1. Acts for the State Share the Fun event must be pre-registered by submitting a registration form one month prior to the state contest. Specific due dates for these forms will be on the registration form. (Registration forms are attached.)
2. At the event, acts will perform for competition based on a pre-arranged schedule. Participants will be notified about the time of their performance. This should allow these participants the opportunity to be involved in other state contests and activities.
3. Participants will have the opportunity to request a preferred time and all reasonable effort will be made to accommodate the requests.
4. Senior acts will be divided into five divisions. These divisions are as follows:
 - Vocal
 - Instrumental
 - Combination acts (vocal and instrumental, dance and vocal, dance and drama, etc.)
 - Drama
 - Dance

5. Premiere performers will be selected to perform in a talent show at a state event – usually the State Share the Fun Show at State 4-H Congress and may also be invited to perform in the State Fair Talent Review.
6. The act performed in the state show may not be the same act as performed in the try-out event.
9. Individual and group acts may be selected to perform during the year at 4-H Volunteer Leaders' Programs and other 4-H and/or Extension related events. Selections will be at the discretion of the person in charge of an event based on the nature of the acts.

Reference:

Share-the-Fun Score Sheet

Share the Fun Score Card

	<i>Possible</i>	<i>Points</i>	<i>Actual Points</i>
Costume/Dress		10 points	_____
Talent/Ability		40 points	_____
Performance/Showmanship		35 points	_____
Originality/Appropriateness		10 points	_____
Audience Response		5 points	_____
Total Score		100 points	_____

Share the Fun Contest

Individual Act Registration Form

County _____

Name _____ Age as of January 1, current year _____

Address _____

Phone Number _____

E-mail Address _____

Please check division that best describes the act:

- Vocal
- Instrumental
- Dance
- Drama/Reading
- Combination consisting of _____

Description of Act _____

**Include information on type of act, i.e. vocal, instrumental, drama, dance, etc.; title of song, dance, reading, etc.; and other pertinent information about the act.*

Accompanist (if applicable) _____

Equipment/space requirements needed for act _____

Preferred time to compete in contest: _____

This form is due by May 1, please send to:

**State 4-H Department
Share the Fun Entry
P. O. Box 9641
Mississippi State, MS 39762**

Share the Fun Contest

Group Act Registration Form

County _____

List name, address, and age of all participants in the act on the back of this sheet

Please check division which best describes the act:

- Vocal
- Instrumental
- Dance
- Drama/Reading
- Combination consisting of _____

Description of Act _____

****Include information on type of act, i.e. vocal, instrumental, drama, dance, etc.; title of song, dance, reading, etc.; and other pertinent information about the act.***

Accompanist (if applicable) _____

Equipment / space requirements needed for act _____

Preferred time to compete in contest: _____

THIS FORM IS DUE BY MAY 1, please send to:

**State 4-H Department
Share the Fun Entry
P. O. Box 9641
Mississippi State, MS 39762**

COMMUNICATION ART: POSTER ART PROGRAM

The Extension 4-H youth agent will receive current information each year, usually in March.

Rules:

Junior and Senior

1. Each county is encouraged to conduct a county poster art contest and promote poster displays.
2. A 4-H member may submit only one poster in state competition.
3. All county poster art entries will be submitted during State 4-H Congress to the State 4-H Youth Development Office.
4. All posters must be designed on or affixed to .016 ply construction poster board (solid fiber board) of 14" x 22" dimensions. (This is half of a standard size sheet of poster board.)
5. The 4-H member's name, age, full address and a brief artwork interpretive statement must be affixed to the back of the poster board in the upper left hand corner. (See suggested layout below.)
6. All 4-H posters submitted to the State will be placed in blue, red, and white categories.
7. **The following information is required** on the back of each poster:

State

County

Theme area

Name of 4-H Member

Agent

Address

City, State

Zip Code

Interpretive Statement of Artwork:

Reference: Poster Art Packet [Available from State 4-H Office]

PROJECT: _____ PHOTOGRAPHY
SPECIALIST(S): Kevin Hudson

PROJECT OVERVIEW OR GOAL

Photography is a challenging and fascinating project. Anyone can “snap” a picture, but it takes a knowledgeable photographer to create a great image. 4-H photography members study and practice the art of making photographs. The project supplements other 4-H projects and activities. Photography may become a lifelong skill and hobby or a full-time career. Members may participate in visual presentation, judging, records, and exhibits.

COMPETITIVE ACTIVITIES

Junior Photography Visual Presentation Contest
Junior Photography Judging Contest
Junior Photography Exhibit Contest

Senior Photography Visual Presentation Contest
Senior Photography Judging Contest
Senior Photography Exhibit Contest

OTHER PHOTOGRAPHY RELATED PROJECTS/CONTESTS

Horse Photography Contest

Contact Dr. Dean Jousan, Animal and Dairy Sciences Department
at djousan@ads.msstate.edu

Horticulture Photography Contest

Sponsored by the National Junior Horticulture Association
<http://njha.org/>

JUNIOR LEVEL CONTESTS (Ages 10–13)

PROJECT ACHIEVEMENT DAY PHOTOGRAPHY CONTESTS

1. PHOTOGRAPHY VISUAL PRESENTATION CONTEST
2. PHOTOGRAPHY JUDGING CONTEST

There are two photography contests open to Juniors at Project Achievement Day. The Junior Photography Visual Presentation Contest is usually held during the morning, and the Junior Photography Judging Contest is held in the afternoon.

Junior 4-H'ers may participate in either or both contests. Please note that the Junior Photography Judging Contest does consist of two parts, both of which must be completed.

1. Junior Photography Visual Presentation Contest

- Must be on a photographic topic or principle
- Contestants are encouraged to use Microsoft PowerPoint presentation software
- Contest coordinator will provide a digital projector, a laptop computer, and an easel
- A new visual presentation is mandatory each year
- Contestants using PowerPoint are encouraged to have an alternative presentation available

Awards:

Juniors ages 10–11 are judged by slightly different criteria than Juniors ages 12–13. Standard Awards will be presented for both Junior age groups in the Photography Visual Presentation Contest.

2. Junior Photography Judging Contest

The Photography Judging Contest consists of two parts: Skills Judging and Oral Reasoning. Scores are based on the contestant's knowledge and understanding of photographic principles. Specific attention is placed on the contestant's use and understanding of:

- Composition
- Subject placement
- Lighting
- Focus

Skills Judging

For the Skills Judging portion of the Photography Judging Contest, contestants must bring with them four photos that they shot themselves in a clear photo sleeve or photo page to present for judging to the contest coordinator. These photos must be 3.5" x 5" or 4" x 6" color OR black and white prints. Identify each photo with a peel-off label on the back with the following information: category, contestant name, age, and county. Do not write directly on the backs of the photos because this ruins their appearance. These photos are submitted at the beginning of the Photography Judging Contest.

The four photos submitted for Skills Judging must be one photo from each of the following four categories:

- Portrait Category
A portrait submission must be a photograph of a living single subject. It can be of a person or an animal. A successful portrait captures the personality of the subject.
- Landscape Category
A landscape submission must show spaces within the world. These spaces can

be vast views of nature but can also focus on manmade features.

- Action Category

An action submission is a still photograph that shows someone or something in motion.

- Still Life Category

A still life submission is a photograph depicting inanimate subject matter, such as a small group of objects. Still life photography gives the photographer more leeway in the arrangement of design elements within the photograph when compared to the other categories. Lighting and framing are important aspects of still life photography composition. Examples of still life photography include but are not limited to LEGO or toy photography and food photography.

Oral Reasons

For the Oral Reasons portion of the Photography Judging Contest, the contest coordinator will present a class of four photographs to be ranked from best to worst. Contestants must give reasons for their particular ranking order based on principles of good photography. Emphasis should be placed on the main four photographic principles mentioned earlier: composition, subject placement, lighting, and focus.

Awards:

A Standard Award will be presented to the top contestant in the Junior Photography Judging Contest.

SENIOR LEVEL CONTESTS (Ages 14–18)

CLUB CONGRESS PHOTOGRAPHY CONTESTS

1. SENIOR PHOTOGRAPHY VISUAL PRESENTATION CONTEST
2. SENIOR PHOTOGRAPHY JUDGING CONTEST

There are two photography contests open to Seniors at Club Congress. The Senior Photography Visual Presentation Contest is usually held on the first afternoon, and the Senior Photography Judging Contest is held on the following day.

Senior 4-H'ers may participate in either or both contests. Please note that the Senior Photography Judging Contest does consist of two parts, both of which must be completed.

1. Senior Photography Visual Presentation Contest

- The visual presentation must be on a photographic topic or principle

- A PowerPoint presentation is mandatory
- Contest coordinator will provide a digital projector and a laptop computer
- A new visual presentation is mandatory each year

Photography Visual Presentations are DUE THE FRIDAY BEFORE CLUB CONGRESS BEGINS. You may use free file transfer services such as Dropbox.com to transfer presentations to Kevin Hudson at kevin.hudson@msstate.edu. In addition, contestants must bring a copy of their presentation with them on a flash drive. A laptop will be provided with Microsoft PowerPoint for use during the competition.

Awards:

A Standard Award will be presented to the top contestant in the Senior Photography Visual Presentation Contest.

2. Senior Photography Judging Contest

The Photography Judging Contest consists of two parts: Skills Judging and Oral Reasoning. Scores are based on the contestant's knowledge and understanding of photographic principles. Specific attention is placed on the contestant's use and understanding of:

- Composition
- Subject placement
- Lighting
- Focus

Skills Judging

For the Skills Judging portion of the Photography Judging Contest, contestants must submit four photos they shot themselves in a clear photo sleeve or photo page to present for judging by a panel of judges. These photos must be **3.5" x 5" or 4" x 6" color OR black and white prints**. Identify each photo with a peel-off label on the back with the following information: category, contestant name, age, and county. Do not write directly on the backs of the photos because this ruins their appearance.

A digital copy of each photo must also be submitted. The digital images must be **at least 1 MB .jpg files**. Filenames for digital images must be in this format: contestant's last name, followed by an underscore, followed by the category.

Example: Richardson_action.jpg

Both the printed photos and the digital photos are DUE MAY 1 to the contest coordinator. Partial entries and entries received after the deadline will be penalized. In order to give our panel of judges time to evaluate each entry, MAY 1 is a strict deadline.

Mail printed photos to:

Kevin Hudson
Office of Agricultural Communications
190 Bost North, Room 110-Q-2
Box 9625
Mississippi State, MS 39762

Email digital photos to:

kevin.hudson@msstate.edu

The four photos submitted for Skills Judging must be one photo from each of the following four categories:

- Portrait Category
A portrait submission must be a photograph of a living single subject. It can be of a person or an animal. A successful portrait captures the personality of the subject.
- Landscape Category
A landscape submission must show spaces within the world. These spaces can be vast views of nature but can also focus on manmade features.
- Action Category
An action submission is a still photograph that shows someone or something in motion.
- Still Life Category
A still life submission is a photograph depicting inanimate subject matter, such as a small group of objects. Still life photography gives the photographer more leeway in the arrangement of design elements within the photograph when compared to the other categories. Lighting and framing are important aspects of still life photography composition. Examples of still life photography include but are not limited to LEGO or toy photography and food photography.

Oral Reasons

For the Oral Reasons portion of the Photography Judging Contest, the contest coordinator will present a class of four photographs to be ranked from best to worst. Contestants must give reasons for their particular ranking order based on principles of good photography. Emphasis should be placed on the main four photographic principles mentioned earlier: composition, subject placement, lighting, and focus.

Awards:

A Standard Award will be presented to the top contestant in the Senior Photography Judging Contest.

JUNIOR AND SENIOR PHOTOGRAPHY EXHIBIT CONTEST

Junior Age Level (8–13) Senior Age Level (14–18)

All Photography Exhibit entries are due during registration on the first day of

4-H Congress. A bin for entries will be provided in the registration area.

- Contestants must have taken each photograph themselves.
- Contestants may choose to submit entries of any subject matter in any of the following categories: digital, film, black and white, color, creative digital.
- To ensure adequate reproduction quality, digital photos should never be taken at a camera's lowest quality setting.
- For each entry, contestants must submit one 8" x 10" photographic print in a clear 8" x 10" or 8.5" x 11" page protector.
- On the back of each 8" x 10" print, using a peel-off label, print or type:

Junior or Senior contest

Title of print

Photographer's name

Street address

City, State, Zip code

County name

4-H age

- Do not write this information directly on the back of the prints because this ruins the prints.

All Junior entries will be judged against each other. All Senior entries will be judged against each other. The top five Junior entries and the top five Senior entries will be declared winning entries. These 10 winning entries will be displayed in the 4-H Village at the State Fair. After the fair, these photographs will be displayed in the 4-H State Office at Mississippi State University through the following fall.

Awards:

Standard Awards will be presented to the top contestants in the Junior and Senior Photography Exhibit Contest.

PHOTOGRAPHY RESOURCES

Available from www.shop4-h.org

- Photography Curriculum 1 – Focus on Photography
- Photography Curriculum 2 – Controlling the Image
- Photography Curriculum 3 – Mastering Photography

Other helpful resources

<http://wordsandphotos.org/Commentary/WhatMakesAPhotoGood.htm>

<https://www.photoblog.com/learn/big-list-photography-composition-rules/>

How To Do A Mississippi 4-H Cloverleaf Exhibit–IS1653

The Mississippi 4-H Cloverleaf exhibit provides an opportunity for Mississippi 4-H members, ages 8- 9 years old to explore and share what they have learned in a noncompetitive environment. All participants in the 4-H cloverleaf exhibit will be recognized for participating and will not be ranked in a competitive mode.

A Mississippi 4-H Cloverleaf exhibit tells a story to an audience or judges about a 4-H member's project. These exhibits may be used for teaching at a 4-H club meeting, district 4-H achievement days and fairs. The exhibit should include a poster or sign with the title and props/materials to convey the story about the 4-H project. Everything must fit on a small table not larger than a card table. Please keep the exhibit less than 3 feet x 3 feet due to space limitations. **The 4-H member is responsible for providing their exhibit and small table.**

The 4-H member should be prepared to tell about their exhibit and be prepared to respond to questions about their exhibit. This type of exhibit teaches the younger 4-H member to do the following:

- Express himself/herself clearly
- Organize ideas in a logical order
- Develop self-confidence

Where do you start?

The best starting point is to use something you know about as the subject for your exhibit. For instance, if you are in the foods and nutrition project and have learned how to bake really good cookies, this might be your subject. Or if you like to collect bugs, you may want to do an exhibit on making a bug collection. Another topic might be something related to your pet. Try not to get too broad in your subject. Think in terms of one simple but interesting idea you understand and can explain fully.

Now that you have subject or topic, what do you do?

Think about how you can share your subject or topic with others and what materials you may need to describe your project. This is called planning. To guide you in the planning process, use the following guidelines:

Choose a catchy title or main heading for your exhibit – one that will attract the viewers' interest and make them look at the entire exhibit. This can be displayed on a small sign on top of the table or attach to the front of the table. For instance, a title for an exhibit on baking cookies might be "Sweets for the Sweet".

Next think about what materials you will need to have in your exhibit. Again thinking of the exhibit on baking cookies, you would want to have the recipe, a bowl, measuring spoons, baking sheets, ingredients and even a plate or basket of cookies! Remember you want everything to fit on your display table and it should be neat and tidy.

Get Ready to Present Your Exhibit

The materials are just half of your cloverleaf exhibit. Now you need to prepare yourself to talk about your project displayed in your exhibit. When it is your turn:

- You need to explain what the exhibit is about – tell about all of your materials you have brought representing your project. This should not be a visual presentation speech! You will get that opportunity when you reach 10 years old.
- You will also need to be prepared to answer any questions about your exhibit.
- Remember to stand up straight and speak clearly as you tell about your exhibit. The judges want to hear everything you have to share with them. Don't forget, just like your exhibit, you should be neat and tidy in your appearance.

District 4-H Project Achievement Day Cloverleaf Exhibit Contest Rules

1. A 4-H member must be 8 years old before January 1 of the current year and not have reached his/her 10th birthday before January 1 of the same year.
2. All participants in the 4-H cloverleaf exhibit will receive participation recognition and will not be ranked nor compared to other participants.
3. The 4-H cloverleaf exhibit will consist of a) an exhibit related to the 4-Her's project and b) an interview by judges (asked questions).
4. The exhibit must be made or produced by the 4-H member and relate to his/her 4-H project (ideas may be taken from 4-H project books or other sources).
5. A 4-H'er may enter only one exhibit.
6. The 4-H'er will be required to stay with the exhibit until dismissed by the judge(s).
7. A Cloverleaf Exhibit should include a title sign displayed on top of or attached to the front of the table, materials related to the project and a table in which to display them on.
8. The exhibit cannot include live animals.
9. The exhibit must not occupy an area larger than 3 feet by 3 feet.
10. 4-H'ers are responsible for furnishing all materials and card table.
11. Electrical outlets will not be available for use with exhibits.
12. A county may enter an unlimited number of participants in the Mississippi 4-H Cloverleaf Exhibit.
13. **Three "3" sided "science fair project" type boards will not be allowed in the Mississippi 4-H Cloverleaf Exhibit. 4-H members will be disqualified from participating in district 4-H Project Achievement day cloverleaf exhibit if they use a "3" sided science fair project type board.**

FAMILY AND CONSUMER SCIENCE PROJECTS



PROJECT: CHILD DEVELOPMENT

SPECIALIST: Dr. Louise E. Davis

PROJECT OVERVIEW OR GOAL: “Child development outcomes” are what we expect youth to gain cognitively, emotionally, physically and socially as a result of being involved in the Child Development Project. Specifically, the Child Development Project is intended to improve youth’s:

- Knowledge and understanding of human development and how to relate to others (Steps 1, 2, and 3, Grades k-10)
- Preparation for careers related to child development (Step 3, Grades 7-10)
- Educational commitment and achievement (Head) 114
- Responsive and caring relationships (Heart)
- Civic and social responsibility (Hands)
- Healthy Lifestyles (Health)

PROJECT RESOURCES:

Each county has a set or can order a set of the following books from the National 4-H Council:

Curriculum: KIDS ON THE GROW:

<i>GROWING ALL TOGETHER:</i>	Child Development Helper’s Guide		
<i>GROWING ON MY OWN:</i>	Step 1	grades k-2 youth	
<i>GROWING WITH OTHERS:</i>	Step 2	grades 3-6 youth	
<i>GROWING IN COMMUNITIES:</i>	Step 3	grades 7-10 *	* Senior Contest

Publications and Information Sheets/ MSU-ES

- IS 1604 Did You Know At 3 Months I Can
- IS 1641 Did You Know At 6 Months I Can
- IS 1643 Did You Know At 9-12 Months I Can
- P 2351 Did You Know at 12-18 Months I Can
- P 2656 Did You Know at 2 Years I Can
- IS 2352 Did You Know at 3 Years I Can
- P 2352 Did You Know at 4 Years I Can
- P 1708 Start Early with Books
- P 2639 Growing Mississippi’s Children: Increasing Cognitive Development

Child Safety:

P-2322 Home Safety for Children

Website:

<http://extension.msstate.edu/4-h/youth-projects>

<http://happyhealthy.extension.msstate.edu/cooking/safety/food-safety/food-safety-pre-schoolers>

PROJECT ACTIVITY SUGGESTIONS

Participants will benefit from using the MSU -ES information sheets and publications. The junior contest for ages 8-13 focuses on child safety and self-help skills for ages 6 months, 12 – 18 months, 2 and 3 years. The senior contest for ages 14-18 focuses on language, cognitive, physical, and social-emotional development for children birth – age 5 with some questions specific to activities than promote brain development (P 2639). Seniors need to be familiar with healthy snacks and food safety for preschoolers (MSU- ES Happy Healthy Resources).

Child Development Contest

Junior Team or Individual District Competition: The contest will consist of 2 parts: Stations (Content) and Judging and Reasons. Each part will count 100 points.

1. Stations- Content from CCS Curriculum, MSU-ES information sheets and publications listed. Contest questions will come from these topics:

- Child Self Help Skills: Age 6 months, 12 -18 months, 2 years, and 3 years.
- Child Safety Recommendations: Age 6 months, 12-18 months, 2 years, and 3 years.
- Basic Parts of the Brain
- Home Safety for Children

2. Judging and Reasons – Place and give reasons

- **Toys**
 - Age-appropriate for infant (0-9 months), toddler (9-24 months), or preschooler (3 or 4 years old)
 - Safety Hazards
- **Snacks**
 - Nutrition
 - Choking Hazard

Senior Team or Individual District Competition: The contest will consist of 2 parts: Stations (Content) and Judging and Reasons. Each part will count 100 points. Content questions will come from these topics:

1. Stations – Content from CCS Curriculum, MSU –ES information sheets and publications listed. Contest questions will come from these topics:

- Language, Cognitive, Physical, and Social –Emotional Development – birth to age 8.
- Activities that promote brain development in children birth to age 8.
- Basic food safety for young children

2. Judging and Reasons – Place and give reasons

- **Toys**
 - Age-appropriate for infant (0-9 months), toddler (9-24 months), or preschooler (3 or 4 years old)
 - Safety Hazards
- **Snacks**
 - Food Safety Hazard Food Safety Hazards
 - Nutrition

Creative Reading Presentation Contest – Individual or team

- 3-5 Minute (Timed) Presentation
- The individual or team will present a creative presentation of one children’s book. The book must be used in the presentation. Books should be appropriate for young children. It is recommended to use a Caldecott award book and/ or a book on the National Library Association’s recommended reading list for preschool children.

- PowerPoint presentations are not acceptable for use in the creative presentation.
- All team members must be equally active in the presentation.

- Participants must present the author’s story in the context it is written. Participants should not alter the plot, characters, or outcome of the story. However, it is acceptable to enrich the story using props, story-telling techniques, or other formats.
- Suggested formats for the presentation may be flannel boards, magnet boards, puppets, costumes, skits, musical, dance, or role-playing narrative. Any one or a combination of formats is acceptable. All props and/ or contest must be brought to and taken from the contest site by participants – the judges and 4-H agents will not be responsible for assisting with transporting items to the contest.

Child Development Contest Possible Points Received

Stations 100

Judging 50

Reason 50

Total Points 200

Creative Reading Presentation Contest Possible Points Received

Introduction

20 points

- Gets audience’s attention
- Introduces book, author, participants
- Book is used in presentation

Age – Appropriate

20 points

- Caldecott Award Winner or NLA recommendation
- Suitable for children ages birth – age 8
- Easy to read and follow
- Interesting context for children ages birth – age 8

Presentation

40 points

- Reader is easily understood
- Handles visual aids comfortably
- Pronounces words correctly
- Attractive and interesting

Audience Engaged

20 points

- Participant(s) makes eye contact with audience
- Readers show enthusiasm and energy to involve listeners
- Props enrich the story and make it easier to understand
- Teaches a skill or useful concept
- Audience responds positively to the presentation

Tour/Field Trip Ideas:

Visiting Child Care Centers in your area or at Mississippi State University

Child & Family Studies Center at Mississippi State University

Children’s Book section at Library

IDEAS FOR AWARDS AND RECOGNITION:

Certificates for all who enter and complete the contest.

POTENTIAL STATE DONORS:

Mississippi Early Childhood Association; Mississippi Homemaker Volunteers, Inc.

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

NOTE:

There are two distinct contests for child development: 1) Child Development Contest – a written component with two judging activities and, 2) a Creative Reading Presentation. This contest has been updated and is no longer a one-day track.

PROJECT: CLOTHING CONSTRUCTION

SPECIALIST(S): Family and Consumer Science

PROJECT OVERVIEW OR GOAL: Members will develop construction skills and knowledge in selecting fabrics, inner fabrics, patterns, and other supplies for constructing projects and garments. Members will learn to determine correct pattern size and type. Youth in this project will learn consumer skills and save family dollars while developing poise and self-confidence.

PROJECT RESOURCES -Contest will be based on these resources:

4H CCS BU 7182 - Helpers Guide

4H CCS BU 7179 - Sew and Have Fun

4H CCS BU 7180 - Sew Much More

4H CCS BU 7181 - Sew On & Sew Forth

Let's Sew - A Beginner Sewing Guide by Nancy Zieman

P1302-4-HClothingProjectReferenceManual

Clothing Study Packet (Contact State 4-H Office)

CLOTHING CONSTRUCTION: JUNIOR AND SENIOR CONTEST The contestant(s) shall bring a garment made by the contestant with appropriate accessories.

- The contestant will enter the garment in Level 1,2,3 or 4(*SEE CHART BELOW*).

Indicate the level on the contest entry card 166 in the upper right corner.

- Bring the garment and the entry card. Garments will be judged on the contestant for judging of fit and modeling.
- Awards will be awarded based on levels provided sponsorship is secured. Otherwise, overall first, second and third place winners will be awarded.

The 4-H clothing construction project has been designed with four levels and allows participants to progress at their own pace. All construction technique requirements of a level must be met before advancing to the next level.

- Level 1 - Sew, Let's Have Fun
- Level 2 - Sew Let's Learn Some More
- Level 3 - Sew, Let's Design a Garment
- Level 4 - Sew, Let's Show Out

(See 4-H Clothing Construction Brochure.)

JUNIOR AND SENIOR CONTEST		Points
Official judging of the garment for construction and fit based on level 1, 2, 3 or 4.		200
Skill-A-Thon – This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. <i>Stations may include: parts of machine, equipment, pattern markings, use of pattern envelope, types of fabrics, kinds of buttons, selection of fabric, interfacing, lining and notions.</i>		100
Rank 1 set of 4 samples according to construction quality. The set will be ranked with 1 being the best and 4 being the least quality. Samples may include: seam, hem, facing, sleeve, zipper, dart, pocket, collar, waistband, cuff, fastener (button and buttonhole, hook and eye, or snap, fly front). Each contestant will judge samples listed for their level. <i>(See 4-H Clothing Construction Brochure.)</i>		100
Presenting oral reasons on how the samples were ranked.		50
TOTAL POINTS		450

PROJECT LEVELS	
Level 1	A very simple garment (skirt, pants, shorts with elastic waist)
Level 2	A simple garment (jumper, dress, skirt or pants or short with top). <i>(A simple garment does not include zipper, set in sleeves, buttons or buttonholes, applied waistband, or collars).</i>
Level 3	A garment such as jumper, dress, skirt, pants or shorts with top (garment will include some of these construction skills: zipper, set in sleeves, applied waistband, lined vest, collar, buttons and buttonholes).
Level 4	A lined dress, lined suit, lined coat, or garment made of specialty fabric. Garments will include construction skills listed in level three.

STATE FAIR FASHION REVUE

CLOTHING CONSTRUCTION – SAME PROCEDURE AS ABOVE EXCEPT OMIT STATIONS

PROJECT: CLOTHING SELECTION

SPECIALIST(S): Family and Consumer Science

PROJECT OVERVIEW OR GOAL: Members will develop and apply decision-making skills in purchasing apparel and accessories based on individual resources and needs. Youth will acquire consumer skills and save family dollars while developing poise and self-confidence.

PROJECT RESOURCES:

- A. P1303 - 4-H Clothing Selection Manual
- B. Clothing Decisions/ A Style of Your Own
 - a. 4H CC5 BU 7360 2000 - Discovering Choice
 - b. 4H CC5 BU 7361 1999 - Managing Choice
 - c. 4H CC5 BU 7362 1999 - Helper's Guide
- C. Clothing selection study packet (Contact State 4-H Office)

CLOTHING SELECTION

Junior and Senior Contest

Each contestant will model the ready-to-wear outfit, which he/she purchased.	100 points
Each contestant will give reasons about the suitability of the outfit that he/she has selected. Reasons should include: (1) A statement about why the outfit is appropriate for the occasion for which it was purchased (10 points) (2) At least one (1) accurate statement about the fiber/fabric of the garment (10 points) (3) At least one (1) accurate statement about care requirements (10 points) (4) At least three (3) accurate statements regarding suitability of the style, texture, color, and/or design of the outfit to the 4-H'er's body type (30 points) (5) At least four (4) accurate statements regarding the construction quality of the garment (40 points)	100 points
SKILLATHON Phase – This phase will consist of a series of stations or tables where individual contestants will respond to the requirements of the station. Stations MAY INCLUDE: Clothing label, types of fibers, styles of clothes, consumer decisions, and clothing budget.	100 points
TOTAL	300 points

Modeling Squad Showdown

The 4-H Modeling Squad Show-Down is a competition in which each of the participating county modeling squads has the opportunity to show what they have learned. The Showdown will be a fashion show presented by each county. The scoring will be different than for fashion revues because the entire modeling squad will be scored instead of one model. Each model contributes to the group score.

Guidelines:

- Each routine will have a fifteen-minute time limit: five-minute set-up limit and 10-minute limit for the actual modeling performance. During competition, an audible timer will be set and time will be called at the end of the five-minute set-up time and again at the end of the ten-minute performance.
- As soon as one squad exits the stage and has taken down their stage décor the next squad has five minutes to begin their routine. Timing will begin as soon as the next squad starts its set-up.
- A timekeeper will be designated to time the event. The timekeeper will not be a judge.
- Every model in the squad must be a member of Mississippi 4-H.

- All members of a squad must be from one county (no combined counties).
- In order to participate in the state competition, a signed pre-registration form must be received by the stated deadline. **Noon-site registration will be allowed. (One small & one large squad per county)**
- There will be a small squad division (8 or less models) and a large squad (9 or more than 8) division. Each squad should pre-register as a small squad or large squad. However, if on the day of the showdown, a large squad has dropped to less than 8 models, the squad will be moved into the small division.
- Upon receipt of the pre-registration form, each squad will be assigned a performance time. All reasonable effort will be made to accommodate squad as to their preferred time stated on the pre-registration form. This time schedule will be sent to the counties prior to the show.
- One person from each squad (can be a member of the squad, the volunteer leader or the agent) should report to the registration table 1 hour before the team's assigned performance time.
- There will be only one squad at a time on stage.
- Each squad must choreograph its own routine.
- Each squad must provide its own music, clothing, accessories, stage décor, etc.
- The narrator must be a 4-H member from that county. *Narration/commentary counts 5 points.*
- All clothing must be modest and age appropriate and no suggestive or offensive clothing or gestures will be allowed. The same dress code that applies to other 4-H events will be adhered to. (Refer to State Congress dress code rules for specifics.)
- No offensive lyrics or narrations will be allowed.
- No swimsuits will be allowed.
- No changing during the show - one outfit per model.
- Prior to State competition, each modeling squad will appear before a county 4-H staff member for approval of the clothing, music, choreography, and routine. The staff member must sign the registration form.
- Penalties will be taken if a squad does not adhere to the guidelines on timing and appropriateness of routine, music and clothing.

Listed below are some suggested categories that may be included in a modeling squad routine. Be mindful of the time limit of fifteen minutes per squad. If your squad is very large you may want to skip one or more of the categories:

- Individual (one model at a time on the runway or stage. It is best to do the narrations during this category, but they can be done during the pair/small group category).
- Pair/Small Group (two to four models in a choreographed walk/pose on the runway or stage).

- Parade (The entire squad walks in a line across the runway or stage with a wave) Squad Pose (all models on the stage or runway choreographed to make their way to a pose position then leave the stage in the same manner).

COUNTY REGISTRATION Mississippi 4-H Modeling Squad Showdown

NAME OF COUNTY _____

ADDRESS _____

PHONE _____

FAX _____

EMAIL _____

EXTENSION AGENT IN CHARGE OF MODELING SQUAD _____

VOLUNTEER _____

NAME OF 4-H MODELING SQUAD _____

LARGE SQUAD (9 MODELS OR MORE)

SMALL SQUAD (8 MODELS OR LESS)

NUMBER OF MODELS _____

MUSIC SELECTION

(PLEASE LIST TYPE OF MUSIC SUCH AS COUNTRY, POP, RAP, ETC. AND TITLE OF SELECTION (S))

TYPE OF CLOTHING BEING MODELED (FORMAL, CASUAL, SPORTS, ETC.)

THEME _____

BRIEF INTRODUCTION OF ROUTINE TO BE USED BY EMCEE:

PREFERRED PERFORMANCE TIME _____

THIS MODELING SQUAD HAS APPEARED BEFORE ME AND I HAVE APPROVED THE CLOTHING, MUSIC AND CHOREOGRAPHY OF THE ROUTINE. *Counties limited to one small and one large squad per county.*

Signature of Extension Agent /Program Associate

Date

Penalty points will be deducted from the final score for the following:
 Up to 10 points for inappropriate clothing, music, choreography, etc.
 Timing – 1 point per minute for every minute or part of a minute that exceeds the time limitations for set-up and performance time.

SQUADS WILL BE JUDGED ON:

Posture	Modeling Skill/Technique
Poise	Routine/Choreography
Grooming	Music Selection (appropriateness)
Fit	Narration/commentary
Accessories	Creativity
Attitude	Overall show (How well it comes together)

Please send entries to: Larry Alexander
 State 4-H Office
 Box 9641
 Mississippi State, MS 39762

MISSISSIPPI 4-H MODELING SQUAD SHOW-DOWN

SCORESHEET

(Possible 100 points)

Modeling Skill/ Technique	15
Fit/Grooming & Accessories	15
Attitude	10
Posture/Poise	10
Music Selection (Is the music appropriate?)	5
Narration/ Commentary	5
Routine/ Choreography	10
Creativity	10
Overall Show (How well it comes together)	20

Miscellaneous:

Fair exhibits/performances: Refer to fair exhibit list.

- Mississippi State Fair

IDEAS FOR AWARDS AND RECOGNITION:

Awards will be awarded based on levels provided sponsorship is secured. Otherwise, overall first, second and third places will be awarded.

POTENTIAL STATE DONORS:

- **OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS**
- Regional and national events and activities related to project.
- Mississippi State Fair, Jackson, MS
- National "Make It Yourself with Wool" Competition

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

- State 4-H Week of In-service Training
- District/Area Training

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT

June - District Junior Achievement Day

June - State 4-H Congress

Other activities scheduled as needed

PROJECT: CONSUMER EDUCATION

Specialist: Dr. Becky Smith

PROJECT OVERVIEW OR GOAL:

The 4-H Consumer Education Project is designed to help youth make wise decisions in the marketplace for both consumer goods and services. Members enrolled in this project learn their rights and responsibilities as consumers.

PROJECT RESOURCES:

- MSUES Publication #2008 – 4-H Consumer Judging Guide
- Consumer Judging Study Guide – contact contest coordinators
- Consumer Action Handbook – <https://www.usa.gov/handbook>
- Other resources – contact your Extension Agent:
 - CCS08030DD – The Consumer In Me, Grades 4 – 5
 - CCS08031DD – Consumer Wise, Grades 6 – 8
 - CCS08032DD – Consumer Roadmap, Grades 9 – 12
 - CCS07712DD – Personal Finance Helper's Guide
 - CCS07711DD – Money Moves, Book 2
 - CCS07710DD – Money Fun-damentals, Book 1

PROJECT ACTIVITY

SUGGESTIONS: Workshop Ideas:

- Training for Consumer Education Contest
- Activities recommended by specialist/coordinator

Tour/Field Trip Idea:

- Visit local stores to discuss different products, prices, warranties, etc.

COMPETITIVE ACTIVITIES:

Visual Presentation

Consumer Education	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Consumer Education Visual Presentation (Includes Home Environment, Home Management, and other Consumer Education related topics.)	X	X	X

Consumer Judging: Juniors Age Level (10-13) and Seniors Age Level – (14-18)

The contest consists of two judging divisions: Senior at the state level and Junior at the district level. A judging team consists of three or four members. Individuals and individual team members may judge to be eligible for individual honors. Individuals not participating on a team will not be eligible for team honors.

Individuals will judge three classes. Four items constitute a class. In each of the classes, at least five minutes will be allowed to make observations and record the placing independently. Senior individuals will give oral reasons on one class. (Junior individuals do not give oral reasons.) Seniors will have 2 minutes to present oral reasons.

Junior and Senior Individuals will write reasons on one class. Written reasons will be the tiebreaker, if needed.

The individual scores will be added for the overall team score (the lowest individual score will be dropped if there are four members on the team).

Talking will not be allowed during judging. Cellphones must be turned off. Three classes will be judged. The following classes are examples that may be used:

Backpacks	Home Cleaning Products
Beverages	Luggage
Bikes	Movie Rentals
Breakfast Cereals	Online Shopping
Checking Accounts	Pets
Clothing	Produce
Cookware	Restaurant Meals
Credit Cards	Savings Accounts
Disaster Preparedness	Shoes
Electronic Gadgets	Smart Phones
Energy Drinks	Socks
Family Cruises	Tablets, Computers, Wearable Technology
Formal Wear (Rental or Purchase)	Televisions
Headphones	Toys
Healthy Snacks	Umbrellas
Hobbies/crafts	Video Game Systems

Additional classes may be added to reflect current consumer trends/needs.

JUNIOR AND SENIOR CONTEST SCORING	Junior Individual	Senior Individual
Official Judging of Classes		
Class One	50	50
Class Two	50	50
Class Three	50	50
Oral Reasons	No Oral	50
Individuals - Total Score of 3 Classes	150	
Individuals - Total Score of 3 Classes		200

- The Overall Team Score consists of the total of the highest 3 members' scores. The total score from a 3-member team will be added. The lowest score of a 4- member team will be dropped.
- Each individual will write reasons on one class identified at the contest. Written reasons will be used as the tie-breaker for Junior and Senior.
- SENIOR ONLY individuals will give oral reasons

Senior Only - Score Sheet for Oral Reasons

Contestant Number:

Class:

	Possible Score	Contestant Score
Accurate and clear statements	15	
Comparisons which justify placing		
Content accurate and factual		
Information Given	15	
Is there evidence of criteria being used and proper terminology		
Completeness of reasons – major points emphasized and use of grants		
Delivery	20	
Were the reasons organized with a structure of comparing pairs		
Did the contestant speak up		
Opening and Closing statements		
Poise and appearance of the contestant		
Total Score	50	
A maximum deduction of 5 points for going over 2 minutes		
Final Score if there were deductions		

PROJECT: FOOD AND NUTRITION
SPECIALIST (S): Dr. Brent Fountain

PROJECT OVERVIEW OR GOAL:

The 4-H Food and Nutrition Projects I-IV are designed to help youth learn about food preparation and how to make wise choices regarding what they eat. Members enrolled in this project will learn important information on selection of foods from MyPyramid and how to prepare these foods in their own homes. They will learn the import role that nutrition plays in their overall health. Included in this project will be the application of

scientific principles of nutrition and food preparation, including food safety, menu planning, commonly used measuring and cooking terms, and understanding how to read a nutrition facts label.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Cook’s Thesaurus: <http://www.foodsubs.com/>

USDA Home and Garden Bulletin No. 2—Pots and Pans from your kitchen
USDA Home and Garden Bulletin No. 3—Tools for food preparation and dishwashing
Bulletins can be accessed from <http://www.nal.usda.gov/ref/USDAPubs/hgb.htm>

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested
 Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Food and Nutrition I *Measuring Mission* and Food Nutrition II *Kitchen Knowledge* are recommended for ages 10-11, but any junior age level participant can compete:

Food and Nutrition I: *Measuring Mission* Judging:

The contest consists of:

Contest Component	Points
A written test based on information from <i>Pots and Pans from your kitchen</i> , <i>USDA Home and Garden Bulletin No. 2</i> and <i>Tools for food preparation and dishwashing</i> , <i>USDA Home and Garden Bulletin No. 3</i> . Can be accessed at http://www.nal.usda.gov/ref/USDAPubs/hgb.htm	50
Identification of different common household kitchen items. The contestant will identify the item and give a brief description of how to use the item.	75
Demonstration of how to properly measure common items using a liquid measuring cup, dry measuring cups, dry measuring spoons, a scale, or other common measurement methods. Contestants will be given a recipe and the contestant will have to demonstrate how to properly measure the items used in the recipe.	75
TOTAL POSSIBLE POINTS	200
TIEBREAKERS: (If contestants have identical total scores at the end of the contest, the following tie breakers will be used	
1. The highest individual score in the identification section will break the tie. 2. If contestants have identical scores in the identification section, then the highest individual score in the demonstration section will break the tie. 3. If contestants are still tied after both the identification and demonstration tie breaker, the highest individual score will break the tie.	

PROJECT:FOOD AND NUTRITION II *Kitchen Knowledge* (JUNIOR ONLY)

PROJECT OVERVIEW OR GOAL:

The 4-H Food and Nutrition Projects I-IV are designed to help youth learn about food preparation and how to make wise choices regarding what they eat. Members enrolled in this project will learn important information on selection of foods from MyPyramid and how to prepare these foods in their own homes. They will learn the import role that nutrition plays in their overall health. Included in this project will be the application of scientific principles of nutrition and food preparation, including food safety, menu planning, commonly used measuring and cooking terms, and understanding how to read a nutrition facts label.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Cook’s Thesaurus: <http://www.foodsubs.com/>

Kitchen Safety: <http://www.umext.maine.edu/onlinepubs/htmlpubs/2314.htm>

University of Maine Extension Service

Kitchen Safety for Children on Their Own: <http://lancaster.unl.edu/factsheets/019.htm>

University of Nebraska Extension Service

PROJECT ACTIVITY SUGGESTIONS:

³⁵₁₇ Workshop Ideas: None suggested Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Food and Nutrition I *Measuring Mission* and Food Nutrition II *Kitchen Knowledge* are recommended for ages 10-11, but any junior age level participant can compete:

Food and NutritionII:Kitchen Knowledge Judging:

The contest consists of:

Contest Component	Points
A written test based on information from Cook’s Thesaurus and Food Safety for Teen Cooks. Questions will be based on an understanding of common cooking terms and preparing food safely in the kitchen.	50
Judging: Given four different food purchasing/food preparation scenarios, contestants will have to place the most proper method for handling food items. They will rank from 1 (safest methods) to 4 (least safe methods) Form 672 will be used to record placing. The contestants will also give oral reasons for their placement.	200
Placing	100
Reasons	100

Demonstration of their knowledge regarding specific cooking terms. Contestants will be given a recipe with directions on preparing the food item. Contestants will have to demonstrate how to properly carry out the recipe instructions using the correct equipment and items used in the recipe.	50
TOTAL POSSIBLE POINTS	300
TIEBREAKERS: (If contestants have identical total scores at the end of the contest, the following tie breakers will be used	
1. The highest individual score in the reasoning section will break the tie. 2. The highest individual score in the placing section will break the tie, if two or more remain tied.	

PROJECT: FOOD AND NUTRITION III *Serving it Safely* (JUNIOR ONLY)

PROJECT OVERVIEW OR GOAL:

The 4-H Food and Nutrition Projects I-IV are designed to help youth learn about food preparation and how to make wise choices regarding what they eat. Members enrolled in this project will learn important information on selection of foods from MyPyramid and how to prepare these foods in their own homes. They will learn the import role that nutrition plays in their overall health. Included in this project will be the application of scientific principles of nutrition and food preparation, including food safety, menu planning, commonly used measuring and cooking terms, and understanding how to read a nutrition facts label.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Keep Your Food Safe: <http://msucares.com/pubs/publications/p1909.pdf>

Use a Food Thermometer and Take the Guesswork Out of Cooking:

<http://msucares.com/pubs/publications/p2097.pdf>

Food Safety for Teen Cooks:

http://kidshealth.org/teen/food_fitness/nutrition/food_safety.html#

Partnership for Food Safety Education: <http://www.fightbac.org/>

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested

Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Food and Nutrition III *Serving it Safely* and Food Nutrition IV *Menus and More* are recommended for ages 12-13, but any junior age level participant can compete:

Food and Nutrition III: *Serving it Safely* Judging:

The contest consists of:

Contest Component	Points
A written test based on information from Food Safety for Teen Cooks, Keep Your Food Safe, and Use a Food Thermometer and Take the Guesswork Out of Cooking. Food Safety for Teen Cooks, and Fight Bac. Questions will be based on an understanding of common knowledge related to safe food handling and preparation.	100
Identification: Given several different food items, they will have to explain 1) Whether the food is safe to eat or not. 2) If the food is determined not to be safe, they have to explain why the food is not safe to eat. 3) If the food is not safe, they will have to explain what could have been done to keep the food safe. Reasons 100	100
Judging: Given different food safety scenarios, contestants will have to order the food in order to keep it safe. Topics may include grocery store purchasing, refrigerator placement, proper hand washing technique, proper cleaning of equipment etc. They will place the items in the correct order using Form 672 to make their selection. 4 scenarios worth 25 points each.	100
TOTAL POSSIBLE POINTS	300
TIEBREAKERS: (If contestants have identical total scores at the end of the contest, the following tie breakers will be used	
1. The highest individual score in the identification section will break the tie. 2. The highest individual score in the placing section will break the tie, if two or more remain tied.	

PROJECT:FOOD AND NUTRITION IV *Menus and More* (JUNIOR ONLY)

PROJECT OVERVIEW OR GOAL:

The 4-H Food and Nutrition Projects I-IV are designed to help youth learn about food preparation and how to make wise choices regarding what they eat. Members enrolled in this project will learn important information on selection of foods from MyPyramid and how to prepare these foods in their own homes. They will learn the import role that nutrition plays in their overall health. Included in this project will be the application of scientific principles of nutrition and food preparation, including food safety, menu planning, commonly used measuring and cooking terms, and understanding how to read a nutrition facts label.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

My Pyramid: <http://mypyramid.gov>

My Pyramid for Kids: <http://www.cnpp.usda.gov/MyPyramidforKids.htm>

Meal Planning: Better Planning, Better Meals:

<http://msucare.com/pubs/infosheets/is0776.pdf>

Make it Quick and Easy:

<http://www.fns.usda.gov/eatsmartplayhardhealthylifestyle/QuickandEasy/makeitquickandeasy.htm>

Making Smart Choices:

<http://www.fns.usda.gov/eatsmartplayhardhealthylifestyle/SmartChoices/makingsmartchoices.htm>

Dietary Guidelines for Americans: <http://www.cnpp.usda.gov/DietaryGuidelines.htm>

Understanding Today's Food Label: <http://msucares.com/pubs/publications/p1908.pdf>

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested

Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Food and Nutrition III *Serving it Safely* and Food Nutrition IV *Menus and More* are recommended for ages 12-13, but any junior age level participant can compete:

Food and Nutrition IV: *Menus and More* Judging:

The contest consists of:

Contest Component	Points				
A written test based on information from My Pyramid, My Pyramid for Kids and Understanding Today's Food Label. Questions will be based on placing food in the different categories of My Pyramid and information related to the Nutrition Facts Label found on most all foods.	100				
Judging: Given four different menus, contestants will have to order the menus based on nutrition adequacy and appropriateness. My Pyramid, Make it Quick and Easy, and Making Smart Choices are helpful resources. Contestants will rank from 1 (most complete menu) to 4 (least complete menu) Form 672 will be used to record placing. The contestants will also give oral reasons for their placement. <table><tr><td>Placing</td><td>100</td></tr><tr><td>Reasons</td><td>100</td></tr></table>	Placing	100	Reasons	100	200
Placing	100				
Reasons	100				
Demonstration of their knowledge regarding label reading. Contestants will be given a specific food and asked to explain the information found on the Nutrition Facts Label. The contestant judge may ask specific questions related to information found on the label. Successful scores will be based on the contestant's ability to understand and explain the different components of the Nutrition Facts Label and make a sound recommendation regarding the specific food.	50				
TOTAL POSSIBLE POINTS	350				
TIEBREAKERS: (If contestants have identical total scores at the end of the contest, the following tie breakers will be used					
1. The highest individual score in the reasoning section of Menu Judging will break the tie. 2. The highest individual score in the demonstration section will break the tie, if two or more remain tied.					

PROJECT:FOOD AND NUTRITION Visual Presentation

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Food and Nutrition	X	X	X

Important Information: Projects for the Food and Nutrition Visual Presentation follows all guidelines regarding Visual Presentations found in the Visual Presentation section of the 4-H Project Manual. Visual Presentation subject matter can be based on a wide variety of topics related to Food and Nutrition, some examples of suitable visual presentations include:

- | | |
|--------------------------|-----------------------|
| Cooking Demonstrations | Handling Foods Safely |
| Planning Effective Meals | Food Allergies |
| Food Science | My Pyramid |
| Careers in Nutrition | Famous Chefs |
| Healthy Snacks | Physical Activity |

We know there are others that aren't listed in this section. We encourage you to be creative and select a topic that appeals to you. It doesn't have to be listed here to be a good visual presentation. As long as it pertains to food or nutrition it is acceptable.

Fair exhibits/performances: CULINARY ARTS – “Kids in the Kitchen”
 Refer to fair exhibit list for guidelines (http://msucares.com/4h_Youth/fairschedule.html)

IDEAS FOR AWARDS AND RECOGNITION:

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

DATES OF EVENTS / ACTIVITIES RELATED TO PROJECT:

PROJECT: THE MISSISSIPPI 4-H COOK-OFF (SENIORS ONLY)

SPECIALIST: Dr. Brent Fountain

PROJECT OVERVIEW OR GOAL:

The Mississippi 4-H Cook-off is designed to help youth make wise choices in the selection and preparation of the foods that they eat. Members enrolled in this project will learn the importance of including a variety of foods using MyPlate, the 2015 Dietary Guidelines for Americans and other sources of nutrition and food safety information. They will learn the important role that nutrition plays with respect to good health and food safety. They will also gain an understanding of where the foods they use are grown locally, regionally, and nationally. Included in this project will be the application of scientific principles of nutrition and food preparation.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos etc.)

4-H MISSISSIPPI COOK-OFF: A TEAM COOKING COMPETITION Senior Level Foods & Nutrition Contest Curriculum

PROJECT ACTIVITY SUGGESTIONS

Workshop Ideas: Mock contests, visit with a Chef, visit with a Dietitian

Tour/Field Trip Ideas: Grocery shopping tour, Commercial kitchen tour, Local farm tour

COMPETITIVE ACTIVITIES:

(Seniors Only)

REGISTRATION: ROUND UP THE TROOPS & ASSEMBLE FOR CONTEST

Depending on the number of teams participating, contestant teams will be randomly assigned a completion time-slot. This time slot will be provided to the competing teams once the official registration has closed and prior to the day of the contest.

WHAT TEAMS SHOULD HAVE READY TO TURN IN PRIOR TO REGISTRATION

- Competition day menu
- Ingredients list
- Proof of location for each ingredient being used
- Nutrition information for each dish component
- Nutrition information for entire plate

PART 1: CONTEST FORMAT

- All participants must be 4-H Club members between the ages of 14-18.
- Team format
 - *1 team per county eligible to compete*
 - *2-4 members per competition day team*
 - Teams must have a minimum of two members and will only be allowed to compete with a maximum of 4 members.
 - County teams can be larger than 4 members providing for an alternate or in preparing members for future contests. However, only the final competing team of four will be recognized as winners and will be able to compete in the national contest.
 - Each member participating should have some role in the food preparation and food presentation during the contest. (for example: one team member will not be allowed to only present the food to the judges without participating in the actual preparation of the food.)
- Recipes for dishes must contain no more than 750 calories per dish and must be submitted along with other material (see Part 2) two weeks prior to the contest day
- Recipes will follow a standardized format.
 - *2015 Dietary Guidelines for Americans should be considered in recipe selection*
 - *Excessive amounts of fat, sodium, and added sugars should be avoided*
 - *Number of servings per recipe should be clearly stated*
 - *Nutritional information should be included at the end of the recipe steps*
- Food safety will need to be guaranteed throughout the selection, preparation and service of all recipes.
 - *Food may be brought by county, but documentation of safety will be required for team to compete. Alternatively, food can be purchased once team arrives Refrigerated and frozen storage will be available (See Part 2)*
- Each competitor must wear appropriate clothes and closed toe shoes. Hair restraints are required. Chef's coats, aprons, and other foodservice accessories are allowed.
- Teams are responsible for food preparation supplies (e.g. bowls, dishes, small appliances, knives, cutting boards, utensils, etc.) Ovens, cooktops, and stainless steel prep tables will be provided.
- Competitors must use USA domestic products and at least two of the ingredients must be Mississippi products. Other products (excluding spices) can be national products or commodities. (Competitors must be able to provide all packaging to determine country of origin-failure to do so could result in disqualification)
- No branded products will be endorsed or displayed prominently in a work station.

PART 2: LET THE CONTEST ACTIVITIES BEGIN

Two weeks prior to contest day registration, all competing teams **MUST** provide the following items via email in order to compete in the contest. These items include:

- Competition day menu
- Contest day recipes
- Ingredients list
- Nutrition information for each dish component
- Nutrition information for entire plate

Failure to provide these items in advance of the contest could result in a disqualification preventing the team from participating in the contest.

The day of the contest, all competing teams **MUST** provide the following items in order to compete in the contest.

- Proof of location for each ingredient being used

Failure to provide these items in advance of the contest could result in a disqualification preventing the team from participating in the contest.

The 4-H Mississippi Cook-Off is a food preparation contest with all menus to be prepared on site and within a 1-hour time limit, including preparation and clean-up of the station. The only items that will be available to the competition team is one refrigerator/freezer, stainless steel table, 4-burner cook-top, one 2-rack oven. All other items including food/ingredients, food safety equipment (e.g. aprons, hair restraints, thermometers, gloves, hot pads, etc.), food preparation equipment (e.g. mixing bowls, spatulas, mixer/food processor, measuring cups, etc.), food storage equipment (e.g. containers, trays, plastic storage bins, etc.), and food presentation material (e.g. plates, bowls, flatware, napkins, etc.) are each team's responsibility.

Upon arriving to campus and prior to the competition, refrigeration and freezer space will be made available to teams who have either brought perishable ingredients from their respective county or purchased them upon arrival. Each food should be clearly marked with the county name and contestants to prevent the potential for missing items. An inventory of items will have to be provided to the contest organizer upon storage. All other non-perishable items including food preparation equipment must be stored with the team until the day of the contest. Storage of these items will not be allowed in the food preparation area prior to the team's competition time.

Additional rules:

- No advance cooking or preparation of a dish is allowed. Pre-cut vegetables and peeled/deveined shrimp will be permitted. ***Permission by the contest specialist and/or contest judges must be received in advance.***
- Contestants will have one hour to complete the meal, which includes preparation, meal plating, and clean-up of their station. Once the team has reached the one-hour time limit all work in the station will be stopped.
- Contestants will prepare 4 complete and identical servings (3 judges servings and one for photography) of each meal.
- Contestants will deliver a presentation up to 5 minutes that describes their menu, preparation, ingredients and importance to the state or region, and food safety. The 5-minute presentation will not be included in the one-hour time limit. Any presentation lasting longer than 5 minutes, excluding judges' questions, will be penalized in the team's final score.

PART 3: SCORING CRITERIA

CATEGORY	SCORE
APPEARANCE OF TEAM MEMBERS (hair restraints, closed-toe shoes, matching/correct uniforms, fingernails, jewelry)	10 points
AGRICULTURAL IMPACT/COMMODITY KNOWLEDGE (Must state in presentation the economic impact of the commodity to Mississippi. Must explain which commodities are grown in Mississippi and which are grown elsewhere.)	25 points
FOOD PREPARATION & SAFETY (Steps in preparation, food safety concerns, food safety practice)	25 points
SERVING SIZE INFORMATION (Use of all myPlate food groups, correct number of servings, size of serving, plating)	10 points
FOOD APPEARANCE, QUALITY, NUTRIENT VALUE (Appearance of food, garnishing, taste, variety, nutrition information)	50 points
PRESENTATION SKILLS (voice, poise, equal distribution of responsibility, effectiveness of presentation)	30 points
TOTAL SCORE	150 points

Fair exhibits/performances: N/A

IDEAS FOR AWARDS AND RECOGNITION:

POTENTIAL STATE DONORS: The Southeast United Dairy Industry Association, Inc. (SUDIA)

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS: The Great American Seafood Cook-off New Orleans, LA, Early August annually

IN-SERVICE TRAINING OFFERINGS FOR AGENTS: Face to Face and Webinar training opportunities offered annually.

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

PROJECT: INTERIOR DESIGN

SPECIALIST(S): 4-H Staff

PROJECT OVERVIEW OR GOAL:

The Interior Design project will guide a 4-H member to career opportunities. 4-H members will learn and apply principles and elements of design. They will learn to recognize the variety and quality of products relating to Interior Design. 4-H members will experience the satisfaction of a home that expresses personal creativity and family life styles.

PROJECT RESOURCES:

- Publication 1662 Interior Design
- Beginnings of Interior Environments 9th Edition
- Interior Design Website http://msucares.com/4h_Youth/interior_design/index.html

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas:

- Study of Furniture
- Flower Arranging
- Constructing Pillows
- Furniture Refinishing
- Constructing a Round Tablecloth
- Window Treatments

Tour /Field Trip Ideas:

- Furniture Stores
- Decorative Centers
- Interior Design Shops
- Antique Shops
- Fabric Stores

COMPETITIVE ACTIVITIES:

INTERIOR DESIGN CONTEST:

Contestant(s) will bring a design board made by the contestant to the contest with a complete 166-entry card. Contest will consist of Levels 1, 2, 3, or 4 for juniors and seniors. Contestants are encouraged to compete in levels in numerical order due to the fact that each level builds on the next level. Youth may skip levels if they feel confident in their knowledge of the level they are skipping. Each level is different so please follow rules according to the level you are entering.

Junior Contest

Level 1 COLOR SCHEME JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring a color scheme for a bedroom. Please do not include room and furniture arrangement. Room needs to be labeled according to what color scheme is used, example: monochromatic color scheme.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the following: <i>Color, Principles of Design-Definitions ONLY, Types of Fabrics, and Window Treatments.</i>	100
IV. Total Points	300

Level 2 BEDROOM JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a bedroom.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the following: <i>Color, Principles of Design-Definitions ONLY, Types of Fabrics, Types of Window Treatments, and Types of Paint Finishes.</i>	100
IV. Total Points	300

Level 3 DEN JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a den.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the following: <i>Color, Principles of Design, Types of Fabrics, Types of Window Treatments, Categories of Lighting, Furniture Identification, and Light Fixtures.</i>	100

Level 4 KITCHEN JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a kitchen.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the above level stations (Junior 1, 2 & 3).	100
IV. Total Points	300

Senior Contest

LEVEL 1 BEDROOM SENIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a bedroom.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include any of the following: <i>Color, Principles of Design, Types of Window Treatments and Accessories, Types of Fabrics, Styles of Beds, Types of Paint Finishes, and Types of Faux Finishing.</i>	100
IV. Total Points	300

LEVEL 2 DEN SENIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a den.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include any of the following: <i>Color, Principles of Design, Types of Window Treatments and Accessories, Types of Fabrics, Styles of Sofas, Types of Floor Coverings, Furniture Construction Methods, Types of Wall Treatments, and Types of Paint Finishes.</i>	100
IV. Total Points	300

LEVEL 3 KITCHEN SENIOR CONTEST	Points
<p>I. Design Challenge Contestants will design a kitchen. Shape and size of room will be left up to contestant.</p> <ul style="list-style-type: none"> • The room should follow project resources. • Plans can be hand drawn or computer generated. • Plans should be drawn to ½ or ¼ scale. • Be sure to use the proper interior design symbols for electrical, lighting, appliances, windows and doors. • Color scheme will be represented by paint, trim, cabinets, wall treatment, floor treatments, counter tops, appliances, and accessories • Contestants should use guideline for design boards. (On website) • Contestants can use up to three design boards for presentation. Contestants with less than three will not be penalized. • The kitchen plan should not exceed 300 square feet 	200
<p>II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)</p>	100
<p>III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include:</p> <ul style="list-style-type: none"> • Color • Principles of Design – Definitions Only • Types of Window Treatments and Accessories • Types of Floor Coverings • Furniture Construction Methods • Types of Lighting Fixtures (pg. 158-159 from <u>Beginnings of Interior Environment Book</u>) • Types of Lighting Symbols (pg. 171 from <u>Beginnings of Interior Environment Book</u>) • Types of Portable Lighting (pg. 161 from <u>Beginnings of Interior Environment Book</u>) • Types of Paint Finishes (pg. 337 from <u>Beginnings of Interior Environment Book</u>) • Types of Faux Finishing (pg. 338 from <u>Beginnings of Interior Environment Book</u> and website) • Types of Wall Treatments (use website) • Furniture Identification (pg. 247-248 from <u>Beginnings of Interior Environment Book</u>) 	100
IV. Total Points	400

LEVEL 4 HOME (SINGLE LEVEL) SENIOR CONTEST	Points
I. Design Challenge Contestants will create design boards featuring a one level home including at least: three bedrooms, one or more bathrooms, a kitchen and one den. Other rooms are optional. <ul style="list-style-type: none"> • Shape and size of rooms will be left up to contestant. • Plans can be hand drawn or computer generated. • Plans should be drawn to ½ or ¼ scale. • Be sure to use the proper interior design symbols for electrical, lighting, appliances, windows and doors. • Use floor plan references on page 220-232 from <u>BeginningsofInteriorEnvironmentBook</u>). Check index for other useful references. • Contestants should use guidelines for design boards. (On website) • Contestants can use up to three design boards for presentation. • One design board for house floor plan. • One design board for color scheme for all rooms. (Only include: paint, flooring and trim on this board.) • One design board featuring your favorite room fully furnished. Use design board guidelines from past levels. • Contestants MUST have three design boards when completed. • The house plan should not exceed 2000 square feet of heated space. 	200
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include any of the above level stations (Senior 1, 2 & 3).	100
IV. Total Points	400

Miscellaneous: Fair exhibits:

IDEAS FOR AWARDS AND RECOGNITION:

Awards will be awarded based on levels, provided sponsorship is secured. Otherwise, overall first, second and third places will be awarded.

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS

- Regional and national events and activities related to project.
- Mississippi State Fair, Jackson, MS

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

- State 4-H Week of In-service Training
- District/Area Training

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT

- **June** – Project Achievement Day- District Level
- **June** - State 4-H Congress
- **Other activities scheduled as needed**

ENVIRONMENTAL EDUCATION PROJECTS



PROJECT: CONSERVATION

SPECIALIST (S): Dr. Geoff Denny

PROJECT OVERVIEW OR GOAL:

The 4-H Conservation Program encourages youth to develop leadership skills in active conservation projects, to understand the importance of conserving natural resources, to explore conservation career opportunities, and to appreciate the value of national resources to society.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Publication 1185 Project Guide Conservation of Natural Resources

PROJECT ACTIVITY SUGGESTIONS:

WORKSHOP IDEAS: None suggested

TOUR/FIELD TRIP IDEAS: None suggested

COMPETITIVE ACTIVITIES:

Junior and Senior Age Level - (8-18)

Judging: N/A

Visual Presentation: Junior and Senior Category

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Conservation [includes Wildlife and Forestry]	X	X	X

Miscellaneous:

Fair exhibits/performances: Refer fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION:

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

PROJECT: 4-H S.A.F.E.T.Y. (Refer to 4-H S.A.F.E.T.Y. Rules)

SPECIALISTS: Dr. John Long

PROJECT OVERVIEW OR GOAL:

The Mississippi 4-H Shooting Sports Program is a joint venture between the Mississippi State University-Extension Service, and 4-H. 4-H Shooting Sports strives to enable young people aged 8-18 years, their parents, and adult volunteers to become responsible, self-directed, and productive members of society via involvement in the shooting sports activities. The program is delivered by hundreds of MSU Extension Service employees and adult volunteers throughout Mississippi.

To participate as a leader in the 4-H Shooting Sports program, volunteers and agents must attend a 2-day workshop leading to certification in a variety of disciplines (e.g., shotgun, rifle, etc.)

PROJECT RESOURCES:

Member

4-H Shooting Sports Event Rulebook
Form 866 Wildlife Judging Score sheet

Leader curriculum/ instruction

Two workshops are offered annually to train and certify volunteers and agents in 4-H Shooting Sports. Certification is required prior to participation as a leader in these program areas. Individuals who successfully complete these workshops are given detailed curriculum materials in the appropriate subject matter.

Publications

P2234 Significance of Mississippi 4-H Shooting Sports State Training Workshops for Volunteer Leaders and Extension Agents

P2227 The Roots of the Mississippi 4-H Shooting Sports Program

IS1602 Ten Steps to a Successful Mississippi 4-H Shooting Sports Program

IS1603 Objectives of the Mississippi 4-H Shooting Sports Program

P1565 Mississippi 4-H Shooting Sports - Introduction to the Rifle

PROJECT: FORESTRY

SPECIALIST(S): Dr. Jason Gordon

PROJECT OVERVIEW OR GOAL:

The 4-H Forestry project teaches 4-H members practical skills in forest management and use of forest products. To enroll, a member may have some timberland, but does not have to own land or timber. Opportunities are provided for the participants in 4-H judging, visual presentation, records, and exhibits

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Publication 1991 Mississippi 4-H Forestry Competition Handbook. This is the primary resource. Please note study references for contests). Consult 4-H Forestry web page at www.msucare.com/forestry for training resources and more.

- Publication 1203 Project number 1 – Tree Planting
- Publication 1205 Welcome to 4-H Forestry
- Publication 1228 Project 2, Big Tree Contest
- Publication 1242 Project 3, Know Your Trees Exhibit
- Publication 1305 Project 4, Developing Your Own Forestry Library
- Publication 1408 Project 5, Forest Nurseries
- Publication 1422 Project 6, Collecting and Identifying Tree See
- Publication 1473 Project 7, Measuring Standing Saw Timber
- Publication 1686, Making A Tree Scale Stick
- Publication 1687, Project 8, Identifying Forest Insects and Diseases
- Publication 146, Know Your Trees
- “My Friend the Forester” - Coloring Book (From MS SAF) for K-4

PROJECT ACTIVITY SUGGESTIONS

Use any of the project publications for activities. Use “Forests of Fun” information from 4-HCCS Forestry Activity Guides for club activities.

WORKSHOP IDEAS: See Publication 1205 for list of ideas. Also contact your area Forestry Specialists and County Forestry Association.

TOUR/FIELD TRIP IDEAS: None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Forestry Judging:

The contest shall consist of three sections:

- a. Tree Identification
- b. Tree Measurement
- c. Forest Knowledge

NOTE: If 4-H Forestry Contest registration by the announced deadlines is five (5) or less, the Area Specialist may substitute an Alternative 4-H Forestry activity such as a workshop, seminar, or field trip.

Visual Presentation: (Junior and Senior)

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Conservation [includes Wildlife and Forestry]	X	X	X

Miscellaneous:

Fair exhibits/performances: Refer to fair exhibit list.

Senior Age Level - (14-18)

IDEAS FOR AWARDS AND RECOGNITION:

Certificates, Medals, Trophies, Plaques, Cash

Trips: **The 4-H senior forestry team wins one year custody of the Acorn Trophy and the right to represent Mississippi sponsored trip at the National 4-H Forestry .Invitational – The Super Bowl of 4-H Forestry!**

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project).

National 4-H Forestry Invitational (See Forestry Invitational website at: www.aces.edu/4HF/ for more details.

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

PROJECT: Wildlife Habitat Education Project (Wildlife Judging)

SPECIALISTS: Dr. Leslie Burger

PROJECT OVERVIEW OR GOAL:

The 4-H Wildlife Habitat Education Program is designed to teach youth about the basics of wildlife science and management. The concepts used in the program encourage understanding of wildlife biology, habitat and management. The contest activities increase knowledge about wildlife and fish conservation and develop skills in application of that knowledge. . Additional benefits come from the development of leadership capabilities and meeting young people and professionals from other states.

Youth can participate in state-level WHEP contest in teams of 3-4 or as an individual. Senior division 4-H members compete at State Congress with the winning team being invited to the National Invitational Judging Contest. Junior division 4-H members are eligible to compete at county events as well as at their respective Project Achievement Day, but will not be invited to a national vent.

Junior and senior age youth are responsible for different parts of the contest as listed in the chart below.

Seniors		Juniors	
Wildlife Identification: Identify select wildlife from photographs or physical specimens	Individual event	Wildlife Identification: Identify select wildlife from photographs	Individual Event
General Wildlife Knowledge: Answer multiple-choice wildlife knowledge questions	Individual event	General Wildlife Knowledge: Answer multiple-choice general wildlife knowledge questions.	Individual Event
Recommendation of Wildlife Management Practices: Indicate necessary wildlife management practices relevant to specific scenarios given for the contest	Individual event		
Written Management Plan: Write a wildlife management plan relevant to specific scenarios given for the contest	Team event		
Oral Defense of Plan: Answer questions about the written management plan before a panel of judges.	Individual event		

PROJECT RESOURCES:

All the information needed to train and equip youth for WHEP contests is contained within the *Wildlife Habitat Education Handbook: A Manual for Mississippi* (available at <http://msucare.com/pubs/publications/e0040.pdf> or <http://msucare.com/wildfish/education/whep.html>) and the *National 4-H Wildlife Habitat Evaluation Handbook*, available at www.whep.org. All relevant forms for the competition are also contained within the handbook. The information found in this handbook is provided for learning wildlife habitat management concepts in both urban and rural settings and to prepare participants for judging events. Additional training materials can be found at <http://msucare.com/wildfish/education/whep.html>. While not necessary, additional training through visits to managed lands (for example, national refuges and state wildlife areas) and with resource professionals is beneficial. Only material presented in the state manual will be eligible for inclusion in the state contest; no extraneous content will be included in the contest. The senior 4-H'ers selected to participate in the national invitational contest will be responsible for the material in the national manual.

Leader curriculum/instruction:

No formal instruction or training is required for an agent or volunteer to field teams of senior-age youth at State Congress or junior-age teams at their respective Project Achievement Day. Trainings will be available on an as-needed basis.

PERSONAL DEVELOPMENT AND LEADERSHIP PROJECTS



PROJECT: CAREER PURSUIT
SPECIALIST(S): Dr. Kirk Swortzel

PROJECT OVERVIEW OR GOAL:

4-H Career Exploration offers 4-H members opportunities to learn about themselves, and their interests, abilities, and aptitudes. They also can learn more about the world of work, and have opportunities to consider their interests and aptitudes in relation to available careers.

The event is developed to help participants in their current job search (for their Supervised Agricultural Experience (SAE) programs, internships, and part-time and full-time employment). Therefore, materials submitted by the participant must reflect their current skills and abilities and must be targeted to a job for which they would like to apply. In other words, participants cannot develop a fictitious resume; they must utilize their actual experience. They are expected to target the resume toward a real job for which they presently qualify.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Member

Michigan State University 4-H Careers and Entrepreneurship (Cover Letters and Resumes) -
http://www.canr.msu.edu/resources/resumes_and_portfolios

Michigan State University 4-H Careers and Entrepreneurship (Interviewing) -
<http://www.canr.msu.edu/resources/interviews>

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested

Tour/Field Trip Ideas: None

COMPETITIVE ACTIVITIES:

Senior Age Level - (14-18)

Judging:

1. Submit 3 copies of the cover letter and resume to the State 4-H Office by May 1 of the current year. Cover letter and resume will be scored using the rubrics included in this handbook.
2. Participate in a panel interview during 4-H Congress. Interviews will be scored using rubric included in this handbook.
3. The cover letter, resume, and interview scores will be added to determine the winner of the event.

NOTE: This contest is open to 4-H members who are at least 14 years of age and have not passed their 19th birthday as of January 1 of the current year.

Cover Letter Rubric

50 POINTS

Indicator	Very strong evidence of skill 5–4 points	Moderate evidence of skill 3–2 points	Weak evidence of skill 1–0 points	Points Earned	Weight	Total Points
Format and General Appearance	Does not exceed one page without overcrowding; margins are acceptable; font size and style are readable (10–12 pt); uses appropriate business format, date and address at top; addressed to appropriate person; appropriate signature block	Does not exceed one page without overcrowding; margins are acceptable; font size and style are readable (10–12 pt); uses appropriate business format, date and address at top; not addressed to appropriate person; inappropriate signature block	Exceeds one page; margins are inappropriate; font style is unreadable; font size is too small or too large; no signature; no date or address; no inside address; not in appropriate business format		X 2	
Introductory Paragraph	Identifies position they are applying for; states how they heard about the position; states why they are interested in the position; uses wording to attract reader's attention	Identifies position they are applying for; does not state how they found the job; vaguely describes why they are interested in the job; introduction is bland and not attention catching	Does not clearly identify position they are seeking; no description of how you heard about the position; does not grab the reader's attention		X 2	
Skills and Experiences	Identifies two to three strongest qualifications for the job; indicates how education has prepared them for this job; states why you are interested in the position; skills and experiences are consistent with resume; makes reference to resume	Identifies one to two qualifications for the job; indicates how education has prepared them for this job; provides a vague explanation of why interested in the job; skills and experiences are somewhat consistent with resume; makes reference to resume	Does not identify relevant qualifications for the job; does not indicate how education has prepared them for this job; does not state why they are interested in the job; skills and experiences are not consistent with resume; does not mention resume		X 2	
Closing Paragraph	Thanks reader for taking time to read; provides appropriate contact information; makes appropriate provisions for follow up	Thanks reader for taking time to read; provides contact information, but leaves reader to pursue a follow up	Does not thank reader; does not mention a plan for follow up; does not provide any contact information		X 1.5	
Spelling/ Grammar/ Punctuation	Spelling, grammar and punctuation are extremely high quality with two or less errors in the document	Spelling, grammar and punctuation are adequate with three to five errors in the document	Spelling, grammar, and punctuation are less than adequate with six or more errors in the document		X 2.5	
TOTAL POINTS						

Resume Rubric

100 POINTS

Indicator	Very strong evidence of skill 5–4 points	Moderate evidence of skill 3–2 points	Weak evidence of skill 1–0 points	Points Earned	Weight	Total Points
Contact Information	Includes name, address, email address and phone number; name stands out on resume; provides professional e-mail address	Name does not stand out; email address is too casual	Missing name, address, email address or phone number; email used is inappropriate or unprofessional		X 1	
Employment Objective	Focused objective that states how employee will help company achieve its goals	Focused objective that states what employee wants from the company	No objective identified		X 1	
Education or Relevant Coursework	Contains complete information (listed in reverse chronological order) with relevant courses listed; dates formatted correctly; GPA listed in correct format (if appropriate), includes appropriate honors and awards	Contains information (listed in reverse chronological order) with relevant courses listed; dates formatted correctly, may show gaps in work history; inappropriate GPA listed, includes appropriate honors and awards	Information not listed in reverse chronological order; important information missing; information not listed in correct format		X 3.5	
Relevant Experience and Skills	Entries are listed in reverse chronological order; company name, title, location and dates are included; strong action verbs used with correct verb tense; personal pronouns and extraneous words are omitted; bullets are concise, direct and indicate one's impact/accomplishments; results are quantified; bullets are listed in order of importance	Entries are listed in reverse chronological order; entries have a pattern of one type of error; action verbs are weak; verb tenses are inconsistent; bullets are not concise or direct and do not indicate impact; bullets are written in complete sentences	Entries are not in reverse chronological order; most entries do not include company name, dates, location or position title; bullets are written in complete sentences; verb tenses are inconsistent; bullets are wordy, vague or do not indicate one's impact; bullets are not listed in order or importance to the reader; results are not quantified when appropriate; irrelevant or outdated information is listed		X 4.5	

Achievements and Honors	Appropriate and relevant achievements and honors listed; achievements and honors related to career goal; provides specific details related to achievements and honors; listed in reverse chronological order	Appropriate and relevant achievements and honors listed; achievements and honors related to career goal; lacks specific details related to achievements and honors; listed in reverse chronological order	Achievements and honors not listed in reverse chronological order; inappropriate or irrelevant achievements listed; no achievement or honors are listed		X 2.5	
References	Listed appropriate references and provided complete contact information for references	References are listed, but not all are appropriate or not all contact information for references is included	Inappropriate references are listed; no references listed; no contact information listed		X 1	
Spelling/ Grammar/ Punctuation	Spelling, grammar and punctuation are extremely high quality with two or less errors in the document	Spelling, grammar and punctuation are adequate with three to five errors in the document	Spelling, grammar and punctuation are less than adequate with six or more errors in the document		X 2.5	
Format and General Appearance	Does not exceed two pages without overcrowding; margins are acceptable; font size and style are readable (10–12 point); headings reflect content and content substantiates headings; resume is targeted to job	Does not exceed two pages; appears overcrowded; margins are acceptable; font size and style are readable (10–12 point); headings don't necessarily reflect content and content substantiates headings; resume is targeted to job	Exceeds two pages; margins are inappropriate; font style is unreadable; font size is too small or too large		X 4	
TOTAL POINTS						

Personal Interview Rubric

250 POINTS

Indicator	Very strong evidence of skill 5–4 points	Moderate evidence of skill 3–2 points	Weak evidence of skill 1–0 points	Points Earned	Weight	Total Points
Appearance	Professional dress/groomed: Wears professional interview attire, polished shoes, clothes pressed, conservative accessories	Dress appropriate: Just not as professional and “put together”, shoes clean, but not polished	Very disheveled: Dirty shoes, clothes not pressed, gaudy or flashy accessories		x 5	
First Impression	Greeting: Appropriate salutation and firm handshake Introduction: States name Body language: Smiling and pleasant, does not sit until invited, confident in manner	Greeting: Confident but uneasy, soft handshake Introduction: States name only when asked Body language: Rarely smiles, cologne or perfume is distracting	Greeting: Does not use salutation, very informal Introduction: Fails to introduce self, fails to shake hands with interviewer Body language: Obnoxious cologne or perfume, chewing gum		x 7.5	
Response to Questions	Used appropriate language for career: Cited relevant examples; knowledge of career field evident (talk the talk); knows education and experience required for position; discussed skills gained through school or past jobs and how they are relevant to position applied; abilities described match the resume; responses concise and logically communicated; responses do not sound “canned”; provided in-depth description of skills, not just a list; provided in- depth response to questions, not yes/no responses to questions; established a “theme” that overall describes their abilities.	Seemed to know terms associated with career: Some holes, cited several relevant examples; but list is incomplete, knew about career, but conveyed incomplete picture; unsure of education or experience required for position; incomplete list of skills gained through school and past jobs and relevance to position applied; abilities mostly match resume; responses seemed rehearsed and somewhat disorganized; provided some depth to description of job skills; provided some depth to responses to questions; provided some yes/no responses; was able to tie some abilities together to form a picture of qualifications.	Knew some of the language of position, but used incorrectly or did not show understanding of terms: Unable to cite or provided few relevant examples; position education and requirements not known or does not match applicants skill set; unable to relate skills learned in school or past jobs and relevance to position applied; abilities hardly match resume; responses seemed “canned” with little logical progression; mainly provided list of skills with little explanation; provided yes/no responses; unable to see an overall theme of persons' abilities		x 15	

Indicator	Very strong evidence of skill 5–4 points	Moderate evidence of skill 3–2 points	Weak evidence of skill 1–0 points	Points Earned	Weight	Total Points
Communication Skills	<p>Persuasive: Led the interview in a direction that enabled them to expand so their skills were expressed, took initiative to add information beyond question asked.</p> <p>Confident: Exhibited self-confidence with body language and verbally</p> <p>Appropriate volume: Spoke with proper volume for room to hear clearly; not too loud, not too soft</p> <p>Enunciation/grammar: Avoided words like “git” versus “get” and “agin” versus “again”; used proper words when speaking (didn’t use 10-dollar words when a five-dollar word would do)</p> <p>Concise: Avoided run-on sentences and answered with logical and organized thoughts</p> <p>Sincere: Expressed true interest in the position they were seeking</p> <p>Poise: Avoids distracting mannerisms, such as drumming fingers or overuse of “um” and “you know”</p> <p>Discretion/Tact: Shared appropriate information and did not create an awkward situation through responses</p>	<p>Persuasive: Expanded somewhat on skills that are a fit for the position, volunteered some additional information to questions asked.</p> <p>Confident: Exhibited some nervousness, but covered well; voice and body language showed some uncertainty</p> <p>Appropriate volume: Did not modulate volume to express answers, could hear sometimes; but was quiet when unsure of response and hard to hear</p> <p>Enunciation/gram mar: Some language not appropriate for position applied, used some slang and exhibited some “dialect”</p> <p>Concise: Some questions answered in a rambling fashion, but point made; thoughts were logical but somewhat disorganized</p> <p>Poise: Seemed comfortable with some nervousness, caught self before exhibiting distracting mannerisms, rarely used “um” or “you know”</p> <p>Discretion/tact: Most professional in tone and shared information that created little, if any, awkwardness</p>	<p>Persuasive: Answered yes or no to most questions; did not expand on skill set</p> <p>Confident: Did not appear comfortable, nervous, slouched in chair</p> <p>Appropriate volume: Hard to hear answers or volume too loud for room</p> <p>Enunciation/ grammar: Used overly complex or simplistic language, sprinkled in words like “git” versus “get” and “agin” versus “again”</p> <p>Concise: Rambled and used run on sentences; answers were poorly organized and thoughts not clearly expressed</p> <p>Sincere: Seemed uninterested in the position and distracted</p> <p>Poise: Demonstrated distracted mannerisms such as tapping foot, drumming fingers, cracking knuckles, etc.; Excessive use of “um” and “you know”</p> <p>Discretion/tact: Shared information that may be seen as personal about someone else creating awkwardness, appeared unprofessional</p>		x 15	
Conclusion	<p>Posed appropriate questions of interviewer: e.g., when notification of selection will occur and how. Clarified next steps, inquired as to next step in interview process e.g., if there will be additional interviews, etc.</p> <p>Appropriate thanks and exit: thanked interviewer, stood and shook hands prior to exiting room</p>	<p>Questions posed were somewhat appropriate: Some had no relevance to interview; incomplete inquiry of the next steps in the interview process; asked for business card, thanked interviewer and shook hand, but seemed uncertain how to end the interview and exit</p>	<p>Asks no questions: Questions asked (if asked) have no relevance to next steps in the interview process; ended interview abruptly or awkwardly; exited without thanks or shaking hands</p>		x 7.5	
TOTAL POINTS						

PROJECT: CITIZENSHIP

SPECIALIST (S): Center for Government and Community Development

PROJECT OVERVIEW OR GOAL:

Citizenship is your relationship with others in your home, club, community, state, and nation. The 4-H Citizenship Project encourages 4-H members to gain respect for the needs and concerns of others and teaches them to help others. Members learn life skills that will make them more effective and successful citizens.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Member

Citizenship Public Adventures, 4-H CCS

4-HCCS MI-07329 2002 – Citizenship Public Adventures

BU-7330 2001 Citizenship Public Adventures Leaders Guide Handbook

M0038 Exploring Citizenship, Me, My Family and Friends, Unit I (8- and 9-year-old)

M0298 Exploring Citizenship, My Neighborhood, Unit II (10-year-old)

M0299 Exploring Citizenship, My Clubs and Groups, Unit III (11-year-old)

M0300 Exploring Citizenship, My Community, Unit IV (12-year-old and older)

M0301 Exploring Citizenship, My Heritage, Unit V (14-year-old and older)

M0302 Exploring Citizenship, My Government, Unit VI (14-year-old and older)

M0303 Exploring Citizenship, My World, Unit II

Websites: www.uscis.gov – Civic questions for the Naturalization Test

Miscellaneous – Citizenship Bowl Rules

1. Teams will compete in a series of one-on-one elimination contests until the top team is chosen. Teams can have 4 or 5 members with the team of 5 having an alternate. **Teams with an alternate can substitute only once during a round. Substitutions can only be made by the team captain.** Correct answers earned goes with that person and when someone is substituted and they have earned a correct answer towards a bonus the answer towards the bonus is lost. The teams will be assigned to the first round of competition based on the number drawn. Some teams may be awarded a Bye during the elimination as part of the assignment process.

2. Competition between teams will be in two phases.

Phase A – Team questions. Each team will be asked five questions. Questions may be scenario questions as to what should you do? Answers are to be given by the team captain, but assistance may come from any team member. Correct responses are worth ten points. A question may be repeated only once. **Answers must be completed within 60 seconds.** Partial credit may be given at the discretion of the judges. After one team has been questioned, the other team will enter the contest room and be asked the same five questions. At the conclusion of phase A the scores for phase A will be announced.

Phase B – Toss-up Round, a total of 20 individual questions will be asked.

- a. The first contestant to signal will answer the question within five seconds after being acknowledged by the moderator. Failure to do so will cost that team 10 points. Any contestant answering a question without having a light lit or being acknowledged by the moderator will lose 10 points. If an answer is given incorrectly, members of the other team have the opportunity to answer the question immediately without having to reread. No points are deducted for giving an incorrect answer. Team members are not allowed to discuss the answers in this phase. No partial credit is available in Phase B except for bonus questions.
 - b. If neither team can offer an answer to the question within 10 seconds, the moderator will give the answer and the question will be dropped and neither team will forfeit points.
 - c. When a signal is pushed before the question is completely read, the moderator shall stop reading the question when the light goes on. After being acknowledged, the contestant may answer the question. If correct, the team will receive credit. The judge may not ask the contestant to explain their answer. If the answer is incorrect, the question shall then be completely reread and members of the other team will have the opportunity to answer it.
 - d. Bonus questions may be earned in the toss-up round. In order to receive a bonus question, three different team members must correctly answer a toss-up question. Bonus questions are not passed to the other team, nor are points deducted for an incomplete or incorrect answer to a bonus. Bonus questions will be asked whenever three team members have answered toss-up questions correctly with the count kept individually for both teams within a match. Eligibility for bonus questions does not carry over to another match. The only discussion allowed between team members will be on bonus questions and in Phase A. The answers must come from the team captain. Only the number answers required by the bonus will be accepted. Example: if the bonus has a four-part answer – the first four answers given by the team captain will be accepted. **The bonus answers must be completed within 60 seconds.**
 - e. All questions correctly answered will be worth 15 points in Phase B, except for bonus questions which are worth 20 points each.
3. The winning team will be determined by the highest total score from Phases A and B. In the event of a tie, the two teams will be asked five additional Phase B questions. No bonus questions will be awarded during the tie breaking procedure.
 4. Answers and interpretations of questions will be the sole responsibility and final recall of the judges. A team member will have the privilege to ask the judge's panel to verify an answer that he/she feels is correct. If a coach challenges the judge's decision, the captain must call "time out" immediately (before the next question is read). A decision made by the judges after the answer is verified will be final.
 5. Questions cannot be recorded within the contest room by audio, handwritten, electronic, or other means.

6. Any questions or areas not covered by these rules will be decided by the 4-H Citizenship Bowl Committee. All decisions are final.
7. Final team placing in the contest will be determined by a single elimination process. In the case of a team receiving a bye in the first round, the team will play a winning team from the first round.
8. REFERENCES:

National 4-H CCS Curriculum:
 4HCCS MI-07329 2002 Citizenship Public Adventures;
 BU-07330 2001 Citizenship Public Adventures Guides Handbook

Keys to Community Curriculum
Contact your local Extension Agent to participate

Websites: www.uscis.gov – Civics questions for the Naturalization Test.
www.msucare.com – Mississippi State University Publications

County Government Book- Study Chapters 1-8
 Municipal Government Book Study Chapter 1-6
 This is 4-H... (General 4-H Information)

PROJECT ACTIVITY SUGGESTIONS: Workshop Ideas: None suggested Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:
 No Competitive events except for 4-H Record category.

POTENTIAL STATE DONORS:

PROJECT: PERSONAL DEVELOPMENT
SPECIALIST(S): Family and Consumer Science

PROJECT OVERVIEW OR GOAL:
 The 4-H Personal Development Project provides opportunities to help youth with social and emotional development. The project provides information and activities to help youth accept themselves as worthwhile individuals. Youth learn ways of respecting and relating effectively with others. The skills learned in personal development will lead to success in their daily lives.

KIDS ON THE GROW helps youth develop important life skills. Hours spent working in this area can be counted in the Congressional Award Record.

PROJECT RESOURCES:
 (Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Each county has a set of the following books from the National 4-H Cooperative Curriculum System (4-HCCS).

KIDS ON THE GROW:
 GROWING ALL TOGETHER: Child Development Helpers Guide (4-HCCS)

GROWING ON MY OWN: Step 1 grades k-2 (4-HCCS)
GROWING WITH OTHERS: Step 2 grades 3-6 (4-HCCS)
GROWING IN COMMUNITIES: Step 3 grades 7-10 (4-HCCS)

PUBLICATIONS:

IS 1335 Promote a Positive Self-Concept

PROJECT ACTIVITY SUGGESTIONS:

See project Books according to grade level!

Workshop Ideas: Grades K-2

Blooming Bags (Unit 1)
Story Mask (Unit 3) Potato
Pals (Unit 4)
My Morning Routine (Unit 5)
That Hat's for Me! (Unit 6) Home
Hazard Hunt (Unit 7)

Grades 3-6

My Plan for Me (Unit 10) Circle
of Friends (Unit 13) How I See
It (Unit 15)
Putting the Pieces Together (Unit 16)
Family Connections (17)
Family Rules (18)
Street Smart (Unit 22)

Grades 7-10

What's The Message? (Unit 25)
Building Friends (Unit 27)
Block Buster (Unit 29)
Your Intergenerational Community (Unit 30)
Moving and Shakin' Olympics (Unit 34)

Tour/Field Trip Ideas:

Have a Day Camp focusing on self-esteem issues (Helper's Guide Page 37) Visit
a local nursing home for intergenerational programs
Local Service Projects such as Meals on Wheels, Food Bank, Holiday Food Projects

COMPETITIVE ACTIVITIES:

NOTE: Hours spent working in this area can be counted in the Congressional Award Record.

Junior Age Level - (8-13) –

Judging: N/A
Visual Presentation: X
Miscellaneous:

Fair exhibits/performances:

Senior Age Level - (14-18) –

Visual Presentation: X

Portfolio: X

Note: Congressional Award Record Book can be submitted in substitution for the portfolio.

Miscellaneous: 4-H Personal Development Miscellaneous

Contest Rules:

Participants per county: 3

Overview:

4-H will have a service project. The participant will make a portfolio about their service project. The participant will also develop a visual presentation for the project. The portfolios/record book must be submitted prior to club congress.

Service Project:

The service project may be any project that the 4-H member wants to participate in or is already participating. The 4-H'er needs approval of the project from the person in charge of 4-H in his/her county.

Visual Presentation:

The 4-H'er will have visual presentation of the project that will be presented at Club Congress. The presentation can be a traditional visual presentation or power point presentation. The presentation must be on the service project in which the 4-H'er participated. Visual Presentation must contain:

- Why the 4-H'er chose this community service project*
- Their personal goals set for the community service project*
- What knowledge they have acquired as a result of the project*
- What skills they have gained as a result of the project*

Portfolio Information: (a three ring binder will be fine)

SECTION I: Title page

Name of 4-H'er
County Name
Title of Service Project
Date

SECTION II: ESSAY (1-2 pages double spaced)

Describe project

Name organization (example food bank, church, animal shelter)

Explain why the 4-H'er picked this project

Explain what the 4-H'er learned from the project (love of working with animals, understanding of food needs for the low wealth families, the understanding of the elderly desires to stay in their home as long as possible)

Address time commitment to the project

SECTION III: PHOTOS (Maximum of 5 pages)

Photo (s) of the 4-H member working with the project

SECTION IV: NEWS CLIPPINGS (Maximum of 3 pages)

Newspaper write-ups and photos of 4-H'er and project

SECTION V: LETTER

Letter must be on letterhead and must be signed by the supervisor of the project. The letter must cover the duties, time commitment, and quality of service to the organization by the 4-H member.

Scoring:

Time:

The time spent in the project. The amount of the effort the project represents.

Portfolio:

Reason the project was picked

What the 4-H'er learned from the project (personal development)

Letter from Supervisor

Picture history

Essay – Written account of the project

Visual Presentation:

Will be scored as personal development visual presentations are scored.

Fair exhibits:

IDEAS FOR AWARDS AND RECOGNITION:

Cash, Saving Bonds, Certificates, Trophies, Plaques

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Check Extension In-service training.

DATES OF EVENTS / ACTIVITIES RELATED TO PROJECT:

4-H Club Congress (Refer to State 4-H Calendar of Events)

PROJECT: HEALTH

SPECIALIST (S): Dr. David Buys

**PROJECT OVERVIEW
OR GOAL:**

This project teaches youth to accept responsibility for maintaining and improving one’s own physical, mental and social well-being. Youth will learn about community health resources, how these resources respond to community needs, and how to use the healthcare systems in the community. Additionally, youth can learn about environmental issues that affect health. Youth will learn how people grow and develop physically, intellectually, emotionally and socially throughout their lifespan. Youth may also participate in health service activities.

**PROJECT
RESOURCES:**

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

CCS Health curriculum:

- CCS Online Health-First Aid-Staying Healthy-Keeping Fit
- Health1 – First Aid in Action BU08174
- Health 2 –Staying Healthy BU08175
- Health 3 – Keeping Fit BU08176

**PROJECT ACTIVITY
SUGGESTIONS:** Workshop
Ideas: None Suggested
Tour/Field Trip Ideas: None Suggested

**COMPETITIVE
ACTIVITIES:**

Junior and Senior Age Level - (10-13 & 14-18)

Visual
Presentat
ion:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Health	X	X	X

Fair Exhibits:

IDEAS FOR AWARDS AND

RECOGNITION: POTENTIAL

STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

IN-SERVICE TRAINING OFFERINGS FOR AGENTS: DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Project Overview/Goal: **(Junior Master Wellness Volunteers ONLY) (Seniors 14-18 ONLY)**

The Community Health Action Showcase provides JMW Volunteers with the opportunity to report their health care knowledge and skills while they work to promote public health and health literacy. Participants will demonstrate their understanding of health education and promotion materials while effectively communicating the methods they used to reach their communities. The JMW Volunteer will reference their UMMC Community Health Advocate Curriculum as well as their Volunteer Guide provided in their classroom. This category serves as a stepping stone for Volunteers on the path of health advocacy.

Project Resources:

Volunteer guide; UMMC CHA; Video available from Extension agent; Scoring rubric

Project Activity Suggestions:

These are only suggestions! We encourage contestants to use their creativity to convey the work they have done as JMW Volunteers.

- PowerPoint presentations of each individual's Community Health Action Plans and the project outcome.
- Demonstrations of the presented skill or a visual aid from the performance of the Community Health Action Plan.
- Multi-media presentations from projects in action.
- Assets and needs assessments of JMW Volunteers' communities and their use of those assets to respond to the needs.
- Poster-format presentations.
- Health fair-style demonstrations and presentations.
- Incorporation of the JMWV Social Media Toolkit

CONTEST FORMAT

- All participants must be Junior Master Wellness Volunteers between the ages of 14-18.
- No limit on participants from the same county
- Teams are not to be larger than 5 JMWV

- Each team member is to contribute equal amounts of work to the project as well as presentation
- PowerPoint presentations should last no longer than 8 minutes and no shorter than 3 minutes
- Demonstrations/Visual Aids presentations are not to exceed 5 minutes and at least one is a requirement.
 - Participants will not be limited based on their choice
- Presentations will be consistent with the information in the UMMC CHA handbook and the JMWW Volunteer Guide
- Each participant must be dressed appropriately for their presentation
 - Business professional, hair restraints, appropriate shoes, and hygiene will all be considered
- No photos will be used without verbal consent from the photographed individual or from the guardian of a photographed minor

SCORING

Appearance of presenter:	15
Is it relevant for the type of presentation being given? Is it professional attire according to presentation needs? What kind of jewelry, hair-restraints, fingernails do they have?	
Presentation:	30
Is the student's speech clear? Are they knowledgeable? Do they elaborate on key points? Do they connect their project back to the JMWW curriculum?	
Future Plans:	15
Does the student clearly state their future plans to further public health care literacy or future active educational efforts in community?	
Demonstration/Visual Aid:	25
Does the student clearly convey their project?	
Response:	15
Does the student demonstrate they have had personal growth, that their community responded to their outreach, and/or that they better understand their role in health advocacy?	
Total	100

PLANTS AND PLANT RELATED PROJECTS



PROJECT: GARDENING/HORCTICULTURE

SPECIALIST(S): Plant and Soil Science

PROJECT OVERVIEW OR GOAL:

The 4-H Garden Project offers 4-H members an opportunity to learn how to select a garden site and how to make a plan. Members learn to select vegetable varieties and develop skills. (4-H Garden Project includes Orchard and Truck Crops.)

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Member

Publication 205: The 4-H Garden

Publication 1324: Exploring Plants through 4-H

Publication 1567: 4-H Horticulture Handbook

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: Have practice judging contests

Tour/Field Trip Ideas: Visit garden centers, grocery stores, Master Gardeners

COMPETITIVE ACTIVITIES:

JUNIOR AGE LEVEL HORTICULTURE EVENT - (8-13)

Judging:

There will be three classes of four plates each of vegetables, flowers, or Ornamentals, and fruit	150 Points
Identification: Twenty-five specimens from flowers, fruit, nuts, vegetables, herbs, grasses, and Ornamentals. Specimens may be seeds, seedlings, any plant part or the entire Plant. Living plant material will be used whenever possible. Specimens selected from NJHA [National Junior Horticulture Association] list.	250 Points
Knowledge: Twenty-five objective type (true and false, multiple choice, fill in the blank) questions. The questions will be taken from the 4-H Horticulture Handbook, CES Publication 1567.	250 Points
TOTAL POSSIBLE POINTS	650

Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Gardening/Horticulture	X	X	

Miscellaneous:

Fair exhibits/performances: See fair exhibit list.

SENIOR AGE LEVEL HORTICULTURE EVENT - (14-18)

Judging:

There will be four classes of four plates each of vegetables, flowers, ornamentals, and fruit.	200
Identification: Thirty-five specimens chosen from flowers, fruits, nuts, vegetables, herbs, grasses, and ornamentals. Specimens may be seeds, seedlings, any plant part or the entire plants. Living plant material will be used whenever possible. Specimens selected from NJHA [<i>National Junior Horticulture Association</i>] list.	350
Knowledge: Thirty-five objective type (true or false, multiple choice, fill in the blank) questions. The questions will be taken from the 4-H Horticulture Handbook, MCES Publication 1567.	350
TOTAL POSSIBLE POINTS	900

Visual Presentation:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Gardening/Horticulture			X

Miscellaneous

Horticulture Photography

Rules and Regulations

Photographs with negatives must be in the Horticulture Department by **August 1**.

1. Photographs must be taken with 35mm film and by the 4-H member submitting the entry.
2. 2 Photographs must be taken during the previous twelve months.
3. 4-H'ers may choose to submit entries in any or all of the following categories. Each category is judged separately. A county may submit **10** entries per category, one per 4-H'er per category.
 - i. Single Color
 - ii. Single Black and White
 - iii. Series of four photographs that tell a story.
4. Photographs must be related to horticulture. Landscape scenes are not acceptable unless clearly dominated by horticulture themes.
5. Prints should be 8x10 and mounted
6. Blue ribbon winners will be entered in the National Junior Horticulture Association photography contest. Blue ribbon winners will not be returned
7. Entries and ribbon awards will be returned to counties by August 31.

Digital Imagery Category

Project requirements: There are five classes:

- A. Single Unedited
- B. Single Slightly Edited
- C. Single Heavily Edited
- D. Sequence of Four to Eight digital images that tell a visual story without the use of words
- E. Collection of six photographs mounted on one board

Each entry must:

1. Have been taken by the participant within 12 months before it is entered.
2. Include a completed entry form and sample print(s).
3. An individual may enter all five classes, and may only submit 1 entry in each class.
4. All entries must be accompanied by either a PC compatible CD containing the image.
5. One print must be mounted on a sturdy background, suitable for display.
6. On back of mounting, image must be labeled with class title, exhibitor's name, age, and state.

All exhibits should be titled with a caption to assist the judges/ viewers in interpreting the image.

NOTE: If entrants do not complete the correct entry form for the Digital Imaging Project, they will be automatically disqualified. Participants and state leaders are responsible for insuring that all projects are correctly and completely prepared prior to submission to the national contest.

Categories (5):

A. Single unedited digital image

Picture comes straight from the camera without any modification.

B. Single slightly edited digital image

Image has been somewhat digitally edited or enhanced. Modifications may include: cropping, sharpening or blurring, brightness or contrast changes, or the addition of text to the image. Thumbnail of the original image shall accompany the exhibit.

Thumbnail must be 2 inches x 2 inches. Participants must describe editing technique(s) used on entry page.

C. Single heavily edited digital image

Image has been radically digitally edited or enhanced. Modifications may include: addition to or the removal of parts of the image, changes in the color scheme of the image, the use of filters or effects; or animation using digital images, etc.

Thumbnail of the original image shall accompany exhibit. Participants must describe editing technique(s) used on entry page.

D. Sequence composed of 4 digital images of similar size that tell a story

If edited images are used, thumbnails of the image shall accompany exhibit. All entries in this category must be accompanied by a sheet outlining sequence layout for display purposes. Participants must describe editing technique(s) used on entry page.

E. Horticulture Collection —

B & W or color, consisting of 6 photographs. All 6 photos should be mounted on one board/mat not to exceed 16 x 20 inches. If edited images are used, thumbnails of the image shall accompany the exhibit. **Participants must describe editing technique(s) used on entry page.**

Fair exhibits: Refer to fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION:

- Monetary
- Certificates
- Trophy
- Plaque - *Awarded to high individual and high team in both junior and senior level judging contests*

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

National Junior Horticulture Contest

The four high individuals in the Senior level judging contest will be eligible to compete in the NJHA Horticulture Judging competition.

The high individual in the senior level Visual Presentation contest will be eligible to compete in the NJHA Speaking contest.

Blue ribbon winners in film and Digital photography contests will be entered in the NJHA contest. Blue ribbon winners will not be returned to participants

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Junior contests are held during project achievement days,
Senior level contests are held during state congress.

Photography entries are due August 1.

PROJECT: PLANT AND SOIL SCIENCE

SPECIALIST(S): Dr. Dennis Reginelli/Dr. Billy Kingery/Dr. Larry Oldham

PROJECT OVERVIEW OR GOAL:

Members enrolled in the 4-H Plant and Soil Science Project learn the theory and practice of crop production and soil management. The project is basic to all plant projects. The experiments and learn-by-doing activities help members understand plant development and growth requirements.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Member

Publication 537 Plant and Soil Science
 Publication 896 4-H Plant Pathology Judging Contest Manual
 Publication 1324 Exploring Plants Through 4-H Publication 1567 4-H Horticulture Handbook

Supplementary

Publication 464 4-H Seed Judging and Identification

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested

Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:

Seed Identification

Junior Age Level - (8-13)

Judging:

The contest consists of:

Judging three classes of the following seed crops: soybeans, cotton, small grains [wheat, oats, or rye], small seeded legumes [clovers, vetch, or wild winter peas] or corn [use Form 672].	300
Identify 10 crop and weed seed on Form 118 [all seed names must be spelled correctly and writing must be legible].	100
Take an examination of true/false or multiple-choice questions.	100

Visual Presentation: Junior and Senior

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Plant and Soil Science	X	X	X

Miscellaneous:

Fair exhibits/performances: Refer to fair exhibit list.

Senior Age Level - (14-18) Seed Identification

Judging:

The contest consists of the same items and points as in the Junior Contest except the seniors will identify 20 crop and weed seeds. Form 118, 4-H Seed Identification Contest, will be used to identify seeds.

Reference: *4-H Seed Judging, Publication 464*
4-H Seed Identification Slide She

AGRONOMY**Miscellaneous-LandJudging****Land Judging: Junior and Senior**

- a. The contestants shall not use clipboards, levels, rulers or other equipment.
- b. The contest consists of:
 - (1) judging four land sites to determine soil characteristics and the practices required to place the land in its best agricultural use, and,
 - (2) evaluating one of the four sites as a potential home site.
- c. Form 148, Mississippi Land Judging Scorecard and Form 560, Mississippi Home-site Evaluation Scorecard will be used.
- d. The locations will be announced to Extension 4-H youth agents at least one week prior to the contests.
- e. In case of a tie, see page 5 of *Instructions on Land Judging in Mississippi*.
- f. Junior and Senior participants will judge the same sites at District. However, the sites will be rearranged and changes will be made on the field condition sheets between the contests.

State Team

Participants in International Land Judging contests in Oklahoma may not compete again in the state contest. This includes both F.F.A. and 4-H participants.

Reference: **Extension Publication 679**, *Instructions on Land Judging in Mississippi*

IDEAS FOR AWARDS AND RECOGNITION:

- Monetary
- Trophy
- Plaque

POTENTIAL STATE DONORS:**OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS****IN-SERVICE TRAINING OFFERINGS FOR AGENTS:**

Refer to online in-service course offering.

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Project Achievement Days & State 4-H Club Congress (Refer to State 4-H Calendar of Events)

PROJECT: ENTOMOLOGY

SPECIALIST: Dr. John Guyton

PROJECT OVERVIEW OR GOAL: The 4-H Entomology Project gives young people a chance to learn about insects and their role in the environment, as well as their interactions with man, animals, and plants. Junior and Senior 4-Hers can compete in insect identification contests, visual presentations, record keeping, exhibiting insect collections, Bug and Plant Camp in June, BugFest at the MSU Extension Crosby Arboretum in the fall and Visit the Extension Arthropod Zoo on campus. A Community Service Project involving Making Your Community Inhospitable to Mosquitoes is also available (Training and a Mosquito manual available).

Agents are encouraged to organize Bug Clubs and take advantage of the activities in The Gloworm newsletter and the Community Service Project.

PROJECT RESOURCES: (Member manuals, supplementary materials, training materials, etc.)

Member Publication 317 - 4-H Introduction to Entomology

- 4-H Entomology Manual (available from County Extension Agent or Extension Specialist)
- Publication 2592 - 4-H Insect Identification Study Guide for Junior 4-Hers
- Publication 2591 - 4-H Insect Identification Study Guide for Senior 4-Hers
- Information Sheet 653 - Collecting Insects: Standard 4-H Display Box

Extension and Other publications available at:

http://msucares.com/4h_Youth/4hentomology/pubs.html

The Gloworm – newsletter geared toward MSU Bug and Plant Campers, Bug Clubs, and adults who work with youth. Archives available at:

<http://msucares.com/newsletters/pests/gloworm/index.html>

Teaming with Insects – National 4-H curriculum for grades 3–5, 6–8, and 9–12, plus facilitator’s manual. Available at: <http://www.4-h.org/resource-library/curriculum/4-hteaming-with-insects/>

The Mosquito Manual (PDF) available to agents and 4-Hers who are working on Entomology Community Service Project to Make Community Inhospitable to Mosquitoes. Contact J. Guyton.

Supplementary

Standard 4-H display box and insect pins available for purchase from MSU Biochemistry, Molecular Biology, Entomology, and Plant Pathology Department.

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas:

Bug & Plant Camp

Establish/maintain Community

Butterfly Garden

See The Gloworm for Bug Club Activities or individual activities

Tour/Field Trip Idea: Collecting trips for county groups;

Mississippi Entomological Museum and Arthropod Zoo at MSU.

- Callaway Gardens Day Butterfly Center (Pine Mountain, GA)
- Audubon Insectarium (New Orleans)
- Jackson Zoo (contact their Education Department for about their programs)
- Bug Fest at the MSU Crosby Arboretum (every fall)

COMPETITIVE ACTIVITIES: Junior Age Level - (8-13)

MISCELLANEOUS: JUNIOR LEVEL INSECT IDENTIFICATION

(Study guide available at: http://msucares.com/4h_Youth/4hentomology/pubs.html)

The contest consists of two parts:

Part 1: Insect Identification (15 to 30 specimens) See appropriate study guide for list of 50 insects and arachnids to know. Specimens may be pinned, mounted, preserved in alcohol, or presented as photos or images. 60 points

Part 2: Written Quiz

See appropriate study guide 40 points

Total 100 points

Junior Information

- Pre-requisite for district contest. Must have placed 1st, 2nd, or 3rd in a county contest.

Each contestant should be prepared to identify insect specimens and to answer questions about the 50 insects listed in the 4-H Insect Identification Study Guide for Junior 4-Hers or to answer other general questions about insects and entomology as indicated in the study guide.

Visual Presentation: Contest Area 10-11 Year Old Junior 12-13 Year Old Junior 14-18 Year Old Senior Entomology X X Fair exhibits/Performances: Refer to fair exhibit list.

MISCELLANEOUS: SENIOR LEVEL INSECT IDENTIFICATION (14-18)

(Study guide available at: http://msucares.com/4h_Youth/4hentomology/pubs.html)

Judging:

The contest consists of two parts:

Part 1: Insect Identification (15 to 30 specimens) See appropriate study guide for list of 100 insects and arachnids to know. Specimens may be pinned, mounted, preserved in alcohol, or presented as photos or images. 60 points

Part 2: Written Quiz See appropriate study guide 40 points TOTAL 100 points

SENIOR INFORMATION

Each contestant should be prepared to identify specimens of the 100 insects and related arthropods listed in the study guide by order or common name and to answer questions about the 100 insects listed in the 4-H Insect Identification Study Guide for Senior 4-Hers or to answer other general questions about insects and entomology as indicated in the study guide.

Ties: Ties for both Junior and Senior will be broken based on proper spelling, and if necessary, by using the Insect Identification Score. Visual Presentation: Contest Area 10-11 Year Old Junior 12-13 Year Old

Junior 14-18 Year Old Senior Entomology X

MISCELLANEOUS: JUNIOR & SENIOR INSECT COLLECTIONS

The contest consists of: General Insect Collection

Collections must be displayed in the standard insect box (Cornell drawer size, 19 in. x 16.5 in. x 3 in.). Insect specimens must be mounted on special insect pins. See Extension Publication 317, Introduction to Entomology for more information about making insect collections and Information Sheet 653 – Standard 4-H Display Box, for instructions for making an insect box. (Both publications are available online at: http://msucares.com/4h_Youth/4hentomology/pubs.html.)

Each box should be identified by name and county, and number of orders and total number of specimens in collection. This information should be visible on a strip of masking tape attached to the top edge of the box. 144

Information:

a. There is no limit to the number of individuals who may submit insect collections from each county in the district and state contests, but individuals who have placed first in their age category should not compete in that same age category the following year. Individuals who placed first in their district.

b. All collections will be awarded blue, red or white ribbons.

c. All insect collections that were entered in district or state contest and have received a blue ribbon are eligible to be exhibited at the State Fair. Fair exhibits: Refer to fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION:

- Monetary
- Trophy
- Plaque
- Ribbon
- Medal

POTENTIAL STATE DONORS:

- Industry (Bayer, FMC, BASF, Syngenta, Monsanto, etc)
- State Associations (Mississippi Bee Keepers,
- Mississippi Cattlemen’s Association,
- Mississippi Pest Control Association, etc.)
- Mississippi Entomological Association, National Associations, Entomological Association, (Entomological Society of America)

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

National Congress, & Co-op Tour
4-H Beekeeping Essay Contest (January deadline. Watch for notices in The Gloworm)

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

- Project Achievement Days & State 4-H Club Congress (Refer to 4-H Calendar of Events)
- Student membership in the Entomological Society of America, ESA, (\$38) and opportunity to attend annual conference and assist in workshops. We have an out-of-state 4-Her / Bug & Plant Camper serving on a national ESA committee.

INSERVICE TRAINING OFFERINGS FOR AGENTS/VOLUNTEERS: Online and Available as needed

TECHNOLOGY AND ENGINEERING PROJECTS



PROJECT: AUTOMOTIVE

SPECIALIST(S): Mary L. Tagert

PROJECT OVERVIEW OR GOAL:

The 4-H Automotive Project offers senior 4-H members an opportunity to learn to drive safely. Members can do this through a series of information-activity forms, members' lesson manuals, and close association with road-regulatory agencies, and other resource people. Opportunities are provided for participation in auto-driving contests, visual presentations, and record keeping.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Member

M0052 Buying Your First Car

Keys to Happy Motoring: You and the Driving Task

4-H Wheels -- New Road Signs Identification

M0159 4-H Wheels -- Tire Inspection and Evaluation

State of Mississippi Driver's License Manual

<http://www.dps.state.ms.us/wp-content/uploads/2012/06Driver-License-Manual-Jan-2012.pdf>

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested.

Tour/Field Trip Ideas: None suggested.

COMPETITIVE ACTIVITIES: (Senior only)

Senior Age Level - (14-18):

Judging:

Visual Presentation: No Visual

Miscellaneous: Automotive Driving

Special Note:

Contestants must have a valid personal driver's license to qualify. Contestants must have an accident-free (preventable) record for 12 months prior to the contest or for the time licensed, including Learner's permit. The state winners must maintain this record to be eligible to attend the regional contests.

1. The contestant shall bring:
 - a. Completed and signed 4-H automotive driving permission and release form
 - b. Valid personal driver's license

2. The contest consists of:
 - a. Written examination - the questions will be taken from the following:
 - (1) Buying Your First Car
 - (2) Keys to Happy Motoring: You and the Driving Task
 - (3) Mississippi Drivers Handbook

 - b. Parts Identification, Trouble Shooting and Safety Check
 - (1) Identification of "under the hood" parts of the automobile
 - (2) Trouble shooting relating to the mechanical operation of the automobile
 - (3) Safety checking the automobile for safe highway driving or listing items that are inspected for a Safety Inspection

 - c. Driving Exercise - testing the individual's driving skills through the driving course as outlined in the 4-H Automotive Driving Contest announcement.

References: *Automotive Driving Contest*
Mississippi Drivers Handbook

4-H AUTOMOTIVE DRIVING PERMISSION FORM

_____ has my permission to participate in the 4-H Automotive
(Name of 4-H Member)

Driving Contest will be during State 4-H Club Congress.

1. Has competed in the county 4-H automotive driving contest.
2. Possesses and will present a valid driver's license at contest.
3. Operator's license number _____ Issue Date _____.
4. Have a record free of moving violations (convictions) and preventable accidents within the past 9 months.

Signed _____ Date _____
(Parent or Guardian)

Verified _____ County _____
(4-H Youth Agent)

RELEASE

In being permitted to participate in this 4-H event and to be eligible for awards, I agree to the following:

1. Both as to myself and my heirs and personal representatives, I release all 4-H officials or leaders or dealers affiliated from any and all liabilities and right of action that may arise from any damage or injury which I may receive while attending or participating in said Contest.
2. I will be bound by all rules and regulations while participating in said Contest.

Contestant's Signature _____ Date _____

Parent's Signature _____ Date _____

Fair exhibits: Refer to fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION:

Trophy, Plaque, Monetary, Certificate, Ribbons

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

4-H Engineering, Science, and Leadership Event (Two Contestants to Purdue)

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering.

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

4-H Project Achievement Days & State 4-H Club Congress (Refer to 4-H State Calendar of Events)

PROJECT: BICYCLE

SPECIALIST(S): Larry Alexander

PROJECT OVERVIEW OR GOAL:

- 1). To teach youth skills in purchasing and maintaining a safe bicycle that fit size and needs
- 2). To teach participants the importance of wearing a correctly fitted safety helmet and reflective clothing
- 3). To teach participants safe bicycle handling skills and to teach participants the rules of the road.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

- Bicycle Adventures Helper's Guide (*4-H CCS BU-7506*)
- Bicycle Adventures Youth Activity Guide - Level 1
- Bicycle Adventures Youth Activity Guide - Level 2
- Bicycle Adventures Youth Activity Guide - Level 3
- Bicycle Adventures Revised – Bicycling for Fun – Level 1
- Bicycle Adventures Revised – Wheels in Motion – Level 2
- Bicycle Adventures Revised – Helper's Guide
- 4-H Engineering Guide (Available through Ag Engineering or State 4-H Office)
- Team Helmet Bike Safety (*M0754*)

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: Bicycle Rodeo, Bicycle Safety Clinics, Helmet Awareness Programs, In-school Bicycle Safety Programs, Parts Identification Workshops, Bike-a-Thons, etc.

Tours/Field Trips: Tour of local bicycle repair shop and visit Bicycle Enthusiast Club, tour bicycle specialty shop, visit museum that has bicycles from the past, etc.

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Judging: N/A

Visual Presentation: N/A

Miscellaneous: Bicycle – Junior Level

The contest consists of:

1. Written examination (20 minutes)
2. Parts Identification (5 minutes)
3. Skill Riding Events

“All Contestants must furnish his/her own Safety Helmet”

Junior Obstacles

- a. Straight-line test
- b. Double Zig-Zag obstacle test
- c. Emergency stop and turn

***Contestants must furnish their own bicycle to ride in the contest or make arrangements to use another contestant’s bicycle prior to the event. Contestants must furnish their own safety helmet.**

Fair Exhibits/performances: Refer to fair exhibit list.

Senior Age Level - (14-18)

Judging: N/A

Visual Presentation: YES

Miscellaneous: Bicycle – Senior Level

The contest consists of:

1. Written examination (20 minutes)
2. Parts Identification (5 minutes)
3. Skill Riding Events

***CONTESTANTS MUST FURNISH THEIR OWN HELMET**

Senior Obstacles:

- a. Straight-line test
- b. Double Zig-Zag obstacle test
- c. Double obstacle test
- d. Turning around
- e. Emergency stop and turn
- f. Figure-eight steering

***Contestants must furnish their own bicycle to ride in the contest or make arrangements to use another contestant's bicycle prior to the event. Senior 4-H members should use a 26" or larger bicycle in the riding obstacles. (If a 26" bicycle is too large for the rider, a 24" bicycle can be used). This is a requirement in the National Event.**

Fair Exhibits/performances: Mississippi State Fair

- Bicycle Repair Kit
- Signs of Life (Highway Signs)
- Bicycle Safety Poster

IDEAS FOR AWARDS AND RECOGNITION:

National 4-H Medals, Ribbons, Trophies, Plaques, & Record B o o k Program

Potential State Donors:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional, national, and activities related to project)

National Engineering Challenge - Purdue University

IN-SERVICE TRAINING OFFERING FOR AGENTS: Refer to online in-service course offering.

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Project Achievement Day Refer to State 4-H Calendar of Events

State 4-H Club Congress Refer to State 4-H Calendar of Events

PROJECT: COMPACT TRACTOR
SPECIALIST(S): Dr. John Linhoss

PROJECT OVERVIEW OR GOAL:

The 4-H Compact Tractor Project/ Contest is designed to help members become more knowledgeable about the small engine and other related aspects of the project/ contest.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)
4-H Learn To Earn and 4-H Engineering Event Guide

PROJECT ACTIVITY

SUGGESTIONS: Workshop Ideas:

Suggested Tour/Field Trip Ideas:

None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13) – No Junior Contest

Miscellaneous Event: Senior Only

The contest consists of:

Written Examination	20 Minutes
Learn-to-Earn Identification (25 items scored 2 points each)	15 Minutes
Compact Tractor Safety Checks	(Set By Specialist)
Compact Tractor Driving	8 Minutes

Visual Presentation: N/A

Miscellaneous: N/A

Fair exhibits/performances: Refer State Fair 4-H Village Catalog

IDEAS FOR AWARDS AND

RECOGNITION: POTENTIAL

STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS

National Engineering Challenge

IN-SERVICE TRAINING OFFERINGS FOR AGENTS: DATES* OF EVENTS/ACTIVITIES RELATED TO PROJECT:

State 4-H Club Congress - (Usually in May or June)
 National Engineering Challenge - (Usually in September)
 *Refer to the State 4-H Calendar of Events

PROJECT: COMPUTER TECHNOLOGY
SPECIALIST (S): Dr. Mariah Morgan

PROJECT OVERVIEW OR GOAL:

The Computer Project is designed to help members learn about the computer and how to use the computer in project work.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Computer Mysteries Level 1 Booting Up: Interacting With Computers
 Computer Mysteries Level 2 Adding On: Hardware and Software Magic
 Computer Mysteries Level 3 Reaching Beyond: The Advanced User
 Website Resource for Seniors: <http://appinventor.mit.edu/explore/>
 Website Resource for Juniors (10&11): <http://www.scratchjr.org/>
 Website Resource for Juniors (12&13): <https://scratch.mit.edu/> and <http://scratched.gse.harvard.edu/guide/>

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas:

Check the calendar for workshops in March/April or by appointment

Tour/Field Trip Ideas: Local computer stores, programmers, and industry using technology or vo-tech educational centers

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13) - check the ones that apply to project and attach the rules and regulations for each activity checked

Judging: No Junior Judging

VISUAL PRESENTATION CONTESTS WITH AGE CATEGORIES:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Computer	X	X	X

Miscellaneous:

Fair exhibits/performances: Refer to fair exhibit list.

Senior Age Level - (14-18)

Judging: Senior (only)

1. The contest consists of:
 - Written Vocabulary Exam – 40%
 - Creating an app using the MIT app inventor – 40%
 - Presentation of the app – 20%
2. The Written Vocabulary contest will consist of 50 multiple choice questions that may be taken from the Computer Mystery curriculum, or any information given out in workshops.
3. The app must be developed using the MIT App Inventor 2 (<http://appinventor.mit.edu>). Participants will be asked to create a working app. The app will be judged based on appeal, user interface, block editor content, and functionality. See the <http://4robotics.msucares.com/contests> for a sample rubric.
4. Participants should prepare a 3-5 PowerPoint presentation on their app. It is important for 4-H youth to not only be able to code but also to discuss and explain what they have created to others. Participants should discuss not only how they created the app but how an app they created could be used in the real world. See the <http://4robotics.msucares.com/contests> for a sample presentation rubric.

Visual Presentation

The visual presentation must focus on the app created by the youth and must be at least 3 minutes and may not exceed 5 minutes. Youth can expand on ideas of programming, app development, and how coding and technology impacts humans.

Seniors:

- a. A computer and a digital projector will be available. The contestant must provide any other visual aids used. Visual Presentations must be in Microsoft PowerPoint. No posters will be accepted. It is the responsibility of the contestant to make sure that their presentation will work on the computer provided. However, if contestants would feel more comfortable, they are welcome to bring their own computer and digital projector. Please note that if a considerable amount of equipment must be set up for a visual, please let us know **BEFORE** the contest so adequate space can be arranged. **NOTE: The presentation computer will have MS PowerPoint 2013 loaded on it, please make plans accordingly.**
- b. A new visual presentation is required to be developed each year that the 4-H'er competes in this contest. Creating a new presentation provides additional learning opportunities for the 4-H'er.
- c. Presentation topic should be focused on the app created by the 4-H'er.
- d. All participants should dress appropriately for the contest. For boys this means dress slacks, polo or button down shirt. Absolutely no hats, saggy pants or un-tucked shirts. For girls this means slacks or appropriate skirts, nice top or dress.
- e. The type of app youth should developed will be released four weeks before the contest.
- f. An example schedule for the contest is as follows:

1. First hour – vocabulary test
2. Second hour – Prepare for presentation, make last minute tweaks or receive critique and feedback of app
3. Third hour – Presentation of app

Juniors:

- a. At the Junior level, the visual presentation will be presented using Microsoft PowerPoint. A laptop and digital projector will be available. It is the responsibility of contestants to make sure that their presentation will work on the computer provided. However, if contestants would feel more comfortable, they are welcome to bring their own computer and digital projector. Please note that if a considerable amount of equipment must be set up for a visual, please let us know BEFORE the contest so adequate space can be arranged. Any other visual aids used must be provided by the contestant.
- b. A new visual should be developed each year that the 4H'er competes in this contest. Also, creating a new presentation provides additional learning opportunities for the 4'Her.
- c. Juniors in the 10 & 11 year old category will be asked to create a story using the Scratch Jr. (<http://www.scratchjr.org/>) application. A theme for the story will be given four weeks before the contest. Contestants should create their story and capture screenshots of their Scratch Jr. story to incorporate into a PowerPoint presentation. Participants will be asked to develop a presentation in addition to their story created in Scratch Jr. It is important for 4-H youth to not only be able to code but also to discuss and explain what they have created to others. Use the sample rubric available at <http://4hrobotics.msucare.com/contests> to guide the development of the PowerPoint. Participants can bring an iPad to showcase their story. The presentation should be 3-5 minutes in length. Participants should be prepared to show the judge their code and discuss terms such as: blocks, sequence, repeat, repeat forever, programming, and programmer.
- d. Juniors in the 12&13 year old category will be asked to create a story using the Scratch (<https://scratch.mit.edu/>) application. A theme for the story will be given four weeks before the contest. Contestants should create their story and either download the file or make a video of the Scratch story to incorporate into a PowerPoint. Please keep in mind that there will likely be no Internet connection for participants to access their saved work from the Scratch online website during Project Achievement Days. The presentation should be 3-5 minutes in length. Participants should be prepared to show the judge their code and discuss terms such as: algorithm, sprite, debugging, and loops among other terms.

VISUAL PRESENTATION CONTESTS WITH AGE CATEGORIES:
[Included as part of the judging contest.]

Miscellaneous:

Fair exhibits: Refer to fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION:
 Trips, Monetary, Trophy, Plaque, Ribbons

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project): National Engineering Challenge

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering and dates for agent/volunteer training:
4hrobotics.msucare.com

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Project Achievement Days & State 4-H Club Congress-(Refer to State 4-H Calendar of Events)

PowerPoint Presentation Contest:

VISUAL PRESENTATION CONTESTS WITH AGE CATEGORIES:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
PowerPoint Presentation			X

Contest Goal:

The purpose of this contest is to help members develop their presentation skills and their computer skills using Microsoft PowerPoint.

Contest Requirements:

Presentations can be on any topic but must be limited to 3-5 minutes. See the <http://4hrobotics.msucare.com/contests> website for information and a rubric.

Miscellaneous:

Fair exhibits: Refer to fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION:

- Trips, Monetary, Trophy, Plaque, Ribbons

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project): Regional 4-H Engineering Event

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Project Achievement Days & State 4-H Club Congress (Refer to State 4-H Calendar of Events)

PROJECT: ROBOTICS

SPECIALIST(S): Dr. Mariah Morgan

PROJECT OVERVIEW OR GOAL:

The robotics project is designed to introduce members to basic concepts in engineering and to use those concepts to produce a working robot.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)
Look for updates on the website: 4hrobotics.msucare.com, Facebook, and e-newsletters.

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: Robotics clubs offered. Check with specialist.
Tour/Field Trip Ideas: Tour local companies that use robots or vo-tech centers.

COMPETITIVE ACTIVITIES:

Junior Age Level – (8-13) – check the ones that apply to project and attach the rules and regulations for each activity checked.

Judging: (JUNIOR)

The contest will consist of the following: (JUNIOR)

Each team will be required to present a 3-5 minute presentation on the contest topic. The topic for the presentation will be given at the Great Reveal.

Each team will build a robot to compete on the playing field, each task completed will have points assigned to it (see mat rubric from 4hrobotics.msucare.com).

Judging Scale: (JUNIOR)

- 60% Presentation (see rubric on website).
- 40% Robotics Mat Challenge (see rubric on website).

Things to Note: (JUNIOR)

- Each county may bring 2 teams of 3-4 participants each.
- Each county may check out 1 NXT Robot kit and 1 resource kit. It must be returned immediately following the contest.
- Teams may use either an EV3 Kit with resource kit or an NXT kit with resource kit but not both an EV3 and a NXT kit.
- Each county may purchase a contest floor mat at the MMA conference or by contacting Dr. Morgan (\$20.00).
- Each contest round is three minutes in length. Teams have the first two minutes of the contest to run their robot autonomously, the last minute they may use Bluetooth.
- Agents and volunteers may not be at the contest table with the 4-H'ers during the scored rounds. Youth should not lean on the table during contests as this can bend the board.

VISUAL PRESENTATION CONTESTS WITH AGE CATEGORIES:

Contest Area	10-11 Year Old Junior	12-13 Year Old Junior	14-18 Year Old Senior
Robotics	X	X	X

Miscellaneous:

Fair exhibits/performances: Refer to fair exhibit list.

SENIOR AGE LEVEL – (14-18)

JUDGING: (SENIOR)

The contest will consist of the following:

- Each team will be required to develop a 3-5 minute presentation or skit based on the challenge which will be announced at the MVLA conference.
- Teams will compete against each other to determine which robot performs the most task(s) successfully on the contest mat (see mat rubric).

Judging Scale: (SENIOR)

- 40% Video of Presentation
- 40% Robot Mat Challenge
- 20% Gamesmanship (this includes teamwork and the team's attitude toward others)

Things to Note: (SENIOR)

- Each county may bring 3 teams of 3-4 members each to compete.
- If your team can provide their own Tetrax robot they may compete. Teams may either use the NXT brain with RobotC or HTC phones with JAVA.
- Email the video of the team skit to the specialist prior or bring it on a jump drive to Club Congress.
- Each contest round is three minutes in length. Teams have the first two minutes of the contest to run their robot autonomously, the last minute they may use Bluetooth, remote, etc.

PROJECT: ELECTRICITY
SPECIALIST (S): James Wooten

PROJECT OVERVIEW OR GOAL:

The 4-H Electricity Project can help 4-H members learn the fundamentals of electricity, including safe and efficient use. Opportunities are provided for participation in 4-H judging, visual presentation, and record programs.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Sr. Member

4H Electric Competition located on the Extension X drive under Ag Engineering.

Leader

4H Electric Competition located on the Extension X drive under Ag Engineering.

Jr. Member

Electric Judging located on the Extension X drive under Ag Engineering.

Leader

Electric Judging located on the Extension X drive under Ag Engineering.

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested
Tour/Field Trip Ideas: None Suggested

COMPETITIVE ACTIVITIES:

Junior Contest

The contest will consist of three parts:

- A written test consisting of ten multiple choice questions based on subject matter contained in the Electric Judging document.
- Identification of 10 circuit symbols, devices and circuits contained in the project kit box provided by MSU Ag & Bio Engineering (4 points for each correct answer).
- Hands on in working with the kit to wire a given circuit from a diagram (20 points for wiring the correct circuit). Total possible score will be 100 points.

The written test will be based on materials covered in the Electric Judging document and will be multiple-choice answers with four possible responses per question.

NOTE: The identification segment will consist of components from the ABE Junior Electric Project Kit set on a table with numbers on each component. The youth will match five of the actual devices to an appropriate name and symbol or definition on a sheet of paper with 5-10 possible device names. The youth will be asked to identify items such as:

- Resistor
- Wire or conductor
- Fuse
- Battery
- Switch
- Light emitting diode
- Parallel Circuit
- Series Circuit

Total possible score for this segment will be 40 points or two points each for the proper name for a device and two points for the correct symbol or definition of the device. However, the youth should only attempt to identify items and definitions that they know. Incorrectly identified items will count against the youth's score for this segment (It would be possible to make a -40 points in this segment if all items and definitions were identified incorrectly). Additional study materials for this segment may be found at: <http://electronicsclub.info/circuitsymbols.htm>. The hands on skill demonstration will require the youth to look at a circuit diagram and using the kit, wire the same circuit on the kit board. Scoring will be based on whether or not the correct circuit was wired, the proper sequence of devices and whether or not the circuit will "light the lights". Total possible score for this segment will be 20 points.

Fair exhibits/performances: Refer to fair exhibit list.

Electric Energy

Senior Age Level Only - (14-18)

Judging:

Written examination	20 Minutes
Identification of Electrical Equipment and/or parts of the equipment that are found on the farm or in the home, including electrical and electronic symbols	15 Minutes
Visual presentation	10 Minutes

Visual Presentation: Included as part of judging event. Visual Presentation should be about an aspect of electrical energy.

Miscellaneous:

Fair exhibits: Refer to fair exhibit list.

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

Regional 4-H Engineering Event

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering.

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

Project Achievement Days & State 4-H Club Congress (Refer State 4-H Calendar of Events)

PROJECT: SMALL ENGINES

SPECIALIST(S): James Wooten

PROJECT OVERVIEW OR GOAL:

The 4-H Small Engine Project is designed to help members become more knowledgeable about the small engine.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

Member

Crank It Up – Unit 1-3

M0058 4-H Small Engine, Unit I M0059 4-H Small Engine, Unit II

M0167 4-H Lawn and Garden Power
Equipment

M0053 Assuring Safe and Efficient
Operation, Unit II

M0169 Getting Acquainted with Your
Tractor, Unit I

M0170 Improving Your Skills, Unit III M0171 Machinery Care and Safety, Unit IV

Leader

Crank It Up – Leader Guide

M0051 4-H Small Engine, Unit 1

M0054 4-H Small Engine, Unit II

M0175 4-H Lawn and Garden Power Equipment

M0172 Leader's Manual for Tractor

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested

Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:

Miscellaneous:

Fair exhibits/performances: Refer to fair exhibit list.

Small Engines: SENIOR AGE LEVEL - (14-18)

Judging:

The contest consists of:

- a. Written Examination - 20 multiple choice questions pertaining to small engine operation, care, maintenance and safety taken from the following:
 - (1) Questions on Small Engines
 - (2) What You Should Know About Small Engines (4-H Petroleum Power Project)
 - (3) Briggs and Stratton Repair Instructions Form Ms-3750-101
- b. Parts Identification - Contestant will identify 20 small engine parts
- c. Visual Presentation - Visual Presentation Score **Form (334)** will be used in judging the visual presentation.

NOTE: Minimum score of 70% on all three parts to be eligible for National Competition.

Visual Presentation: [Included as part of the judging event.]

Miscellaneous:

Fair exhibits: Refer to fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION: Monetary, Certificate, Trophy, Plaque, Ribbon, Trip, etc.

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS

4-H Engineering, Science and Leadership Event

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

4-H Project Achievement Days & State 4-H Club Congress (Refer to State Calendar of Events)

PROJECT: TRACTOR

SPECIALIST(S): Daniel Chesser

PROJECT OVERVIEW OR GOAL:

The 4-H Tractor Project is designed to help members become more knowledgeable about the tractor operation and other related aspects of the project.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

4-H Tractor Operators' Contest

Tractor Leader's Guide **M0172**

Tractor 1 - Getting Acquainted with your Tractor **M0169**

Tractor 2 - Assuring Safe Efficient Operation **M0053**

Tractor 3 - Improving your Skills **M0170**

Tractor 4 - Machinery Care and Safety **M0171**

4-H Engineering Event Guide (Available through Ag Engineering Dept).

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: None suggested

Tour/Field Trip Ideas: None suggested

COMPETITIVE ACTIVITIES:

Junior Age Level - (8-13)

Judging: Senior Only

Visual Presentation: No Visual category

MISCELLANEOUS: SENIOR TRACTOR EVENT - AGE LEVEL - (14-18)

Visual Presentation: None

Judging

1. The contestant shall bring completed and signed 4-H Tractor Driving Permission Form.
2. The contest consists of:

A written examination about tractor maintenance and safety. 50 Questions will be taken from the following: (1) Tractor 1 - Getting Acquainted with Your Tractor, (2) Tractor 2 - Assuring Safe Efficient Operation, (3) Tractor 3 - Improving Your Skills, (4) Tractor 4 - Machinery Care and Safety	20 minutes
Parts Identification - Contestant will identify 20 parts mainly under the hood.	10 minutes
Tractor Safety: (1) Starting Safety (2) Driving Safety (As times permits) (a) Two-wheel driving event (b) Four-wheel driving event – (as times permits)	8 minutes

Rules:

A minimum of 70% correct answers on both the written test and parts I.D. must be achieved in order for the contestant to receive a trip to compete in the Regional Engineering Event.

Safety Rules:

The specialist in charge of the tractor operation at his discretion may screen contestants to determine their ability to operate a tractor safely.

4-H TRACTOR DRIVING PERMISSION FORM

_____ has my permission to
(Name of 4-H Member)

participate in the Tractor Driving Event during State 4-H Club Congress.

He/she has competed in the county 4-H Tractor Driving Event and is a safe tractor operator.

Signed Date _____ Date _____
(Parent or Guardian)

Verified _____ County _____
(4-H Youth Agent)

Fair exhibits: Refer to fair exhibit list.

IDEAS FOR AWARDS AND RECOGNITION:

POTENTIAL STATE DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

4-H Engineering, Science and Leadership Event

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

Refer to online in-service course offering

DATES OF EVENTS/ACTIVITIES RELATED TO PROJECT:

4-H Engineering, Science and Leadership Event – (Refer State 4-H Calendar of Events)

PROJECT: 4-H Welding

SPECIALIST(S): James Wooten

PROJECT OVERVIEW OR GOAL:

The 4-H Welding Project is designed to help members become more knowledgeable about welding and other related aspects of the project.

PROJECT RESOURCES:

(Member manuals, leader guides, supplementary materials, training materials, videos, etc.)

National 4-H Arc Welding Guidelines

Lincoln Electric Welder's Guide (IM-237-K) from The Lincoln Electric Company, 22801 St. Clair, Cleveland, OH 44117-1199

Arcs and Sparks, Shielded Metal Arc Welding (4-H 572) from The Ohio State University Extension.

The reference materials can be obtained from these two sources for a small fee.

PROJECT ACTIVITY SUGGESTIONS:

Workshop Ideas: Practicing Solid State and Fusion Welding sessions

Tour/Field Trip Ideas: Tour Welding or Metal Shop to understand metals

COMPETITIVE ACTIVITIES: Senior Only

Miscellaneous:

GUIDE FOR NATIONAL 4-H ARC WELDING CONTEST

These instructions are a guide for the Arc Welding contest. This contest is designed to give 4-H members an opportunity to demonstrate their knowledge and skills in arc-welding. Safety will be stressed throughout the contest.

This contest will include (time limits as shown):

1. Written Examination (20 minutes)
2. Visual Presentation (15 minutes maximum, 10 minutes preferred)
3. Arc welding skills event (30 minutes)

Designated judges will preside over the event and their decisions will be final.

4-H ARC WELDING CONTEST

- Written Examination
- Arc Welding Skills Event
- Visual Presentation

Individual with the lowest penalty points will be declared the winner.

Event No. I - Written Examination

Will consist of 25-30 multiple choice, true-false, fill in the blank questions and weld quality judgments pertaining to arc welding, including safety, equipment, methods, weld types and weld quality. The questions will be based on two reference sources: Lincoln Electric Welder's Guide (IM-237-G) from The Lincoln Electric Company, 22801 St. Clair, Cleveland, OH 44117-1199 and Arcs and Sparks, Shielded Metal Arc Welding (4-H 572) from The Ohio State University Extension. The reference materials can be obtained from these two sources for a small fee.

Rules:

1. Four penalty points will be given for each question answered incorrectly or unanswered.
2. Time limit 20 minutes.
3. A minimum score of 70% is required in all three events to be eligible to participate at the National Engineering Event.

Scoring: Questions missed _____ x 4 = Total Penalty Points _____

Event No. II - Visual Presentation

Presentation will be of an arc-welding project that the participant has completed this year in a 4-H project. (Presentation of an item from another non-4-H project is prohibited.) The presentation should explain what the project is; describe the arc welding methods used, and the final use of the project. Visual aids such as photos, slides, videos, or posters should be used for the presentation. Participants must furnish their own demonstration materials. Visuals should be readable at 40 feet.

Visual Presentation Score Form 334 will be used.

EVENT III – 4-H ARC WELDING SKILLS EVENT

NOTE: Each participant must bring his or her own long sleeve work-type shirt, gloves, helmet, and safety glasses to wear and pliers or tongs to handle the hot metal during the hands-on welding activity.

For the arc welding skills event, each participant will be given four E-6013 and E-6011 electrodes, one to practice with and one for each of the three required welding activities. Each contestant will have a total of 20 minutes; including 15 minutes for practice and completing required welds and 5 minutes for cleaning the welds. Welds will be on mild steel plates 3/16" thick by 2" wide by 4" long.

The three required welds are:

1. Down-hand (flat) bead weld, (2) Down-hand T-fillet weld, and (3) Vertical up butt weld
- 2.

Scoring		Maximum Score	Score
Techniques (30 points):	Dress Safely –	10	
	Welding position, striking arc, angle, speed –	10	
	Work Set Up -	10	
Finished Product (70 points)	Downhand bead -	20	
	Downhand T-fillet weld –	25	
	Vertical up butt weld -	25	
		Total Score	

Scoring for Event: 100 - Total Score = Penalty points

Fair exhibits: Refer State Fair Exhibit

List **IDEAS FOR AWARDS AND**

RECOGNITION: POTENTIAL STATE

DONORS:

OPPORTUNITIES BEYOND COUNTY, DISTRICT AND STATE LEVELS (regional and national events and activities related to project)

IN-SERVICE TRAINING OFFERINGS FOR AGENTS:

DATES OF EVENTS/ACTIVITIES RELATED TO

PROJECT:

Helpful Information Regarding District 4-H Boundaries

DISTRICT LINES FOR 4-H EVENTS AND ACTIVITIES

District Livestock Shows

- a. Delta District Livestock Show (Greenwood)**
- | | | |
|---------|------------|------------|
| Attala | Humphreys | Sharkey |
| Bolivar | Issaquena | Sunflower |
| Carroll | Leflore | Washington |
| Holmes | Montgomery | |
- b. Northwest District Livestock Show (Batesville)**
- | | | |
|-----------|--------------|--|
| Coahoma | Quitman | |
| DeSoto | Tallahatchie | |
| Grenada | Tate | |
| Lafayette | Tunica | |
| Marshall | Yalobusha | |
| Panola | | |
- c. Northeast District Livestock Show (Tupelo)**
- | | | |
|-----------|-----------|------------|
| Alcorn | Lee | Prentiss |
| Benton | Lowndes | Tippah |
| Calhoun | Monroe | Tishomingo |
| Chickasaw | Noxubee | Union |
| Choctaw | Oktibbeha | Webster |
| Clay | Pontotoc | Winston |
| Itawamba | | |
- d. Southeast District Livestock Show (Hattiesburg)**
- | | | |
|-----------|------------|-------------|
| Clarke | Jackson | Lauderdale |
| Covington | Jasper | Marion |
| Forrest | Jeff Davis | Pearl River |
| George | Jones | Perry |
| Greene | Kemper | Stone |
| Hancock | Lamar | Wayne |
| Harrison | | |
- e. Southwest District Livestock Show (Jackson)**
- | | | |
|-----------|---------|-----------|
| Adams | Leake | Scott |
| Amite | Lincoln | Simpson |
| Claiborne | Madison | Smith |
| Copiah | Neshoba | Walthall |
| Franklin | Newton | Warren |
| Hinds | Pike | Wilkinson |
| Jefferson | Rankin | Yazoo |
| Lawrence | | |

District Horse Shows

a. Northwest District

Attala	Humphreys	Sunflower
Bolivar	Issaquena	Tallahatchie
Carroll	Leflore	Tate
Coahoma	Montgomery	Tunica
DeSoto	Panola	Washington
Grenada	Quitman	Yalobusha
Holmes	Sharkey	

b. Northeast District

Alcorn	Lafayette	Pontotoc
Benton	Lee	Prentiss
Calhoun	Lowndes	Tippah
Chickasaw	Marshall	Tishomingo
Choctaw	Monroe	Union
Clay	Noxubee	Webster
Itawamba	Oktibbeha	Winston

c. Southeast District

Clarke	Jackson	Marion
Covington	Jasper	Neshoba
Forrest	Jeff Davis	Newton
George	Jones	Pearl River
Greene	Kemper	Perry
Hancock	Lamar	Stone
Harrison	Lauderdale	Wayne
		MBCI

d. Southwest District

Adams	Jefferson	Scott
Amite	Lawrence	Simpson
Claiborne	Leake	Smith
Copiah	Lincoln	Walthall
Franklin	Madison	Warren
Hinds	Pike	Wilkinson
	Rankin	Yazoo

AWARD SECTION

FOR

COMPETITIVE EVENTS

Please keep the national recognition model in mind when considering recognition for youth and adults:

Beliefs about recognition

- ❑ Meets basic human need
- ❑ Builds positive self-esteem
- ❑ Balances extrinsic and intrinsic
- ❑ Part of all 4-H experiences
- ❑ Takes many forms
- ❑ Requires adult support
- ❑ Recognizes all 4-H'ers
- ❑ Presented soon after earned in front
 - of significant others
- ❑ Gives choices to 4-H'ers
- ❑ Need to have balance



Helpful Information Pertaining to Out-of-State Trips

The award section of this manual serves as the official procedures for awarding premiums for out of state trips identified in the award section of this manual. Please review the awards that are posted for each out-of-state trip and make sure volunteers and others who may be associated with the event are aware of what is expected in terms of monetary support.

Past experiences with out-of-state trips has indicated to us that donor and/or state funds do not always cover all expenses associated with an out-of-state trip. With this in mind, we are encouraging counties to be prepared to assist with raising additional funds to help offset the cost of out-of-state trips.

We have donors who give very generously; however, depending on where the event is held and how teams/individuals travel, donor-funds do not always cover all expenses. If a team or 4-H member is a winner of an out-of-state trip, we encourage counties to contact the state 4-H office and/or subject-matter specialist in charge of the competitive event immediately to find out details about the event.

Please pay close attention to the award section; especially those competitive project areas that have team participation. Second and third place teams are not awarded premiums. In most cases high scoring individuals of team awards are only paid to first place high scoring individual only.

When in doubt, please contact the State 4-H Office for more details. Counties who have individuals or teams winning out-of-state trips will be sent an "Intent to Participate" form. This form must be sent back to the State 4-H Office with their intent. In the event an individual or team sends the notice back indicating they cannot participate, the first alternate individual or team will be notified (Alternate must have scored high enough to be considered). All individuals or teams who indicated they can participate and for reasons other than illness or death, the county will be charged for all registration cost and other fees lost in the process! A potential out-state-award recipient must decline the trip, counties must notify the State 4-H Office at least 30 days prior to the event. **The State 4-H office must be notified 30 days prior to an event, should recipient decline the trip. *The Associate Director for 4-H Programs will have the final approval for any individual or team participating in a Regional, State, National or International 4-H Events.***

District and State 4-H Senior Judging Contest Awards

All first place winners at 4-H Club Congress will receive a trip to the Mississippi Cooperative Business Leadership Conference sponsored by the Mississippi Council of Cooperatives, if there is no other trip received.

These awards are standardized except where indicated and are as follows:

Standard Award

1st place	\$35.00, Co-op & Plaque
2nd place	\$25.00 categories and will be awarded ribbons.
3rd place	\$15.00

Team high scoring individual will receive Standard Award. [1ST PLACE ONLY]

Programs	Awards
Clothing Construction (Level I, II, III, & IV)	Standard (A 1 st , 2 nd , and 3 rd place winner will be decided from the four levels)
Clothing Selection	Standard
Consumer Judging	Standard - plus 1st place team - up to \$1,100 toward the National trip; no 2 nd & 3rd place team awards
Consumer High Individual	Standard (First Place Only)
Dairy - Team	1st place team - up to \$1,100.00 for National Contest trip expenses; no 2nd and 3rd place awards
Dairy - Individual	Standard (First Place Only)
Dairy Products - Team	Standard Trip [no 2nd and 3rd place awards]
Dairy Products - Individual	Standard (First Place Only)
Entomology [Insect I.D.]	Standard
Food - Nutrition	Standard
Forestry - State Team	Standard - 1st place team - \$1,100 toward trip to National 4-H Forestry Invitational; Acorn trophy, no 2nd and 3rd place awards.
Forestry - Individual	Standard (First Place Only)
Interior Design	Standard (for all 4 Levels)
Horse - Team	1st place team – \$1,100 toward trip to Western Regional event - no 2 nd and 3rd place awards.
Horse – Individual	Standard (First Place Only)
Horticulture – Team	Standard - 1st place team - up to \$1,100 toward the National trip, no 2nd and 3rd place team awards.
Horticulture - Individual	1st Place Individual, no 2 nd & 3 rd Place Award
Land – Team [State]	Standard - 1st place team - up to \$1,100 toward trip expenses to National Contests; no 2nd and 3rd place team awards.
Land - Individual [State]	Standard (First Place Only)
Livestock – Team	1st place team - up to \$1,100.00 toward expenses for the National Contest trip; no 2nd and 3rd place team awards.

Programs	Awards
Livestock - Individual	Standard (First Place Only)
Meats – Team	1st place team - up to \$1,100 toward expenses for the National trip; no 2 nd and 3rd team awards.
Meats – Individual	Standard (First Place Only)
Photography	Standard
Poultry-Team	1st place team - up to \$1,100 toward expenses for a trip to National Contests; no 2nd and 3rd place awards.
Poultry – Individual	Standard (First Place Only)
Seed Identification and Quality Team	Standard no 2nd and 3rd place awards.
Seed Identification and Quality Individual	Standard (First Place Only)
Wildlife - Team [State]	1st place team receives up to \$1,100 for trip to National Wildlife Judging Contest; no 2nd and 3rd place team awards.
Wildlife - Individual [State]	Standard (First Place Only)

District 4-H Junior Judging Contest Awards

These awards are as follows:

Standard Awards

1st place \$25.00 cash/trophy
2nd place \$15.00 cash
3rd place \$ 10.00 cash

Teams: Dairy Products, Horticulture, Forestry, Horse, Land, Poultry, Seed I.D. and Quality.
1st place team award - each member will receive \$25.00 and a plaque.
No 2nd and 3rd place awards.

Eight and nine year olds may participate in Horse, Dairy, Beef, Sheep, Swine, and Wildlife judging teams.

All individual and team awards in Beef, Sheep, Swine and Dairy are provided by the District Shows.

Team high scoring individual will receive standard award. **[1ST PLACE ONLY]**

All participants in Junior District Contests will be grouped into blue, red, and white categories and will receive ribbons.

District 4-H Junior Judging Contest Awards

Program	Awards
Beef	Provided by the District Shows
Clothing Construction	Standard
Clothing Selection	Standard
Consumer Judging	1 st place team members - \$25.00. No 2 nd or 3 rd
Dairy	Provided by District Shows
Dairy Products	Standard
Electric	Standard
Entomology	Standard
Food-Nutrition	Standard
Forestry	Standard
Horse	Standard
Horticulture [Team] Individual	Standard Standard (First Place Only)
Interior Design	Standard
Land [Team] Individual	Standard (no 2 nd & 3 rd Place Team Awards) Standard (First Place Only)
Photography	Standard
Poultry	Standard
Seed Identification and Quality [Team] Individual	Standard Standard (First Place Only)
Sheep	Provided by District Shows
Swine	Provided by District Shows
Wildlife [Team and Individual]	Standard (First Place Team Only)
Wildlife [High Scoring Individual]	Standard (First Place Only)]

4-H Senior Visual Presentation Awards
For Members 14-18: [Individuals Only]

These awards are standardized except where indicated:

Standard Award

1st place \$35.00, Co-op & Plaque
 2nd place \$25.00
 3rd place \$15.00

All participants will be grouped into blue, red, and white categories and will be awarded ribbons. First place winners will receive a trip to the Mississippi Cooperatives Short course sponsored by the *Mississippi Council of Cooperatives* if there is not another trip received.

The following programs are:

Program	Award
Beef	Standard
Child Development	Standard
Clothing	Standard
Conservation [Wildlife/Forestry]	Standard
Consumer Education (Includes; Interior Design; Home mgt., etc.	Standard
Dairy Animals	Standard
Dairy Foods	Standard
Engineering [Bicycle, Safety, Petroleum Power]	Standard
Entomology	Standard
Food/Nutrition	Standard
Gardening [Horticulture]	1st place - up to \$275 to be applied to a trip to the NJHA Meeting. No 2nd and 3rd place.
Health	Standard
Other Projects - <i>subject matter where no contests are held, such as Aerospace, Geology, Woodworking, etc.</i>	Standard
Personal Development	Standard (CURRENTLY NO CONTEST)
Photography	Standard
Plant and Soil Sciences	Standard
Sheep and Swine	Standard
Veterinary Science and Pet Care	Standard

4-H Junior Visual Presentation Awards
For Members 12-13 - [Individuals Only]

These awards are standardized except where indicated:

Standard Award

1st place - \$25.00; 2nd place - \$15.00; & 3rd place - \$ 10.00

All participants in District Project Achievement Day contests will be grouped into blue, red, and white categories and will be awarded ribbons.

Program	Award
Beef, Sheep, Swine	Standard
Child Development	Standard
Clothing	Standard
Computer	Standard
Conservation [Wildlife/Forestry]	Standard
Dairy [Animals and Dairy Foods]	Standard
Engineering [Bicycle, Electric, Safety, Petroleum Power]	Standard
Entomology	Standard
Food Nutrition [including Food Preservation]	Standard
Gardening [Horticulture]	Standard
Health	Standard
Home Environment/Home Management and Consumer Education	Standard
Other Projects [subject matter areas where no contests are held such as Aerospace, Geology, Woodworking, Poultry, etc.]	Standard
Personal Development	Standard
Photography	Standard
Plant and Soil Science	Standard
Veterinary Science	Standard

Visual Presentation for Members 10-11 Years Old

All Juniors 10-11 year old participants in Visual Presentation contests will receive blue, red, and white ribbons. All blue ribbon winners will receive a \$10.00 cash award as well as a trophy.

[Programs are the same as those listed in the 12-13 year old age category.]

**SENIOR 4-H MISCELLANEOUS CONTESTS AWARDS
DISTRICT AND STATE
14-18 Years of Age**

First place winners will receive a trip to the Mississippi Co-op Short course if there is not another trip received.

Standard Award

1st \$35.00, Co-op & Plaque
2nd 25.00
3rd 15.00

DISTRICT and STATE

Program	Awards
Automotive Driving	Standard
Beef Cookout	Awards determined by Mississippi Beef Council
Beef Grooming	See Mississippi Junior Round-Up Premium book
Bicycle	Standard Award
Career Pursuit	Standard Award
Child Development	1 st Place Team (each Team member \$35.00) no 2 nd & 3 rd
Child Development	Standard (<i>High Scoring Ind. 1st Place Only</i>)
Compact Tractor	1st place winner to regional contest; 2 nd & 3 rd Standard
Computer	1st place winner to regional contest; 2 nd & 3 rd Standard
Dairy Bowl	1st place team - up to \$1,100 toward expenses for the National trip; no 2 nd & 3 rd place team awards
Dairy Bowl High Individual	Standard (<i>First Place Only</i>)
Dairy Posters	Determined by Animal and Dairy Science Department
Dairy Sweetheart	Determined by Dairy & Animal Science Department
Egg Preparation & Demonstration	Standard plus (\$275.00 toward trip)
Electric Energy	1st place winner to regional contest; 2 nd & 3 rd Standard (<i>CURRENTLY NO CONTEST</i>)
Health- Junior Master Wellness Contest	1st Place team -\$35 each member + certificate; no 2nd or 3rd Place award
Hippology	1 st place team trip to national event; No 2 nd & 3 rd place award
Horse Bowl	1st place team - \$1,100.00 toward National trip, High-Scoring Individual \$35.00 . No 2nd or 3rd place.
Horse Individual Demo.	\$275.00 toward national trip; 2 nd & 3 rd place Standard

Program	Awards
Horse Photography	Award determined by Animal and Dairy Science Department
Horse Public Speaking	1st place winner up to \$275.00 toward national contest; 2nd -\$25.00 and the option of attending 500
Horse team Demo.	\$550 toward national trip; no 2 nd & 3 rd place award
Horticulture Photography	Standard 4-H Ribbons
Insect Collection	Standard
Livestock Bowl	1st place team members \$35.00 each. High -Scoring Indiv. \$35.00. No 2nd or 3 rd place.
Personal Development	Standard (CURRENTLY NO CONTEST)
Photography Exhibit	Top 5 photographs displayed at Mississippi State Fair
Pork Cookout	Awards determined by the Animal and Dairy Science Department.
Poster Art	Standard
Poultry Barbecue	Awards determined by the Poultry Science Department
Premier Exhibitor Program	\$1000 Academic Scholarship to the Premier Exhibitor of each species.
Public Speaking I	Standard
Public Speaking II	\$275 toward trip Western National Round-Up
Robotics	Determined by CAS
Share-The-Fun	Rosettes to blue ribbon winners
Small Engine Event	1st place winner to national event; 2nd & 3 rd Standard
Tractor Operation	1st place winner to national event; 2nd & 3 rd Standard

MISCELLANEOUS CONTEST AWARDS JUNIOR [District]

Awards in this category are standardized except where indicated.

Standard awards are as follows:

1st Place - \$25.00

2nd Place - \$15.00

3rd Place - \$ 10.00

In the case of team participation, each 1st place team member receives \$15.00 each

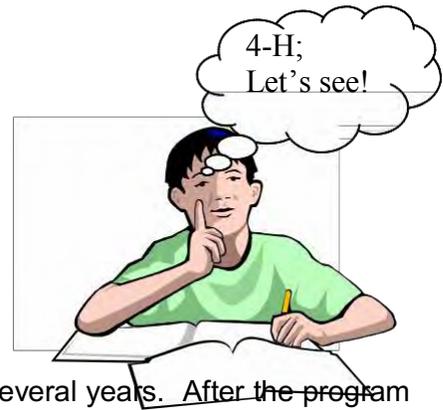
Program	Awards
Beef Cookout	Awards determined by Animal and Dairy Science Department
Bicycle	Standard
Child Development	1 st Place Team- Each team member \$25.00 no 2 nd & 3 rd Place award
Child Development (Individual)	Standard (First Only)
Cloverleaf Exhibit	Blue rosette award winners will receive \$10.00. All others will receive red rosettes and no cash.
Consumer Judging	1st place team members \$25.00. No 2 nd & 3 rd
Dairy Poster	1st place [8-10 year olds and 11-13 year olds] \$50.00 cash; 1st, 2nd, and 3 rd place winners in each category, electric milkshake mixer.
Dairy Sweetheart [Junior - State]	See Mississippi State Fair Catalog
Entomology (Insect Collection)	Standard
Horticulture Photography	Standard 4-H Ribbons
Mississippi State Fair Fashion Revue	Awards determined by Mississippi State Fair Commission
Child Development	Standard
Photography Exhibits	Standard
Pork Cookout	Awards determined by Animal and Dairy Science Department
Poster Art	Standard
Poultry Barbecue	Awards determined by Poultry Science Department
Public Speaking I	Standard
Public Speaking II	Standard
Robotics	Standard
Share-The-Fun	Rosettes to blue ribbon winners

Mississippi 4-H Record Program



Just for the Record

Mississippi 4-H Record Program



Current Situation

The Mississippi 4-H Record program has been in existence for several years. After the program lost national sponsorship, Mississippi 4-H recognized the importance of the record program and continued the program with emphasis on building life-long skills that will benefit youth throughout their lives.

One of the features of the 4-H record program is that Juniors (10-11), intermediate and senior aged 4-H'ers have the option to type the complete record report form. All of the report forms are available via the web; however the member records can be typed or handwritten. Hard copies of each report form are still available through the County Extension Office for those individuals choosing to do their record in their own handwriting.

Record keeping is an important skill. The 4-H record keeping process encourages members to develop skills in observation, gathering data, collecting and manipulating data, and general bookkeeping skills. All members are encouraged to keep a record book. The record book is a tool for members to help learn these skills. The 4-H record allows 4-H members the opportunity to set goals and keep records on the progress made toward reaching those goals. The record book also allows the 4-H member to record losses, profits and other helpful information about their 4-H project work.

The Report Forms

The Mississippi 4-H Record Keeping program has two different report forms for 4-H members. The record has three age categories and utilizes two different report forms. The age categories are: Juniors age 8-9; Juniors age 10-11; Intermediates age 12-14; and Seniors age 15-18.

There are two report forms utilized by the 4-H members. Both junior age divisions complete the report form identified with the ages 8-11 in the heading. The intermediate and senior age division utilizes the report form with ages 12-18 in the heading. The report forms are only one part of the total 4-H record book.

4-H Resume

Another phase of the record-keeping program is the 4-H Resume. This opportunity is available only for senior (15-18) 4-H members. Members submitting resumes must have actively been enrolled in 4-H during the current year. A 4-H member can submit a record book and a resume in the same year either in the same project category or in two different project categories.

Awards

The awards for completing 4-H record books are very diverse in nature. For both junior age categories, those records receiving blue ribbons are awarded cash awards along with 4-H ribbons.

Those intermediate records received are judged and placed in a blue, red, or white ribbon category. There are cash awards according to the record placing.

The senior age category records are judged the same as the intermediate records, with the exception of having trips awarded for those projects that carry trips to National 4-H Congress.

Other Records Submitted

Volunteer
4-H Club
4-H Volunteer Association
4-H County Council

Record Book Categories

Achievement
Agriculture
Beef
Breads
Citizenship
Clothing/Textiles & Fashion Revue
Conservation of Natural
Resources/Wildlife
Computer
Dairy [includes Dairy Goats]
Entomology
Foods (includes Food & Nutrition,
Food Conservation and Safety)
Forestry and Wood Science
Garden and Horticulture
Horse
Leadership
Photography
Public Speaking
Sheep
Swine
Pet Care/Dog Care
Veterinary Science

Other Project Categories

Bicycle
Careers
Child Development
Consumer Education
Dairy Foods
Engineering
Expressive Arts
Fitness Leadership/Health
Interior Design
Home Management
Meat Goat
Personal Development
Plant and Soil Science
Poultry
Recreation/Expressive Arts
Robotics
Safety
Shooting Sports

Parts of the Member Record Book

Putting your record together

Section I

Photo and Information Page:
Include one wallet-sized school picture
Include the following
information: Name, Address,
City/State/Zip Age and Date of
Birth
Name of Main Project

Section II

The Content Page (Include the following):
Photo
Table of Contents
Mississippi Report Form
4-H Story
Project Pictures

Section III

The Mississippi Report Form
If 4-H'er has completed record book more than one year, include all previous
report forms

Section IV

The 4-H Story
The story should include:
Introduction of member
Explanation of program
Highlights of other projects
Explanation of how 4-H helped you become a better citizen
Information about your future plans and career path

Section V

The Project Pictures

Other Helpful Information

Each of the report forms can be obtained from your local County Extension Office or you can
print copies of the forms from this site.

One of the new features of the record-keeping program is that reports for ages 12-18 can be
typed using font size 12 - Times New Roman.

Score sheet for member record include the following:

Project Work	50%
Leadership	25%
Citizenship	25%

Frequently Asked Questions

When are 4-H Records due in the State 4-H Office?
What are the age categories?
What awards are available?
What record categories carry a trip?

When are 4-H records due in the State 4-H Office?

Records are due on two different dates. The senior and volunteer records are normally due on July 1 of the current year. 4-H Resumes are due at the same time. All other records are normally due two to three weeks after the senior and volunteer records. Participants are encouraged to check with their local County Extension Office for county deadlines. All records must be submitted through the County Extension Office.

What are the age categories?

The 4-H age categories are:

- Junior Age (8-9)
- Junior Age (10-11)
- Intermediate Age (12-14)
- Senior Age (15-18)
- Resume Age (15-18)

What awards are available?

The awards vary according to ages. The awards available are as follows:

- **Junior Age Categories:** All records are placed in a blue, red, and white ribbon category with all blue ribbon records only receiving cash award.
- **Intermediate Age Category:** All records are placed in a blue, red, and white ribbon category. Only the top three records receive monetary awards.
- **Senior Age Category:** All records are placed in a blue, red, and white ribbon category. Those records placing first in the project area, receives a trip to National 4-H Congress (if project has congress sponsor). All project areas have monetary awards regardless of sponsorship.
- **Resume Category:** The top ten resume winners receive a trip to National 4-H Congress.

What record categories carry a trip?

Achievement	
Agriculture	Forestry and Wood Science
Beef	Garden and Horticulture
Breads	Horse
Citizenship	Leadership
Clothing/Textiles & Fashion	Photography
Revue	Public Speaking
Computer	Sheep
Conservation of Natural	Swine
Resources	Pet care/Dog Care
Dairy (includes Dairy Goats)	
Foods (includes Food & Nutrition, Food Conservation and Safety)	

(The best two records of all the blue ribbon record books from the "Other Record" category)

NOTE: All Dairy records submitted will be considered for both National 4-H Congress and National 4-H Dairy Conference. A 4-H'er may only attend these events once.

4-H Record Instructions

Just for the Record

Reasons for the 4-H Record

The 4-H Record helps members:

- Establish goals.
- Assume responsibility for record keeping.
- Collect data using systematic procedures.
- Evaluate their progress.

General records, birth certificates, school report cards, employment records, and income tax statements are important to everyone. They are a permanent posting of where you came from, where you've been, what you've done, and where you are.

Your 4-H member's record is a summary of your 4-H projects and activities. Reflected in it are your interests, participation, and experiences. It reveals self-improvement and service to others.

Basic Instructions

Section 1 - Photo and Information Page

Include one wallet-sized school picture. Immediately under the picture, include the following information:



Name _____

Address _____

Street or Route

City _____ County _____ State _____

Zip _____

Age _____ Date of Birth _____

(as of Jan.1)

Project _____

This report can be entered in a 4-H record contest for awards including certificates, cash awards and trips.

Mementoes are not a part of the record. Achievement ribbons, newspaper clippings, unrelated photographs, and certificates of honor can and should be preserved in a special 4-H memory scrapbook.

The 4-H Record helps volunteer leaders:

Understand and know the member.

Learn about the member's interests and aspirations.

Evaluate the member's progress and achievement.

Section II - The Contents

Section No.: Name of Section

- | | |
|---|-----------------------------|
| 1 | Photo |
| 2 | Table of Contents |
| 3 | Mississippi 4-H Report Form |
| 4 | 4-H Story |
| 5 | Project Pictures |

Section III - The Mississippi 4-H Report Form

Place one Mississippi 4-H Report Form, completed in the record book. The report form can be typed or completed using a computer for all members for each year enrolled in 4-H. Place in chronological order, with the oldest form appearing first.

Exception: Previous records completed in other states that use the National 4-H Report Form may be inserted with a current year's Mississippi 4-H Report Form.



Section IV - 4-H Story

"MY 4-H _____
Story."

You should fill in the blank with the name of your main project.

Content of Story Ages 8-9: (*limit story to six handwritten pages*).

Content of Story Ages 10-18: (*May choose option to use computer, If typed, use font type Times New Roman 12 point and double-space.*) Use the outline to complete the 4-H story. Include one copy of the 4-H Story in the record. Your story should be for all the years you have been in 4-H. If hand written, must be in blue or black ink.

YOUR 4-H STORY

Your 4-H Story is a very important part of your 4-H record. While it should focus on the program in which you are submitting your record, try to convey how your participation in 4-H contributed to your self-respect and concern for others and influenced you in school, in your use of leisure time, and in your career plans.

The following outline may help you in developing your story. It is divided into parts merely to help you outline what you want to say about yourself. Do not identify these parts in your story.

Part 1 Introduce yourself. Include your age, interests, parents, brothers and sisters, where you live, where you go to school, and when and why you joined 4-H.

Part 2 Tell about the program in which you are submitting your record, how 4-H helped you learn things about this subject you didn't know before, how your project grew in size and scope, and some things you tried successfully or unsuccessfully.

Part 3 Highlight other 4-H projects and activities. Including major learning

experiences, special interests, and unusual situations you encountered.

Part 4 Explain how 4-H has helped you become a better leader and citizen, how 4-H has increased your interest and participation in community affairs, and what you have learned from team efforts.

Part 5 Describe how 4-H participation has helped you feel good about yourself, has influenced your school and career goals, and has influenced your use of leisure time. Tell about your future plans and the career you want to pursue.

REMEMBER: YOUR STORY IS LIMITED TO SIX TYPEWRITTEN OR HANDWRITTEN DOUBLE-SPACED PAGES.

Section V: 4-H Pictures

Photographs are limited to three 8 ½ x 11 inch pages showing various aspects of your main project. A short caption for each picture, giving the year and explaining what the picture is about, will be helpful to the judging committee. Photographs should not be shingled and should appear on only one side of the page.

Exception: Pictures submitted as part of the 4-H Photography Project work are in addition to these pictures.

Other Rules in State Records

For submitting an Achievement Record, report your major projects in Section I of the Mississippi Report Form. Report all other projects in Section IV.

When submitting a citizenship or leadership record, do not complete No. 1 under Section I in the Mississippi Report Form. The size and scope of these projects are reported in Section II & III for leadership and for citizenship.

Contest Held during Project Achievement Day

Visual Presentations Contests

Beef, Sheep, Swine & Meat Goat
Child Development
Clothing
Computer
Conservation (includes Forestry, Wildlife, and Conservation of Soil & Water)
Consumer Education
Dairy (Animal) Dairy (Foods)
Engineering (Bicycle, Petroleum Power, Safety, & Electric)
Entomology
Food and Nutrition (Includes Preservation)
Gardening and Horticulture
Health
Other Projects
Photography
Plant and Soil Science
Share-the-Fun
Veterinary Science & Pet care

Judging Contests

Child Development
Clothing Construction
Clothing Selection

Consumer Judging
Dairy Products Judging
Electric Judging
Foods and Nutrition (Level I-IV)
Forestry Judging
Interior Design
Horticulture
Insect ID
Photography Judging
Poultry Judging
Robotics
Seed ID and Quality
Wildlife Judging

Miscellaneous Contests

Bicycle
Cloverleaf Exhibits (8 & 9 year old members)
Insect Collections
Modeling Squad
Public Speaking I (10-11)
Public Speaking II (12-13)
Share-the-Fun (Individual)
Share-the-Fun (Group)

Contest Held during State 4-H Congress

Day 1

COMPETITIVE ACTIVITIES

- 4-H Dairy Poster/**Jousan**
(Junior and Senior)
- Poster Art/**Alexander**
(Junior and Senior)
- Insect Collection/**Guyton**
(Senior Only)
- Modeling Squad Showdown
- Photography Exhibits (*Ag Comm.*)
- Share the Fun /**4-H Staff**
- PowerPoint Presentations (by appointment)/**Morgan**
- Welding Contest/**Wooten**

Day 1

VISUAL PRESENTATION CONTESTS

- Beef/**Jousan**
- Clothing/**FCS**
- Conservation (Forestry, Wildlife, Conservation of Soil and Water)/**Gordon & Burger**
- Consumer Education/**Smith**
- Dairy Animals/ Dairy Foods/**Jousan**
- Engineering (Bicycle, Safety, Petroleum Power)/**Wooten**
- Entomology/**Guyton**
- Foods and Nutrition (includes Preservation) /**Fountain**
- Gardening/Horticulture/**Denny**
- Health/**Buys**
- Plant and Soil Science/**Reginelli**
- Other Projects (any project with no contest)/**State 4-H Staff**
- Photography (Pre-registration Required)/**Hudson**
- Seep/Swine/Meat Goats/**Jousan**

Day 2

MORNING CONTESTS

- Automotive Driving*/**Ag. & Bio.**
- Bicycle Contest*/**Alexander**
- Career Pursuit/**Swortzel**
- Clothing Selection/**FCS**
- Computer/**Morgan**
- Consumer Judging/**Smith**
- Dairy Products Judging/**Jousan**
- Entomology Insect ID and Collection/**Guyton**
- Forestry Judging/**Gordon**
- Horticulture Judging/**Denny**
- Interior Design /**4-H State**
- Meats Judging/**Jousan**
- Photography/**Hudson**
- Poultry Egg Preparation/**Wells**
- Public Speaking I & II/**Bekah Sparks**
- Tractor Driving/**Chesser**
- Wildlife Judging/**Burger**

Day 2

AFTERNOON CONTESTS

- Child Development Track/**FCS**
- Clothing Construction/**FCS**
- Compact Tractor/**Linhoss**
- Dairy Bowl/**Jousan**
- Livestock Bowl/**Jousan**
- Poultry Judging/**Wells**
- Robotics/**Morgan**
- Small Engines/**Wooten**
- Seed ID & Quality/**Reginelli**
- Wildlife Judging/**Burger**

Day 3

Awards and Recognition Program

Recognition of Contest Winners

Think about this....

What you expect is what you look for,
What you look for is what you see,
What you see is what you reinforce,
What you reinforce is what you get,
What you get is what you expect.

4-H Judging Score Sheet(Page 1)

1-2-3-4-1-00	1-2-4-3--100	1-3-2-4--100	1-3-4-2--100	1-4-2-3--100	1-4-3-2--100
1-2-4-3--90	1-2-3-4--90	1-3-4-2--90	1-3-2-4--90	1-4-3-2--90	1-4-2-3--90
1-J-2-4--90	1-4-2-3--90	1-2-J-4--90	1-4-3-2--90	1-2-4-3--90	1-3-4-2--90
1-3-4-2--70	1-4-3-2--70	1-2-4-3--70	1-4-2-3--70	1-2-3-4--70	1-3-2-4--70
1-4-2-3--70	1-3-2-4--70	1-4-3-2--70	1-2-3-4--70	1-3-4-2--70	1-2-4-3--70
1-4-3-2--60	1-3-4-2--60	1-4-2-3--60	1-2-4-3--60	1-3-2-4--60	1-2-3-4--60
2-1-3-4-90	2-1-4-3--90	3-1-2-4--90	3-1-4-2--90	4-1-2-3--90	4-1-3-2--90
2-1-4-3-80	2-1-3-4--80	3-1-4-2--80	3-1-2-4--80	4-1-3-2--80	4-1-2-3--80
2-3-1-4-70	2-4-1-3--70	3-2-1-4--70	3-4-1-2--70	4-2-1-3--70	4-3-1-2--70
2-3-4-1-40	2-4-3-1--40	3-2-4-1--40	3-4-2-1--40	4-2-3-1--40	4-3-2-1--40
2-4-1-3-50	2-3-4-1--50	3-4-1-2--50	3-2-1-4--50	4-3-1-2--50	4-2-1-3--50
2-4-3-1-30	2-3-4-1--30	3-4-2-1--30	3-2-4-1--30	4-3-2-1--30	4-2-3-1--30
3-1-2-4-70	4-1-2-3--70	2-1-3-4--70	4-1-3-2--70	2-1-4-3--70	3-1-4-2--70
3-1-4-2-50	4-1-3-2--50	2-1-4-3--50	4-1-2-3--50	2-1-3-4--50	3-1-2-4--50
3-2-1-4-60	4-2-1-3--60	2-3-1-4--60	4-3-1-2--60	2-4-1-3--60	3-4-1-2--60
3-2-4-1-30	4-2-3-1--30	2-3-4-1--30	4-3-2-1--30	2-4-3-1--30	3-4-2-1--30
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3-4-2-1-10	4-3-2-1--10	2-4-3-1--10	4-2-3-1--10	2-3-4-1--10	3-2-4-1--10
4-1-2-3-40	3-1-2-4--40	4-1-3-2--40	2-1-3-4--40	3-1-4-2--40	2-1-4-3-40
4-1-3-2-30	3-1-4-2--30	4-1-2-3--30	2-1-4-3--30	3-1-2-4--30	2-1-3-4--30
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4-3-2-1-0	3-4-2-1--0	4-2-3-1--0	2-4-3-1--0	3-2-4-1--0	2-3-4-1--0
2-1-3-4--100	2-1-4-3--100	2-3-1-4--100	2-3-4-1--100	2-4-1-3--100	2-4-3-1--100
2-1-4-3--90	2-1-3-4--90	2-3-4-1--90	2-3-1-4--90	2-4-3-1--90	2-4-1-3--90
2-3-1-4--90	2-4-1-3--90	2-1-3-4--90	2-4-3-1--90	2-1-4-3--90	2-3-4-1--90
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1-2-3-4--90	1-2-4-3--90	3-2-1-4--90	3-2-4-1--90	4-2-1-3--90	4-2-3-1--90
1-2-4-3--80	1-2-3-4--80	3-2-4-1--80	3-2-1-4--80	4-2-3-1--80	4-2-1-3--80
1-3-2-4--70	1-4-2-3--70	3-1-2-4--70	3-4-2-1--70	4-1-2-3--70	4-3-2-1--70
1-3-4-2--40	1-4-3-2--40	3-1-4-2--40	3-4-1-2--40	4-1-3-2--40	4-3-1-2--40
1-4-2-3--50	1-3-2-4--50	3-4-2-1--50	3-1-2-4--50	4-3-2-1--50	4-1-2-3--50
1-4-3-2--30	1-3-4-2--30	3-4-1-2--30	3-1-4-2--30	4-3-1-2--30	4-1-3-2--30

4-H Judging Score Sheet(Page 2)

3-2-1-4--70	4-2-1-3--70	1-2-3-4--70	4-2-3-1--70	1-2-4-3--70	3-2-4-1--70
3-2-4-1--50	4-2-3-1--50	1-2-4-3--50	4-2-1-3--50	1-2-3-4--50	3-2-1-4--50
3-1-2-4--60	4-1-2-3--60	1-3-2-4--60	4-3-2-1--60	1-4-2-3--60	3-4-2-1--60
3-1-4-2--30	4-1-3-2--30	1-3-4-2--30	4-3-1-2--30	1-4-3-2--30	3-4-1-2--30
3-4-2-1--20	4-3-2-1--20	1-4-2-3--20	4-1-2-3--20	1-3-2-4--20	3-1-2-4--20
3-4-1-2--10	4-3-1-2--10	1-4-3-2--10	4-1-3-2--10	1-3-4-2--10	3-1-4-2--10
4-2-1-3--40	3-2-1-4--40	4-2-3-1--40	1-2-3-4--40	3-2-4-1--40	1-2-4-3--40
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4-1-3-2--10	3-1-4-2--10	4-3-1-2-10	1-3-4-2--10	3-4-1-2--10	1-4-3-2--10
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3-1-2-4--100	3-1-4-2--100	3-4-1-2-100	3-4-2-1--100	3-2-4-1--100	3-2-1-4--100
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4-1-2-3--10	2-1-4-3--10	2-4-1-3--10	1-4-2-3--10	1-2-4-3--10	4-2-1-3--10
4-2-3-1--10	2-4-3-1--10	2-1-3-4--10	1-2-3-4--10	1-4-3-2--10	4-1-3-2--10
4-2-1-3--0	2-4-1-3--0	2-1-4-3--0	1-2-4-3--0	1-4-2-3--0	4-1-2-3--0

4-H Judging Score Sheet(Page 3)

4-1-2-3--100	4-1-3-2--100	4-2-1-3--100	4-2-3-1--100	4-3-1-2--100	4-3-2-1--100
4-1-3-2--90	4-1-2-3--90	4-2-3-1--90	4-2-1-3--90	4-3-2-1--90	4-3-1-2--90
4-2-1-3--90	4-3-1-2--90	4-1-2-3--90	4-3-2-1--90	4-1-3-2--90	4-2-3-1--90
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4-3-1-2--70	4-2-1-3--70	4-3-2-1--70	4-1-2-3--70	4-2-3-1--70	4-1-3-2--70
4-3-2-1--60	4-2-3-1--60	4-3-1-2--60	4-1-3-2--60	4-2-1-3--60	4-1-2-3--60
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1-4-3-2--80	1-4-2-3--80	2-4-3-1--80	2-4-1-3--80	3-4-2-1--80	3-4-1-2--80
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1-3-2-4--30	1-2-3-4--30	2-3-1-4--30	2-1-3-4--30	3-2-1-4--30	3-1-2-4--30
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3-1-2-4--10	2-1-3-4--10	3-2-1-4--10	1-2-3-4--10	2-3-1-4--10	1-3-2-4--10
3-2-4-1--10	2-3-4-1--10	3-1-4-2--10	1-3-4-2--10	2-1-4-3--10	1-2-4-3--10
3-2-1-4--0	2-3-1-4--0	3-1-2-4--0	1-3-2-4--0	2-1-3-4--0	1-2-3-4--0

4-H FORMS

Please refer to Extension Publications located at <http://www.msucare.com/> website for actual forms.

4-H Judging Contest Placing Card	(F672)
Contest Entry and Score Form	(F166)
Visual Presentation Score Sheet [Ages 12-18]	(F334)
Visual Presentation Score Sheet [Ages 10-11]	(F335)
Tally Sheet for Judges	(N/A)
Code of Conduct Agreement	(F807)
Health Card	(F696)
District Visual Presentation Report.....	(F1006)
District and State Report on 4-H Contest Winner	(F284)

Mississippi 4-H



Mississippi State University Extension Service

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