A. The name and county of each exhibitor should appear separately on the back of each board, poster or article and on the front cover of the notebooks so owner of the exhibit may be identified if the entry tag is separated from the exhibit.

B. Each individual is limited to one exhibit per class.

C. Several classes require a display board which should be a height of 24 inches and not to exceed 1/4-inch thickness. A height of 24 7/8 inches is acceptable to allow for the saw kerf (width) if two 24 inch boards are cut from one end of a 4 foot by 8-foot sheet of plywood. Nothing should be mounted within 3/4 inch of the top or bottom of the board. (Example: Woodworking & Electricity.)

D. Fabricated board such as plywood, composition board, or particle-type lumber may be used for demonstration displays.

E. Demonstration boards should be sanded and finished to improve their appearance. The finish on a demonstration board will be judged as a woodworking exhibit.

F. Demonstration boards should include an overall title for the display, plus other necessary labeling.

G. Reports should be written using the scientific method whenever possible (Background, the Question or hypothesis, what you plan to do and what you did, Method used and observations, Results: what you learned. All reports should be computer generated and enclosed in a clear plastic cover. The reports should be attached securely to the display.

-AEROSPACE-

Refer to SET GENERAL RULES for more information.

Rockets must be supported substantially to protect the rocket from breakage. Rockets are to be mounted on a base that has dimensions equal or less than 12" x 12" and the base should be 3/4" thick. No metal bases. If the rocket fins extend beyond the edges of the required base (12" x 12"), then construct a base that is large enough to protect the fins. The base size is dictated by the size of the rocket fins. The rockets must be mounted vertically. Please do not attach sideboards or backdrops to the displays. In addition, a used engine or length of dowel pin is to be glued and/or screwed into the board and extended up into the rockets engine mount to give added stability. Rockets must be equipped as prepared for launching, with wadding and parachute or other recovery system. Rockets entered with live engines, wrong base size or sideboards will be disqualified.

A report, protected in a clear plastic cover, must include: 1) rocket specification (include original or photo of manufacture packaging stating rocket skill level); 2) a flight record for each launching (weather, distance, flight height); 3) number of launchings; 4) flight pictures; 5) Safety (how did you choose your launch site? Document safe launch, preparations, and precautions); 6) objectives learned; and 7) conclusions. The flight record should describe engine used, what the rocket did in flight and recovery success. Points will not be deducted for launching, flight or recovery failures described. This includes any damage that may show on the rocket. Complete factory assembled rockets will not be accepted at the Fair. Judging is based upon display appearance, rocket appearance, workmanship, design or capabilities for flight, number of times launched.
and report. Three launches are required to earn the maximum launch points given on the score sheets.

For self-designed rockets only, please include digital recorded copy of one flight. In the documentation please include a description of stability testing before the rocket was flown.

Skill level of project is not determined by number of years in project. Skill level is determined by the level listed on the manufacturing packaging.

4-H Rocket project levels are not intended to correspond to National Association of Rocketry model rocket difficulty ratings or levels.

High power rockets (HPR) is similar to model rocketry with differences that include the propulsion power and weight increase of the model. They use motors in ranges over “G” power and/or weigh more than laws and regulations allow for unrestricted model rockets. These rockets are NOT appropriate for 4-H projects and will be disqualified.

**LIFT OFF – UNIT 2**

- **H 850 001 ROCKET** Any Skill Level 2 Rocket with wooden fins painted by hand or air brush.
- **H 850 002 DISPLAY** Display exemplifying one of the principles learned in the Lift Off project. Examples include: display of rocket parts and purpose, interview of someone in the aerospace field, or kite terminology. Include notebook containing terminology (definition), and what was learned. Display can be any size up to 28" by 22”.
- **H 850 003 ROCKET** Any Skill Level 2 Rocket with wooden fins painted using commercial application example commercial spray paint.

**REACHING NEW HEIGHTS – UNIT 3**

- **H 850 004 ROCKET** Any Skill Level 3 Rocket with wooden fins painted by hand or air brush.
- **H 850 005 DISPLAY** Display exemplifying one of the principles learned in the Reaching New Heights Project. Examples include: airplane instrumentation, kite flying, or radio-controlled planes. Display can be any size up to 28" by 22”. Include notebook containing terminology (definition), and what was learned.
- **H 850 006 ROCKET** Any Skill Level 3 Rocket with wooden fins painted using commercial application example commercial spray paint.

**PILOT IN COMMAND – UNIT 4**

- **H 850 007 ROCKET** Any Skill Level 4 Rocket with wooden fins or any self-designed rocket.
- **H 850 008 DISPLAY** Display exemplifying one of the principles learned in the Pilot in Command Project. Examples include: flying lessons, or careers in aerospace. Display can be any size up to 28" by 22”.

**PURPLE $1.60; BLUE $1.25; RED $1.00; WHITE $0.75**

**COMPUTERS – UNIT 1**

*Not eligible for State Fair

- **H 860 901 4H PROMOTIONAL FLYER** Exhibit should be created on 8” ½ x 11” page using a commercially available graphics software package. Flier can be color or black and white. Fliers can be a whole page or a folded filer.
- **H 860 902 CYBERCARD** Exhibit will consist of two cyberspace greeting cards sent. Exhibit will be a printout of each card and a one page text telling the steps taken to
complete and send the cyber cards and how you may be able to use cyber cards. One text will be for both cards.

*H 860 903 DIGITAL CAMERA DISPLAY Exhibit will consist of a series of pictures showing how you used computer software to enhance or change a single digital camera picture. Exhibit should explain what hardware and software was used and how software was used to change each picture.

*H 860 904 SCANNER DISPLAY Exhibit will consist of one or more pictures scanned into your computer and printed on your printer. Exhibit should explain what hardware and software was used to create it.

*H 860 905 COMPUTER DESIGNED GREETING CARD Exhibit will consist of six greeting cards, each for a different occasion/holiday. Exhibit should be created on 8 ½ x 11 paper using a commercially available graphics program and a color printer/printer or single color printer/printer. The cards should vary in folds and design. Prefabricated cards from commercially available card programs will NOT be accepted. No theme required.

COMPUTER MYSTERIES – UNIT 2

H 860 001 COMPUTER APPLICATION POSTER 4-H exhibitor should use computer application to create a graphic notebook utilizing computer technology. 4-H’er may create any of the following: greeting card (5 different cards should as a birthday, wedding, anniversary, sympathy get well or other); a business card (3 cards for 3 different individuals and businesses); menu (minimum of 2 pages including short description of foods and pricing); book layout (1-book); promotional flyer (3 flyers promoting 3 different events); newsletter (minimum 2 pages); or other: examples such as precision farming or family business logo etc. This exhibit consists of a notebook (8.5x11 inches) which should include a (1) a detailed report describing: (a) the task to be completed, (b) the computer application software required to complete the task, (c) specific features of the computer application software necessary for completing the task (2) print out of your project. Project may be in color or black and white.

H 860 002 PRODUCE A COMPUTER SLIDESHOW PRESENTATION Using presentation software. Files must be saved in a PC compatible format with county name and last name of participant before emailing. A notebook with a printout of all the slides should be submitted. Slideshow should include a minimum of 10 slides and no more than 25. Incorporate appropriate slide layouts, graphics, sound and either a video clip, animation or voice over and/or original video clip. The presentation must be able to be played and viewed on a PC using Windows Media Player, Real Player, iTunes or QuickTime Player.

H 860 003 PRODUCE AN AUDIO/VIDEO COMPUTER PRESENTATION Using presentation software a 4-H exhibitor designs a multimedia computer presentation on one topic related to youth. The presentation should be at least 2 minutes in length and no more than 5 minutes in length, appropriate graphics, sound and either a video clip, animation or voice over and/or original video clip. The presentation must be able to be played and viewed on a PC using Windows Media Player, Real Player, iTunes or QuickTime Player.

H 860 004 HOW TO STEM (SCIENCE, TECHNOLOGY, ENGINEERING AND MATH) PRESENTATION Youth design a fully automated 2 to 5 minute 4-H “how to” video. Submissions should incorporate a picture or video of the 4-Her, as well as their
name (first name only), age (as of January 1 of the current year), years in 4-H, and their personal interests or hobbies. Videos should be designed for web viewing. Any of the following formats will be accepted: .mpeg, .rm, .wmv, .mp4, .ov, .ppt, or .avi.

H 860 006 CREATE A WEB SITE/BLOG OR APP Design a simple Web site/blog or app for providing information about a topic related to youth using either software programs such as an HTML editor like Microsoft’s FrontPage or Macromedia’s Dreamweaver, and image editor like IrfanView or GIMP OR online using a WIKI such as Google Sites. If the Website, Blog, or App isn’t live include all files comprising the Website, Blog or App should be submitted on a CD-ROM in a plastic case along with the explanation of why the site was created. If developed using a WIKI or other online tool include a link to the website in the explanation of why the site was created.

H 860 007 3D PRINTING UNIQUE ITEMS 3D printing uses plastic or other materials to build a three-dimensional (3D) object for a digital design. Youth may use original designs or someone else’s they have re-designed in a unique way. Exhibits will be judged based on the motivation and/or problem identified. For example, 3D objects printed as part of the design process for robot or other engineering project or cookie cutter. Must include design notebook with motivation or problem statement the prototype was 3D printing will include a notebook with the following: 1) Define motivation/problem solved; 2) Software used; 3) Document purpose of material and print settings; 4) Material choice (PLA, PVA, ABS, etc.); 5) In-fill density; and 6) Moving parts.

H 860 008 3D PEN CREATION 3D pens rapidly melt and cool plastic filament allowing the 4-H member to draw in 3D. Youth may use original designs or use a template to create their 3D item. Exhibits will be judged based on the complexity of the design and shape. 3D pen creation will include a notebook with the following: 1) Copy of the template if used and description of any changes the youth created; 2) If no template used - an explanation of how the creation was built; 3) Must include paragraph of what the youth learned while creating their project (i.e. way to improve their next creation); 4) Paragraph on how 3D pens impact science, engineering, and technology.

H 860 009 DIGITAL FABRICATION This project is a computer generated project created using a laser cutter, vinyl cutter, heat press or CNC router. Vector or 3D based software such as Corel Draw or Fusion 360 would be an example of an appropriate software used to create your finished project. Project should include a notebook with the following: 1) What motivated you to create this project? 2) Software and equipment used; 3) Directions on how to create the project; 4) Prototype of plans; 5) Cost of creating project; 6) Iterations or modifications made to original plans; and 6) Changes you would make if you remade the project.

PURPLE $2.50; BLUE $2.20; RED $1.75; WHITE $1.40

ROBOTICS

Refer to SET GENERAL RULES for more information.

Youth enrolled in Virtual Robotics, Junk Drawer Robotics (Levels 1, 2, or 3), Robotics Platforms or GEAR TECH 21 may exhibit in any class within this division.

Creating a video of your robot in action would be helpful for the judges but is not mandatory present as a CD Rom with your robot entry

H 861 001 ROBOTICS POSTER Create a poster (14” X 22”) communicating a robotics theme such as “Robot or Not”, “Pseudocode”, “Real World Robots”, “Careers in
Robots” or “Autonomous Robotics”, “Precision Agriculture” or a robotic topic of interest to the 4-H’er.

**H 861 002 ROBOTICS NOTEBOOK**  Explore a robotics topic in-depth and present your findings in a notebook. Documentation should include any designs, research, notes, pseudocode, data tables or other evidence of the 4-H’ers learning experience. The notebook should contain at least three pages. Topics could include a programming challenge, a programming skill, calibration, sensor exploration, or any of the topics suggested in Class 1.

**H 861 003 ROBOTICS VIDEO**  This class should be displayed in a notebook. The notebook should include a video clip on a CD/DVD that demonstrates the robot performing the programmed function. Include your pseudo code and screenshots of the actual code with a written description of the icon/command functions.

**H 861 004 ROBOTICS /CAREERS INTERVIEW**  Interview someone who is working in the field of robotics and research the career in robotics. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Multimedia reports should be 3 to 5 pages, double spaced, 12-point font, and 1” margins. Multimedia reports should be between 3 to 5 minutes in length.

**H 861 005 ROBOTICS SENSOR NOTEBOOK**  Write pseudo code which includes at least one sensor activity. Include the code written and explain the code function.

**H 861 006 BUILD A ROBOT (may use kit)**  Include a robot and notebook including the pseudocodes for at least one program you have written for the robot, the robots purpose, and any challenges or changes you would make in the robot design or programming. If robot is more than 15” inches wide and 20” inches tall they may not be displayed in locked cases. We recommend that you submit the project under class -ELECTRICITY-

Refer to SET GENERAL RULES for more information.

**MAGIC OF ELECTRICITY – UNIT 1 *Not State Fair eligible**

For classes 911 914, please refer to 4H manual

**H 870 911 BRIGHT LIGHTS**  Create your own flash light using items found around your house. Flash lights should be made out of items that could be recycled or reused. No kits please.

**H 870 912 CONTROL THE FLOW**  Make a switch. Use the following items: D cell battery, battery holder, insulated wire, 2 or 2.5 volt light bulb, bulb holder, paper clip, cardboard, and two brass paper fasteners to create a circuit that you can open and close.

**H 870 913 CONDUCTING THINGS**  Make a circuit with a switch and a light bulb that can be used to test different household items for their ability to act as an insulator or conductor. You must find five items that are conductors and five items that are insulators. Create a table that illustrates your results.

**H 870 914 IS THERE A FORK IN THE ROAD**  Use the following items to construct one parallel and one series circuit. Items: D cell battery, battery holder, insulated wire, bulb holder and a 2 or 2.5 volt light bulb.

**INVESTIGATING ELECTRICITY – UNIT 2 *Not State Fair eligible**

For classes 915 917, please refer to 4H manual

**H 870 915 CASE OF THE SWITCHING CIRCUIT**  Use the following items: two D cell batteries, two battery holders, light bulb, bulb holder, a 3inch by 6 inch piece of
cardboard, six brass paper fasteners and approx. two feet of 24 gauge insulated wire to build a three way switch. Write a short essay or create a poster that illustrates how three way switches function.

*H 870 916 ROCKET LAUNCHER* Construct a rocket launcher out of the following materials: a plastic pencil box that is at least 4 inches by 8 inches, single pole switch, single throw switch, normally open push button switch, 40 feet of 18 or 22 gauge stranded wire, 4 alligator clips, 2 by 6 board 6 inches long, 1/8 inch diameter metal rod, rosin core solder, soldering iron or gun, wire stripper, small crescent wrench, pliers, small Phillips and straight blade screwdrivers, drill, 1/8 inch and ¼ inch drill bits, rocket engine igniters, additional drill bits matched to holes for two switches. You must successfully build a rocket launcher and light two rocket igniters with your launcher. You DO NOT have to actually fire a rocket off of the launcher. Create a poster using photographs to show the “step by step process” you used to build your launcher.

*H 870 917 STOP THE CRIME* Build an ALARM using the following materials: On off push button switch, mercury switch, buzzer, vibrating or piezoelectric, 9 volt battery, 9 volt battery holder, 4 inch by 4 inch by 1/8 inch Plexiglas board to mount circuit on; rosin core solder, soldering gun/iron, two feet of 22 gauge wire, wire strippers, hot glue sticks, hot glue gun and a plastic box with a lid to mount your alarm circuit on. Create a poster using photographs to show the “step by step process” you used to build your alarm.

**ELECTRICITY- WIRED FOR POWER – UNIT 3**

H 870 001 ELECTRICAL TOOL/SUPPLY KIT Create an electrical supply kit to be used for basic electrical repair around the house. Include a brief description of each item and its use. Container should be appropriate to hold items.

H 870 002 LIGHTING COMPARISON Display studying the efficiency of various lighting (incandescent, fluorescent, halogen, Light Emitting Diodes, etc.). Exhibit could be a poster display, or an actual item.

H 870 003 ELECTRICAL DISPLAY/ITEM Show an application of one of the concepts learned in the Wired for Power project. Examples include: re-wiring or building a lamp, re-wiring or making a heavy duty extension cord or developing an electrical diagram of a house. Exhibit could be a poster display, or an actual item

H 870 004 POSTER Poster should exemplify one of the lessons learned in the Wired for Power Project. Posters can be any size up to 28” by 22”.

**ELECTRONICS – UNIT 4**

H 870 005 ELECTRICAL/ELECTRONIC PART IDENTIFICATION Display different parts used for electrical/electronic work. Exhibit should show the part (either picture or actual item) and give a brief description, including symbol of each part and its function. Display should include a minimum of 10 different parts.

H 870 006 ELECTRONIC DISPLAY Show an application of one of the concepts learned in the Electronics project. Examples include: components of an electronic device (refer to p. 35 of the Electronic manual).

H 870 007 ELECTRONIC PROJECT Exhibit an electronic item designed by the 4-Her or form a manufactured kit that shows the electronic expertise of the 4-H’er. Examples include: a radio, a computer, or a volt meter.

H 870 008 POSTER Poster should exemplify one of the lessons learned in the Entering Electronics Project. Posters can be any size up to 28” by 22”.
CAREERS

H 870 010 CAREERS INTERVIEW Interview someone who is working in the field of electricity and research that career. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Written reports should be 3 to 5 pages, double spaced, 12-point font, and 1” margins. Multimedia reports should be between 3 to 5 minutes in length.

PURPLE $1.60; BLUE $1.25; RED $1.00; WHITE $0.75

Refer to SET GENERAL RULES for more information.

H 880 001 POSTER Create a poster (not to exceed 14” x 22”) communicating a GPS theme such as How GPS or GIS works, Careers that use GPS or GIS, How to use GPS, What is GIS, GPS or GIS in Agriculture, Precision Agriculture, or a geospatial topic of interest.

H 880 002 4-H FAVORITE PLACES OR HISTORICAL SITE POSTER The 4-H exhibitor identifies a favorite place or historical site (including grave sites) in Nebraska. Exhibit should include latitude and longitude, digital picture, and local area map. Poster size should not exceed 14” X 22”.

H 880 003 GPS NOTEBOOK Keep a log of at least 5 places visited using a GPS enabled device. At least one site should be from a community other than where you live. For each site, record the latitude, longitude and elevation. Also include a description of the site, a paragraph explaining what was interesting about the site or finding it. Photos of each site and/or cache are optional but encouraged.

H 880 004 GEOCACHE Assemble a themed geocache. Each geocache should be a water-tight container. It should include a log book and pencil for finders to log their visits and may include small trinket, geo-coins, etc. for the finders to trade. Documentation should include a title, teaser description and the geographic coordinates of intended placement. Register the site at geocaching.com, include a print-out of its registry. The entry may include a photograph of the cache in its intended hiding place.

H 880 005 AGRICULTURE PRECISION MAPPING 4-Hers will assemble a notebook that will include a minimum of 2 digital copies of various data layers that can be used in precision agriculture to identify spatial patterns and/or correlations (printed copies of websites were applications can be purchased is acceptable) A report of how the analysis of the various data will be used to make a management decision.

H 880 007 4-H HISTORY MAP/PRESERVE 4-H HISTORY Nominate a Point of Interest for the 4-H History Map Project include copy of submitted form in folder or notebook. To nominate a site for the 4-H history map please go to http://arcg.is/1bvGogV For more information about 4-H history go to http://www.4-hhistorypreservation.com/History_Map/For a step by step video on nominating a point, please go to this link: http://tinyurl.com/nominate4h. Write a brief description of the historical significance of 4-H place or person. (Minimum of one paragraph)

H 880 008 GIS THEMATIC MAP Using any GIS software, create a thematic. Thematic maps can utilize any subject of interest to the 4-H’er. Example map would be Amelia Earhart’s or Sir Francis Drake’s voyage population density maps, water usage “x 11” maps or 4-H project in Nebraska. Create GIS Map using data from books, and or
internet. Use reliable data, (U.S. Center or U.S. Census Bureau etc.) Map any size from 8.5” x 11” up to 36” x 24”, should include Title, Base Map, Neat Line, North Arrow, and Legend. Identify the source of your information on the back of the map.

**H 880 010 CAREERS INTERVIEW** Interview someone who is working in a Geospatial field and include research that career. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Written reports should be 3 to 5 pages, double-spaced, 12-point font, and 1” margins. Multimedia reports should be between 3 to 5 minutes in length.

**-PHYSICS/POWER OF WIND-**

Refer to SET GENERAL RULES for more information.

**H 900 001 CREATE AND COMPARE ENERGY RESOURCES POSTER** Poster should explore 2 alternative/renewable energy resources. Compare and contrast the 2 resources including two of the following information: amount of energy created, costs of production, usability of the energy, pros/cons of environmental impacts, etc. Posters can be any size up to 28” by 22.”

**H 900 002 EXPERIMENT NOTEBOOK** Notebook will explore the scientific method involving alternative/renewable energy sources. Information required. 1.) Hypothesis 2.) Research 3.) Experiment 4.) Measure 5.) Report or Redefine Hypothesis.

**H900 003 SOLAR AS ENERGY DISPLAY** Item should be the original design of the 4-Her. Include the item, or a picture if it is in excess of 6’ tall or 2’ X 2’. Include a notebook of why the item was designed and how it harnesses the power of the sun. Examples include solar ovens, solar panels, etc.

**H 900 004 WATER AS ENERGY DISPLAY** Item should be the original design of the 4-Her. Include the item, or a picture if it is in excess of 6’ tall or 2’ X 2’. Include a notebook of why the item was designed and how it harnesses the power of water.

**H 900 005 WIND AS ENERGY DISPLAY** Item should be the original design of the 4-Her. Include the item, or a picture if it is in excess of 6’ tall or 2’ X 2’. Include a notebook of why the item was designed and how it harnesses the power of wind.

**H 900 006 OTHER NEBRASKA ALTERNATIVE ENERGY** Notebook should explore Nebraskan alternative energy source besides wind, water, and solar power. Include information on type of power chosen, infrastructure for distribution, what resources are needed to create this alternative resource, cost of production, and potential uses of bioproducts.

Resources:
https://4-h.org/parents/national-youth-science-day/wired-for-wind/
https://4-h.org/parents/national-youth-science-day/biofuel-blast/
http://web.cals.uidaho.edu/biodiesel/4-h-curriculum-for-ages-8-12/

**PURPLE $2.50; BLUE $2.20; RED $1.75; WHITE $1.40**

**-SMALL ENGINES-**

**CRANK IT UP UNIT 1**

*H 890 901 DISPLAY/ITEM* Exhibit demonstrating the skills learned in the Crank It Up project. Examples include parts of an engine, types of engines and uses, engine maintenance, or safety) Exhibit can be a poster display or an item. Include a report on what you did to the engine.

*H 890 902 INTERVIEW OR PRICE COMPARISON* Mount on an 8 ½ by 11
cardstock what you learned by doing an interview or price comparison. See pages 3033 for examples of what to include. May include a photo of person or item.

**WARM IT UP – UNIT 2**

*H 890 903 SMALL ENGINE DISPLAY/ITEM* Show an application of one of the concepts learned in the Warm It Up project. Examples include: comparison of engine oil types, transmissions, or safety related to engines. Exhibit could be a poster display, or an actual item. Include a report on what you did to the engine.

*H 890 904 INTERVIEW OR PRICE COMPARISON* Mount on an 8 ½ by 11 cardstock what you learned by doing an interview or price comparison. See pages 3033 for examples of what to include. May include a photo of person or item.

**TUNE IT UP – UNIT 3**

*H 890 905 ENGINE DISPLAY/ITEM* Display/Item should exemplify one of the lessons learned in the Tune It Up Project. Examples include: diagnostic tools, fuel systems, ignition systems. If a complete engine is exhibited it will not be started. However, display needs to report process of building/rebuilding engine and how/where engine will be utilized (i.e. lawn mower, weed eater, snow blower, etc.). Include a report on what you did to the engine.

*H 890 906 INTERVIEW OR PRICE COMPARISON* Mount on an 8 ½ by 11 cardstock what you learned by doing an interview or price comparison. See pages 3033 for examples of what to include. May include a photo of person or item.

**WELDING**

Refer to SET GENERAL RULES for more information.

(All metal welding processes accepted.)

All welds exhibited in class 1 or 2 must be mounted on a 12" high x 15" long display board of thickness not to exceed 3/8". Attach each weld on a wire loop hinge or equivalent, so the judge can look at the bottom side of the weld when necessary. Each weld should be labeled with information stated: 1) type of welding process (stick, MIG, TIG, Oxy-Acetylene, etc.); 2) kind of weld; 3) welder setting; 4) electrode/wire/rod size; and 5) electrode/wire/rod ID numbers. Attach a wire to display board so it can be hung like a picture frame. If no plans are included with welding article or welding furniture, item will be disqualified.

**4-H WELDING PROJECT TIPS AND SUGGESTIONS: CLASS 1** – All welds should be made with the same electrode/wire/rod size and number. Welds should be made only on one side of metal so penetration can be judged. Welds should be cleaned with chipping hammer and wire brush. Apply a coat of light oil (penetrating oil) to the metal to prevent rusting. Wipe off excess oil. It is suggested that all welds be on the same size and thickness of metal. These pieces, referred to as coupons, should be 1.5 to 2 inches wide and 3.5 to 4 inches long. A good way to get this size is to buy new cold rolled strap iron and cut to length. The extra width is needed to provide enough metal to absorb the heat from the welding process and prevent the coupons from becoming too hot before the bead is completed. Narrower coupons will become very hot, making an average welder setting too cold at the bead start, just about right in the middle, and too hot at the end. The correct way to weld narrow strips is to make short beads and allow time to cool, however this project requires a full length bead.
STICK WELDING: Suggested coupon thickness - 1/4" if using 1/8" rod. Suggested rod-AC and DC straight or reverse polarity- first E-7014, second E-6013

MIG WELDING: Suggested coupon thickness - 1/4" if using .035 wire and 1/8" if using .023 wire

OXY-ACETYLENE: Suggested coupon thickness - 1/8". Suggested rod- 1/8" mild steel rod

4-H WELDING PROJECT TIPS AND SUGGESTIONS: CLASS 2 – It is suggested that all welds be on same size and thickness of metal. These pieces are referred to as coupons. The welds can be on one coupon that is about 4" x 4" or on individual coupons that are about 2" x 4" inch and 1/4" thick. Suggested rods for this class of position welds for AC and DC straight or reverse polarity is, first E-6013, second E-7014 and E-6010 for DC reverse polarity only.

Welds should be cleaned with a chipping hammer and wire brush. Apply a coat of light oil (penetrating oil) to the metal to prevent rusting. Wipe off excess oil.

4-H WELDING PROJECT TIPS AND SUGGESTIONS: CLASS 3 & 4 – All welds should be cleaned and protected from rust with paint or light oil. Plans are to be complete enough that if they were given to a welding shop, the item could be made without further instructions. Bill of materials should include a cost for all items used including steel, electrodes, paint, wheels, etc.

H 920 01 WELDING JOINTS A display of one butt, one lap and one fillet weld.

H 920 02 POSITION WELDS A display showing three beads welded in the vertical down, horizontal and overhead positions.

H 920 03 WELDING ARTICLE Any shop article where welding is used in the construction. 60% of item must be completed by 4-H and notes regarding laser welding or machine welding must be included. All plans, plan alternations, and a bill for materials must be attached to the article. Protect plans with a cover. If project is designed to be outside it is required to have appropriate outdoor finish because project may be displayed outside.

H 920 04 WELDING FURNITURE Any furniture with 75% welding is used in the construction. 60% of item must be completed by 4-H and notes regarding laser welding or machine welding must be included. All plans, plan alternations, dimensions and a bill for materials must be attached to the article. Protect plans with a cover. If project is designed to be outside it is required to have appropriate outdoor finish because project may be displayed outside.

*H 920 05 PLASMA CUTTER/WELDER DESIGN *This exhibit is not eligible for entry at the State Fair. Plasma cutters/welders allowed for detailed design(s) to butt cut into metal. 4-H members will create a notebook describing the design process to create the "artwork" to butt cut into metal. In the notebook include: 1) A photo (front and back) of the finished project; 2) Include detailed photographs of the project to allow judges to examine cuts; 3) Instructions on how the design was created, this allows for replication of the project; 4) Lessons learned or improvements to the project.

PURPLE $2.00; BLUE $1.50; RED $1.20; WHITE $0.85

-VETERINARY SCIENCE-
Refer to SET GENERAL RULES for more information.
A. The purpose of a Veterinary Science exhibit is to inform the public about a common health problem of animals or a veterinary science principle. Do not confuse veterinary science exhibit topics with animal husbandry, history or production topics.

B. A Veterinary Science exhibit may consist of a poster, notebook or a display. The exhibit may represent material from any of the Veterinary Science projects including entry level exhibits from Unit I.

C. If photographs are to be part of the exhibit, remember that they will be viewed by the public. Make sure that the photographs are in good taste and will not be offensive to anyone. Graphic photographs of excessive bleeding, trauma or painful procedures are not appropriate. For exhibits related to veterinary surgical procedures, aseptic techniques need to be shown, for example, use of drapes, use of sterile procedures, wearing of gloves, and other appropriate veterinary medical practices.

D. First-Aid Kits: Because of public safety concerns and risk of theft of first-aid kit contents (veterinary drugs/equipment) with perceived potential for drug abuse, NO ANIMAL FIRST AID KITS WILL BE PERMITTED. Animal first aid kits submitted will be immediately disqualified and not shown.

E. Veterinary Science Posters: This exhibit presents the viewer with a design that is simple and direct, unlike a display that usually presents more information. A poster should not exceed 22" x 28" and may be either vertical or horizontal.

F. Veterinary Science Displays: A display may include but is not limited to: a 3-dimensional exhibit, a scale model, the actual product (for example: skeleton; teeth; samples of leather, fur, or dried skin damaged by disease or parasites) or a notebook. A display is not a poster. A display may be mounted on poster board not to exceed 22" x 28" or on 1/4" plywood or equivalent that does not exceed 24" high or 32" wide or in a three ring binder or another bound notebook format.

G. Appropriate Veterinary Science Topics: Maintaining health; Specific disease information; Photographic display of normal and abnormal characteristics of animals; Animal health or safety; Public health or safety; Proper animal management to ensure food safety & quality; Efficient and safe livestock working facilities; Or a topic of the exhibitors choosing related to veterinary medicine or veterinary science.

H. *Remember, since these are science displays, all references and information needs to be properly cited. Proper sources include but are not limited to: Professional journals and publications, professional AVMA accredited websites, interviews with Veterinarians and excerpts from Veterinary Educational Literature.

I. Refer to SET GENERAL RULES for more information.

**H 840 001 4-H VETERINARY SCIENCE LARGE ANIMAL POSTER, NOTEBOOK, OR DISPLAY**

**H 840 002 4-H VETERINARY SCIENCE SMALL ANIMAL/PET POSTER, NOTEBOOK, OR DISPLAY**

**PURPLE $2.00; BLUE $1.50; RED $1.20; WHITE $0.85**

TRI-COUNTY INSURANCE AND FINANCIAL SERVICE, WAKEFIELD – Champion Ag Engineering Exhibit (chosen from Rocketry, Computer, Robotics, Electricity, Energy, Tractor, Small Engine, Entomology, Wind Power and Veterinary Science)

**WOODWORKING**

Refer to SET GENERAL RULES for more information.
The ability to build objects as designed by another person is an important life skill. Professional woodworkers often are hired to build objects to exacting specifications as laid out in a written plan. Requirements: All articles exhibited must include a plan (with drawings or sketch or blueprints) stating dimensions and other critical instructions a builder would need to know how to build the project. Plans may include narrative instructions in addition to the dimension drawings and include any alternations to the original plan. Part of the score depends on how well the project matches the plans. If the plans are modified, the changes from the original need to be noted on the plans. All plans used for making the article must be securely attached and protected by a clear plastic cover. Only one exhibit allowed per 4-H member per class.

UNIT 1 *Not eligible for State Fair

*H 911 901 ARTICLES made with hand tools. Select from Unit I or use comparable plans from other sources.

*H 911 902 SECOND ARTICLE with hand tools. Select from Unit I or use comparable plans from other sources.

UNIT 2 *Not eligible for State Fair

*H 911 903 ARTICLES selected from Unit II or use comparable plans from other sources.

*H 911 904 SECOND ARTICLE from Unit II or use comparable plans from other sources.

UNIT 3 – NAILING IT TOGETHER

H 911 001 WOODWORKING ARTICLE Item should be made using either joints, hinges, dowels, or a dado joinging made using skills learned in the Nailing It Together manual. Item is required to be appropriately finished. Examples include: bookcase, coffee table or end table.

H 911 002 WOODWORKING DISPLAY Display exemplifying one of the principles learned in the Nailing It Together Project. Examples include: measuring angles, wood lamination and joint types.

H 911 003 RECYCLED WOODWORKING DISPLAY Article made from recycled, reclaimed or composite wood. Article must be appropriately finished and/or sealed and utilize one or more woodworking techniques from page 2 of the Unit 3 manual. Exhibit must include the woodworking plan and a minimum one-page report of how the engineering design process was used to develop the woodworking plan. Engineering Design Process

1. State the problem (Why did you need this item?)
2. Generate possible solutions (How have others solved the problem? What other alternatives or designs were considered?)
3. Select a solution (How does your solution compare on the basis of cost, availability, and functionality?)
4. Build the item (What was your woodworking plan, and what processes did you use to build your item?)
5. Reason for article finish (What type of finish, how did you finish or why you chose this finish?)
6. Evaluate (How does your item solve the original need?)
7. Present results (How would you do this better next time?)

UNIT 4 – FINISHING UP
H 911 004 WOODWORKING ARTICLE  Item made using skills learned in the Finishing It Up Project. Examples include: dovetailing, making a pen using lathe, overlays, using a router, etc. Item is required to be appropriately finished.

H 911 005 WOODWORKING DISPLAY  Display exemplifying one of the principles learned in the Finishing It Up Project. Examples include: career opportunities, types of finishes, or dovetailing.

H 911 006 RECYCLED WOODWORKING DISPLAY  Article made from recycled, reclaimed or composite wood. Article must be appropriately finished and/or sealed and utilize one or more woodworking techniques from page 2 of the Unit 4 manual. Exhibit must include the woodworking plan and a minimum one-page report of how the design and engineering process was used to develop the woodworking plan.
1. State the problem (Why did you need this item?)
2. Generate possible solutions (How have others solved the problem? What other alternatives or designs were considered?)
3. Select a solution (How does your solution compare on the basis of cost, availability, and functionality?)
4. Build the item (What was your woodworking plan, and what processes did you use to build your item?)
5. Reason for article finish (What type of finish, how did you finish, or why you chose this finish?)
6. Evaluate (How does your item solve the original need?)
7. Present results (How would you do this better next time?)

H 911 010 CAREERS INTERVIEW  Interview someone who is working in the field of woodworking and research that career. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Written reports should be 3 to 5 pages, double spaced, 12-point font, and 1” margins. Multimedia reports should be between 3 to 5 minutes in length.

PURPLE $2.00; BLUE $1.50; RED $1.20; WHITE $0.85
H5 BUILDERS, DAKOTA CITY – Champion Woodworking Exhibit

-ENTOMOLOGY-
Refer to SET GENERAL RULES for more information.
GENERAL INFORMATION: Specimens in display collections should be mounted properly and labeled with location, date of collection, name of collector, and order name. Follow mounting and labeling instructions in the Nebraska 4-H 26 Entomology Manual pdf:
https://digitalcommons.unl.edu/cgi/viewcontent.cgi?referer=https://www.google.com/&httpsredir=1&article=1366&context=a4hhistory and is available on the Dixon 4-H website.

Boxes are preferred to be 12” high X 18” wide, and landscape orientation, so they fit in display racks. Purchase of commercially-made boxes is allowed. All specimens must be from the collector.

H 800 001 ENTOMOLOGY DISPLAY, FIRST-YEAR PROJECT  Collection to consist of 25 or more different kinds (species) of insects representing at least 6 orders. Limit of one box.

H 800 002 ENTOMOLOGY DISPLAY, SECOND-YEAR PROJECT  Collection to consist of a minimum of 50 kinds (species) of insects representing at least 8 orders.
Replace damaged or poorly mounted specimens. At least 25 species must be present from after July 1 of the previous year. Limit 2 boxes.

H 800 003 ENTOMOLOGY DISPLAY, THIRD-YEAR OR MORE PROJECT Collection to consist of a minimum of 75 kinds (species) of insects representing at least 10 orders. Replace damaged or poorly mounted specimens. At least 25 species must be present from after July 1 of previous year. Limit of 3 boxes.

H 800 004 SPECIAL INTEREST OR ADVANCED INSECT DISPLAY Educational display developed according to personal interests and/or advanced identification capability. This is also an opportunity to highlight favorite insects in a creative arrangement. Insects should conform to pinning and mounting standards as in Classes 1-3 and be protected in an insect box. Each specialty display should include names of the insects, interesting information about them, and why the display was made. Advanced identification collections should have insects grouped with labels that correspond with identification level (e.g. family, genus, species). A specialty collection may consist of insects by taxonomic group (e.g. butterflies, grasshoppers, dragonflies, scarab beetles) or by host, subject, or habitat (e.g. insect pests of corn, aquatic insects, insect mimicry, insect galls, insects from goldenrod, insect pollinators, etc.).

H 800 005 INSECT HABITATS Habitats consist of any hand-crafted objects, made of natural or artificial materials, placed outdoors, which promote or conserve insects in the environment. Insects may include bee pollinators, butterflies, beneficial insects, etc. A one-page report describing activities must accompany the exhibit.

H 800 006 MACROPHOTOGRAPHY (Extreme Closeup Photography) Subjects should be insects, spiders or other arthropods, or any nests, webs or constructions they make. All exhibit prints should be either 8" x 10 or 8½" x 11" and mounted on rigid, black 11" X 14" poster or mat board. Either orientation is acceptable. No frames or mat board framing is allowed. A caption of a few sentences should explain the subject and be printed on white paper and glued below the print on the poster board.

H 800 007 INSECT POSTER/DISPLAY EXHIBITS Exhibits can be posters or three-dimensional displays, and artistic creativity is encouraged. Posters should be no larger than 22" x 28". They should be instructional and can be attractive and have pictures, drawings, charts, or graphs. Posters and displays may show any aspect of insect life, habitat, or related conservation or management. Examples include life history and other facts about an insect; insect anatomy; how to manage insects in a farm, home, lawn, or garden setting; experiences rearing one kind of insect; survey of an important insect; insect behavior (ex. nesting, finding food, mobility, defenses, etc.); habitats (e.g. forests, grasslands, wetlands, rivers, or lakes) and what insects are found there, etc. Three-dimensional displays, such as dioramas, sculptures, models or decorative boxes should have a page of explanatory information accompanying them and fit within a 22" x 28" area.

H 800 008 REPORTS OR JOURNALS Reports and journals should be in a 3-ring binder. A report may be informational, that is, an original article about a favorite insect, a history of insect outbreaks, diseases caused by insects, insects as food, etc. Or, it may be a research report about an investigation or experiment done in a scientific manner. It then should have a basic introduction of the insect studied, methods used, observations, and results of the project. Tables, graphs and images are helpful to include. A journal is an observational study over a period of time with personal
impressions. It may cover watching changes in kinds of butterflies over the summer, rearing a specific insect from egg to adult, managing a bee hive, observations of insects in a specific habitat, accounts of insect behavior in a forest or flower garden, etc.

PURPLE $2.00; BLUE $1.50; RED $1.20; WHITE $0.85