
2021 Harrison County 4-H Project Requirements

This publication will help you determine exactly what your project(s) should consist of when you participate in project judging. In addition to the requirements listed for each project, 4-H members must bring completed project books, feed records, or member project guides (whichever is applicable) to project judging. Projects marked with an asterisk (*) are eligible to go to the state fair.

2021 Judging Dates

Livestock Skillathon – Saturday, June 12, 2021

***Project Judging Day –
Monday, June 14, 2021***

Style Revue – June 21, 2021

Project Completion

In order to receive grade ribbons and/or receive county awards or go to State Fair, youth are required to participate in traditional county-wide judging and skillathon.

Completion of a 4-H project may be achieved in one of three methods. Members must choose one of the following methods for evaluation, based on the completion of project guidelines and knowledge gained:

- **County-wide 4-H Still Project Judging, Livestock Skillathon**

All members are encouraged to participate in traditional judging. All non-animal projects are evaluated at Still Project Judging. All livestock projects must have Skillathon to be deemed completed. Participants of Still Project Judging are eligible for county awards and state fair participation.

- **Post 4-H Judging (Make Up Judging)**

Any member who is unable to participate in the county-wide 4-H Still Project Judging due to personal conflict may participate in 4-H Post Judging through appointment with Extension Educator. Participants who choose to attend make up judging will be ineligible for county awards and state fair participation; but will still be able to show completion for the year as a member.

- **Club Advisor Project Evaluation & Grade**

The designated Club Advisor may evaluate a member's project(s) based on project guidelines and knowledge gained then submit a completed grade sheet to the Harrison Extension Office by *Friday, June 18th, 2021*. Volunteers must request a grade sheet from the Extension Office prior to conducting the evaluation.

******Alternative Plan if COVID compromises Project Judging and Skillathon will be released at later dates if necessary***



- Members are to bring completed project books to interview.
- 4-H projects must be separate and distinct from those carried in other organizations (FFA, FHA, Scouts, Campfire, Grange, Science Fair, school, industrial arts, etc.)
- In a group project, the advisor should call the Extension Office to make arrangements to evaluate the group. Do not attend project judging day for a group project.
- Please dress appropriately for an interview.
- If you make a poster for any project, it should be no larger than ½ sheet of standard sized poster board. Digital displays (ex: iPad, Prezi) are encouraged.

Harrison County 4-H Project Judging Criteria & Awards

- Each participant will receive a grade A, B, or C.
 - There will be Junior and Senior Categories for each project. Junior Division for 4-H'ers ages 9-13 as of January 1, 2021. Senior Division for 4-H'ers ages 14-18 as of January 1, 2021.
 - There will be an Outstanding Award for each category selected from all participants receiving a grade A.
 - Participants will receive Grade ribbons instead of participation ribbons.
 - State fair participants will be selected by the judge and will receive State Fair Ribbons.
 - Outstanding Award winners will receive a larger outstanding ribbon.
 - ***Cash award system for Still Projects (each project is only eligible for one cash award): \$15 for State Fair participant; \$10 for Outstanding winners;***
To receive cash awards winners must attend Jr. Fair Night.
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THE OHIO STATE UNIVERSITY

COLLEGE OF FOOD, AGRICULTURAL,
AND ENVIRONMENTAL SCIENCES





Please Note
B = Beginner; I = Intermediate; A = Advanced
X = All

CLOTHING JUDGING REQUIREMENTS



*Denotes State Fair

MEMBERS MUST BRING PATTERNS TO JUDGING. Participants may be asked questions on clothing construction and techniques used in completing their project. Members must wear project garment at Clothing Judging (dressing rooms will be available - **bring your project on a hanger so it won't get wrinkled**).

PLEASE NOTE: To be eligible for Outstanding or State Fair you must participate in the Style Revue. Be sure to fill out a Style Revue narration sheet and turn it in on the day of clothing judging at the registration desk. Participants in 425 and 430 may model an outfit they put together in the style revue.

FOOD JUDGING REQUIREMENTS

* Denotes State Fair

- 1) Bring only a **single** serving size so that you can serve the judge. Leave the rest at home so it doesn't go to waste.
- 2) **Everyone** in food projects should bring a day's menu in written form (which includes the prepared food). Bring completed project book. Place settings will be there to select from as part of the judging activity. (Do not bring your own place setting.)
- 3) All members will be judged on their knowledge of the My Plate and their project book.
- 4) Be prepared to demonstrate or explain one of the techniques learned in your project book that the judge will select.
- 5) All members will participate in a Food Skillathon. Food Skillathon study booklets will be available March 1st.

Beginner Food Projects - (No Cost Breakdown Needed)
Intermediate Food Projects - (Bring Cost/Serving Calculation)
Advanced Food Projects (Bring Cost/Serving Calculation)

Other Food Related Projects
(Do not need Cost/Serving Calculations or Day Menu)

CREATIVE WRITING REQUIREMENTS



Submit writings to the Extension Office by June 8!



SHOOTING SPORTS REQUIREMENTS

Guns, bows, arrows, ammunition, and weapons are not permitted on the Fairgrounds. Participants may not use any of these items as a part of their display. Displays may also not include any part of an arrow longer than 6 inches. Displays may not include any "loaded" ammunition; any shells or casings must be open so that a visual examination can show that there is no powder in ammunition and the caps must either be absent or have been expended.

- 91(B) – Discovering 4-H** - Bring completed project book along with an educational exhibit representing a learning experience
- 92(I) – 4-H Around the Globe*** - Bring completed project book along with an educational exhibit representing a learning experience.
- 173(B) – Horseless Horse** - Bring completed project book along with an educational exhibit representing a learning experience.
- 200(B) – All About Dogs*** - Record of activities. Poster or display of what you have learned.
- 201(X) - Dogs Project & Record Book** - Record of activities. Poster or display of what you have learned.
Do not bring animal.
- 215(X) - Cavy Project & Record Book** - Poster or display of what you have learned. **Do not bring animal.**
- 216(B) - Cats I - Purr-fect Pals** - Poster or display of what you have learned. **Do not bring animal.**
- 217(I) - Cats II - Climbing Up** - Poster or display of what you have learned. **Do not bring animal.**
- 218(A) - Cats III - Cat Connections** - Poster or display of what you have learned. **Do not bring animal.**
- 220(X) - Pocket Pets Project and Record Book** - Record of activities. Poster or display of what you have learned. **Do not bring animal.**
- 227(X) - Pet Rabbit** - Poster or display of what you have learned. **Do not bring animal.**
- 244(B) - Vet 1-From Airdales to Zebras*** - Poster or display about one lesson in the book.
- 245(I) - Vet 2-All Systems Go!*** - Poster or display about one lesson in the book.
- 246(A) - Vet 3-On the Cutting Edge*** - Two posters or displays about two lessons in the book.
- 300(I) - You're The Athlete*** - Bring completed project book along with an educational exhibit representing a learning experience for the **Health** project.
- 351(B) - Staying Healthy*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 352(I) - Keeping Fit*** - Bring completed book and an educational display or poster showing examples of what you have learned.
- 353(B)- First Aid for Kids*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 354(B)- Medicine Science and Safety*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 355(I)- Tracking Your Health and Fitness*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 357(A) - Alcohol and Drug Abuse*** - Bring completed project book and a poster or display from one of the activities in the book.
- 358(A) - The Truth About Tobacco*** - Bring completed project book you must complete all eight activities along with a poster or display from one the activities.
- 359(A) – Your Thoughts Matter*** - Bring completed project book and you must complete all the activities stated in the guidelines along with an educational display.
- 365(X) - Self-Determined** – You must call the Extension Office with your topic by June 1st. Bring a completed Self Determine Project Guide (365) along with a poster or display of something you learned with you to judging.
- 365.01-365.06(X) - Self Determined Idea Starter Projects** - Poster or display of what you learned, along with completed Idea Starter and Self Determined Project Guide (365) Check Schedule for judging times.
- 370(A) - One on One*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 371(I) - Club Leadership*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 372(A) - Diversity: The Source Of Our Strength*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 373(A) - My Hands to Larger Service: Team Leaders Building Our Communities*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 374(I) - Teens On Board*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 375(I) - Leadership Road Trip: Where Are You Going?*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 376(A) - Pantry Panic: An Advanced-Level Food Project for Community-Minded Youth*** - Bring completed project book as explained in the Member Project Guide on page 6 of book and an example or display of one of the activities. **Do not have to participate in Food Skillathon.**

- 377(B) - Finding Your Voice: Public Speaking Made Easy*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 378M (A)- Leadership Master*** - Plan, do, and evaluate at least one major leadership experience. What you do should be different from what you can do in other 4-H projects, and be different and more advanced than other leadership experiences you may have had previously. Bring completed book and records explained in your project guidelines.
- 382(I) - Am I Ready for Work?*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 383(A) - Club Leadership 2*** - Bring completed project book and project review along with an educational display representing a completed activity.
- 387(A)- Here, There, Aq Careers Are Everywhere*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 405(B) - The Laundry Project*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 406(A) - Clothes for High School & College*** - (10th - 12th grades) - Construct an outfit with a minimum of two pieces or a one-piece garment with sleeves plus some detail you have not tried before. Wear the outfit.
- 407(B) - Accessories for Teens*** - Make at least one accessory (bag; purse; belt; footwear; hat; gloves; removable collar; suspenders, etc.) to add a finishing touch or achieve a more complete appearance in an outfit you select. Wear the outfit.
- 408(A) - Creative Costumes*** - Plan, make and accessorize a costume that fits into one of the four categories.
- 409(B) - Sew Fun*** - Make a pin cushion and one item of clothing, which you will wear, using an "Easy" or "Beginner" pattern.
- 410(B) – Designed By Me*** - Make a decorative patch and sew it on a garment. Bring a poster or display showing what you learned.
- 411(I) - Em-bel-lish: A 4-H Guide to Wearable Art*** - Plan and embellish a piece of clothing using a technique of your choice and with your completed project book.
- 412(I) - Sew For Others*** - Plan with another person, make and assemble an outfit for that person or adapt three garments for a disabled person.
- 413(B) - Sundresses and Jumpers*** - Make a sundress or jumper. Wear the jumper and coordinating top (if needed) and choose other items to complete your outfit.
- 415(I) – Ready Set Sew Active*** - Plan, make and assemble an outfit for active sports. Wear the outfit.
- 417(A) - Dress-Up Outfit*** - Plan, make, and assemble an outfit for dressy or formal occasions. Wear the outfit.
- 418(X) - Loungewear*** - Plan, make & assemble a lounging outfit. You must make at least the outer layer of your outfit. Wear the outfit.
- 419(B) – Terrific Tops*** - Make a top or blouse. Wear the top or blouse and bottoms and accessories to make a complete outfit.
- 420(A) - Outerwear for Anywhere*** - Construct an advanced level coat, jacket or cape. Put together a Total Look Outfit by combining your coat, jacket or cape from your project with other garments & accessories in your wardrobe that you have purchased or made. Wear the outfit.
- 424(I) - Clothing for Middle School*** - Assemble an outfit to wear to school. Make either a one-piece garment with sleeves or a skirt or pants plus a top (such as a vest, collarless jacket, sweater, blouse or other top, with or without sleeves). Wear the outfit.
- 425(A) - Look Great For Less*** - Put together a "Total Look" outfit for yourself as inexpensively as possible. Two accessory items and one minor garment in the outfit can (but do not have to be) from existing wardrobe items. Wear outfit and bring a complete project summary with receipts and cost records of outfit.
- 426(A) - Clothing For Your Career*** - Complete at least two alterations or clothing recycling experiences and compare costs with an alteration/repair service; **AND** make and evaluate an outfit that has a minimum of two pieces that fills an interview or job need. Wear the outfit and bring your altered/recycled clothing to judging. Bring any and all patterns also.
- 430(I) - Shopping Savvy*** - Bring a poster or display of what you have learned. Wear the completed outfit including accessories that you put together.
- 432M(A) - Sewing and Textiles (non-clothing) Master*** - Plan, sew, and evaluate at least one non-clothing fabric item. What you make should be different from what you can make in other 4-H projects, or should require specialized or professional level skills to complete. Bring your completed project book and records as explained in your project guidelines.

- 442(X) - Family History Treasure Hunt*** - Family group sheets and documentation of your research, as outlined on pages 3-4 of the project book.
- 445(B) - Becoming Money Wise*** - Bring project book with appropriate guidelines completed (listed on page 2 of project book) & a poster or display of something you have learned. The poster or display should include your personal account book.
- 448(A) - Teens...On the Road to Financial Success*** - Completed project book and a display that the participant completed in the project (example - completed file system, spending log, comparison of bank services and costs). The poster or display should include your personal account book.
- 459(B) - Let's Start Cooking*** - Bring one portion of prepared food from the project book.
- 461(I) - Let's Bake Quick Breads*** - Bring one prepared food (either one loaf of bread or five biscuits, muffins, pancakes, etc.)
- 462(A) - Yeast Breads on the Rise*** - Bring one prepared food (either one loaf of bread or five rolls, bagels, pretzels, or, one example of pastry item).
- 463(I) - Sports Nutrition 2: Ready, Set, Go, Get Set!*** - Bring one portion of prepared food from the project book, along with your completed book.
- 467(A) - You're the Chef*** - Bring one prepared (single portion) food from the project book.
- 469(A) - Global Gourmet*** - Bring one prepared (single portion) food from the project book.
- 472(I) - Grill Master*** - Bring one prepared (single portion) food from the project book.
- 474(A) - Beyond The Grill*** - Bring one prepared (single portion) food from the project book.
- 475(I) - Star Spangled Foods*** - Bring one prepared (single portion) food from the project book.
- 476(A) - Pathways to Culinary Success*** - Bring one prepared (single portion) food from the project book.
- 477(I) - Party Planner: A 4-H Guide to Quantity Cooking*** - Bring one portion of prepared food from the project book, along with your completed book.
- 481(B) - Everyday Food and Fitness*** - Bring completed project book and you must complete all the activities stated in the guidelines along with an educational display.
- 484(B) - Snack Attack*** - Bring one portion of prepared food from the project book.
- 485(I) - Racing The Clock To Awesome Meals*** - Bring one prepared (single portion) food from the project book.
- 486(I) - Dashboard Dining: A 4-H Guide to Healthful Fast Food Choices*** - Bring completed project book as explained in the Member Project Guide on page 6 of book and an example or display of one of the activities. ***You will participate in the Food Skillathon.***
- 487(B) - Fast Break for Breakfast*** - Bring one portion of prepared food from the project book.
- 490(B) - Science Fun With Dairy Foods*** - Bring completed project book as explained in Investigation Guidelines and an example or display of one of the activities. ***Do not have to participate in Food Skillathon.***
- 491(B) - It's My Home*** - Bring an item constructed in the project according to the requirements listed in the project book, visuals to show how the item helps make more pleasing and practical living space, and project records to show your accomplishments.
- 492(X) - Cake Decorating*** - Bring completed project book along with a display representing something you learned. ***Do not have to participate in Food Skillathon.***
- 493(B) - Science Fun With Kitchen Chemistry*** - Bring completed project book with all 11 experiments completed and project review. Bring an example or display of one of the experiments. ***Do not have to participate in Food Skillathon.***
- 494(I) - Make Over My Space*** - Bring an exhibit of items from the project (pictures, samples, etc.) and completed project book and records.
- 495(A) - Your first Home Away From Home*** - Bring project records and an exhibit (items selected or made for your first home, also records, pictures, etc.) and their project records to show how the knowledge, ideas & principles in the book were used in planning the home.
- 496(B) - My Favorite Things*** - Bring a sample of your collection along with your completed project book with all 8 activities completed and project review.
- 497(B) - Scrapbooking: A 4-H Guide to Preserving Memories*** - Bring completed project book and scrapbook.
- 498(I) - Quilting the Best Better*** - Bring your completed project book along with your lap quilt you have chosen to make.
- 499(I) - You Can Quilt!*** - Bring your completed project book along with your mini quilt you have chosen to make.
- 500(B) - Science Fun w/Physics*** - Bring your completed project book along with a project exhibit which shows something you have learned from this project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.

- 501(B) - Rockets Away (2 Liter)*** - Bring your 2 liter bottle rocket, along with completed record of at least four launches. Also bring poster or display showing something you learned.
- 502(B) - Science of Flight*** - Bring completed project book, a poster showing what you learned, and either: 1) a glider or flyer made from scratch or a kit or 2) a plastic model of your favorite jet or airplane that you made.
- 503(B) - Rockets Away (Solid Fuel Model Rocket)*** - Bring your "Este-type" rocket along with completed record of at least 4 launches. Also bring poster or display showing something you learned.
- 503M(A) - Solid Fuel Rocketry Master*** - One major solid-fuel rocketry project. At least 2 learning experiences and 2 citizenship activities. Project records including interview, budget and photos.
- 507(I) - Robotics 1 w/LEGO EV3*** - Bring your completed project book along with a project exhibit which shows something you have learned from this project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.
- 508(A) - Robotics 2 EV3N More*** - Bring your completed project book along with a project exhibit which shows something you have learned from this project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.
- 512M(A) - Robotics Master*** - Plan, design, build, program and evaluate at least one robotics project.
- 517(B) - Bicycling For Fun, Level 1*** - Bring bicycle; Your judging may include parts identification, a bicycle inspection and a bicycle rider skill course. All riders must wear a helmet.
- 518(I) - Wheels In Motion Level II*** - Bring bicycle; Your judging may include parts identification, a bicycle inspection and a bicycle rider skill course. All riders must wear a helmet.
- 527(B) - Magic of Electricity*** - Bring your completed project book along with a project exhibit which represents your level of understanding and ability within the project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.
- 528(I) - Investigating Electricity*** - Bring your completed project book along with a project exhibit which shows something you have learned from this project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.
- 529(I) - Wired for Power*** - Bring your completed project book along with a project exhibit which shows something you have learned from this project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.
- 530(A) - Entering Electronics*** - Bring your completed project book along with a project exhibit which shows something you have learned from this project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.
- 531(B)-Science Fun With Electricity*** - Bring your completed project book along with a project exhibit which shows something you have learned from this project. The project exhibit must be derived from one of the activities, experiments or plans contained in your project manual.
- 540(X) - Not Just Knots*** - Bring completed project manual along with a project exhibit. Members will be required to identify and tie selected knots from the manual for the judge.
- 541(B) - Crank It Up*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit must be derived from one of the activities contained in your project book.
- 542(I) - Warm It Up*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit must be derived from one of the activities contained in your project book.
- 543(A) - Tune It Up*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit must be derived from one of the activities contained in your project book.
- 550(I) - Young Engineers in Solar Energy*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit must be derived from one of the activities contained in your project book.
- 551(B) - Tractor 1 – Starting Up*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit must be derived from one of the activities contained in your project book.
- 552(I) - Tractor 2 – Gearing Up For Safety*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit must be derived from one of the activities contained in your project book.
- 553(I) - Tractor 3 - Moving Out*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit must be derived from one of the activities contained in your project book.
- 554(A) - Tractor 4 – Learning More*** - Bring completed project book along with an exhibit representing your level of understanding and ability within the project. The project exhibit

must be derived from one of the activities contained in your project book.

555(A) - ATV Safety - Bring your completed project book along with a poster or exhibit which shows something you have learned from this project.

556(B) - Measuring Up* - Participants need to bring with them a completed project book and an exhibit which shows that you have learned to use the following tools: utility square, try square, framing square, combination square, hand crosscut saw, coping saw, c-clamp, steel bar clam, hand screw clamp, nails, screws, sand paper, wood file, and rasp. Participants may use a power drill. Use of all tools is not required, although it helps. Use of other tools not listed above will not receive credit.

557(I) - Making the Cut* - Participants need to bring with them a completed project book and an exhibit which shows that you have learned to use the following tools: t-bevel, miter box, wood chisels, hand jig saw, scroll saw, hand stapler, power stapler, power sanders (pad, belt, drum, stationary, and disc), paint brush, and any of those from the previous project level. Use of other tools not listed will not receive credit.

558(I) - Nailing it Together* - Participants need to bring with them a completed project book and an exhibit which shows that you have learned to use the following tools: circular saw, radial arm saw, table saw, hand planes and power stapler and any of those from the previous project level. Extra credit will not be given if any other tools are used to complete the project.

559(A) - Finishing it Up* - Participants need to bring with them a completed project book and an exhibit which shows that you have learned to use the following tools: power router, portable power planer, thickness planer, power jointer and hand scraper and any of those from the previous project level.

560M (A) - Woodworking Master* - One major woodworking project. At least 2 learning experiences and 2 citizenship activities. Project records include interview, budget and photos.

573(I) - Arcs and Sparks* - Bring two welding projects, one of the projects recommended in the 4-H manual and an optional design which is no larger than that which can be wheeled in on a hand dolly. Also bring completed project book.

584(B) – Photography Basics. Book 1* - Bring **ONE** of the following 3 items for exhibit:

- 1) A single print mounted at the discretion of the exhibitor; **OR**
- 2) a collection of prints illustrating a “Photo Story”, consisting of a least 5 and not more than 10 photographs mounted at the discretion of the exhibitor; **OR**
- 3) a collection of prints illustrating one of the “Activities” the exhibitor completed for the project, consisting of at least 5 and not more than 10 photographs mounted at the discretion of the exhibitor. Developing & printing may not be done by the exhibitor. Also bring a photo album containing photos of buildings, landscapes, people, animals, birds & flowers.

585(I) – Next Level Photography. Book 2* - Bring **ONE** of the following 4 items for exhibit:

- 1) single print mounted at the discretion of the exhibitor (includes exhibiting a “Photo Statuette” or a “Panorama” of several pictures combined to make a single scene); **OR**
- 2) a single print illustrating an “Enlargement”, which shall consist of an enlargement print mounted at the discretion of the exhibitor and be accompanied by the original print; **OR**
- 3) collection of prints illustrating one of the “Activities” the exhibitor completed for the project, consisting of at least 5 and not more than 10 photographs mounted at the discretion of the exhibitor; **OR**
- 4) a single original print illustrating a “News Story”, which shall be an original photo mounted at the discretion of the exhibitor and be accompanied by the published article. Also, everyone should bring a photo album containing at least 15 of your best photos, including action flash, picture stories or news stories. Developing & printing may be done by the exhibitor, but is not required.

586(A) - Mastering Photography. Book 3* - Bring **ONE** of the following 4 items for exhibit:

- 1) **ONE** print mounted at the discretion of the exhibitor, **OR**
- 2) a single print illustrating an “Enlargement” which shall consist of an enlargement print mounted at the discretion of the exhibitor and be accompanied by the original print; **OR**
- 3) a collection of prints illustrating one of the “Activities” the exhibitor completed for the project, consisting of at least 5 and not more than 10 pictures mounted at the discretion of the exhibitor; **OR**
- 4) a single print illustrating a “News Story”, which shall be original photo mounted at the discretion of the exhibitor and be accompanied by the published article. Also bring a photo album containing any photos or materials which may be of interest to the judge. Developing and printing may be done by the exhibitor, but is not required.

- 588(I) - The Writer in You** - Journal as described in project book. One of the following: rhymed poem, free style poem, essay (maximum 500 words), or short story (maximum 2,000 words). Work must be typed or neatly printed, double-spaced on 8 ½ x 11-inch paper.
- 589M (A) - Photography Master*** - Plan, execute and evaluate at least one photography project. Create a portfolio that features your work in this project.
- 592(X) - Get Started in Art*** - Bring completed project book plus one “project” or piece of art, made as part of your project to be used during the interview with the judge to show how well you can apply the elements and principles of design.
- 593(I) – Seeing Through Graphic Design -** Bring completed project book and an educational display or poster showing examples of what you learned.
- 611(B) - Explore the Outdoors*** - Scrapbook/journal of your hikes and a display or poster representing something you learned.
- 612(B) – Geology: Can You Dig It?*** - Bring completed project book with all eight activities completed along with an educational display or poster showing examples of what you have learned.
- 613(I)- Explore the Poles*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 617(A) - Exploring Ponds*** - Bring completed project book and an educational display or poster showing examples of what you learned.
- 620(B) - Why Trees Matter*** - Completed project book and a poster or display representing something you completed with your project.
- 621(X) - Ohio Birds*** - Poster or display of what you learned; may include scrapbook/journal of bird watching and bird feeder or birdhouse that you built.
- 622(I) - Trapping Muskrats in Ohio*** - Completed project book and a poster or display showing something that you have learned.
- 623(B) – Outdoor Adventure: Beginning Fishing*** - Poster or display showing something you’ve learned. Record of fish you caught.
- 624(I) - Fishing II*** - Poster or display showing something you've learned. Record of fish you caught.
- 630(B) - Safe Use of Guns*** - Display or poster showing what you learned **Do not bring gun to judging.**
- 631(B) - Archery*** - Display or poster showing what you learned.
- 641(X) - Beekeeping Project and Record Book*** - Completed project book and poster or display showing something that you have learned. Complete at least 6 project activities/“Call Boards” each year.
- 644(B) – Insect Adventures. Level I*** - Completed project book and a poster or display showing something that you have learned.
- 645(I) - Insect Adventures. Level 2*** - Completed project book and a poster or display showing something that you have learned.
- 646(A) - Insect Adventures. Level 3*** - Completed project book and a poster or display showing something that you have learned.
- 670(I) - Canning and Freezing*** - Bring an exhibit from the project and completed project book. ***Do not have to participate in Food Skillathon.***
- 671(B) - How Does Your Garden Grow*** - Bring your completed project book and three different annual flowers and a picture of your garden.
- 673(I)- Edible Landscapes*** - Bring completed project book along with an educational exhibit representing a learning experience from the project.
- 691(B) - Grow Your Own Vegetables*** - Bring your completed project book, photos or drawings of your garden and three different vegetables that you grew displayed on a plate.
- 692(I) - Growing with the Season: Vegetable Gardening 2*** - Bring your completed project book, photos or drawings of your garden and four different vegetables that you grew displayed on a plate.

