

2011–2012 4-H PROJECT GUIDE CHOOSING YOUR 4-H PROJECT—“HOW TO DECIDE?”

Welcome to the Clark County 4-H program!
The educational backbone of the 4-H program is the 4-H projects youth can choose to learn about.

In selecting projects think about:



- An interest you'd like to explore*
- A hobby you'd like to learn more about*
- A topic of interest shared by you and your family*
- Something that is fun for you*

Remember to select projects on topics for which you can get help from your:



- Parents / guardian*
- Grandparents*
- Friends*
- Other 4-H members*

We suggest that you work with your parent/guardian and a 4-H leader or older 4-H member to select your 4-H projects.

Let's say you want to learn how to use a new computer program, raise a calf, build a Lego structure, or plant a garden. When you learn those skills you are also learning such life skills as:



- How to make decisions*
- How to organize yourself, your time, your money*
- How to keep accurate records*
- How to work with and get along with others*

Projects are just one part of the 4-H experience. You also take part in club meetings, where you learn:



- How to be a group member*
- How to speak in front of a group*
- How to work together on club project*

4-H is full of fun times to work and play with other, including community service projects, club trips and activities, workshops, and camp.

All these skills help you as you go through school and beyond. For many 4-H'ers an interest they had in certain 4-H projects led to future careers.

So let's start by choosing a 4-H project. To enroll in a project, list the name and project number on a 4-H enrollment form that your 4-H leader will give you.

Let's get started—pick your projects and see where 4-H takes you!



4-H FAMILIES—

YOUR 4-H'ER NEEDS YOUR PRESENCE, SUPPORT, AND HELP

Families are an important partner in the 4-H experience. As a partner, you are part of an exciting new adventure with your child. Your help and support on this adventure can mean the difference between an experience that is just fun and one that has lifelong meaning.

4-H can help your child develop knowledge and skills as well as leadership and citizenship qualities. The goal of 4-H is to help each youth develop his or her own potential to the fullest.

4-H can be a tool to help you and your child work together. You can encourage a positive experience by:

- Helping your child select projects based on his or her interests, abilities, and maturity.
- Encouraging record keeping by providing a place for 4-H club materials and records at home.
- Reading the project material your 4-H'er will receive.
- Helping your child think about what he or she wants to learn and how to go about it.
- Being supportive and giving encouragement when problems or disappointments arise.
- Reading the 4-H newsletter and taking note of what applies to your 4-H'er.

4-H involves your child with other 4-H'ers and adults. 4-H can't exist without volunteer leaders. It is very important that parents support and assist the leaders. Please share yourself with them by volunteering. Groups and programs must meet the needs of different youth. 4-H experiences are as unique as each member. You can assist volunteer leaders by encouraging and supporting your 4-H'er in attending club meetings. You also can volunteer to help the club by hosting meetings and helping at club meetings and activities.

DID YOU KNOW

4-H is the youth development part of University of Wisconsin-Extension. So, when you participate in 4-H you are a part of the UW-System.

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."

The four "H's" represent the four points of the pledge: clearer thinking (head), greater loyalty (heart), larger service (hands), and better living (health).

4-H is open to anyone regardless of race, color, creed, sex, national origin, disability, ancestry, sexual orientation, pregnancy, marital, or parental status. How old do you need to be to join 4-H? In Clark County you are eligible when you are in the first grade. You can be a part of the 4-H program by belonging to a local club, be an independent member, have a family enrollment, or be a part of a special interest group/project (i.e. shooting sports).

Besides 4-H projects you can get involved in 4-H events and activities throughout the year, including drama festival, clothing and foods revue, animal judging contests, camps, county and state fairs, community service, tours, sports, exchanges, speeches, and demonstrations. Check the monthly 4-H newsletter—*The Clover Leaf*—to see what is happening in the 4-H program (also available on our website at: [www..uwex.edu/ces/cty/clark](http://www.uwex.edu/ces/cty/clark))

In its early years 4-H was a program just for farm kids. Today 4-H is for everyone. Boys and girls in town can enjoy 4-H as much as youth in the country. Over half of 4-H participants now live in larger cities, over one fourth live in towns and rural areas, and less than one fourth live on farms. This year 4-H will reach about 250,000 Wisconsin youth from all 72 counties.

GOOD LUCK IN YOUR PROJECT SELECTIONS AND HAVE A GREAT 4-H YEAR!

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2011 ENROLLMENT REQUIREMENTS

- 4-H grade is determined as of **October 1**.
- 4-H age is determined as of **January 1**.
- **Kindergarten, 1st, 2nd, 3rd and 4th grade members:**

Cloverbuds are **Kindergarten—2nd grade**
Cloverbuds are limited to Cloverbud projects.

Explorers are **3rd—4th graders**

Explorers can enroll in Explorer projects as well as other projects but they must have completed 2nd grade to enroll in animal projects other than what is listed under the Exploring category in the fairbook.

- Members are youth in grades 3–13 can select from a variety of projects.
- Youth who are home schooled can participate in 4-H in their declared grade. **A grade must be listed.**
- Enrollment is made through local 4-H clubs. All members (new and re-enrolling) **MUST** complete an enrollment form and return it to the **ORGANIZATIONAL LEADER** of their club in October or November. *These enrollment forms are submitted by the Organizational Leader to the 4-H Office by **November 15**.*
- **New Members** (including Cloverbuds) and **Leaders** should turn their enrollment forms in to their local organizational leader as soon as they have decided to become members of the club.
- New members enrollment forms are accepted at any time, but are due by **APRIL 15** in order to participate in the 4-H Softball tournament and to exhibit at the county fair. Enrollment must be received before participating in the 4-H Volleyball tournament
- **New Adult Leaders/Volunteers** must complete the Youth Protection Program prior to being an active 4-H club leader.
- **APRIL 1** is the deadline for project additions.
- **Cost**—there are no county dues to join 4-H. Local 4-H clubs may charge dues. Check with the club for details.

GRADE REQUIREMENTS

**4-H MEMBERS MUST BE IN
5 YEAR OLD KINDERGARTEN
THROUGH GRADE 13
(ONE YEAR OUT OF SCHOOL)
TO PARTICIPATE IN 4-H.**

Wisconsin has two statements about 4-H membership, intended to provide consistency to the way young people identify themselves with counties and how they are selected for out-of-county competitive events.

For policy purposes, 4-H membership is defined as having an individual enrollment form on file/entered in the computer membership database at the county Extension Office.

Policies are effective as of October 1, 1996.

Membership Policy #1

“Youth may not hold 4-H membership in more than one county/state at the same time.” This simply requires that they only hold 4-H membership in a single county at any given time.

Membership Policy #2

“Youth must qualify for participation in district, state or national 4-H competitions through their county of membership.” Members must be selected as representatives of only their county of membership, regardless of the location of the qualifying experience.

LEADERS

Any interested adult can be a 4-H volunteer leader in Clark County. Leaders must enjoy working with youth, sharing their knowledge and enthusiasm for learning and having fun.

All leaders must attend a required educational session their first year. Thereafter they must complete an enrollment form and sign a volunteer behavior and expectation form each year. A Department of Justice background check is also done and is re-checked every 4 years while you are a leader.

The University of Wisconsin-Extension 4-H Program, as a long-time educational youth program, is very proud of its excellent record of providing a safe and healthy environment for all its members. The 4-H Youth Protection program has been underway in Clark County since 1994. **All individuals who enroll as new leaders must attend a new volunteer orientation and leader training.** This program is to ensure that every adult volunteer working with 4-H youth has received basic training in understanding young people, including youth protection practices and teaching. More information on completing this training will be provided to new 4-H leaders who enroll in the Clark County 4-H Youth Development Program.

As a 4-H volunteer leader you will:

- Conduct yourself with courteous manners and language, exhibiting good sportsmanship, serving as a positive role model, treating others with respect, and demonstrating reasonable conflict resolution skills.
- Abide by all local, state, and federal laws and UW-Extension and U.S.D.A. rules, policies, and guidelines.
- Accept supervision and support from Extension staff or designated management volunteers.
- Make all reasonable efforts to ensure that programs are accessible to all individuals regardless of race, color, sex, creed, disability, religion, national origin, ancestry, age, sexual orientation, pregnancy, marital or parental status.
- Treat animals in a humane manner and teach program participants to provide appropriate animal care and management.
- Not consume alcohol or illegal substances while responsible for youth in 4-H activities, nor allow 4-H participants under your supervision to do so.
- When transporting youth, operate motor vehicles and other equipment in a safe and reliable manner and only with a valid operator's license and legally required insurance. You will comply with all motor vehicle-related state regulations and laws. All transported youth will be secured by a properly operating seat belt.
- Conduct yourself in a manner that is in the best interest of youth and UW-Extension/4-H Youth Development and you will not use the volunteer position for purposes of private or personal gain.
- Recognize that verbal, sexual, physical abuse and/or neglect of youth is unacceptable. Report suspected abuse.

HOW TO SELECT 4-H PROJECTS

What is a project?

4-H members sign up for a project area. Some of the most popular project areas are visual arts, dairy, and photography. Throughout the year, the goal is for youth to participate in a series of learning experiences. These experiences are designed to help youth learn more about that topic area. One way to know how much the youth learned is by making an item and having it judged at the Clark County Fair in August.

4-H members

First, make a list of the things you like to do or want to learn more about. Share your list with your parents, leaders, and friends. They may recognize some special things you are good at that you don't even realize you do well. Compare your list with the projects described in this guide. Ask yourself if you have the equipment, money, and time to do the projects that sound interesting. Also consider if there is leader support for a project. Leaders who have identified themselves as a resource are listed before the project area. You may also want to check with your club if there is leader support. If there isn't leader support, you will be responsible for your own learning experience.

4-H Leaders

If you are a 4-H adult or youth leader, there are project code numbers just for you. Your club leader has literature specific for project leaders. You can also contact the UW-Extension Office (743-5121) for other literature (if available).

Junior Leaders

Youth involved as a Junior Leader in a specific project (youth is planning on helping teach project) - list the project number and indicate you are a youth leader.

Livestock Projects

There will be pre-fair weigh-ins and educational requirements. Please watch the 4-H newsletter (The Clover Leaf) for dates, times, and locations.

Horse Projects

To exhibit a horse/pony at the Clark County Fair 4-H and FFA members must obtain 5 educational credits by fair entry day (refer Horse and Pony Project Handbook for clarification)

Dog Projects

To exhibit a dog at the Clark County Fair 4-H and FFA members must attend obedience / showmanship classes (refer to Dog Project Handbook).

Ages for Exhibiting Animals at the Fair (State Policy)

Wisconsin 4-H Youth Development Policy for Program Safety Regulation states: ***“To exhibit animals at any public event as a 4-H member, youth must be entering 3rd grade or higher during current 4-H year” (runs October 1 thru September 30).***

This policy is for the safety of the 4-H member and the public at the public exhibition. The developmental ability and maturity level of the exhibitor, and the unpredictable behavior of animals should be considered prior to involving a 4-H member in the exhibition of animals.

SKILL LEVELS FOR PROJECT LITERATURE:

Your club leader has copies of all available literature for 4-H members. Literature also available, by request, at the UW-Extension Office (715-743-5121).

Beginning Level

This literature is intended for youth in their 1st to 3rd year in a project. Activities include: learning basic information about your project including the care and feeding of animals, using and identifying a specific piece of equipment and safety habits in working with your project.

Project literature with a "1" is Beginning Level

Intermediate Level

This literature is intended for youth in their 3rd to 5th year in a project. Activities include: learning more about behavior traits, judging, health care and financial responsibilities in animal project areas and in other projects learn more advanced techniques and become creative in workmanship. Leadership skills will begin to develop and should be encouraged during this time.

Project literature with a "2" is Intermediate Level

Advanced Level

This literature is intended for youth in their 5th year and over. At this level, youth will learn to teach others about the project, continue learning leadership skills and learn about career opportunities open to them.

Project literature with a "3" is Advanced Level



RE-ENROLLING 4-H MEMBERS AND LEADERS

HOW TO COMPLETE OUT YOUR RE-ENROLLMENT FORM

1. PERSONAL INFORMATION:

Double-check the information pre-printed on your enrollment form (address, city, and phone number). **If you need to make any changes or additions please use a red pen or hi-lite the change.**

If you are changing clubs, use your current re-enrollment form, change the club name, and return to your new organizational leader.

Make sure gender, ethnicity, race, and residence, grade and year in 4-H are correct

NOTE: 4-H years, school grade, and age are automatically updated—be sure your age, grade and year in 4-H are correct.

2. PARENT INFORMATION:

Double check parent information.

If your parents live in separate households and both would like to received the 4-H newsletter you must list addresses/cities for both parents.

3. RELEASE INFORMATION

Check appropriate box for each statement.

4. COMMUNICATION INFORMATION

Please complete each section.

Note: we do not send text messages.

5. PROJECT INFORMATION

Projects you were enrolled in last year are automatically printed. **Please update year in project.**

If you are not taking a project please **CROSS IT OFF.** If you do not cross it off it will be entered again for this year.

List new projects on the blank lines. Projects start on page 11. Enter the project code (5 digits), project name, and year in project (1st, 2nd, 3rd, etc. year).

Project code will be listed first and then the project name in the guide.

Note: literature is available from your club leader.

★ **Cloverbud** project is for Kindergarten—2nd grade members

★ **Exploring** project is for 3rd—4th grade members

Youth Leadership—members wanting to be a youth leader in a specific project must:

- Enroll in the **Youth Leadership Project (#10201 / page 16)**
- Enroll in the project in which they want to be a youth leader
- Enroll in the “Youth Leader” project for specific project

6. SIGNATURES

Member, parent, and leader must sign the enrollment form.

7. RETURN ENROLLMENT TO YOUR CLUB LEADER—they will submit it to the UW-Extension Office with all club re-enrollments.

NEW 4-H MEMBER AND LEADER ENROLLMENTS

HOW TO FILL OUT YOUR ENROLLMENT FORM

1. PERSONAL INFORMATION:

Complete all sections including ethnicity, race, and residence.

2. PARENT INFORMATION:

Complete parent information your parents/guardians.

If your parents live in separate households and both would like to received the 4-H newsletter you must list addresses/cities for both parents.

3. RELEASE INFORMATION

Check appropriate box for each statement.

4. COMMUNICATION INFORMATION

Please complete each section.

Note: we do not send text messages.

5. PROJECT INFORMATION

After reviewing the projects available list all projects that you would like to take. Be sure to list the project code (5 digits) and project name. Projects start on page 11.

Project code will be listed first and then the project name in the guide.

Note: literature is available from your club leader.

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PARENTS / GUARDIANS: ARE YOU READY TO BE A 4-H LEADER?

You only need a desire to help youth—previous 4-H experience is not necessary. Many volunteers help by leading 4-H projects for a local year-round club or short-term 4-H group. But there are many other ways for you to get involved.

For example—you could lead a workshop, a one-time program where you share your knowledge with people. 4-H groups need chaperones for trips. If you like to travel or guide tours, 4-H can match you with a group that needs help. At the county level you can help plan and conduct events, recruit other volunteers, develop and evaluate 4-H programs, or promote 4-H in general. The possibilities are endless.

When you volunteer to be a 4-H leader there are many resources to get you started and keep you going, including leader manuals and training sessions.

If you're a parent, 4-H is a great opportunity to get involved in your child's development as a 4-H leader and as a home helper. The hours that your child is involved in 4-H working in group settings are important. You can multiply this involvement as a 4-H home helper by helping your child go further and have fun doing 4-H things at home. Many 4-H projects and activities are natural family activities.

Organizational Leader (4-H Club Leader)

Takes responsibility for local club/group. Communicates to club membership and works with club volunteers and members. Communication link to Extension Office and 4-H Youth Development Agent.

Co-Organizational Leader (4-H Co-Leader)

Works with club organizational leader in managing local club.

Club Activity Leader

Works with youth in a variety of activities (volleyball, softball, music, drama, etc.)

Youth Leadership (Adult Leader)

Works with youth to promote 4-H and Leadership Development.

The following are project leaders by Fairbook Department area. Please contact Sara Gronski (743-5121) if you would like more information on leader descriptions:

Department 1—Dairy

Dairy Leader (20200)

Department 2—Beef / Dairy Beef

Beef Leader (20100)

Department 3—Swine

Swine Leader (20400)

Department 4—Sheep

Sheep Leader (20600)

Department 5—Dairy Goats

Goats Leader (20150)

Department 6—Horse/Horseless Horse

Horse/Horseless Horse Leader (20300)

Department 7—Poultry

Poultry Leader (20500)

Department 8—Rabbits

Rabbit Leader (20750)

Department 9—Dogs

Dog Leader (20700)

Department 10—Veterinary Science

Vet Science Leader (20800)

Pet Leader (20900)

Department 13—Cats

Cat Leader (20650)

Department 14—Plant / Soil Science

Crops Leader (7000)

Fruits Leader (70100)

Vegetables Leader (70200)

Department 15—Flowers & Houseplants

House Plants Leader (70300)

Plant Craft Leader (70350)

Flowers Leader (70400)

Home Grounds / Landscaping Leader (70500)

Department 16—Natural Sciences

Adventures Leader (60100)

Entomology/Insects Leader (60200)

Shooting Sports Leader (60300)

Fishing Leader (60800)

Department 17—Cloverbud/Exploring

Cloverbud Leader (10350)

Exploring Leader (10300)

Department 18—Cultural Arts

Cultural Arts Leader (30300)

Theatre Arts Leader (30700)

Music Leader (30760)

Department 20—Photography

Photography Leader (30000)

Department 21—Computer Science

Computer Science Leader (30800)

Department 22—Woodworking

Woodworking Leader (50800)

Department 23—Electricity

Electricity Leader (50300)

Department 24—Mechanical Projects

Aerospace Leader (5000)

Robotics Leader (50380)

Small Engines Leader (50500)

Scale Models Leader (50600)

Tractors Leader (50700)

Department 25

Foods and Nutrition Leader (40400)

Food Preservation Leader (40500)

Cake Decorating Leader (40390)

Candy Making Leader (40380)

Department 26

Clothing/Sewing Leader (40200)

Department 27

Knitting Leader (40800)

Crocheting Leader (40300)

Department 28

Home Furnishing Leader (40700)

Department 29

Child Development Leader (40100)

Department 31

Communications Leader (30100)

Department 33

Self-Determined Leader (10900)

Department 34

History & Heritage Leader (10410)

YOUTH MUST BE ENTERING 3rd GRADE OR HIGHER TO ENROLL IN A LIVESTOCK PROJECT OR OTHER LARGE ANIMAL PROJECT.

YOUTH MUST FOLLOW ALL HEALTH GUIDELINES ESTABLISHED BY THE WISCONSIN DEPARTMENT OF AGRICULTURE FOR ALL ANIMAL SCIENCE PROJECTS.

DAIRY

Fairbook:

Department 1 *Dairy*
Department 10 *Animal and Vet Science*

20201 **Dairy**
20209 **Dairy Youth Leader**

BEEF / DAIRY BEEF

Fairbook:

Department 2 *Beef Cattle*
Department 10 *Animal and Vet. Science*

20101 **Beef**
20109 **Beef Youth Leader**

BEEF/DAIRY BEEF REQUIREMENTS FOR MARKET SALE:

- **Pre-fair weigh-in for Livestock Sale**
- **2 educational sessions required for Market Sale (refer to Livestock Show and Sale Rules)**

SWINE

Fairbook:

Department 3 *Swine*
Department 10 *Animal and Vet Science*

20401 **Swine**
20409 **Swine Youth Leader**

SWINE REQUIREMENTS FOR MARKET SALE:

- **Pre-fair weigh-in for Market Sale**
- **2 educational sessions required for Market Sale (refer to Livestock Show and Sale rules)**

SHEEP

Fairbook:

Department 4 *Sheep*
Department 10 *Animal and Vet Science*

20601 **Sheep**
20609 **Sheep Youth Leader**

SHEEP REQUIREMENTS FOR MARKET SALE:

- **Pre-fair weigh-in for Market Sale**
- **2 educational sessions required for Market Sale (refer to Livestock Show and Sale rules)**
- **Scrapies tags are mandatory**

DAIRY GOATS

Fairbook:

Department 5 *Dairy Goats*
Department 10 *Animal and Vet Science*

20151 **Dairy Goats**
20159 **Dairy Goat Youth Leader**

HORSES

Fairbook:

Department 6 *Horse & ponies*
Department 10 *Animal and Vet Science*

Requires attendance at educational sessions
(refer to Horse/Pony Project Handbook)

Coggins test required

20301 **Horse**
20311 **Draft Horse**
20312 **Equitation**
20306 **Horseless Horse (do not need to own an animal for this project)**
20309 **Horse/Horseless Youth Leader**

POULTRY

Fairbook:
Department 7 Poultry
Department 10 Animal and Vet. Science

Pullorum testing is required.

Refer to DATCP health regulations published in the front of the fairbook.

You can also contact the UW-Extension Office at 743-5121.

20501	Poultry
20504	Waterfowl
20505	Turkeys
20506	Bantams
20507	Pigeons
20512	Game Birds (Quail, Pheasants)
20509	Poultry Youth Leader

POULTRY REQUIREMENTS FOR MARKET SALE:

- Pre-fair weigh-in for Market Sale
- 2 educational sessions required for Market Sale (refer to Livestock Show and Sale Rules)

RABBITS

Fairbook:
Department 8 Rabbit
Department 10 Animal and Vet Science

Rabbits must be tattooed prior to the fair

20751	Rabbits
20754	Rabbit Youth Leader

RABBIT REQUIREMENTS FOR MARKET SALE:

- Pre-fair weigh-in for Livestock Sale
- 2 educational sessions required for Market Sale (refer to Livestock Show and Sale Rules)

DOGS

Fairbook:
Department 9 Dog
Department 10 Animal and Vet Science

Requires attendance at educational sessions (refer to Dog Project Handbook)

Vaccinations required

20701	Dogs
20709	Dog Youth Leader

VETERINARY SCIENCE / PETS

Fairbook:
Department 10 Animal and Vet. Science

20801	Veterinary Science
20861	Cavies
20871	Caged Birds
20881	Tropical Fish
20901	Pets
20911	Other Small Animal / Reptile
20809	Veterinary Science Youth Leader
20869	Cavies Youth Leader
20879	Caged Birds Youth Leader
20880	Tropical Fish Youth Leader
20909	Pets Youth Leader
20919	Other Small Animal Youth Leader

CATS

Fairbook:
Department 13 Cats
Department 10 Animal and Vet Science

Vaccinations required

20651	Cats
20659	Cats Youth Leader

PLANT & SOIL SCIENCE

Fairbook:

Department 14 Plant & Soil Science

70001	Corn
70002	Forage
70003	Small Grains
70004	Soybeans
70009	Crops Youth Leader

Fairbook:

Department 14 Plant & Soil Science

Department 25 Food Preservation

70101	Fruits
70151	Herbs
70201	Vegetables
70109	Fruits Youth Leader
70209	Vegetables Youth Leader

FLOWERS AND HOUSEPLANTS

Fairbook:

Department 15 Flowers and Houseplants

70301	House Plants
70351	Plant Crafts
70401	Flowers
70501	Home Grounds / Landscaping
70309	House Plants Youth Leader
70359	Plant Crafts Youth Leader
70409	Flowers Youth Leader
70509	Home Ground Youth Leader

NATURAL RESOURCES, SCIENCE, AND ENVIRONMENTAL EDUCATION

Fairbook:

Department 16 Natural Sciences

60204	Bees
60006	Birds
60261	Conservation
60101	Adventures
60102	Winter Travel
60103	Canoeing
60104	Bicycling
60105	Camping
60107	Skiing (downhill)
60109	Skiing (cross country)
60121	Backpacking/Hiking
60801	Fishing / Angler Education
60471	Water / Aquaculture
60051	Forestry
60054	Maple Syrup
60201	Entomology (insects)
60451	Recycling
60411	Wildlife
60431	Weather
60005	Wildflowers
60414	Taxidermy
60050	Forestry Youth Leader
60101	Adventures Youth Leader
60209	Entomology Youth Leader

SHOOTING SPORTS

According to state policy, 4-H youth 8—11 years old, cannot operate any powder burning firearm. This includes, but is not limited to .22 handgun or rifle, muzzleloading handgun or rifle, or shotgun.

Fairbook:

Department 16 Natural Sciences

60311	Archery
60331	Rifle
60341	Hunting
60351	Shotgun
60361	Muzzleloading
60371	Air Rifle
60309	Shooting Sports Youth Leader

CLOVERBUDS

Fairbook:
Department 17 Cloverbuds

10351 Cloverbuds
 (Kindergarten—2nd grade)
10359 Cloverbud Youth Leader

EXPLORING

Fairbook:
Department 17 Exploring

10301 Exploring
 (3rd—4th grade)
10309 Exploring Youth Leader

CULTURAL ARTS

Fairbook:
Department 18 Cultural Arts

For fiber arts/stitchery (quilts, blankets, etc)
please refer to Home Furnishings (Department
28)

30311 Leathercraft
30351 Drawing and Painting
30416 Print Making
30511 Rubber Stamping
30329 Stencil Painting
30301 Arts / Crafts
30521 Pottery
30406 Plastercraft
30561 Ceramics
30761 Music
30701 Theatre Arts
30309 Arts / Crafts Youth Leader
30709 Theatre Arts Youth Leader
30769 Music Youth Leader

PHOTOGRAPHY / VIDEOS

Fairbook:
Department 20 Photography

30001 Photography
30005 Videography
30009 Photography Youth Leader

COMPUTER SCIENCE

Fairbook:
Department 21 Computers

30801 Computers
30809 Computers Youth Leader

WOODWORKING

Fairbook:
Department 22 Woodworking

50801 Woodworking
50809 Woodworking Youth Leader

ELECTRICITY

Fairbook:
Department 23 Electricity

50301 Electricity
50309 Electricity Youth Leader

MECHANICAL SCIENCES

Fairbook:
Department 24 Mechanical Projects

50001 Aerospace
50601 Scale Models
50421 Legos / K'nex
50381 Robotics
50501 Small Engines
50901 Snowmobiles
50201 Bicycles
50701 Tractors
50009 Aerospace Youth Leader
50609 Scale Model Youth Leader
50389 Robotic Youth Leader
50709 Tractors Youth Leader

FOODS AND NUTRITION

Fairbook:
Department 25 Foods and Nutrition

40401 Foods & Nutrition
40409 Foods & Nutrition Youth Leader

40391 Cake Decorating
40399 Cake Decorating Youth Leader

40381 Candy Making
40389 Candy Making Youth Leader

40501 Food Preservation
40509 Food Preservation Youth Leader

CLOTHING

Fairbook:
Department 26 Clothing

*For fiber arts/stitchery (quilts, blankets, etc)
please refer to Home Furnishings (Department
28)*

40201 Clothing
40851 Clothing Decisions
20381 Clothes Horse
40209 Clothing Youth Leader

CROCHETING / KNITTING

Fairbook:
Department 27 Knitting and Crocheting

40301 Crocheting
40309 Crocheting Youth Leader

40801 Knitting
40809 Knitting Youth Leader

HOME FURNISHINGS

Fairbook:
Department 28 Home Furnishings

40701 Home Environment
30481 Creative Stitchery
30004 Scrapbooking
40709 Home Environment Youth Leader

CHILD DEVELOPMENT

Fairbook:
Department 29 Child Development

40101 Child Development
40109 Child Development Youth Leader

COMMUNICATIONS

Fairbook:
Department 31 Junior Communications

30101 Communications
30121 Speaking
30111 Demonstrations
30141 Creative Writing
30109 Communications Youth Leader

SELF-DETERMINED

Fairbook:
*Department 33 Self Determined
Youth Leadership
4-H Promotion*

10901 Self-Determined
10201 Youth Leadership

HEALTH

Fairbook:
Department 34 Health and Social Sciences

10411 History and Heritage
10801 Citizenship
80501 Safety

CLARK COUNTY UW-EXTENSION

517 COURT STREET, ROOM 104
NEILLSVILLE, WI 54456

715-743-5121

YOURCOUNTYEXTENSIONOFFICE.ORG

SARA GRONSKI
4-H YOUTH DEVELOPMENT AGENT
SARA.GRONSKI@CES.UWEX.EDU

*Your county
extension office*



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Clark County

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4-H clover protected under 18 U.S.C. 707