

# Monroe County 4-H

## Purdue Cooperative Extension Service

### Welcome to Monroe County 4-H!

This publication is provided to help your family learn more about the Monroe County 4-H Program. As you consider participating in the 4-H program, it is important for you to be informed of the general terms and conditions which govern the Indiana 4-H Program and our local program in Monroe County. Please do not hesitate to contact the Extension Office at any time throughout the year. The Extension Office staff is here to serve your educational needs and wants your family to be successful in our local youth development program. This manual is to help you guide your child through their years in 4-H. It offers information and suggestions of how you can be of assistance to your child and your child's 4-H leader. You can always call your child's 4-H club leader, check the Purdue Extension - Monroe County website, or call the Extension Office with questions. We encourage your questions, comments, and we look forward to your family's participation.

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#### 4-H Pledge

I pledge my **HEAD** to clearer thinking

My **HEART** to greater loyalty

My **HANDS** to larger service

And 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 Colors

"Green and White"

#### 4-H Emblem

Four leaf clover with the letter "H" on each leaf



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## What is 4-H and Purdue Cooperative Extension Service?

4-H is a non-formal educational program provided by the United States Department of Agriculture and is delivered through its Cooperative Extension Service. The Cooperative Extension Service is administered in Indiana through its land grant university, Purdue University. County Extension Offices offer educational programs in the areas of Agriculture and Natural Resources, Health and Human Sciences, Economic and Community Development, and 4-H and Youth Development. In Monroe County, Extension Staff receive program direction and support from the Extension Board that is comprised of a cross-section of people throughout the county.

4-H provides youth in kindergarten through grade 12 educational programs through their participation in project and club-related activities. Monroe County 4-H offers programming through 97 different projects, including community projects, animal projects, mini projects and Junior Leaders. Monroe County has 26 4-H clubs, including community clubs, animal clubs, and mini clubs. 4-H project workshops provide members with technical training that each member needs to be successful not only in discipline, but also with life-long technical skills. 4-H club work provides members with life-long leadership and social skills that will be of benefit to every member in career preparation.

## Purdue Extension's Mission

We transform lives and livelihoods through research-based education.

## 4-H Mission and Vision

- **4-H Mission:** The Indiana 4-H Youth Development mission is to provide real-life educational opportunities that develop young people who positively impact their community and world.
- **4-H Vision:** Indiana 4-H Youth Development strives to be the premier, community-based program empowering young people to reach their full potential.

## 4-H Program Philosophy

The Indiana 4-H program serves the youth of Indiana by providing a strong educational youth development program. This program delivers educational experiences in a variety of settings. Caring, capable and contributing adults assist in the 4-H program as models for young people. We treasure the rich heritage of 4-H and want to ensure that 4-H is available to future generations of Indiana youth.

This publication sets out certain standards and guidelines to be used to assure that 4-H is good for our youth. County 4-H policy is guided by the Monroe County 4-H Board of Directors (with input from various 4-H advisory groups in the county). Legal authority for the 4-H program rests with the Extension Director. No county 4-H policy may conflict with state 4-H policy or federal requirements.

It is the policy of 4-H to include all youth. No county policy or practice should be used to arbitrarily exclude youth from membership. Youth should participate in 4-H youth development opportunities at levels and times that best suit the youth's development and support family involvement.



## What is 4-H?



4-H is an extracurricular, volunteer led, family-oriented program



4-H is for boys and girls in kindergarten through grade 12



4-H is for urban as well as rural youth



4-H helps young people develop life skills. A life skill is an ability that one can use in everyday life. The six basic life skills are:

1. Building self confidence
2. Developing an inquiring mind
3. Setting goals and making decisions
4. Relating to other people
5. Developing a concern for the community
6. Developing leadership skills

**4-H PLEDGE:** The 4-H Pledge states how 4-H helps youth develop and grow in positive ways.

I pledge my **HEAD** to clearer thinking

My **HEART** to greater loyalty

My **HANDS** to larger service

And my **HEALTH** to better living

For my club, my community, my country, and my world



*...To Make the Best Better.*

### **MOTTO: "To Make the Best Better"**

The 4-H Motto refers to each member. It means that each member will do the “best” they can do in whatever is attempted. The member will then strive to improve to make their “best” become “better.” Its intent is to inspire young people to continue to learn and grow, to make their best efforts better through participating in educational experiences.

**COLORS:** The 4-H colors are green and white. Green symbolizes nature's most common color. Green represents life, springtime, and youth. White symbolizes purity.

**EMBLEM:** The 4-H emblem is the four-leaf clover with the letter "H" on each leaf. The "H" stands for Head, Heart, Hands and Health – the foundation of all 4-H programs.

**Head:** learning to think, making decisions, understanding the “whys,” and gaining new and valuable knowledge.

**Heart:** being concerned with the welfare of others, accepting the responsibilities of citizenship, determining values and attitudes by which to live, and learning how to work with others.

**Hands:** learning new skills, perfecting skills already known and developing pride in work and respect for it.

**Health:** practicing healthful living, protecting the well-being of self and others, and making constructive use of leisure time.

*The 4-H emblem is a highly valued mark within our country's history and as such has been granted a very unique status, similar to the Presidential Seal and the Olympic Emblem. It is protected by the federal government and is under the responsibility and stewardship of the Secretary of Agriculture. The “18 USC 707” marking that appears along the lower right leaf is coding that protects the use of the clover.*

## **THE NATIONAL 4-H CREED FOR MEMBERS**

I believe in 4-H Club work for the opportunity it will give me to become a useful citizen.

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

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

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

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

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

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

## **The Purpose of 4-H is to Build Life Skills!**

*The 4-H Youth Development Environment: 4-H is designed to support the positive and successful development of all youth. 4-H volunteer leaders are essential partners in creating a positive environment by focusing on the strengths of youth and providing positive ways for youth to meet their basic needs.*

### **CARING RELATIONSHIP (BELONGING)**

All youth need a caring, supportive relationship in their lives. Volunteer Leaders and club members provide this fellowship by showing interest in, actively listening to, and fostering the gifts of 4-H youth. 4-H clubs provide an opportunity for long-term youth development. The multiple interactions of parents and adults working with 4-Hers that is found in 4-H clubs is unique to most other youth education.

### **CONSTRUCTIVE LEARNING EXPERIENCES (MASTERY)**

Youth rely on the joy they receive from interests, hobbies and group participation to balance disappointments in other parts of their lives. 4-H offers opportunities to take on new challenges and learn new skills. 4-H youth develop mastery through the Experiential Learning Process by experiencing, sharing what happened, processing what was important, generalizing the experience to the real world and applying what was learned to other situations. The presence of self-confidence and positive self-esteem are today considered to be two of the most important indicators of personal wellness and success in an individual. Through the support and encouragement of caring club parents and leaders, youth grow taller in their feelings of self-worth. A sense of accomplishment is achieved from finishing a project and participating in a positive evaluation experience.

### **LEADERSHIP OPPORTUNITIES (INDEPENDENCE)**

Creating opportunities for youth to develop skills and confidence for leadership and self-discipline is a cornerstone of 4-H. 4-H helps young people recognize the connection between independence and responsibility. Independence does mean greater power and influence but it is linked with responsibility for decisions made and actions taken. Today's society is busy, with worthwhile opportunities for youth in greater abundance than ever before. Being involved in a successful 4-H club means that members learn how to set priorities in developing their club program and manage the time they have available for their club wisely.

### **SERVICE TO COMMUNITIES (GENEROSITY)**

The 4-H Pledge focuses on the importance of larger service and recognizing a responsibility for the welfare of others. 4-H helps youth focus on developing concern for others and taking action to demonstrate that concern. Service forges bonds between youth and the community, and doing something valued by others raises feelings of self-worth and competence.

## WHO'S WHO IN 4-H

### LOCAL LEVEL

**4-H Member:** Any youth currently in grades 3 through grade 12 who pays the State Program Fee, has signed consent forms, completes the enrollment process, and meets the club requirements.

**Mini 4-H:** A 4-H program for youth currently in Kindergarten through Grade 2.

**4-H Leader/Adult Volunteer:** There are a number of adult volunteers who are responsible for the organizational aspects of the club, as well as special help with particular projects or activities of your club. The leader acts as a liaison between the Extension Office and the 4-H member. All 4-H volunteers go through a stringent screening process which includes a background check before working with 4-H members.

**Junior Leader:** 4-H member who is grade 7 through 12. The Junior Leader club year runs from September through August. The group has monthly meetings, performs community service projects, and sponsors various events.

**Parents:** Important to the success of youth in 4-H. Parents are ENCOURAGED to attend club meetings as well as countywide events with youth.

### COUNTY LEVEL

**4-H Board of Directors:** The 4-H Board of Directors is the policy making organization for Monroe County 4-H. Members are elected by the 4-H leaders to a three-year term. There are 15 members on the board, including representation from the Adult Leaders and Junior Leaders.

**4-H Extension Educators:** Purdue professionals who help to carry out the Extension program and serve as a source of research-based information. Monroe County has three Extension Educators: 4-H Youth Development, Agriculture & Natural Resources, and Health & Human Sciences.

**Fairboard:** The Fairboard is a separate organization from 4-H although they cooperate for the best interests of 4-H youth. The Fairboard makes decisions related to the annual fair and use of the fairgrounds.

### STATE LEVEL

**Purdue University:** Purdue is a land grant college that has the responsibility for taking education to the people of the state. The 4-H program is part of that directive in the Youth Development & Agricultural Education Department.

**State 4-H Office:** The State 4-H Program Leader has responsibility for 4-H program at the state level. The state staff assures that federal guidelines are met and that the program is administered in the best interests of youth. The 4-H Program Leader is based at Purdue University, Department of Youth Development and Agricultural Education. State Specialists have the responsibility for the 4-H program on a statewide basis. Each one has a specific part of the total 4-H program. They are based at Purdue University and are under the direction of the State 4-H Program Leader.

**Indiana 4-H Foundation:** This nonprofit organization works to provide additional foundation: resources for the 4-H program, sponsor scholarships, provide funding for county and state programs, finance the state 4-H leader recognition and provide trips for outstanding youth to National 4-H Congress, as well as underwrite the cost of many 4-H trips offered on the state level. Donations are accepted. They also receive the donations from the sale of 4-H license plates.

## **4-H BASICS: WHAT'S EXPECTED?**

### **4-H MEMBERSHIP**

4-H membership is open to all youth in Monroe County who are in kindergarten through grade 12. All young persons in kindergarten, first, and second grades may participate in the Mini 4-H Program. This program allows younger children to participate in similar 4-H activities until they reach the traditional 4-H grades. Traditional 4-H is open to all youth in grades 3 through grade 12. A member may continue membership in the traditional program for a maximum of ten years.

An individual's 4-H grade is determined by the school grade. Grade is defined as the school grade the child is enrolled on October 1 of the current 4-H year. A member does not advance in 4-H grade until he or she enrolls in 4-H for the subsequent school year. Each member should enroll in the division of a project that would best suit his/her interest and potential for personal growth and would enhance their family involvement.

Opportunities in the 4-H Program are available to all Indiana youth as defined regardless of race, religion, color, sex, national origin or disability. Married young men or women of 4-H grade may participate in any of the 4-H projects and activities. However, married people must participate by the same terms and conditions and/or guidelines as unmarried persons. Membership in 4-H is gained by annually enrolling through a Purdue University Cooperative Extension Office.

A new 4-H year starts October 1 of each year. Enrollment is an annual process attained by completing the appropriate county 4-H enrollment process. Annual enrollment fees are \$20.00 per traditional member, \$5.00 per mini member with a maximum of \$60.00 per family. You must have a zero balance, including enrollment fees, camp, trips, posterboard, etc., from previous years to enroll in Monroe County 4-H.

### **ANNUAL 4-H ENROLLMENT/RE-ENROLLMENT**

Members must enroll in 4-H each year. Enrollment opens on October 1 and runs through January 15. We strongly encourage our 4-H members to enroll online (<https://in.4honline.com>). This is the most accurate and efficient method to enroll. You may also turn in a completed 4-H paper enrollment form to the Monroe County Extension Office. The deadline to enroll in Monroe County 4-H is January 15.

Each traditional-age 4-H member will be charged a \$20.00 State program fee. Mini members will be charged a \$5.00 fee. Fees are per member, not per club, with a \$60.00 maximum per family at the same address. Fees collected help to defray the costs of manuals and 4-H activities and events. Fees may be paid online by debit/credit card OR in the Extension Office via cash or check. Enrollment is not complete until the fee is collected.

### **RESIDENCE**

Indiana youth typically enroll in 4-H in the county in which they reside. Youth who reside in other counties may enroll and participate in Monroe County 4-H so long as they do not belong to 4-H in their home counties. Exception: Youth who reside in other counties may enroll and participate in a Monroe County project that is not offered in their home county. They must enroll and follow Monroe County requirements for this project. During a single calendar year, a 4-H member enrolled in a given project is expected to enroll and exhibit that project only in the one county of enrollment. This policy is not intended to provide an escape mechanism for troubled 4-H members and families who are unwilling to follow the terms and/or conditions in their current county of 4-H membership. Approval of any special exception rests with the 4-H Board of Directors in the receiving county.



## **DEADLINES**

Proper compliance with established, stated, and published final dates and deadlines is considered an appropriate expectation of 4-H membership. Submitting things on time and following the rules is part of the 4-H learning experience and is considered a reasonable thing to do. Individuals not complying with these expectations may lose awards and privileges. This is especially true in animal projects where animal ownership, raising, and identification have specific time periods as part of the project requirements. Members not complying with established and published dates and deadlines for exhibition may be denied exhibition privileges as well as premiums and/or awards for that project.

## **LIVESTOCK DEADLINES**



Members enrolled in livestock and animal projects must also complete animal identification on 4HOnline. It is best to talk with the adult leaders of the animal clubs for more detailed information. Dates and deadlines for all animal documents will be advertised by the clubs and will be announced in the 4-H newsletter. Listed below are some of the requirements to show animals, either at the county level or at State Fair.

**Cat:** all members must complete an annual vaccination form.

**Dog:** all members must complete an annual vaccination form

**Beef (Steers and Commercial Heifers):** must be tagged on the scheduled tagging day (late February) and complete 4H Online animal identification by 11:59 pm on April 1.

**Beef (Registered Heifers):** must have an RFID tag and registration papers and complete 4H Online animal identification by 11:59 pm on May 15.

**Dairy:** must have an RFID tag and complete 4H Online identification by May 15

**Goats:** Meat/Market goats and unregistered Boer goats must attend the scheduled tagging day to be retinal scanned and tagged (early May). All registration papers for the registered Boer goats are to be turned in during the scheduled tagging day to be eligible for animal identification in 4H Online (early May). Must complete 4-H Online Animal Identification by 11:59 pm on May 15

**Horse & Pony:** 4H Online Animal Identification must be completed by the deadline set by the club leaders. Please contact the leaders for any additional deadlines.

**Rabbit, Poultry & Pigeon:** Please contact the leaders for any specific deadlines.

**Sheep:** must be tagged and retinal scanned on scheduled tagging day (early May). Must complete 4-H Online Animal Identification by 11:59 pm on May 15.

**Swine:** must be tagged and vaccinated on their scheduled tagging day (early May). Must complete 4-H Online Animal Identification by 11:59 pm on May 15. To be State Fair eligible, a DNA Hair Sample must be turned in by May 15.

## **GRIEVANCE GUIDELINES**

There is a procedure if a 4-H member feels the need to file a grievance regarding a project or activity. The process starts turning in a completed grievance form to the 4-H Board of Directors. A small, unbiased subcommittee of the 4-H Board of Directors will conduct an investigation. The burden of proof shall reside with the party filing the grievance. The person filing the grievance may appeal the decision to the 4-H Board. The facts are reviewed and a decision is rendered. This decision may be appealed to the County Extension Board for their decision, the final level in the appeal process.



## **4-H CLUBS**

Clubs are the foundation of the 4-H program. Joining a 4-H Club is the first step in becoming involved in your community. Club meetings are a great place for members to share their work, plan community service programs and learn leadership and communication skills. Most 4-H clubs meet once each month. Many clubs do not begin meeting until January and meet through the fair. There are a few that meet year round. Please contact the club leader or the Extension Office for information about specific clubs. Youth may enroll in more than one club.

There are twenty-six 4-H Clubs in Monroe County. Each club has at least one leader. Residence does not restrict club membership. 4-H members may belong to any 4-H Club in the county, however, most members belong to the club closest to where they live or attend school.

4-H members may enroll in as many 4-H projects and/or clubs as they choose. We encourage any member who wishes to show an animal, to belong to the respective animal club. Any non-animal project may be completed through any 4-H club. Any member in grades 7 and above may also join Junior Leaders.

At any time, a 4-H member may change membership to another club if they wish. It is important to notify the Extension Office (812-349-2575) and the leaders of both clubs (the one you are leaving and the one you are joining).

In Monroe County there are four kinds of 4-H clubs.

**Community Clubs:** These clubs meet all over Monroe County in churches, schools, homes and are not dedicated to any particular project. Project work is not completed at these meetings, but leaders will pick up and distribute manuals to youth so projects can be completed at home. The leader may serve as a resource for information on specific projects, or club members may call the Project Superintendents or the Extension Office with questions as they are working on projects at home.

**Project Clubs:** Monroe County has a Robotics, Shooting Sports and Sportfishing Club. These clubs are dedicated to the specific project, and assistance will be given during club meetings in the completion of the project.

**Animal Clubs:** These clubs are dedicated to the specific animal project, and assistance will be given during club meetings in the completion of the project.

**Mini Club:** Monroe County has one "Mini only" club that is specifically designed to meet the needs of our mini members. **Note: Many of our Community Clubs will also accept mini members.**

Monroe County also offers **additional activities** in addition to clubs. Some of these activities include Horse & Pony Judging, Hippology, Tractor Driving, and Junior Leaders.

Below are the current clubs and their general meeting location:

### **Community Clubs** (*\*accepts mini members*)

Clear Creek 4-H - South Side  
\*Clever Clovers – East Side  
\*Country Sunshine – Fairgrounds  
\*Happy Hearts - Downtown  
\*Helping Hands – Fairgrounds  
\*Lucky Pandas – West Side

Maple Leaf – Ellettsville  
\*Mini 4-H (Fairgrounds)  
Robotics Club – TBD  
\*Smithville Samaritans – South Side  
\*Stanford Ridge Runners – Fairgrounds  
\*Unionville Hot Shots – East Side/Unionville

### **Animal Clubs** (*\*accepts mini members*)

- |                                     |   |
|-------------------------------------|---|
| *Beef Club - Fairgrounds            | *Mini Horse & Pony - Fairgrounds          |
| *Cat Tails Cat Club - Fairgrounds   | *Fancy Flyers Pigeon Club - Fairgrounds   |
| *Dairy Club - Fairgrounds           | *Poultry Club - Fairgrounds - Fairgrounds |
| *4-H Dog Lovers Club - Fairgrounds  | *Harey Hoppers Rabbit Club – Fairgrounds  |
| *Goat Club - Fairgrounds            | *Lamb Handlers Sheep Club - Fairgrounds   |
| Vaqueros Horse & Pony - Fairgrounds | *Swine Club                               |

### **MEETINGS**

Most 4-H clubs meet at least once each month. Many clubs begin meeting in January and meet regularly until after the fair. There are a few that meet year round. Each club is run independently by approved adult volunteers. It is best to contact the adult leader of the club to inquire about their requirements, fees, schedule, etc. to determine which club(s) will meet your family's needs. Youth may enroll in more than one club.

### **PARTICIPATION**

Attendance and participation at club meetings is not mandatory at 4-H meetings, although it is highly encouraged as a part of the overall experience. Youth who actively participate gain the greatest benefit from the 4-H program. Attendance and participation at club meetings cannot be required as criteria for project completion. 4-H meetings should be of the quality that 4-H members should want to attend, participate, and learn something beneficial. Also, rewarding 4-H clubs, 4-H members, and 4-H volunteers for attendance and participation in meetings, tours, workshops, local and county exhibits, etc. is encouraged. The rewards for participation in 4-H meetings, tours and activities should be significant enough to cause the 4-H member to see the advantage of reacting positively. 4-H volunteers and members of local clubs may establish goals for attendance, exhibits, completion, etc. to meet the criteria established for awards and recognition as long as they do not conflict with county, area, or state policies.

Youth must enroll every year for each club they join. Enrollment is due by January 15. All enrollment forms must be signed by a parent or guardian and fees paid in order to complete.

### **CANCELLATION REMINDER**

All Extension meetings and activities, including 4-H meetings, are cancelled if school is dismissed or cancelled due to the weather. This applies if only one school corporations cancel classes due to the weather.

### **TRANSPORTATION OF 4-H YOUTH**

When there is a need for a 4-H member to have transportation to a 4-H event or activity and the parent is unable to provide that transportation, the following guidelines should be followed:

- Parents are encouraged to arrange their own rides for their children.
- Anyone under the age of 21 must not be asked to serve as a driver and transport other youth to or from events and activities.
- Under no circumstances should personal vehicles carry more persons than the vehicle is designed for (a seat belt for each occupant).

## **4-H PROJECTS**

4-H projects are learning experiences for the 4-H member. These projects help members learn to set goals, learn skills for achieving goals and exhibit/demonstrate their skills at 4-H and Community events. 4-H members must sign up for at least one project each year and complete the records for that project. A member is encouraged to exhibit their project at the fair. Some projects are divided by grade, while others are divided by the number of years of participation in that project. Grade is determined by the grade the member was in at the time of enrollment or the school year preceding the fair. Youth are encouraged to enroll in only as many projects as they anticipate completing. More may be added if you have more time. 4-H members may add or drop projects until June 1 at 4:00 pm. To add or drop a project, log onto your 4HOnline account and make the changes or call the Extension Office at 812-349-2575.

## **PROJECT SELECTION**

In choosing a project, a member should consult with their parents and 4-H leader(s). After considering all the projects available and the requirements of each, they should select one based on:

- (1) Interest, needs, and capabilities
- (2) Family situation
- (3) Suitability of the area in which he or she lives

Early in their 4-H career, a member needs to consider developing a tentative project plan to guide him or her until they are past 4-H age. Some projects should be continued each year, with increases in the size of the project when possible. Members should also try to enroll in additional projects which are related to his or her other project work. For example, an electric project member may want to enroll in home improvement, woodworking, safety, or small engines projects. If possible, an older member should consider expanding project work to develop a complete farm, ranch, business, or home management program.

The project is the core of the 4-H member's experience. The project is the center of many activities in which members will find satisfaction in expanding his or her project work. The learning experiences one obtains through his or her project could even lead to career possibilities.

## **PROJECT GUIDELINES AND REQUIREMENTS**

The 4-H Project Requirement Handbook is updated annually and is available on our website (or you can request a printed copy). Youth complete their projects at home with the help of a parent. It is the responsibility of the 4-H member to complete the proper requirements for his/her grade and to prepare the project in the correct format. If you have questions, please contact the Extension Office.

## **MANUALS**

Most of the projects offered in Monroe County have a manual that will give in-depth information to help the member learn the project skills and help to prepare their exhibit for fair. Project manuals, except for animal projects, are available at the Extension Office at no cost. Several non-state projects and all mini project manuals are also available on our website. Manuals for 4-H members can be picked up, either by the member, parents, or the adult club leader at the Monroe County Extension during regular business hours. Unused project manuals should be returned to the office or the 4-H club for use by another 4-H member.

## **FAIR ENTRY SYSTEM**

Each member will have to enter each exhibit, including animal exhibits, they will be bringing to the fair in the **online Fair Entry System**. Dates will be announced annually when this system will be open for entry. Families will also receive instructions before the system opens.

## **EXHIBITION**

Exhibition of 4-H projects in county or state exhibits/fairs is considered a privilege and is voluntary on the part of the exhibitor. The exhibition of 4-H projects provides members an opportunity to display their 4-H projects, entertain wholesome competition and enjoy an educational/social environment with their peers. With the privilege of exhibition also comes the responsibility for abiding by all the terms and conditions pertaining to the respective 4-H project. Not following the established terms and conditions of the projects will be grounds for exclusion from the competition/exhibition or the project itself. Youth bring their project(s) to the fair on check-in day for judging and exhibition. Refer to the 4-H Schedule of Events for specific entry dates and times. Any project entered late will automatically receive a green ribbon.

Youth must pick their projects up on project check-out day (the Sunday after the fair closes). Check the 4-H website, the 4-H newsletter, or with a club leader for 4-H Activities, deadlines and important information.

## **COMPLETION**

The completion of a 4-H project must not be misinterpreted as exhibition of said project at a county or state fair. 4-H members are considered complete in their project work for that year when they have; (1) completed an "official" 4-H enrollment form prior to the deadline, (2) turned in a completed 4-H project record sheet prior to the fair and (3) has an officially recognized 4-H Leader/Extension Educator verify existence of the completed project. Though exhibiting in county and state exhibits/fairs is not required for project completion, as it does not necessarily directly relate to the learning received in the development of a 4-H project, project exhibition should be encouraged as a continuation of the educational experience.

## **GUIDELINES FOR ANIMAL EXHIBITS**

Each 4-H member shall own his/her own 4-H exhibit. Ownership must be in effect on or before the county and state enrollment deadline and continuously until after the show date.

- For 4-H dairy cattle, family corporations and/or partnership of 4-H member with unrelated persons or dairy operations are also acceptable.
- Horses, ponies, and female dairy may be leased, subject to approval of both the Extension Educator and the adult volunteer club leaders.
- 4-H animals purchased, sold or offered for sale after the animal enrollment deadline and prior to the Indiana State Fair, shall not be eligible to be shown at the Indiana State Fair.
- After the 4-H animal enrollment deadline, enrolled 4-H animals cannot be shown by individuals beyond the 4-H member and their immediate family members. Any violation against this will make that animal ineligible for 4-H shows and the Indiana State Fair.
- 4-H animals are expected to be in personal possession and regular care of the 4-H member who owns/leases them from the animal enrollment deadline until the conclusion of the county and/or state fair.

Please refer to the annual 4-H Project Requirement Book for a complete set of guidelines.

## **ACTIVITIES AND EVENTS**

Each club will have special activities for their club throughout the year. In addition there are county-wide events that a 4-H member may participate in. Check the 4-H Newsletter, Facebook and the Website for announcements of dates/times, eligibility, and registration requirements.

**Project Workshops** - A variety of workshops in different project areas are offered each year. Be sure to read your 4-H Newsletter to learn about dates/times for workshops.

**Officers Training**: This is held for current officers of a club to give them ideas and helpful hints about their jobs and responsibilities and helps equip 4-H members to lead their individual clubs.

**Family Night/Award Program**: A time of recognition for 4-H members, leaders, and parents. Individual clubs may also hold their own award event.

**4-H Performing Arts**: An evening of fun and learning that is centered on the talents of individual clubs and well as individual 4-H members.

**4-H Camp**: This four-day, three-night camp takes place each summer and is open to 4-H member in grades 3-12. The 4-H members participate in many outdoor activities as they learn by doing.

**Public Speaking and Demonstration Contests**: The public speaking activity helps youth prepare a speech with a state theme and deliver it to judges. Demonstrations show members how to do something and are divided into various categories. The contest winners may advance to State Fair competition.

**4-H Fashion Revue**: This activity allows 4-H members enrolled in Sewing and Consumer Clothing to model their garments for judges to be judged on the "Total Look".

## **AWARDS, TRIPS and SCHOLARSHIPS**

Awards are given to 4-H members at the Awards Program, held during the county fair. Some local clubs may also hold their own award banquets where awards may be given to its members.

**The Outstanding 4-Her Award**, sponsored by the Monroe County 4-H Board of Directors, is given to outstanding 4-H members. Five finalists are chosen in each division. Each finalist receives a plaque, which is displayed during fair week. Monetary Awards are presented to the top three in each division.

**The 4-H Key Club Award**, sponsored by the Indiana 4-H Foundation, is a one-time award given yearly to outstanding 4-H members (chosen by a point system).

**State Workshop Trips**: 4-H members between grades 6 to 12 during the current calendar year are eligible to apply for State Workshop trips (such as Roundup, Science workshops, Animal Workshops, etc.) taken the following summer. All persons who fit this grade requirement will receive trip details in early March. Most of the trips take place between June and July. Eligibility information is included in the Trip and Award Application. Most trips are partially subsidized by 4-H Club Corporation. Applications must be submitted by the announced deadline for consideration.

**Scholarships**: Some of the scholarships available to 4-H members include the ***Indiana 4-H Foundation Scholarship, State 4-H Accomplishment Scholarships, 4-H Foundation Accomplishment Scholarship, and Junior Leader Scholarship***. These are judged independently and more than one may be earned. These State scholarship applications are due on January 15. Scholarship packets are available in early November each year in the Extension Office or on the website.

**Local Scholarships in Monroe County include:** ***The Farm Bureau Scholarship, the Ag Day Scholarship, and the Extension Homemaker Scholarship.***

## **METHODS OF COMMUNICATION**

One of the most important requirements in the 4-H Program is communication. It is vital that all our members are informed so they get the most out of the program. As a member or parent, please feel free to contact your club leaders and the Extension Office staff whenever you have questions or concerns. We are all here to help you.

The Monroe County office will send correspondence to members, volunteers, and clubs either through a letter/postcard or via email and facebook. Due to budget concerns, we ask that no more than 2 requests per club be made per year for a mailing so our most-used method is email. Many of our clubs will also send communications directly via email or facebook. To ensure that you are receiving all communication, please make sure the office and your club leaders have all your current contact information.

Additional methods in which we relay information include:

**Website:** The Extension Office maintains a web site at <https://extension.purdue.edu/Monroe>. It is a way for the office to be open 24 hours a day, 7 days a week. 4-H newsletters and other useful information are available on the web site. There are also links that provide educational resources to the 4-H members and their families.

**Newsletter:** The 4-H Newsletter is sent via email to all our 4-H families. It is also available on our website. It is important that you read the newsletter to find out about 4-H news!

**Fair Handbook:** The Monroe County Office offers a **4-H Project Requirement Book**. This handbook is available on our website or you can request a printed copy. This guide is a great resource to assist in choosing and completing a project, including all animal requirements. Members can contact the project superintendent about the project and the exhibit requirements for that project. 4-H Project Superintendent names and telephone numbers are included in the 4-H Handbook.

## **4-H FAIR JUDGING**

All Projects exhibited at the 4-H Fair will be judged. Static (non-livestock) exhibits will be checked in and judged approximately one week before the fair opens. Please refer to the annual **4-H Schedule of Events**, available at the office or online, for specific dates and times for entry information and other fair events.

Monroe County utilizes both “open or community” and “closed” judging. Closed judging means the 4-H member will not be present during judging. A scorecard will be completed for each “closed” judged project to provide feedback to the member. Open judging means that your projects will be judged in your presence, as you check in. Here are some questions that you may be asked in an “Open Judging” setting.

- What new things did you learn?
- Have you taken this project before?
- How much time did you spend on this project?
- What were your goals for this project?
- What would you like to change about your exhibit?
- Tell me something about this exhibit that you want me to know.
- What did you like best (or least) about this project?
- Did you have any difficulty with this exhibit or do you have any questions?

All **Mini Projects** are judged non-competitively. Each mini member will talk with a judge about their project and each project will receive a blue ribbon.

## **RIBBONS**

4-H uses the Danish System *in which non-animal entries are judged based on the standard set forth by project rules and guidelines. They are not judged verses other entries*

**Blue (First Place):** Blue indicates the exhibit meets or exceeds product standards and meets exhibit requirements; overall the work is of high quality (Excellent)

**Red (Second Place):** Red indicates the exhibit meets minimum product standards and exhibit requirements; over all the work is of average quality (Average)

**White (Third Place):** White indicates serious or considerable deficiencies in meeting product standards and/or exhibit requirements (good or needs improvement).

**Green:** Participation Ribbon

**Mini Projects:** All Mini 4-H projects will receive a first place blue mini 4-H ribbon.

***\*After the Danish system ribbons, then projects compete against the other entries***

**Honor:** The purple honor ribbon indicates outstanding work

**State Fair:** All state fair eligible projects will receive a state fair ribbon.

**Champion:** The champion ribbon indicates the best in each division /level of the project. Each champion winner receives a Champion Ribbon (purple rosette)

**Reserve Champion:** The reserve champion ribbon indicates the second best in each division/level of the project. Each reserve champion receives a Reserve Champion Ribbon (pink rosette)

**Grand Champion:** The grand champion ribbon indicates best overall in the project. The grand champion is chosen from all the division/level champions. The grand champion winner is awarded a grand champion ribbon (purple rosette)

**Reserve Grand Champion:** The reserve grand champion indicates the second best overall in the project. The reserve grand champion is chosen from the remaining champions and reserve champion from the division which the grand champion was chosen. The reserve grand champion winner is awarded a reserve grand champion ribbon (pink rosette)

**\*\*Reminder: Each project receives only the highest ribbon earned. The only exception is all State Fair Projects receive a state fair ribbon in addition to their highest earned ribbon.**

## **MY RECORD OF ACHIEVEMENT**

"My Record of Achievement" forms should be filled out completely each year. These are available through the County Extension Office. It is important that these be filled out accurately in order to apply for trips and awards throughout your 4-H career.

Completed Record of Achievement forms must be turned in to the Extension Office to receive any premiums for non-animal projects. These records are then retained by the Extension Office.

Mini 4-H years do not count toward ten-year membership, so a My Record of Achievement form is not required for Mini 4-H members.

## **SUMMARY OF COUNTY PROJECTS**

The following is a listing of the projects offered in the Monroe County 4-H Program. For additional information, please contact the Monroe County Extension Office.

*Please note that the descriptions listed below are general descriptions and are not intended to serve as an overall description of the entire project.*

**Achievement Book** - Create a record book listing your 4-H history of projects and achievements. Include how your 4-H experience has helped you learn and grow in your responsibilities and leadership and how it has influenced your life and your future.

**Aerospace** - The 4-H aerospace project provides youth with educational information about aerospace that develops project skills (i.e., principles of flight, model rocket construction, model rocket safety) and life skills (i.e., decision-making, using science and technology, developing communication skills).

**Alfalfa** - Learn how to increase your acreage as your home conditions justify.

**Animal Posters** – Creatively show the valuable information you have learned about your animal.

**ATV** – This project is designed for members to learn ATV mechanics as well as ATV safety.

**Beef** - The educational 4-H beef program and related activities provide youth with a fun and hands-on learning experience which develops both beef subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications). This requires that you pre-register at the Extension Office before the beef weigh-in (usually mid February – specific dates are announced yearly) in order to participate in the Monroe County Fair.

**Beekeeping**- Explore more about bees and beekeeping.

**Bicycle** -The 4-H bicycle program provides youth with educational information about bicycles and biking that develops project skills (i.e., bicycle maintenance, operation, safety and bicycle touring) and life skills (i.e., decision-making, using science and technology, developing communication skills).

**Bottle Rockets** - Have fun and be creative as you make a rocket from a 2 liter bottle. In this project, you can express your artistry and creative abilities as well as learn to follow instructions.

**Cake Decorating** - Learn how to decorate a cake, from a one layer cake with a simple border to structured, multi-tiered cake with complex flowers and leaves. In this project, you can express your artistry and creative abilities; learn to follow instructions, make a proud contribution to a family celebration or community gathering and learn skills you can use in the future.

**Cat** - The 4-H Cat Project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general care, nutrition housing, and health care are presented in the curricular materials, through workshops and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation in the 4-H Cat Project.

**Child Development** - Learn about things that relate the care of young children. This project uses instructional materials that deal with young children at different ages (i.e., infants, toddlers, pre-school). Characteristics of various ages are studied and followed by observations and interactive activities.



**Collections** - Why do people collect things? Do you enjoy collecting? In this project activity guide find out the kinds of things people collect, explore some special kinds of collections, and discover how to start a collection of your own.

**Community Service** - Have fun while benefiting your community. In this project, you will do voluntary work in the community. Volunteering can be an exciting, growing, and enjoyable experience. It is truly gratifying to serve a cause, practice one's ideals, work with people, solve problems, see the benefits of your work and become active participants in building strong, sustainable and enriching communities.

**Computer** - Learn how to operate a computer and the uses of a computer. A computer is not necessary in the beginning stages.

**Consumer Clothing** - Learn how to buy, match, budget, and take care of clothes. Educational materials are designed to teach clothing selection, wardrobe planning, care of clothing, and personal grooming. Included are activities to be completed at home and in stores. You must attend a private judging as well as well as a public style show to complete this project.

**Corn** - You can learn about how the corn plants works, the pests which attack corn, uses of corn and the safety practices when growing, harvesting, and storing corn. In the advanced levels, you will learn about hybrid corn, the types and sources of nutrients for corn, soil erosion, producing and comparing hybrids, and planting and growing corn crops.

**Crafts** - Make something relating to Arts and Crafts, including fine arts, needle crafts, or any other craft.

**Creative Writing** - This project is designed to help you explore your writing talents and develop good writing skills. Use your imagination and creativity to write an autobiography, a fictional story, a humorous poem, or a serious essay on a current concern.

**Dairy** - The 4-H dairy program and related activities provide youth a fun and hands-on learning experience which develops both dairy subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, and communication) It is necessary for you to enroll in this project PRIOR to May 15 in order for you to be eligible to participate in a current year.

**Do Your Own Thing** - This project fosters creativity and innovation by allowing the 4-H member the opportunity to try something new and show off their talents in avenues not currently covered in a traditional 4-H project or a state project not currently offered in Monroe County.

**Dog** - The 4-H Dog Project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general care, nutrition housing, training and health care are presented in the curricular materials, through workshops and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation in the 4-H Dog Project. Your dog should be a weaned pup, preferably six months or under. This project requires that you attend training sessions at least once a week from March until July.

**Electric** - Learn how to make a circuit board, conduct hazard hunts, and determine poles of a magnet. The 4-H electricity project provides youth with educational information about electricity. The electricity project develops project skills (i.e., safe practices, proper use of fuses and circuit breakers, proper lighting techniques, proper wiring techniques) and life skills (i.e., decision-making, using science and technology, developing communication skills).

**Entomology** - There are more kinds of insects in the world than all other organisms combined. They live on the earth's surface, in the soil, and in water. Insects live in deserts, rain forests, hot springs, snow fields, and dark caves. This project will help you study insects and their relationship with people. You also learn how to collect, preserve, and identify insects.

**Farm Display** - The purpose of this project and exhibit is to motivate and interest young people in modeling a custom-built farm display - - to create a realistic setting around manufactured or custom-built farm toys. There are many different artistic abilities one can use in building a farm display. Modeling is very personal and involves much imagination.

**Fashion Revue** - Model your sewing and or consumer clothing projects.

**Flowers** - Youth will learn basic information and skills needed to grow healthy plants and flowers.

**Foods** - Learn how to cook and bake your favorite foods while also learning the dietary guidelines; how to prepare many different recipes; tips for success when preparing these recipes; your way around your kitchen; and so much more.

**Food Preservation** - Learn how to can and freeze foods while also learning the dietary guidelines; how to prepare many different recipes; tips for success when preparing these recipes; your way around your kitchen; and so much more.

**Forestry** - The forestry project will help you to learn how to identify trees, uses of trees, the benefits of trees, and the importance of our woodlands. A knowledge of trees and woodland management leads to a greater enjoyment of the outdoors. An understanding of tree characteristics will allow future landowners to choose the best varieties for urban or rural benefits that include cooling, wildlife habitat, and reducing erosion and other types of pollution.

**Fun With Leisure** - Log and develop those things you enjoy in your spare time.

**Gardening** - The gardening project introduces youth to vegetable gardening. You will learn about planning a vegetable garden, planting, fertilizing, different vegetable pests, harvesting, storage techniques and careers.

**Genealogy** - Educational materials on "How to" information on documenting ones heritage through ancestral listing. This project helps young people know where their ancestors resided, traveled, and developed some family tradition.

**Geology** - This project introduces youth to the fascinating hobby of "rock hunting." Geology involves studying the earth's crust, its layers, and their history. Youth learn to identify Indiana rocks, minerals, and fossils.

**Gift Wrapping** - Learn how to wrap a gift for a special occasion. In this project, you can express your artistry and creative abilities while learning skills you can use in the future.

**Goat** - The 4-H goat program and related activities (such as workshops, tours) provide youth a fun and hands-on learning experience which develops both goat subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communication).

**Health** - Learn about first aid, eating habits, dental health, fitness and sports, and general health practices.

**Home Environment** - Educational materials applying principles of design to home design and decoration as well as information about care of home furnishings

**Horse and Pony** - The 4-H Horse and Pony Project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general management, training, nutrition, housing, and health care are presented in the curricular materials, through workshops and activities such as horse bowl, Hippology and judging, and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation in the 4-H Horse and Pony Project.

**Junior Leaders** - The Junior Leader project allows 4-H members in grades 7-12 the opportunity to provide their adult 4-H volunteers with additional assistance in their 4-H clubs and related activities. Junior Leaders also serve as mentors and role models to the younger 4-H members by sharing their experiences with them. Many counties offer county-wide opportunities for Junior Leaders to meet and serve the community. Contact the Extension Office for more details.

**Legos** - This project encourages youth to use their imagination and ingenuity in creating an exhibit while helping youth build dexterity and develop math and pattern skills. With the lego project, youth also learn important problem solving skills and perseverance.

**Microwave** - This Project contains exciting youth activities that focus on using the microwave to prepare everything from simple snacks to complete meals. This project includes activities focused on the following: Techniques and Utensils, Nutrition, Food Preparation, and Meal Preparation.

**Models** - Learn the craft of model building. This project nurtures dexterity, as well as other cognitive skills such as planning, problem solving and logical thinking.

**Oats** - In this project, youth will learn growth stages, plant characteristics, recognition of diseases and insects, optimum uses of fertilizers and products made from harvest while also learning important life skills such as time management, planning, budgeting, and communicating.

**Pet Pals** - The 4-H pet educational program and related activities provide youth a fun and hands-on learning experiences directly related to animal care, feeding, housing, and management. Youth develop important life skills such as decision making, goal setting, record keeping, time management and communication.

**Photography** - Take pictures; make a movie or even a video to exhibit at the fair. Educational materials on "How to" information on taking quality photographs with a camera. Has good basic information on camera use.

**Physically Fit** - Learn how to keep your body physically fit and it's short and long term effects.

**Pigeon** - The 4-H Pigeon Project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their birds. Subjects such as such as general care, nutrition housing, and health care are presented in the curricular materials, through workshops and activities such as pigeon judging, and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation in the 4-H Pigeon Project.

**Potatoes** - Learn how to grow potatoes in your garden. In this project, youth will learn growth stages, plant characteristics, recognition of diseases and insects, optimum uses of fertilizers and products made from harvest while also learning important life skills such as time management, planning, budgeting, and communicating.

**Poultry** - The 4-H Poultry Project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their birds. Subjects such as such as general care, nutrition housing, and health care are presented in the curricular materials, through workshops and activities such as poultry judging, and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation in the 4-H Poultry Project.

**Rabbits** - The 4-H Rabbit Project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as such as general care, nutrition housing, and health care are presented in the curricular materials, through workshops and activities such as Rabbit Ambassadors and in preparation of an exhibit.

**Recycling** – Since a number of households already recycle, it gives you the chance to show what you already know about recycling, and to do a poster regarding what you’ve learned.

**Robotics** – The 4-H Robotics program intentions are to excite youth about robotics and STEM education, to teach youth programming, building, teamwork, and problem solving skills and to expose youth to career opportunities in robotics and STEM in a variety of areas.

**Scrapbooking** – Learn how to creatively assemble a scrapbook of your memories. Allows youth to be creative, use their imagination, and be productive while developing their self confidence, self esteem and teaching them the value art as a way of expression.

**Sewing** (wearable and non-wearable) - This is a series on how to sew. Participants sew garments and/or accessories of increasing difficulty as they progress. The garments range from simple items to a tailored suit or coat. This project incorporates new techniques, technology and products which make sewing easier and more efficient.

**Sewing for Fun** - Learn to sew items for yourself, for others or sew something that relates to the 4-H theme of the current year.

**Sheep** - Learn to feed and care for your lambs. This requires that you register at the Extension Office by May 1. The educational 4-H sheep program and related activities (such as workshops and tours) provide youth with a fun and hands-on learning experience which develops both sheep subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications).

**Shooting Sports** - Learn shooting safety. The 4-H shooting sports project teaches safe operation of firearms and archery equipment.

**Small Engines** - Learn about the concepts behind what make small engines work. This project teaches the uses of small engines and safety issues regarding small engines. Youth will study external/internal engine parts, tools of the trade, rules and regulations related to small engine machines, and occupational possibilities.

**Soil and Water Conservation** - The soil and water conservation project teaches youth about soil, water, and environmental stewardship. Learn about soil and water quality, how they interact, and how we can protect and preserve them

**Soybean** - Learn how to grow soybeans. In this project, youth will learn growth stages, plant characteristics, recognition of diseases and insects, optimum uses of fertilizers and products made from harvest while also learning important life skills such as time management, planning, budgeting, and communicating.

**Sports** - Explore your favorite sport. Learn basic skills, safety rules of the sport and how to practice good sportsmanship.

**Sportfishing** – Learn about the different species of fish, aquatic habitats, fishing equipment and how to fish responsibly. Fishing can be a hobby and a source of study for your entire lifetime.

**Swine** - Learn how to feed and take care of pigs. Requires that you enroll in the Swine Club prior to May 1. The 4-H swine program provides youth with a fun and hands-on learning experience which develops both swine subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications).

**Tractor** - Learn the operations and safety requirements about tractors and farm machinery.

**Veterinary Science** - The 4-H Veterinary Science Project provides youth a fun and hands-on learning experience that helps them learn more about the Veterinary Science profession and opportunities for careers in animal health. Subjects such as general health care, physiology, anatomy and careers are presented in the curricular materials. Youth also have the opportunity to develop responsibility, decision making and communication skills in the 4-H Veterinary Science Project.

**Weather** - Youth will learn basic information about weather, including what causes variations in weather and why we have different seasons and climates on the earth. In this project you will observe and record weather conditions and learn weather symbols.

**Weeds** - Learn about weed identification.

**Welding** – In this project, youth will learn welding terms and phrases, types of welding equipment, safety precautions, and welding procedures while also learning life skills such as planning, organizing, and decision-making.

**Wheat** - In this project, youth will learn growth stages, plant characteristics, recognition of diseases and insects, optimum uses of fertilizers and products made from harvest while also learning important life skills such as time management, planning, budgeting, and communicating.

**Wildlife** - Observing and studying wildlife can provide a lifetime of enjoyment. This project will help you learn to identify wildlife, basic wildlife needs, and how wildlife interact with other wildlife and with people. At the advanced level you will learn how to create a wildlife habitat, wherever you live.

**Woodworking** - The 4-H wood sciences program provides youth with educational information about wood and how it can be used to construct items. The wood science project develops project skills (i.e., safe practices, using hand tools, using power tools, making specialized wood cuts) and life skills (i.e., decision-making, using science and technology, developing communication skills). These fun-filled, hands-on learning experiences are provided under the direction of caring adults.

## **MONROE COUNTY MINI 4-H PROJECTS**

**Mini 4-H** - Designed for youth currently in kindergarten through second grade. Contact the Mini 4-H Leader(s) or Extension Office for details.

### **Bicycle**

Take a picture of you and your bike  
Describe the ways you use your bike, or label bike parts  
Explain why it is important to wear a helmet.

### **Crafts**

Make your own Creative Craft!

### **Collections**

Collect 5 items or 5 pairs of items  
Go to a museum and look at many collections, write a report to discuss.

### **Dinosaurs**

Make a fossil cast (you can use bones, leaves or twigs!)  
Find four pictures of dinosaurs  
Make a model of your favorite dinosaur.

### **Entomology**

Make a poster showing a bug's life cycle.  
Make a scrapbook of your group doing a bug exhibit.  
Design and make your own bug from materials at home.

### **Farm Animals**

Make a poster showing the different things that farm animals make for us  
Make a poster showing the different kinds of farm animals.

### **Foods**

Make a peanut butter sandwich or popcorn snack...Add your own special ingredient!  
Make a poster with kitchen safety rules

### **Forestry**

Draw a Tree  
Describe uses of wood,  
Collect and identify leaves or trees

### **Gardening**

Grow and exhibit three vegetables  
Create a scrapbook of pictures of vegetables

### **Helping Mom and Dad**

Exhibit five pictures showing what you do to help around the house or farm.

### **Legos**

Build an article of your choice

### **Models**

Make a snap together plastic model  
Make a model out of clay or popsicle sticks

### **My Pet and Me**

Make a scrapbook or poster about your special pet.

### **Plants and Flowers**

Grow and cut three flowers to exhibit

Grow and exhibit a flowering plant in a pot

Make a poster to show the different parts of a plant

### **Sewing**

Create a sewing kit

Make a pin cushion

Sew a teddy bear, cat, or pillow

### **Sportfishing**

Learn how to fish safely

### **Soil and Water**

Create your own Agri-Buddy

Write a story on the adventures of a worm

Write a story about the travels of a raindrop.

### **Sun, Stars and Space**

Make a solar system

Make a poster showing different constellations

### **Whales and Dolphins**

Find and identify pictures of dolphins or whales

Make a poster to show how big whales are by comparing it to something you already know

Make a model of your favorite whale or dolphin

### **Wildlife Adventure**

Make a poster identifying birds

Create a bird watching chart

Observe and describe different animal characteristics

## **4-H PARENT PAGES**

**Purpose:** Provide support to your child in 4-H.

### **Responsibilities:**

- Help your child enroll in the 4-H Club and meet the 4-H requirements
- Help your child select one or more suitable 4-H Projects to complete.
- Make sure your child attends the 4-H Club meetings. Help your child use the club calendar. Provide or arrange for transportation. Club meeting dates are also posted on our webpage.
- Help your child to complete any 4-H responsibilities he or she may have volunteered for, been elected to, or selected for.
- Attend at least three Club meetings (the first and two others).
- Help with at least one 4-H club activity during the 4-H year. Provide refreshments for meetings or special functions. Don't wait to be asked; just volunteer, this helps!

- Support your child's 4-H project work. Show your interest and enthusiasm for the projects selected. Find out what is suggested for the members to do and learn.
- Get the 4-H Project manuals for the projects they have chosen. Manuals can be picked up at the Extension Office during regular business hours or members can have the club leaders get the manuals. Some manuals are also available on our website.
- If possible, have your child attend project workshops. Provide or arrange for transportation.
- Help your child gather any materials needed for their project.
- Encourage your child to complete one or more articles for exhibit at the County 4-H Fair.
- Learn about 4-H: what it stands for, how it operates, how it is funded.
- See that when a project is started, it is also completed.
- Encourage your 4-Her when he/she succeeds and provide even more encouragement when he/she fails.
- Be an example! Help your 4-Her to be a good sport, and appreciate the successes of others.
- Keep informed about 4-H through information from the Extension Office and/or club leaders. Read the **4-H Newsletter** and other mailings your 4-H member receives.
- Be a 4-H booster in your community. Support 4-H by sponsoring awards for the 4-H Fair and Achievement program. Contact the Extension Office if you are willing to sponsor a 4-H Fair trophy or another award for 4-H.
- Provide transportation to local meetings and county events in which your child and others of the club are interested. Or, Help your 4-Her find a way to participate in special events that interest him/her such as county contests, camps, Fairs, displays, or shows.
- Support your local 4-H leaders. Get acquainted with them. Let them know you appreciate their efforts.
- Offer your services to assist the local leaders. You have knowledge and skills that are needed in 4-H.
- If the need arises, help find local leaders for your 4-H Club. Volunteer applications are available in the Extension Office.
- Remember that the real object of 4-H is to develop your sons and daughters into finer citizens. The way they work on projects, participate in meetings, and conduct themselves at competitive events, etc., will help set work and character standards for the rest of their lives.

#### **PARENT'S 4-H PLEDGE**

I pledge my...

HEAD to give my child the information I can,  
to help him/her see things clearly and to make wise decisions.

HEART to encourage and support my child  
no matter whether he/she has successes or disappointments.

HANDS to help my child's club; if I cannot be a volunteer,  
I can help in many equally important ways.

HEALTH to keep my child strong and well for a better world through 4-H.  
for my child's club, our community, our country, and our world.



## FREQUENTLY ASKED QUESTIONS

### Q. What if it's after the January 15 deadline? Can I still join?

A. Members who wish to enroll after the deadline will have to call their local Extension Office.

### Q. Are 4H Online and Fair Entry the same thing?

A. These online systems are two separate, but related, steps in the 4-H Program.

**4H Online** is the system which has all the member's information. This is the system used to complete the annual identification and keep record of the different study areas the member chooses. Within this system, each member completes the enrollment process, including signing the consent forms and paying the annual fee.

The **Fair Entry System** is used to enter all the exhibits the member will bring to the county fair.

This system is used to record their entries, results, and premiums received. It is also used to create the livestock showbills.

### Q. What is the cost to join 4-H?

A. There is a \$20.00 State Program Fee to join traditional 4-H and a \$5.00 Program Fee for Mini 4-H with a cap of \$60.00 per family living at the same address. Clubs may also charge a nominal fee to cover club costs. The supply costs to complete your project are the responsibility of the 4-H family.

### Q. Can my friend bring my project to the fair or pick it up?

A. Yes! We appreciate projects being checked in and picked up on time. Be sure whoever is coming to the fairgrounds to pick up your project knows what they are picking up and where it was displayed during the fair.

### Q. What if I bring my project late? Will it still earn a ribbon?

A. Projects that are received at the fairgrounds after judging is done will be given a green ribbon and will not be judged.

### Q. What if my project is selected for State Fair?

A. If your project is selected for State Fair, you have several options. 1. You may take your non-perishable project home to make any corrections the judge may have told you. You can then either transport it to the state fair on your own on the date designated in the State Fair Handbook or you can return it to the Extension Staff for transport. NOTE: Extension staff may decline to transport fragile and/or large projects. Perishable projects will need to be duplicated for State Fair and returned to the Extension Staff for transport. Each 4-H member whose project was chosen for State Fair will receive a letter from the Extension office with more details. The details for Extension staff transporting projects to the State Fair will also be announced yearly via the newsletter and the 4-H schedule of events. Youth selected for State Fair will receive one state fair pass.

### Q. What if I forget to pick up my project after the fair?

A. The Extension Educator will announce a second pick-up date, typically scheduled one or two weeks after fair. After the second pick-up date, any remaining projects will be recycled.

State Fair projects, pins and ribbons can be picked up from the Extension Office two days after the State Fair closes for a period of two weeks. All members will be notified via email. Any remaining projects after the two-week period will be recycled.

## 4-H Terms

**Adult Leader/Volunteer:** Dedicated, enthusiastic, caring adults that have completed a selection, screening process by County Extension Office. The current Indiana 4-H Volunteer Selection process includes a written application, reference checks, background check, presentation of a government issued photo ID, and signing the Adult Behavioral Expectations document.

**Behavioral Expectations:** The 4-H program expects members and leaders to model positive behavior at all sponsored events including club meetings. Fair participation, good sportsmanship and ethical decisions are principles valued by the 4-H organization. All adults are required to sign a Behavioral Expectation document as part of the volunteer acceptance process. Violation of the principles listed may be grounds for dismissal from the 4-H program.

**Committees:** Adult and youth volunteers may assist in the planning, conducting and evaluating of various components of the County 4-H program. Learn how you can participate. Contact your County Extension Office.

**Community Service:** Giving back to one's community through service helps 4-H'ers carry out their pledge "to larger service." Service begins in your club, but can extend into county, regional, state, national and global efforts.

**Demonstration:** Members may prepare a demonstration to deliver at the club, county, area or state level to enhance oral presentation skills. A demonstration must fall into one of the listed categories and show how to do something so differs from a speech. Contest opportunities include: County, Area and State Fair Contests.

**Enrollment:** Your child must enroll with a club and project(s) by your club's 4-H enrollment deadline to be eligible for full county 4-H opportunities.

**Experiential Learning:** Simply put this is Learning by Doing the 4-H Way through hands-on and mind-on projects, programs and experiences. Members DO activities, QUESTION results, CONNECT to self and others, and USE experiences in daily life.

**Extension Educator:** The Purdue Extension 4-H Youth Development professional(s) give leadership to the development, implementation and evaluation of the county 4-H program. These individuals manage, teach, facilitate, mediate, mentor, plan and deliver positive youth development programs through a variety of delivery methods with a volunteer core.

**Fashion Revue/Public Show:** 4-H members model outfit sewn and/or purchased through their Sewing and Consumer Clothing project experience. Outfit must include garment(s) sewn and/or purchased, and selected accessories to complete a Total Look.

**Health Form:** The 4-H Youth Educator will ask parents/guardians of 4-H members participating in camps, overnight trips, and high-risk activities to complete a health form. These forms help in obtaining medical treatment if necessary.

**Indiana 4-H Foundation:** Established at Purdue University to accept contributions to benefit the educational efforts of the State and County 4-H programs. You may designate gifts to the State 4-H or a specific County 4-H program.

**Judging Contests:** Individuals and a team of three to four members evaluate classes of four animals in a competition. Participants place the class, answer questions and give a set of oral reasons. Judging contests include: Dairy, Horse, Livestock and Poultry.

**Junior Leaders:** Junior Leaders is a countywide 4-H organization for young people in grades 7-12. Junior Leaders develop leadership qualities through their experiences in meetings, activities, and community service projects.

**Mini 4-H:** Mini 4-H is the county directed program that allows youth in Kindergarten through Grade 2 to participate.

**Officers:** Members lead the club through holding office and chairing and serving on committees. 4-H officers include: President, Vice President, Secretary, Treasurer, Historian, News Reporter, Recreation Leader, Song Leader, Devotions Leader and Health & Safety Officer.

**Permission Forms:** The 4-H Youth Educator will ask parents/guardians of 4-H members participating in camps, overnight trips, and high-risk activities to sign and submit permission forms.

**Project:** Members use manuals to explore a topic or interest area through hands-on activities, sequential learning experiences, goal setting and evaluation. 4-H members can keep records and documentation of project experiences in a Project Book.

**Project Judging:** Evaluation of a project member's knowledge through interview with an adult judge, review of project book records and exhibit of project item and/or educational display.

**Project Requirements:** Outlines the dates, deadlines, project guidelines, resources, Fair rules, judging dates, county and beyond county opportunities and much more. Format and delivery varies between counties.

**Public Speaking:** Members may prepare a speech to deliver at the club, county, area or state level to enhance oral presentation skills. Contest opportunities include: County, Area and State Fair Contests. Release of Liability Form: Parents must sign annually a release of liability form before participation in some 4-H club activities.

**State Fair Project:** Member(s) selected to represent the county at the Indiana State Fair for a given non-livestock project or project area. Counties may select members to represent them if the project has a State Fair class.

**Traditional 4-H:** Traditional 4-H begins in the third grade and is directed at the County level with direction from the State 4-H program office.