



2019 SDSU Extension 4-H State Fair Book

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I pledge...

my **head** to clearer thinking,
my **heart** to greater loyalty,
my **hands** to larger service,
my **health** to better living,
for my club,
my community,
my country and my world.

**“To make the best
better!”**

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To contact county-based staff, go to <https://extension.sdstate.edu/about/our-experts>

For assistance during the State Fair, please contact: 605-688-4167

Your Guide to Using This Book

SDSU Extension's 4-H Youth Development Program (identified as "4-H" throughout this document) helps young people to reach their full potential as competent, confident leaders of character who contribute and are connected to their communities. In 4-H, youth design and participate in their own projects and related activities. This unique learn-by-doing model teaches essential skills that youth will use throughout their lives, such as identifying interests, desiring knowledge, setting goals, engaging in self-reflection, adapting to new situations, communicating, and responding to the needs of others. Whether a young person builds a rocket, raises a companion pet, or plants vegetables, 4-H gives youth the skills they need to thrive and succeed throughout their lives.

Visit <http://extension.sdstate.edu> for all results, schedules, and resource guides for Animal Exhibits, Display Exhibits, and Youth-in-Action Events. Entry forms, judge's guidelines, scoresheets, and tips may also be found on the SDSU Extension website.

Changes from the 2018 State Fair Book

- For the 2019 SD State Fair, there will be an August 13th registration deadline for all entries (Livestock, Youth-in-Action, and Display exhibits).
- The State 4-H Dog Show Deadline is August 13th.
- All 4-H beef cattle, dairy cattle, dairy goat, meat goat, sheep, swine, poultry, and rabbit exhibitors must be certified through the YQCA (Youth for the Quality Care of Animals) program. Certifications must be uploaded to 4-H Online by July 1st of the current year.
- In the Horticulture Skill-A-thon contest the Junior Classes will use the NJHA study guides for Greenhouse Structures; Turf. In Senior Classes the NJHA study guides will be for Landscaping; Environment and Horticulture Plants.
- The 2019 Fashion Revue Contest will be held in Nordby Exhibit Hall for 4-H, Youth, and Community. The lots under Fashion Revue were changed to: Selected Outfit and Constructed Outfit.
- For the Robotics and Engineering Contest, Entry Forms are due to Christine Wood in the Sioux Falls Regional Center.
- In the Consumer Decision Making Contest, Counties can request the Group Think Packet from June 1st – August 5th. Counties must have the Group Think Video Link submitted by August 13th at 11:59 p.m. The categories of the judging classes includes Child Development.
- Breeding Beef required individual animal identification:
 - Registered heifers must have an ear tattoo corresponding to her registration paper as a primary identifier. Plus a secondary identifier such as a bangs tag, USDA Silver Tag, NUES tag, or herd tag.
 - Commercial heifers must have a bangs tag, USDA Silver Tag, or NUES tag as a primary identifier. Plus a secondary identifier such as a tattoo, herd tag, or freeze brand.
- Market Beef required individual animal identification:
 - Official 4-H NUES tag as a primary identifier. Plus a secondary identifier of a herd tag.
- The Companion Animal Show check-in is at 8:30 a.m.
- Dairy Goat required individual animal identification:
 - USDA Official Scrapie ID or Tattoo
 - Tattoo and Registration Paper for registered goats.
 - Dairy Goat check-in will take place near the 4-H Goat Barn.
- Youth must be signed up for Poultry Judging in Fair Entry by August 13th at 11:59 p.m.
- Beginners in the Poultry Judging Contest will answer 5 questions related to birds in the four classes.
- The Rabbit check-in on Friday evening has been eliminated.
- The Breeding Sheep check-in is from 8:00 a.m. to 4:00 p.m. on Thursday and 8:00 a.m. to 9:00 a.m. on Friday.
- The Market Sheep check-in/weigh-in/classification is from 8:00 a.m. to 4:00 p.m. on Thursday and 8:00 a.m. to 9:00 a.m. on Friday.
- The maximum weight for Market Swine is 300 pounds.
- 4-H Swine stalling assignments go into effect Friday, August 30. The Swine Superintendent will work with exhibitors to ensure all animals are stalled correctly. Two animals will be assigned per pen within each county section. 4-H Counties and/or Families are responsible for providing stall dividers in the event two animals sharing a pen need to be separated. The Swine Superintendent and Swine Committee members will enforce the stall assignments and may also make adjustments the day of check in where necessary.
- Market goats weighing less than 45 lbs at check-in will be allowed to exhibit; however, they are ineligible to receive a purple ribbon and compete for any champion award.

General Rules & Procedures

ENTRY REQUIREMENTS

- For the 2019 SD State Fair, there will be an August 13th registration deadline for all entries (Livestock, Youth-in-Action, and Display exhibits). Each animal, display, and Youth in Action entry must be entered using Fair Entry except Showmanship and Novice Robotics participants.
- All 4-H beef cattle, dairy cattle, dairy goat, meat goat, sheep, swine, poultry, and rabbit exhibitors must be certified through the YQCA (Youth for the Quality Care of Animals) program. Certifications must be uploaded to 4-H Online by July 1st of the current year.
- 4-H members are allowed to exhibit up to 10 animal exhibits, 10 display exhibits, and Unlimited Youth In Action Exhibits.
- All exhibits entered in the South Dakota State Fair must be exhibited at the county level in South Dakota with the exception of Market Swine. No animals or display exhibits may be entered for exhibition at the South Dakota State Fair without being first exhibited in the 4-H division at a county Achievement Days or County Fair.
- All animals must have an individual identifier including Federal tag, NUES tag, ear tattoo, or leg band. Tags must be checked at the county qualifying event to ensure the tag matches that animal's information entered in 4HOnline.
- If retagging is required at the State Fair, animals will be retagged and DNA-tested at the exhibitor's expense. If the exhibitor is unwilling to pay for the DNA test, the un-tagged animal will not be allowed to show.
- All exhibitors will be given a t-shirt. These shirts must be worn during all animal shows and animal Youth in Action events. 4-H shirts from previous years may be worn if the exhibitor shows on multiple days.
- For the 2019 SD State Fair, exhibitors must have a separate Certificate of Veterinary Inspection (CVI) for each species of animal exhibited. CVIs must be presented when animals enter the fairgrounds then turned in after stalling/penning/caging with animals' location listed.

ADMINISTRATION OF RULES AND REGULATIONS

SDSU Extension 4-H Youth Development reserves the final and absolute right to interpret these rules and regulations and to arbitrarily settle and determine all matters, questions and differences in regard thereto, or otherwise arising out of or connected with or incident to the event, and the right to amend or add to these rules as its judgment may determine.

PROTEST PROCEDURE

In accordance with the SDSU Extension 4-H Youth Development Program Protest and Grievance and Policies document, protests at the State Fair will follow the policies and procedures found in the official SDSU Extension Civil Rights Plan document. Document is available upon request. This policy is applicable to any protest or grievance related to application of 4-H rules, including by way of example but not exclusion, to State Fair protest and 4-H Code of Conduct violation allegations. This policy is not applicable to challenge of judges' integrity, decisions, placements or other evaluations absent a rule violation.

The respective Project Area Chair has the authority to make appropriate decisions based on the 2019 SDSU Extension 4-H State Fair Book. To allow for smooth operation of events, affected exhibitors may be allowed to participate in the event with the results subject to change based on the outcome of the Protest Procedure. 4-H reserves the right to exclude exhibitors if warranted and withhold any awards in accordance with the Protest and Grievance and Policies

Local Determinations: The 4-H Youth Program Advisor, State 4-H Office, current county committee and/or project leader are responsible for initial rule interpretations and decisions. An individual should first notify the appropriate Area Chair of the grievance of a decision, protest of a rule, or policy infraction within seven (7) calendar days of notice of the incident. If the concern is not satisfied by local initial action or non-action within seven (7) calendar days of notification to the local decision maker, a written request is needed to initiate a formal protest or grievance.

PARTICIPATION

Exhibit Qualification Policy

Each project the 4-H member intends to exhibit at the State Fair must be shown and evaluated at the county-level regardless of ribbon placing. Exhibits must be the result of this year's work in 4-H. Each Animal Exhibit, Display Exhibit, and Youth in Action entry must be entered using Fair Entry except Showmanship and Novice Robotics participants.

Guidelines for Accommodations

4-H should be accessible to the wide diversity of youth who live in our state, regardless of their backgrounds and characteristics — including physical, mental or emotional abilities or limitations. The primary purpose of 4-H is to provide all youth with the opportunity to grow and develop while maximizing their inner potential. We accomplish this objective by providing hands-on educational experiences using the knowledge base of SDSU Extension, other land-grant universities, and the United States Department of Agriculture. 4-H conducts "hands-on experiences" as the venue in which youth learn. Ideally,

children with disabilities should be able to participate in the activities with their peers and any necessary accommodations should be made to make that possible. Any accommodation for child with a disability should:

- Allow a youth member with a disability to participate in the same collective activity as all other youth at the same age level. Observation of the activity without direct involvement does not constitute participation.
- Not adversely affect how other participants in the activity perform or are evaluated. Every effort should be made to minimize the effects of the accommodation on other participants.
- Be assessed on a case-by-case basis. The assessment of accommodations should include the child, the child's parents, leader of the activity and a 4-H program representative (such as a 4-H Youth Program Advisor or a 4-H Field Specialist). Consultation with vocational rehabilitation professionals or professionals who teach or provide services to the youth with the disability is recommended to determine appropriate and reasonable accommodations. Contact the State 4-H Office to request these services.
- Be reasonable. Accommodations are considered reasonable if they do not change the fundamental nature of the program or alter the essential criteria for participation. If an accommodation does not alter the fundamental nature of the program, then it is reasonable and will be provided. Youth with disabilities will be judged using the same criteria as other participants. The accommodation should allow them to participate in the activity and achieve the criteria while not counting against the final determination of success.

Examples of possible accommodations include modifying rules, policies or timing of events; eliminating architectural barriers; providing interpreters; modifying equipment; providing additional spacing needs; providing verbal or modified testing; allowing the use of technology (e.g. letter boards, computer); or other types of accommodations as needed.

It is important to respect the privacy of the individual 4-H participant. Information regarding a youth's personal situation or disability is confidential. Any information that is gathered in order to assist the child with full participation must be used for that purpose only.

Ethics

All exhibitors and their families agree to abide by the ethics for behavior in the 4-H youth enrollment form and all rules and regulations printed in this book. Each exhibitor and their family are responsible for becoming familiar with those sections of the handbook that pertain to the area of their competition and abide by those rules at all times. All exhibitors and their families are encouraged to maintain a high standard of ethics while competing at the South Dakota State Fair. Violation of rules will lead to penalties for exhibitors and their families which may include disqualification, barring from future shows, and removal of awards. It is further consented and understood that any action in violation of these rules that also violates federal/state/provincial status, regulations or rules may be released to appropriate law enforcement authorities with jurisdiction over such infractions.

Use of Copyright/Trademark

A copyright and a trademark are legal methods writers, artists, corporations and others use to protect their original work. Protected items may range from books to music, computer graphics to corporate logos.

A 4-H member as an individual or member of a group, such as a judging team participating in a 4-H educational event, may use or display, with caution, a copyrighted and/or trademarked product or service (brand name, label, and/or actual product) for purposes of developing life skills, on problem solving/decision making, and/or acquiring, analyzing and using information. The 4-H member's intent to using copyrighted or trademarked materials for educational purposes in an exhibit, educational poster/display or a youth-in-action event is acceptable under the "Fair Use" provision of the current copyright law. "Fair Use" allows reproduction without payment or permission of limited portions of copyrighted or trademarked work for educational and other public interest purposes.

Anytime you see the symbol ©, the owner of the material holds a copyright. Similarly, all rights to use trademarks are protected by a trademark symbol ™ or a registered symbol ®.

Whenever possible, 4-H members should originate their own work and illustrations to avoid using copyrighted and/or trademarked material.

The use and inclusion of specific brand names for educational purposes does not imply endorsement or refusal by 4-H Youth Development, SDSU Extension or South Dakota State University. Copyrighted and/or trademarked materials utilized in exhibits, posters, demonstrations or other program activities to endorse, promote, and/or sell instead of educating purposes will be disqualified and ineligible for awards.

If there are questions about the appropriate use of brand names or labels, appropriate 4-H Youth Development staff should resolve those issues with 4-H members before educational events are judged and final placings are awarded.

Liability

The South Dakota State Fair Commission and the 4-H Youth Development Program use diligence to ensure safety of exhibits after items arrive and are placed on display; but in no case are they responsible for any loss or damage done to, occasioned

by, or arising from, any animal or article in the exhibition, and exhibitors shall indemnify the South Dakota State Fair Commission and the SDSU Extension against all legal or other proceedings in regard thereto. Exhibitors are cautioned to exercise great care before deciding to exhibit family heirlooms and/or other highly valuable items.

Insurance

All 4-H members must have a signed copy of the 4-H member insurance form on file in their County 4-H Office by May 31 of each year. This document verifies the type of insurance coverage being provided for the 4-H member during the course of 4-H sponsored activities. Please check with your County 4-H Office regarding county requirements for health and accident insurance. No coverage will be provided at the State level. The South Dakota State Fair Commission and the 4-H Youth Development Program do not provide livestock or other exhibit insurance. Exhibitors are responsible for their own livestock or display exhibit insurance should they desire to carry coverage.

Age Divisions for Cloverbud & 4-H Youth

4-H Age Division	Age on or before January 1, of the current 4-H program year
Cloverbud	Age 5, 6 or 7
Beginner	Age 8, 9, or 10
Junior	Age 11, 12, or 13
Senior	Age 14, 15, 16, 17, or 18

Youth with special needs/disabilities are eligible to enroll. The County 4-H Office must notify the State 4-H Office in order to waive the age requirement.

RIBBON SYSTEM

Purple, blue, red, or white ribbons are awarded based on the excellence of presentations and exhibits.

Ribbon	Designation
Purple	Superior
Blue	Excellent
Red	Average
White	Room for Improvement

State Fair Facilities

STATE FAIR GATE ADMISSION

Gate admission is charged from 7:00 am – 8:00 pm daily. Prices posted online at www.sdstatefair.com/around/information.asp.

STATE FAIR VEHICLE PARKING

Gate 8 is designated for 4-H activities. Contact the State Fair Office for information on purchasing 4-H and other types of parking passes. Purchasing a 4-H parking pass does not guarantee a parking spot.

CAMPING FACILITIES

Contact the State Fair Office for details about costs and availability of camping facilities. State Fair personnel and 4-H Youth Program Advisors assume no responsibility for those 4-H members who camp on their own, in camping areas on or off the State Fairgrounds.

4-H Schedule

Tuesday, August 13, 2019

- Deadline for State 4-H Dog Show Entries
- Deadline for Display & Livestock Entries
- Deadline for **All** 4-H Youth-In-Action Entries: Fashion Revue, Public Presentations, Special Foods, State 4-H Dairy Cattle Judging Contest, State 4-H Consumer Decision Making Contest, and Horticulture Skill-A-Thon

Saturday, August 24, 2019

State 4-H Dog Show—South Dakota State Fairgrounds, Huron, SD

TIME	ACTIVITY
8:00 a.m.	Setup begins
9:00 a.m.	Registration begins
9:30 a.m.	Ring-side Check-In for Showmanship begins
10:00 a.m.	Showmanship begins At conclusion of Showmanship – Ring-side check-in for all other classes begin
12:00 – 12:30 p.m.	Volunteers needed for Agility and Rally set-up
12:30 p.m.	Obedience, Agility, and Rally begin

Tuesday, August 27, 2019

TIME	ACTIVITY
4:00 – 6:00 pm	Nordby Exhibit Hall for 4-H, Youth, and Community open for 4-H display exhibit delivery

Wednesday, August 28, 2019

TIME	ACTIVITY
9:00 am	Orientation for 4-H Display Exhibit judges
9:00 am	4-H Barns open for stalling of 4-H livestock (Beef, Sheep, Swine, Goat and Dairy Cattle)
10:00 am – 6:00 pm	Judging & Displaying of 4-H Display Exhibits
11:30 am – 1:00 pm	Meal for volunteers
12:30 – 4:00 pm	4-H Bake Sale
1:30 – 5:30 pm	State 4-H Ambassador Interviews (Time and Location to be announced)
8:00 pm	Gate 8 closes for 4-H Animal Exhibitors

Thursday, August 29, 2019 — 4-H DAY (Free Entry to Fairgrounds with 4-H Membership Card)

TIME	ACTIVITY
8:00 am – 5:00 pm	4-H Information Center open
8:00 am – 3:00 pm	Check in 4-H Breeding Beef, Weigh in Market Beef and Ultrasound Market Beef for “Consumer Preferred” in the 4-H Livestock Complex
8:00 am – 4:00 pm	Check in 4-H Breeding Sheep and Check-in/Weigh-in/Classification Market Sheep in the 4-H Livestock Complex
8:00 am – 5:00 pm	4-H Demonstrations, Illustrated Talks, Project Whys and Public Speaking in Nordby Exhibit Hall for 4-H, Youth, and Community
8:00 am – 8:00 pm	4-H buildings open to the public
8:00 – 10:00 am	Check in of 4-H Rabbit in 4-H Rabbit Building
9:00 am – 8:00 pm	Gate 8 open for 4-H Animal Exhibitors
10:00 am – 1:00 pm	Check in Breeding Meat Goats and Weigh in 4-H Market Meat Goat in the 4-H Livestock Complex

Schedule

TIME	ACTIVITY
12:00 – 2:00 pm	Check in 4-H Dairy Goats near 4-H Goat Barn
5:00 – 7:00 pm	Check-in 4-H Poultry in Poultry Barn
12:30 – 4:00 pm	4-H Special Foods Contest at Nordby Exhibit Hall for 4-H, Youth, and Community
2:00 - 6:00 pm	State 4-H Ambassador Interviews (Location to be announced)
6:00 – 8:00 pm	Check in of 4-H Rabbit in 4-H Rabbit Building

Friday, August 30, 2019

TIME	ACTIVITY
8:00 – 5:00 pm	4-H Information Center open
8:00 – 9:00 am	Check in 4-H Breeding Sheep and Check-in/Weigh-in/Classification 4-H Market Sheep in the 4-H Livestock Complex
8:00 am	4-H Dairy Goat Show & Dairy Goat Showmanship in the 4-H Livestock Complex
8:00 a.m.	4-H Market and Breeding Meat Goat Show & Meat Goat Showmanship in the 4-H Livestock Complex
8:00 – 10:00 am	Check in 4-H Rabbit in the 4-H Rabbit Building
8:00 – 10:00 am	State 4-H Ambassador Interviews (Location to be announced)
8:00 am – 5:00 pm	4-H Demonstrations, Illustrated Talks, Project Whys, and Public Speaking in Nordby Exhibit Hall for 4-H, Youth, and Community
8:00 am – 8:00 pm	4-H buildings open to the public
8:00 am – 2:00 pm	Check in 4-H Market Swine in the Open Class Swine Complex
8:30 am – 4:00 pm	4-H Special Foods Contest at Nordby Exhibit Hall for 4-H, Youth, and Community
8:00 am – 9:00 am	4-H Poultry Judging in the Poultry Barn
9:00 am – 6:00 pm	Gate 8 open for 4-H Animal Exhibitors
1:00 – 4:00 pm	4-H Horticulture Skill-A-Thon Contest in National Guard Armory. Check-in by 3:30 pm
2:00 pm	4-H Beef Showmanship in 4-H Livestock Complex
3:00 – 6:00 pm	Check in 4-H Poultry in the Poultry/Rabbit Building
5:00 – 6:00 pm	Check in 4-H Dairy Cattle in the Open Class Dairy Complex
5:00 – 6:00 pm	4-H Poultry Judging in the Poultry Barn
5:30 – 6:30 pm	General 4-H Leaders' Association meeting

Saturday, August 31, 2019

TIME	ACTIVITY
8:00 am – 12:00 pm (Noon)	Check in/Rehearsal for the 4-H Performing Arts Troupe
8:00 am – 5:00 pm	4-H Information Center open
8:00 am	4-H Poultry Show in the Poultry/Rabbit Building
8:00 – 11:00 am	4-H Poultry Showmanship in Poultry/Rabbit Building
8:00 – 10:00 am	State 4-H Ambassador Interviews (Location to be announced)
8:00 am	4-H Market Swine Show & 4-H Market Swine Showmanship in the Open Class Swine Complex
8:00 am – 5:00 pm	4-H Demonstrations, Illustrated Talks, Project Whys, and Public Speaking in Nordby Exhibit Hall for 4-H, Youth, and Community
8:00 am – 8:00 pm	4-H buildings open to the public
8:30 am – 4:00 pm	4-H Special Foods Contest at Nordby Exhibit Hall for 4-H, Youth, and Community
8:30 am – 5:30 pm	4-H Robotics and Engineering Challenge in Nordby Exhibit Hall for 4-H, Youth, and Community

Schedule

TIME	ACTIVITY
9:30 am – 1:00 pm	4-H Consumer Decision Making Contest in National Guard Armory; Check-in by 12:30 pm Reader will be available from 10 – Noon
10:00 am	4-H Breeding Sheep Show followed by 4-H Sheep Showmanship in the 4-H Livestock Complex
3:00 pm	4-H Performing Arts Troupe Show in Nordby Exhibit Hall for 4-H, Youth, and Community
4:00 pm – 6:00 pm	4-H Rabbit Skill-A-Thon in the 4-H Rabbit Building
4:00 pm – 6:00 pm	State 4-H Ambassador Interviews (Location to be announced)
6:00 pm	4-H Performing Arts Troupe Show in Nordby Exhibit Hall for 4-H, Youth, and Community
9:00 pm – 12:00 am	4-H Leaders' Association Dance

Sunday, September 1, 2019

TIME	ACTIVITY
TBA	State 4-H Ambassador Interviews (Time and Location to be announced)
8:00 am – 5:00 pm	4-H Information Center open
8:00 – 11:00 am	State 4-H Ambassador Interviews (Time and Location to be announced)
8:00 am - 12:00 pm	4-H Fashion Revue Judging in Nordby Exhibit Hall for 4-H, Youth, and Community
8:00 am – 5:00 pm	4-H Demonstrations, Illustrated Talks, Project Whys, and Public Speaking in Nordby Exhibit Hall for 4-H, Youth, and Community
8:00 am – 8:00 pm	4-H buildings open to the public
8:00 am	4-H Market Sheep Show in the 4-H Livestock Complex
8:30 am	4-H Market Beef Show in the 4-H Livestock Complex
12:00 pm	4-H Barbecue tickets go on sale
12:30 pm	4-H Dairy Judging Contest in the Open Class Dairy Complex
12:00 pm – 4:00 pm	4-H Rabbit Showmanship in the 4-H Rabbit Building
2:00 pm	4-H Fashion Revue Show in Nordby Exhibit Hall for 4-H, Youth and Community
3:30 pm	4-H Performing Arts Troupe Show in Nordby Exhibit Hall for 4-H, Youth, and Community
5:00 p.m. – 7:00 p.m.	4-H Leaders Association Beef Sandwich Meal – open to all
6:00 pm	4-H Performing Arts Troupe Show in Nordby Exhibit Hall for 4-H, Youth, and Community
9:00 pm – 12:00 am	4-H Leaders' Association Dance

Monday, September 2, 2019

TIME	ACTIVITY
8:00 am – noon	4-H Information Center open
8:00 am	4-H Rabbit Show in the 4-H Rabbit Building
8:00 am	4-H Dairy Cattle Show & 4-H Dairy Cattle Showmanship in the Open Class Dairy Complex
8:00 am – 4:00 pm	4-H buildings open to the public
8:30 am	4-H Breeding Beef Show in the 4-H Livestock Complex
9:00 a.m.	4-H Companion Animal Show in National Guard Armory (Check in at 8:30 am)
10:00 am	4-H Performing Arts Troupe show in Nordby Exhibit Hall for 4-H, Youth, and Community
1:00 pm – 6:00 pm	Release of all 4-H Animal Exhibits; Reference 4-H Animal Exhibit Release Table
2:00 pm	4-H Swine Load Out in Open Class Swine Complex
4:00 pm	All display exhibits released from Nordby Exhibit Hall for 4-H, Youth, and Community and National Guard Armory 4-H Exhibit Area

Schedule

4-H ANIMAL EXHIBIT RELEASE

No person is allowed to remove exhibits (tack boxes, trimming chutes, and surplus feed or other equipment) from an exhibit area before the specific release time. Failure to comply with this directive is a major rule violation by order of the South Dakota State Fair Commission. Neither the South Dakota State Fair Commission nor the South Dakota 4-H Youth Development Program assumes responsibility for exhibits after 6:00 pm, on Monday September 2, 2019.

Animal Projects must obtain a Livestock Release Form before leaving the State Fairgrounds. Please find the Species Superintendent in their respective location – 4-H Livestock Complex Office, Rabbit Barn, Poultry Barn, and Dairy Barn to obtain your Livestock Release Form.

No early releases will be granted. Please plan accordingly.

RELEASE TIME	COUNTY (FOR LIVESTOCK ONLY)
1:00 pm	Butte/Lawrence, Custer, Fall River, Harding, Perkins
1:30 pm	Bennett, Oglala, Rosebud, Pennington, Pine Ridge
2:00 pm	Jones, Haakon/Jackson, Meade, Mellette
2:30 pm	Cheyenne River, Corson, Dewey, Ziebach
3:00 pm	Bon Homme, Clay, Hughes/Stanley, Sully, Union, Yankton
3:30 pm	Campbell, Edmunds, McPherson, Walworth
4:00 pm	Day, Deuel, Grant, Gregory, Lincoln, Marshall, Roberts, Tripp
4:30 pm	Brule, Charles Mix, Douglas, Hutchinson, Lake, Lyman, Minnehaha, Moody, Potter, Turner
5:00 pm	Brookings, Brown, Codington, Faulk, Hamlin, Hand, Hanson, Hyde, McCook
5:30 pm	Aurora, Clark, Davison, Lower Brule, Miner, Spink
6:00 pm	Beadle, Buffalo, Jerauld, Kingsbury, Sanborn

Animal Exhibits

4-H YOUTH EXPERIENCE IN ANIMAL PROJECTS – PURPOSES

Rationale

4-H Youth Development must place an importance on developing “youth experience” versus “contest participation and competition.” It is important to build the framework of design in order to develop the highest level of success for our youth.

Foundation

Animal projects are an important aspect of the 4-H Program. To place emphasis on “youth experience,” the following objectives outline animal project purposes beyond event management to include youth development principles. Long considered a model program for youth to experience American Agriculture, animal projects have moved beyond animal husbandry practices to include intense scrutiny as part of the food supply feeding the world. We have a responsibility to collaboratively move to the larger intent of every 4-H event; 4-H Youth Development.

Purpose of 4-H Animal Projects

The South Dakota 4-H Youth Development Program defines the following objectives for the basis for “youth experience” with their animal project(s).

Objective #1: To promote personal growth and development by providing an educational experience for youth that emphasizes belonging, independence, generosity and mastery through the pathway of animal projects.

Objective #2: Animal projects assist youth in developing life skills. Decision making and planning are keys to building awareness and following through to project completion. When youth take responsibility for these aspects, they receive a more complete experience that prepares them for the future.

Objective #3: Animal projects build character through experience in a competitive environment. Positive interactions with mentors and other participants allow for exhibitors to increase their knowledge of recommended practices and procedures while building tolerance for other opinions.

Objective #4: To teach youth proper animal husbandry practices and spark career interests. Caring, feeding, fitting and exhibiting animals allows youth to gain experience with animal projects. Necessary paperwork assists participants to increase the well-being of animals while understanding ethical and safe practices for human consumption.

ETHICS

The South Dakota State Fair is a member of the International Association of Fairs and Expositions (IAFE). Animal Exhibitors must follow the IAFE Code of Show Ring Ethics as well as any other additional 4-H policies.

International Association of Fairs and Expositions (IAFA) National Code of Show Ring Ethics

Exhibitors of animals at livestock shows shall at all times deport themselves with honesty and good sportsmanship. Their conduct in this competitive environment shall always reflect the highest standards of honor and dignity to promote the advancement of agricultural education. This code applies to junior as well as open-class exhibitors who compete in structured classes of competition. This code applies to all livestock offered in any event at a livestock show. In addition to the “IAFE National Code of Show Ring Ethics,” fairs and livestock shows may have rules and regulations which they impose on the local, county, state, provincial and national levels. All youth leaders working with junior exhibitors are under an affirmative responsibility to do more than avoid improper conduct or questionable acts. Their moral values must be so certain and positive that those younger and more pliable will be influenced by their fine example. Owners, exhibitors, fitters, trainers and absolutely responsible persons who violate the code of ethics will forfeit premiums, awards and auction proceeds and shall be prohibited from future exhibition in accordance with the rules adopted by the respective fairs and livestock show.

Exhibitors who violate this code of ethics demean the integrity of all Animal Exhibitors and should be prohibited from competition at all livestock shows in the United States and Canada.

The following is a list of guidelines for all exhibitors and livestock in competitive events:

1. All exhibitors must present, upon request of fair and livestock show officials, proof of ownership, length of ownership and age of all animals entered. Misrepresentation of ownership, age or any facts relating thereto is prohibited.
2. Owners, exhibitors, fitters, trainers or absolutely responsible persons shall provide animal health certificates from licensed veterinarians upon request by fair or livestock show officials.
3. Junior exhibitors are expected to care for and groom their animals while at fairs or livestock shows.
4. Animals shall be presented to show events where they will enter the food chain free of violative drug residues. The act of entering an animal in a livestock show is the giving of consent by the owner, exhibitor, fitter, trainer and/or absolutely responsible person for the show management to obtain any specimens of urine, saliva, blood or other substance from the animal to be used in testing. Animals not entered in an event that culminates with the animal entering the food chain shall not be administered drugs other than in accordance with applicable federal, state and provincial statutes, regulations and rules. Livestock shall not be exhibited if the drugs administered in accordance with federal, state and provincial statutes, regulations and rules affect the animals' performance or appearance at the event. If the laboratory report on the analysis of saliva, urine, blood or other sample taken from livestock indicates the presence of forbidden drugs or medication, this shall be prima facie evidence such substance has been administered to the animal either internally or externally. It is presumed that the sample of urine, saliva, blood or other substance tested by the laboratory to which it was sent is the one taken from the animal in question, its integrity is preserved and all procedures of said collection and preservation, transfer to the laboratory and analysis of the sample are correct and accurate

Animal Exhibits

and the report received from the laboratory pertains to the sample taken from the animal in question and correctly reflects the condition of the animal at the time the sample was taken, with the burden on the owner, exhibitor, fitter, trainer or absolutely responsible person to prove. At any time after an animal arrives on the fair or livestock premises, all treatments involving the use of drugs and/or medication shall be administered by a licensed veterinarian.

5. Any surgical procedure or injection of any foreign substance or drug or the external application of any substance (irritant, counterirritant or similar substance) which could affect the animal's performance or alter its natural contour, conformation or appearance, except for surgical procedures performed by a duly licensed veterinarian for the sole purpose of protecting the health of the animal, is prohibited.
6. The use of showing and/or handling practices or devices, such as striking animals to cause swelling, and using electrical contrivance or other similar practices are not acceptable and are prohibited.
7. Direct criticism or interference with the judge, fair, or livestock show management, other exhibitors, breed representative, or show officials before, during, or after the competitive event is prohibited. In the furtherance of their official duty, all judges, fair and livestock show management, or other show officials shall be treated with courtesy, cooperation, and respect, and no person shall direct abusive or threatening conduct toward them.
8. No owner, exhibitor, fitter, trainer, or absolutely responsible person shall conspire with another person or persons to intentionally violate this code of ethics or knowingly contribute or cooperate with another person or persons either by affirmative action or inaction to violate this code of ethics. Violation of this rule shall subject such individual to disciplinary action.
9. The application of this code of ethics provides for absolute responsibility for an animal's condition by an owner, exhibitor, fitter, trainer, or participant whether or not he or she was actually instrumental in or had actual knowledge of the treatment of the animal in contravention of this code of ethics.
10. The act of entering an animal is the giving of consent by the owner, exhibitor, fitter, trainer, or absolutely responsible person to have any disciplinary action taken by the fair or livestock show published in any publication of the International Association of Fairs and Expositions, including Fairs and Expositions, and any special notices to members.
11. The act of entering an animal in a fair or livestock show is the giving of verification by the owner, exhibitor, fitter, trainer, or absolutely responsible person that he or she has read the IAFE National Code of Show Ring Ethics and understands the consequences of and penalties provided for actions prohibited by the code. It is further a consent that any action which contravenes these rules and is also in violation of federal, state, or provincial statutes, regulations, or rules may be released to appropriate law enforcement authorities with jurisdiction over such infractions.

STATEMENT OF ANIMAL WELLNESS AND CARE

4-H is a learning environment for members and their families to seek out and appreciate the great wellness and care given to the animals of our world. The standards of animal wellness and care set by 4-H are first and foremost present to ensure the utmost in care, stress-free exhibition and preventative wellness care. The exhibitors of these animals are bound to meet these obligations of wellness and care for both competitive and non-competitive exhibitions. In doing so, the 4-H exhibitors will ensure that their animals will be provided with proper nutrition including clean fresh water at all times, ensure their animals' bedding is appropriate and clean, and practice the highest standards of competition ethics while exhibiting at the South Dakota State Fair.

Animal exhibitors are acting as ambassadors for agriculture in South Dakota. Inhumane treatment of livestock/animals will not be tolerated and violations should be immediately brought to the 4-H staff by any person who witnesses the act. Any animal requiring medical attention will be presented to local veterinarians on call for the State Fair. The veterinarian shall provide all medical attention necessary to ensure the proper treatment and care of the animals in residence at the South Dakota State Fair. Any veterinary care necessary and fees associated with the veterinarian for the wellness issue will be the responsibility of the exhibitor. Regardless of whether veterinary care is necessary, the South Dakota Animal Industry Board will make a determination as to whether the animal(s) need to be released from the fair.

The above was drafted using the Indiana State Fair Statement of Animal Wellness and Care and the Defiance County Fair Ohio's Humane Treatment of Livestock policy.

ANIMAL MANAGEMENT

The showing of unethically fitted livestock is prohibited. Unethical fitting shall be deemed to mean any physical or physiological attempt to alter the natural conformation, musculature, or weight of an animal by use of injections or ingested material not conducive to the continued health of the animal or marketability of animal carcasses. This includes, but is not limited to, the removal of animal tissue or body part, to cut or tear the hide, to cover the hair or hide, to add artificial tail heads, switches, polls, hair, or heels, or to administer, feed, give, or inject any substance or drug to an animal exhibited, except when medically necessary or when the drug used has been approved for such use by the Food and Drug Administration or United States Department of Agriculture.

4-H exhibitors are expected to care for and groom their animals while at the South Dakota State Fair. Only the 4-H exhibitor, a member of the exhibitor's immediate family, another South Dakota 4-H exhibitor or a State Registered 4-H Volunteer may perform fitting, blocking, or clipping on any animal exhibited during the 4-H events at the South Dakota State Fair. The 4-H exhibitor is expected to be present while such fitting is performed.

The following are prohibited and unacceptable showing and/or handling practices:

- No changing the major color pattern of an animal by painting or dyeing will be allowed.
- Any equipment on an exhibitor or an animal judged by the Livestock Committee Chair to be detracting from the appearance of the show shall be removed upon request.

Animal Exhibits

- The act of artificially filling of animals internally, which includes stomach pumping, drench tubes or any other method by mouth or esophagus, is prohibited.
- Muzzles or similar devices will not be permitted on any livestock at the State Fair.

Violation/infractions of any grooming rules will be processed through the 4-H Animal Wellness Committee. They reserve the right to automatically disqualify the exhibit and/or exhibitor from the show and the forfeit of any awards received during the show. Animals showing, in the opinion of the judge, signs of having been unethically fitted will also be disqualified.

As a condition for participation in the State Fair, all 4-H animals will be subject to random testing for foreign substances by the State Veterinarian, and the conclusion reached by the veterinarian as to whether such animal is unethically presented shall be final, without recourse against the State Fair or any of its officers.

Animal Exhibit Requirements

ENTRY PROCESS

- Exhibitors may enter two animals per sub-lot within a lot.
- Check specific divisions for species-specific requirements.
- Animal entries must be in Fair Entry by August 13, 2019.
- All 4-H beef cattle, dairy cattle, dairy goat, meat goat, sheep, swine, poultry, and rabbit exhibitors must be certified through the YQCA (Youth for the Quality Care of Animals) program. Certifications must be uploaded to 4-H Online by July 1st of the current year.
- Youth must check/weigh-in animal at SD State Fair during species check-in/weigh-in time.

HEALTH REGULATIONS

South Dakota Animal Industry Board: Address all questions concerning health requirements for livestock and/or requests for an import shipping permit number to the South Dakota Animal Industry Board. Call (605) 773-3321 or email aibmail@state.sd.us.

Certificate of Veterinary Inspection (CVI): All animals including: cats, cattle, dogs, goats, poultry, rabbit, sheep, and swine exhibited must be accompanied by a CVI and shall have official identification listed on the CVI. Exhibitors must have a separate CVI for each species of animal exhibited. Animals must be properly restrained to read official identification to avoid safety concerns for exhibitors, South Dakota State Fair staff, and assigned staff of the State Veterinarian. All animals entered at the exhibition shall be free from evidence of all contagious diseases such as ringworm, parasites, pinkeye, lump jaw, abscesses, club lamb fungus, and warts. If warts have been removed surgically the scars must be healed by the time of the exhibition.

Each animal needs to have individual identification; however, it is acceptable to have several animals of the same species listed on one CVI. Animals that do not comply with identification methods and are not listed on the CVI will be denied entrance to the South Dakota State Fair.

ANIMALS MUST BE INSPECTED AND CVI'S MUST BE ISSUED, BOTH WITHIN 30 DAYS OF EXHIBITION.

Each CVI must:

- Be issued and signed by an accredited licensed veterinarian.
- Show name and address of owner or exhibitor (consignor).
- Show South Dakota State Fair as consignee and destination.
- List each animal individually on the CVI.
- List official identification (leg bands, Bangs tag, Scrapie ID, tattoos, or RFID tags) and accessory ID devices (4-H tags, FFA tags, etc.) which are correlated to official identification on the CVI.
- Show all required tests and results for that species.
- List import shipping permit number.
- List free of infectious or contagious diseases
- List from non-quarantined herds or flocks

The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair. CVI turned in at: 4-H Livestock Complex Office for all 4-H beef, goats, and sheep; Open Class Dairy for dairy cattle; Open Class Swine Complex Office for 4-H swine; and 4-H Rabbit Building Office for 4-H rabbits, and Poultry/Rabbit Barn for 4-H poultry. Inspectors will keep CVI.

Exception Cats and Companion Animals ONLY: Exhibitors need to present the CVI when they register for the Cat or Companion Animal Show.

Any questions regarding the health of an animal will be based on the animal's condition as it is presented on entry day. This determination is at the discretion of the State Veterinarian or official representative and animal may be removed from the fairgrounds immediately.

Animal Exhibits

The South Dakota Animal Industry Board reserves the right to secure blood samples from any or all Animal Exhibited at the State Fair for the purpose of applying the agglutination test for Brucellosis at any time the livestock are on the South Dakota State Fairgrounds.

OWNERSHIP VERIFICATION

Animals exhibited must be owned solely by the 4-H exhibitor, or the exhibitor in partnership with other member(s) of his or her immediate family, or in the case of breeding animals may be leased by agreement. Animals owned in partnership with non-family members must be leased and follow guidelines within the South Dakota 4-H Animal Projects Lease Agreement. All animals 4-H members wish to exhibit in 4-H competitions at the South Dakota State Fair must have an Ownership Verification completed in 4HOnline by June 1 for Breeding Beef, Market Beef, Dairy Cattle, Goat (breeding, dairy, market meat), Poultry, Rabbit, Sheep (breeding and market), and Swine. Companion Animals have until August 13 to enter the animal information into 4HOnline.

LEASING

South Dakota 4-H allows lease agreements for animals with the exception of swine projects. The best experience in animal projects can be found in daily care and management of the project, but that is not available to all youth. Like many 4-H project areas, animal projects provide an opportunity for youth to work with a caring adult/mentor to gain experience working with livestock or animal projects. From an experiential learning standpoint, eligibility for youth leasing animals should be considered when youth cannot gain experience due to:

- Lack or absence of adequate facilities to house animals
- Limited or no financial means to own and take care of livestock
- Absence of adult/mentor with knowledge/experience to successfully raise animals

A South Dakota 4-H Livestock Lease Form must be completed and uploaded to 4HOnline by June 1 for Breeding/Market Beef, Dairy Cattle, Dairy Goat, Breeding/Market Meat Goat, and Breeding/Market Sheep.

DNA

4-H has implemented a DNA sample process for all market animals intended for 4-H competitions at the South Dakota State Fair. DNA samples will cost exhibitors \$6 per animal. A DNA Sample must be self-identified and submitted to the County Extension Office by June 1 for State Fair eligibility.

All Grand and Reserve Division Champion Market Animals will have DNA collected at the South Dakota State Fair. Random animals will also be selected and have DNA collected during the check-in process. DNA samples collected at State Fair for random, Grand and Reserve Champions animals will be at the expense of 4-H, not the exhibitor. DNA collected and tested as result of verification of identity will be at the exhibitor's expense. This will include a fee for the original sample and the comparison sample.

Market Animals without a DNA sample on file on or before the ownership deadline will be rejected from entering 4-H competitions at the South Dakota State Fair, regardless of the youth's ribbon placing at County/4-H Achievement Days.

GREEN TAGS AND INITIAL WEIGHTS

Market animals that do not have a Federal or NUES tag must be tagged with a 4-H NUES Green Tag in order to be exhibited at the County Achievement Days/Fair and South Dakota State Fair 4-H Show. Ownership and animal identification must be completed in 4HOnline and DNA samples will be self-identified and returned to the county office by youth/families by June 1. (NOTE: Market Sheep and Market Goats need a scrapie tag, so no NUES tag is needed.) DNA samples will be collected and must be on file by June 1 in the County office. No animals will have DNA collected prior to January 1 of the current year.

Retagging/replacing lost official 4-H identification tags in the ears of market beef, sheep, goats, and swine must be done at the County level with permission from the County 4-H Youth Program Advisor. A second form of identification (ear tag, ear notch, or tattoo) on file or clear evidence a tag was lost must be present in order to retag an animal. Animals must have an official identification tag to exhibit at the South Dakota State Fair. If retagging is required at the State Fair, animals will be retagged and DNA tested at the exhibitor's expense. If the exhibitor is unwilling to pay for the DNA test, the un-tagged animal will not be allowed to show.

REGISTRATION PAPERS

To be eligible for all Purebred or Registered Market or Breeding Shows (Beef Cattle, Dairy Cattle, Dairy Goat, Breeding Sheep, and Swine), 4-H exhibitors are required to upload a copy of the animal registration papers (in their name, farm name, family name, or sibling name) to 4HOnline by July 1.

NOTE: In leasing situations, exhibitors must upload registration papers to 4HOnline by July 1. The same animal owner name listed on the SD 4-H Animal Projects Lease Form should appear on the registration paper; therefore the registration paper does not need to be in the exhibitor's name.

Animals must be shown at the State Fair in the breed lot indicated in 4HOnline except Market Sheep which will be classified during check-in at the State Fair.

If an exhibitor does not have a registration paper for their animal by July 1st, an official letterhead with a detailed explanation from the respective breed association stating circumstances for the lack of paperwork must be uploaded in its place. E-mail explanations alone for late registration papers are NOT an accepted document.

Animal Exhibits

If an exhibitor does not upload a registration paper (or other supporting document) by July 1st, that animal must be entered in the commercial/crossbred division at both the county event and State Fair. If a supporting document is provided by the July 1st deadline, but the registration paper is not available by the county qualifying event, the animal must be exhibited in the commercial/crossbred division at the county qualifying event, and thus at State Fair.

It is recommended that exhibitors have the original paper copy of the registration paper in hand during check in at both the county event and State Fair. This is recommended practice for any animal exhibition.

ANIMAL IDENTIFICATION

All animals must be individually identified using an approved method for permanent identification listed for each species.

GENERAL EXHIBITOR INFORMATION

Animal Exhibitor Dress Code

All state fair animal exhibitors will receive and are to wear a t-shirt donated by Farm Credit Services (FCS) of America while in the show ring. Youth may pick up t-shirts when they arrive at the State Fair. Youth are also allowed to wear FCS-sponsored State Fair shirts from previous years. The t-shirts are intended to recognize the presence and importance of 4-H at the South Dakota State Fair and emphasize the importance of proper dress, uniformity, and equal representation for all participating youth.

Animal Exhibitors are required to wear suitable clothing that is neat, clean, and upholds the image of 4-H when in the show ring. Shirts must have sleeves with shirttails tucked into long, dark colored jeans or pants. No clothing or equipment with commercial advertising is allowed, except in cases where shirts are sponsored and/or provided to the exhibitor for dress code purposes. For safety purposes, wear closed-toe shoes that encase the entire foot up to or beyond the ankle when exhibiting livestock.

A back-tag is issued by the County 4-H Office and must be worn each time the youth enters the show ring or exhibits rabbit, poultry, cat, or companion animals. Youth not adhering to this dress code will be excused from the show ring.

Exceptions:

- Dairy exhibitors have the option to wear a white shirt or blouse or their exhibitor t-shirt. Dairy exhibitors are also required to wear white or black pants and hard-soled shoes with a closed toe.
- Poultry and Rabbit exhibitors must wear long sleeves under their 4-H t-shirts.
- Companion Animal exhibitors must wear either the 4-H t-shirt or a white shirt or blouse with either short or long sleeves.

Substitute Showmen

Fitting and exhibiting of project livestock is an important objective of the 4-H project plan. Excusing a member from personally exhibiting his or her animal(s) defeats one of the important objectives of 4-H work. Hence, the management does not approve the use of substitute showmen except in extreme cases.

- If a 4-H member is injured, seriously ill at the time of the show, unavailable due to military service, or other extenuating circumstances the project may be continued and the animal may be exhibited in the name of the original club member.
- The substitute showman must be a 4-H member entered at the current year's show and approved in advance by the show committee.
- An exhibitor who has more than one animal being exhibited in a particular class or is participating in a youth in action event during the scheduled time of show, need not secure approval for another eligible showman to exhibit one of his animals.

Another 4-H member may act as a substitute showman for Beef, Dairy Cattle, Dairy Goats, Meat Goats, Rabbits, Sheep, and Swine; however, substitutes do not wear a 4-H exhibitor back tag.

4-H LIVESTOCK STALLING & EQUIPMENT

- Youth must indicate on their entry form where they wish to stall the animals (in 4-H or Open Class housing/stalls). The Livestock Superintendent assigns 4-H housing/stalls based on information listed on a youth's entry form.
- 4-H members are required to purchase or furnish their own livestock bedding at the South Dakota State Fair. Wood shavings and straw are available for purchase on the Fairgrounds. Due to disposal costs, the South Dakota State Fair Advisory Board Commission requires beef and swine to bed with wood shavings. Dairy Cattle, Goats, and Sheep may bed with straw provided the base layer is wood chips. Youth who fail to comply with these bedding requirements will incur a daily \$5 per stall penalty.
- Tack Trailer Parking: Each County with 4-H Animal Exhibits (Beef, Goat, and Sheep) is allotted at least one tack trailer permit for parking in the designated 4-H Tack Trailer parking areas at the Fairgrounds. On a first come, first served basis, additional tack trailer parking permits are available for purchase at the 4-H Livestock Complex. All vehicles parked in front of the tack trailers need to display a 4-H parking pass that is available for purchase at the State Fair Office.

To purchase a Tack Trailer spot, park the trailer, note the spot number, pay for the spot in the 4-H Livestock Complex Office to receive a permit, and affix the permit to the front and back of the trailer. Tack Trailer spots are not guaranteed and will be sold on a first come, first served basis based on county allocation.

Animal Exhibits

4-H LIVESTOCK CHECK-IN

Exhibitors are responsible for checking in all Animal Exhibits during their scheduled 4-H check-in. Any animal that is not officially checked in during the scheduled check in time will **NOT** be exhibited in the show. Registered or purebred animals must present registration papers at check in to be eligible to show in purebred or registered classes. Market animals are allowed one weigh-in during the scheduled check in time at the South Dakota State Fair.

BREED DIVISION QUALIFICATIONS

Beef, Dairy Cattle, Dairy Goats, Rabbits, Sheep, and Swine ONLY

Exhibitors of any of the established breeds (those listed in this book) enter as that breed. Five head must be checked in within the respective show (market and breeding shows are separate) and have proper breed verification to qualify for a breed division. Breeds with proper breed documentation but do not meet the minimum stated criteria will be placed in the Any Other Breed (AOB) division.

Animals that are not one of the established breeds (not listed in this book) but are recognized by a breed association enter as AOB. After check-in, if there are 5 animals that meet the criteria for that breed, they would have their own breed show the following year. For any that do not meet the minimum requirement, they would show in the AOB division.

Breeds may become established and listed for the following State Fair if five (5) head exhibit or if proper sponsorship for awards is provided. Established breed shows that do not meet the 5 head requirement or have proper sponsorship during the current year will have their status reviewed for State Fair.

CHAMPIONSHIP SELECTION

Breeding Animals will show according to age, from youngest to oldest, within each division. Breeding sheep being an exception, which show from oldest to youngest. Market animals will show according to weight, from lightest to heaviest within each division. At the judge's discretion, up to 5 animals in a division can be asked to come back for the selection of top 5 Overall.

HERDSMANSHIP

In an effort to effectively promote projects and the industry to the public, the care and presentation of exhibits must be maintained with high standards at all times during the Fair. Animal Exhibitors must keep assigned stall spaces neat and attractive. Stalls must be cleaned before 9:00 am each day and refuse matter disposed in places designated by State Fair Management. 4-H makes stall checks on a regular basis throughout the Fair. The County (or Counties) whose stalls, livestock, and attendants present the best appearance during the week receive(s) special recognition. 4-H Livestock Herdsmanship is judged from Saturday through Monday for Beef, Goats, Sheep and Swine. The following score card is used.

50%	Care of Exhibit	<ul style="list-style-type: none">• Animals: Clean, comfortable, or penned appropriately• Bedding: Kept clean and odor free• Aisles: Clean and neat; without tripping hazards and with adequate space for walking• Tack area: Feed and equipment stored and well kept
25%	Courtesy to State Fair Visitors	<ul style="list-style-type: none">• Knowledge & Courtesy: Friendly; able to answer questions from Fair visitors• Exhibitor's Appearance: Clothes and person are neat and clean; appropriately dressed
25%	County Display	<ul style="list-style-type: none">• Decorations: Attractive and appropriate for weather conditions• Signs: Each animal or exhibitor identified and readable• Educational Component: Display provides information for the public about the project area

PERSONAL & PUBLIC SAFETY WITH LIVESTOCK

For safety purposes, the South Dakota State Fair Commission and 4-H have developed the safe routes for moving or walking 4-H animals from the 4-H Livestock Complex to the Open Class barns during the South Dakota State Fair. For everyone's safety, 4-H members are encouraged to use an assistant or helper to move animals and keep groups of animals in single file. Safe routes for moving animals are posted in stalling areas.

Exhibitors are encouraged to exercise animals during the State Fair. Please walk animals in the vicinity of the 4-H Livestock Complex only for public safety and manure containment. Any unmanageable, dangerous, or uncontrollable animal may be excused by the Livestock Show Committee. Health and safety of exhibitors and the public are of the utmost importance.

If an exhibitor loses control of his/her animal during a class 3 times, the animal and exhibitor will be excused from the ring immediately at show management's discretion.

Animal Exhibits

SHOWMANSHIP

Exhibitors will automatically be entered in the division's Showmanship contest upon entry of an animal in that division. Exhibitors must have an animal checked in at the State Fair to compete in Showmanship.

Senior, Junior, and then Beginner Showmanship classes will follow the age division guidelines listed. See each division for specifics pertinent to check-in.

All 4-H showmen are required to wear a 4-H Exhibitor back tag as identification and follow the Animal Exhibitor Dress Code guidelines listed.

Beef, Dairy Cattle, Dairy Goats, Meat Goats, Sheep, and Swine Showmanship contests will use the "Gate-Cut" method. At the conclusion of each show (Dairy Cattle, Dairy Goats, Meat Goats, and Swine) or at the designated time (Beef and Sheep), Senior Showmen will be called to the make-up area. The first 8-12 (appropriate number for arena being used) will be allowed into the ring as the First Heat. The class will be judged, purple ribbon showmen will be selected to return for the final drive, and the class will be excused. All subsequent heats will follow the same process. The show's Committee Chair will determine the number of heats to be judged for each age division and make a final call from the show ring no less than 3 times to announce the final heat, allowing all exhibitors equal opportunity to participate.

Animal Exhibits

Divisions

BREEDING BEEF

Committee Members

4-H Youth Program Advisor Co-Chairs: John Madison, Audra Scheel

Committee Members: Maria Feldhaus, Julie Walker, Taylor Grussing, Jim Krantz, and Jeff Vander Wal

Ownership Verification:

Data uploaded in 4HOnline:

June 1

Registration Papers:

Uploaded in 4HOnline

July 1 at 11:59pm

Entry:

Entered in FairEntry for the State Fair

August 13

Check-in:

Thurs., Aug. 29, 8:00 am – 3:00 pm
4-H Livestock Complex

Showmanship:

Fri., Aug 30, 2:00 pm

Show:

Mon., Sept. 2, 8:30 am

Eligibility Requirements

Heifer must have been exhibited at a County Fair or Achievement Days in the 4-H division in South Dakota. The breed in which an animal shows as at the county level is the breed the animal must show in at State Fair.

All heifers showing in breed divisions must be registered in accordance with the corresponding breed's association. Registration papers must be uploaded to 4HOnline by July 1st at 11:59pm. Papers must accompany beef animals at check-in.

- Required individual animal identification:
 - Registered heifers must have an ear tattoo corresponding to her registration paper as a primary identifier. Plus a secondary identifier such as a bangs tag, USDA Silver Tag, NUES tag, or herd tag.
 - Commercial heifers must have a bangs tag, USDA Silver Tag, or NUES tag as a primary identifier. Plus a secondary identifier such as a tattoo, herd tag, or freeze brand.
- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Registration papers (Due July 1st)
 - Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Certificate of Veterinary Inspection issued within 30 days of exhibition (also see Health Regulations section)
- Check In:
 - All entries must check in during 4-H Beef check in times.
 - Registration papers must be made available at check-in for registered animals.
 - Breeding Beef must be present at Check-in. Tattoos will be checked at check-in

Lots

Animals will be shown by breeds, in compliance with the requirements outlined below.

- **Aberdeen Angus**
- **Angus** (100%)
- **Charolais** (100%)
- **Charolais Composite** (less than 100%)
- **Chianina and ChiHybrid**
- **Gelbvieh and Balancer** (25% to 100%)
- **Hereford** (100%)
- **Limousin and LimFlex**
- **Maine-Anjou** (75 to 100%)
- **Mainetainer** (25 to 62.5%)
- **Miniature Hereford**
- **Red Angus** (Purebred category 1A or 1B)
- **Shorthorn** (94% or higher) – “Red” papers required.
- **Shorthorn Plus:** “Green” papers required.
- **Simmental** (87.5% or higher)

→ **Foundation Simmental** (50 to 87%)

→ **Any Other Breed:** Heifers not fitting in any of the above breeds must be registered in accordance with the rules and regulations of a national breed association.

→ **Commercial:** This class is for crossbred or purebred breeding heifers that do not meet the breed registration requirements listed above.

Sub-lots: Animals are shown youngest to oldest within a breed lot. Breed Champions are selected at the conclusion of each breed, and a Top 5 are selected at the end of the Breeding Beef Show.

- Winter Heifer Calf, 11/1/18 - 12/31/18
- Senior Heifer Calf, 9/1/18 – 10/31/18
- Late Summer Yearling Heifer, 7/1/18 – 8/31/18
- Early Summer Yearling Heifer, 5/1/18 – 6/30/18
- April Junior Yearling Heifer, 4/1/18 – 4/30/18
- March Junior Yearling Heifer, 3/1/18 – 3/31/18
- Early Junior Yearling Heifer, 1/1/18 – 2/29/18
- Senior Yearling Heifer, 9/1/17 – 12/31/17

Animal Exhibits

MARKET BEEF

Committee Members

4-H Youth Program Advisor Co-Chairs: John Madison, Audra Scheel

Committee Members: Maria Feldhaus, Julie Walker, Taylor Grussing, Jim Krantz, and Jeff Vander Wal

Ownership Verification:

Data Upload in 4HOnline:

June 1

Registration Papers:

Uploaded in 4HOnline

July 1 at 11:59pm

Entry:

Entered in FairEntry for the State Fair

August 13

Check-in:

Thurs., Aug. 29, 8am – 3pm

4-H Livestock Complex

Showmanship:

Fri., Aug. 30, 2:00pm

Show:

Sun., Sept. 1, 8:30am

Eligibility Requirements

Market Beef must have been exhibited at a County Fair or Achievement Days in the 4-H division in South Dakota. The breed in which an animal shows as at the county level is the breed the animal must show in at State Fair.

All steers showing in breed divisions must be registered in accordance with the corresponding breed's association (except Angus). Registration papers must be uploaded to 4HOnline by July 1.

- Required individual animal identification:
 - Official 4-H NUES tag as a primary identifier. Plus a secondary identifier of a herd tag.
 - DNA Sample to County 4-H Office by June 1
- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Registration papers (Due July 1st)
- Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Certificate of Veterinary Inspection issued within 30 days of exhibition (also see Health Regulations section)
- Check In:
 - All entries must weigh in at the official 4-H scale during 4-H Beef check in times. Market Steers and heifers are only allowed one weigh-in.
 - Registration papers must be made available at the time of check in for registered animals.
- Age and Weight:
 - Market Beef must be born after January 1, 2018 to be eligible for entry.
 - Steers weighing less than 1000 pounds and market heifers weighing less than 900 pounds are not eligible in the 4-H Market Beef Show. Animals that do not meet the minimum weight requirement may be left in the exhibit area or taken home (exhibitor's choice), but they cannot be exhibited in the 4-H Market Beef Show.
- Weigh Back Process for Market Animals (Goats, Swine, Sheep, Beef): State Fair class winners and overall Top 5 Market Animals are required to weigh back for *INTERNAL DATA COLLECTION PURPOSES ONLY*. *This data provides the South Dakota 4-H Program with information for potential future decisions. Failure to weigh back a class winner or Overall Top 5 selection will forfeit any premiums or awards in the 4-H Division (Division champions are not required to weigh back).*

Lots

Animals must be in compliance with the requirements as outlined below as set forth by 4-H and the South Dakota beef breed associations.

→ **Market Heifer:** All breeds and crossbreds.

→ **Angus Market Steer:** Registered in accordance with the American Angus Association or may be purebred/commercial straight-bred. Animal must exhibit breed character and be polled.

→ **Charolais Market Steer**

→ **Chianina Market Steer**

→ **Gelbvieh Market Steer**

→ **Hereford Market Steer**

→ **Limousin Market Steer**

Animal Exhibits

- **Maine-Anjou Market Steer** (25% or higher)
- **Red Angus Market Steer** (50% or higher)
- **Shorthorn Market Steer** (94% or higher) “Red” papers
- **Shorthorn Plus Market Steer** “Green” papers.
- **Simmental Market Steer** (50% or higher)
- **Crossbred Market Steer**: Any steer not meeting breed requirements.

All steer classes are divided according to breed and weight. All steers are judged in weight groups beginning with the lightest animals and proceeding to the heaviest. All market heifers, regardless of breed, are shown together by weight. All market heifers are judged in weight groups beginning with the lightest animals and proceeding to the heaviest. Breed Champions are selected at the conclusion of each breed, and a Top 5 are selected at the end of the Market Beef Show.

Showmanship

The top two Beef Senior showmen will compete in the U-Fit-It contest.

Ultrasound Evaluation

Ultrasound Evaluation of beef carcass traits provides information to a greater number of 4-H Beef Project members without the market risks associated with the grade and yield pricing strategy.

Qualified ultrasound technicians will be available during market beef check in times to ultrasound 4-H beef entries at a nominal fee per head. Due to the time required to process carcass measurements, ultrasound evaluation results will be mailed to each participant following the South Dakota State Fair.

The 2016 National Beef Quality Audit identified approximately \$49 of loss opportunity per beef carcass due to quality grade, yield grade, carcass weight outside of acceptable range, hide/branding defects and offal/carcass condemnations. The majority of this loss opportunity is due to quality grade (~\$16 per head). The audit also provided a basis for establishing optimum specifications for the various carcass traits. Market steers and heifers that meet the weight and ultrasound criteria listed below will be designated as "Consumer Preferred" cattle.

Carcass Traits Measured	Specification
Carcass Weight (live weight x 63%)	650 – 900 pounds
External Fat Thickness	0.2 – 0.6 inches
Ribeye Area	12.0 – 16.0 square inches
Marbling Score (% intramuscular fat)	Small marbling or higher

State Fair 4-H Beef Project Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.

Step 3 – Enter Animal Identification into 4HOnline and collect DNA sample by June 1st at 11:59p.m. (**Note:** A DNA Sample is needed only for market animals. Each market animal MUST have a DNA Sample collected by this deadline to be State Fair eligible.)

- ✓ Animal project(s) **accurately and completely** entered into 4HOnline.
 - Unofficial animal project affidavits are available for easy data collection at extension.sdstate.edu.
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu
- ✓ As part of the animal self-identification process, exhibitors are responsible for collecting a DNA sample for every market animal which must be returned to the county office by June 1.
 - Find an informational Animal Projects Self-Identification Process help sheet on extension.sdstate.edu
 - Ask at your county 4-H Office for a “Hair Sample Collection Instruction” sheet to provide guidance and ensure proper sampling techniques are followed.
 - When returning collected market animal samples to the County 4-H Office, exhibitors will need to pay \$6 for each DNA sample.
- ✓ If animal is being leased, Animal Projects Lease Form must be completed and uploaded to 4HOnline by June 1.

Step 4 – Upload important documents to 4HOnline by July 1st at 11:59p.m.

- ✓ Upload registration papers to 4HOnline for every purebred animal project. Refer to the Animal Exhibits Registration Papers section of the Fair Book for more details.

Animal Exhibits

- ✓ Tattoo registered livestock in the correct ear according to registration papers
- ✓ Upload YQCA certification to 4HOnline.

Step 5 – Exhibit animal(s) at county fair/achievement days.

- ✓ Contact the County 4-H Office for local deadlines.

Step 6 – Register State Fair animal project(s) in Fair Entry by August 13th at 11:59p.m.

- ✓ Make sure that each entry is complete.

Step 7 – **Acquire your health certificate (CVI).** Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals **MUST** be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair.
- ✓ For complete CVI requirements, please see the “Animal Exhibit Requirements” section of the State Fair Book.

Step 8 – **Double check.** Missing forms or incomplete/incorrect information can cause **INELIGIBILITY**. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection
- ✓ ORIGINAL registration papers for all purebred beef.
- ✓ Re-check to make sure your animal's ID information - tags, tattoo, date of birth, sex, etc. - match the health certificate as well as 4HOnline and registration papers for purebred animals.

When Arriving at State Fair:

Step 9 – **Where to Enter** - *If you are solely a swine exhibitor*, please enter through gate 4.5. If you are showing multiple species, you may enter at gate 4.5 or gate 8.

- ✓ At the gate, state veterinarians will inspect your health certificate and animals.
- ✓ Once finished, proceed to the location of your animal project stalling. PLEASE be aware and respectful of your surroundings - use caution when loading and unloading as areas can become very congested at times.

Step 10 – **Locate your assigned pens.** A map of your county's assigned pens can be found posted on the office wall (office is located in the center of the 4-H Livestock Complex).

- ✓ *Once you have located your stalls*, unload your calves and tack as time efficiently as possible.
- ✓ *If you have any questions*, please locate the beef superintendent to prevent stalling in the wrong area.

Step 11 – *Before leaving the 4-H Livestock Complex:*

- ✓ Make sure you are aware of check-in time and procedures for 4-H beef. **Check-in/weigh-in times are strictly enforced – Please be on time!**
- ✓ Write your stall number(s) on your animal's health papers. CVI's need to be taken to the 4-H Livestock Complex Office and placed in the box labeled *Beef*.

Check-In Day:

Step 12 – **Gather ALL necessary documentation.** Please do not get in line with your animal until you have all the following papers in hand.

- ✓ Registration papers for purebred livestock.

Step 13 – Steers enter the line at the scale on the south west corner of the 4-H livestock complex. Breeding heifers check in on the south side of the 4-H livestock complex. Tattoos and NUES tag numbers will be checked at that time.

- ✓ Ultrasound contest is located in the south west corner as well for market beef.

Step 14 - Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Show Day:

Step 15 – Showmanship

- ✓ You must have an animal entered to compete in showmanship.
- ✓ It is your responsibility to check in and line up for your class on time. No exceptions will be made.
- ✓ Showmanship classes will be split with a gate cut.
- ✓ The judge will select the top showmen from each class to come back for final showmanship drive.

Step 16 – Show

- ✓ Be aware of what is in the ring at all times. **It is youth/family's responsibility to check in and line up for your class on time.** No exceptions will be made. For live updates of the 4-H Beef Shows, follow SD4-H on Twitter under #SD4Hbeef.
- ✓ Prior to your class, check in with show staff at the line up area. They will give you an entry card needed to enter the ring.

Animal Exhibits

- ✓ Staff will line up classes in the make up area. Please pay attention so that you are properly lined up for your class.
- ✓ After the judge places the class, the show ring assistant will ask for your entry card to record the class placings and exhibitors will be directed out the exit gate.
- ✓ The judge will select Division winners from among the purple ribbon winning animals.
 - DNA will be pulled on all Champion and Reserve Division winners.
 - Guardian and exhibitor will need to be present for DNA waivers.
- ✓ Division winners will be eligible for the Top 5 Overall.

Release:

Step 17 – **4-H Animal Projects Release.** Exhibitors must obtain a Livestock Release Form from the 4-H Livestock Office before leaving the State Fairgrounds. They will be handed out ½ hour before the exhibit's designated County release time. *No early releases will be granted. Please plan accordingly.*

- ✓ Exhibitors are asked to exit using gates 3.5, 4 or 8.

Animal Exhibits

COMPANION ANIMAL

Committee Members

4-H Youth Program Advisor Co-Chairs: Nathan Skadsen and Aminah Hassoun

Committee Members: Nickie McMillin and Samantha Stoel

Ownership Verification:

Data Upload in 4HOnline:
August 13

Entry:

Entered in FairEntry for the State Fair
August 13

Check-in:

Mon., Sept. 2, 8:30 am – 9:00 am
National Guard Armory

Show:

Mon., Sept. 2, 9:00 am

Eligibility Requirements

- Required individual animal identification: The official tag the veterinarian issues when the ferret or cat is vaccinated for rabies is recognized as official identification for listing on the CVI. Note: Rabies tags do not replace health certificates.
- Certificate of Veterinary Inspection (CVI) issued within 30 days of exhibition (also see Health Regulations section)
- Animals must be free of parasites and diseases
- Cats and Ferrets must have current vaccinations for rabies
- Check In: Contestants must check-in prior to the show. Companion animals must be present with CVI to be inspected by the vet. Any animal not present at check-in will not be eligible to show and will be required to leave the fairgrounds.

ELIGIBILITY REQUIREMENTS / AGE OF ANIMALS

At your county fair/achievement days, any live Companion Animal exhibit may be shown if approved by your 4-H Youth Program Advisor and/or fairgrounds. Animals must be shown at the county qualifying event in order to shown at State Fair. For the South Dakota State Fair, due to the limitations of housing and the distance that some exhibitors will have to travel, companion animal participation is limited to the following domesticated species of Companion Animals. Animals must be the following ages by the time of exhibition at county fair/achievement days: Cat/Kittens- 4 months, Ferrets - 4 months, Chinchillas - 7 weeks, Guinea pigs - 4 weeks, Gerbils, hamsters, mice, and rats - 4 weeks, Hedgehogs - 5 weeks, Pet rabbits - 9 weeks. All animals must be weaned prior to show.

Lots

Show order of judging in each category is based upon the order of registration at check-in.

- *Kitten/Cat Showmanship*
- *Companion Animal Live Exhibit Showmanship*
- *Companion Animal Display Exhibit Showmanship*

On the day of the show, youth must bring all animals in a portable cage or carrier with the necessary food, water, and liter boxes. Companion animals may be housed in the National Guard Armory after the show until 2:00 pm.

Animals must remain in their enclosures at all times unless directed to be removed by the judge. If the animal is being exhibited in a travel cage, photographs should be presented of the animal's normal habitat or enclosure.

Posters or displays can be made to include any companion animal (reptiles, amphibians, fish, birds, or invertebrates) that were exhibited at the county level. Exhibitors should make a poster with information on the proper care of their companion animal not to exceed 22" x 28". Judging of the posters will take place during the Companion Animal show. Exhibitors must be present at time of judging and will be judged on quality of the poster, accuracy of information provided, and ability of the exhibitor to explain the information and answer judge's questions.

Animal Exhibits

State Fair Companion Animal Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.

Step 3 – Enter Animal Identification in 4HOnline by August 13th at 11:59p.m.

- ✓ Animal project(s) **accurately and completely** entered into 4H Online.
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu.

Step 4 – Exhibit animal(s) at county fair/achievement days.

Step 5 – State Fair animal project(s) registration due on Fair Entry by August 13th at 11:59p.m.

Step 6 – **Acquire your health certificate (CVI)**. Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals **MUST** be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ For complete CVI requirements, please see the “Animal Exhibit Requirements” section of the State Fair Book.

Step 7 – **Double check**. Missing forms or incomplete/incorrect information can cause **INELIGIBILITY**. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection

When Arriving at State Fair:

Step 8 – **Where to Enter** - Please enter through gate 4.5. At the gate, state veterinarians will inspect your health certificate and animals.

- ✓ Once finished, proceed to the location of the Companion Animal Show.

Step 9 - Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Show Day:

Step 10 – **Companion Animal Show**.

- ✓ Check in 15 to 30 minutes before the show is scheduled to start.
- ✓ Bring CVI (copy of original is fine) and show to on-site veterinarian.

Release:

Step 11 – **4-H Animal Projects Release**. Companion Animals are released following the completion of the show.

- ✓ Exhibitors are asked to exit using gates 3.5, 4 or 8.
- ✓ Companion Animals may be housed in the National Guard Armory after the show until 2:00 pm. You must sign up for this during the Companion Animal show. Animals must be in a secure carrier.

Animal Exhibits

DAIRY CATTLE

Committee Members

4-H Youth Program Advisor Co-Chairs: Kim McGraw and Megan Kludt

Committee Members: Ron Frederick, Lauren Hollenbeck, Brad Sharp, and Mary Odland

Ownership Verification:

Data uploaded in 4HOnline:

June 1

Registration Papers:

Uploaded in 4HOnline

July 1

Entry:

Entered in FairEntry for the State Fair

August 13

Check-in:

Fri., Aug. 30, 5:00pm – 6:00pm

Open Class Dairy Complex

Show:

Mon., Sept. 2, 8:00am

Eligibility Requirements

- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Registration papers (Due July 1st)
- Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Required individual animal identification:
 - Ear Tattoo and Registration Paper for registered cattle or Official USDA '840' Tag and Registration Paper.
 - Grade and Crossbred cattle must have ear tattoo or electronic ID tag, or Bangs Tag, or 4-H Green NUES Tag
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Check In:
 - All entries must check in during 4-H Dairy Cattle check in times.
 - Registration papers must be made available at the time of check in for registered animals.
- Show Halters with chains must have smooth links. Rope or nylon halters are also acceptable.
- Animals with sharp or protruding horns cannot be shown for safety reasons.
- Registered Holsteins are classified as animals that have 87% or more Registered Holstein Ancestry (RHA-NA) as recorded with the Holstein Association.
- Non-registered dairy animals are shown in the Grade or Crossbreed division.
- Classes for Brown Swiss, Guernsey, Jersey, and Milking Shorthorn will not be separated by registered and grade.
- Grade Cattle: At the time of show, show committee members will evaluate breed characteristics of grade animals.
- If an animal is less than Breed Registry Standard (i.e. 87%), it must be shown in the Crossbred division.
- Crossbred Division: Any animal that is the result of crossing two or more breeds will be shown in the crossbred division. Any breed not recognized by the seven national dairy breed registry associations (Ayrshire, Brown Swiss, Guernsey, Holstein, Jersey, or Milking Shorthorn) will be shown in the crossbred division.
- Red and White will be shown in the Holstein Breed.
- Any grade animal not showing the predominant characteristics of one breed will show in the crossbred division.

Lots:

- *Brown Swiss*
- *Guernsey*
- *Holstein, Grade*
- *Holstein, Registered*
- *Jersey*
- *Milking Shorthorn*
- *Any Other Breed (Ayrshire)*
- *Crossbred*

Sub-lots: All breeds of cows will be judged first before starting the heifer classes in each breed.

- Spring Heifer Calf, 3/1/19 – 5/1/19
- Winter Heifer Calf, 12/1/18 – 2/28/19
- Fall Heifer Calf, 9/1/18 – 11/30/18
- Summer Junior Yearling Heifer, 6/1/18 – 8/31/18
- Spring Junior Yearling Heifer, 3/1/18 – 5/31/18
- Winter Senior Yearling Heifer, 12/1/17 – 2/28/18
- Fall Senior Yearling Heifer, 9/1/17 – 11/30/17
- Two Year Old Cow, 9/1/16 – 8/31/17
- Milking Three & Four Year Old Cow, 9/1/14 – 8/31/16
- Milking Aged Cow, Born prior to 9/1/14
- Dry Three & Four Year Old Cow, 9/1/14 – 8/31/16
- Dry Aged Cow Five or Older, Born prior to 9/1/14

Animal Exhibits

Dairy Cattle Showmanship

4-H members are encouraged to view the Purebred Dairy Cattle Association (PDCA) Showmanship Guidelines. These guidelines can be found at: <http://www.holsteinfoundation.org/education/showmanship.html>.

These guidelines can help prepare youth for the Dairy Cattle Showmanship 4-H Contest. The South Dakota 4-H Dairy Cattle Showmanship Contest will follow these guidelines. The only exceptions are as follows:

- Dairy exhibitors have the option to wear their exhibitor t-shirt provided by South Dakota 4-H.
- Dairy exhibitors can wear white or black pants.

State Fair 4-H Dairy Cattle Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.

Step 3 – Enter Animal Identification in 4HOnline by June 1st at 11:59p.m.

- ✓ Animal project(s) **accurately and completely** entered into 4HOnline.
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu.
- ✓ If animal is being leased, Animal Projects Lease Form must be completed and uploaded to 4HOnline by June 1.

Step 4 – Upload important documents to 4HOnline by July 1st at 11:59p.m.

- ✓ Upload registration papers to 4HOnline for each purebred animal project. Refer to the Animal Exhibits Registration Papers section of the Fairbook for more details.
- ✓ Upload YQCA certification to 4HOnline.

Step 5 – Exhibit animal(s) at county fair/achievement days.

Step 6 – State Fair animal project(s) registration due on Fair Entry by August 13th at 11:59p.m.

Step 7 – **Acquire your health certificate (CVI)**. Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals **MUST** be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair.
- ✓ For complete CVI requirements, please see the “Animal Exhibit Requirements” section of the State Fair Book.

Step 8 – **Double check**. Missing forms or incomplete/incorrect information can cause **INELIGIBILITY**. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection
- ✓ ORIGINAL registration papers for all purebred Dairy Cattle
- ✓ Re-check to make sure your animal’s ID information – tag, breed, tattoo, date of birth, etc. - match the health certificate as well as 4HOnline and registration papers for purebred animals.

When Arriving at State Fair:

Step 9 – **Where to Enter** - If you are showing multiple species, you may enter at gate 4.5 or gate 8.

- ✓ At the gate, state veterinarians will inspect your health certificate and animals.
- ✓ Once finished, proceed to the location of your animal project stalling. PLEASE be aware and respectful of your surroundings - use caution when loading and unloading as areas can become very congested at times.
- ✓ Prefer no entering between 9 am and 3 pm on Friday during the Open Class Show. If you need to enter, please do so through the doors on the west side of the building.

Step 10 – **Locate your assigned pens**. A map of your county’s assigned pens can be found posted on the office wall in the Open Class Dairy Cattle Barn.

- ✓ *Once you have located your pens*, unload your Dairy Cattle and tack as efficiently as possible.
- ✓ *If you have any questions*, please locate the Open Class Dairy Cattle Superintendent to prevent stalling in the wrong area.

Step 11 – *Before leaving the Open Class Dairy Cattle Barn:*

- ✓ Make sure you are aware of check-in time and procedures for 4-H Dairy Cattle. **Check-in/weigh-in times are strictly enforced – Please be on time!**
- ✓ Write your stall number(s) on your animal’s health papers. CVI’s need to be taken to the Dairy Cattle Office and placed in the box labeled *Dairy Cattle*.

Animal Exhibits

Check-In Day:

Step 12 – **Gather ALL necessary documentation.** *Please do not get in line* until you have all the following papers in hand.

- ✓ Registration Papers for ALL Purebred livestock.
- ✓ List of any animals that are registered for the State Fair, but did not come.
- ✓ Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. No 4-H exhibitor shirts are available to the Open Class Dairy Cattle Barn. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Step 13 –

- ✓ Once the 4-H Dairy Cattle Show is posted, make yourself familiar with the show order and your class numbers within the show.
- ✓ 4-H Dairy Cattle Show order will be posted on the office wall of the Open Class Dairy Cattle Superintendent's Office.

Show Day:

Step 14 –

- ✓ Listen closely for announcements and classes. It can be hard to hear in the barn.
- ✓ The staging area is at the east end of the show ring please arrive early to your class so you can be placed in your class order.
- ✓ The check-in table will provide each exhibitor in the class the animal's entry card. Be sure the card matches the animal you have and your name is on the card.

Step 15 –

- ✓ Classes will enter and exit the show ring from the east end of the show ring.
- ✓ Once the class is placed by the judge, the animal's bar code card will be collected from each exhibitor and ribbons will be handed out accordingly.

Release:

Step 16 – **4-H Animal Projects Release.** Exhibitors must obtain a Livestock Release Form from the Open Class Dairy Cattle Superintendent before leaving the State Fairgrounds. They will be handed out ½ hour before the exhibit's designated County release time. *No early releases will be granted. Please plan accordingly.*

- ✓ Exhibitors are asked to exit using gates 3.5, 4 or 8.

Animal Exhibits

DAIRY GOATS

Committee Members

4-H Youth Program Advisor Co-Chairs: Lauren Hollenbeck and Kim McGraw

Committee Members: Ron Frederick, Megan Kludt, Andy Jensen, Josh and Jill Schwennen

Ownership Verification:

Data uploaded in 4HOnline:

June 1

Registration Papers:

Uploaded in 4HOnline

July 1 at 11:59pm

Fair Entry:

Entered in FairEntry for the State Fair

August 13

Check-in:

Thurs., Aug. 29, 12:00pm – 2:00pm

Near 4-H Dairy Goat Barn

Show:

Fri., Aug. 30, 8:00am

Eligibility Requirements

- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Registration papers (Due July 1st)
- Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Required individual animal identification:
 - USDA Official Scrapie ID or Tattoo
 - Tattoo and Registration Paper for registered goats. If registrations papers are not presented at check-in, the animal must show in “Unrecorded Grade”. Unrecorded Grade goats must have tattoo or herd tag
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Check In:
 - All entries must check in during 4-H Goat check in time.
 - Registration papers must be made available at the time of check in for registered animals.
- All dairy goats must be dehorned.
- Freshened does should be shown in milk.

Lots

- *Alpine*
- *Lamancha*
- *Nigerian Dwarf*
- *Nubian*
- *Oberhasli*
- *Toggenburg*
- *Any Other Breed*
- *Recorded Grade*
- *Unrecorded Grade*

Sub-lots:

- Junior Doe Kid (Never Freshened), 4/1/19 – 6/30/19
- Senior Doe Kid (Never Freshened), 1/1/19 – 3/31/19
- Junior Yearling (Never Freshened), 7/1/18 – 12/31/18
- Senior Yearling (Never Freshened), 7/1/17 – 6/30/18
- Milking Yearling (Milking), 7/1/17 – 6/30/18
- Two Year Old Doe (Milking), 7/1/16 – 6/30/17
- Three to Five Year Old Doe (Milking), 7/1/14 – 6/30/16
- Five or Older Aged Doe (Milking), Born prior to 7/1/14

Animal Exhibits

State Fair Dairy Goat Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by *May 31st at 11:59p.m.*

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.
- ✓ All Dairy Goats are required to have an individual animal identification - a USDA Official Scrapie ID or Tattoo. Registered Goats must have a Registration Paper and Tattoo.

Step 3 – Enter Animal Identification in 4HOnline *by June 1st at 11:59p.m.*

- ✓ Animal project(s) **accurately and completely** entered into 4H Online.
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu.
- ✓ If animal is being leased, Animal Projects Lease Form must be completed and uploaded to 4HOnline by June 1.

Step 4 – Upload important documents to 4HOnline *by July 1st at 11:59p.m.*

- ✓ Upload registration papers to 4HOnline for each purebred animal project. Refer to the Animal Exhibits Registration Papers section of the Fairbook for more details.
- ✓ Upload YQCA certification to 4HOnline.

Step 5 – Exhibit animal(s) at county fair/achievement days.

- ✓ Contact the County 4-H Office for local deadlines.
- ✓ Check to see what documents (pre-registration and/or CVI) are required for your County Show.

Step 6 – State Fair animal project(s) registration due on Fair Entry *by August 13th at 11:59p.m.*

- ✓ Double check that State Fair registration information in Fair Entry matches your animal's registration papers and is entered in the correct lot.
- ✓ The name of your goat is highly encouraged to be entered into 4-H Online/Fair Entry.
- ✓ Remember to specify in Fair Entry if your animal is Dry or Milking and if you are stalling with 4-H or Open Class.

Step 7 – **Acquire your health certificate (CVI).** Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals **MUST** be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ Refer to the Animal Exhibits Registration Papers section of the Fairbook for more details. For complete CVI requirements, please see the “Animal Exhibit Requirements” section of the State Fair Book.

Step 8 – **Double check.** Missing forms or incomplete/incorrect information can cause **INELIGIBILITY**. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection
- ✓ ORIGINAL registration papers for all purebred dairy goats.
- ✓ Re-check to make sure your dairy goat's tags/tattoos match on the health certificate as well as 4HOnline and registration papers for purebred animals.

When Arriving at State Fair:

Step 9 – **Where to Enter** - If you are showing multiple species, you may enter at gate 4.5 or gate 8.

- ✓ At the gate, state veterinarians will inspect your health certificate and animals.
- ✓ Once finished, proceed to the location of your animal project stalling. PLEASE be aware and respectful of your surroundings - use caution when loading and unloading as areas can become very congested at times.

Step 10 – **Locate your assigned pens.** A map of your county's assigned pens can be found posted in the Dairy Goat Barn unless you are stalling with open class.

- ✓ Stalling maps will be posted on the SDSU Extension Website.
- ✓ *Once you have located your pens*, unload your dairy goat and tack as time efficiently as possible. The stall sizes are large enough that exhibitors may want to bring their own panels from home to divide the stalls to separate goats or for tack.
- ✓ *If you have any questions*, please locate the dairy goat/livestock superintendent to prevent stalling in the wrong area.

Step 11 – *Before leaving the 4-H Livestock Complex/Dairy Goat Barn:*

- ✓ Make sure you are aware of check-in time and procedures for 4-H dairy goat. **Check-in/weigh-in times are strictly enforced – Please be on time!**
- ✓ Write your pen number(s) on your animal's health papers. CVI's need to be taken to the 4-H Livestock Complex Office and placed in the box labeled *Dairy Goat*.

Animal Exhibits

Check-In Day:

Step 12 – **Gather ALL necessary documentation.** *Please do not get in line* until you have all the following papers in hand. (Your dairy goat is not necessary for the check-in process.)

- ✓ Registration Papers for purebred goats.
- ✓ Confirm with staff to participate in showmanship.
- ✓ Confirmation of Fair Entry classes will be given at check-in.
- ✓ Show orders will be posted in the evening of check-in day in the Dairy Goat barn, Open Class and extension.sdstate.edu under State Fair information.

Step 13 - Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Show Day:

Step 14 –

- ✓ Be prompt at the show gate for your class.
- ✓ Check in at the gate to receive your Fair Entry tag.
- ✓ For live updates of the Dairy Goat show, follow SD4-H on Twitter under #SD4Hdairygoats.
- ✓ Champion and Reserve need to be prompt at the end of show for the Champion Drive.
- ✓ Be prepared to be at gate at the end of show for showmanship.
- ✓ Any award winners need to have their picture taken with the professional photographer which is behind the bleachers.

Release:

Step 15 – **4-H Animal Projects Release.** Exhibitors must obtain a Livestock Release Form from the 4-H Livestock Office before leaving the State Fairgrounds. They will be handed out ½ hour before the exhibit's designated County release time. *No early releases will be granted. Please plan accordingly.*

- ✓ Exhibitors are asked to exit using gates 3.5, 4 or 8.

Animal Exhibits

BREEDING MEAT GOATS

Committee Members

4-H Youth Program Advisor Co-Chairs: Kaycee Jones

Committee Members: Darrin Erdmann, Kristi Goehring, and Scott Elcock

Ownership Verification:

Data uploaded in 4HOnline:
June 1

Fair Entry:

Entered in FairEntry for the State Fair
August 13

Check-in:

Thurs., Aug. 29, 10:00am – 1:00pm
4-H Livestock Complex

Show:

Fri., Aug. 30, 8:00am

Eligibility Requirements

- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Required individual animal identification: USDA Official Scrapie ID.
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Check In: All entries must check in during 4-H Goat check in times.
- Breeding meat goats can be trimmed to enhance their individual qualities (sheared).
- Exhibitors are allowed to use leather, smooth chain or nylon halters or collars in the show ring. Collars must be loose around the animal's neck at all times. No spiked or pronged collars.
- While in the show ring, exhibitors should not slap their goat.

Lots

→ *Breeding Meat Goat*

Sub-lots Breeding meat goats are shown by age, from youngest to oldest with no separation of breeds.

- Junior Doe – 3 to under 6 months, 3/1/19 – 5/31/19
- Junior Doe – 6 to under 9 months, 12/1/18– 2/28/19
- Junior Doe – 9 to under 12 months, 9/1/18 – 11/30/18
- Yearling Doe – 12 to under 16 months, 5/1/18 – 8/31/18
- Yearling Doe – 16 to under 20 months, 1/1/18 – 4/30/18
- Senior Doe – 20 to under 24 months, 9/1/17 - 12/31/17
- Senior Doe – 24 to under 36 months, 9/1/16 – 8/31/17
- Senior Doe – 36 months & over, Born prior to 8/31/16

Animal Exhibits

MARKET MEAT GOAT

Committee Members

4-H Youth Program Advisor Co-Chairs: Kaycee Jones

Committee Members: Darrin Erdmann, Kristi Goehring, and Scott Elcock

Ownership Verification:

Data uploaded in 4HOnline:
June 1

Fair Entry:

Entered in FairEntry for the State Fair
August 13

Check-in:

Thurs., Aug. 29, 10:00am – 1:00pm
4-H Livestock Complex

Show:

Fri., Aug. 30, Following the Breeding Meat Goat show

Eligibility Requirements

- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Required individual animal identification:
 - USDA Official Scrapie ID
 - DNA Sample to County 4-H Office by June 1
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Check In:
 - All entries must weigh in at the official 4-H scale during 4-H Goat check in times.
 - Market meat goats are only allowed one weigh-in.
- Market goats weighing less than 45lbs. at check-in will be allowed to exhibit; however, they are ineligible to receive a purple ribbon and compete for any champion award.
- All 4-H market meat goats should be slick shorn with 3/8 inch of hair or less. Hair may be left on the legs up to the hocks and knees only.
- Exhibitors are allowed to use leather, smooth chain or nylon halters or collars in the show ring. Collars must be loose around the animal's neck at all times. No spiked or pronged collars.
- While in the show ring, exhibitors should not slap their goat.
- Weigh Back Process for Market Animals (Goats, Swine, Sheep, Beef): State Fair class winners and overall Top 5 Market Animals are required to weigh back for *INTERNAL DATA COLLECTION PURPOSES ONLY*. This data provides the South Dakota 4-H Program with information for potential future decisions. Failure to weigh back a class winner or Overall Top 5 selection will forfeit any premiums or awards in the 4-H Division (Division champions are not required to weigh back).

Lots

All market meat goats are weighed and divided into classes by weight. Wethers and does are shown separately. Market meat goats are shown from lightest to heaviest with doe classes shown first.

→ Market Meat Goat Doe

→ Market Meat Goat Wether

Meat Goat Showmanship

Meat Goat Showmanship for Breeding and Market Meat Goats will follow 15 minutes following the selection of Top 5 Market Meat Goats.

Animal Exhibits

State Fair 4-H Meat Goat Project Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.

Step 3 – Enter Animal Identification into 4HOnline and collect DNA sample by June 1st at 11:59p.m. (**Note:** A DNA Sample is needed only for market animals. Each market animal MUST have a DNA Sample collected by this deadline to be State Fair eligible.)

- ✓ Animal project(s) **accurately and completely** entered into 4HOnline.
 - Unofficial animal project affidavits are available for easy data collection at extension.sdstate.edu.
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu
- ✓ As part of the animal self-identification process, exhibitors are responsible for collecting a DNA sample for every market animal which must be returned to the county office by June 1.
 - Find an informational Animal Projects Self-Identification Process help sheet on extension.sdstate.edu
 - Ask at your county 4-H Office for a “Hair Sample Collection Instruction” sheet to provide guidance and ensure proper sampling techniques are followed.
 - When returning collected market animal samples to the County 4-H Office, exhibitors will need to pay \$6 for each DNA sample.
- ✓ If animal is being leased, Animal Projects Lease Form must be completed and uploaded to 4HOnline by June 1.

Step 4 – Upload important documents to 4HOnline by July 1st at 11:59p.m.

- ✓ Upload YQCA certification to 4HOnline.

Step 5 – Exhibit animal(s) at county fair/achievement days.

- Contact the County 4-H Office for local deadlines.

Step 6 – State Fair animal project(s) registration due on Fair Entry by August 13th at 11:59p.m.

Step 7 – **Acquire your health certificate (CVI).** Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals MUST be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair.
- ✓ For complete CVI requirements, please see the “Animal Exhibit Requirements” section of the State Fair Book.

Step 8 – **Double check.** Missing forms or incomplete/incorrect information can cause INELIGIBILITY. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection
- ✓ Re-check to make sure your animal’s ID information - tag, date of birth, sex, etc. - match the health certificate as well as 4HOnline.

When Arriving at State Fair:

Step 9 – **Where to Enter** – *Please enter through gate 8.*

- ✓ At the gate, state veterinarians will inspect your health certificate and animals.
- ✓ Once finished, proceed to the location of your animal project stalling. PLEASE be aware and respectful of your surroundings - use caution when loading and unloading as areas can become very congested at times.

Step 10 – **Locate your assigned pens.** A map of your county’s assigned pens can be found posted on the office wall (office is located in the center of the *4-H Livestock Complex*).

- ✓ *Once you have located your pens*, unload your goats and tack as efficiently as possible.
- ✓ *If you have any questions*, please locate the sheep/goat superintendent to prevent stalling in the wrong area.
- ✓ *You may check in prior to locating your assigned pens.*
- ✓ Write your pen number(s) on your animal’s health papers. CVI’s need to be taken to the 4-H Livestock Complex Office and placed in the box labeled *Meat Goats*.

Step 11 – *Before leaving the 4-H Livestock Complex* make sure you are aware of check-in time and procedures for 4-H Meat Goats. **Check-in/weigh-in times are strictly enforced – Please be on time!**

Animal Exhibits

Check-In Day:

Step 12 – Attend Check In

- ✓ Both breeding and market meat goats must be brought to the check in.
- ✓ Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Step 13 – Review Show Order

- ✓ Show order will be posted Thursday evening on the board in the *4-H Livestock Complex* (on the North East corner of arena) and on extension.sdstate.edu
- ✓ If errors are found in the show order, please contact a Meat Goat Committee member. The show office will open 1 hour prior to the show.

Show Day:

Step 14 – Class Check In

- ✓ Check in with 4-H check-in staff by the South East gate of North Show ring in the Livestock Complex. Please check in 1-2 classes prior to the class you are exhibiting in.
- ✓ Once you check in, it is the exhibitor's responsibility to stay near entry gate. Check in staff will line up class following the order of the show program.

Step 15 – Class Procedure

- ✓ Show Day schedule:
 - Breeding Meat Goats, Overall Breeding Meat Goat
 - Market Does, Champion Market Doe
 - Market Wethers, Champion Market Wether
 - Overall Market Goat
 - Showmanship (Senior, Junior, Beginner)
- ✓ Ring Stewards will direct the flow of the class. Please watch the judge and the ring steward.
- ✓ If able, watch classes prior to the one you are exhibiting in to get idea of how classes are ran.
- ✓ 1st and 2nd place goats receiving a purple ribbon will return for division champion drive.
 - Breeding Meat Goat Divisions are as follows: Junior, Intermediate, Senior
 - Market Meat Goat Divisions are as follows: Light, Medium, and Heavy Weight
 - DNA will be pulled on all Champion and Reserve Division winners.
 - Guardian and exhibitor will need to be present for DNA waivers.
- ✓ Division winners will come back for selection of Top 5 overall.

Step 16 – Showmanship

- ✓ All Meat Goat Exhibitors are automatically entered in for Showmanship.
- ✓ Showmanship will begin immediately following the selection of Market Goat Overall Top 5 with the Senior Age Division showing first, then Junior, and conclude with Beginner age division.
- ✓ Showmanship will not be split based on Breeding or Market type animals shown.
- ✓ Exhibitors must check in at the gate.
- ✓ Class size will be at the discretion of the judge.
- ✓ Exhibitors who earn a "callback" or invitation into Top 5 Overall Showmanship Drive will earn a purple ribbon. All other exhibitors are considered participants- no ribbons are awarded.
 - Each Age Division will have a selection of Top 5 Overall.

Release:

Step 17 – **4-H Animal Projects Release.** Exhibitors must obtain a Livestock Release Form from the 4-H Livestock Office before leaving the State Fairgrounds. They will be handed out ½ hour before the exhibit's designated County release time. *No early releases will be granted. Please plan accordingly.*

- ✓ Exhibitors are asked to exit using gate 8.

Animal Exhibits

POULTRY

Committee Members

4-H Youth Program Advisor Co-Chairs: Laura Kahler and Laura Beall

Committee Members: Josh Johnson, Jai Walter, Wayne Fischer, and Reynold Loecker

Ownership Verification:

Data uploaded in 4HOnline:
June 1

Fair Entry:

Entered in FairEntry for the State Fair
August 13

Check-in:

Thurs., Aug. 29, 5pm – 7pm
Fri, Aug. 30, 3pm – 6pm
Open Class Poultry/Rabbit Building

Showmanship:

Sat., Aug. 31, 8:00am – 11:00am

Show:

Sat., Aug. 31, 8:00am

Eligibility Requirements

- Paperwork uploaded to 4HOnline:
 - Updated leg band number in 4HOnline and Fair Entry by August 13 of the current year.
 - Youth for the Quality Care of Animals Program (YQCA) certification must be uploaded to 4HOnline by July 1 of the current year.
- Required individual animal identification: Plastic Leg Band (available from the county office)
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Only visibly healthy poultry animals will be accepted for exhibit. They shall be free of evidence of all contagious diseases and mites.
- A representative of the South Dakota Animal Industry Board will examine poultry exhibits at time of entry to the State Fairgrounds.
- Check In: All entries must check in during 4-H Poultry check in times. If members choose to bring their bird during open class check-in, the youth must return during 4-H check-in to confirm their entry card is accurate.
- Poultry must come in proper carrying cages. Storage space is not available for crates or boxes used to transport poultry.
- Poultry will be fed and cared for at no expense to 4-H members with the South Dakota State Fair furnishing all of the feed.
- 4-H Dress Code is expected during Poultry Showmanship. Long sleeved shirts must be worn under 4-H t-shirts.
- Any animal that is not officially checked in during the scheduled 4-H check in time will not be exhibited in the show.
- Members are responsible for assuring their bird was registered in the correct lot and sub-lot, with an accurate leg band. Birds will be judged in the lot printed on their entry card and they will be penned in cages sized appropriately for the class of poultry they are entered as. Please contact a 4-H Poultry committee member if you would like assistance identifying your poultry breed and signing up for the correct class.

Lots

Individual purebred poultry entries are limited to breeds and varieties approved by the most recent *American Standard of Perfection*. However, youth may enter non-purebred birds in commercial classes.

Purebred Poultry Lots: Birds will be judged on breed characteristics as listed in the *American Standard of Perfection: 44th Edition*. No crossbreds will be permitted in purebred classes. To be eligible for breed exhibition, cockerel, pullet, cock, or hen chicken entries must be fair representatives of one of the breeds listed in the American Standard of Perfection.

Purebred Poultry Lots – Purebreds only

→ **American:** Plymouth Rock, Dominique, Wyandotte, Java, Rhode Island Red, Rhode Island White, Buckeye, Chantecler, Jersey Giant, Lamona, New Hampshire, Holland, Delaware

→ **Asiatic:** Brahma, Cochin, Langshan

→ **Continental:**

North Europe - *Hamburg, Campine, Lakenvelder, Barnevelder, Welsummer*

Polish - *Polish Bearded and Non-Bearded*

French - *Houdan, Faverolle, Crevecoeur, La Fleche, Maran*

→ **English:** *Dorking, Red Cap, Cornish, Orpington, Sussex, Australorp*

→ **Mediterranean:** *Leghorn, Minorca, Spanish, Andalusian, Ancona, Sicilian Buttercup, Catalana*

Animal Exhibits

→ Any other standard breed:

Games – *Modern, Old English*

Oriental – *Malay, Sumatra, Aseel, Shamo, Yokohama, Phoenix, Cubalaya*

Miscellaneous – *Sultans, Naked Necks, Araucanas, Ameraucanas*

- **Single Comb Clean Legged Bantams (other than Game Bantam Class):** *Ancona, Andalusian, Australorp, Catalana, Campine, Delawares, Dorking, Dutch, Holland, Japanese, Java, Jersey Giant, Lakenvelder, Lamona, Leghorn, Minorca, Nankin, Naked Neck, New Hampshire, Orpington, Phoenix, Plymouth Rock, Rhode Island Red, Serama, Spanish, Sussex*
- **Rose Comb Clean Legged Bantam:** *Ancona, Belgian Bearded d'Anver, Dorking, Dominique, Hamburg, Leghorn, Minorca, Nankin, Red Cap, Rhode Island, Rosecomb, Sebright, Wyandotte*
- **All Other Combs, Clean Legged, Bantam:** *Ameraucana, Araucana, Buckeye, Chantecler, Cornish, Crevecoeur, Cubalaya, Houdan, Ko Shamo, La Fleche, Malay, Polish, Shamo, Sicilian Buttercup, Sumatra, Yokohama*
- **Feather Legged Bantams:** *Belgian Bearded d'Uccle, Booted, Brahman, Cochin, Faverolle, Langshan, Silkie, Sultan*
- **Game Bantams:** *Modern, Old English, American Game Bantam*
- **Ducks - Heavy:** *Pekin, Aylesbury, Rouen, Muscovy, Saxony, Silver Appleyard*
- **Ducks - Medium:** *Cayuga, Crested, Swedish, Buff*
- **Ducks - Light:** *Runner, Campbell, Magpie, Welsh Harlequin*
- **Ducks - Bantam:** *Call, East Indie, Mallard*
- **Geese – Heavy:** *Toulouse, Embden, African*
- **Geese – Medium:** *Sebastopol, Pilgrim, American Buff, Saddleback Pomeranian, Steinbacher*
- **Geese – Light:** *Chinese, Tufted Roman, Canada, Egyptian*
- **Breeding Turkey:** *Any variety.*

Purebred Poultry Sub-lots:

- *Individual Cock (Male), Hatched Before 1/1/2019*
- *Individual Hen (Female), Hatched Before 1/1/2019*
- *Individual Cockerel (Male) Hatched 1/1/2019 – 5/31/2019*
- *Individual Pullet (Female) Hatched 1/1/2019 – 5/31/2019*

Other Poultry

→ **Game Bird** – *Guinea, Quail, Partridge, Pheasant, Other game bird*

→ Pigeon

- *Fancy Pigeon: Modenas, Fantails, Lahores*
- *Performing Pigeon: Racing Homers, Flying Rollers, Parlor Rollers*
- *Utility Pigeon: Giant Homers, Kings, Carneaus*

Other Poultry Sub-Lots:

- *Individual Male*
- *Individual Female*

→ Commercial Poultry:

- *White Egg Type: Three Pullets*
- *Brown Egg Type: Three Pullets*
- *Any other color type: Three Pullets*
- *Market/Meat Roasters: Hatched 3/1/2019 – 5/31/2019; Two Pullets or Cockerels of the same age*
- *Market/Meat Broiler: Less than 10 weeks old; two pullets or cockerels of the same age*
- *Market/Meat Turkeys: Single bird, either sex; hatched after 1/1/19*

Poultry Showmanship

Youth entered in showmanship must check in during 4-H Poultry Check-in times. All 4-H showmen are required to wear a 4-H Exhibitor back tag as identification, 4-H t-shirt (long sleeved shirt must be worn underneath 4-H t-shirt), long pants, and closed-toe shoes. The Poultry Showmanship score card and help sheet can be found on www.extension.sdstate.edu.

Animal Exhibits

Poultry Auction

Poultry exhibitors have the opportunity to sell their birds at the South Dakota State Fair. The poultry auction is held at 11:00 am on Monday, September 2, 2019. Consignments must be entered in the 4-H or Open Class Show to be eligible for sale. Sale entry deadline is Saturday, August 31, 2019 by 6:00 pm. There will be a consignment charge of 15%/bird collected from the amount the bird receives at the auction.

Poultry Auction Consignment Procedure:

- Sign up poultry intended for consignment at the Poultry Superintendent's Office.
- Fill out the necessary paperwork for consignment. Name, Address, Bird Breed, and bird tag number must be included.
- Each bird will be matched with an auction identification number. This number needs to be attached to the bird's cage at the time of consignment. Failure to do so will result in a No Sale of the animal.
- Birds will be caged by sale management.
- Payments will be mailed to consignors two to three weeks after the sale date.

State Fair 4-H Poultry Project Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet "Adding a New Youth Enrollment" on extension.sdstate.edu

Step 2 – Before registering animal project(s) on 4H Online, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- Use the American Poultry Association's *American Standard of Perfection* or the National Pigeon Association's *NPA Book of Standards* to help determine which class your bird should be exhibited in.

Step 3 – Enter Animal Identification in 4HOnline by June 1st at 11:59p.m.

- ✓ Animal project(s) **accurately and completely** entered into 4H Online.
 - Find an informational help sheet "How to Add Animals in 4HOnline" on extension.sdstate.edu.
 - All poultry should arrive at the fair with a leg band that matches the number and identifying information associated with that number on 4HOnline. These tags can be picked up in your county office, but be sure to go early in the spring to assure the office has the sizes you need

Step 4 - Prepare for the county achievement days

Step 5 – Upload important documents to 4HOnline by July 1st at 11:59p.m.

- ✓ Upload YQCA certification to 4HOnline.

Step 6 – Exhibit animal(s) at county fair/achievement days.

Step 7 – State Fair animal project(s) registration due on Fair Entry by August 13th at 11:59p.m.

Step 8 – **Acquire your health certificate (CVI)**. Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals **MUST** be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair.
- ✓ For complete CVI requirements, please see the "Animal Exhibit Requirements" section of the State Fair Book.
- ✓ Poultry must come from a certified Pullorum- Typhoid free source, or have a test done to prove that they are Pullorum- Typhoid free. If you purchase your chicks from a farm store or hatchery, request a certificate proving this and keep your receipt. If you do not have the paperwork proving that your birds are Pullorum- Typhoid free, you'll need to have them tested by a certified tester. The veterinarian will need to see the certificate to issue a CVI.

Step 9 – **Double check**. Missing forms or incomplete/incorrect information can cause **INELIGIBILITY**. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection
- ✓ Re-check to make sure your animal's ID Information – breed, leg band, sex, etc. - match the health certificate as well as 4HOnline.

When Arriving at State Fair:

Step 10 – **Where to Enter** - You may enter at gate 4.5 or gate 8.

- ✓ At the gate, state veterinarians will inspect your health certificate and animals.
- ✓ Once finished, proceed to the location of your animal project stalling. PLEASE be aware and respectful of your surroundings - use caution when loading and unloading as areas can become very congested at times.

Animal Exhibits

Step 11– **Locate your assigned pens. When arriving in the poultry barn, find a committee member who will take a copy of your health certificate (CVI) and help you find your bird's cage. Be prepared to tell the committee member which birds you did, or did not, bring.**

Step 12 – *Before leaving the Poultry Building:*

- ✓ Make sure you are aware of check-in time and procedures for 4-H Poultry. **Check-in times are strictly enforced – Please be on time!**
- ✓ Write your cage number(s) on your animal's health papers. CVIs need to be taken to the Poultry Office and placed in the box labeled *Poultry*.

Check-In Day:

Step 13 – Sign up for showmanship.

- ✓ The sign-up sheet is on the bulletin board in the entrance to the poultry barn

Show Day:

Step 14 – Exhibitors are encouraged, but not required, to be present when their bird is being judged.

Release:

Step 15 – **4-H Animal Projects Release.** Exhibitors must obtain a Poultry Release Form from the 4-H or Open Class Poultry Superintendent before leaving the State Fairgrounds. They will be handed out ½ hour before the exhibit's designated County release time. *No early releases will be granted. Please plan accordingly.*

- ✓ Exhibitors are asked to exit using gates 3.5, 4 or 8.

Animal Exhibits

RABBIT

Committee Members

4-H Youth Program Advisor Co-Chairs: Deanna Gall and Jackie Rau
Committee Members: Dale Knode, Andy Jensen, and Jackie McMartin

Ownership Verification:

Data entered in 4HOnline:
June 1

Fair Entry:

Entered in FairEntry for the State Fair
August 13

Check-in:

Thurs., Aug. 29, 8am – 10am, 6pm – 8pm
Fri, Aug 30, 8am – 10am
4-H Rabbit Building

Skillathon:

Sat., Aug. 31, 4:00pm – 6:00pm (must be checked in by 5:45 pm)

Showmanship:

Sun., Sept. 1, 12:00pm – 4:00pm (must be checked in by 3:45pm)

Show:

Mon., Sept. 2, 8:00am

Eligibility Requirements

- Animal data entered into 4HOnline by June 1 of the current year:
- Required individual animal identification:
 - All rabbits must have an ear tattoo in the left ear prior to showing at the County level.
 - No rabbits may be tattooed for identification between County Shows and the State Fair.
 - All tattoo numbers and animal descriptions entered in 4HOnline must match those of the animal being exhibited.
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Youth for the Quality Care of Animals Program (YQCA) certification must be uploaded to 4HOnline by July 1 of the current year.
- Health determinations are at the discretion of the State Veterinarian, the Rabbit Superintendent, or a representative of the Animal Wellness Committee.
- **Check In: All entries must check in during 4-H Rabbit check in times.**
- The date for determining the age class of a rabbit is the day of South Dakota State Fair judging (September 2, 2019).
- Exhibitors may enter four animals per class within a division. Variety or group must be specified on the State Fair entry. EXAMPLE: A 4-H exhibitor may enter four New Zealand senior bucks.
- Rabbits must come in proper carrying cages with trays and proper wire on the bottom of carriers. Storage space is not available for crates or boxes used to transport rabbits.
- As space allows, all 4-H rabbits (including those also entered in the Open Class competition), will be housed in the 4-H Rabbit Building. Cages will be assigned at arrival.
- 4-H exhibitors are responsible for providing feed and water for their rabbits during the State Fair.
- Each rabbit exhibitor is responsible for bringing his/her rabbits to the 4-H judging table at the scheduled time. 4-H substitute showmen rules apply.
- At the time of judging, rabbit judges provide comments and reasons that clerks enter as Comments on the Rabbit Exhibit Entry Forms.

4-H rabbits may also be exhibited in the Open Class area for the regular Open Class entry fee. Please indicate 4-H entry on Open Class Entry Forms. It is the responsibility of 4-H members to present their rabbit exhibits to the judging table at the scheduled time for Open Class judging. Only rabbits entered for exhibit in the 4-H or Open Class show may be sold at the fair. No rabbits are to be sold and released from the fair until they have been shown. Individuals selling rabbits must ensure that the rabbits are picked up before the seller leaves the building/fair grounds on Monday. All rabbits must be removed by 7 pm Monday.

Purebred Rabbit Judging Standards: 4-H members may show any of the purebred rabbit breeds listed. An exhibitor may enter any variety or group in a given breed. Any rabbit breed not listed may enter in the "All Other Purebred '6' class or '4' class" division. All purebred rabbits are judged based on the standards recognized by the American Rabbit Breeders Association (www.arba.net) listed in their Standard of Perfection.

Animal Exhibits

Lots

The show order will be posted in the 4-H Rabbit Barn prior to the show.

Dutch: Black, Blue, Chinchilla, Chocolate, Gray, Steel, and Tortoise varieties

- **English Spot:** Black, Blue, Chocolate, Gold, Gray, Lilac, and Tortoise varieties
- **Flemish Giant:** Black, Blue, Fawn, Light Gray, Sandy, Steel Gray, and White varieties
- **Florida White:** One variety
- **French Lop:** Broken Pattern or Solid Pattern
- **Havana:** Blue, Black, Broken Chocolate, and Lilac varieties
- **Himalayan:** Black, Blue, Chocolate, and Lilac varieties
- **Holland Lop:** Broken Pattern or Solid Pattern
- **Mini Lop:** Broken Pattern or Solid Pattern
- **Mini Rex:** Black, Blue, Blue-eyed White, Broken, Castor, Chinchilla, Chocolate, Himalayan, Lilac, Lynx, Opal, Otter, Red, Sable Point, Seal, Silver Marten, Smoke Pearl, Tortoise, and White varieties
- **Mini Satin:** Black, Blue, Chinchilla, Chocolate, Copper, Opal, Otter, Red, Siamese, Silver Marten, Tortoise, and White
- **Netherland Dwarf:** Five Groups
 - Selfs: Black, Blue, Chocolate, Lilac, Blue-Eyed White, and Ruby-Eyed White varieties
 - Shaded: Blue Tortoise Shell, Sable Point, Siamese Sable, Siamese Smoke Pearl, and Tortoise Shell varieties
 - Agouti: Chestnut, Chinchilla, Lynx, Opal, and Squirrel varieties
 - Tan Pattern: Otter, Sable Marten, Silver Martin, Smoke Pearl Martin, and Tans varieties
 - Any Other Variety: Broken, Fawn, Himalayan, Orange, and Steel
- **New Zealand:** Black, Blue, Broken, Red, and White varieties
- **Polish:** Black, Blue, Broken, Chocolate, Blue-Eyed White, and Ruby-Eyed White varieties
- **Satin:** Black, Blue, Broken Group, Californian, Chinchilla, Chocolate, Copper, Otter, Red, Siamese, and White varieties
- **Any Other 4 Class Purebred:** American Fuzzy Lop (Broken Pattern or Solid Pattern group), English and French Angoras (White and Colored Classifications), American Sable, Satin Angora, Belgian Hare, Britannia Petite, Standard Chinchilla, Dwarf Hotot, Harlequin, Jersey Wooly, Lilac, Lionhead, Rex, Rhinelander, Silver, Silver Marten, Tan, and Thrianta Breeds
- **Any Other 6 Class Purebred:** American, Giant Angora, Argente Brun, Beveren, Blanc de Hotot, Californian, Champagne D' Argent, Checkered Giant, American Chinchilla, English Lops (Broken Pattern or Solid Pattern), Giant Chinchilla, Cinnamon, Crème D'Argent, Palomino, Rex, and Silver Fox Breeds.

When all breed classes have been judged, all first in breed – regardless of ribbon placing – will be brought back to the show table for Champion Drive. Second in breed should be on deck. A rosette will be awarded for Best of Breed and Reserve in all breed classes and Any Other 4 Class or Any Other 6 Class. Reserve in all breed and Any Other 4 Class and Any Other 6 Class should be on deck for Champion Drive.

Purebred Sub-lots:

- 6 classes are provided for Flemish Giant, French Lop, New Zealand, Satin, All Other 6 Class Purebreds
 - Senior Buck: Born prior to 1/1/19
 - Intermediate Born: 1/1/19 – 2/28/19
 - Junior Buck Born: 3/1/19- 5/31/19
 - Senior Doe: Born prior to 1/1/19
 - Intermediate Doe: 1/1/19 – 2/28/19
 - Junior Doe Under: 3/1/19- 5/31/19
- 4 classes are provided for English Spot, Florida White, Havana, Himalayan, Holland Lop, Mini Lop, Mini Rex, Mini Satin, Netherland Dwarf, Polish, All Other 4 Class Purebreds
 - Senior Buck: Born prior to 3/1/19
 - Junior Buck: 3/1/19- 5/31/19
 - Senior Doe: Born prior to 3/1/19
 - Junior Doe: 3/1/19- 5/31/19

Roasters and Stewers Note: All Roaster and Stewer Rabbits must be a 6 Class Rabbit Breed. Please see the above listing of 6 Class Rabbit Breeds.

- **Roasters** – All rabbits entered in this class must be less than 6 months old
Minimum weight over 5 ½ pounds. Maximum weight 9 pounds.
- **Stewers** – All rabbits entered in this class must be over 6 months old
Minimum weight over 8 pounds.

Animal Exhibits

Point Schedule for Judging Roasters & Stewers

Meat Type – 50 points
Condition of Flesh – 40 points
Fur – 10 points
TOTAL – 100 points

Rabbit Showmanship

Youth entered in showmanship must check in during 4-H Rabbit Check-in times. Youth must collect a number at the showmanship registration table from 12 pm – 3:45 pm and will participate in the contest according to number order. All 4-H showmen are required to wear a long-sleeved shirt with the shirttails tucked into long, dark colored jeans or pants, and closed-toed shoes. The Rabbit Showmanship score card can be found on www.extension.sdstate.edu.

State Fair 4-H Rabbit Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.
- ✓ An unofficial rabbit affidavit is available for easy data collection on extension.sdstate.edu.

Step 3 – Animal Identification in 4HOnline by June 1st at 11:59p.m.

- ✓ Animal project(s) **accurately and completely** entered into 4HOnline.
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu.
- ✓ All rabbits must be permanently tattooed in the left ear.

Step 4 – Exhibit rabbits at County Fair/Achievement Day 4-H Rabbit Show.

Step 5 – Upload important documents to 4HOnline by July 1st at 11:59p.m.

- ✓ Upload YQCA certification to 4HOnline.

Step 6 – State Fair animal project(s) registration due on Fair Entry by August 13th at 11:59p.m.

Step 7 – **Acquire your health certificate (CVI)**. Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your State Fair arrival. Your animals **MUST** be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair.
- ✓ For complete CVI requirements, please see the “Animal Exhibit Requirements” section of the State Fair Book.

Step 8 – **Double check**. Missing forms or incomplete/incorrect information can cause **INELIGIBILITY**. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely.

- ✓ Veterinarian Certificate of Health Inspection
- ✓ Re-check to make sure your rabbit’s ear tattoo and sex match the health certificate as well as 4HOnline and registration papers for purebred animals.

When Arriving at State Fair:

Step 9 – **Where to Enter** - If you are showing multiple species, you may enter at gate 4.5 or gate 8.

- ✓ At the gate, state veterinarians will inspect your health certificate and animals. You must keep your health certificate for rabbit check-in.
- ✓ Once finished, proceed to the Rabbit Barn during a check-in time. If you arrive on the State Fair Grounds at a time other than check-in, you may go to the Rabbit Barn with your health papers and get a cage for your rabbit from the Rabbit Superintendent. Companion animals **cannot** be housed in the rabbit barn.
- ✓ ****EXHIBITORS MUST COME BACK AND CHECK-IN DURING SCHEDULED CHECK-IN TIMES!** Failure to comply will result in not being able to participate in any/all 4-H Rabbits events.
- ✓ Once you have your rabbit housed, exhibitors **must** take their rabbit carrier and feed with them.
- ✓ Exhibitors are responsible for feeding and watering their rabbit throughout the State Fair.
- ✓ Exhibitors may bring their own crocks for feed and water; however, there are some crocks available for your rabbit’s use.

Step 10 – *Before leaving the 4-H Rabbit Building:*

- ✓ Make sure you are aware of check-in time and procedures for 4-H rabbit. **Once check-ins are closed, exhibitors will not be able to register or house their rabbit for any 4-H rabbit event.**
- ✓ Write your cage number(s) on your animal’s health papers. CVI’s need to be taken to the Rabbit Office and placed in the box labeled *Rabbit*.

Animal Exhibits

Check-in takes place in the rabbit tent to the south of the rabbit barn:

Step 11 – **Gather ALL necessary documentation.** Please do *not* get in line with your rabbit until you have all the following in hand.

- ✓ Health papers (Veterinarian Certificate of Health Inspection) unless already turned in when rabbit was housed.
- ✓ Your rabbit (to check tattoo)

Step 12 – At rabbit check-in table

- ✓ Check in rabbit and verify tattoo with 4-H personnel.
- ✓ Check in for rabbit showmanship or skill-a-thon.
- ✓ Get a cage assigned (if not done already.) Attach entry tag to cage. Make sure 4-H staff has record of cage number.

Step 13 - Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Rabbit Skill-a-thon and Rabbit Showmanship: Please refer to the Youth-In-Action portion of the State Fair Book for information on the 4-H Rabbit Skill-a-thon and Rabbit Showmanship section with the rabbit information.

Rabbit Show: Show order will be posted by Saturday Night in the rabbit barn on the south end and in the lean-to of the Open Class Poultry/Rabbit Building.

Step 14 – Show Order

- ✓ Be knowledgeable of the order of show (changes yearly.) The number next to the breed name signifies the entries in each breed.
- ✓ When all breed classes have been judged, all first in breed – regardless of ribbon placing – will be brought back to the show table for Champion Drive. Second in breed should be on deck. A rosette will be awarded for Best of Breed and Reserve in all breed classes and Any Other 4 Class or Any Other 6 Class. Reserve in all breed classes and the Any Other 4 Class and Any Other 6 Class should be on deck for Champion Drive.
- ✓ Top five overall rabbits will be determined by the Champion Drive.

Step 15 –Top five rabbits have pictures taken for extension.sdstate.edu.

Release:

Step 16 – **4-H Animal Projects Release.** Exhibitors must obtain a Livestock Release Form from the 4-H Rabbit Superintendent before leaving the State Fairgrounds. They will be handed out ½ hour before the exhibit's designated county release time. *No early releases will be granted. Please plan accordingly.*

- ✓ Exhibitors are expected to clean and sanitize crocks before leaving the rabbit area.
- ✓ Exhibitors are asked to exit using gates 3.5, 4 or 8.

Animal Exhibits

BREEDING SHEEP

Committee Members

4-H Youth Program Advisor Co-Chairs: Becca Tullar and Mary Claire Bauer

Committee Members: Shari Rossow, Kody Miller, Christy Zelinsky, Mark Bullington, Dale Tlam, Garret Bischoff, Todd Nordman, Rosie Nold, and Jeff Held

Ownership Verification:

Data uploaded in 4HOnline:

June 1

Registration Papers:

Uploaded in 4HOnline

July 1 at 11:59pm

Entry:

Entered in FairEntry for the State Fair

August 13

Check-in:

Thurs., Aug. 29, 8am – 4pm

Friday, Aug. 30, 8 am – 9 am

4-H Livestock Complex

Showmanship:

Sat., Aug. 31, After Breeding Sheep Show

Show:

Sat., Aug. 31, 10 am

Eligibility Requirements

- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Registration papers (Due July 1st)
- Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Required individual animal identification: USDA Official Scrapie ID
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Check In:
 - All entries must check in during 4-H Sheep check in times.
 - Registration papers must be made available at the time of check in for registered animals.
- All males must possess two testicles and be fully intact.

Lots

Animals are shown oldest to youngest within a breed division. Breed Champions are selected at the conclusion of each breed and an Overall Champion and Reserve are selected at the end of the Breeding Sheep Show. Any registered animal, with appropriate registration paper, where the breed has not met the minimum of 5 head entered will show as an All Other Breed for that type (example, meat type).

All breeding sheep shown in "Slick" classes must be shorn within seven days of the show. Following breed-type standards, wool may be left below the knees or hocks, the poll, and ears.

- Meat Type Breeds:
 - Sire breeds: Hampshire, Oxford, Shropshire, Suffolk, Southdown, Texel
 - General purpose breeds: Cheviot, Dorset, Montadale, Polypay, Tunis
 - Prolific breeds: Romanov, Finnsheep
 - Hair breeds: Dorper, Katahdin and St. Croix
 - Includes: Crossbred ewes resulting from mating between breeds listed above including (meat x meat; meat x wool; and any crossing among sire, general purpose, prolific and hair breeds) including speckled faced ewes.
- Wool Type Breeds:
 - Columbia, Corriedale, Merino, Rambouillet, Targhee, Rommey, Border Leicester, Cotswold and Lincoln. Includes: Any white-faced ewe resulting from mating between different wool breeds (wool x wool).
 - Includes any white faced ewe resulting from mating between different wool breeds (wool x wool).

Animal Exhibits

- *Commercial Meat Type Ewe*
- *Commercial Wool Type Ewe*
- *Baby Doll Southdown*
- *Corriedale*
- *Dorset*
- *Hampshire*
- *Slick Shorn Hampshire Ewe*
- *Montadale*
- *Rambouillet*
- *Southdown*
- *Suffolk*
- *Slick Shorn Suffolk Ewe*
- *Targhee*
- *Any Other Meat Breeds*
- *Any Other Wool Breed*

Sub-lots:

- Yearling Ram, 9/1/17 – 8/31/18
- Fall Ram Lamb, 9/1/18 – 12/31/18
- Early Spring Ram, 1/1/19 – 1/31/19
- Late Spring Ram, 2/1/19 – 5/31/19
- Yearling Ewe, 9/1/17 – 8/31/18
- Fall Ewe Lamb, 9/1/18 – 12/31/18
- Early Spring Ewe, 1/1/19 – 1/31/19
- Late Spring Ewe, 2/1/19 – 5/31/19
- Slick Yearling Ewe, 9/1/17 – 8/31/18
- Slick Early Spring Ewe, 1/1/19 – 1/31/19
- Slick Late Spring Ewe, 2/1/19 – 5/31/19

NOTE: Slick classes will follow each regular class for the following breeds: Hampshire and Suffolk ewes only. No commercial ram classes are offered.

Sheep Showmanship

Showmanship will begin following the conclusion of selection for Overall Champion Breeding Sheep. Seniors will start first followed by Juniors and Beginners last.

Animal Exhibits

MARKET SHEEP

Committee Members

4-H Youth Program Advisor Co-Chairs: Becca Tullar and Mary Claire Bauer

Committee Members: Shari Rossow, Kody Miller, Christy Zelinsky, Mark Bullington, Dale Tlam, Garret Bischoff, Todd Nordman, Rosie Nold, and Jeff Held

Ownership Verification:

Data uploaded in 4HOnline:

June 1

Registration Papers:

Uploaded in 4HOnline

July 1 at 11:59pm

Entry:

Entered in FairEntry for the State Fair

August 13

Check-in/Weigh-in/Classification:

Thurs., Aug. 29, 8am – 4pm

Friday, Aug. 30, 8 am – 9 am 4-H Livestock Complex

Showmanship:

Sat., Aug. 31, After Breeding Sheep Show

Show:

Sun., Sept. 1, 8:30am

Eligibility Requirements

- Paperwork uploaded to 4HOnline:
 - Leasing agreement (if applicable) (Due June 1st)
 - Youth for the Quality Care of Animals Program (YQCA) certification (Due July 1st)
- Required individual animal identification:
 - USDA Official Scrapie ID
 - DNA Sample to County 4-H Office by June 1
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- All Market Lambs should be fresh shorn before arriving at the South Dakota State Fair to help the State Veterinarian detect Club Lamb Fungus.
- Lamb exhibitors must be prepared to remove canvas covers or lamb tubes at the State Fair entry gate to assist State Veterinarians checking for Club Lamb Fungus. Any animal carrying the disease will not be allowed to stall on the fairgrounds. If after stalling, an animal is found with Club Lamb Fungus, it and all other animals from that trailer will be removed from the fairgrounds immediately.
- Check In:
 - All entries must weigh in at the official 4-H scale during 4-H Sheep check in times.
 - Market sheep are only allowed one weigh-in.
- Sheep must be born on/after January 1, 2019.
- While in the show ring, exhibitors should not slap their lambs.
- Weigh Back Process for Market Animals (Goats, Swine, Sheep, Beef): State Fair class winners and overall Top 5 Market Animals are required to weigh back for *INTERNAL DATA COLLECTION PURPOSES ONLY*. *This data provides the South Dakota 4-H Program with information for potential future decisions. Failure to weigh back a class winner or Overall Top 5 selection will forfeit any premiums or awards in the 4-H Division (Division champions are not required to weigh back).*

Counties have the option to not split classes by breed type at their 4-H Achievement Days, especially if numbers within that breed type do not merit a class. Since 4-H County Achievement Days are used as “qualifiers” for the South Dakota State Fair, youth may show the market sheep by breed type at the South Dakota State Fair.

Lots

All market sheep are weighed and divided into classes by breed type. Market sheep are shown from lightest to heaviest with ewe classes shown first. Determination of breed type will follow the South Dakota State Fair 4-H Division Market Lamb Breed Type Guidelines. A breed type classifier will be present during market lamb weigh in. Decisions on breed type are final.

→ Dorset

→ Hampshire

→ Southdown

→ Suffolk

→ Natural

→ Speckled-face

→ Wool-Type - Straight bred Columbia, Corriedale, Merino, Polypay, Rambouillet, or Targhee

Animal Exhibits

→ Any Other Breed – Katahdin

→ Crossbred

Sub-lots:

- Market Ewe
- Market Wether

Sheep Showmanship

Showmanship will begin following the conclusion of selection for Overall Champion Breeding Sheep. Seniors will start first followed by Juniors and Beginners last.

State Fair 4-H Sheep Project Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.

Step 3 – Enter Animal Identification into 4HOnline and collect DNA sample by June 1st at 11:59p.m. (**Note:** A DNA Sample is needed only for market animals. Each market animal MUST have a DNA Sample collected by this deadline to be State Fair eligible.)

- ✓ Animal project(s) **accurately and completely** entered into 4HOnline.
 - Unofficial animal project affidavits are available for easy data collection at extension.sdstate.edu.
 - Breeding Sheep Identification Information includes: Breed, Ram/Ewe, Birthdate, Scrapie ID (entire number), Scrapie ID (L/R) Ear, Registration Number, Leased (Y/N)
 - Market Sheet Identification Information includes: Breed, Wether/Ewe, Scrapie ID (entire number), Scrapie ID (L/R), State Fair DNA Collected (Y/N), Leased (Y/N), Initial Weigh in Day (optional), Initial Weight (optional)
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu
- ✓ As part of the animal self-identification process, exhibitors are responsible for collecting a DNA sample for every market animal which must be returned to the county office by June 1.
 - Find an informational Animal Projects Self-Identification Process help sheet on extension.sdstate.edu
 - Ask at your county 4-H Office for a “Hair Sample Collection Instruction” sheet to provide guidance and ensure proper sampling techniques are followed.
 - When returning collected market animal samples to the County 4-H Office, exhibitors will need to pay \$6 for each DNA sample.
- ✓ If animal is being leased, Animal Projects Lease Form must be completed and uploaded to 4HOnline by June 1.

Step 4 – Upload important documents to 4HOnline by July 1st at 11:59p.m.

- ✓ Upload Breeding Sheep registration papers to 4HOnline for each purebred animal project. Refer to the Animal Exhibits Registration Papers section of the Fairbook for more details.
- ✓ All Breeding Sheep wishing to being shown within a purebred class must have the registration papers uploaded to 4HOnline by this date to be eligible to show in that specific division at State Fair.
- ✓ Upload YQCA certification to 4HOnline.

Step 5 – Exhibit animal(s) county fair/achievement days.

- ✓ Contact the County 4-H Office for local deadlines.

Step 6 – State Fair animal project(s) registration due on Fair Entry by August 13th at 11:59p.m.

Step 7 – **Acquire your health certificate (CVI).** Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals MUST be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair.
- ✓ For complete CVI requirements, please see “Animal Exhibit Requirements” section of the State Fair Book.

Step 8 – **Double check.** Missing forms or incomplete/incorrect information can cause INELIGIBILITY. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection
- ✓ ORIGINAL registration papers for all purebred Breeding Sheep.

Animal Exhibits

- ✓ Re-check to make sure your animal's ID information – scrapie tag, date of birth, breed, sex, etc. - match the health certificate as well as 4HOnline and registration papers for purebred animals.

When Arriving at State Fair:

Step 9 – **Where to Enter** – Showing multiple species, you may enter at gate 4.5 or gate 8. For exhibitors showing only 4-H sheep or stalling at the 4-H sheep barn gate 8 is the best gate to enter.

- ✓ At the gate, state veterinarians will inspect your health certificate and animals.
- ✓ Once through the gate, proceed to the location of your animal project stalling. PLEASE be aware and respectful of your surroundings - use caution when loading and unloading as areas can become very congested at times.

Step 10 – **Locate your assigned pens.** A map of your county's assigned pens can be found posted on the office wall (office is located in the center of the 4-H Livestock Complex).

- ✓ *Once you have located your pens*, unload your Sheep and tack as time efficiently as possible.
- ✓ *If you have any questions*, please locate the Sheep superintendent to prevent stalling in the wrong area.
- ✓ Write your pen number(s) on your animal's health papers. CVI's need to be taken to the 4-H Livestock Complex Office and placed in the box labeled *Sheep*.

Step 11 – *Before leaving the 4-H Livestock Complex* make sure you are aware of check-in time and procedures for 4-H Sheep. **Check-in/weigh-in times are strictly enforced – Please be on time!**

Breeding Sheep Check-In:

Step 12 – **Gather ALL necessary documentation.** *Please do not get in line with your sheep* until you have all the following papers in hand.

- ✓ Registration Papers for Purebred livestock
- ✓ NOTE: ALL males must possess two testicles and be fully intact.

Step 13 - Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Breeding Sheep Show Day:

Step 14 – Check Posted Show Order

- ✓ Confirm your entry information is correct. Make note of which classes you are exhibiting in. **It is the exhibitor's responsibility to be on time for the class.**

Step 15 – Check in with 4-H check in staff. They will provide you with your animal entry card.

Market Sheep Check-In:

Step 16 – Be sure to weigh-in during the designated time.

- ✓ Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Show Day: Market Sheep Show

Step 17 – Check Posted Show Order

- ✓ Confirm your entry information is correct. Make note of which classes you are exhibiting in. **It is the exhibitor's responsibility to be on time for the class.**
- ✓ Division Champions will be selected, which will come back for Champion overall.
 - DNA will be pulled on all Champion and Reserve Division winners.
 - Guardian and exhibitor will need to be present for DNA waivers.

Step 18 – Check in with 4-H check in staff. They will provide you with your animal entry card.

Release:

Step 19 – **4-H Animal Projects Release.** Exhibitors must obtain a Livestock Release Form from the 4-H Livestock Office before leaving the State Fairgrounds. They will be handed out ½ hour before the exhibit's designated County release time. *No early releases will be granted. Please plan accordingly.*

- ✓ Exhibitors are asked to exit using gates 3.5, 4 or 8.

Animal Exhibits

MARKET SWINE

Committee Members

4-H Youth Program Advisor Co-Chairs: Jennifer Ringkob and Sara Koepke
Committee Members: Jeff Wolff, Robert Rasmussen, Ben Olson

Ownership Verification:

Data uploaded in 4HOnline:
June 1

Registration Papers:

Uploaded in 4HOnline
July 1 at 11:59pm

Entry:

Entered in FairEntry for the State Fair
August 13

Check-in:

Fri., Aug. 30, 8am – 2pm
Open Class Swine Complex

Showmanship:

Following Champion Market Hog Selection
(Showmanship order: Seniors, Juniors, and
Beginners)

Show:

Sat., Aug. 31, 8:00am

Load Out:

Monday, Sept. 2, 2:00 pm

Eligibility Requirements

- Animal identification data entered into 4HOnline by June 1.
- Paperwork uploaded to 4HOnline by July 1 of the current year:
 - Registration papers
 - Youth for the Quality Care of Animals Program (YQCA) certification
- Required individual animal identification:
 - Official 4-H NUES Tag/Premise ID Tag/840 RFID Tag
 - DNA Sample to County 4-H Office by June 1
- Certificate of Veterinary Inspection Issued within 30 days of exhibition (also see Health Regulations section)
- Any market swine unable to walk to and through weigh-ins and the show area under its own power will not be allowed to enter or show. These pigs will be the sole responsibility of the exhibitor, including marketing.
- Check In:
 - All entries must weigh in at the official 4-H scale during 4-H Swine check in times. Market animals are only allowed one weigh-in.
 - Registration papers must be made available at the time of check in for registered animals.
- Age and Weight:
 - All market swine must be born after January 1, 2019.
 - Any animal that weighs less than 230 pounds or over 300 pounds will be allowed to exhibit; however, they are ineligible to receive a purple ribbon and compete for any champion award. All swine exhibits that weigh less than 230 or more than 300 will be shown together at the beginning and end of each division. This procedure will be followed for all four divisions: Purebred Barrows, Crossbred Barrows, Purebred Gilts, Crossbred Gilts. For example, ALL purebred underweight barrows will be the first class shown in the Purebred Barrow Show and ALL overweight purebred barrows will be the last class shown in the Purebred Barrow Show.
 - Weigh Back Process for Market Animals (Goats, Swine, Sheep, Beef): State Fair class winners and overall Top 5 Market Animals are required to weigh back for *INTERNAL DATA COLLECTION PURPOSES ONLY*. *This data provides the South Dakota 4-H Program with information for potential future decisions. Failure to weigh back a class winner or Overall Top 5 selection will forfeit any premiums or awards in the 4-H Division (Division champions are not required to weigh back).*
- Slick clipping or body shaving of market swine is not recommended for this show as a minimum of one-fourth inch of hair on the animal's body is preferred by the packer that purchases and processes these animals. Animals with less than one-fourth inch of hair on their bodies may be condemned by the processor resulting in exhibitors not receiving carcass payments.
- For biosecurity, the 4-H Market Swine Show is a terminal event. By act of entry, 4-H members commit their animals to a terminal show. All swine entered in the South Dakota State Fair are tattooed and sold to a packer under contract with the South Dakota State 4-H Office.
- There is no 4-H breeding swine show at the South Dakota State Fair. No gilt exhibited in a breeding class at a county fair/4-H Achievement Day may be substituted for a market gilt at the South Dakota State Fair.

Animal Exhibits

Lots

- Berkshire
- Chester White
- Duroc
- Hampshire
- Hereford
- Landrace
- Poland China
- Spotted
- Yorkshire
- Any Other Breed
- Crossbred

All market swine are weighed and divided into weight classes. Market swine are shown from lightest to heaviest with barrow classes shown first.

- Any breed that has a minimum of five (5) entries of the same gender will be shown in a breed division. Any breed that has twelve (12) or more entries of the same gender will be split into classes by weight. A division champion and reserve will be recognized in each breed division.
- All breeds that have fewer than five (5) entries of the same gender will be shown in the Any Other Breed division and classes will be split by weight.

Sub-lots:

- Purebred Market Barrows
- Crossbred Market Barrows
- Purebred Market Gilts
- Crossbred Market Gilts

Stalling

4-H Swine stalling assignments go into effect Friday, August 30. The Swine Superintendent will work with exhibitors to ensure all animals are stalled correctly. **Two animals will be assigned per pen within each county section. 4-H Counties and/or Families are responsible for providing stall dividers in the event two animals entered by different exhibitors are sharing a pen and need to be separated.** The Swine Superintendent and Swine Committee members will enforce the stall assignments and may also make adjustments the day of check in where necessary.

Swine Load-Out Procedure

The 4-H exhibitor or a family member must be present at the time of swine load out on Monday of the State Fair. Hogs will be checked off by show management before being released from the pen. Water must stay in the pens with the animals until they are released from their pen. No more than 4 pigs are allowed in a pen before load out. Swine Load-Out time may be adjusted due to high temperatures.

Swine Showmanship

Showmanship will begin following the conclusion of selection for Overall Champion Market Hog. Seniors will start first followed by Juniors and Beginners last.

State Fair 4-H Swine Project Year Long Check Sheet

Prior to State Fair:

Step 1 – Visit sd.4honline.com and become a 4-H member by May 31st at 11:59p.m.

- Find an informational help sheet “Adding a New Youth Enrollment” on extension.sdstate.edu.

Step 2 – Before registering animal project(s) on 4HOnline, carefully read the general livestock exhibitor information, as well as the species specific information in the State Fair book for which you will be exhibiting an animal project(s).

- ✓ Note any details and deadlines that are important for the success of your project.

Step 3 – Enter Animal Identification into 4HOnline and collect DNA sample by June 1st at 11:59p.m. (**Note:** A DNA Sample is needed only for market animals. Each market animal MUST have a DNA Sample collected by this deadline to be State Fair eligible.)

- ✓ Animal project(s) **accurately and completely** entered into 4HOnline.
 - Unofficial animal project affidavits are available for easy data collection at extension.sdstate.edu.
 - Find an informational help sheet “How to Add Animals in 4HOnline” on extension.sdstate.edu

Animal Exhibits

- ✓ As part of the animal self-identification process, exhibitors are responsible for collecting a DNA sample for every market animal which must be returned to the county office by June 1.
 - Find an informational Animal Projects Self-Identification Process help sheet on extension.sdstate.edu
 - Ask at your county 4-H Office for a “Hair Sample Collection Instruction” sheet to provide guidance and ensure proper sampling techniques are followed.
 - When returning collected market animal samples to the County 4-H Office, exhibitors will need to pay \$6 for each DNA sample.

Step 4 – Upload important documents to 4HOnline by July 1st at 11:59p.m.

- ✓ Upload registration papers to 4HOnline for each purebred animal project. Refer to the Animal Exhibits Registration Papers section of the Fairbook for more details.
- ✓ 2019 Swine Exhibitors - Upload YQCA certification to 4HOnline.

Step 5 – Exhibit animal(s) at county fair/achievement days.

- ✓ Contact the County 4-H Office for local deadlines.
- ✓ Re-check to make sure your animal's ID information - tag number, ear notches, sex, etc. - match the health certificate as well as 4HOnline and registration papers for purebred animals.

Step 6 – State Fair animal project(s) registration due in Fair Entry by August 13th at 11:59p.m.

Step 7 – **Acquire your health certificate (CVI).** Contact your local veterinarian to obtain your health certificate dated *within 30 days* of your state fair arrival. Your animals **MUST** be accompanied by a health certificate in order to enter the state fairgrounds.

- ✓ The South Dakota Animal Industry Board will collect CVI from respective barn superintendents. Exhibitors are to turn in CVI to barn superintendent where the animal will be penned or stalled upon arrival to the fair.
- ✓ For complete CVI requirements, please see the “Animal Exhibit Requirements” section of the State Fair Book.

Step 8 – **Double check.** Missing forms or incomplete/incorrect information can cause **INELIGIBILITY**. *Before you leave your home*, double check to ensure the following forms are filled out accurately and completely!

- ✓ Veterinarian Certificate of Health Inspection
- ✓ ORIGINAL registration papers for all purebred animals.
- ✓ Re-check to make sure your animal's ID information - tags, ear notches, sex, etc. - match the health certificate as well as 4HOnline and registration papers for purebred animals.

When Arriving at State Fair:

Step 9 – **Where to Enter** - *If you are solely a swine exhibitor*, please enter through gate 4.5. If you are showing multiple species, you may enter at gate 4.5 or gate 8.

- ✓ At the gate, state veterinarians will inspect your health certificate and animals.
- ✓ Once finished, proceed to the location of your animal project stalling. PLEASE be aware and respectful of your surroundings - use caution when loading and unloading as areas can become very congested at times.

Step 10 – **Locate your assigned pens.** A map of your county's assigned pens can be found posted on the office wall (office is located in the center of the Swine Complex near the showring).

- ✓ *Once you have located your pens*, unload your swine and tack as efficiently as possible.
- ✓ *If you have any questions*, please locate the Swine Superintendent to prevent stalling in the wrong area.

Step 11 – *Before leaving the Swine Complex:*

- ✓ Make sure you are aware of check-in time and procedures for 4-H Swine. **Check-in/weigh-in times are strictly enforced – Please be on time!**
- ✓ Write your pen number(s) on your animal's health papers. CVI's need to be taken to the Swine Office and placed in the box labeled *Swine*.

Check-In Day:

Step 12 – **Gather ALL necessary documentation.** *Please do not get in line with your Swine* until you have all the following papers in hand.

- ✓ Registration Papers for Purebred Swine

Step 13 – Exhibitors obtain a weigh in TICKET from the Swine Superintendent near the scale. Tickets will be available at 7:30 a.m.

- ✓ Listen for your ticket number to be called. When your ticket number is called, you may bring your swine animals to the scale.
- ✓ Exhibitors bring ALL animals to the weigh in/check in at the same time
- ✓ Pick up a copy of your entry card with weight at the scale
- ✓ Review the show order Friday evening for accuracy.
- ✓ Contact Swine Committee members regarding inaccurate or missing information

Animal Exhibits

Step 14 - Pick up your 4-H Exhibitor shirt from Nordby Exhibit Hall. Refer to the General Exhibitor Information for Animal Exhibitor Dress Code.

Show Day:

Step 15 – Market Swine Classes - Exhibitors and animals are prepared for the show.

- ✓ Report to the check in area when class is called.
- ✓ Obtain Entry Card from check in personnel.
- ✓ Have fun and show your animal to the best of your ability.
- ✓ Receive your ribbon and placing.

Step 16 – Division Champions

- ✓ Class winners and second place animals in each division will return for the selection of a Champion and Reserve Champion.
- ✓ Photographs will be taken of ALL Division Champions and Reserve Champions.
- ✓ Division Champions will compete for Top 5 Overall Market Swine honors; second place and honorable mention animals will be on deck.
 - DNA will be pulled on all Champion and Reserve Division winners.
 - Guardian and exhibitor will need to be present for DNA waivers.

Step 17 – Showmanship

- ✓ Showmanship will take place at the conclusion of the Swine Show.
- ✓ Please refer to Animal Exhibits General Exhibitor Information in the front of State Fair Book to review the procedures for the showmanship contest.

Load Out:

Step 18 – The 4-H Market Swine Show is a Terminal Show. Swine load out is at 2:00 pm on Monday, September 2. Exhibitors must be present at load out.

Display Exhibits

4-H EDUCATIONAL DISPLAYS AND POSTERS

Note: In addition to the information below, do not laminate educational displays and posters.

Educational Displays/Posters General Information/Criteria

Educational Display and Educational Poster exhibits provide an opportunity for 4-H members to express views and ideas learned through their 4-H project work. These exhibits must/should (refer to the score card judging criteria descriptions):

- illustrate a single basic idea;
- catch viewers' attention long enough to introduce them to the subject; and/or
- impress viewers with a specific message and arouse a response.

Note: Some specific project areas include additional or specific requirements for educational displays and posters. Educational display and educational poster criteria in this section are superseded by specific rules in those project areas.

Educational Displays

Educational displays introduce viewers to a subject by illustrating an idea or fact. Educational displays are not posters; however, youth may use a tri-fold poster board. Educational displays require in-depth information on a topic. Displays may take the form of a three-dimensional object, scale model, a notebook, etc. Youth may produce exhibits in any appropriate medium (watercolor, crayon, ink etc.).

FYI: Size restrictions on educational displays are approximately 4 x 6 feet.

Educational Poster

Educational posters must be on 14 x 22-inch poster board with a vertical (portrait) or horizontal (landscape) orientation. Educational posters:

- May be done in any medium (watercolor, crayon, ink, etc.);
- utilize elements and principles of design; and/or
- Have margins on four sides; except in artistic instances (e.g., a graphic representation of a road running off the edge of the poster).

DISPLAY EXHIBITS

Display exhibits are constructed and created by a 4-H member. The exhibit that is completed is the work of a 4-H member with guidance from other 4-H members or adults.

Display exhibits deemed inappropriate for exhibition may be judged at the discretion of the State 4-H Administration and a decision will be rendered for appropriateness for judging and public exhibition prior to completion of the judging process. Examples may include, but are not limited to expensive items that cannot be secured, exhibits depicting alcohol/tobacco/drugs/illegal activities products or alcohol/tobacco/illegal activities consumption and weaponry.

NATIONAL 4-H CURRICULUM

The National 4-H Curriculum focuses on 4-H's three primary mission mandates: science, healthy living and citizenship. Curriculum activity guides provides information and activities for many of the 4-H project areas in the form of curriculum books. Most projects have two, three or four sequential age-appropriate Activity Guides. 4-H members may exhibit Activity Guides at their County Fair/4-H Achievement Days and at the South Dakota State Fair. Typically, youth will enter a level each year. To help 4-H members understand project information, there are Helper's Guides for adults or older teens to use in combination with the 4-H member's Activity Guides. National 4-H Curriculum materials are available at many County 4-H Offices for a small fee. Individuals may call 301-961-2934 or order materials online from 4-H Mall.

4-H Curriculum Requirements

The criteria for exhibiting 4-H curriculum Activity Guides are as follows:

- Exhibits will consist of the Activity Guide with seven newly completed activities and one finished product from an activity (product may be shown in a photograph, if the item is too large).
- Youth may enter most Activity Guides for more than one year; however, each year an additional seven activities and one finished product must be completed.

The curriculum requirements for some Activity Books are more specific, so please read the information for each project area carefully.

4-H SCIENCE

4-H Science exhibits are encouraged and welcomed in the 4-H Division of the South Dakota State Fair. If a 4-H Science-themed exhibit does not fit in an exhibit category that is listed under a specific project, youth may enter it as an educational display for that project area.

When deciding if your exhibit qualifies as a 4-H Science exhibit, think about your school science fair. 4-H Science exhibits explore the unknown or test ideas or theories.

- Does your exhibit seek to answer a question?
- Did you conduct an experiment?
- Did you investigate how or why something works?

If you are not sure if your exhibit qualifies as a 4-H Science exhibit use the questions in the section below and/or contact your County 4-H Youth Program Advisor.

Display Exhibits

Score Sheet/Card Decision Guide

Use the questions below to decide whether you should use a Science Education or General Education score sheet/card for your exhibit.

- Does the exhibit promote the project?
 - If yes, use the General Education score sheet/card.
 - If no, go to question #2.
- Does the exhibit address an economic/consumer education topic?
 - If yes, use the General Education score sheet/card.
 - If no, go to question #3.
- Does the exhibit address a health issue?
 - If yes, use a Science Education score sheet/card.
 - If no, go to question #4.
- Does the exhibit address presentation or exhibition techniques?
 - If yes, use the General Education score sheet/card.
 - If no, go to question #5.
- Does the exhibit address a mechanical function or use of technology?
 - If yes, use a Science Education score sheet/card.
 - If no, go to question #6.
- Does the exhibit address “Why” or compare and/contrast a subject?
 - If yes, use a Science Education score sheet/card.
 - If no, use a General Education score sheet/card.

Display Exhibits

AEROSPACE & ROCKETRY

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: planets, galaxies and constellations, eclipses, earth rotation, aero flight, hot air balloons, kites, and water rockets.

Aerospace & Rocketry Display Exhibits

→ Model Constructed Rockets

Seniors – First Year ONLY must do a Level 2 rocket

Rockets have electronically ignited solid fuel. Rockets for display should have the engine mount in place but not house the engine. All rockets exhibited must have been successfully launched prior to State Fair. By using pressed cardboard or heavy mill paper, instead of balsa wood, the fins will be more durable and allow more flights. The exhibitor must state the number of rockets made, kit name, skill level, and construction materials used for nose cone, fins, and recovery system. This information should be stated in the space provided for Additional Class information on the exhibit entry form. Launcher(s) should be exhibited as electric switch(es).

NOTE: Do not bring launch pads for display with exhibits.

→ Advanced Model Rockets

(Skill Level Rocket 3 and above)

This class must not have a one-piece fin assembly.

Exhibitors must state the number of rockets made, kit name, skill level, and construction materials used for the nose cone, fins, and recovery system. Document this information in the Additional Class space on the exhibit entry form.

NOTE: Rockets should provide an ever-increasing challenge in building techniques for exhibitors (e.g., multi-stage and multi-state cluster type construction using pressed cardboard or heavy mill paper, or balsa wood are expected).

→ Airplanes and Gliders

Construction of remote controlled or gas/alcohol engine-operated airplanes. All airplanes exhibited must have been successfully launched prior to the South Dakota State Fair.

→ Advanced Airplanes and Gliders

→ Launchers, Jigs & Accessory

→ Kites — Build Your Own

FYI: Check the Internet for kite-building resources or you may use this document on the University of Arkansas website: http://app.razorplanet.com/acct/43514-9781/resources/4-H_FlyingFighters.pdf

→ Hot Air Balloons

FYI: To complete the following Aerospace and Rocketry exhibits, 4-H members should refer to Ohio State University Extension's Rockets Away! (<http://www.ohio4h.org/statewide-programs/4-h-science/rocketry>) and the supplemental South Dakota Water Rocket Instructions available at County 4-H Offices.

→ Smaller Plastic Water Rocket

Construct exhibit from one or two number 1 or 2 recyclable plastic soft drink bottles (smaller than two-liter) with 7/8 inch opening(s) and cap(s). Must have minimum of two tail fins attached to withstand launch and return impacts. Painting or decorating of the surface is permissible. Record your experiences making and launching the water rocket on the exhibitor entry card.

→ Water Rocket Launcher (Non-Commercial)

Construct exhibit with material that will withstand 250 pounds per square inch (psi) minimum working pressure.

EXAMPLE: Schedule 40 plastic PVC pipe is rated at 600 psi. Maximum launch pressure for rockets is 90 psi.

Launchers:

- using friction and no locking device do not need pressure gauges
- with lock-down mechanisms must have pressure gauges for safety, learning and data collection

FYI: Juniors and Seniors need to provide information on their launching experiences for this exhibit.

→ Two-Liter Water Rocket

Construct exhibit from one or two number 1 or 2 recyclable two-liter plastic soft drink bottle(s) with 7/8 inch opening(s) and cap(s). Must have three tail fins attached in any manner that will withstand launch and return impacts. Painting or decorating of the surface is permissible. As illustrated in the curriculum, youth, using a lock-down launcher, must provide a written record of ten launches with differing ounces of water, height, and air pressure.

After completing launches, plot the amount of water and air pressure used for each launch along with the height achieved. Connect these points for each launch using different colored lines. Make some assumptions about how two-liter bottles perform. Use this data to improve the rocket's performance. Recordings and assumptions must be in an accompanying notebook showing the exhibitor's accomplishments. 4-H member may include other experiment findings, problems solved, and activities accomplished as illustrated in the curriculum.

FYI: Counties may reserve the two-liter Water Rocket Launcher from the State 4-H Office.

Aerospace Adventures Curriculum

→ Level 1

→ Level 2

→ Level 3

→ Level 4

AUTOMOTIVE, SMALL & TRACTOR ENGINES

→ Educational Display

→ Educational Poster

BEEF

→ Educational Display

→ Educational Poster

Educational displays and poster exhibits may include, but are not limited to the study of: the economic impact of beef cattle to South Dakota and the nation; general animal behavior, management, health, nutrition; genetics and

Display Exhibits

breeding; animal promotion and marketing; bio-security, and careers in the beef industry.

Beef Display Exhibits

→ *New or Recycled Constructed Item*

Exhibit may include, but are not limited to the following examples: rope halters, lead ropes, feed bunks, hot boxes for new born livestock hay feeders, stands for grooming items, etc.

Beef Curriculum

→ *Level 1*

→ *Level 2*

→ *Level 3*

BICYCLE

→ *Educational Display*

→ *Educational Poster*

Bicycle Adventures Curriculum

→ *Bicycle Adventures*

→ *Level 1*

→ *Level 2*

CHARACTER EDUCATION

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to the Six Pillars of CHARACTER COUNTS!

- Trustworthiness, Respect, Responsibility, Fairness, Caring, Citizenship and/or
- A person of character value within each pillar

CHILD DEVELOPMENT & FAMILY LIFE

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: understanding the aging process, health and safety features family trees, nutritional snacks for any age, journaling about development, family forum; family communication; and/or babysitting principles and rules.

Child Development Display Exhibits – Youth Activity Guide

Exhibitors should answer the following questions on the entry form:

What did you do?

What did you learn?

What would you like the judge to know about how you prepared your exhibit?

→ *Growing on My Own*

Exhibits consist of items made from three or more activities (e.g., Bloomin' Bags!, Learning Box, Story Masks, Me Hat or Choke-Tube Tester).

→ *Growing With Others*

Exhibits consist of items made from three activities (e.g., Home Alone Box, Friendly Fringed Flyer, Family Connections or photos/posters of other activities).

→ *Growing in Communities*

Exhibits consist of items made from three or more activities (e.g., Family Profile, Accessibility Checklist, Going Our Way, First Aid Kids, Colorama Shirts, Here Comes the Judging, Skill-A-Thon Skills or Toys with Imagination).

Child Development Display Exhibits

→ *Game, Puzzle, or Toy*

Exhibitor makes a game, puzzle or toy. The age and developmental stage of the child expected to use the toy is discussed on the exhibit entry form.

→ *Let's Go Shopping for a Toy*

Exhibitor shops for and make a comparative cost study of three toys including:

- description of how each toy contributes to the growth and development of a child;
- the age of the child expected to use each toy; and
- safety considerations for toy selections.

The exhibit is a file folder or two pieces of 8½ x 11-inch sized poster paper taped together which includes:

- Score Card: Things to consider when buying this item listed in order of importance.
- Information Chart Comparison: Each toy's features, cost, safety, suitability for age of child, etc.
- Your Decision: List your choices in rank order with reasons for your choice.
- Illustrations: On pictures or sketches of the items, identify important features.

→ *Choosing a Child's Story*

Exhibitor chooses a child's story and then describe how to present it effectively to children. Include illustrations showing actions. The exhibit that is a three-ring binder that is at least 8½ x 11 inches in size.

→ *Make a Child's Garment*

Exhibitor makes a child's garment that includes at least one self-help feature suitable for children under the age of five. Identify all self-help features on the exhibit entry form.

→ *Kit with 5 Activities*

Exhibitor makes a kit of five activities that enhance a child's development. Exhibitors:

- must make three of the activities
- may purchase two of the activities
- should put activities in a suitable container for carrying

On the exhibit card, indicate the age of the child expected to benefit from the activity and how the activity contributes to the child's development.

→ *Original Story, Poem, or Song*

Display Exhibits

Write an original story, poem, or song that is appropriate for a child of a specific age and display it on a poster or in a frame or book. On the back of the exhibit, indicate the age of the child the story, poem or song is intended for.

→ Party Activity Plan

Exhibitor develops a party activity plan for children age four or older; carry out the party plan and document the results. The exhibit is a three-ring binder that is at least 8½ x 11 inches in size.

→ Let's Go Shopping for Toy/Equipment

Exhibitor shops around for infant toys or equipment and make a comparative cost study of at least three items that includes a description of how each item contributes to the growth, development and safety of an infant.

The exhibit is a file folder or two pieces of 8½ x 11-inch sized poster paper taped together which includes:

- Score Card: Things to consider when buying this item in order of importance.
- Information Chart Comparison: Based on the score card set up.
- Your Decision: List your choices in rank order with reasons for your choice.
- Illustrations: On a picture or sketch of your first choice, identify features.

→ Child Development Senior Project

Exhibitor self-determines a project and exhibit in a three-ring binder that is at least 8½ x 11 inches in size.

EXAMPLES: Journal, Trainer in a Babysitting Class, Special Foods, Child Finger Printing and Video Identification, Latchkey Program, Helping Hand, Block Mother, Crisis Hotline, Drug Prevention, Homelessness and career related areas.

→ Make a Toy

Exhibitor makes a toy from discarded materials (detergent bottles, denim, socks, fabric of any kind, egg cartons, metal, etc.) from your home. Youth cannot purchase the primary material used to make the toy. Critical issues for youth to consider are age-appropriateness and safety for children.

Babysitting Class Display Exhibits

→ *Babysitter's Training Course from the American Red Cross*

Exhibitor should contact his/her local American Red Cross chapter to enroll. Youth complete the course and are certified. The exhibit is a journal of what you learned.

→ *Babysitting Course (Other than the American Red Cross)*

Complete a babysitting course offered by a city recreation department, the SDSU Extension, hospital, YMCA or another organization. Exhibit is a journal of what you learned and information you have learned and/or tried from *Kids on the Grow*.

→ *American Red Cross Babysitting First Aid Kit*

Create an American Red Cross Babysitting First Aid Kit (find information in the Red Cross Babysitter's Handbook).

→ *Babysitting Kit*

Create a babysitting kit that includes:

- carrying case (made or purchased);
- five age- and developmentally-appropriate toys including books (made or purchased); and
- a contents listing with a description and how to use each item.
- Indicate on the entry form what age group it was developed for: Infant (up to age 1), Toddler (ages 1-3), Preschool (ages 3-5), School Age (ages 5-8)

Child Development Curriculum

→ *Level 1*

→ *Level 2*

→ *Level 3*

CITIZENSHIP

→ *Educational Display*

→ *Educational Poster*

4-H members may make displays and posters using 4-H Citizenship literature or they may exhibit their Public Adventures Curriculum notebooks. Educational display and poster exhibits may include, but are not limited to: community service, volunteering, CHARACTER COUNTS!, sportsmanship, stewardship, political action.

Public Adventures Curriculum

→ *Level 1*

CLOTHING & TEXTILES

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: fibers, fabrics, care characteristics, comparison-shopping, construction techniques, and fit.

Clothing and Textiles Display Exhibits

All clothing exhibits require a special entry form available at your County 4-H Office. The exhibit entry form is not required when there are additional forms that are filled out. On the inside of the garment, tape a label with the 4-H member's name, County and ID number. All clothing must come to the State Fair on wire hangers.

Constructed Clothing Display Exhibits

During the current program year, 4-H members may make garments for themselves or someone else. On the entry form, list the fiber content, age/gender of the wearer, cost of the fabric, notions and care instructions.

→ *Blouse or shirt*

→ *Skirt or jumper*

→ *Vest*

→ *Dress*

→ *Shorts, pants, culottes, or other one-piece garment with a crotch seam*

→ *Jacket, coat or cape*

→ *Outfit of two or more pieces*

→ *Sleepwear, robe or swimwear*

Display Exhibits

→ Accessory, using fabric

Youth may sew or use other construction techniques to make accessories. Mount small items on a 5 x 7-inch piece of poster board. Accessories may be:

- Fashionable — important for hats, hatbands, scarves, ties, belts, hair accessories and handbags
- Functional — backpacks, duffel bags, tote bags and aprons serve a specific function (durability of the item is more important than coordination)

Selected Clothing Display Exhibits

The objectives of the Selected Clothing classes are to promote:

- informed consumer buying from retail or secondhand stores;
- learning how to coordinate garments and accessories; and
- evaluation of fit and quality of ready-to-wear garments.

→ Selected Outfit

Outfits for this exhibit may be new, used or a combination of both. The selected outfit should be:

- well-constructed;
- fit the wearer;
- reasonably priced for the use and type of garment;
- well-coordinated; and
- accessorized appropriately.

FYI: Selected Outfit exhibits must include a complete outfit; that is one or more garments that are combined to create a total look.

Exhibit the garments (no accessories) on a wire hanger with a full-length color photo of the person wearing the outfit and the appropriate entry form. Entry forms are available from your County 4-H Office.

→ Recycled Garment

This Recycled Garment exhibit requires:

- two clear and accurate photos (before and after); and
- a two-page entry form which is available from your County 4-H Office.

For this exhibit, youth change a clothing item to make it more useful or fashionable. Examples include:

- altering a ready-made garment to improve fit
- combining new fabric with a ready-made garment to create a new garment
- modifying a garment to better suit the needs of a disabled or elderly person
- modifying a garment to make it safer to wear for its intended purpose
- cutting a new garment from the fabric of an old garment
- repairing a garment to return it to use

Exploring Textiles & Sewing Curriculum

- Level 1
- Level 2
- Level 3
- Constructed Item

Any constructed item described in the Textiles & Sewing Curriculum Books 1, 2 or 3. Examples include, but are not limited to a drawstring bag, fleece hat, or receiving blanket.

A Style of Your Own Curriculum

- Discovering Choice
- Managing Choice

A Style of Your Own is a decision-making curriculum for evaluating clothing, wardrobe management, textile/apparel design, and leadership through community service.

COMMUNICATIONS

- Educational Display
- Educational Poster

Youth may interpret verbal and nonverbal information, develop effective public speaking skills, enhance written and verbal communication, defend a point, and design a presentation.

Communications Curriculum

- Module 1
- Module 2
- Module 3

COMMUNITY SERVICE

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: individual and club community service activities, academic learning projects with a reflective report summarizing the learning service experience and outcomes.

Service Learning Curriculum

- Level 1
- Level 2

COMPANION ANIMAL (FORMERLY CATS AND PETS – SMALL ANIMAL)

- Educational Display
- Educational Poster

Educational display and poster exhibits in the companion animal project may include, but are not limited to domestic pets: cats, birds, fish, gerbils, guinea pigs, hamsters, mice, rats, reptiles, etc. (please note, dog projects are not allowed). Exhibits may include, but are not limited to, the following topics: small animal health, nutrition, care and feeding, and/or breed types.

Pets Display Exhibits

- Emergency Pet Supply Kit

Create an emergency care kit for your pet and place all essential items in a sturdy container (e.g. duffel bag,

Display Exhibits

backpack or durable plastic container) that you can easily carry.

→ *Pet Ownership*

The Pet Ownership exhibit is for youth who have animals that are not included in the Live Animal Exhibits (with the exception of cats). In order to complete the Pet Ownership exhibit, youth must fill out the Ownership and Care of your Pet Form that can be found at extension.sdstate.edu or requested from your county office.

The Ownership and Care of your Pet Form will ask you to document what it is like to be a pet owner. This will include questions about how you feed and care for your pet, what type of environment or habitat your pet needs to survive, what costs are associated with owning your pet, etc.

In addition to filling out the Ownership and Care of Your Pet Form, youth must exhibit a visual representation of their pet and/or what it means to own their pet. For example, a fish owner might create a picture of a fish tank and label the parts of it or a turtle owner might draw a picture of their turtle.

Pets or Cat Curriculum

- *Level 1*
- *Level 2*
- *Level 3*

COMPUTERS & TECHNOLOGY

- *Educational Display*
- *Educational Poster*

Computers & Technology Display Exhibits

A Computer Project Summary Sheet (available from your County 4-H Office) must accompany each exhibit.

→ *Spreadsheet or Database Application*

Build an exhibit using pre-made templates, templates you have developed or write a stand-alone application.

→ *Computer Program*

Write a computer program in Basic, Pascal, C or C++ (IBM or Mac compatible), with or without the aid of a current standalone program. Submit the executable program on a flash (aka a thumb or USB) drive or re-writable CD.

→ *Computer Presentation*

Create a stand-alone presentation that can either be loaded from a flash (aka thumb or USB) drive or one that may be viewed from the Internet. Instructions for viewing must accompany the exhibit. Criteria:

- | | |
|------------------------------------|-----|
| • Ease of Use/Navigation | 15% |
| • Transitions | 10% |
| • Presentation (flow/organization) | 25% |
| • Quality of Visuals/Audio | 20% |
| • Design | 30% |

→ *Website*

For the exhibit, create a poster with a printout of your website's main or home page, a listing of techniques used (frames, Java, etc.), the purpose of the site and the working Universal Resource Locator (URL). Judges will review the poster and the website. Include all of the

website's pages on a flash (aka thumb or USB) drive or a re-writable CD.

Computers & Technology Curriculum

- *Level 1*
- *Level 2*
- *Level 3*

CONSERVATION & STEWARDSHIP

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: ozone layer, water pollution, air pollution, soil pollution, noise pollution, water disposal, vandalism, litter, garbage disposal, recycling, hazardous waste disposal, deforestation, community health, and safety problems.

Exploring Your Environment Curriculum

- *Level 1*
- *Level 2*
- *Level 3*

Explore the basic elements of life, connections among living things, and how all plants and animals are interrelated.

CONSUMER EDUCATION

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: price comparisons or comparisons of product features or services; how to use web resources to obtain information; and/or how to achieve efficiencies in the home.

Consumer Education Display Exhibits

The objectives of Consumer Education Projects are to understand:

- how personal values, goals and available resources affect consumer behavior;
- how social, economic and political systems affect consumers and the effect consumers have on these systems;
- management/economic principles for making consumer decisions; and
- the rights and responsibilities of consumers and businesses including acting responsibly as a consumer.

→ *Let's Go Shopping – this can also be exhibited under Home Environment*

Make a comparative cost study of three or more items related to the home (e.g., lamp, household linen, appliance, furnishings, china or fabric you buy for making an article versus purchasing). The exhibit is a file folder or two pieces of 8½ x 11-inch sized poster paper taped together which includes:

- Score Card: Things to consider when buying this item in order of importance.

Display Exhibits

- Information Chart Comparison: Each item's features, cost, etc., based on the scorecard.
- Your Decision: List your first choice with reasons for your choice.
- Illustrations: Identify each feature on pictures/sketches items.

Consumer Savvy Curriculum

- Level 1
- Level 2
- Level 3

Financial Champions Curriculum

- Level 1
- Level 2

CULTURAL EDUCATION, INTERNATIONAL STUDY & EXCHANGE PROGRAMS

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: study of a country, culture or geographic area, in present or through time; a journal or display created from experiences as a host family or as an exchange delegate; or a comparison of different exchange opportunities, countries or cultures.

→ *Que Rico La Cultura Curriculum*

Youth discover the Latino culture as they develop an understanding of Latino people and their traditional art forms through weaving and the making of instrument, jewelry, murals and masks. Youth also experience celebrations and holidays the Latino culture observes and sample the activities of storytelling, mosaics, and yarn art. Each year, choose one chapter and complete the activities. Record your experiences and exhibit in a notebook or display.

DAIRY CATTLE

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to the study of: the economic impact of dairy cattle to South Dakota and the nation; general animal behavior, health, nutrition; genetics and breeding; or promotion and marketing, bio-security, careers in the dairy industry.

Dairy Cattle Display Exhibits

- *New or Recycled Constructed Item*

Exhibit may include, but are not limited to the following examples: rope halters, lead ropes, feed bunks, hot boxes for new born livestock hay feeders, stands for grooming items, etc.

Dairy Cattle Curriculum

- Level 1
- Level 2
- Level 3

DOGS, DOG OBEDIENCE, & DOG AGILITY

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: dog health, training methods, nutrition, grooming, or breed types.

Dog Display Exhibits

- *Emergency Pet Supply Kit*

Create an emergency care kit for your pet and place all essential items in a sturdy container (e.g., duffle bag, backpack or durable plastic container) that you can carry easily.

Dog Curriculum

- Level 1
- Level 2
- Level 3

DRAMA & THEATRE ARTS

- Educational Display
- Educational Poster

Educational display or poster exhibits showing originality and creativity may include, but are not limited to: studying theatre, puppetry, plays and design; or learning about career opportunities in theatre.

Theatre Arts Curriculum

- Level 1
- Level 2
- Level 3

Display Exhibits

ECONOMICS, BUSINESS & MARKETING

- *Educational Display*
- *Educational Poster*

The study of economics is concerned with choices that are made using scarce resources. The study of economics is concerned with choices that are made using scarce resources. Educational Display and Poster exhibits may include: savings, credit, currency; employment; foreign trade; national debt, taxes; or market prices, supply and demand.

ELECTRICITY

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: how electricity is generated and transported, comparing appliance/machines' usage of electricity.

Electricity Display Exhibits

→ *Electrical Heating Device or Application*
Exhibits may include, but are not limited to, safe wiring, recycling, and custom lengths.

→ *Lighting*
Exhibits may include, but are not limited to, lamps, work area lighting, special lighting, trouble light, etc.

→ *Lighting — No Lamps*
Exhibits may include, but are not limited to, work area lighting, special lighting, trouble lights, etc.

→ *Wiring and Switches*
Exhibits may include, but are not limited to, circuit boards, three-way switches, electro-magnets, etc.

→ *Power*
Exhibits may include, but are not limited to, electric motors, motorized equipment, etc.

→ *Electronics & Communications*
Exhibits may include, but are not limited to, radios, buzzers, intercoms, amplifiers, etc.

Electricity Curriculum

- *Level 1*
- *Level 2*
- *Level 3*
- *Level 4*

EMBRYOLOGY

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: the study of the embryo development, incubation, and egg-hatching.

ENERGY FOR FARM, HOME & TRANSPORTATION

Farm Energy

- *Educational Display*
- *Educational Poster*

Educational Display and Poster exhibits may include, but are not limited to: the study of energy usage on a farm or methods for reducing energy usage on a farm.

Home Energy

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: the study of energy usage in the home or how families can conserve energy in their homes and the resulting lifestyle adjustments.

Transportation Energy

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: energy usage for various types of transportation, methods for reducing energy usage during transportation, and new energy sources for vehicles.

Wind Energy

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: use of wind energy, production of wind energy, benefits of wind energy production, usefulness of wind energy to the economy, the environment and energy supply.

→ *The Power of Wind Curriculum*

This curriculum teaches youth how to use the engineering design process to find solutions to problems related to wind power. Youth may work individually or in teams to analyze problems and find solutions. Components of the *Power of Wind* curriculum include:

- engineering and design process
- engineering design notebook
- scientific terms
- careers

ENGINEERING

- *Educational Display*
- *Educational Poster*

This project area includes those engineering fields that are not included as specific projects. Educational display and poster exhibits may include, but are not limited to: surveying, drafting, mechanical drawing, mining engineering, civil engineering, and engineering principles (bridge types, earthquake proofing, road durability. etc.).

Display Exhibits

→ Engineering Model

Choose an area of engineering (Biomedical, Civil, Chemical, Architectural, Agricultural, Mining, Computer, Nuclear, Mechanical, Materials, Environmental, Aerospace, Ocean, Electrical and Industrial/Manufacturing) and design something that addresses a specific purpose or problem you wish to solve.

In addition to your design notes or actual model, include the following in a report:

- type of engineering with clearly stated purpose or problem
- research narrative discussing potential problems
- conclusion with reasons for selecting presented solution
- discussion of safety, economic ramifications, and availability of materials

→ Popsicle Bridge

Dimensions

The bridge must span 500 mm, be more than 100 mm wide and 200 mm high, and protrude no more than 50 mm below the bottom of the bridge deck (where the car rolls). The bridge must also be free from support by 30 mm on each side. The bridge deck must be covered in construction paper to allow a “Matchbox” or “Hot Wheels”-sized car to roll across.

Construction Requirements

- The bridge must conform to Dimensions described previously.
- The completed bridge is to contain a maximum of 100 “Popsicle” sticks (113 mm long; 10 mm wide, 1½ mm thick) joined together with all-purpose, non-toxic glue. NOTE: “Crazy” and industrial type glues are not permitted; neither are pins or clamps.
- “Popsicle” sticks may be cut.
- A “Matchbox” or “Hot Wheels”-sized car is approximately 3½ cm wide and 2 cm high

Helpful Hints

- Give yourself plenty of time; don't wait until the last minute to build your bridge. The glue needs at least 24 hours to dry and is stronger when allowed to dry for two days or longer. Also, wood joints are always stronger when clamped tightly while the glue dries (try using big paper clips to clamp the sticks together — you must remove clamps before displaying).
- Even though a “Popsicle” stick bridge is much smaller, the same principles apply. FYI: The most important part is not the deck; rather, it is the steel or concrete structure supporting the deck.
- For bridge ideas, look at real bridges; especially railway truss bridges. Also study these bridges:

Port Mann Bridge, the Second Narrows Bridge, and the Queensborough Bridge.

FYI: The Lions Gate Bridge and the Alex Fraser Bridge are not good examples to follow for this project because these bridges rely on cables.

- Research the Internet and at your local library for bridge reference information to help your design.
- Your bridge needs to have a solid and stiff shape. Notice how a “Popsicle” stick is much stiffer and stronger when it is on its narrow edge. A bunch of sticks glued together in a flat, raft-like shape, have very little strength and will sag during testing. The strongest structural shape is a triangle.
- A bridge that is symmetrical is less likely to twist when loaded and will probably carry heavier loads.
- If you aren't sure if your “Popsicle” stick bridge is stable, test it by spanning it across two tables set about 500 mm apart; then, in the middle, push the top of the bridge down.

ENTOMOLOGY & BEES

→ Educational Display

→ Educational Poster

Entomology Display Exhibits

All entomology exhibits must be entered in the correct class and meet the requirements below.

- Display in a standard exhibit box (usually 19 x 16½ inches), but not to exceed 18 x 24 inches
- Labels need to be large enough to read; yet, not detract from the insects they identify
- Order collections are to be one order (a collection of butterflies, beetles, moths, flies, etc.)
- Youth may choose any topic for developing their Special Entomology Displays (life history studies, control practices, etc.)
- Youth are not permitted to re-enter an exhibit once it has received a blue or purple award. Youth receiving a red or lower rated awards on an exhibit may re-enter it in the same class in another year after making additions or corrections and identifying the changes.

→ 1st Year Collection

15 different insects, identified and labeled, from a minimum of three different orders

→ 2nd Year Collection

25 insects, identified and labeled, sorted by order with a minimum of five orders represented

→ Large Diverse Collection

50 or more insects, identified, labeled and sorted by order with a minimum of eight orders represented

→ Order Collection

Display Exhibits

20 – 30 insects from one order, identified and labeled

→ *Topical Collection*

15 – 20 insects identified and labeled, with a written or visual discussion of an associated topic (water-loving insects, crop pests, etc.)

Butterfly WINGS Curriculum

→ *Level 1*

Entomology Curriculum

→ *Level 1*

→ *Level 2*

→ *Level 3*

ENTREPRENEURSHIP

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include: setting personal goals, starting or investigating a business, finance or marketing, developing a business plan.

For ethics or legal issues, refer to the 4-H curriculum; *Be the “e” Entrepreneurship Activity Guide* for ideas on these and other topics.

Curriculum: Be the “e” Entrepreneurship Activity Guide for Middle and High School Youth

→ *Level 1*

For exhibits, complete two or more chapters from *Be the “e” Entrepreneurship Activity Guide for Middle and High School Youth*.

EXPLORING THE TREASURES OF 4-H CURRICULUM

→ *Beginner*

This workbook/guide uses an exploration theme to introduce children in grades 2 – 4 to the world of 4-H. It has six chapters. Exhibits must include completion of three chapters. Place the purple gems for the completed activities on pages 2 – 3; then, write one or two things that you discovered in the chapter. It is recommended that members work with a helper or a group. Youth may exhibit activity guides or booklets more than one year.

FIRST AID

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: a notebook on medical emergencies topics such as contacting emergency personnel, using slings or bandages, improvising during emergency situations, treating burns or stopping bleeding, taking vital signs (temperature, pulse, respiration).

For a list of items to include in the various first aid kits below, refer to the *4-H First Aid & Health Project: Project Exhibiting Guidelines*.

First Aid Kits

Brand names of contents must be visible on first aid items for medical clarification. Place all items in a durable,

water-resistant container that is labeled “First Aid” on the outside. To the inside of the lid, attach an inventory list of the contents (if known, label each item with its purchase and expiration date) and a list of emergency numbers.

→ *First Aid – Basic Kit*

Create a basic first aid kit for your home, garage, workshop or other living space.

→ *First Aid – Advanced Kit*

Create an advanced first aid kit for your home, garage, workshop or other living space. Advanced first aid kits include the contents of basic first aid kits plus additional items.

→ *Vehicle First Aid Kit*

Vehicle first aid kits are stored in the passenger compartments of automobiles, combines, tractors, all-terrain vehicles, boats or campers.

→ *Farm and Outdoor First Aid Kit*

Create a farm and outdoor first aid kit that includes items in the basic, advanced and vehicle first aid kits contents plus additional items needed for particular situations.

→ *Vehicle Winter Survival Kit*

Winter survival kits are generally stored inside vehicles in case occupants are stranded in a winter storm or blizzard. It is recommended that people keep winter survival kits inside the passenger compartment vehicles rather than the trunk so items are always accessible.

→ *Sports First Aid Kit*

Create a sports first aid kit to help with common injuries that may occur during physical activity and/or sports. Place contents in a fanny pack or small backpack.

→ *Summer Emergency Kit*

Create a summer emergency first aid kit for injuries that typically occur when people are outdoors and away from home or their vehicles during warm weather. Place contents in a heavy-duty backpack.

→ *Disaster Kit (Emergency Preparedness)*

A disaster kit contains items individuals or families need for emergency conditions caused by natural occurrences (e.g., tornado, fire or ice storm) or man-made events (bomb threat, chemical spill or act of vandalism). The container and selection of items is up to the exhibitor. Family or group disaster kits must have a sufficient quantity of items for each person. Include a description of the disaster kit’s purpose and an inventory list of contents.

First Aid Reports

For a detailed description of the various types of first aid reports, refer to the *4-H First Aid & Health Project: Project Exhibiting Guidelines*.

→ *4-H First Aid Project Report*

Write a story or report on how you used the 4-H first aid kit you assembled within the past three years.

Display Exhibits

→ *First Aid Workshop Presentation Report*

Describe a first aid presentation you have given to your 4-H club, your class at school or another club or group.

→ *First Aid Investigations Report*

Read stories or articles about first aid, interview medical professionals or take a tour of a medical facility. Describe what you learned from your readings, interviews and/or tour.

→ *Career Aspirations Report*

Describe your goals and plans to achieve your career objectives as a nurse, medical doctor, health science research, CPR instructor or EMT.

→ *Emergency Pet Supply Kit*

Create an emergency care kit for your pet and place all essential items in a sturdy container (e.g., duffle bag, backpack or durable plastic container) that you can carry easily.

FITNESS & SPORTS

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: the study of the history and purpose of physical fitness and sports, economic impact of sports.

FOOD PRESERVATION

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: history of food preservation, various methods of food preservation including equipment, foods that dry best, length of time and temperature to dry correctly how to detect spoilage.

Food Preservation Display Exhibits

Preserved Food:

- If food safety is a concern, judges reserve the right not to taste and/or judge a food preservation item.
- Contact your local County 4-H Office for materials, current processing methods, and altitude time tables for preserving fruits and vegetables.
- Tomatoes are classified as a fruit or vegetable.
- Fill and seal one standard clear glass quart, pint or half-pint jar with a standard lid. For protection, attach and tighten a clean screw band. 24 oz. Ball jars may be used for pickled asparagus and taller products, but must follow processing for quart size.
- Include the current Food Preservation Exhibits Entry Form with the altitude classification, the recipe, and the source of the recipe.
- If you are using a packet (i.e. Mrs. Wages or Ball), staple the empty packet to the Entry Form.

Dried Meat:

- No Exhibits
- Because of the variation in density and thickness of slices, there are no standard processes or method for drying and storing dried meat that ensures a safe, edible product.

Fruit and Vegetables:

- Refer to the USDA Complete Guide to Home Canning, 2015 Revision, Agriculture Information Bulletin No. 539 on the National Center for Home Food Preservation website, http://www.uga.edu/nchfp/publications/publications_usda.html.

Jams, Jellies and Preserves:

- Contact your local County 4-H Office for current processing methods and altitude time tables for jams, jellies and preserves.
- Use recipes from current and reliable sources.
- Fill and seal one standard clear glass pint, half-pint or 4 ounce jar with a standard lid.
- Refer to the USDA Complete Guide to Home Canning, 2015 Revision, Agriculture Information Bulletin No. 539 on the National Center for Home Food Preservation website, http://www.uga.edu/nchfp/publications/publications_usda.html.
- NOTE: Recipes using flavored gelatin as an ingredient are not acceptable.

Meat:

- Refer to the USDA Complete Guide to Home Canning, 2015 Revision, Agriculture Information Bulletin No. 539 on the National Center for Home Food Preservation website, http://www.uga.edu/nchfp/publications/publications_usda.html.
- All meat, poultry and fish must be pressure canned.

Pickles:

- Contact your local County 4-H Office for current processing methods and altitude time tables for pickles.
- Use recipes from current and reliable sources.
- Refer to the USDA Complete Guide to Home Canning, 2015 Revision, Agriculture Information Bulletin No. 539 on the National Center for Home Food Preservation website, http://www.uga.edu/nchfp/publications/publications_usda.html.
- Refer to the North Dakota State University Cooperative Extension Service, Making Pickled Products, July 2010, Bulletin FN-189

Display Exhibits

Salsa — Fruit or Vegetable:

- Contact your local County 4-H Office for approved recipes, current processing methods and altitude time tables for salsa.

Tomatoes:

- Process ripe or slightly under-ripe tomatoes in boiling water bath or pressure canner according to USDA Complete Guide to Home Canning, 2015 Revision, Agriculture Information Bulletin No. 539 on the National Center for Home Food Preservation website, http://www.uga.edu/nchfp/publications/publications_usda.html.
- Do not can the fruit of overripe, decayed or frostbitten tomatoes. Use overripe tomatoes immediately or freeze.

Dried Food:

- In a clear or dark plastic or glass container, place a minimum of ½-cup of the dried product (in case of leather, ½-cup equivalent).
- Contact your local County 4-H Office to obtain the exhibit entry form and score card and for information on drying foods.
- Include the completed exhibit entry form, score card and recipes for leather.

Herbs:

- Refer to University of Illinois Cooperative Extension Service, Harvesting and Drying Herbs, NRES-VC-31-97.

Food Exhibits

→ Dried Fruits

→ Dried Herbs

→ Dried Vegetables

→ Fruit and/or Vegetable Leather

→ Fruit Jelly, Jams and Preserves

Fill and seal one standard clear glass quart, pint or half-pint jar with a standard lid.

→ Fruit

Fill and seal one standard clear glass quart, pint or half-pint jar with a standard lid.

→ Meat

Fill and seal one standard clear glass quart, pint or half-pint jar with a standard lid.

→ Pickles

Fill and seal one standard clear glass quart, pint or half-pint jar with a standard lid.

→ Vegetables

Fill and seal one standard clear glass quart, pint or half-pint jar with a standard lid.

→ Salsa – Fruit or Vegetable

Fill and seal one standard clear glass quart, pint or half-pint jar with a standard lid.

FOOD SAFETY

→ Educational Display

→ Educational Poster

Educational display and poster exhibits topics may include, but are not limited to: safe food temperatures, power outages, sanitation, concession stand operation, food-borne illnesses, and food allergies.

FOODS & NUTRITION

Use <http://www.choosemyplate.gov/> for information on Food Groups and to access the Dietary Guidelines for Americans 2015.

→ Educational Display

→ Educational Poster

→ Educational Display about Soy

→ Educational Poster about Soy

Educational display and poster exhibits may include, but are not limited to: how to use the food guide pyramid, nutritional requirements for different age groups, role of different ingredients in a recipe especially baked goods, food safety, and shopping for food.

→ Junior Menu

Create a 14 x 22-inch poster illustrating and listing a one-day menu for you. Include your age on the front of the poster.

→ Senior Menu

Create a 14 x 22-inch poster illustrating and listing a one-day menu for you (including meals and snacks) that emphasizes vitamins A, C, calcium and fiber.

- Illustrate one meal with a color picture.
- Underline foods high in the vitamins, minerals and fiber:
 - calcium with blue
 - vitamin A with green
 - vitamin C with red
 - fiber with yellow
- On the front of the poster, include a color code legend and your age.

→ Junior Poster

Create a 14 x 22-inch picture poster of the daily food guide showing the five food groups and the amount of each required per age group. Include your age on the front of the poster.

→ Senior Poster

Create a 14 x 22-inch picture poster that teaches good nutrition beyond basic food groups for youth your age. Include your age on the front of the poster.

EXAMPLES:

- good snack selections
- calorie and/or fat comparisons
- nutrition and athletics
- allergies
- dietary guidelines for special diets

Breads

Display Exhibits

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: nutritional benefits of breads, cereal, rice, and pasta; how a leavening agent works; formation of gluten; or varieties of grains.

Dairy Foods

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: description of all the food in the dairy group, nutritional importance of dairy goods, principles of cooking with dairy foods, food safety issues when using dairy foods, and how cheese is made.

Foods and Nutrition Display Exhibits

If food safety is a concern, judges reserve the right not to taste and/or judge foods and nutrition items. Food exhibits include:

- items on a paper plate sealed in a clear plastic bag (one that closes with a zipper or a wire twist fastener). Do not use plastic wrap to cover plates of food.
- Staple the following to the plastic bag:
 - entry form
 - recipe on a 3 x 5-inch card with a list of ingredients and the preparation method

NOTE: All cookies are baked.

FYI: Youth entering two exhibits in one class must have tried different learning experiences.

General	Definition	Approximate Portion Size
Cookies	Pressed or Spritz – dough is put through a cookie press Molded – dough is rolled in a ball and pressed with a fork or another object (e.g., peanut butter cookies)	2 inches in diameter
Bars	Type of cookie made by baking batter in a sheet pan; then, cutting into portions	2 x 2 inches
Batter	Flour, liquid and leavening mixtures (eggs baked with steam can act as leavening)	N/A

NOTE: All exhibits in the classes below (no creams or custards) are baked and safe when stored at room temperature.

→ Bars

Made from batter; may have nuts. No frosting or layered bars. Three samples make up the exhibit along with the recipe card and the entry form.

→ Drop Cookies

Made from dough; may have nuts. No frosting. Three samples make up the exhibit along with the recipe card and the entry form.

→ Molded Cookies

Made from dough; may have nuts. No frosting. Three samples make up the exhibit along with the recipe card and the entry form.

→ Refrigerator Cookies

Made from dough; may have nuts. No frosting. Three samples make up the exhibit along with the recipe card and the entry form.

→ Pressed Cookies

Made from dough; may have nuts. No frosting. Three samples make up the exhibit along with the recipe card and the entry form.

→ Rolled and Cut Cookies

Made from dough; may have nuts. No frosting. Three samples make up the exhibit along with the recipe card and the entry form.

→ Cakes (No Commercial Mixes)

- Foam Cakes: No frosting, glaze, or nuts. The whole cake out of the pan, unpeeled, and on a paper plate makes up the exhibit along with the recipe card and the entry form.
- Loaf Cake (Any Flavor): Use an 8- or 9-inch round or square pan or a Bundt pan to make a cake into a loaf. No frosting, glaze or nuts. The whole cake out of the pan with either the top or bottom side up on a paper plate makes up the exhibit along with the recipe card and entry form.

→ Soy Baked Goods

Cookies, bars, cakes, breads, muffins, etc., using a combined minimum of ½ cup soymilk, soy flour, tofu or textured soy protein (soy granules). Exhibitors must follow safe food recommendations for baking temperatures. Exhibit on a paper plate in a sealed clear plastic bag with the recipe and entry form attached. Follow quantity guidelines for similar items under Foods and Nutrition or Breads.

→ Fun with Convenience Foods

A convenience food baked differently than the original package instructions or a baked food item made with convenience equipment. No frosting or glaze. Originality is considered during judging. Food must be safe when stored at room temperature (no creams or custards). Exhibit on a paper plate sealed in a clear plastic bag with the recipe and entry form attached. Follow quantity guidelines for similar items under Foods and Nutrition or Breads. No dry snack mixes.

Display Exhibits

→ *A Nutritional Situation*

Exhibits can be menus, displays or 14 x 22-inch posters illustrating a way of solving a nutritional situation; includes a written summary describing why youth chose the topic. Booth space cannot exceed 28 x 28 x 16 inches. Youth may use charts, mobiles, models, etc. Exhibits are judged on content, eye appeal, interest and quality of work.

Examples include:

- finger foods for a small child
- dietary problems
- feeding a child
- serving a meal attractively
- food and/or nutrition issues: obesity, food allergies, diabetes, heart conditions, acne, ulcers, etc.

→ *Recipe Adaptation to Improve Nutrition*

This class includes all recipes that have been adapted to improve the nutritional quality of food by increasing fiber and nutrients (protein, vitamin A, vitamin C or iron) and decreasing fats or oils. Contact your local County 4-H Office to obtain the most current recipe adaptation worksheet. Completed worksheets must accompany exhibits. Exhibit the food item on a paper plate in a sealed clear plastic bag with the recipe and entry form attached. Follow quantity guidelines for similar items under Foods and Nutrition or Breads.

Bread Display Exhibits

If food safety is a concern, judges reserve the right not to taste and/or judge bread items. Food exhibits include:

- Items on a paper plate sealed in a clear plastic bag (one that closes with a zipper or a wire twist fastener). Do not use plastic wrap to cover plates of food.
- Staple the following to the plastic bag:
 - entry form
 - recipe on a 3 x 5-inch card with a list of ingredients and the preparation method

Youth entering two exhibits in one class must have tried different learning experiences.

→ *Muffins*

Muffins made from a recipe, not a mix. Product may contain fruits, nuts, and/or vegetables. Three samples without paper baking cups make up the exhibit along with the recipe card and the entry form.

→ *One Loaf Quick Bread*

Any kind of quick bread (minimum size is 2½ x 5 inches). No frosting or glaze. Product may include nuts. The whole loaf out of the pan with the top side up on a paper plate makes up the exhibit along with the recipe card and entry form.

→ *One Loaf Yeast Batter Bread*

Any kind of batter bread made with yeast. The whole loaf out of the pan with the top side up on a paper plate makes up the exhibit along with the recipe card and entry form.

→ *One Loaf Yeast Bread*

Any kind of bread made with yeast (no batter bread). The whole loaf out of the pan with the top side up on a paper plate makes up the exhibit along with the recipe card and entry form.

→ *Yeast Dinner Rolls*

Any kind of dinner roll made with yeast. Three samples make up the exhibit along with the recipe card and the entry form.

→ *Ethnic Baked Goods*

Exhibit is ethnic bread, rolls or another baked item. For ethnic bread, the whole loaf out of the pan with the top side up on a paper plate makes up the exhibit along with the recipe card and entry form. For ethnic rolls and other baked items, three samples make up the exhibit along with the recipe card and the entry form.

→ *Convenience Bread*

Prepared differently than package or recipe directions utilizing bread, biscuit, or roll convenience foods (mixes or frozen) or convenience equipment. Originality is considered during judging. Bread must be safe when stored at room temperature (no creams or custards). Exhibit on a paper plate in a sealed clear plastic bag with the recipe and entry form attached. Follow quantity guidelines for similar items under Foods and Nutrition or Breads.

→ *Bread Machine Bread or Rolls*

One loaf of bread or three rolls (white, whole wheat or variety). No mixes. Product may contain fruits, nuts, and/or vegetables. Bread or rolls must be safe when stored at room temperature. For bread, the whole loaf out of the pan with the top side up on a paper plate makes up the exhibit along with the recipe card and entry form. For rolls, three samples make up the exhibit along with the recipe card and the entry form.

Dairy Food Display Exhibits

Youth entering two exhibits in one class must have tried different learning experiences.

→ *Dairy Foods Junior Poster*

Create a 14 x 22-inch poster that teaches good nutrition in the milk food group for youth your age. Include your age on the front of the poster.

→ *Senior Poster or Booklet*

Create a 14 x 22-inch poster or an 8½ x 11-inch booklet illustrating formal or casual meal. Exhibits must include the following:

- Consider all good menu requirements
- Emphasize foods from the milk group
- List amounts of calcium and phosphorus in milligrams for one serving of each dairy food included in the menu

Display Exhibits

- Total the amounts of calcium and phosphorus from all of the dairy foods in the menu; then, determine the recommended Dietary Reference Intakes (DRIs) percentages these elements contribute.
- Illustrate menus on the front of booklets
- Include your age on the front of the posters or the inside pages of booklets
- Refer to the USDA Nutritive Value of Foods, Home Garden Bulletin 72 (HG-72) on the Nutrient Data Laboratory website.

→ *The Study of a Dairy Product*

Select any dairy product and display your research on three sub-topics in a three-part folder, each section 8½ x 11 inches.

Examples of sub-topics include: origin, history of processing procedures, uses, effects, safety.

→ *Fun with Dairy Foods*

If food safety is a concern, judges reserve the right not to taste and/or judge dairy food items. Food exhibits include:

- Items out of pans or paper baking cups and on a paper plate sealed in a clear plastic bag (one that closes with a zipper or a wire twist fastener). Do not use plastic wrap to cover plates of food.
- Staple the following to the plastic bag:
 - entry form
 - recipe on a 3 x 5-inch card with a list of ingredients and the preparation method

Youth entering two exhibits in one class, must have tried different learning experiences.

Dairy food items include any foods enhanced with buttermilk, powdered milk, evaporated milk, yogurt, cottage cheese or cheese containing less than 80% of calories from fat (fat contains nine calories per gram, so cream cheese is eliminated). The dairy food item does not have to be a youth's original recipe. Dairy food items must be safe when stored at room temperature, so no creams or custards.

→ *Gluten Free Baked Goods*

A baked good made with gluten free products. This lot could consist of, but not limited to cookies, breads, bars, cakes, etc.

Food Curriculum

These lots are open to Beginners, Juniors and Seniors who want to learn more about nutrition and food science.

- *Curriculum A*
- *Curriculum B*
- *Curriculum C*
- *Curriculum D*

Microwave Magic Curriculum

- *Level 1*
- *Level 2*
- *Level 3*
- *Level 4*

Exhibit consists of the booklet with five newly completed activities and one Action Demonstration. Record completed activities on the Achievement Sheet located in the front of the booklet.

FORESTRY

→ *Educational Display*

→ *Educational Poster*

Forestry Display Exhibits

Neatly mounted forestry plant specimens on sheets of standard herbarium mounting paper (11½ x 16½ inches) or light tag board of uniform size (11 x 14 inches) is preferred. Each specimen sheet must include:

- the tree leaf;
- a section of a twig showing alternate, whorled or opposite branching;
- a small plastic bag containing the seed; and
- a forestry collection label mounted in the lower right hand corner filled out correctly and completely.

NOTE: Only youth who received red or white ribbons at a previous South Dakota State Fair and add or correct deficiencies to their plant specimen collections may re-enter exhibits at this year's South Dakota State Fair.

Forestry Display Exhibits – Identification Collection

→ *10 specimens*

→ *20 specimens*

→ *30 specimens*

Forestry Display Exhibits – SD Shrub Identification

→ *10 specimens*

→ *20 specimens*

→ *30 specimens*

Forestry Curriculum

→ *Level 1*

→ *Level 2*

→ *Level 3*

GEOLOGY & MINERALS

Geology & Mineral project exhibits provide a snapshot of the collection that youth have begun to develop during their project. These exhibits illustrate the knowledge that they have gained and the type of specimens they have been able to acquire.

→ *Educational Display* * See requirements in 'South Dakota 4-H Geology & Minerals Guide'.

→ *Educational Poster*

Geology & Minerals Display Exhibits

Display all collections in a standard exhibit box as described in the 'South Dakota 4-H Geology & Mineral Guide'. For requirements for each of the following lots – especially labeling of specimen, please refer to the 'South Dakota 4-H Geology & Mineral Guide'.

→ *Special Collection*

Display Exhibits

This exhibit must contain 12 labeled specimens of any one or combination thereof: fossils, rocks, minerals, jewelry, crystals, or lapidary.

→ Mineral Collection

This exhibit is to consist of 12 specimens.

→ First Year Rock Collection

This collection should consist of 2 igneous, 2 sedimentary, and 2 metamorphic rocks.

→ Rock Collection

This exhibit should consist of 5 igneous, 5 sedimentary, and 5 metamorphic rocks.

→ Crystal Collection

This collection should consist of 5 specimens.

→ Fossil Collection

This may consist of animal, plant or insect fossils in one collection. There are to be 7 specimens in this collection.

→ Jewelry and Metal Craft

Metalcraft refers only to articles intended for general ornamentation and/or service; examples: vases, vanity boxes, etc. Jewelry refers only to articles intended for personal ornamentation and wear; examples: rings, tie clasps, earrings, cuff links. Use of finished stones, fossils, or mineral specimens in all articles of metalcraft or jewelry is mandatory.

FYI: A set of cufflinks or earrings are considered one exhibit.

GEOSPATIAL

- Educational Display
- Educational Poster

The Geospatial Geographic Educational Display may include a poster or display of what was learned about geographical information system (GIS) and/or global positioning system (GPS) technology (e.g., the use of GIS/GPS in vehicles, agriculture, or Community Service Projects).

Geospatial Display Exhibits

→ Documented Geocaching/Earthcaching Trip

Exhibit consists of a written report in a notebook or scrapbook documenting how to plan a trip or find your way using a GPS unit (e.g., finding a geo-cache). Can be a multi-year project and needs to include what obstacles they faced and what they learned.

→ Be the Teacher – GPS/GIS

For this exhibit, create an educational notebook, display, collection of materials (including maps and overlays) related to GPS/GIS Project.

→ GPS/GIS Service Project

Exhibit consists of a 14 x 22-inch poster or notebook documenting a Service Project utilizing GPS/GIS technology.

→ Making a Geocache

A log of the process of making a geocache, and a written description of the process of determining where to locate it and placing it in its location

→ Making a map

Using GIS skills and software youth can make a map using GPS waypoints.

Geospatial Curriculum – Exploring Spaces, Going Places

- Level 1
- Level 2
- Level 3

GOATS

Dairy Goats

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: the study of the economic impact of dairy goats to South Dakota/nation and animal behavior, management, health, care, nutrition, genetics and breeding, harvesting, promotion and marketing, bio-security, careers in animal science.

Meat Goat

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: the study of the economic impact of Market Meat Goats to South Dakota/nation and the general study of animal behavior, management, health, care, nutrition, genetics and breeding, promotion and marketing, bio-security, careers in animal science.

Dairy Goat and Market Goat Display Exhibits

- New or Recycled Constructed Item

Exhibit may include, but are not limited to the following examples: rope halters, lead ropes, blankets, feed bunks, hot boxes for new born livestock hay feeders, stands for grooming items, etc.

Dairy Goats Curriculum

- Level 1
- Level 2
- Level 3

Meat Goats Curriculum

- Level 1
- Level 2
- Level 3

GRAPHIC DESIGN

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: letter styles; color; design experimentation; logo use; product packaging; creation of original artwork utilizing computer generated drawings;

Display Exhibits

computer-generated photography or computer-generated paint programs (clip art is not acceptable); studying art websites; doing research; or viewing online digital art galleries (e.g., Massachusetts Institute of Technology (MIT), Siggraph Educators Program, and the South Dakota State University Visual Arts Department Gallery).

Judging of exhibits is based on application, use of computer technology, aesthetics, communication, interest, originality and craftsmanship. Contact your local County 4-H Office for the score card with criteria and definitions for each.

Graphic Design Display Exhibits

4-H Graphic Design Applications using Computer Technology provides 4-H members with an opportunity to express their ideas and learn skills through study and project work. It begins with a message that is transformed into visual communication that transcends mere words.

Graphic designers create and control the color, type, symbols, and photography; then, manage the production of the image designs to inform and persuade a specific audience.

The work of graphic designers is part of our lives. Postage stamps, books, highway signs, newspapers and magazines, posters, corporate logos, business cards, and shopping bags are created by graphic designers.

Exhibits may include graphic designs advertising 4-H related projects and/or activities and/or the study of lettering styles, color, format spacing, logos, packaging, etc.

→ *Graphic Applications*

4-H members may construct exhibits using drawing programs such as Free Hand or graphic packages such as Photoshop, Paint, and/or Illustrator or other computer drawing, photo or paint programs. Exhibits must consist of original art (e.g., logo) 4-H members create using a combination of scanning, drawing, computer generated drawing, photography, etc. Clip art is not acceptable.

→ *Model, Portraiture, Etc.*

This graphic design exhibit may consist of a model, portraiture, and/or still life using a computer generated graphics program. Clip art is not acceptable.

→ *Drawn Image*

This graphic design exhibit may consist of a drawn image, photographic image or design that is objective, non-objective, abstract, or pictorial and may include letterform (please review the definitions below).

- Drawn Image: Drawn by hand with the aid of a computer software package such as Illustrator, Paint or Corel Draw.
- Photographic Image: Scanned or digitally transferred to a computer and then manipulated; combined or altered using photographic software packages such as Photoshop.
- Objective: The exact rendering of an observed visual image without interpretation or alteration; could be a still life.

- Non-Objective: An approach where visual images are entirely imaginative and not derived from anything the artist sees.
- Abstract: Form(s) an artist creates or derives from actual observed or experienced objects. It usually involves simplification, rearrangement of natural objects to meet the artist's needs. Sometimes there is little resemblance to the original object when the image completed.
- Pictorial: A broader term referring to numerous two-dimensional opportunities to express oneself. Pictorial images may be photographic, graphic, painted, drawn, collage or other two-dimensional expression.
- Letterform: Used on posters or it may exist in their own right as an image and inspiration for compositions.

→ *Cards for All Occasions*

Develop a series of four to six greeting cards in Word, WordPerfect, Printshop or Publisher for a variety of holidays or special occasions. Highlight six different skills (formatting, text, imported clip art, etc.) at least once on each card. For this exhibit, youth may use clip art, scanned photos or draw their own pictures. The exhibit consists of a printed copy of each card.

→ *Brochure*

Design a two-sided brochure promoting an event, program or idea using any design program. List the program application and any template used on the exhibit card.

→ *Poster*

Design a poster (size may not exceed 11 x 17 inches) to educate, promote or give direction, using any design program. No templates. List program application used on the exhibit card.

→ *Display Ad*

Design an ad suitable for print media (newspaper, magazine or newsletter) not to exceed 8½ x 11 inches. No templates. List program application used on the exhibit card.

→ *Marketing Package*

Design three pieces for the same topic/event. Choose from brochure, ad, registration form, program, poster, etc. No templates. List program application used on the exhibit card. Criteria for judging:

- | | |
|--------------------------------|-----|
| • Clarity of message | 30% |
| • Use of color and white space | 20% |
| • Graphic elements | 20% |
| • Quality of Writing | 20% |
| • Overall design | 10% |

HEALTH

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: physical, intellectual, emotional, social, spiritual and environmental health; learning how people grow and develop through life; identifying community

Display Exhibits

health care resources; assessing community health care needs; identifying health care issues at local, state, and/or national levels and identifying decisions that affect personal, family and community health; or exploring career, job and productive leisure opportunities in the health sciences.

Health Display Exhibits

→ *The Effects of Sunlight*

Complete at least three of the five experiences below in one exhibit. Document your findings in a notebook, folder, tri-fold display, etc. To observe the effect sunlight has on a number of objects do the following:

Put one newspaper in a sunny place for a few days and one in a dark cupboard for a few days. Compare the difference in color.

Put one piece of clay in the sun and one in the shade for a day. Observe the changes.

Put an object, such as a coin, on a piece of photographic development paper; place in the sunlight. Observe after 30 minutes. Objects such as keys, bottle tops, or pencils work well.

Discuss and compare how sunburned skin changed from over exposure to the sun. Many living things have natural ways of protecting themselves from the sun.

Observe and describe your pets' habits and behaviors on a hot day. When do they lie in the sun or the shade? When do they try to come inside the house?

→ *Sunscreen Label*

On a 14 x 22-inch poster, illustrate the front and back of a sunscreen bottle label you have designed. For successful consumer purchase and use, remember to include the necessary instructions and ingredient information on the label. Contact your local County 4-H Office for more information on sun safety.

→ *Skin Care*

On a 14 x 22-inch poster or in another format, start with a picture of yourself caring for your skin, your name and skin type. As part of your exhibit, include the answers to these questions. Before I go out in the sun, I should:

- "slip" on what?
- "slop" on what?
- "slap" on what?

→ *Homemade health & beauty products*

This lot consists of, but is not limited to homemade health and beauty products such as: homemade makeup remover, bath salts, soap, lotions, laundry detergent, etc.

Keeping Fit & Healthy Curriculum

Youth practice first aid in action, use a self-assessment tool to inventory their health, and design their own personal fitness plan and track it.

→ *First Aid in Action*

Youth practice first aid skills to treat cuts, scrapes, nosebleeds and bee stings. They learn how to respond to someone who is choking or has broken a bone, assemble a first aid kit, and interview members of the medical profession.

→ *Staying Healthy*

Youth use a self-assessment tool to identify personal talent areas — "smarts," explore hygiene, nutrition and physical activities, and share what they discover with a new appreciation of personal interest and talents.

→ *Keeping Fit*

Youth design a personal fitness plan for themselves and track accomplishments using their own fitness activities. Through interviews and personal experiences, youth discover the benefits of being fit as they practice making decisions, managing themselves and speaking with others.

HOBBIES & COLLECTIONS

→ *Educational Display*

→ *Educational Poster*

Exhibits should illustrate the importance of a hobbies or collections for the purposes of enjoyment, investments, tradition, etc., and may include, but are not limited to: antiques, autographs, buttons, cars, cards, coins, genealogy, models, pictures, pottery, glass, shells, stamps, tractors.

NOTE: Members with an interest in photography or other existing South Dakota 4-H project areas are encouraged to exhibit those hobbies and collections in the existing photography project lots. Exceptions are when special instances or unique circumstances qualify exhibits in the Hobbies & Collections Project.

→ *Hobbies & Collections Curriculum (South Dakota)*

Complete five or more of the activities in the curriculum. The exhibit consists of the booklet with five newly completed activities and one finished product from one activity (youth may display their product in a photograph if it is too large to enter). Complete the Process, Share, Generalize and Apply reflection questions for each of the five activities.

Hobbies & Collections Display Exhibits

→ *Hobbies & Collections Exhibit*

- A hobby can be anything the exhibitor enjoys doing such as, but not limited to making homemade jewelry, cake decorating, paintings, etc.
- Picture can be taken of your hobby or collection and displayed in a binder for easier display and safety.

Display Exhibits

- A minimum of two small items or one large is required for exhibiting plastic model airplanes, cars, etc. Collections consist of six small items and three large items.
- Evaluation of plastic models may be on the basis of neatness, display, level of difficulty, quality of workmanship, as well as the exhibit's summary report.
- If possible, place exhibit items on a board made of wood, cork, foam or other appropriate mounting material.
- When collections are too valuable to exhibit (e.g., metal farm tractors/cars, coins, sports cards, stamp, genealogy records or glass), members should list what they added to their collection during the 4-H program year in their record book so leaders can determine project accomplishments.

Exhibit Summary Report

In addition to the standard 4-H exhibit form, youth must include an Exhibit Summary Report with their Hobbies & Collections exhibits to provide necessary information about what they collected or what their hobby consists of, what was learned, and why the exhibit was chosen. This is to be done in addition to the 4-H exhibit entry form. Exhibit Entry Summary Reports are written in a narrative that is included with the exhibit. There is not a specific form as exhibitors are to write a short narrative about their hobby or collection and answer the questions above. When appropriate, 4-H members are encouraged to include a table of contents as part of their report.

HOME ENVIRONMENT

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to information about: wallpaper, paint, floor coverings, upholstery, fabric, window coverings, wood finishing methods, furniture upholstery methods, room arrangements (floor plans).

Home Environment — Quilting

- *Educational Display – Quilting*

- Illustrate an aspect of quilt-making or finished quilts. Examples include, but are not limited to:
 - quilt designs and styles from different cultures
 - design, color and fabric choices
 - preservation, history of construction methods
 - mathematical conversions of quilt patterns
 - computerization
 - entrepreneurship
 - histories of old quilts or specific quilt styles

Home Environment Display Exhibits

- *Constructed Fabric Dining Accessory*

Examples include, but are not limited to: placemat, tablecloth, table runner, a set of two dinner napkins.

- *Constructed Fabric Bedroom Accessory*

Examples include, but are not limited to: bed skirt or dust ruffle, bed canopy, window curtain, valance or drapery, bed covering, decorative pillow, pillowcase, coverlet, duvet cover.

- *Constructed Fabric Kitchen Accessory*

Examples include, but are not limited to: pot holder, appliance cover, food carrier decorative towel, window curtain, valance, drapery.

- *Wall or Door Item for Your Home*

Youth must make an item for the purpose of hanging on a wall or door. The entry form must include an explanation of how to hang the item. Examples include, but are not limited to: decorative picture, clock, banner, carving, memory box, framed art, wreaths, swags, etc.

- *Storage Item for a Room in Your Home*

Youth must make or decorate a storage item for a room in their home. The entry form needs to include the type of items intended for storage in the container and the room in which the container will be used.

- *Small Finished or Refinished Wood Accessory for the Home*

No furniture. Examples of small items include, but are not limited to: shelf, box, picture frame, tray, bowl, game board.

- *New Life for Your Furniture*

Exhibit is a piece of finished, refinished, upholstered/reupholstered, remodeled or recycled furniture with a "before" photograph and brief explanation of the item's history and the methods used to transform the item.

- *Decorative (Accessory) Grouping for the Home*

Select two to six items for a coordinated grouping that is the focal point for a table, countertop, piano, shelf, etc. Youth may purchase materials (e.g., silk flower/plant for centerpiece); however, the exhibitor must make at least one item in the grouping. On the entry form, list the total cost of the grouping and the room it is intended for. Include a photograph of the items as they would be displayed.

- *Color Wheel*

On a sheet of paper (minimum size 8½ x 11 inches), create a color wheel with chosen media (crayons, markers, tempera or acrylic paint, colors cut from magazines) to create 12 colors.

- Place the three primary and three secondary colors appropriately.
- Combine one primary and one secondary color to make the six tertiary colors.

Display Exhibits

NOTE: Youth need to accurately portray colors using full intensity and value. Label each color with its proper name. Attach color wheel to cardboard or card stock paper.

→ Color Wheel

On a sheet of paper (minimum size 8½ x 11 inches), create a color wheel with chosen media (tempera or acrylic paint only) to create 12 colors.

- Place the three primary and three secondary colors appropriately.
- Combine one primary and one secondary color to make the six tertiary colors.

NOTE: Youth need to accurately portray colors using full intensity and value. Label each color with its proper name. Attach color wheel to cardboard or card stock paper.

Create a color strip with chosen media (tempera or acrylic paint only) with two to four, 2 x 2-inch, color blocks (hues of full intensity or tints/shades) to illustrate one color scheme (analogous, complementary, split complementary, triad or tetrad). Use white to mix tints — black to mix shades. Label the color strip with the type of color scheme and indicate on the entry form.

→ Design Sample Board

Using photography mat board or foam core board, create a sample board with pictures of furniture, window coverings, accessories and small samples (swatches) you would use to design a room. Include fabric(s), paint, wallpaper, wood finishes, floor coverings, upholstery, and any other materials.

Label the top of the mat board with the type of room and the overall style you are trying to create (e.g., contemporary, traditional, country, modern, industrial, exotic or tropical). Lay out the samples according to the elements and principles of design.

→ Design Ideas Collection

Collect design ideas into a resource notebook (3-ring binder). Your notebook should include at least these four sections but may have more: color schemes, furniture styles, window treatments and accessories. Collect at least five ideas for each section from catalogs, magazines, store brochures, home improvement stores or the Internet. Label each idea with a name, the color scheme or style, and where you would use the idea. Mount design idea examples on 8½ x 11-inch paper.

→ Let's Go Shopping – this can also be entered in Consumer Education

Make a comparative cost study of three or more items related to the home (e.g., lamp, household linen, appliance, furnishings, china or fabric you buy for making an article versus purchasing). The exhibit is a file folder or two pieces of 8½ x 11-inch sized poster paper taped together which includes:

- Score Card: Things to consider when buying this item in order of importance.
- Information Chart Comparison: Each item's features, cost, etc., based on the score card.
- Your Decision: List your first choice with reasons for your choice.

- Illustrations: On pictures or sketches of the items, identify each feature.

→ Scale Drawing and Space Plan

Select an indoor (room) or outdoor space (patio) for a home. Measure the space and make a 1:4 scale drawing where ¼ inch equals one foot. You can use graph paper or computer-assisted design software to draw the space.

Use templates (i.e., scale drawings of chairs, tables, beds) to create an arrangement of furniture and other items in the room or outdoor space. Glue or tape the furniture templates to your scale drawing to make an arrangement with good traffic patterns and conversation groupings. On the back of the exhibit entry form, explain who the room is for and how it will be used. Display your scale drawing in a clear plastic page protector.

→ Constructed Cover Up

Make a cover up (blanket, snug sack, knitted or crocheted afghan or lap robe) for use in any room of a home.

→ Recycled or Remade

Take a new or used item and make it into something functional or decorative for the home. Used items may be from your home, a friend, rummage sale or second hand store. Examples include, but are not limited to: clay pots, landscape blocks, reworked denim, and old dishes.

→ Outdoor Art

Make a decorative or functional item intended for use outdoors on a patio or in a yard or garden. Make sure the item has the appropriate weatherproof finish. On the exhibit entry tag, describe where you plan to use the item and how you prepared the item for outdoor use. The maximum size restriction for this exhibit 4 x 6 feet.

→ Faux Finishes

Assemble a sample board (14 x 22-inch poster) with four or more samples (5 x 5 inches) of decorative painting or faux finishes that you created with paint or paint and glaze and used brushes, sponges, rags, crumpled newspaper, cheesecloth or other items to produce a textured appearance. Label each sample with what the faux finish imitates and the media used (e.g., latex paint, acrylic glaze and sea sponge). Faux finishes may imitate any material (i.e., marble, wood, tile, stone, sandstone/limestone, gilding or organic materials like leather, parchment, snakeskin).

Quilted Items

A quilted exhibit item is made up of at least three layers (no fleece or pre-quilted fabric). All quilted items must be machine/hand quilted or tied through all layers. Another individual may do the machine/hand quilting. Wall quilts must have a rod pocket on the back of the quilt or some method for hanging. Attach a tag to the lower left corner of each quilted item listing the maker and the date. The information below is required on a quilt exhibit entry form:

- name of the quilt pattern;
- how the fabric was selected;
- what work the exhibitor performed and what other people did;
- what the exhibitor learned for use on another project; and

Display Exhibits

- how to care for the quilt.

RESOURCE: Nebraska's 4-H Curriculum; *Quilt Quest*.

→ **Small Quilted Item**

Length + Width = 50 inches maximum. This class includes miniature quilts, wall hangings, table runners, pillow or two placemats.

→ **Medium-Sized Quilted Item**

Length + Width = 100 inches maximum. This includes baby quilts or lap quilts.

→ **Bed-sized quilt**

Twin-, full-, queen- or king-sized quilts.

→ **Original Centerpiece**

Youth must make an original item to be used for the purpose of a centerpiece. The entry form must include an explanation of where it will be used. Examples include, but are not limited to: candle display for dining room table, small wreath for Christmas, basket with greenery and decoration pieces, etc.

HORSE & PONY

→ **Educational Display**

→ **Educational Poster**

Educational Display and Poster exhibits may include, but are not limited to the study of: the economic impact of animals and/or livestock to South Dakota and the nation; general horse behavior; management; health; care; nutrition; genetics and breeding; harvesting; promotion and marketing; bio-security; or careers.

NOTE: Promotion of a particular breed is discouraged.

Horse & Pony Display Exhibits

→ **Horse Tack & Equipment Care/Maintenance**

In a notebook, list the most important items needed to care for and maintain tack and equipment. List each item on a separate page with a picture of the product (if available). The narrative for each product should include:

- cost of the product;
- brand analysis and reasons for selecting the brand listed;
- reasons for including the product on the list; and
- an explanation of the necessity and uses for the product.

→ **Horse Care & Grooming**

In a notebook, list the ten most important items needed for horse care and grooming and include a photo or a description of the container used to store the items. List each item on a separate page with a picture of the product (if available). The narrative for each product should include:

- cost of the product;
- brand analysis and reasons for selecting the brand listed;
- reasons for including the product on the list; and
- an explanation of why the product is necessary and its uses.

Evaluation Criteria for Horse Care & Grooming:

- storage container and organization of the notebook, 20 points
- brand selection and cost analysis, 40 points
- explanation of product selection and use, 40 points

→ **New or Recycled Constructed Item**

Exhibit may include, but are not limited to the following example: feed bunks

Horse & Pony Curriculum

→ **Level 1**

→ **Level 2**

→ **Level 3**

→ **Level 4**

→ **Level 5**

HORTICULTURE, GARDENING & LANDSCAPING

→ **Educational Display**

→ **Educational Poster**

Educational displays and posters teach about plants, soils, moisture, nutrition and innovations in horticulture. Exhibits may include, but are not limited to: photos with explanation of procedures used and results; seed collections; growing of unusual vegetables; benefits or damage caused by common insects; computer garden programs; picture story of your garden; succession planting of vegetables; companion planting of vegetables; landscaping and horticultural careers; unique gardening methods (e.g., raised beds, hydroponics); or propagation methods.

Horticulture Display Exhibits

All entries are judged according to the rules and guidelines listed for each vegetable in *Exhibiting Garden Vegetables*. Exhibitors who do not follow these guidelines when preparing their exhibits may receive a lower award. Additional information on growing and preparing exhibits is in *A Guide to Growing Vegetables for Exhibition*.

Flower displays, house plants, terrariums, dish gardens, ornamental fruits such as gourds or miniature pumpkins are not eligible for exhibit at the South Dakota State Fair even though some Counties allow these lots.

Two exhibits entered in one lot must be of different varieties.

Entry forms for horticulture display exhibits must include the name of the vegetable variety unless vegetable was grown from heirloom seeds. Failure to properly identify vegetables may result in a lower award.

Judges reserve the right to cut specimens to examine them.

Badly spoiled or decaying entries may be disqualified.

Small or readily perishable items will not be returned to the exhibitors.

NOTE: Due to the time between County Fairs/4-H Achievement Days and the State Fair, youth exhibiting at the County level on any of the lots listed below, may enter

Display Exhibits

another specimen in that class or another vegetable class at the South Dakota State Fair.

The Class Numbers below are for all age divisions.

→ *Beans – Lima*

Any variety of small- or large-seeded (five pods with the stem)

→ *Beans – Snap*

Any variety (five pods with the stem)

→ *Beets*

Any variety (three roots between 1 – 2½ inches in diameter)

→ *Broccoli*

Any variety (one head)

→ *Cabbage*

Any variety with wrapper leaves (one head)

→ *Carrots*

Any variety (three roots with tops trimmed to one inch)

→ *Cauliflower*

Any variety (one head)

→ *Cucumber – Pickling*

Two to six inches long; diameter not over two inches (three fruits with the stem)

→ *Cucumber – Slicing*

Over six inches long; diameter not over two inches (three fruits with the stem)

→ *Eggplant – Large Type*

Any variety (one fruit)

→ *Eggplant – Small or Long, Cylindrical Type*

Any variety (three fruits)

→ *Kohlrabi*

Three specimens

→ *Muskmelon*

Any variety (one melon without the stem)

→ *Okra*

Any variety (five pods with stem)

→ *Onions – Dried*

Must be dried for home storage; tops trimmed; any color (three specimens). On the entry label, identify the type as yellow, white or red.

→ *Onions – Green*

Green, bunching type for fresh table use

→ *Parsnips*

Three roots

→ *Peas*

Any variety (five pods with the stem)

→ *Peppers – Hot*

Any variety; small or long tapering (five fruits)

→ *Peppers – Sweet*

Any variety; green, red or yellow blocky or pointed type (three fruits)

→ *Potatoes*

Any variety (three tubers)

→ *Pumpkin*

Any variety (one fruit)

→ *Radish*

Any variety (three roots with tops trimmed to one inch)

→ *Rhubarb*

Any variety; no leaves (three stalks)

→ *Squash – Summer*

Any variety at proper stage of development for fresh eating (three fruits)

→ *Squash – Winter*

Any variety at proper stage of development for storage (one fruit)

→ *Sweet Corn*

Three ears in milk stage for table use (plate of three ears)

→ *Tomatoes – Cherry*

Any variety; without the stems (five fruits)

→ *Tomatoes – Standard*

Any variety; without the stems; full-sized fruits (three fruits)

→ *Tomatoes – Processing Type*

Any variety, with stems removed (five fruits)

→ *Turnips*

Under 2½ inches in diameter (three fruits).

→ *Watermelon*

Any variety; with the stem (one melon)

→ *Other Vegetable*

All other vegetables not listed above

→ *Herb Plants*

Individually mounted on 8½ x 12-inch cards with special uses listed and exhibited in scrapbook form (five specimens)

→ *Cornucopia*

Bowl, basket (not exceeding 18 inches in diameter) or a box (12 x 18 inches) containing three types of vegetables with the required number of specimens from any of the exhibit classes. Exhibitors may purchase or make containers of a break-resistant, acceptable material (metal, wood, plastic, wicker, clay, cloth, etc.).

List the variety names of the vegetables used in the exhibit on the entry form or a 3 x 5-inch index card that is securely fastened to the container.

Horticulture — Vegetable Garden Curriculum

For this exhibit, complete the project activity guide plus the Vegetable Garden Record Sheet and summary page for Year 1, Year 2, or Year 3. These pages substitute for filling out the exhibit entry form.

→ *Level 1*

→ *Level 2*

→ *Level 3*

→ *Level 4*

LEADERSHIP SKILLS DEVELOPMENT

→ *Educational Display*

→ *Educational Poster*

Teens in 4-H have many opportunities for leadership. For this exhibit, document your leadership activities on a poster or in an educational display (may include a notebook, album or slide show). Please consider some of the following leadership activities.

Display Exhibits

- Take the lead in a project area in your club or County. This may include teaching, helping with workshops or one-on-one instruction for younger members.
- Become a teen leader in CHARACTER COUNTS!
- Join a civic or community organization (e.g., local government, foundations, or service organizations promoting youth and adult partnerships).
- Use the Helper's Guide from any 4-H Curriculum to help younger members through projects.
- Help Cloverbud members (ages 5 – 7) or form a Cloverbud Club.

Leadership Curriculum

- Level 1
- Level 2
- Level 3

LEISURE EDUCATION & RECREATION

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: trends in leisure, types of leisure, exercise, health, a walk in the woods, a shelter belt, your school or courthouse yard, your backyard, nearby fish pond, lake or dam, farmer's home garden, outdoor recreation (e.g., nature trails, hikes and the study of wildlife and nature).

Leisure Education & Recreation — Outdoor Adventure Curriculum

- Level 1
- Level 2
- Level 3

MUSIC/DANCE

- Educational Display
- Educational Poster

Music/Dance Display Exhibits

Objectives of this project are to explore music, its history and composers, and to develop a greater appreciation for personal expression through music.

→ Music Genre

Study any area of music (e.g., Baroque period, history of the harp, choral arranging, Beethoven or the Beatles). The exhibit must include:

- an educational display;
- a notebook;
- another method of sharing in detail what was learned; and
- a one-page summary explaining the topic and why it was selected.

→ Composition

The exhibit must include a:

- printed copy of the original composition or arrangement;
- one-page summary of what was learned through the process; and
- DVD, YouTube link, cassette tape recording of the performance of the piece by any person(s) the 4-H member selects.

→ Performance Solo

The exhibit must include a:

- DVD or YouTube link with 4-H members introducing themselves, telling the number of years studied, the title and composer, and the actual performance (with or without an accompanist);
- one-page summary outlining why they chose the piece, the new concepts learned and approximately how long it took them to learn piece; and
- printed copy of the music performed.

→ Performance Ensemble

The exhibit must include a:

- DVD or YouTube link with an introduction of the ensemble members (75% of the group must be 4-H members, not including the accompanist), the title and composer of the piece, and the actual performance;
- one-page summary outlining why ensemble members chose the piece, approximately how long it took them to learn the piece, and what they personally learned about teamwork from the experience; and
- printed copy of the music performed.

NOTE: All ensemble members choosing to exhibit in this class must complete individual one-page summaries in their own words; however, multiple copies of recording and printed copies of the music are not required.

OUTDOOR EDUCATION/RECREATION

- Educational Display
- Educational Poster

Educational display and poster exhibits may include, but are not limited to: trends in leisure, types of leisure, exercise, health, a walk in the woods, a shelter belt, your school or courthouse yard, your backyard, nearby fish pond, lake or dam, farmer's home garden, outdoor recreation (e.g., nature trails, hikes and the study of wildlife and nature).

Outdoor Education/Recreation — Outdoor Adventure Curriculum

- Level 1
- Level 2
- Level 3

PHOTOGRAPHY

- Educational Display

Display Exhibits

→ Educational Poster

Educational display and poster exhibits may include, but are not limited to: common photographic mistakes the exhibitor has made; comparisons of: colors on the same photo with matte finish and glossy finish; cameras; flashes; effect of photo cropping; photo careers; or camera parts and/or care.

Photography Display Exhibits—General Information

- Photos must be the original work of the 4-H member during the current 4-H program year.
- Photos can be color; sepia, or black and white.
- Youth may use ANY type of camera to take photographs.
- All photos must be printed on photo paper (glossy or matte finish). Photo sizes for all classes are 8x10, 8x12, panoramic unless specified otherwise. Photos may be either developed by the member or professionally developed.
- Photos printed with white borders as part of the printing process are acceptable.
- Mounting:
 - One photo- mount it vertically (portrait) or horizontally, (landscape) on black or white 10x14 inch foam board (aka foam-core board) that is ¼ inch or thinner.
 - Securely mount pictures directly to the board using rubber cement, photo tape or adhesive spray.
- Exhibitors must complete:
 - A Photography Display Exhibit Form securely attached (all four corners) to the back of the exhibit on the top left hand corner.
 - Exhibit entry card (provided by your 4-H office) securely attached to the upper left corner of the front of the board.
 - If the camera allows, date/time stamp feature must be disabled.
- Photos will be judged based on the following:
 - **Focus:** Adjustment of the distance setting on a lens to appropriately define the subject. Standard: Main subject in focus, unless it is obviously intentional (ex.: to show motion).
 - **Exposure:** The overall brightness and contrast in the photo. Standard: A range of light-to-dark contrast, not over or under exposed, unless it is obviously intended.
 - **Composition:** Placement of the subject in the photo demonstrating artistic ability. Standard: A pleasing balance exists among all components of the composition (ex: Rule of Thirds)
 - **Creativity Use of Subject:** The photograph uses the subject to deliver a message in a creative way. Standard: The subject can easily be identified by viewers, and captured in a creative way.

Photograph not over cluttered with many subjects.

- **Uniqueness:** Use of originality, camera angle, lighting, character studies, and/or creativity. Standard: The photographer exhibits creativity throughout the photograph.
- **Size Requirements:** Print and mount board size. Standard: Did the photographer follow the competition rules by using the correct size requirements?
- **Information on Back:** Required information on back of foam board. Standard: The Photography Exhibit – Entry Label is found on the back of the foam board and is securely attached (all four corners) on the top left hand corner.
- **Mounting:** One photo- mount it vertically (portrait) or horizontally, (landscape) on black or white 10x14 inch foam board (aka foam-core board) that is ¼ inch or thinner. Photos can be mounted vertically (portrait) or horizontally (landscape) or a combination of both. Securely mount pictures directly to the board using rubber cement, photo tape or adhesive spray. Standard: Photo is mounted straight and proper. Photo must stay mounted on its board and not fall while on display.

→ 4-H Promotion

One photo depicting an activity typical of 4-H participation. Youth are required to have a 4-H Clover Emblem or the word 4-H in the picture.

→ Action

Captures movement

→ Animals

One photo of wildlife, domestic animals, or insects.

→ Architecture

One photo of a building or part of a building, exterior or interior

Display Exhibits

→ Close Up

One extremely close up photo within 3 ½ feet of the object

→ Landscape/Nature

One environmental photo; examples include, but are not limited to: flowers, lakes, mountains, prairies, and sunrises

→ Non-Living

One photo of a non-living inanimate object, indoors or outdoors; examples include, but are not limited to: trains, boats, bench, and fence posts.

→ News

One photojournalism image, telling the story of an event; include a typed caption mounted below the photo. Exhibit is required to have a printed article that shows the picture was published. The printed article must be attached to the back of the photo board.

→ People

Photo of one or more people in the picture.

→ What Makes SD Great

One photo showing a specific person, place or thing within South Dakota that might make someone want to visit our great state.

→ Artistic Digitally Enhanced Prints

These images have had head swaps, background changes, or more advanced editing techniques. Photo Display Exhibit Form must include an explanation of all changes made to the photo. Requires two photos showing a “before” and “after” The before image is the original which has not been digitally enhanced. The after image is a print that has been digitally enhanced. Requires one photo 4 x 6 or 5 x 7 that is the original print and one that is the digitally enhanced image in the same size exhibited on foam board that is ¼ inch or thinner and is 10 x 14 inches in size. The following enhancements are not allowed in this lot and can be placed in regular lots: auto correct, red eye removal, or changing a color image to sepia or black and white.

→ South Dakota Calendar Theme

South Dakota 4-H will have a theme for photos that will be included in the 2020 calendar. Youth who would like to submit photos to be considered for the calendar must enter in this lot. The theme for the 2020 South Dakota 4-H calendar is Honoring Those Who Serve. Planning ahead, the theme for the 2021 South Dakota 4-H Calendar is 4-H Events and Activities.

Photography Curriculum – 4-H Photo Kids

For the following 4-H Photo Kids lots, complete seven activities. Include the photos described in the activity and answer the Share, Process, Generalize, and Apply questions for each of the seven activities.

→ Level 1

→ Level 2

→ Level 3

PHYSICS

→ Educational Display

→ Educational Poster

For your Physics Project, choose one of the five major topics: Motion, Heat, Electricity, Light or Modern Physics. Create something that demonstrates a theory, law or principle in the topic area. Include an explanation that describes the topic you are covering and how your exhibit demonstrates the law, principle or theory you have selected.

PLANT SCIENCE, CROPS & WEEDS

→ Educational Display

→ Educational Poster

Educational display and poster exhibits should promote the study of plant science and crops — not just pictures or exhibits of items. To avoid losing seed and inadvertent contamination, do not exhibit weed specimens in the mature seed stage unless the seed head is securely encased in a clear plastic bag. Other options for displays include, but are not limited to:

- using maps and photos to illustrate eradication plans
- identifying weeds found in a local area
- studying noxious weeds and their migration

Plants Science, Crops & Weeds Display Exhibits

NOTE: 4-H crop exhibits at the South Dakota State Fair are terminal. If you plan to exhibit the same crop at later shows, make sure you prepare enough seed. Your exhibit will not be returned to you.

→ Crop Seed Collection (10 Samples)

Beginner or advanced beginner collections are limited to one variety of grain crops, tame grasses and legumes produced in South Dakota.

- Place a small sample of each seed type in a clear plastic bag.
- Attach the 10 bags of seed samples to a 12 x 16-inch piece of tag board.
- Below each bagged sample, identify each seed sample and describe one common use.

→ Crop Plant Identification (5 Samples)

Beginner or advanced beginner collections may be of grain crops, tame grasses or legumes of different varieties. Exhibitors showing ear corn, shelled corn, sunflowers, soybeans, grain sorghum seed (or sorghum heads), small grain or flax must have been enrolled in the Crops Project during the preceding 4-H program year and may show the previous year's crop.

- Place small-seeded legumes, grass and miscellaneous crops in a two quart container. For all other crops, place seed in a one gallon container. Inadequate samples will be disqualified.
- Place a small sample of each seed type in a clear plastic bag.
- Attach the five bags of seed samples to an 8 x 16-inch piece of tag board.
- On the right side of each sample, identify each seed sample including variety, the date it was collected and describe a common use.

Display Exhibits

Corn

→ Dent corn, any color (10 ears)

→ Shelled corn

→ Flint corn (10 ears)

Each ear corn exhibit must consist of 10 ears of dent corn, open pollinated or hybrid. To judge exhibits on an equal basis, judges will give consideration to the area in which the corn was grown.

→ Hard red spring wheat

→ Amber durum wheat

→ Winter wheat

→ Malting barley (approved malting variety)

→ Feed-type barley (unapproved malting variety)

→ Oats

→ Flax

→ Rye

→ Sunflower seed

Other Crops

→ Soybeans

→ Sorghum grain (grain or forage varieties)

→ Grain sorghum (10 heads)

→ Forage sorghum (10 heads)

→ Small seeded legumes (two quart sample of grain or forage variety)

→ Grass seed

→ Miscellaneous seed crops

→ Plant Science Activity Exhibit

A maximum of a 2 x 2-foot display or drawing illustrating any activity suggested in the *South Dakota 4-H Plant Science Fact Sheet* or 4-H Plant Science Guides (Member or Leader).

Weeds

Youth may exhibit collections in tubs, books or other appropriate storage devices. To avoid losing seed and inadvertent contamination, do not exhibit weed specimens in the mature seed stage unless the seed head is securely encased in a clear plastic bag.

- Fold specimen to fit on (11½ x 16½-inch) standard herbarium mounting paper or light tag board of uniform size (11½ x 16½ inches is preferred). Each specimen sheet must include:
 - Small specimens. The entire uncut plant (root, stem, leaves and flowering parts).
 - Large specimens (e.g., shrubs or trees). Bark (optional), roots, stems, branching patterns, leaves, fruits and flowers.
- On the front of each specimen, attach a label with the following:
 - plant's common name
 - exhibitor's name
 - date collected
 - where collected
 - whether the weed is an annual, perennial or noxious (primary or secondary) variety

For more information on collecting, pressing, mounting and labeling specimens, see *Range Plant Collections & Exhibits* and the *Plant Science, Crops & Weeds* score card.

→ Common Annual Weeds

A collection of 10 common annual weed specimens (no noxious)

→ Common Perennial Weeds

A collection of five common perennial weed specimens (no noxious)

→ Secondary Noxious Weeds

A collection of eight secondary noxious weed specimens sealed in clear contact paper.

→ Primary Noxious Weeds

A collection of five primary noxious weeds specimens sealed in clear contact paper.

→ Weed Eradication Exhibit

Exhibit a notebook containing photographs of five different weedy areas. For each location, document an eradication plan that accounts for environmental factors including:

- current land use;
- human contamination and/or severity of the problem;
- economic factors; and
- a comparison of chemical versus organic management plans.

POULTRY & EGGS

→ Educational Display

→ Educational Poster

Educational display and poster exhibits may include, but are not limited to: the study of the economic impact of poultry to South Dakota and the nation, general behavior, management, health, nutrition, genetics, breeding, harvesting, promotion/marketing, bio-security, careers.

Poultry & Eggs Display Exhibits

Exhibits consist of one dozen eggs that will be judged on exterior qualities only.

→ White eggs

→ Cream eggs

→ Brown eggs

→ Other colored chicken eggs

→ New or Recycled Constructed Item

Exhibit may include, but are not limited to the following examples: chicken feeders

Poultry & Eggs Curriculum

→ Level 1

→ Level 2

→ Level 3

Display Exhibits

RABBITS/CAVIES

→ Educational Display

→ Educational Poster

Educational display and poster exhibits may include, but are not limited to: the study of the economic impact of Rabbits/Cavies to South Dakota, general behavior, management, health, nutrition, genetics, breeding, harvesting, promotion/marketing, bio-security, careers.

Rabbits Display Exhibits

→ *Emergency Pet Supply Kit*

Create an emergency care kit for your pet and place all essential items in a sturdy container (e.g., duffle bag, backpack or durable plastic container) that you can carry easily.

→ *New or Recycled Constructed Item*

Exhibit may include, but are not limited to the following examples: rabbit boxes

Rabbits Curriculum

→ Level 1

→ Level 2

→ Level 3

RANGE SCIENCE & PASTURE MANAGEMENT

→ Educational Display

→ Educational Poster

Range Science & Pasture Management Display Exhibits

Youth may exhibit collections in tubs, books or other appropriate storage devices. To avoid losing seed and inadvertent contamination, do not exhibit weed specimens in the mature seed stage unless the seed head is securely encased in a clear plastic bag.

- Fold specimen to fit on (11½ x 16½-inch) standard herbarium mounting paper or light tag board of uniform size (11½ x 16½ inches is preferred). Each specimen sheet must include:
 - Small specimens. The entire uncut plant (root, stem, leaves and flowering parts).
 - Large specimens (e.g., shrubs or trees). Bark (optional), roots, stems, branching patterns, leaves, fruits and flowers.
- On the front of each specimen, attach a label with the following:
 - plant's common name
 - exhibitor's name
 - date collected
 - where collected
 - whether the specimen is an annual, perennial or noxious (primary or secondary) variety

For information on collecting, pressing, mounting, and labeling specimens, see:

- Range Plant Collections & Exhibits

- New Rangers Guide to South Dakota Rangelands; Beginners must use the plants illustrated in this document

Beginner Classes

→ *Beginner Level 1*

A collection of 10 plants including two grasses, four forbs, one shrub.

→ *Beginner Level 2*

Add to your Level 1 collection to exhibit 18 plants including five grasses, eight forbs, three shrubs.

→ *Beginner Level 3*

Add to your Level 2 collection to exhibit 28 plants that include six grasses, 10 forbs, five shrubs.

Junior Classes

Youth may add to previous collections for Junior exhibit classes.

→ *Junior (First Year in the Range Science Project)*

Exhibit 18 plants including five grasses, eight forbs, three shrubs).

→ *Junior (Second Year or Longer in the Range Science Project)*

At a minimum, exhibit three different collections each year with an accompanying table of contents. If noted in the table of contents, plants fitting in more than one collection only require one sample.

- Junior Collection 1: Cool Season Grasses (eight plants)
- Junior Collection 2: Warm Season Grasses (eight plants)
- Junior Collection 3: Cool Season Forbs (eight plants)
- Junior Collection 4: Warm Season Forbs (eight plants)
- Junior Collection 5: Annual and Biennial (eight plants)
- Junior Collection 6: Perennial (eight plants)
- Junior Collection 7: South Dakota or Locally Noxious Weeds (five plants)
- Junior Collection 8: Edible (four plants)
- Junior Collection 9: Medicinal Range — Historic or Current (six plants)
- Junior Collection 10: Poisonous — Human or Grazing Animals (five plants)
- Junior Collection 11: Native and Introduced (four native and four introduced for a total of eight plants)

Senior Classes

Youth may add plants to previous collections for Senior Level exhibit classes.

→ *Senior (First Year in the Range Science Project)*

Exhibit is a collection of 28 plants that include six grasses, 10 forbs, five shrubs.

→ *Senior (Second Year or Longer in the Range Science Project)*

Display Exhibits

- Senior Collection 1: Native Grasses and Grass-like (eight cool season and 12 warm season plants)
- Senior Collection 2: Native Forbs (15 – 20 forbs)
- Senior Collection 3: Introduced Grasses and Forbs (three grasses and five forbs)
- Senior Collection 4: Shrubs and/or Trees (eight plants)
- Senior Collection 5: Annual and Biennial (eight plants)
- Senior Collection 6: South Dakota or Locally-Noxious Weeds (eight plants)
- Senior Collection 7: Edible (six plants)
- Senior Collection 8: Poisonous – Human or Grazing Animals (eight plants)
- Senior Collection 9: Medicinal Range – Historic or Current (10 plants)

→ Unit 11: Range & Ranch Map

On rigid tag board of a manageable size, construct a map with a legend (scale, North arrow, symbols, etc.) showing the ranch property including, but not limited to:

- range sites, hay lands and cropland locations with size and current condition
- buildings, section lines, roads, trails, fences, dams, creeks

→ Unit 12: Forage & Livestock Relationships

Exhibit includes:

- Completed Unit 11: Range and Ranch Map with the addition of range, tame pasture and crop aftermath carrying capacities in Animal Unit Months (AUM) or Animal Unit Days (AUD) for each mapped forage unit.
- A notebook designed by the 4-H member containing:
 - calculations of the average annual forage production of all hay land and carrying capacity of range, tame pasture and crop aftermath; and
 - monthly livestock inventory according to type and class

→ Unit 13: Range Improvement & Management

The objective of Unit 13 is to look at as many different types of range management practices as possible for meeting the state management goals. Exhibit includes:

- Completed Unit 11: Range and Ranch Map and Unit 12: Forage & Livestock Relationships with the addition of clear acetate overlay illustrating any suggested management changes discussed in the notebook that the 4-H member can map.
- Notebook from Unit 12 with discussion of management goals and practices such as ways to:
 - improve range condition, livestock distribution and/or wildlife habitat;

- provide additional forage when necessary;
- increase livestock carrying capacity and performance; and/or
- improve the financial stability of the ranch unit.

→ Unit 14: Range Planning

Range planning is the process of choosing the best combination of management and improvement practices to achieve the management goals suggested in Unit 13: Range Improvement & Management. Exhibit includes completed Unit 13: Range Improvement & Management's notebook with the following additions:

- A discussion of the cost and benefits of each proposed management practice;
- The individual's reasons for deciding which practices to use;
- A timetable for the plan's implementation;
- A revised carrying capacity sheet; and
- A revised livestock industry sheet following full implementation of the plan.

ROBOTICS

Robotics project exhibits illustrate various designs, incorporate creativity, explore mechanisms, demonstrate control, and define application. Exhibits may include, but are not limited to notebooks, scrapbooks, or builds.

→ Educational Display

→ Educational Poster

→ Robot Build

Robot builds may be built utilizing various materials including a kit. Beginners may use pre-designed builds but need to be able to describe how the robot functions. Juniors and Seniors must design their own build. A report including the following must accompany the robot:

- How was the robot designed/built?
- How is the robot controlled? (Is it autonomous? Is there a remote?, or Other details)
- What function can the robot serve or what applications does it have?
- What challenges existed in the creation or what design elements would you/have you adjusted to make it more functional?

→ Challenge Course

Provide a schematic or blueprint of your proposed course; explain your chosen difficulty level (novice, intermediate or advanced) along with a scenario to "set the stage," and a listing of the major skills required to complete the course.

- Scenario 10%
- Skill Listing 10%
- Difficulty Level/Explanation 10%
- Blueprint/Schematic 60%
- Organization of Materials 10%

Display Exhibits

Robotics Curriculum

- *Virtual Robotics*
- *Junk Drawer Robotics*
 - *Level 1*
 - *Level 2*
 - *Level 3*
- *Robotics Platforms*
- *Robotics with EV3*

RODEO

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: horse safety, horse training, three-dimensional training courses (model).

SAFETY

- *Educational Display*
- *Educational Poster*

Study the objectives for the Safety Project below and then create an educational display and poster that may include, but is not limited to kitchen safety, youth safety, child-proofing a home, farm safety on /around equipment, paint/chemical safety.

Objectives for the Safety Project

- Learn how to reduce accidents and injuries; recognize and correct hazards; and think and practice safety.
- Encourage the entire family to become safety conscious.
- Learn how to apply safety to any 4-H project.
- Practice leadership skills and roles; take part in community affairs; and demonstrate citizenship responsibilities.
- Explore career, job and productive leisure opportunities.
- Develop skills, knowledge and attitudes for lifelong use.
- To respect yourself and others, learn to use accepted practices for mental, physical and emotional health.

SERVICE LEARNING

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: individual and club community service activities, academic learning projects with a reflective report summarizing the learning service experience and outcomes.

Service Learning Curriculum

- *Level 1*
- *Level 2*

SHEEP & WOOL

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: the study of the economic impact of sheep to South Dakota and the nation, general behavior, management, health, nutrition, genetics and breeding, harvesting, promotion and marketing, bio-security, careers.

Sheep & Wool Display Exhibits

4-H members must be enrolled in the Sheep Project. The exhibit is a fleece for the current program year that is free of tags and stored in a large, clear plastic trash bag. The entry form must indicate if the fleece is Ram or Ewe.

- *Fine Wool (grades 64 hanks and higher)*
- *½ Blood Wool (grades 60 – 62 hanks)*
- *¾ Blood Wool (grades 56 – 58 hanks)*
- *¼ Blood Wool (grades 50 – 54 hanks)*
- *Low ¼ Blood Wool (grades 46 – 48 hanks)*

Sheep Display Exhibits

→ *New or Recycled Constructed Item*
Exhibit may include, but are not limited to the following examples: rope halters, lead ropes, feed bunks, hot boxes for new born livestock hay feeders, stands for grooming items, etc.

Sheep & Wool Curriculum

- *Level 1*
- *Level 2*
- *Level 3*

SOCIAL RECREATION SKILLS

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: trends in leisure, types of leisure, exercise, health, a walk in the woods, a shelter belt, your school or courthouse yard, your backyard, nearby fish pond, lake or dam, farmer's home garden, outdoor recreation (e.g., nature trails, hikes and the study of wildlife and nature).

Social Recreation Skills — Outdoor Adventure Curriculum

- *Level 1*
- *Level 2*
- *Level 3*

SHOOTING SPORTS

- *Educational Display*
- *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: comparing shooting positions; tracking gains/losses of changed techniques in shooting log books; displays of arrow fletching types; book review of archery or

Display Exhibits

gun history; or illustrating examples of Skill-A-Thon stations.

Shooting Sports Display Exhibit

→ *Shooting Safety Lesson*

Using posters, worksheets, notebooks, displays, Microsoft PowerPoint presentations, etc., create a 20- to 30-minute shooting safety lesson on a shooting safety topic of your choice that includes:

- an outline of the lesson
- materials list
- narrative
- any needed visual aids

SOIL & SOIL CONSERVATION

→ *Educational Display*

→ *Educational Poster*

SWINE

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to the study of: the economic impact of swine to South Dakota and the nation; general behavior, management, health, nutrition; genetics and breeding, harvesting; or promotion and marketing, bio-security, careers.

Swine Display Exhibits

→ *New or Recycled Constructed Item*

Exhibit may include, but are not limited to the following examples: feed bunks, hot boxes for new born livestock, etc.

Swine Curriculum

→ *Level 1*

→ *Level 2*

→ *Level 3*

VETERINARY SCIENCE

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to the study of: the health of a specific animal or pet; diseases, virus or bacterium that impact animal health; any animal's body system (muscular, circulatory); research in animal health; or careers in animal health.

Veterinary Science Curriculum

→ *Level 1*

→ *Level 2*

→ *Level 3*

VIDEOGRAPHY

Videography exhibit classes are open to all 4-H members/teams. Suitable topics include project and non-project-related subject matter. All portions of the video and sound must adhere to the 4-H Code of Conduct. Audio or video parts not actually recorded by 4-H members must be from the public domain or not infringe on copyrighted material. All persons other than the 4-H member who recorded audio or video parts must receive credit at the end of the video. Public display of the video will be at the discretion of the 4-H Administration.

Videos must be between 30 seconds and 10 minutes in length (entry information at the beginning or credits at the end do not count towards the video's length).

All exhibits must include the Videography Entry Form. Judging criteria are outlined on the Videography score card. Both are available and at your County 4-H Office.

To be eligible for judging, videos must be presented in format viewable on any computer (e.g., DVD, YouTube link). Options and instructions are available from the State 4-H Office or from your County 4-H Office.

→ *Promotional*

Advertisements, public service announcements and other promotional pieces

→ *Documentary*

Oral history, travel log or other documentary pieces

→ *Educational*

How to or informational

→ *Performance*

Capturing a performance (not the quality of the performance)

→ *My 4-H Project*

Informational video on a 4-H member's project

VISUAL ARTS

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits should show originality and creativity on topics that may include, but are not limited to: studying artists in the state, national or international communities; defining and illustrating the elements and principles of design; comparing and contrasting media such as paint types or materials used to form sculptures; studying art history for a specific period of time (e.g., the 16th century); surveying current styles used by contemporary artists; designing and creating your own artistic style and include examples of your work; exploring art careers including computer generated art and design; or attending an artist's reception and discussing the artist's work.

Advanced Visual Arts

Two guides for youth in grades 7 – 12 provide numerous activities to develop their artistic skills and talents while learning the elements and principles of design. Youth explore art techniques, art history and culture, the science behind the art, and artistic challenges. Each guide's introduction provides clear directions for the helper to

Display Exhibits

facilitate the art activities in a group. Both guides are designed so that youth may also discover art techniques individually.

→ *Sketchbook Crossroads*

In three units, youth practice and complete drawing, fiber arts and sculpting activities to develop their artistic skills and talents while thinking about the questions and discussing them with your group or helper. Exhibits will include a sketchbook, notebook or portfolio documenting completion of units and accomplishments.

→ *Portfolio Pathways*

In three units, youth practice and complete painting, printing and graphic design activities to develop their artistic skills and talents while thinking about the questions and discussing them with your group or helper. Exhibits will include a sketchbook, notebook or portfolio documenting completion of units and accomplishments.

Media Class Guidelines for Visual Arts Exhibits

Below are the exhibit guidelines for media (material) classes and some techniques (other techniques using the same media may be included within a class). Some exhibits have more than one art medium. Following the medium descriptions below, 4-H members must choose what media (class) to exhibit items for evaluation. Exhibits will be evaluated in total. Judging standards are available for many projects in various media — contact your local County 4-H Office for more information.

Recycled/Remade items are welcomed under all mediums as an original exhibit.

Chalk, Carbon (Pencil) and Pigment

→ *Kit/Pattern*

→ *Original*

Apply charcoal or pastel chalk, carbon (colored and/or graphite pencil) and pigment (paint, ink, oil crayon, oil pastel dye, felt tip pens/markers) to paper, linen canvas, or prepared pressboard to create items that include, but are not limited to:

- screen printing on paper
- foam tray printing
- watercolor, crayon, oil or acrylic painting
- pastel drawing
- wood or linoleum block print
- computer art
- stencil
- calligraphy
- scratch art
- sponge painting
- marbledizing

Clay, Ceramics, Modeling Compounds

→ *Kit/Pattern*

→ *Original*

Clay is an exceptional, soft, pliable media for creative expression in constructing any solid, hollow or three-dimensional shape or form. Use a bake-able, fire-able, or self-hardening clay (no Play-Doh or similar modeling

compounds are permitted). Youth may exhibit fired or unfired clay objects.

Sculpture is appropriate to exhibit unfired whereas functional items need firing. Items used for food or drink must be glazed and fired. Hand built pottery or wheel-thrown pottery does not have glaze on the bottom of the piece. Clay examples include:

- pinch, slab coil or wheel-thrown pots
- sculptures and figures
- plaques and mosaics
- carved, drilled, sanded, or raku

Ceramics is the result of forming objects from clay; then, hardening with fire. When clay objects are heated to certain temperature, chemical changes occur that make the clay hard and durable. Self-hardening or bake-able modeling compounds (e.g., dough art, apple cinnamon clay) are permissible. Pottery green ware or bisque ware is acceptable as long as steps taken are listed on the entry card. Youth must enter commercial ceramic molds as a kit/pattern. Examples include clay shaped in a mold and fired, porcelain, and china painting.

NOTE: Youth must enter creative ceramics in original art. Examples include mosaics and hand-shaped items such as pinch, slab, molded and wheel-thrown pots.

NOTE: Do not put felt on the bottom of clay or ceramic exhibits.

Fiber

→ *Kit/Pattern*

→ *Original*

Exhibit consists of a visual art form made from synthetic, animal, plant or mineral fibers (thread or something capable of being spun into a continuous thread) that is twisted or woven together. Methods and/or items include, but are not limited to weaving, net darning, macramé, machine or hand embroidery, braiding, string art, knitting, crocheting, fiber basketry, cross stitch, latch/rya hooked and fabric rugs, needlepoint, quick point, crewel, tatting, needle punch, hairpin lace, broomstick lace, string or mop dolls, dream catchers.

Glass

→ *Kit/Pattern*

→ *Original*

Glass is one of the oldest media. It is a translucent substance that cools to a rigid condition without crystallization. Glass exhibits may include, but are not limited to etching, stained glass with lead or copper foil, laminate glass, mosaics, painting and stenciling, beadwork.

NOTE: Pony beads spaced one after another on a cord or leather strip is not acceptable as an exhibit item.

Leather

→ *Kit/Pattern*

→ *Original*

Leather is used to make many things because it is strong, durable and has great natural beauty. Leather is easily

Display Exhibits

tooled, carved, painted or stenciled. Leather exhibits may include, but are not limited to, collage, stamping, sewing, carving, braiding, burning, dream catchers.

NOTE: Pony beads spaced one after another on a cord or leather strip is not acceptable as an exhibit item.

Metal

→ *Kit/Pattern*

→ *Original*

Metal media includes pewter, copper, bronze, brass, aluminum, tin, gold or silver that is hammered, welded, joined, melted, cast, bent, or pulled. Metal exhibits may include, but are not limited to: wire sculpture, metal tooling, jewelry making, nail collage, etching, wire mobiles, metal casting, modeling, enameling, puncturing, engraving, welding, tin work, sculpture, metal crafting, painting on metal.

NOTE: Do not cover entire back of a metal piece. Small protective pads are acceptable. Youth can mount two-dimensional tin work wood for framing, hanging, or proper display.

Nature

→ *Kit/Pattern*

→ *Original*

The nature media consists of materials found outdoors (e.g., sand, rocks, pinecones, eggs, seeds and cornhusks). When making items from nature media, it is important not to change the character of the material (i.e., glitter, faux jewels, faux metallic finishes, unnatural colors are not appropriate). Nature media must be $\frac{3}{4}$ of the material used to make item. Nature exhibits may include, but are not limited to:

- salt or sand with or without chalk powder
- sand casting, painting, layering
- mosaics from seeds or other materials
- corn husk or dried apple dolls
- straw weaving
- pysanky (Ukrainian Easter or batik eggs)
- wreaths or mobiles of pine cones, corn husks or other materials
- gel or wax candles
- pressed or dried flower arrangements
- basketry
- gourds, horn and bone, feathers
- cork
- lapidary jewelry, mosaics
- decorative items constructed from polished or cut rocks (agate, quartz, etc.)

NOTE: Bread dough is not permitted as a material in a nature exhibit item.

Paper

→ *Kit/Pattern*

→ *Original*

Youth can use paper media such as newspaper, magazines, typing paper, etc., to create a decorative project. Paper exhibits include, but are not limited to,

collage, papier-mâché, scherenschnitte (paper cuttings), sculpture, papermaking, origami, découpage (enter exhibits utilizing unoriginal pictures Kit/Pattern), piñatas, quilling, mobiles, kites, mosaics, embossing or casting (aka paper molding), twisting, puzzle art bead making, piercing, rubber stamping.

Plaster

→ *Kit/Pattern*

→ *Original*

Plaster is a quick setting paste made with water that is primarily used for two- or three-dimensional casts and molds. Art forms can be two or three-dimensional. Plaster exhibits include, but are not limited to, plaster craft, plaster of Paris, white ware, cement. Do not paint/glaze the bottom of plaster as items need air to breathe.

Plastic

→ *Kit/Pattern*

→ *Original*

Plastic is the most contemporary of all media. Plastic kits for model cars, airplanes, ships, etc., do not meet the Visual Arts criteria. Youth should enroll and exhibit in the Hobbies and Collections Projects. Plastic exhibits include, but are not limited to, kites, laminating, slide making without a camera, jewelry, acrylic glass (aka Plexiglas, Altuglas, Lucite, Perspex, Perclax, Optix), casting materials, resin, etching, painting or stenciling, rod sculptures, glue art, shrink art, polystyrene (aka Styrofoam) sculptures, beadwork.

NOTE: Pony beads spaced one after another on a cord or leather strip is not acceptable as an exhibit item.

Textiles

→ *Kit/Pattern*

→ *Original*

Textiles are a variety of surface decorations that change the design of fabric in a decorative or structural manner. Structural design changes depend on whether fabric is cut or sewn (quilt, stuffed toy or appliqué). Textile exhibits include, but are not limited to, soft sculptures, braided rugs, kites, painting or stenciling (sweatshirts or T-shirts), batik (wax or crayon), tie-dye, block or silk screen printing, trapunto, banners and wall hangings, windsocks, pillowcase dolls, collage, heirloom sewing (trimming with lace, ribbon, smocking), patchwork (aka piece work), machine embroidery, fleece blankets.

Wood

→ *Kit/Pattern*

→ *Original*

No furniture (see Wood Science exhibits). Decorative wooden articles include, but are not limited to, scrap sculpture, toys, collage, carvings, wood burning, inlay, laminating, beads, spools, rosemåling, stenciling or tole (aka decorative painting). For judging purposes, do not put felt on the bottom of wood exhibits.

Display Exhibits

→ *Art Appreciation*

Art appreciation is the study of an individual artist's (Harvey Dunn, Oscar Howe, Jon Crane, JoAnn Bird, Terry

Display Exhibits

Redlin, etc.) artistic style, technique or an art form (e.g., painting, sculpture, watercolor). Youth may also plan a group tour or study a craft business, marketing process or career options. In addition to studying a museum or using an artist's technique to create your own painting, sculpture, etc., art appreciation exhibits must be original, creative, organized, logical, and include a booklet with answers to the following questions.

- How and why did you choose the project?
- What did you do?
- What did you learn?
- What does the photo (if appropriate), postcard or reprint, etc., illustrate?
- What technique did you learned and use?
- What materials did you use?
- How does the artist, artistic style or art piece fit historically, artistically, and culturally into the time it represents?

FYI: If you do not create an art piece, answer questions 1 – 4 and 7.

→ 'A' is for Art

The 'A is for Art' exhibit challenges 4-H Visual Arts members to choose a letter from the alphabet and create an original work of art related to 4-H. Artwork must include the alphabet letter and a simple phrase or sentence describing the subject (do not imitate copyrighted artwork). Frame the exhibit with glass (mats are preferred but not required) with a hanger on the back. To achieve quality results, seeking the advice of a professional framer. Exhibits must be a two-dimensional artwork on paper using the following media choices: pencil, colored pencil, crayon or marker, ink, paint (oil, acrylic, watercolor, etc.), mixed media. Youth must complete an exhibit entry form describing the process used to create the artwork and how they came up with the idea.

Handmade Jewelry

→ *Kit/Pattern*

→ *Original*

Handmade jewelry is creative, authentic and/or an original design (do not imitate copyrighted designs) for appropriate use as earrings, necklace, bracelet, anklet, ring, watch or pendant on chain. Projects should integrate current, original, and exciting techniques using unique and interesting materials. Youth may also create memory jewelry using images, photo transfer, charms, and imagery. Other elements include: beads (pearl, crystal, glass, paper, wood, etc.), gemstones (faceted, cabochons including turquoise, birthstones), metals (sterling silver, gold, etc.), glass (stained, blown, fused, etc.), strands (wire, hemp, etc.).

Handmade jewelry may feature unique and/or unusual combinations of elements such as bones, shells, glass, wood, beads, chains, etc. Youth should construct handmade jewelry exhibits using basic and appropriate jewelry findings that are secure, simple wire-working techniques or assemble items with thread, fiber, leather, etc. Exhibits must have proper finish applied neatly on the front and back (i.e., underside). All pieces of the handmade jewelry item should be cleaned and polished.

NOTE: Youth must complete an exhibit entry form describing the process used to create the handmade jewelry item and how they came up with the idea.

Handmade jewelry should show good use of the elements and principles of design and be or have:

- designed with a repeat, centered or random pattern (if a random pattern was chosen, rhythm was achieved with beads of the same size or in the same color family;
- attractive color combinations;
- findings are in proportion to bead size and the total finished size (i.e., length) of the piece;
- appropriate and secure closures:
- secure crimp beads are attached before and after toggle closures to hold beads in place; yet are flexible enough to dangle freely and allow ease for wearer when putting item on
- secure square knots were used for stretch cord that are hidden in beads
- ends of memory wire were finished with end loops or end cap beads
- wearing comfort:
- sharp stones were not used on tight fitting jewelry
- ends of wire are hidden in beads or other elements so skin is not irritated
- the weight of the finished item is not excessively heavy
- the short ends of a wire around beads or pendants is wrapped, trimmed and tucked so it is not visible

Duct Tape

→ *Original*

Exhibit consists of a visual art form made from duct tape. Items could include, but are not limited to duct tape dresses, wallets, flowers, frames, etc.

Visual Arts Curriculum

→ *Level 1*

→ *Level 2*

WATER & WATER CONSERVATION

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: the study/investigation of water quality, systems, and/or conservation, watersheds, pollution prevention, stream health, products that conserve, filter or enhance household water supplies.

WELDING SCIENCE

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: items welded using acetylene, arc, wire

Display Exhibits

fed or tig methods; the study of various welding methods and techniques including metallurgy.

→ *Display Exhibits*

This class is for youth interested in developing welding skills (acetylene, arc, wire feed or tig) for use on the farms or ranches or for those youth interested in welding as a career. The project and/or exhibit may include metal/welder types, welding basics, etc. For welding science exhibits, youth should use discretion in terms of size and space as all items must fit into a 4 x 6-foot space. No paint is allowed on the welding project.

Consider using an educational display to exhibit how the project was accomplished.

WILDLIFE & FISHERIES

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: the study of a wildlife species, its habitat, conservation, health and behavior or harvest practices; constructed fishing tackle or flies; habitat improvement or habitat monitoring projects.

NOTE: Exhibit items constructed from wildlife materials (leather, fiber, etc.) in the appropriate Clothing or Visual Arts categories.

Wildlife & Fisheries Display Exhibits

→ *Wildlife Notebook*

Research a single wildlife species and create a notebook including photos, observation notes, information about habitat, population and behavior.

→ *Habitat Project*

Exhibit a scrapbook outlining a project to improve the habitat for a selected species that includes journal entries, photos, maps, expense sheets and project planning notes.

Fishing Curriculum

→ *Level 1*

→ *Level 2*

WOOD SCIENCE

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to the study of: wood types and products; care and safe use of woodworking tools and machines; restoring wood articles; furniture styles; career opportunities.

These lots are open to Juniors and Seniors who want to learn more about woodworking through hands-on activities. Youth may also make their projects while learning about woodworking.

Wood Science Display Exhibits

Wood science display exhibits include, but are not limited to:

- furniture items (easels; magazine/coat/towel racks; book shelves; chests; accent, end, work or

dining tables; deacon's benches; curio cabinets; desks; entertainment centers; headboards)

- kitchen items (bulletin boards; letter holders; salt/mineral boxes; bread/cutting boards and/or rolling pins finished using food-safe oil such as vegetable or sunflower; cabinets)
- garage items (car creepers; saw horses; tennis racks; tool boxes; step stools)
- toys (wagons; rockers; rocking horses; troll or dam dolls)
- outdoor items (dog houses; bird feeders/houses; lawn chairs; picnic tables; plant stands/holders; porch swings; redwood carts; bicycle parking racks)

→ *Wood Construction and Finish*

Articles cut from wood, assembled and finished by 4-H members. Exhibits may include, but are not limited to: caning, rush grass, upholstered, carved, wood burning.

→ *Wood Finished*

Wood article finished or refinished by the 4-H members. Exhibits may include, but are not limited to: caning, rush grass, upholstered, carved, wood burning.

→ *Remake/Repair Wood Articles*

All exhibits are made of wood. Remade lamps must have shades.

Wood Science (Woodworking) Curriculum

→ *Level 1*

→ *Level 2*

→ *Level 3*

→ *Level 4*

WORKFORCE PREPARATION (CAREER EXPLORATION)

→ *Educational Display*

→ *Educational Poster*

Educational display and poster exhibits may include, but are not limited to: developing cover letters, personal résumés, letters of recommendation for seeking full-time or part-time employment that illustrate interests, skills and abilities; studying and illustrating employment trends and the job market; determining the necessary education and training to succeed; or interviewing entrepreneurs and people who work in government, business, industry, etc., to learn about how they succeeded.

Workforce Readiness Curriculum

→ *Get in the Act! Take 1*

This *Get in the Act! Take 1* program helps youth in grades 6 – 9, develop needed skills for workplace success. This program is designed to help middle school youth explore what it takes to get their first “paying” job. Through an interactive experience, combining CD and activity guide formats, activities are presented in the movie set context to help youth recognize their learning styles and personal qualities. Youth make “real life choices” using video scenarios for an on-the-job choices game. Youth discover how to assess job possibilities in the community and create their own job scenarios.

Display Exhibits

WRITING & PUBLIC SPEAKING

- *Educational Display*
- *Educational Poster*

Educational Display and Poster exhibits may include, but are not limited to: how to research a topic for a speech; tips for giving a speech; or defining and understanding different types of writing: narrative (tells a story), expository (is informative), descriptive (explains a subject), persuasive (convinces people), or poetry (haiku, etc.).

Writing and Public Speaking Display Exhibits

All writing must be the work of 4-H members.

- *Poetry: Collection of Three or More Short Poems or One Long Poem*
(25 Lines)

- *Fiction Prose: Short Story*
(500 Word Maximum)

- *Non-Fiction Prose: Short Story*
(500 Word Maximum)

Communications Curriculum

- *Level 1*
- *Level 2*
- *Level 3*

Youth in Action

General Youth in Action Rules & Regulations

- For 4-H members to be considered for contest awards and/or trip scholarships, they must be pre-registered for that individual contest.
- 4-H members do not need to be enrolled in a specific project to compete in a contest (e.g., the Horticulture Project and Horticulture judging)
- While a contest is in progress, contestants shall not confer with anyone. Violation of this rule can cause automatic expulsion from the contest.
- Contestants will be given 50 points for a perfect score in placing classes and 50 points for a perfect score on each set of reasons and questions.
- Contest participants may receive a zero score if all cards are not turned in at the proper time and place.
- All 4-H members are asked to bring pencils to the contests.
- National trip expenses for the top senior 4-H team in Consumer Decision Making and the Top Senior Individual in Fashion Revue are partially funded by the South Dakota 4-H Livestock Industry Trust Fund. When youth qualify for more than one competitive trip scholarship during the program year, they must choose which one to attend.
- An adequate number of teams or individuals must participate in each Beginner, Junior or Senior contest in order for that contest to be offered the following year.
- Dress Code: 4-H members participating in all contests are required to dress appropriately. Participants should wear suitable clothing that is neat, clean and upholds the image of 4-H.

FASHION REVUE

Committee Members

4-H Youth Program Advisor Co-Chairs: Sonia Mack and Jodi Loehrer

Committee Members: Laura Alexander, Lynnette Moes, Bobbi Shultz, Janet Lingle, and Susan Vander Wal

Rules & Regulations

- Youth must participate at a county event in order to qualify for the State Fair. Failure to qualify at a county level will disqualify the participant from the State Fair Event.
- Registration in Fair Entry must be completed by August 13 at 11:59 pm.
- All 4-H Members (Beginner, Junior, and Senior) are eligible to participate in the Fashion Revue Contest.
- Contestants are limited to 2 Fashion Revue entries per lot.
- All outfits will be judged against each other within each age division.
- Awards will be presented to the top five (5) participants in each age division. The top Senior will be allowed to compete at the Western National Roundup for Fashion Revue.
- Counties are responsible for collecting Fashion Revue paperwork and scorecards from participants. Counties are responsible for sending completed entry form, photo, and scorecards to the address listed in the 2019 Fashion Revue Contest Packet postmarked by August 14. If paperwork is not postmarked by August 14, the youth will not be allowed to participate in the event.
- All Fashion Revue entries must be complete outfits (a set of coordinated or specially designed clothing with accessories).
- Fashion Revue garments may only be used in one (1) lot.
- Shoes should be clean and in good condition; other accessories may be made or selected.
- Contestants should anticipate model/judge interaction. Participants may choose what they would like to tell the judges; however, be prepared to address the following:
 - Name and County
 - Why did you choose this outfit?
 - How does it fit into your wardrobe?
 - Where do you plan to wear it?
 - If it was embellished, how?
- Garments should appear well-made, fit so design lines are maintained, complement the wearer, and coordinate (including accessories) to create a total look. Contestants should take into consideration the elements of design in the areas of color, line, shape, texture and proportion when building an outfit
- Contestants, dressed in their outfits, must report 15 minutes before their selected Fair Entry shift time. The State 4-H Office will post the Shift Schedule with specific contestant times to the SDSU Extension Website before the South Dakota State Fair.
- Second garments will be judged during any shift and will not be modeled in the Public Revue Style Show.

Youth In Action

- The Fashion Revue Show will be on Sunday, September 1 at 2:00 pm in the Nordby Exhibit Hall for 4-H, Youth, and Community. Fashion Revue participants that cannot participate in the Fashion Revue Show due to another State Fair 4-H Conflict can still receive awards.
- Contestants must model their own garments.
- Judging and stage practice requires approximately 1 – 1½ hours.
- The general Shift Schedule for Fashion Revue judging is below:

SHIFT	TIME
1	8:00 – 9:00 am
2	8:30 – 9:30 am
3	9:00 – 10:00 am
4	9:30 – 10:30 am
5	10:00 – 11:00 am
6	10:30 – 11:30 am
7	11:00 am – 12:00 pm (Noon)

Lots:

- **Selected Outfit:** 4-H members model a complete outfit that they have purchased to create a total look.
- **Constructed Outfit:** 4-H members must construct one or more garments that make up a complete outfit. The garment(s) should be well-constructed, fit well and complement the wearer. The constructed garment(s) should be the substantial part of the complete outfit.

CONSUMER DECISION MAKING CONTEST

Committee Members

4-H Youth Program Advisor Co-Chairs: Tracey Lehrke and Bonnie Nehlich

Committee Members: Janet Fuhrmann and Susan Karels

Rules and Regulations

- The South Dakota 4-H Consumer Decision Making Program Coaches Guide can be located at the SDSU Extension Website.
- 4-H Youth participating in the Consumer Decision Making Contest as an individual and/or a team must register themselves for the Consumer Decision Making Contest through Fair Entry by August 13 at 11:59 pm.
- Individuals may participate at any time during the posted hours of the contest. Check-in for the Consumer Decision Making Contest ends 30 minutes before the end of the contest; by 12:30 pm.
- A reader will be available from 10 – Noon.
- Contestants are advised that they may have to wait if a large number of participants come at the same time.
- As space allows, participants are permitted into the contest in order of arrival.
- Pencils and note page from the CDM Coach's Guide will be provided. Participants do not have to use the note page. Participants may bring in additional papers to take notes. When leaving the contest, all participants will be asked to turn in all their notes.
- Prior to leaving the contest, make sure that all classes have an answer that is clearly marked. A zero will be given for a class that has no answer marked.
- Participants are not to talk to any other participants. Cell phones are not allowed. Not following these rules may result in a zero for the contest.
- Beginners will have four classes and one set of check-type questions. Juniors will have four classes and two sets of check-type questions. Seniors will have four classes and two sets of oral reasons. Senior teams (3-4) members need to complete, upload, and email the Group Think Activity prior to 11:59 pm on August 13.
- Each county may send unlimited teams and individuals in each age division for the contest.
- Each county must register their team by August 13. Counties may combine to form teams even if they do not share the same 4-H Youth Program Advisor. It is the responsibility of one of the combining counties to register the team by August 13.
- For a Senior team to be considered for the National Contest, held in Denver, Colorado in January, the team must consist of 3-4 individuals and be pre-identified by the state deadline (August 13).
- Individuals can also judge for experience but will not be considered for team awards or the national trip.

Youth In Action

The four classes and Group Think Activity scenario will be chosen from the following categories:

- Child Development
- Clothing & Textiles
- Entertainment & Leisure
- Nutrition
- Personal Finance
- Personal Care

Senior Teams: Group Think Procedures for State Fair

General Information: The Group Think Activity will be available to county teams **June 1 – August 5** per the county request. Teams will complete the Group Think Activity in the county.

Preparation:

Counties that register senior teams will receive a packet in the mail containing the group think activity. The packet will consist of two envelopes labeled #1 and #2. The second envelope is a precaution, with a second scenario to be used **ONLY** in case of unforeseen technical difficulties.

The day of the recording, the county will have a table with chairs for each team member to sit at. Each member will be provided a pencil. Prior to recording, the team will be asked if they want paper to take notes on and if so, paper will be provided. No other resources and supplies will be allowed on the table.

The group think exercise can be recorded on an iPad, smart phone or digital recorder. If possible, use a device that allows for immediate uploading, and make sure that someone knows how to upload before arriving. Prior to opening the envelope, the group should set up the recorder, check its power, do a 15 second test recording, check it for sound, and make sure that all members of the team will be in view at all times; (a tripod will make this much simpler.) A 4-H employee will serve as a time keeper and someone is needed to run the camera and record with two devices so there is a backup.

It is to the benefit of your team to NOT share what the scenario was about to other 4-H youth, families, and staff from different counties.

Technical Check:

1. Recording devices have a power source in addition to batteries.
2. Recording devices can access the internet and YouTube (test it on location.)
3. Recording devices are set up so that the entire team is visible, and sound is adequate.

Procedure: (to be completed by the team and local extension office)

1. Team schedules a recording time at their county 4-H office to complete the team problem between June 1 and August 13. The video must be uploaded and emailed: to sdsu.4h@sdstate.edu and tracey.lehrke@sdstate.edu by 11:59 pm on August 13, or the team will receive a 0.
2. Submit team members to sdsu.4h@sdstate.edu and tracey.lehrke@sdstate.edu when requesting the scenario.
3. Team/4-H County Office will determine who is responsible for bringing recording equipment (2 devices should be used).
4. Team assembles at the appointed time and does an audio/visual check of equipment. The timer is tested and set for 10 minutes. **Note:** The only people in the room during recording will be the team members, 4-H employee, and if necessary, a camera person.
5. Once any necessary adjustments are made, the cameras are turned on, and the sealed brown envelope #1 is handed to the team, to be opened on camera. (It contains an envelope with the scenario for all team members.)
6. Once the envelope is opened, the time begins. The group will have 10 minutes to read the question, have discussion and present their solution.
7. The timer will give a 2 minute warning, (after eight minutes have passed) at this time the team should be ready to present its final statement. When team members speak, they will face the camera. When the timer calls time, recording will cease. The team will be stopped at 10 minutes.
8. The recording will be reviewed for technical problems, then uploaded to YouTube. Any YouTube account may be utilized. Name the video 201_ Group Think xx County. Use the **unlisted** privacy setting. Once the link appears, it should be emailed to the local county 4-H office address, and then checked by the county staff person before the team leaves. Any videos with a public privacy setting will receive a score of 0.
9. The County Extension Office sends the link to the State 4-H Office at sdsu.4h@sdstate.edu and tracey.lehrke@sdstate.edu by 11:59 pm on August 13, or the team will receive a 0.

Youth In Action

HORTICULTURE SKILL-A-THON

Committee Members

4-H Youth Program Advisor Co-Chairs: Jennifer Voigt and Katie Hansen

Committee Members: Aminah Hassoun, Lori Jacobson, Anna Marrs, LeAnn Suhn, Marty Miracle, May Schaefer, and Ruth Smith.

Rules and Regulations

- Individuals must be registered for the Horticulture Skill-A-Thon Contest by August 13 at 11:59 pm.
- Check-in for the Horticulture Skill-A-Thon contest ends 30 minutes before the end of the contest (3:30 pm).
- The combined score of all sections is the participant's overall score and determines the placing.
- All age divisions have one or more plant identification classes.
- Contest participants need to identify common plants from any of these parts: root, stem, flower or seed. Contact your local County Extension Office for additional study materials.
- Plant samples vary for each age division, may be live or preserved and may include, but are not limited to: stems, twigs, leaves, flowers, seeds, fruits, roots bulbs, tubers or plant products. Plant Samples may also come from printed materials.
- Each county may send unlimited teams in a given age division for the Horticulture Skill-A-Thon Contest.
- Counties may combine to form teams even if they do not share the same 4-H Youth Program Advisor. It is the responsibility of one of the combining counties to register the team by August 13.
- Individuals can also judge for experience but will not be considered for team awards.
- Study materials (study guides and photos) can be requested through local Extension Office.

The Horticulture Skill-A-Thon consists of three parts:

- Judging
- Written tests
- Plant identification

Beginners:

1 class vegetable judging

1 class fruit judging

1 class vegetable identification (edible portions only)

1 class from the *Beginner Plant Parts Study Guide* and *Your Vegetable Garden Study Guide*

Juniors:

1 class vegetables judging

1 class fruit judging

1 class flowers/indoor plants judging

1 class from the *Junior/Senior Plant Parts Study Guide*

1 class from NJHA study guides. *For 2019, the Study Guides will be: Greenhouse Structures; Turf*

1 class vegetable identification (edible and/or seed portions)

1 class fruit, nuts and berries identification (edible and/or seed portions)

1 class landscape ornamentals identification (foliage only)

Seniors:

1 class vegetable judging

1 class fruit judging

1 class flowers/indoor plants judging

1 class from the *Junior/Senior Plant Parts Study Guide*

1 class from NJHA study guides. *For 2019, the Study Guides will be: Landscaping; Environment and Horticulture Plants*

1 class vegetable identification (foliage, edible and/or seed portions)

1 class fruit, nuts and berries identification (foliage, edible and/or seed portions)

1 class landscape ornamentals identification (foliage, flower or seed portions)

1 class flowers and indoor plants identification (flower or foliage)

Youth In Action

PUBLIC PRESENTATIONS

Committee Members

4-H Youth Program Advisor Co-Chairs: Michelle May and Alina Krone-Hedman

Committee Members: Hilary Risner, Sherry Perrion, and Cheryl Havermann

Rules and Regulations

- Youth must participate at a county event in order to qualify for the State Fair. Failure to qualify at a county level will disqualify the participant from the State Fair Event.
- Registration must be completed by August 13 at 11:59 pm.
- Counties are responsible for collecting Public Presentations scorecards from participants. Counties are responsible for sending the paperwork and scorecards to the Rapid City Regional Extension Office, Attention: Hilary Risner, no later than August 13. If paperwork is not received by August 13, the youth will not be allowed to participate in the event.
- The 4-H Public Presentation Publication Resource can be located at the SDSU Extension Website.
- Youth should not promote any particular product or brand name during their presentation.
- Ingredients or supplies should be from original containers or packaging. When this isn't practical (e.g., flour), participants should place the product in labeled clear plastic container.
- Presentations may have been prepared during the 4-H year and given previously in school, during extracurricular activities or to service organizations; however, youth must alter the presentation to include and relate it to their 4-H projects and/or their 4-H experiences. In their delivery:
 - 4-H members must use the word "4-H" and state the specific 4-H project or program.
 - 4-H members must state how their content teaches the listener or audience about a specific 4-H project(s) or program.
 - **EXAMPLES:** "I am enrolled in the 4-H Beef Project. Today I will tell you what I learned about proper nutrition for my market steer through my 4-H project work. I have also learned _____ in these projects." "Today my illustrated talk on Nutrition Fact or Fiction falls under the Foods and Nutrition Project and the Health Project. I have also learned _____ in these projects."
- 4-H Public Presentations are all timed events. In the case the presentation is under the minimum or over the maximum time requirement 3 points will be deducted from the participants score. See time requirements below.
- The 4-H Public Presentation Committee will provide the following for presentation purposes: a Windows laptop, projector with clicker, and screen. All presentations should be Windows laptop compatible. HDMI cables may not be compatible to projectors provided. In case the member doesn't own a Windows laptop, please bring a USB flash drive containing the presentation. Internet access is not a guarantee.

Presentation Types & Criteria: Team refer to Public Presentation Guidelines

- **Demonstration:** Individual or Team, Minimum Length – Beginners 3 Minutes; Juniors 5 Minutes and Seniors 7 Minutes. Maximum Length: 25 minutes for all age categories. Presented before an audience, a demonstration is an accurate step-by-step process of actions and explanations that results in a finished product. Individuals or teams use actual products, material, garments, machines, plants, animals, etc., and may also share personal, family or club experiences. Demonstrations may include charts, illustrations, posters, and other types of visual aids.
- **Illustrated Talk** – Individual or Team, Minimum Length – Beginners 3 Minutes; Juniors 5 Minutes and Seniors 7 Minutes. Maximum Length: 25 minutes for all age categories. Presented before an audience, an illustrated talk is original, true and accurate information showing how something is accomplished using a combination of speaking about and showing one or more visual aids (e.g., Power Points, charts, pictures, slides, models, miniatures or real objects, flannel board, flip charts, chalkboard, drawings, and cutouts). Personal, family or club experiences may be used. In the Illustrated Talk, there is no finished product; rather, an explanation of results that is illustrated with visuals.
- **Project "Why"** – Repeats Several Times during a One Hour Period – Individual or Team
This type of presentation teaches the "why" as well as how to "use" a specific topic (it is not necessarily science-related). For the purpose of gaining knowledge and understanding and through the use of sound research, facts, principles, and experiments, this presentation type informs others of the "why." It should encourage, excite and motivate curious minds to study the topic further. 4-H members prepare a 3 x 3-foot exhibit to use for accurately explaining a true "why" principle. Participants must furnish all equipment (a table will be provided) and stay with the exhibit for a one-hour period to engage and present information to the public and answering questions at predetermined location. If presenting a Team Project "Why"-evidence must be provided that both presenters conducted the Project "Why" research.
- **Public Speaking** – Min Length: 3 minutes & Max Length: 6 minutes – Individual
In public speaking, a 4-H member chooses a subject or topic which relates to an aspect of 4-H (project, program, promotion, etc.). Public Speaking is telling about your experiences or what you learned about the topic to others. Public Speaking **may not** use visual aids. Participants may use brief notes, if desired.

Youth In Action

ROBOTICS AND ENGINEERING CHALLENGE

Committee Members

4-H Youth Program Advisor Co-Chairs: Charles Martinell and Nathan Skadsen

Committee Members: Christine Wood, Derek Jaeger, and Chris Kushman

Rules and Regulations

- Team registration is taken through August 13. Counties must register their teams by filling out the Team Registration Forms found in the 2019 South Dakota 4-H Robotics and Engineering Challenge Packet and returning them to the Sioux Falls Regional Center – Christine Wood, christine.wood@sdsu.edu.
- Teams must have a minimum of three members and a maximum of five.
- Each county may send an unlimited number of teams in any given division.
- Counties may combine to form teams even if they do not share the same 4-H Youth Program Advisor.
- Check with your County 4-H Office or the SDSU Extension Website for the most recent Robotics Challenge Packet, Entry form, Score Sheets, and for further information.

Challenge Divisions and Criteria

- **Advanced – Platforms:** This division is for youth (ages 8-18) who have minimal experience with autonomous robot platforms (LEGO®, VEX, etc.). Youth will design, build, and program a robot to accomplish the tasks laid out in the Robotics Challenge packet. It is highly encouraged that the majority of their build and programming is completed prior to arriving at the fair as they will only have 1 hr 15 min to make adjustments.
- **Advanced – Junk Drawer:** This division does not utilize a robotics platform, rather teams are provided a 'trunk of junk' that they must utilize to complete a task. This challenge requires teams to be creative and use their engineering skills. Teams may only use materials provided at the challenge release. NOTE: It is beneficial to teams to be familiar with the content from the Junk Drawer Robotics curriculum.
- **Competitive – Junior:** This division is for youth (ages 8-13) who are experienced with autonomous robot platforms (LEGO®, VEX, etc.). Youth will design, build, and program a robot to accomplish the tasks laid out in the Robotics Challenge packet. It is highly encouraged that the majority of their build and programming is completed prior to arriving at the fair to allow time for necessary adjustments. In addition to completing two autonomous robot challenges, the teams will also be asked to complete a Junk Drawer Robotics challenge. Teams have 2.5 hrs to complete all challenges.
- **Competitive – Senior:** This division is for youth (ages 14-18) who are experienced with autonomous robot platforms (LEGO®, VEX, etc.). Youth will design, build, and program a robot to accomplish the tasks laid out in the Robotics Challenge packet. It is highly encouraged that the majority of their build and programming is completed prior to arriving at the fair to allow time for necessary adjustments. In addition to completing two autonomous robot challenges, the teams will also be asked to complete a Junk Drawer Robotics challenge. Teams have 2.5 hrs to complete all challenges.

SPECIAL FOODS

Committee Members

4-H Youth Program Advisor Co-Chairs: Sonia Mack and Jodi Loehrer

Committee Members: Laura Alexander, Lynnette Moes, Bobbi Shultz, Janet Lingle, and Susan Vander Wal

Rules and Regulations

- Youth must participate at a county event in order to qualify for the State Fair. Failure to qualify at a county level will disqualify the participant from the State Fair Event.
- Registration must be completed in Fair Entry by August 13 at 11:59 pm.
 - Counties are responsible for collecting Special Foods paperwork and scorecards from participants. Counties are responsible for sending the paperwork and scorecards to the address listed in the 2019 Special Foods Contest Packet postmarked by August 14. If paperwork is not postmarked by August 14, the youth will not be allowed to participate in the event.
- Contestants may choose to make a special food from any one of the five basic food groups (Dairy, Fruits, Vegetables, Grains, or Protein) of the 2015 Dietary Guidelines for Americans, for more information visit <http://www.choosemyplate.gov>. One serving of the recipe must provide one serving of a food from the food group in which it is entered.
 - Example: If a casserole is entered in the dairy group, it must contain one cup of milk, 1½ ounces of hard cheese, or 2 ounces of processed cheese per serving.
- A food that falls primarily into the fats, sweets, and/or alcohol group will not be accepted.
- Check with your County 4-H Office or the SDSU Extension Website for the most recent Special Foods Handbook and Special Foods Contestant Packet that will explain the contest further.

Youth In Action

- Participants in the Special Foods Contest should check in at the registration table at least 15 minutes prior to their scheduled shift.

SHIFT	DAY	TIME
1	Thursday	12:30 – 2:00 pm
2	Thursday	2:30 – 4:00 pm
3	Friday	8:30 – 10:00 am
4	Friday	10:30 – 12:00 pm
5	Friday	12:30 – 2:00 pm
6	Friday	2:30 – 4:00 pm
7	Saturday	8:30 – 10:00 am
8	Saturday	10:30 – 12:00 pm
9	Saturday	12:30 – 2:00 pm
10	Saturday	2:30 – 4:00 pm

RABBIT SKILL-A-THON

Committee Members

4-H Youth Program Advisor Co-Chairs: Deanna Gall and Jackie Rau

Committee Members: Dale Knode, Andy Jensen, Jackie McMartin

Skill-a-thon tests youth knowledge and understanding of Rabbit sciences and management skills. Sources include the *American Rabbit Breeders Association (ARBA) Standards Book* (www.arba.net) and the South Dakota 4-H Rabbit Showmanship score sheet (www.extension.sdstate.org).

Entry and Rules

- Registration must be completed by August 13 in Fair Entry
- Check-in must be completed by 5:45pm on Saturday, August 31st.
- All 4-H members are encouraged to compete in the Rabbit Skill-a-thon.
- Youth do not need to exhibit a project animal prior to attending State Fair or qualify on the county level to compete in the Rabbit Skill-a-thon
- Beginner, Junior, and Senior divisions will follow the age division guidelines listed.
- Youth must be a current member of a South Dakota 4-H.
- Youth do not have to show a rabbit at State Fair in order to participate in skill-a-thon.

Contestants will be scored on how well participants complete tasks within four stations. A fifth station will be used to break ties. In the event a tie needs to be further broken, youth will be interviewed by a panel of South Dakota State Fair Representatives. Top five youth in each age division will be recognized during the State Fair 4-H Rabbit Show on Monday, September 2, 2019.

Youth In Action

DAIRY JUDGING

Committee Members

4-H Youth Program Advisor Co-Chairs: Megan Kludt and Kim McGraw

Committee Members: Ron Frederick, Lauren Hollenbeck, Brad Sharp, and Mary Odland

Contest Registration – Sunday, September 1st

12:30 pm – 1:00 pm	Registration & Orientation
12:45 pm	Senior Judging contestants complete skills problems
1:00 pm	Contest begins

Entry and Rules

- Registration must be completed by August 13 in Fair Entry.
- For more detailed information, please refer to the 2019 Dairy Cattle Judging Contestant Packet.
- Beginner, Junior, and Senior divisions will follow age division guidelines listed.
- Contestants must not have participated or enrolled in official post-secondary competitive judging events including judging courses within animal science or dairy science.
- No electronic devices are allowed during the contest
- No hats, open-toed shoes, or clothing identifying the contestant's name or county may be worn during the contest.
- A Skills Problem Quiz will be given consisting of questions about dairy cattle conformation, breed attribute information, and the dairy cow unified scorecard.
- Each class will consist of 4 animals numbered 1-4. Animals may not be handled.
- Contestants will be allowed 15 minutes per class
- A perfect score of 50 will be awarded for correct placings
- Tie-breaking:
 - If tied for overall individual awards, the contestant having the highest total reasons (for beginners, questions score used) score shall be listed first.
 - If tied for total reasons score, the contestant or team having the total points for the skills problem shall be listed first.

Senior Contest: Oral reasons will be given on 3 classes. Use of notes will result in 10 points being deducted from the oral reasons score in the Senior division.

Junior Contest: Oral reasons will be given on 2 classes. Contestants are strongly encouraged to not use notes while presenting Oral Reasons.

Beginner Contest: Check-type questions will be asked on each class. Notes are permitted while answering questions

POULTRY JUDGING

Committee Members

4-H Youth Program Advisor Co-Chairs: Laura Kahler and Laura Beall

Committee Members: Josh Johnson, Jai Walter, Wayne Fischer, and Reynold Loecker

- Members must register for Poultry Judging by August 13th at 11:59 p.m. in Fair Entry. Members can compete in Poultry Judging anytime between 8-9 am or 5-6 pm on Friday, August 30 in the Poultry barn.
- Members are not required to exhibit in the poultry show in order to participate in the judging contest.
- Once checked in, members will judge the four classes and answer the questions at their own pace. This will be an individual contest.
- Contestants are not allowed to talk during the contest.
- All age divisions will judge the same four classes. These classes may include bantam chickens, standard chickens, pigeons, game birds, ducks, geese, turkeys, or commercial poultry.
- Senior and Junior contestants will be asked to give reasons on one class.
- Beginner contestants will answer 5 questions relating to birds from the four classes.
- Ties will be broken by the highest placings score of classes with higher score earning higher placing.
- Birds will be judged in cages and may not be handled.