

Carter County Days' of '85 Fair and Rodeo Schedule

All events will take place at the Carter County Fairgrounds unless otherwise stated.

MONDAY AUGUST 3RD

All 4-H entry forms must be submitted to the Fair Office by 6:00 PM. Entries may be dropped off at the Fair Hall or mailed/ emailed.

MAIL: Carter County Fair, P.O. Box 164 Ekalaka, MT 59324

EMAIL: cartercountyfairmt@gmail.com

PHONE: (406) 775-6384 (During Fair Week)

All entries must be approved by the Extension Agent or local club leader.

FAIR HOURS:

THUR Aug. 6th:

7 a.m. - Fair Building Opens

10 a.m.- Fair Building Closed

for Indoor Judging

11 p.m. - Fairground Closed

FRI Aug. 7th:

7 a.m. - 7 p.m. Fair Building Open

11 p.m. - Fairground Closed

SAT Aug. 8th:

7 a.m. - 7 p.m. - Fair Building Open

11 p.m. - Fairground Closed

SUN Aug. 9th:

12 p.m. - Fair Building Opens

3 p.m.- Fair Building Closed

4 p.m. - Exhibits Picked Up

4-H & FFA FAIR SCHEDULE:

WED Aug. 5th:

7 p.m. -----Swine Weigh-in

THUR Aug. 6th:

8 a.m.-----Swine Show

9 a.m.-----Poultry and Rabbits in Place

9 a.m.-----Poultry and Rabbits Weigh-in

9:30 a.m.-----Indoor exhibits must be placed in department

10 a.m.-----Rabbit Show, Poultry Show to follow

1 p.m.-----Cat and Dog Show

4 p.m.-----Small Animal Round Robin

6 p.m. -----All Livestock Must be in Place

6 p.m. -----Mandatory 4-H/FFA Meeting & Dinner

6:30 p.m. -----Sheep/Goat Weigh-in

7 p.m.-----Beef Weigh-in

FRI Aug. 7th:

8 a.m. -----Horse Show

2 p.m. -----Sheep Show, Goat Show to Follow

8:30 p.m. -----4-H Ambassadors Kids Dance/Games

SAT Aug. 8th:

8:30 a.m.-----Beef Show

11 a.m. -----4-H Decorated Cakes must be in place

11 a.m. -----Decorated Cake Pictures

12 p.m.-----Large Animal Round Robin

3 p.m. -----4-H/FFA Market Sale

4 p.m. -----4-H/FFA All Animals Ultrasound

SUN Aug. 9th:

11 a.m.-----Days of '85 Parade

----- (Sponsored by the Carter County Chamber of Commerce)

1 p.m.-----4-H and FFA Awards

4 p.m.-----Exhibits may be picked up

4 p.m. -----Livestock will be released

All exhibits must be picked up by 1 hour after the conclusion of the rodeo, unless prior arrangements have been made

ACTIVITIES & EVENTS

THUR Aug. 6th:

11 a.m. -----Rene LaBree Memorial Sheep

Dog Trials (Ekalaka Track & Arena)

FRI Aug. 7th:

12 p.m. -----Science Friday

1 p.m. -----Pet Parade

2 p.m. -----Kids Games

4 -7 p.m. -----Fireman's BBQ (Fire Hall)

7:30 p.m.-----Fair Entertainment (The Paul's)

8:30 p.m. -----4-H Ambassadors Kids Dance/Games

SAT Aug. 8th:

11 a.m. - 3 p.m. -----Mini Golf/Laser Tag

4 - 7 p.m. -----Indian Tacos (St Elizabeth's Lutheran Church)

5 p.m. -----RODEO (Sponsored by Ekalaka Track & Arena)

8 p.m.----The Pauls Gospel Sing----(Baptist Church)

SUN Aug. 9th:

7 a.m. -----Breakfast (TSO Triangle)(Sponsored by Lame Jones meats, O'Connor, & O'Donnell Families)

9 a.m.-----Church Service (Ekalaka Track & Arena)

11 a.m.-----Days of '85 Parade

12 p.m.-----Car & Tractor Show

2 p.m.-----RODEO (Sponsored by Ekalaka Track & Arena)

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General 4-H Fair Rules and Guidelines

Additional rules may be found in the Open Class Fair book as well as under each project division.

ENTRY FORMS AND EXHIBITING

All 4-H entry forms must be submitted to the Fair Office the Monday before the Fair by 6:00 PM. Entries may be dropped off at the Fair Hall or mailed/emailed. All entries must be approved by the County Extension Agent or local club leader.

MAIL: Carter County Fair, P.O. Box 164, Ekalaka MT, 59324

EMAIL: cartercountyfairmt@gmail.com

PHONE: (406) 775-6384 (During Fair Week)

Exhibitor Tags may be picked up at the Fair Office the week of the Fair or when exhibits are dropped off. Please put your 4-H Age (age as of Oct. 1), name of your project and unit/level you are enrolled in.

4-H/FFA Members in Carter County and surrounding counties may exhibit in this department. All members must be enrolled in the projects in which they are exhibiting. **Youth may only exhibit in the level they are enrolled in.**

Only one exhibit may be shown per class by an exhibitor throughout all departments unless otherwise stated.

Exhibits (indoor and outdoor) cannot be shown in both 4-H and Open class.

Exhibitors removing exhibit before 4:00 PM on Sunday will forfeit their premium monies. Alternative arrangement may be made with the approval of the Carter County Fair board prior to exhibit being released.

Animal exhibits may not be shown in both Market and Breeding Classes.

JUDGING

All exhibits in this department will be judged Danish. Group system placings: Blue, Red and White.

If an exhibit does not merit a ribbon, none will be given.

All judges' decisions are final.

Premium Points (Each point is valued at \$1.00)

MEDIUM BRACKET: Blue-5, Red-3, White-2 (All Indoor, Dog, Cat, Poultry and Rabbit Exhibits, with the exception of Cloverbud exhibits)

HIGH BRACKET: Blue-7, Red-4, White-2 (Cattle, Sheep, Horse, Swine and Goat Exhibits)

Exhibitors will be divided into three divisions:

Senior: Members 14 years of age or older on Oct. 1 of the current 4-H Year

Junior: Members 13 years of age or younger on Oct. 1 of the current 4-H Year

Novice: Members showing that specific species for the first time and who are 10 years or younger on Oct. 1 of the current 4-H Year.

Carter Extension, Carter County 4-H Council & Carter County FFA Advisor reserve the right to interpret these rules and regulations. A Grievance Committee shall consist of representatives from the Fair Board, 4-H Council, FFA & County Extension Office. A veterinarian may be called upon if deemed necessary.

Carter County 4-H Council  President: Mikel Fruit PHONE: (406) 853-2117 Vice President: Mellissa Johnston PHONE: (406) 775-6776	Carter County Extension  County Agent: Amanda Williams Administrative Assistant: Brandi Johnstone OFFICE PHONE: (406) 775-6305 CELL: (406) 853-5282 EMAIL: amanda.williams19@montana.edu & carter1@montana.edu	Carter County FFA  Advisor: Mrs. Cele Menees PHONE: (405) 747-6591 EMAIL: celem@ekalaka.k12.mt.us
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4-H INDOOR CLUB WORK

AEROSPACE

(Points-5, 3, 2)

AEROSPACE LEVEL 2– Lift Off Dept. JJ - Division 1B

Class No.

1. Skill Level 2 Rocket
2. A model airplane or helicopter
3. Poster or notebook identifying parts of a helicopter and/or airplane
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

AEROSPACE LEVEL 3– Reaching New Heights Dept. JJ - Division 1C

Class No.

1. Skill Level 3 Rocket
2. Your own constructed altitude tracker
3. A Nagasaki Hata Fighter Kite
4. Notebook on the history of aviation or the space program
5. A model airplane or model rocket
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

AEROSPACE LEVEL 4 - Pilot in Command Dept. JJ - Division 1D

Class No.

1. Skill Level 4 Rocket
2. Documentation from interview with a pilot
3. A flat style box kite
4. Rocket observation chart
5. A poster or display illustrating how to measure altitude of your rocket(s)
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

AEROSPACE INDEPENDENT STUDY Dept. JJ - Division 1E

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

VISUAL ARTS

(Points-5, 3, 2)

GET STARTED IN ART- Get Started in Art Dept. CC - Division 2A

Class No.

1. Item made incorporating cutting & pasting
2. Item made incorporating drawing
3. Item made incorporating painting
4. Item made incorporating sculpting
5. Item made incorporating printing
6. Item made incorporating 3-D construction
7. Any other project related item
8. Any other project related item

DRAWING, FIBER & SCULPTURE- Sketchbook Crossroads Dept. CC - Division 2B

Class No.

1. Landscape drawing
2. Portrait drawing
3. A negative of a picture drawing
4. Shading drawing
5. Texture drawing
6. Collage
7. 3-D drawing
8. Wood art or wood burning
9. Mixed media art or drawing
10. Cartoon art
11. Any other project related item
12. Any other project related item

PAINTING, PRINTING AND GRAPHIC DESIGN- Portfolio Pathways Dept. CC - Division 2C

Class No.

1. Any media landscape painting
2. Comic painting
3. Monochromatic painting
4. Abstract painting
5. Animal or animals painting
6. Portrait painting
7. Wood painting
8. Any media painting
9. Canvas painting
10. Graphic design project
11. Computer art
12. Any sculpture
13. Any other project related item
14. Any other project related item

VISUAL ARTS INDEPENDENT STUDY Dept. CC - Division 2D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

BEEF

(Points-5, 3, 2)

BEEF LEVEL 1-Bite into Beef Dept. AA - Division 3A

Class No.

1. Poster or display of equipment to groom cattle
2. Pictures & information on beef cattle breeds
3. Poster of 10 by-products, where they are found & their uses
4. Labeled samples of 10 feed ingredients cattle eat
5. Drawing of a beef animal with 30 body parts (labeled)
6. Poster of a beef animal showing the locations of wholesale cuts of beef
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

BEEF LEVEL 2-Here's the Beef Dept. AA - Division 3B

Class No.

1. Poster or display of the locations of retail cuts
2. Poster or display on the cattle's digestive system
3. Poster or display of at least 5 cattle diseases (symptoms, prevention and/or cure)
4. Collect, evaluate & report on 3 feed tags
5. Poster or display on issues affecting the beef industry
6. Promotional display of your beef animal (pictures & captions)
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

BEEF LEVEL 3-Leading the Charge Dept. AA - Division 3C

Class No.

1. A list of important traits to look for in a feeder calf (with explanations)
2. Poster or display of issues affecting the beef industry & how they can be solved
3. Poster or display promoting beef & beef by-products
4. Poster or display of at least 5 knots (explanations of when and how they are used)
5. A rope halter you have made
6. Chart showing rate of gain on a steer you have a frame score for
7. A poster of a beef breeding program you would like to develop
8. Poster, display or notebook of at least 5 beef industry careers
9. Project manual (4 activities per year in level)
10. Any other project related item
11. Any other project related item

BEEF INDEPENDENT STUDY Dept. AA - Division 3D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

BICYCLE

(Points-5, 3, 2)

BICYCLE LEVEL 1- Bicycling for Fun Dept. JJ - Division 4A

Class No.

1. Notebook on project
2. Display of project item
3. Project manual (4 activities per year in level)
4. Poster on project
5. Any other project related item
6. Any other project related item

BICYCLE LEVEL 2- Wheels in Motion Dept. JJ - Division 4B

Class No.

1. Notebook on project
2. Display of project item
3. Project manual (4 activities per year in level)
4. Poster on project
5. Any other project related item
6. Any other project related item

BICYCLE INDEPENDENT STUDY Dept. JJ - Division 4C

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

CAT
(Points-5, 3, 2)

CAT LEVEL 1- Purr-fect Pals
Dept. AA - Division 5A

Class No.

1. Poster of a cat that you have drawn & label at least 20 body parts
2. A poster with pictures & description of at least 10 breeds of cats
3. Display on cat grooming supplies and skills
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

CAT LEVEL 2- Climbing Up!
Dept. AA - Division 5B

Class No.

1. A chart comparing at least 6 cat food labels
2. Poster or display on prevention & control of fleas on cats
3. Poster on feline diseases, their symptoms, their prevention and/or cure
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

CAT LEVEL 3- Leaping Forward
Dept. AA - Division 5C

Class No.

1. A chart on dominant and recessive traits of cats
2. Poster of a drawing of a cat's digestive system with the parts labeled
3. Poster of a drawing of a cat's skeletal system with bones labeled
4. Poster of the reproductive systems of a male and female cat (with labels)
5. An educational game that you have created about cats
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

CAT INDEPENDENT STUDY
Dept. AA - Division 5D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

CHILD DEVELOPMENT/BABYSITTING
(Points-5, 3, 2)

CHILD DEVELOPMENT A - Building a Bright Beginning
Dept. KK - Division 6A

Class No.

1. A family photo with a list of each person's similarities & differences
2. List of hazards in your home and what you have done to correct them
3. Display of 10 food items unsafe for young children & how to make them safe.
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

CHILD DEVELOPMENT B - Building Blocks of Learning
Dept. KK - Division 6B

Class No.

1. Make your own playdough
2. Guide for babysitting
3. A collection of 6 recipes of nutritious snacks to make
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

CHILD DEVELOPMENT C - Building a Strong Foundation
Dept. KK - Division 6C

Class No.

1. Journal of your experiences babysitting
2. First aid kits you have assembled (with labels)
3. Poster or display illustrating poison control emergencies
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

CHILD DEVELOPMENT D - Building Relationships Toward a Brighter Tomorrow
Dept. KK - Division 6D

Class No.

1. A poster or display illustrating a game you have created for a specific age group
2. Safety inspection sheet with safety concerns & possible solutions
3. A poster or display illustrating a family activity plan
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

BABYSITTING - I Have What it Takes to be YOUR Teen Babysitter
Dept. KK - Division 6E

Class No.

1. Design a babysitter's magic bag with list of contents
2. BooBoo bunny and information of its uses
3. A poster or display illustrating safe infant handling
4. A poster or display illustrating proper hand washing techniques
5. Homemade musical instrument
6. Business card or flyer advertising babysitting services
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

CHILD DEVELOPMENT/BABYSITTING INDEPENDENT STUDY
Dept. KK - Division 6F

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SEWING AND TEXTILES

(Points-5, 3, 2)

SEWING AND TEXTILES LEVEL 1

- STEAM Clothing 1: Fundamentals & Maker's Guide to Sewing Stuff

Dept. FF - Division 7A

Class No.

1. Poster labeling the parts of a sewing machine or serger
2. Sewing box with labeled equipment
3. Sewing portfolio
4. Educational notebook or poster identifying 6 types of fabric
5. Apron
6. Pillowcase
7. Crayon roll
8. Book cover
9. Wallet
10. Pajama pants
11. Zipper pouch
12. Basic belt
13. Hair scrunchie
14. Project manual (4 activities per year in level)
15. Any other project related item
16. Any other project related item

SEWING AND TEXTILES LEVEL 2

- STEAM Clothing 2: Simply Sewing & The Complete Photo Guide to Sewing

Dept. FF - Division 7B

Class No.

1. Fabric swatches (label type of fabric, uses, and cost)
2. Poster, display or notebook of sewing tools and functions
3. Sewing portfolio
4. Tote bag with overedge seams
5. Garment with darts or gathers
6. Garment with buttons and buttonholes
7. Simple skirt with an invisible hem
8. Garment with a lapped zipper
9. Shorts with an in-seam pocket
10. Vest with interfacing
11. Shirt with a set-in sleeve
12. Shirt with a shirt collar
13. Project manual (4 activities per year in level)
14. Any other project related item
15. Any other project related item

SEWING AND TEXTILES LEVEL 3

- STEAM Clothing 3: A Stitch Further & The Complete Photo Guide to Sewing

Dept. FF - Division 7C

Class No.

1. Sewing Portfolio
2. Poster or display of 6 pressing tools and their functions
3. Poster or display showing 3 of your outfits accessorized 3 different ways
4. Vest (lined or reversible)
5. Tank top with French seam finish
6. Garment using boning for structure
7. Skirt with a rolled hem
8. Garment with an invisible zipper
9. "Bias Coin Purse"
10. Jacket or coat using covered shoulder pads
11. Jacket or coat using bound buttonholes

12. Tailored skirt using Hong Kong seams
13. Dress using French Tack belt loops
14. Project manual (4 activities per year in level)
15. Any other project related item
16. Any other project related item

SEWING AND TEXTILES INDEPENDENT STUDY

Dept. FF - Division 7D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SHOPPING IN STYLE – Shopping in Style

Dept. FF - Division 7E

Class No.

1. Exhibit describing impression you want to make and how clothing can help
2. Display related to trends in fashion
3. Exhibit related to historic trends in fashion
4. Display related to cultural dress
5. Display regarding body portions and styles to flatter different body types
6. Exhibit demonstrating use of design elements to flatter figures
7. Exhibit related to fabrics and textures in clothing
8. Poster or display of mix & match clothing "selected" for you or someone else
9. Exhibit related to shopping for clothing
10. Cost per wear analysis
11. Comparison of shopping options (cash, credit, layaway, and final costs)
12. Exhibit related to clothing care and repair
13. Exhibit related to man-made and/or synthetic fiber production & characteristics
14. Clothing first aid kit
15. Example of mending (hems, buttons, etc.)
16. Exhibit about clothing storage
17. Exhibits related to cosmetics
18. Exhibit related to undergarments (function, types, trends, etc.)
19. Any other project related item
20. Any other project related item

SHOPPING IN STYLE INDEPENDENT STUDY

Dept. FF - Division 7F

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

CLOVERBUDS

(Points-3)

CLOVERBUDS- (open to all Cloverbuds) Dept. KK - Division 8A

Class No.

1. Cloverbud Record Book
2. Notebook or folder related to project
3. Display related to project
4. Cloverbud photography
5. Item created/made by a Cloverbud
6. Item created/made by a Cloverbud
7. Item created/made by a Cloverbud
8. Item created/made by a Cloverbud
9. Item created/made by a Cloverbud
10. Item created/made by a Cloverbud

CROP SCIENCE

(Points-5, 3, 2)

SMALL GRAINS - Small Grains: Wheat, Oats, Barley, and Rye Dept. KK - Division 9A

Class No.

1. Poster or display depicting the parts of a small grain plant
2. Poster or display showing how to run germination test
3. Poster or display with the growth stages of grains & samples (Wheat, Oats & Barley)
4. Poster or display on small grain diseases
5. Poster or display on small grain insect pest
6. Any other project related item
7. Any other project related item

CROP SCIENCE INDEPENDENT STUDY Dept. KK - Division 9B

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

DAIRY CATTLE

(Points-5, 3, 2)

DAIRY CATTLE LEVEL 1- Cowabunga Dept. AA - Division 10A

Class No.

1. Collection of pictures and information on 6 different dairy breeds
2. Poster with your drawing of a dairy cow with at least 20 body parts labeled
3. Poster or display on products and by-products that come from a dairy cow
4. A chart comparing the nutrients in milk and soda pop
5. Your own milk carton design that will help market this product
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

DAIRY CATTLE LEVEL 2- Mooving Ahead Dept. AA - Division 10B

Class No.

1. A package you have designed for a dairy product
2. Poster of 5 jobs/careers that are involved in bringing milk to your dinner table
3. A cost comparison for dairy production in different regions of the country
4. A collection of feed/supplement samples for the nutrients a dairy cow requires
5. Project manual (4 activities per year in level)
6. Any other project related item
7. Any other project related item

DAIRY CATTLE LEVEL 3- Rising to the Top Dept. AA - Division 10C

Class No.

1. Pictures & explanation of an activity that you have planned, promoted & implemented to help others learn about dairy animals
2. Poster or display about body condition scoring in dairy cattle
3. Poster or display on mastitis (causes, prevention, treatment)
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

DAIRY PRODUCTS Dept. AA - Division 10D

Class No.

1. 1-quart whole milk
2. 1-pint fresh cream
3. 2 cups, unsalted, uncolored butter
4. Any other dairy product
5. Any other dairy product
6. Any other project related item
7. Any other project related item

DAIRY INDEPENDENT STUDY Dept. AA - Division 10E

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

DOG
(Points-5, 3, 2)

DOG LEVEL 1- Wiggles and Wags
Dept. AA - Division 11A

Class No.

1. Poster with a picture or drawing of your dog or a dog you would like to own with a description of the animal
2. Poster of picture & description of different dog breeds and how they help people
3. Poster of labeled pictures of at least 10 different dog breeds
4. Poster of a drawing of a dog with the dog's body parts labeled
5. Display on dog grooming supplies and skills
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

DOG LEVEL 2- Canine Connection
Dept. AA - Division 11B

Class No.

1. Poster with a description of different canine diseases, preventions and treatments
2. A chart comparing 3 different brands of dry dog food
3. Recipe and example of homemade dog biscuits (plate of 6)
4. A chart of at least 6 sources to get a dog, listing advantages & disadvantages
5. Poster describing at least 5 dog related careers
6. A lost dog poster of your dog that you have planned, designed and created
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

DOG LEVEL 3- Leading the Pack
Dept. AA - Division 11C

Class No.

1. A complete budget showing how much it costs to own a dog for 1 year (Identify breed)
2. An article you have written & published about cruelty to animals & what can be done
3. Poster of a dog food package you have designed to attract buyers
4. Identify & describe 5 diseases humans get from dogs, include how they are transmitted
5. Project manual (4 activities per year in level)
6. Any other project related item
7. Any other project related item

DOG INDEPENDENT STUDY
Dept. AA - Division 11D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

ELECTRIC
(Points-5, 3, 2)

ELECTRIC LEVEL 1- Magic of Electricity
Dept. JJ - Division 12A

Class No.

1. Homemade flashlight
2. Simple switch
3. An open & a closed circuit
4. A conductor/insulator tester with at least 5 examples of conductors
5. Series or parallel circuit
6. A compass
7. An electromagnet
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

ELECTRIC LEVEL 2- Investigating Electricity
Dept. JJ - Division 12B

Class No.

1. Poster ranking 10 conductors & 10 insulators from your own experiments
2. Poster of a circuit diagram with full explanations of symbols
3. Series or parallel circuit with the voltage measured and recorded
4. A momentary switch for communicating a Morse Codes chart
5. A three-way switch
6. A rocket launcher using project manual plans
7. A burglar alarm using project manual plans
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

ELECTRIC LEVEL 3- Wired for Power
Dept. JJ - Division 12C

Class No.

1. Basic electrical tool and supply kit
2. Display and explanation of wire and cables, their sizes and uses
3. Display and explanation of different receptacles
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

ELECTRIC LEVEL 4- Entering Electronics
Dept. JJ - Division 12D

Class No.

1. Notebook with pictures, symbols and explanation of at least 20 electronic parts
2. A circuit with diode or using a transistor
3. Poster explaining the characteristic of at least 2 transistors
4. A battery circuit with an LED included
5. A 6-8-watt amplifier to power a speaker
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

ELECTRIC INDEPENDENT STUDY
Dept. JJ - Division 12E

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

ENTOMOLOGY

(Points-5, 3, 2)

- *Collection Exhibits will be judged on the following: Correctness of identification, variety of insects, correctness and uniformity of pinning and labeling, condition of specimen, neatness and arrangement in a display box.*

ENTOMOLOGY LEVEL 1- Teaming with Insects Dept. JJ - Division 13A

Class No.

1. Poster labeling the body parts of one or more different insects
2. A pitfall trap
3. Poster of different antenna types and pictures of example insects
4. Poster of the digestive system of a grasshopper
5. Poster of different insect leg types and pictures of example insects
6. Make a collection trap, killing jar, spreading board and pinning block
7. Collection of at least 10 different adult insects (1st year of level 1)
8. Collection of at least 20 different adult insects (2nd year of level 1)
9. Collection of at least 30 different adult insects (3rd year of level 1)
10. Project manual (4 activities per year in level)
11. Any other project related item
12. Any other project related item

ENTOMOLOGY LEVEL 2- Teaming with Insects Level 2 Dept. JJ - Division 13B

Class No.

1. Poster comparing insects to their surrounding for camouflage
2. Poster or display of insects found in your home
3. Poster of complete and incomplete metamorphosis
4. Poster comparing different insect control chemicals
5. Collection of at least 40 different adult insects (1st year of level 2)
6. Collection of at least 50 different adult insects (2nd year of level 2)
7. Collection of at least 60 different adult insects (3rd year of level 2)
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

ENTOMOLOGY LEVEL 3- Teaming with Insects Level 3 Dept. JJ - Division 13C

Class No.

1. Your own ant farm
2. Poster comparing and labeling at least 10 wings from different insect species
3. Collection of at least 70 different adult insects (1st year of level 3)
4. Collection of at least 80 different adult insects (2nd year of level 3)
5. Collection of at least 90 different adult insects (3rd year of level 3)
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

ENTOMOLOGY INDEPENDENT STUDY Dept. JJ - Division 13D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

EXPLORING 4-H

(Points-5, 3, 2)

EXPLORING 4-H - Exploring the Treasures of 4-H Dept. KK - Division 14A

Class No.

1. Montana 4-H Information
2. Poster or notebook on Family Fun
3. Safety poster or display
4. Sew on a button
5. Snack (include recipe)
6. MyPlate Guide Poster or display
7. Energy poster or display
8. Plant, flower, or vegetable grown by a member or a leaf collection
9. Collection of at least 10 insects-identify with common name
10. Bird Feeder
11. Poster with wildlife animals tracks or bird eggs
12. Poster or notebook of animals and pets
13. Live Animal (Notify Extension Office the type of animal bringing)
14. Display of your Travel Log
15. Your scrapbook of 4-H information
16. Project manual (4 activities per year in level)
17. Any other project related item
18. Any other project related item

FAMILY ADVENTURE

(Points-5, 3, 2)

FAMILY ADVENTURES - Family Adventures Dept. FF - Division 15A

Class No.

1. Poster on project related topic
2. Notebook on project related topic/activity
3. Display on project related topic
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

FAMILY ADVENTURES INDEPENDENT STUDY Dept. FF - Division 15B

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

FOOD AND NUTRITION

(Points-5, 3, 2)

- *Entries may be gluten free and need to be marked as such on entry form.*
- *Members are only to exhibit in their project area & “Odds & Ends” food classes.*
- *Each 4-H member must make their own entries. **NO package mixes may be used except where specified.***
- *Guide for display: Staple or tape entry tags on the outside of zip-lock bags. All baked goods must be placed in a clear-plastic bag, except pies and decorated cakes. All fruits and vegetables must be displayed on Styrofoam-meat trays. Smaller plates are to be used whenever possible. Salad dressing, butter, cheese etc., can be exhibited in a clear glass jar.*
- *Members must specify on their entry if they would like to take any remaining items from their entry following the judging.*
- *All Entries must have correct number of units to constitute an entry*
- **Please include recipe with entry.**

COOKING 101 - 4-H Cooking 101

Dept. HH- Division 16A

Class No.

1. 1 cup cocoa mix in clear container
2. Cereal bars, granola bars or no bake cookies (3)
3. 1 cup snack mix in clear container
4. Muffins, from scratch, no paper liners (3)
5. 8x8 pan cornbread from scratch (1)
6. Drop biscuits from scratch (3)
7. 8x8 pan coffeecake, fruit jumble or fruit crisp (1)
8. Brownies made from scratch (3)
9. Colossal cookies (3)
10. Cookies (3)
11. 8x8 cake made from scratch (1)
12. Any other project related item
13. Any other project related item

COOKING 201 - 4-H Cooking 201

Dept. HH - Division 16B

Class No.

1. Loaf nut bread (1)
2. Muffins from scratch, no paper liners (3)
3. Rolled biscuits from scratch (3)
4. 1 cup cocoa mix in clear container
5. Scones from scratch (3)
6. 8x8 applesauce cake (1)
7. 8x8 funny cake (1)
8. Soft Pretzels (3)
9. Snickerdoodles (3)
10. ½ cup dried bananas in clear container
11. Poster or display on nutrition facts label
12. Poster or display on pigments in vegetables
13. Any other project related item
14. Any other project related item

COOKING 301 - 4-H Cooking 301

Dept. HH - Division 16C

Class No.

1. Loaf banana bread (1)
2. Loaf yeast bread (1)
3. Yeast rolls (3)
4. Bread sticks (3)
5. Tea ring (1)
6. Soft pretzels (3)
7. 1 cup homemade granola in clear container
8. Cheese ball (1)
9. 1-layer, 8x8, unfrosted cake
10. 1 pint zesty salsa
11. 1 pint pickle relish
12. Poster or display on grill safety
13. Poster, display or notebook on a party you have planned
14. Any other project related item
15. Any other project related item

COOKING 401 - 4-H Cooking 401

Dept. HH - Division 16D

Class No.

1. Poster or display of herbs, fresh frozen or dried, and uses
2. Food item that relies on an herb or spice as a dominate flavor
3. Complete meal plan or celebration plan-menu, shopping & decoration list timeline, checklist
4. Any project related bread
5. ½ loaf (flatbread, pita bread, focaccia, rye bread, French bread or oatmeal bread)
6. English muffins (3)
7. Any dish featuring beans as a main ingredient
8. Exhibit related to grains, dried beans and peas-production and nutrition
9. Fruit and Fruit dips
10. Dish featuring potatoes as a main ingredient
11. Poster or display related to cooking methods of meats and protein foods
12. Poster or display of a cut of meat prepared describing 3 different cooking methods
13. Exhibit related to nutrition and production of dairy products
14. Any dish using dairy as a main ingredient
15. Any project related candy (3 pieces)
16. Any project related pastry (3 pieces)
17. Any project related 8x8 cake with or without fluffy frosting
18. Any other project related item
19. Any other project related item

FOOD AND NUTRITION CONTINUED...

FOOD SCIENCE LEVEL 1

- Food Science: Unit 1 The Secrets of Baking
Dept. HH- Division 16E

Class No.

1. Poster of project related topic
2. Display on project related topic
3. Poster or display illustrating gluten's role in baking
4. Poster or display illustrating leavening agents role in baking
5. Poster or display illustrating ingredients and mixing methods role in baking
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

FOOD SCIENCE LEVEL 2

- Food Science: Unit 2 The Power of Protein Chemistry
Dept. HH - Division 16F

Class No.

1. Poster of project related topic
2. Display on project related topic
3. Poster or display illustrating how different heat impacts protein in eggs
4. Poster or display illustrating how eggs and proteins are altered in souffles
5. Poster or display illustrating the process of separating curds and whey in cheese making
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

FOOD SCIENCE LEVEL 3

- Food Science: Unit 3 The Inner Mysteries of Fruits and Vegetables
Dept. HH - Division 16G

Class No.

1. Poster of project related topic
2. Display on project related topic
3. Poster or display illustrating what causes browning and how to prevent it in fresh cut produce
4. Poster or display illustrating heating and treating when cooking vegetables
5. Poster or display illustrating osmosis and diffusion when cooking fruit
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

FOOD SCIENCE LEVEL 4

- Food Science: Unit 4 Be a Food Scientist
Dept. HH - Division 16H

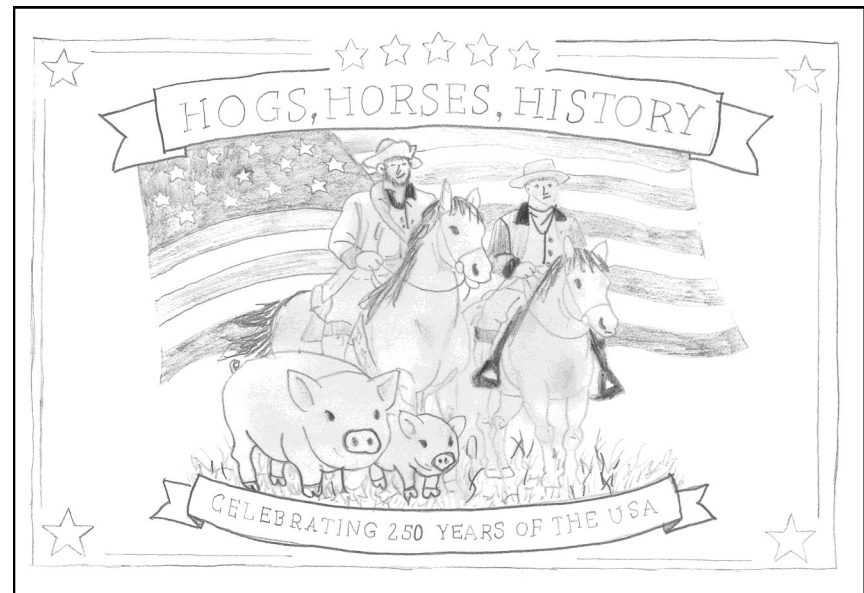
Class No.

1. Poster of project related topic
2. Display on project related topic
3. Poster or display illustrating a day in the life of a food scientist
4. Poster or display illustrating a new beverage you created, including, product formulation, taste testing, and the label
5. Poster or display illustrating the process of sugar crystallization and caramelization
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

FOOD: PARTY PLANNER- Food Party Planner Dept. HH - Division 16I

Class No.

1. Poster of project related topic
2. Display on project related topic
3. Poster or display illustrating the proper way to set the table
4. A specific estimated budget for a party
5. 3 different party theme ideas that include foods, decorations, entertainment, and games
6. A plan for food preparation days leading up to an event
7. Poster or display illustrating how to set up a buffet table
8. Menu plan for 15 people at a picnic outside
9. Example of an invitation and explanation of what you did and why
10. 3 party favors you could give out at an event
11. Whole wheat pancakes (3)
12. 8x8 pumpkin cake with cream cheese frosting
13. 1 cup of orange and almond sweet and sour salad in a clear container
14. Soft tacos with homemade seasoning (3)
15. Easy baked boneless chicken wings (3)
16. Porcupine meatballs (3)
17. 1 cup of Southwest snack mix in a clear container
18. 1 cup of black bean and corn salsa in a clear container
19. Teriyaki burgers (3)
20. Any other project related item
21. Any other project related item



Fair Book Cover by Lily Schallenberger

FOOD AND NUTRITION CONTINUED...

BAKING 1 - Baking 1 Dept. HH - Division 16J

Class No.

1. Poster of kitchen safety
2. Baking powder biscuits (3)
3. Muffins (3)
4. Chocolate chip cookies (3)
5. Chocolate drop cookies (3)
6. Oatmeal cookies (3)
7. Peanut butter cookies (3)
8. Any other project related item
9. Any other project related item

BAKING 2 - Baking 2 Dept. HH - Division 16K

Class No.

1. Poster or display on "Choosing MyPlate"
2. Loaf quick bread (1)
3. 8x8 quick or fruit filled coffeecake
4. Brown sugar cookies (3)
5. Cranberry granola bars (3)
6. Chocolate chip applesauce brownies (3)
7. Jam thumbprint cookies (3)
8. 8x8 pan gingerbread
9. Butterscotch bars (3)
10. Any other project related item
11. Any other project related item

BAKING 3 - Baking 3 Dept. HH - Division 16L

Class No.

1. Fast French bread (1 loaf)
2. White yeast rolls (3)
3. Whole wheat yeast bread (1 loaf)
4. Yeast breadsticks (3)
5. Bread in the shape of a teddy bear, lion or owl
6. Bread machine bread (white or whole wheat) (1 loaf)
7. Any other project related item
8. Any other project related item

BAKING 4 - Baking 4 Dept. HH - Division 16M

Class No.

1. 8x8 butter cake with choice of frosting
2. 8x8sponge cake with choice of frosting
3. 8- or 9-inch pie with double crust
4. Fruit filled turnovers or empanadas (3)
5. 8- or 9-inch pie with cream topping
6. 8- or 9-inch pies with meringue
7. 8x8 pan busy day oatmeal cake
8. Any other project related item
9. Any other project related item

FOOD PRESERVATION - Canning and Freezing Dept. HH - Division 16N

- *See Open Class Side for labeling Instructions*

Class No.

1. Poster or display about canning
2. Poster or display about freezing
3. Jar of fruit you have canned
4. Jar of vegetables you have canned
5. Jar of pickles you have canned
6. Jar of relish you have canned
7. Any other project related item
8. Any other project related item

ODDS AND ENDS Dept. HH - Division 16O

- *Open to all members enrolled in food. These entries cannot be used in any other food project entry.*

Class No.

1. Whole wheat bread (100% whole wheat flour) (1 loaf)
2. Sweet yeast bread (1 loaf)
3. Muffins (3)
4. Gift basket (3 items)
5. Angel food cake
6. Cookie from another country (3)
7. Caramels (3)
8. Peanut Brittle (3)
9. Pie
10. Drop cookies (3)
11. Bar cookies (3)
12. Decorated cookies (3)
13. Filled cookies (3)
14. 8x8x layered frosted cake
15. 8x8 decorated cake
16. Fudge (3)
17. 1/2 cup dried fruit item in a clear container
18. Jam, 1 pint
19. Jelly, 1 pint
20. Any other project related item
21. Any other project related item

FOOD AND NUTRITION CONTINUED...

CAKE DECORATING LEVEL 1 - 4-H Cake Decorating Dept. HH - Division 16P

- *Box Cakes may be used.*
- *Size of cakes need to be 8x8 square or 8 inch round.*

Class No.

1. Cake decorating notebook with pictures of cakes, learning & expenses
2. Cut up cake, decorated using three Level 1 cake decorating skills
3. A cake made in a specialty pan decorated using appropriate skills
4. Smoothly frosted one level cake
5. Cake or cupcake decorated with stars, flowers and leaves
6. Cake decorated with borders.
7. Cake or cupcake decorated with writing
8. Cake or cupcake featuring any combination of combing, grass, fur or hair, outline or filled in, paper pattern, stencil application or sugar mold
9. Foam form featuring any combination of Level 1 cake decorating
10. Any other project related item
11. Any other project related item

CAKE DECORATING LEVEL 2 - 4-H Cake Decorating Dept. HH - Division 16Q

Class No.

1. Cake decorating notebook with pictures of cakes, learning & expenses
2. One level decorated cake using at least 5 Level 2 cake decorating skills
3. A prepared cut up cake decorated using at least 5 Level 2 cake decorating skills.
4. A cake made in a specialty pan decorated using appropriate skills
5. Decorated two-level cake using at least 5 Level 2 cake decorating skills.
6. Decorated cake featuring brush stripping or spatula striping & at least 4 other Level 2 cake decorating skills
7. Cake decorated using at least 5 borders and side decorations
8. Sugar molds (Easter Egg, Ball or Bell) with decorating skills from Level 2
9. Foam form featuring any combination of Level 2 cake decorating skills
10. Any other project related item
11. Any other project related item

CAKE DECORATING LEVEL 3 - 4-H Cake Decorating Dept. HH - Division 16R

Class No.

1. Cake decorating notebook with pictures of cakes, learning & expenses
2. Frosted, assembled & decorated stacked-tiered wedding cake (cake or foam)
3. Example (diagram/photo) of how to disassemble & cut a stacked or tiered cake
4. Baked, level, stacked cake featuring 4 skills from Level 3 cake decorating
5. An exhibit (cake/foam) that features side decorating or drop string work, flowers, figure piping, deep color effects or painting, specify butter cream or royal frosting
6. An exhibit (cake/foam) that features at least 3 borders and side decorations
7. An exhibit (cake/foam) combining borders, flowers, special effects & lettering
8. An exhibit (cake/foam) that features any combination of Austrian lace, chocolate molding flowers or leaves, cooked or rolled fondant, gum paste, marzipan, pulled sugars or wires with assorted decorations attached
9. Any other project related item
10. Any other project related item

CAKE DECORATING LEVEL 4 - 4-H Cake Decorating Dept. HH - Division 16S

Class No.

1. Cake decorating notebook with pictures of cakes, learning & expenses
2. Poster or display that compares scratch recipes and mixes for cakes
3. Poster or display that compares scratch recipes and mixes for icing
4. Project workshop plan and results from the workshop
5. Poster or display illustrating decorating skills on other foods
6. Baked, level, stacked cake featuring more than 5 advanced skills
7. Any other project related item
8. Any other project related item

CAKE DECORATING INDEPENDENT STUDY Dept. HH - Division 16T

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

COOKING INDEPENDENT STUDY Dept. HH - Division 16U

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

BAKING INDEPENDENT STUDY Dept. HH - Division 16V

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

FOOD PRESERVATION INDEPENDENT STUDY Dept. HH - Division 16W

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

FORESTRY

(Points-5, 3, 2)

FORESTRY LEVEL 1- Follow the Path Dept. JJ - Division 17A

Class No.

1. Poster on project related topic
2. Notebook on project related topic/activity
3. Display on project related topic
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

FORESTRY LEVEL 2- Reach for the Canopy Dept. JJ - Division 17B

Class No.

1. Poster on project related topic
2. Notebook on project related topic/activity
3. Display on project related topic
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

FORESTRY LEVEL 3- Explore the Deep Woods Dept. JJ - Division 17C

Class No.

1. Poster on project related topic
2. Notebook on project related topic/activity
3. Display on project related topic
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

FORESTRY INDEPENDENT STUDY Dept. JJ - Division 17D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic/activity
3. Any other project related item
4. Any other project related item

GOAT

(Points-5, 3, 2)

DAIRY GOAT LEVEL 1- Getting Your Goat Dept. AA - Division 18A

Class No.

1. Collection of pictures and information on different goat breeds
2. Poster with your drawing of a goat with the body parts labeled
3. Collection of feed ingredients and an explanation of their uses
4. Poster with a picture of your goat's pen & explain how you made it safe
5. Poster of all the goat products you can find in a store you have visited
6. Poster of a goat teeth guide to determine the age of the goat
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

DAIRY GOAT LEVEL 2- Stepping Out Dept. AA - Division 18B

Class No.

1. Poster of goat health problems (diseases, cause, symptom, prevention, treatment)
2. Display of a goat medicine cabinet (pictures/models can be substituted for needles)
3. Poster of the steps in the birth process and care for a newborn kid
4. Display of kidding supplies
5. A restraining box you have built
6. Poster or display of by-products of goats and their unique features
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

DAIRY GOAT LEVEL 3- Showing the Way Dept. AA - Division 18C

Class No.

1. A complete herd production and type chart for your goats
2. A health calendar for your herd
3. Labeled drawing with measurements of proper dairy goat housing requirements
4. Poster of a nutrient ration you have formulated for your goat(s)
5. Project manual (4 activities per year in level)
6. Any other project related item
7. Any other project related item

DAIRY PRODUCT Dept. AA - Division 18D

Class No.

1. 1 pint whole milk
2. 1 cup fresh cream
3. ½ cup unsalted, uncolored butter
4. Any other dairy goat product
5. Any other dairy goat product

GOAT CONTINUED ...

MEAT GOAT LEVEL 1- Just Browsing Dept. AA - Division 18E

Class No.

1. Poster on project related topic
2. Notebook on project related topic/activity
3. Display on project related topic
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

MEAT GOAT LEVEL 2- Growing with Meat Goats Dept. AA - Division 18F

Class No.

1. Poster on project related topic
2. Notebook on project related topic/activity
3. Display on project related topic
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

MEAT GOAT LEVEL 3- Meating the Future Dept. AA - Division 18G

Class No.

1. Poster on project related topic
2. Notebook on project related topic/activity
3. Display on project related topic
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

DAIRY GOAT INDEPENDENT STUDY Dept. AA - Division 18H

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

MEAT GOAT INDEPENDENT STUDY Dept. AA - Division 18I

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

INTERIOR DESIGN

(Points-5, 3, 2)

INTERIOR DESIGN LEVEL 1 - Design Decisions Dept. FF - Division 19A

Class No.

1. Poster or display illustrating color schemes
2. Item displaying faux painting techniques
3. Notebook estimating project costs (wall, floor, window, etc.)
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

INTERIOR DESIGN LEVEL 2- Design Decisions Dept. FF - Division 19B

Class No.

1. Poster or display illustrating home furniture and furnishings
2. Notebook outlining budget and comparison shopping
3. Poster or display illustrating 2 or 3 coordinating fabrics and why
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

INTERIOR DESIGN LEVEL 3- Design Decisions Dept. FF - Division 19C

Class No.

1. Poster illustrating plan for wall arrangement
2. Poster or display illustrating different types of lighting
3. Plan for sharing a room or space with another person or for multi uses
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

INTERIOR DESIGN LEVEL 4- Design Decisions Dept. FF - Division 19D

Class No.

1. Develop a plan to make your home more energy efficient
2. Poster or display illustrating an item that has been refurbished, showing before and after images
3. Create a model house using skills from levels 1 - 4
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

INTERIOR DESIGN INDEPENDENT STUDY Dept. FF - Division 19E

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

HORSE
(Points-5, 3, 2)

HORSEMANSHIP LEVELS 1-2 - Horsemanship Manual, Levels 1-3
Dept. AA - Division 20A

Class No.

1. Poster of project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. Labeled collection of at least 5 ingredients fed to horses
5. Any other project related item
6. Any other project related item

HORSEMANSHIP LEVELS 3-4 - Horsemanship Manual, Levels 1-3 & 4-7
Dept. AA - Division 20B

Class No.

1. Poster of project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. 12-month horse health plan you have designed
5. Any other project related item
6. Any other project related item

HORSEMANSHIP LEVELS 5-7 - Horsemanship Manual, Levels 4-7
Dept. AA - Division 20C

Class No.

1. Poster of project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. Emergency kit for both rider and horse
5. Any other project related item
6. Any other project related item

COLT TO MATURITY LEVELS 1-5/GREEN HORSE LEVELS 1-4:
4-H Colt to Maturity, 4-H Green Horse, 4-H Training Horse
Dept. AA - Division 20D

Class No.

1. Poster of project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. Notebook explaining your training journey throughout the year
5. Any other project related item
6. Any other project related item

WORKING RANCH HORSE LEVELS 1-2 - Working Ranch Horse, Levels 1-4
Dept. AA - Division 20E

Class No.

1. Poster of project related topic
2. Poster or display on methods used for horse & livestock identification
3. Poster or display illustrating at least 5 pieces of equipment for ranch work
4. Display on project related topic
5. Any other project related item
6. Any other project related item

WORKING RANCH HORSE LEVELS 3-4 - Working Ranch Horse, Levels 1-4
Dept. AA - Division 20F

Class No.

1. Poster of project related topic
2. Poster or display on safety rules when roping
3. Poster or display illustrating at least 5 poisonous plants
4. Poster or display illustrating how to read at least 10 brands
5. Display on project related topic
6. Any other project related item
7. Any other project related item

HORSE PACKING LEVELS 1-5 - 4-H Horse Packing Manual
Dept. AA - Division 20G

Class No.

1. Poster of project related topic
2. Notebook from pack trip
3. Poster or display illustrating knots, splices, hitches, equipment needs, menus, food needs, and trip itinerary
4. Poster or display illustrating packing safety
5. Complete pack saddle - sawbuck or decker
6. Display on project related topic
7. Any other project related item
8. Any other project related item

HORSE DRIVING LEVELS 1-4 - 4-H Horse Driving Project
Dept. AA - Division 20H

Class No.

1. Poster of project related topic
2. Poster or display illustrating labeled harness parts, types of harnesses, the uses of harnesses, and why they are used.
3. Scrapbook with pictures and journal entries outlining project work
4. Display of horse drawn conveyance on farm equipment with parts labeled and description of use
5. Display on project related topic
6. Any other project related item
7. Any other project related item

SMALL EQUINE - 4-H Small Equine Manual
Dept. AA - Division 20I

Class No.

1. Poster of project related topic
2. Poster or display illustrating how to correctly measure the height of a miniature horse
3. Poster or display illustrating different types of miniature horses and their differences
4. Report or display that explains the different types of abnormalities that can occur with dwarfism
5. Display on project related topic
6. Any other project related item
7. Any other project related item

HORSE CONTINUED ...

HORSE JUDGING - New Mexico 4-H Horse Judging Manual Dept. AA - Division 20J

Class No.

1. Project manual (4 activities per year in level)
2. Poster or display illustrating structural soundness and faults
3. Halter class poster - class to judge on paper and reasons to go with class
4. Poster or display illustrating ideal traits or faults in English riding class
5. Poster or display illustrating ideal traits or faults in Western riding class
6. Any other project related item
7. Any other project related item

CAREERS WITH HORSES - 4-H Horse Careers Manual Dept. AA - Division 20K

Class No.

1. Notebook of interviews with at least 5 people in horse careers
2. Notebook of horse careers of interest and what is needed for them
3. Journal of skills and techniques learned from horse related job
4. Any other project related item
5. Any other project related item

HORSE INDEPENDENT STUDY Dept. AA - Division 20L

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

HORSELESS HORSE LEVELS 1-2: Giddy Up and Go & Head, Heart, and Hooves Dept. AA - Division 20M

Class No.

1. Poster of project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. Poster or display illustrating horse grooming tools
5. Any other project related item
6. Any other project related item

HORSELESS HORSE LEVELS 3-5: Stable Relations, Riding the Range, & Jumping to New Heights Dept. AA - Division 20N

Class No.

1. Poster of project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. Poster or display illustrating different diseases or parasites affecting horses
5. Any other project related item
6. Any other project related item

HORTICULTURE/GARDENING

(Points-5, 3, 2)

GARDENING LEVEL A & B- See Them Sprout & Let's Get Growing Dept. LL - Division 21A

Class No.

1. Poster or display identifying plant and flower parts & their function
2. Poster or display illustrating how seeds germinate
3. Poster or display illustrating research of different types of composters and results of making your own compost
4. Poster or display illustrating your garden or container garden
5. Notebook on plants that grow in your county (pictures, names & information)
6. Poster or display illustrating "the three sisters" historical significance and benefits of planting together
7. Poster or display illustrating your budget and costs for your garden (seeds, fertilizer, mulch, etc.)
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

GARDENING LEVEL C- Take Your Pick Dept. LL - Division 21B

Class No.

1. Poster or display showing results of your garden's soil test, the pH test you used, and what you learned about the soils pH
2. Poster or display illustrating the results of succession planting implemented in your garden
3. Poster or display illustrating plant companions and why it is beneficial to you garden and crop
4. Pictures and explanation of a cold frame you have built and used
5. Photo journal of your garden's progress
6. Poster or display illustrating flower parts and their function
7. Poster or display illustrating at least 7 pests in your garden; including damage caused, control measures, and the results
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

GARDENING LEVEL D- Growing Profits Dept. LL - Division 21C

Class No.

1. Poster or display illustrating experiment results of planting different cultivars in your garden
2. Poster or display explaining the process of double cropping in your garden and the results
3. Poster or display illustrating what others can do to help reduce greenhouse gas
4. Poster or display of a plant grown without soil with explanation of what you did and learned
5. Poster or display illustrating the origins of 5 seeds from the 9 major and 3 minor crop areas
6. Poster or display illustrating your integrated pest management plan including what controls worked and what you would change
7. Poster or display illustrating a 1-month family grocery budget and results of how your crop production affected the budget
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

HORTICULTURE/GARDENING CONTINUED ...

HORTICULTURE – Gardening/Floral

Dept. LL - Division 21D

- Exhibits that do not contain the required number of vegetables/florals will not be judged.
- Exhibits will be judged on uniformity, maturity, varietal characteristic, free of injury and disease.
- List type or variety on entry tag

Class No.

1. Display a started plant or tree (label & explain what you did & what you encountered)
2. Poster using varying types of plant seeds & show how each is used
3. Exhibit a product you have grown, (label & explain what you did & use of product)
4. Floral arrangement (use flowers you have grown)
5. Asters, 3 stems
6. Bachelor Button, 6 stems
7. Bells of Ireland, 3 stems
8. Calendula, 6 stems
9. California Poppy, 3 stems
10. Calliopsis, 6 stems
11. Carnation, 3 stems
12. Cosmos, 3 sprays
13. Dahlias, 3 stems
14. Daisy, 6 stems
15. Lilies, 1 stalk
16. Gaillardia, 4 stems
17. Golden Glow, 3 sprays
18. Larkspur, 6 stems
19. Marigold, 3 stems
20. Marigold, dwarf, 6 stems
21. Pansy, 3 stems
22. Petunia, double, 3 stems
23. Gladiolus, 1 spike
24. Petunia, single, 3 stems
25. Phlox, 3 stems
26. Pinks, 6 stems
27. Poppy, annual, 3 stems
28. Rose, 3 stems
29. Straw Flowers, 4 stems
30. Sweet Sultan, 6 stems
31. Sweet Pea, 6 stems
32. Stocks, 3 stems
33. Snapdragons, 3 stems
34. Nasturtium, 3 stems
35. Nicotiana, 6 stems
36. Zinnia, Pompom, 1 stem
37. Zinnia, Giant, 1 stem
38. Container Vegetable
39. Container flowering plant
40. Container herb
41. Container plant, grown from slip or cutting, bulb or root
42. Bedding plant
43. Begonia
43. Foliage plant
44. Geranium
45. African violet
46. Hanging plant
47. Any other floral item
48. Any other floral item

HORTICULTURE – Vegetable/Produce

Dept. LL - Division 21E

- Exhibits that do not contain the required number of vegetables/florals will not be judged.
- Exhibits will be judged on uniformity, maturity, varietal characteristic, free of injury and disease.
- List type or variety on entry tag

Class No.

1. Asparagus, 5 stems
2. Beans, 10 pods
3. Beets, 3
4. Broccoli, 1 head
5. Brussel sprouts, 5 heads
6. Cabbage, 1
7. Cantaloupe or muskmelons, 1
8. Carrots, 3
9. Cauliflower, 1
10. Celery, 1 bunch
11. Cucumber, 3
12. Dill, 3 heads, 18"-36" tall
13. Eggplant, 1
14. Kohlrabi, 3
15. Lettuce, best pale heads, 1
16. Okra, 3 pods
17. Onions, 3
18. Parsley, 1 plant
19. Parsnips, 3
20. Peas, 10 pods
21. Peppers, 3
22. Pumpkin, 1
23. Largest pumpkin, 1, (judged by weight)
24. Radishes, 5
25. Rutabagas, 3
26. Rhubarb, 6 stalks bundled
27. Squash, Summer, 1
28. Squash, Winter, 1
29. Squash, Zucchini, 1 (8" or under)
30. Squash, largest, 1 (judged by weight)
31. Swiss Chard plant, 10 leaves bundled (8" or under)
32. Sweet corn, 3 ears
33. Turnips, 3
34. Tomatoes (Roma and larger), 3
35. Tomatoes (cherry, pear, small), 10
36. Watermelon, 1
37. Gourds, 2
38. Unique-shaped vegetable
39. Berries, any variety (1 cup)
40. Any other produce (if similar to carrot, corn or beet bring 3, if similar to pea or bean, bring 10)
41. Any other produce (if similar to carrot, corn or beet bring 3, if similar to pea or bean, bring 10)

GARDENING INDEPENDENT STUDY

Dept. LL - Division 21F

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

LEADERSHIP/CITIZENSHIP

(Points-5, 3, 2)

LEADERSHIP - Learning to Lead: Leadership Level I & II Dept. FF - Division 22A

Class No.

1. Notebook of 6 community leader interviews
2. Poster or display explaining the results of your 1 min 4-H explanation “in an elevator” to 3 different people
3. Poster or display illustrating the top 3 of the 10 needs you identified using the 10 questions in “Take a Look Around” activity
4. Poster or display illustrating what communication means to you
5. Poster or display illustrating team activity you led
6. Poster or display illustrating an action plan using the SMART model
7. Project manual (4 activities per year level)
8. Any other project related item
9. Any other project related item

CITIZENSHIP - Agents of Change & Raise Your Voice Dept. FF - Division 22B

Class No.

1. Notebook of interviews of 6 public officials
2. Diorama display of the 3 branches of government
3. Poster or display illustrating how a bill becomes law
4. Poster or display illustrating the difference between state & federal government
5. Notebook of interviews of 3 people with government or citizenship related careers
6. Poster or display illustrating how the tribal nations and MT interact
7. Project manual (4 activities per year level)
8. Any other project related item
9. Any other project related item

CITIZENSHIP INDEPENDENT STUDY Dept. FF - Division 22C

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

LIVESTOCK JUDGING

(Points-5, 3, 2)

LIVESTOCK JUDGING Dept. AA - Division 23A

Class No.

1. Poster explaining how EPDs can be used with a judging class
2. Poster or display illustrating structural soundness and faults
3. Market Class Poster – Class to judge on paper and reasons to go with the class.
4. Breeding Class Poster – Class to judge on paper and reasons to go with the class.
5. Any other project related item
6. Any other project related item

LEATHERCRAFT

(Points-5, 3, 2)

UNIT 1: Dept. JJ - Division 24A UNIT 2: Dept. JJ - Division 24B UNIT 3: Dept. JJ - Division 24C

Class No.

1. Bookmark
2. Bag tag or ID Picture case
3. Small purse
4. Key case
5. Knife sheath
6. Pencil holder
7. Wristband
8. Billfold or wallet
9. A minimum of 3 coasters depicting your stages of progress in unit (**required for unit 1 exhibitors**)
10. Beading on leather
11. Checkbook cover
12. Eyeglass case
13. Barbecue seat
14. Belt
15. Notebook cover or book cover
16. Pistol caddy
17. Quiver and arm guard
18. Travel or toiletry bag
19. Any other item using whip stitch
20. Any other item using running stitch lacing
21. Any other item using pear shader
22. Any other item showing beveling
23. Any other item showing use of veiner tool
24. Any other item showing use of a seeder tool
25. Any other item showing use of a backgrounder tool
26. Any other item showing use of camouflage tool
27. Any other item showing decorative cuts
28. Any other items showing inverted carving techniques
29. Any other item showing beginning dyeing
30. Any other item showing lining
31. Any other item showing simple molding or shaping
32. Any other item showing use of swivel knife
33. Any other item using double loop lacing
34. Any other project related item
35. Any other project related item

LEATHERCRAFT – Advance, Units 4-10 Dept. JJ - Division 24D

Class No.

1. Advance carving skill with or without beginning dyeing on item
2. Advance carving skills colored by solid color, block or shade dyeing on item
3. One framed or mounted, carved-leather picture (Item may be stained or colored)
4. One completed saddle tooled or untooled
5. One article or matching set using creative stamping
6. Article(s) using non-tooled or minimal tooling & non-sewn-leather-working techniques
7. One article made by sewing leather
8. Any other project related item
9. Any other project related item

LEATHERCRAFT INDEPENDENT STUDY Dept. JJ - Division 24E

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SEWING & TEXTILES: NEEDLEWORK

(Points-5, 3, 2)

- *Specify if a kit is being used.*

KNITTING

Knit Together

Beginning: **Dept. FF - Division 25A**

Intermediate: **Dept. FF - Division 25B**

Advance: **Dept. FF - Division 25C**

Class No.

1. Knitting basket or container with equipment
2. Sample of the following stitches: garter, stockinette and ribbing- Label stitches
3. Set of mug mats or coasters (4)
4. Pocket purse
5. Baby blanket
6. Pillow cover
7. Pair of potholders
8. Pair of mittens
9. Ear warmer, ski band or hat
10. Dishcloth or face cloth
11. Any size sample of the following stitches: cable, block and seed- Label stitches
12. Cardigan
13. Pullover or sweater
14. Towel edging
15. Pair of slippers in two colors
16. Novelty item (stuffed toy, etc.)
17. Any item with buttonholes
18. Afghan
19. Lace edges pull over
20. Matching skirt and sweater
21. An article using circular needle (shirt, sweater, etc.)
22. Socks or cap using double point needles
23. Coat or other outerwear
24. Display comparing yarns and their characteristics and properties
25. Any other project related item
26. Any other project related item

CROCHET

Crochet Made Easy

Beginning: **Dept. FF - Division 25D**

Intermediate: **Dept. FF - Division 25E**

Advance: **Dept. FF - Division 25F**

Class No.

1. Crochet basket or container with equipment
2. Labeled display of the following stitches in three weights of yarn: chain, single crochet and double crochet
3. Set of mug mats or coasters (4)
4. Pocket purse
5. Baby blanket
6. Pillow cover
7. Pair of potholders
8. Pair of mittens
9. Ear warmer, ski band or hat
10. Dishcloth or face cloth
11. Cardigan
12. Pullover or sweater
13. Slippers in two colors
14. Towel edging

15. Novelty item (stuffed toy etc.)

16. Labeled display of afghan stitch, treble crochet, half double crochet, changing colors, decreasing and increasing (any size sample)

17. Afghan

18. Purse or bag with zipper

19. Doily or centerpiece

20. Any other project related item

21. Any other project related item

EMBROIDERY

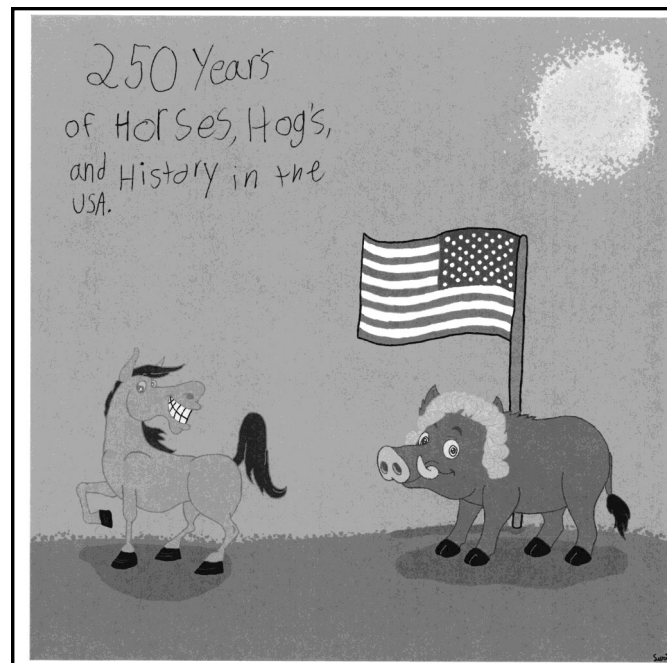
Beginning: **Dept. FF - Division 25G**

Intermediate: **Dept. FF - Division 25H**

Advance: **Dept. FF - Division 25I**

Class No.

1. Sample of 8 basic stitches on material
2. Potholder (using 4 or more stitches)
3. Pillow top (using 4 or more stitches)
4. Small picture (using 4 or more stitches)
5. Any article using cross stitch
6. Garment embellished with embroidery
7. Pillowcase, embroidered edge
8. Wall hanging, embroidered or cross stitch
9. Holiday item, ornament or decoration using embroidery
10. Set of 4 place mats (using 6 or more stitches)
11. Set of 4 towels (using 6 or more stitches)
12. Set of 2 pictures (using 6 or more stitches)
13. Smocking on clothing item
14. An original design
15. Article with huck weaving
16. Any other project related item
17. Any other project related item



Fair Book Cover by Suri Johnston

OUTDOOR ADVENTURE

(Points-5, 3, 2)

OUTDOOR ADVENTURES LEVEL 1-Hiking Trails Dept. JJ - Division 26A

Class No.

1. Examples of items to pack in a backpack for a day hike (can be photos)
2. Exhibit showing comparison of quality hiking equipment
3. Exhibit on hiking safety
4. Exhibit explaining GPS use for hiking and geocaching
5. Collection of 5 recipes of healthy hiking snacks
6. Journal & photos of a hike you completed
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

OUTDOOR ADVENTURES LEVEL 2-Camping Adventures Dept. JJ - Division 26B

Class No.

1. Examples of items to pack in a backpack for an overnight hike (can be photos)
2. Exhibit showing comparison of quality camping equipment
3. Exhibit of camping safety
4. 8 or more recipes used while camping
5. Exhibit showing knot tying and/or tool use
6. Exhibit showing how to choose a camp site and/or appropriate camp shelter
7. Journal & photos of a camping trip you completed
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

OUTDOOR ADVENTURES LEVEL 3-Backpacking Expeditions Dept. JJ - Division 26C

Class No.

1. Exhibit of items needed for an extended backpacking trip (can be photos)
2. Display or poster of outdoor survival and/or first aid kit
3. 10 or more recipes used while backpacking
4. Exhibit showing how to use maps and/or compass or GPS
5. Exhibit showing "Leave No Trace" principle
6. Exhibit showing how to purify water
7. Journal & photos of a backpacking trip you completed
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

OUTDOOR ADVENTURES INDEPENDENT STUDY Dept. JJ - Division 26D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

PHOTOGRAPHY

(Points-5, 3, 2)

- 4-H members may enter a maximum of 50 photography entries.
- Mount your pictures using a non-acidic adhesive on heavier poster board.
- Each class should be mounted separately.
- All pictures must be titled and include a short explanation of each picture.
- Camera type is not relevant.

PHOTOGRAPHY LEVEL 1- Photography Basics Dept. NN - Division 27A

Class No.

1. Poster or display with 8 or more parts of a camera labeled
2. 3 or more outdoor pictures at different times of day (use the same scene)
3. Photos of shadows (3)
4. Lighting (front, back, side & top lighting) (Label each)
5. Photos using flash (3ft, 5ft, 12ft) (3)
6. Fill flash (2)
7. Composition: horizontal photo, label foreground, middle ground & background
8. Photos at different distances, close-up, medium & long shot (at least 1 of each)
9. Trick pictures (3)
10. Black & White photos (3)
11. Scrapbook page of photos you took
12. Photo story (3 to 10 pictures)
13. Any other project related item
14. Any other project related item

PHOTOGRAPHY LEVEL 2- Next Level Photography Dept. NN - Division 27B

Class No.

1. Short & long depth of field (at least 1 of each)
2. Low light (3)
3. Hard & soft light (at least one of each)
4. Silhouettes (2 or more)
5. Show bits and pieces subject (3)
6. Using flash (2 or more)
7. Rule of thirds (2 or more)
8. Golden triangle & golden rectangles (at least 1 of each)
9. Different viewpoints (3 or more)
10. Scrapbook page of photos you took
11. Photo story (3 to 10 pictures)
12. Use shutter speeds to show actions (3 or more)
13. Any other project related item
14. Any other project related item

PHOTOGRAPHY LEVEL 3-Mastering Photography Dept. NN - Division 27C

Class No.

1. Lenses-3 photos of the same scene using normal, wide and telephoto lenses
2. Specific effect using filters (3 or more)
3. Exposure-1 of each overexposed, under exposed, balanced exposur
4. Photo without flash using natural or artificial light (3 or more)
5. Reflections as subjects (2 or more)
6. Composition: framing the subject lines that lead the eye (1 or more of each)
7. Still life (3)
8. Portraits (2 or more)
9. Use color as a composition tool (3 or more)
10. Photo showing texture patterns or shapes (3 or more)
11. Photos showing interesting details (3)
12. Photos that could be used in a brochure (3 or more)
13. Any other project related item
14. Any other project related item

PHOTOGRAPHY CONTINUED ...

VIDEOGRAPHY, LEVEL 4-Movie Magic Dept. NN - Division 27D

- Exhibitor must bring their own device to view video.

Class No.

1. Short (1–2 minute film)
2. Long (5 minute film)
3. Storyboard and/or script for film production
4. Podcast or video created
5. Filmed interview on specific topic
6. Any other project related item
7. Any other project related item

MISC.-Odds and Ends

- *This division is open to all 4-H members in any level of photography.*

Color: **Dept. NN - Division 27E**

Black & White: **Dept. NN – Division 27F**

Color Enlargement: **Dept. NN - Division 27G**

Black & White Enlargement: **Dept. NN – Division 27H**

Computer Enhancement: **Dept. NN - Division 27I**

Class No.

1. Action
2. Agriculture
3. Animal(s)
4. Baby or Babies
5. Carter County Views (3)
6. Character Study
7. Christmas Card Scene
8. Clouds
9. Collage
10. Farm/Ranch Scene
11. Flowers
12. Interior
13. Outdoor architecture
14. Portrait (animal, child or adult)
15. Sunrise
16. Sunset
17. Child or Children
18. Humorous
19. Landscape
20. Night
21. Patriotic
22. Person or persons
23. Rainbow
24. Seasons (photos of the same subject, different seasons) (3-4)
25. Wild animals
26. Photo Calendar with photos you have taken.
27. Actions in Sports
28. Carter County Fair (up to 4 pictures)
29. Fireworks
30. Rodeo
31. Wedding (up to 4 pictures)
32. Any other project related item
33. Any other project related item

PHOTOGRAPHY INDEPENDENT STUDY

Dept. NN - Division 27J

Class No.

1. Display of project item
2. Poster, notebook or educational display on project related topic
3. Any other project related item
4. Any other project related item

POCKET PET

(Points-5, 3, 2)

POCKET PETS LEVEL 1- Pet Pals Dept. KK - Division 28A

Class No.

1. Display or scrapbook with photos of different pets and 2 facts about each pet
2. Poster about hazards to pets in our homes
3. A toy you have designed and made for a pet
4. Poster comparing prices of pets and supplies for 3 different kinds of pets
5. Display on commercial pet foods (label type and main ingredients)
6. 2 drawings of your pet (1 with internal parts and 1 with external parts labeled)
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

POCKET PETS LEVEL 2- Scurrying Ahead Dept. KK - Division 28B

Class No.

1. Poster of the digestive system of a hamster, identified and labeled
2. Poster of internal anatomy of your pet (labeled with function of each part)
3. Collection of photos you have taken of pets (write interpretation of each photo)
4. An advertisement of a pet product or service you have designed or created
5. Project manual (4 activities per year in level)
6. Any other project related item
7. Any other project related item

POCKET PETS LEVEL 3- Scaling the Heights Dept. KK - Division 28C

Class No.

1. Poster of your classification of 4 species of animals (species, genus, family, order, class, phylum, and kingdom)
2. A set of cards you have created to teach interesting pet facts
3. Poster of diseases & symptoms for at least 5 species of pets (include treatment)
4. Short essay about your pet that you have written and illustrated
5. Project manual (4 activities per year in level)
6. Any other project related item
7. Any other project related item

POCKET PETS INDEPENDENT STUDY Dept. KK - Division 28D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

POULTRY

(Points-5, 3, 2)

POULTRY LEVEL 1- Scratching the Surface

Dept. AA - Division 29A

Class No.

1. Twelve large eggs, all one color
2. Poster identifying the parts of poultry
3. Collection of pictures and information on different species of poultry
4. Collection of pictures and information on different breeds of one species of poultry
5. Poster of a fresh egg you have drawn with parts labeled
6. Collection of five recipes for eggs using different cooking methods
7. Collection of drawings or actual feathers with label of pattern and breed
8. Poster of a bird's digestive system, labeled and at least 1 function of each part included
9. Project manual (4 activities per year in level)
10. Any other project related item
11. Any other project related item

POULTRY LEVEL 2- Testing Your Wings

Dept. AA - Division 29B

Class No.

1. Poster of your drawing of a bird skeleton with at least 20 bones labeled
2. Chart with picture, names and functions of a hen's reproductive tract
3. Poster with at least two poultry feed tag labels and feed tag information chart for each
4. An advertisement for a poultry product of your choice that you have designed yourself
5. A homemade candler with a description of how it works
6. A poster depicting a plan you have developed for preventing poultry diseases
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

POULTRY LEVEL 3- Flocking Together

Dept. AA - Division 29C

Class No.

1. Your outline of a plan for managing a small laying flock
2. A game you have created to educate the players about poultry
3. A collection of eggs dyed with natural dyes (label each egg with the dye material(s) used)
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

POULTRY INDEPENDENT STUDY

Dept. AA - Division 29D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

QUILTING

(Points-5, 3, 2)

- *Please designate type of quilting: hand, machine or long arm. Each division has the same classes.*

QUILTING

You Can Quilt, Quilt Quest Project Block 1 & Quilt Quest Project Block 2

Level 1: **Dept. FF - Division 30A**

Level 2: **Dept. FF - Division 30B**

Level 3: **Dept. FF - Division 30C**

Class No.

1. Machine applique article, garment or quilt
2. Hand applique article, garment or quilt
3. Tote bag using patchwork
4. Any tied quilt
5. Machine patchwork article, garment or quilt
6. Hand-stitched patchwork article, garment or quilt
7. Quilted wall hanging
8. Non-quilted wall hanging (using tying, fusible batting, etc.)
9. Paper piecing
10. Quilted or pieced bag, tote or purse
11. Fusible applique project
12. Quilted or pieced pillow top
13. Quilted garment
14. Quilted potholders (set of 2)
15. Pieced quilt top, unfinished (not quilted & bound)
16. Quilted table runner
17. Quilted placemats (set of 2)
18. Rag quilt
19. Denim quilt
20. Crazy quilt
21. Restored older quilt (attach history to item)
22. Original designs quilt
23. Lap quilt
24. Quilt for a bed
25. Any other project related item
26. Any other project related item

QUILTING INDEPENDENT STUDY

Dept. FF - Division 30D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

RABBIT

(Points-5, 3, 2)

RABBIT LEVEL 1–What’s Hoppening Dept. AA - Division 31A

Class No.

1. Collection of pictures & information on different rabbit breeds
2. Poster with your drawing of a rabbit with at least 15 body parts labeled
3. Display or poster identifying equipment used in raising rabbits
4. A homemade rabbit cage
5. Poster identifying the symptoms & treatments of 3 rabbit health conditions resulting from different parasites
6. A description of five nutrients a rabbit needs in its diet and why
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

RABBIT LEVEL 2– Making Tracks Dept. AA - Division 31B

Class No.

1. A mobile carrying case for a rabbit you have designed and built
2. A homemade rabbit nest box (include building plans & reasons for the size & shape)
3. Examples of 5 materials that can be used for nest box bedding (include description of each)
4. A rabbit tattoo box you have built yourself
5. An example of two rabbit feed labels & a chart comparing their nutritional value
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

RABBIT LEVEL 3– All Ears Dept. AA - Division 31C

Class No.

1. A collection of pictures (can be drawn) and information on 10 different breeds of rabbits
2. Your rabbit breeding record that you designed and maintained
3. A chart of the dominant and recessive genes of your rabbits and an explanation of how genetics is helping you to improve your herd
4. A collection of ten recipes using rabbit meat
5. Poster or report on the availability or interest of markets for rabbit products in the U.S.
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

RABBIT INDEPENDENT STUDY Dept. AA - Division 31D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

RANGE SCIENCE MANAGEMENT

(Points-5, 3, 2)

RANGE LEVEL 1 – At Home on the Range Dept. KK - Division 32A

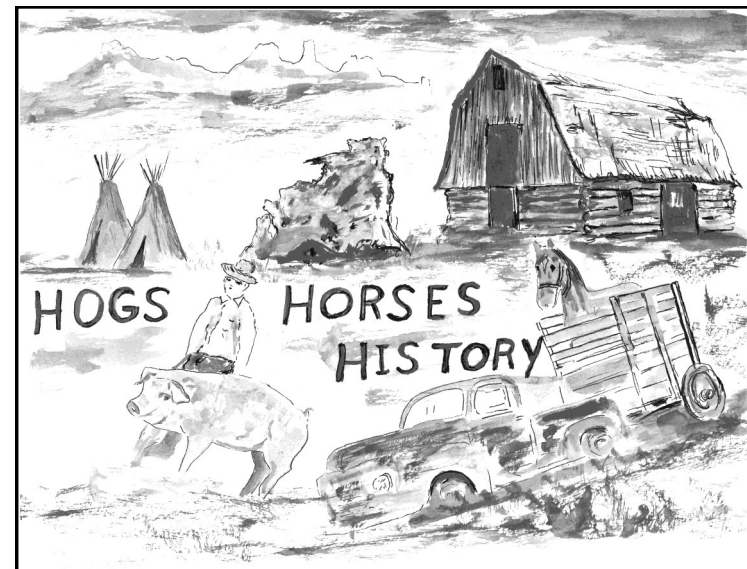
Class No.

1. Poster or presentation on the four rangeland plant types using examples from your area
2. Build a plant press
3. Poster or a presentation that teaches about plant morphology
4. A poster displaying skills gained from attending a Montana Range Days or other natural resources camp
5. Collect and press 10 rangeland plants
6. Poster, presentation or video discussing the benefits of rangelands
7. Show how to identify a rangeland plant using a key
8. Collect and press an additional 20 rangeland plants
9. Poster or presentation on the rangeland types of the U.S.
10. Poster, presentation, or video on how climate impacts rangelands
11. Any other project related item
12. Any other project related item

INDEPENDENT STUDY- Range Dept. KK - Division 32B

Class No.

1. Display on any soil related topic
2. Display on any range improvement practices
3. Display on native versus introduced species
4. Collect and press 10 rangeland plants
5. Collect and press 10 native rangeland plants
6. Any other project related item
7. Any other project related item



Fair Book Cover by Mrs. Betty Cline

ROBOTICS

(Points-5, 3, 2)

INTRODUCTION TO MODERN MICROCONTROLLERS

SparkFun Inventor's Kit

Dept. JJ - Division 33A

Class No.

1. Build any circuit from project manual (1-16) include circuit number
2. Poster explaining any steps taken to build circuit
3. Poster explaining the difference between digital and analog
4. Any other project related item
5. Any other project related item

ROBOTICS ESSENTIALS - Robotics Essentials

Dept. JJ - Division 33B

Class No.

1. Poster or display illustrating parts and functions of robotic parts
2. Poster or display illustrating four different robotic careers
3. Poster or display illustrating a touch sensor & program
4. Poster or display illustrating a written code for your robot and the results after inputting the code including what you would change
5. Any other project related item
6. Any other project related item

JUNK DRAWER ROBOTICS LEVEL 1– Give Robots a Hand

Dept. JJ - Division 33C

Class No.

1. Youth Robotics Notebook
2. A poster or display of items you have included in your junk drawer toolbox
3. A poster or display of items you have included in your “trunk of junk.”
4. A marshmallow catapult
5. An air powered robot arm you have built
6. A robot gripper you have designed and built
7. Any other project related item
8. Any other project related item

JUNK DRAWER ROBOTICS LEVEL 2– Robots on the Move

Dept. JJ - Division 33D

Class No.

1. Youth Robotics Notebook
2. A poster or display of items you have included in your junk drawer toolbox
3. A poster or display of items you have included in your “trunk of junk.”
4. A clip mobile you have designed and built
5. A simple electrical motor operated robot you have designed and built
6. A rover you have built that uses gears to move with traction
7. An underwater ROV (Remotely Operated Vehicle) you have designed & built
8. Any other project related item
9. Any other project related item

JUNK DRAWER ROBOTICS LEVEL 3– Mechatronics

Dept. JJ - Division 33E

Class No.

1. Youth Robotics Notebook
2. A poster or display of items you have included in your junk drawer toolbox
3. A poster or display of items you have included in your “trunk of junk.”
4. A working switch you can attach to a simple circuit using your Double Pole Double Throw design
5. A robot you built that will travel around an object or wall using a sensor for control
6. A working electronic circuit using a solder breadboard
7. A working robot you have designed that will perform a specific task
8. Any other project related item
9. Any other project related item

ROBOTICS INDEPENDENT STUDY

Dept. JJ - Division 33F

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SCRAPBOOKING

(Points-5, 3, 2)

- *This division is for youth enrolled in the 4-H Scrapbooking Project.*
- *Guidelines for Scrapbooking: Neatness is very important. Exhibits clean scrapbooking pages with clear handwriting. Journaling is to be used with photos and memorabilia.*
- *Use a variety of cropping techniques and page layouts.*

SCRAPBOOKING-A 4-H Guide to Preserving Memories

Dept. CC - Division 34A

Class No.

1. Display with research scrapbook materials and ideas
2. Display of tools and supplies for scrapbooking
3. Exhibit showing how cropping enhances photos for scrapbooking
4. Exhibit displaying how to properly mount photos
5. Exhibit related to choosing photos to preserve
6. Scrapbook page(s) that show mounting photos creatively
7. Scrapbook page(s) that highlights using embellishments
8. Scrapbook page(s) that show journaling as a scrapbooking technique
9. Scrapbook page(s) that show background techniques or treatments
10. Digital scrapbook
11. Scrapbook using a central theme
12. Scrapbook showing a variety of techniques
13. Craft made based on scrapbook techniques
14. Framed scrapbook page
15. Any other project related item
16. Any other project related item

SCRAPBOOKING CONTINUED....

SCRAPBOOK INDEPENDENT STUDY

Dept. CC - Division 34B

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SCRAPBOOK

Dept. CC - Division 34C

- *This division is for members or club scrapbooks. Youth do not need to be enrolled in the Scrapbooking Project to compete in this division.*

Class No.

1. Member's journal/Record Book
2. 4-H Club scrapbook
3. Member's scrapbook

DESIGN YOUR OWN

(Points-5, 3, 2)

- *This project is designed for members to create a project that is not currently recognized by the Montana 4-H Program.*
- *The Design Your Own project work should not be able to be achieved by taking any of the projects available to the 4-H member at the current time.*

NON-LIVESTOCK PROJECTS

Dept. JJ - Division 35A

Class No.

1. Poster on project related topic
2. Project related notebook or scrapbook
3. Display of project item
4. Essay
5. Display of 3 project items (items should complement each other)
6. Homemade items used in the project (not a result of)
7. Any other project related item
8. Any other project related item

SHEEP

(Points-5, 3, 2)

SHEEP LEVEL 1— Rams, Lambs and You

Dept. AA - Division 36A

Class No.

1. Collection of pictures and information on different sheep breeds
2. Poster with your drawing of a sheep with at least 25 body parts labeled
3. A poster of at least ten sheep by-products, where they are found and their use
4. A poster teaching how to tell the age of sheep
5. Display of sheep grooming equipment (include name & explanation)
6. A lambing supply kit (neat & labeled) you have put together
7. Project manual (4 activities per year in level)
8. Any other project related topic
9. Any other project related topic

SHEEP LEVEL 2— Shear Delight

Dept. AA - Division 36B

Class No.

1. Poster with the life cycle of at least two different sheep parasites and how to treat them
2. Poster with your drawing of a sheep's digestive system (include a brief description of what happens as the feed moves through each part)
3. Poster or notebook of at least 5 health problems, their symptoms, and prevention or cure
4. Display of a shelter you have designed for 20 sheep (dimensions of pens, waterers, etc.)
5. Poster or display of lamb meat cuts (include name, location, and preferred cooking method)
6. Using an actual feed tag, identify the feed ingredients and the nutrients they supply
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

SHEEP LEVEL 3— Leading the Flock

Dept. AA - Division 36C

Class No.

1. Brief explanation or description of at least 5 different careers in Animal Agriculture
2. Different examples of marketing sheep products
3. Poster of a ewe's and ram's reproductive system drawn and labeled.
4. Poster of 5 wool breeds and 5 meat breeds (include an explanation and picture of each)
5. A poster showing all the retail lamb cuts, their name, and location.
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

SHEEP INDEPENDENT STUDY

Dept. AA - Division 36D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SHOOTING SPORTS

(Points-5, 3, 2)

AIR RIFLE - Dept. JJ - Division 37A
ARCHERY – Dept. JJ – Division 37B
HUNTING – Dept. JJ – Division 37C
SHOTGUN – Dept. JJ – Division 37D
AIR PISTOL – Dept. JJ – Division 37E
SMALL BORE RIFLE (.22) – Dept. JJ – Division 37F
MUZZLELOADING – Dept. JJ – Division 37G
WESTERN HERITAGE – Dept. JJ – Division 37H
SMALL BORE PISTOL (.22) - Dept. JJ - Division 37I
BB GUN SAFETY - Dept. JJ - Division 37J

Class No.

1. Poster on project related topic
2. Display on Project related topic
3. Notebook on project related topic/activity
4. Scored targets in a notebook
5. Any other project related item
6. Any other project related item

SHOOTING SPORTS INDEPENDENT STUDY

Dept. JJ - Division 37K

Class No.

1. Display of project item
2. Poster, notebook or educational display on project related topic
3. Any other project related item
4. Any other project related item

SHORT TERM

(Points-5, 3, 2)

- *Short Term Projects consist of any type of arts and crafts that will not fulfill requirements in any other 4-H Project.*
- *Members must be enrolled in Project to exhibit at the Fair.*
- *Members may exhibit no more than 2 entries of the same type of art or craft.*
- *A project information sheet must be attached to each entry.*

SHORT TERM

Dept. CC - Division 38A

Class No.

1. Art or craft item
2. Art or craft item
3. Art or craft item
4. Art or craft item
5. Art or craft item
6. Art or craft item
7. Art or craft item
8. Art or craft item
9. Art or craft item
10. Art or craft item

SMALL ENGINES

(Points-5, 3, 2)

SMALL ENGINES LEVEL 1– Crank It Up

Dept. JJ - Division 39A

Class No.

1. Poster with the external parts of a lawn mower labeled
2. Poster or display of the tools needed for proper maintenance and repair of small engines
3. A poster or display on spark plugs
4. Poster or informative exhibit identifying different sources of power and the things that “run” on each power source
5. A safety poster about protective gear to hang in a small engine work area
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

SMALL ENGINES LEVEL 2– Warm It Up

Dept. JJ - Division 39B

Class No.

1. Poster or display identifying internal small engine parts
2. Poster or display identifying tools used for maintenance and repair of small engines
3. The steps and results of a compression test on a small engine
4. A model of an engine that shows how the power is taken from the piston to the rest of the engine through the use of pulleys, belts, gears, and other engine parts
5. A poster showing the correct procedure for storing your engine at the end of the season
6. A poster of the pre-mowing check list to be hung up in a work area
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

SMALL ENGINES LEVEL 3-Tune it Up

Dept. JJ - Division 39C

Class No.

1. A poster or display identifying and explaining the use of diagnostic tools used in a small engine repair
2. A notebook explaining the steps and your observations as you disassemble the air and fuel system of a small engine
3. A notebook explaining the steps and your observations as you disassemble the electrical system of a small engine
4. A notebook explaining the steps and your observations as you disassemble the engine base of a small engine
5. A notebook listing and explaining the estimated costs and income of starting your own business using small engine equipment
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

SMALL ENGINES INDEPENDENT STUDY

Dept. JJ - Division 39D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SPORT FISHING

(Points-5, 3, 2)

SPORT FISHING LEVEL 1– Take the Bait Dept. JJ - Division 40A

Class No.

1. Poster on project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. Your tackle box and an inventory list of contents
5. Any other project related item
6. Any other project related item

SPORT FISHING LEVEL 2– Reel in the Fun Dept. JJ - Division 40B

Class No.

1. Poster on project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. Fly wallet made by member containing at least 1 artificial fly made by the member
5. Any other project related item
6. Any other project related item

SPORT FISHING LEVEL 3– Cast into the Future Dept. JJ - Division 40C

Class No.

1. Poster on project related topic
2. Project manual (4 activities per year in level)
3. Display on project related topic
4. A collection of artificial lures and/or flies made by member
5. Any other project related item
6. Any other project related item

SPORT FISHING INDEPENDENT STUDY Dept. JJ - Division 40D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

SWINE

(Points-5, 3, 2)

SWINE LEVEL 1– The Incredible Pig Dept. AA - Division 41A

Class No.

1. A collection of pictures and explanations of at least eight swine breeds
2. A picture of a pig you have drawn with at least 20 parts labeled
3. A drawn picture of a pig's digestive system with the parts labeled
4. A poster or display of at least 10 pork-by-products
5. Poster or notebook of 10 pork cuts (include name, location, and preferred types of cooking)
6. A collection of feed ingredients and an explanation of their uses
7. Project manual (4 activities per year in level)
8. Any other project related item
9. Any other project related item

SWINE LEVEL 2– Putting the Oink in Pig Dept. AA - Division 41B

Class No.

1. Poster or notebook of 5 swine diseases, their symptoms and how each can be treated
2. Poster of a health care plan for pigs
3. Poster of a complete ration for a growing pig (include ingredients, percentages, and cost)
4. Poster or display of swine equipment
5. Project manual (4 activities per year in level)
6. Any other project related item
7. Any other project related item

SWINE LEVEL 3– Going Whole Hog Dept. AA - Division 41C

Class No.

1. A poster on a project related topic
2. Pictures and explanation of a swine quiz bowl you have written questions for
3. Design a hog operation for ten 30-pound hogs to be raised to 240 pounds.
4. Notebook of project related activities
5. Display on a project related topic
6. Project manual (4 activities per year in level)
7. Any other project related item
8. Any other project related item

SWINE INDEPENDENT STUDY Dept. AA - Division 41D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

THEATER ARTS

(Points-5, 3, 2)

THEATER ARTS LEVEL 1– Imagination in Action, Beginner Dept. CC Division 42A

Class No.

1. Display of tongue twisters you made up
2. Poster or display illustrating a character creation from a picture
3. Poster or display illustrating four created set designs from one play
4. Mask that represents the special part of yourself
5. Puppet character you built
6. Any other project related item
7. Any other project related item

THEATER ARTS LEVEL 2– Imagination in Action, Intermediate Dept. CC - Division 42B

Class No.

1. Scene you have written with directions indicating voice tone
2. Costume you designed
3. Mask that represents a group/club you know well
4. Puppet character you built
5. Puppet character you built for Level 1 with added cultural or country of origin clothing and/or props
6. Any other project related item
7. Any other project related item

THEATER ARTS LEVEL 3– Imagination in Action, Advanced Dept. CC - Division 42C

Class No.

1. Costume you designed and backstory of the character it was designed for (character may be from existing work or your own creation)
2. Theater journal showing the progression of your costume development with fabric swatches
3. Poster or display illustrating 4 masks from different cultures and their significance
4. Puppet play script, include setting, stage direction, etc.
5. Any other project related item
6. Any other project related item

VETERINARY SCIENCE

(Points-5, 3, 2)

VETERINARY SCIENCE LEVEL 1-From Airedales to Zebras Dept. JJ - Division 43A

Class No.

1. Label parts of a free-hand drawing of eye
2. Label a free-hand drawing of pathway of impulse
3. Label parts of a free-hand drawing of lungs showing veins and aorta
4. Label parts of a free-hand drawing of a section of heart
5. Poster showing temperature, respiration, and heart rate changes under varying conditions
6. Display or poster showing disease preventive procedures by use of proper nutrition and other management decisions
7. Poster or display on immunization of animals
8. Project manual (4 activities per year in level)
9. Any other project related item
10. Any other project related item

VETERINARY SCIENCE LEVEL 2-All Systems Go! Dept. JJ - Division 43B

Class No.

1. Drawing of 3 external parasites of cattle (include control measures of each)
2. Label a free-hand drawing of a cell and four bacterial shapes
3. Drawing of complete life cycle of heel fly and round worm, labeled
4. Collect, mount and identify 3 poisonous plants
5. Project manual (4 activities per year in level)
6. Any other project related item
7. Any other project related item

VETERINARY SCIENCE LEVEL 3-On the Cutting Edge Dept. JJ - Division 43C

Class No.

1. Notebook of self-study activity
2. Display or poster relating to project topic
3. Project manual (4 activities per year in level)
4. Any other project related item
5. Any other project related item

VETERINARY SCIENCE INDEPENDENT STUDY Dept. JJ - Division 43D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

WEED SCIENCE

(Points-5, 3, 2)

WEED SCIENCE LEVEL 1 - Weed Science Level 1

Dept. KK - Division 44A

Class No.

1. Standard-size wooden plant press, constructed by exhibitor
2. Collection of 6 weeds (properly mounted and identified)
3. Poster or display on "Why I think It is Important to Recognize Weeds and Control Them" or "Loss and Damage Caused by Weeds on Our Property."
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

WEED SCIENCE LEVEL 2 - Weed Science Level 2

Dept. KK - Division 44B

Class No.

1. Collection of 12 weeds (properly mounted and identified)
2. A map of your farm/ranch, showing patches of weed problems
3. Poster or display "How I would Control A Patch of Perennial Weeds."
4. Project manual (4 activities per year in level)
5. Any other project related item
6. Any other project related item

WEED SCIENCE INDEPENDENT STUDY

Dept. KK - Division 44C

Class No.

1. Collection of 18 weeds (properly mounted and identified)
2. Sample of 1 crop seed, with a sample of 3 weed seeds that are found in that crop.
3. Collection of 8 weeds known to be poisonous to livestock (properly mounted and identified)
4. Notebook or display on weed options you have chosen to study.
5. Any other project related item
6. Any other project related item

WELDING

(Points-5, 3, 2)

Beginner: Dept. JJ - Division 45A

Intermediate: Dept. JJ - Division 45B

Advanced: Dept. JJ - Division 45C

Arcs and Sparks: Shielded Metal Arc Welding

Class No.

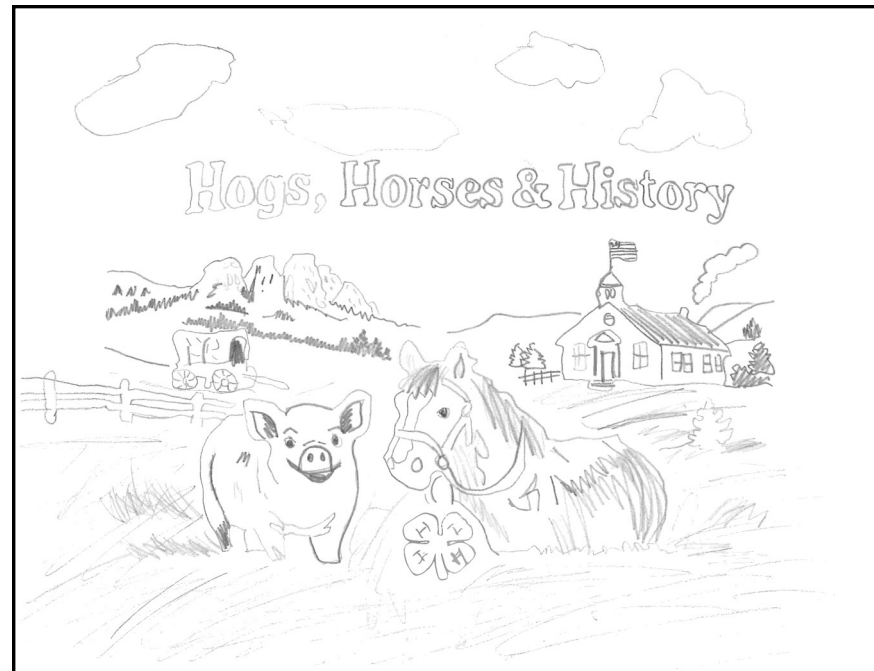
1. Any poster or display about the history and evolution of welding.
2. Poster or model showing parts of a welder, include explanations of what each part does.
3. Any poster, display or welded plate example to show how proper selection of electrode, speed, height, and/or Amp setting will create a poor weld.
4. Boot scraper
5. Christmas tree stand
6. Post driver
7. Any project related item
8. Any project related item

WELDING INDEPENDENT STUDY

Dept. JJ - Division 45D

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item



Fair Book Cover by Jennings Walker

WILDLIFE

(Points-5, 3, 2)

WILDLIFE LEVEL 1– 4-H Wildlife

Dept. JJ - Division 46A

Class No.

1. Poster on a project related topic
2. Notebook of project related activities
3. Display on a project related topic
4. Nature journal
5. Project manual (4 activities per year in level)
6. Make a diorama of a wildlife scene, wildlife tracks, or wildlife signs
7. Any other project related item
8. Any other project related item

WILDLIFE INDEPENDENT STUDY

Dept. JJ - Division 46B

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

WOODWORKING

(Points-5, 3, 2)

WOODWORKING LEVEL 1– Measuring Up

Dept. JJ - Division 47A

Class No.

1. Project manual (4 activities per year in level)
2. Tool identification and usage notebook (at least 10 hand tools)
3. Safety poster
4. Display of different types of wood
5. Poster teaching differences between hard and soft woods
6. Display of at least 10 different types of nails and screws
7. Display or poster identifying different types and grades of sandpaper.
8. Flower Box
9. Napkin or Letter Holder
10. Picture Frame
11. Any other project related item
12. Any other project related item

WOODWORKING LEVEL 2– Making the Cut

Dept. JJ - Division 47B

Class No.

1. Project manual (4 activities per year in level)
2. Tool identification and usage notebook (at least 10 hand and 5 power tools)
3. Notebook on safety procedures to follow when using woodworking tools (min. of 10)
4. Poster showing the different types of fiberboard and plywood.
5. Poster or notebook on liquid finishers (paint, shellac, varnish etc.)
6. Napkin or Letter Holder
7. Birdhouse
8. Foot Stool
9. Any other project related item
10. Any other project related item

WOODWORKING LEVEL 3– Nailing It Together

Dept. JJ - Division 47C

Class No.

1. Project manual (4 activities per year in level)
2. Notebook of wood projects (include patterns, cost, tools used, etc.)
3. Display of four different types of joints
4. One pattern in three different sizes that you have enlarged yourself by drawing on a grid.
5. Display or notebook on different types of hinges, clasps, and flush plates
6. Book Shelf
7. Corner Shelf
8. Boomerang
9. Belt Buckle
10. ABC Puzzle
11. Any other project related item
12. Any other project related item

WOODWORKING LEVEL 4– Finishing Up

Dept. JJ - Division 47D

Class No.

1. Project manual (4 activities per year in level)
2. Design your own workshop (describe all of the tools to include in your ideal workshop)
3. A set of woodworking plans you have designed and made yourself
4. A wood project that you have refinished
5. Wood vehicle using project manual plans
6. Hockey board using project manual plans
7. Step stool or chair using project manual plans
8. Toy dog using project manual plans
9. Door knocker using project manual plans
10. Any other project related item
11. Any other project related item

WOODWORKING INDEPENDENT STUDY

Dept. JJ - Division 47E

Class No.

1. Display of project item
2. Poster, notebook or display on project related topic
3. Any other project related item
4. Any other project related item

EXPRESSIVE ARTS

(Points-5, 3, 2)

- *To exhibit in this category, you must be enrolled in 4-H Cowboy Poetry. There is only one level, and it is self-paced.*

COWBOY POETRY

Dept. CC - Division 48A

Class No.

1. A poster or display showing what you have learned about cowboy poetry
2. Display of at least 3 original poems written by you during the current year
3. A display related to what you have learned about rhyme schemes or meter
4. Display about some of the classic cowboy poets
5. Display about Western culture or history, especially about your local area
6. Display of examples of cowboy poetry you have found in your local library
7. A photo story of your participation in a cowboy poetry gathering
8. Any other project related topic
9. Any other project related topic

4-H and FFA LIVESTOCK RULES

1. Livestock Exhibitors must be enrolled in the livestock projects they exhibit. Members will also need to be enrolled in the specific project additions such as market and breeding.
2. All 4-H and FFA Members that wish to exhibit in both open and 4-H/FFA livestock classes must use a different animal. The same animal cannot be used for both classes.
 - If youth are a member of both 4-H and FFA they must choose at possession date which organization they will exhibit their animal under. Animal exhibits may not be shown in both Market and Breeding Classes.
3. **DRESS CODE:** All members must dress appropriately for their Livestock Division. All Divisions require neat clothing, pants and appropriate shirts. It is suggested that long sleeved white- or solid-colored shirts, dark jeans, dark necktie and sturdy shoes be worn. Western hats or helmets and boots are required in the horse divisions. Heavy footwear is required in all larger livestock divisions. Shirts with writing, baseball caps, tennis shoes, and sandals are NOT allowed.
4. **ANIMAL HEALTH:**
 - Exhibitors, their parents, leaders and instructors have a serious responsibility to follow animal health practices that are approved by the industry and the U.S. Department of Agriculture to assure the meat customers receive is wholesome. Health aids and other approved products should be used with care, according to prescribed practices, only when needed and in the correct amounts.
 - Exhibitors should seek competent professional advice if medical situations arise which are beyond their capabilities.
 - Any animal showing signs of disease, emaciation, warts, ringworm, abscesses or other skin condition or unsightly blemishes will be refused.
5. **CARE and SHOWING OF ANIMALS:**
 - Only 4-H and FFA members will be permitted to care for their own animals, unless good reason is presented for the necessity of other arrangements.
 - All livestock will be evaluated upon arrival for safe handling. All animals that cannot be handled will be sent home.
 - Upon arrival of animals, 4-H and FFA members must have an active part in fitting and cleaning their animals for show.
 - Only 4-H and FFA members are eligible to show their own animals. Livestock Exhibitor numbers will be assigned by the Fair Secretary.
 - Livestock Exhibitors are not permitted to use tranquilizers for livestock within 30 days prior to the Fair. Any drug used at the fair must be administered by or under the direct supervisions of a veterinarian.
 - 4-H and FFA youth will show together and trophies will be awarded to overall champions. Sponsors will be joint.
 - Montana 4-H and FFA require that animals be handled in a proper and ethical manner in accordance with accepted modern animal husbandry and scientific practices. In addition, adequate care, including water, feeding, exercise, and comfort should be appropriately provided for all animals. Any individual treating an animal in another manner may be asked to leave the grounds.
6. **REMOVAL OF ANIMALS:** All animals may be removed between 4:00 PM and 1 hour after the rodeo concludes on Sunday. Each member must show a Livestock Superintendent their clean stall before leaving.

- MARKET CLASSES are open to Carter County 4-H/FFA Members Only.
- Montana 4-H and FFA require that all market animals meet all the Food and Drug Administration regulations governing management and safety practices. Approved withdrawal times from health aids and growth stimulants must be followed. Animals that do not meet these standards will not be sold.
- **MARKET ANIMAL CHECK-IN & WEIGH-IN:**
 - All animals must be clean and dry for weighing.
 - Weigh –In Times:
 - ♦ Swine-Wednesday- 7:00 PM
 - ♦ Sheep and Goats-Thursday-6:30 PM
 - ♦ Beef-Thursday- 7:00 PM
- **LIVESTOCK SALE**
 - Market animals receiving a blue and red ribbon in the Market divisions will be allowed to sell at the Fair Livestock Sale. No white ribbon animals will be allowed to sell.
 - Livestock Sale will be 3:00 PM at the Fairgrounds on Saturday. Sale Order will be randomized this year.
 - **Mandatory 4-H/FFA Meeting- Thursday at 6:00 PM**

MARKET ANIMALS	Minimum Weight at Fair	Ideal Market Weight	Comments
Traditional Market Beef	1000 lbs.	1300-1400 lbs.	Bill of Sale needs to be turned in at Weigh-In
Miniature Market Beef	500 lbs.		
Market Lambs	90 lbs.	110-165 lbs.	Need to be Slick Shorn for carcass ultrasounding
Market Hogs	200 lbs.	265-290 lbs.	Must be de-tusked prior to showing
Market Goats	50 lbs.	80-100 lbs.	Horns tipped or de-horned
Market Rabbits	4 lbs.		Meat or dual purpose breed
Market Poultry	4 lbs.		Meat or dual purpose breed

BEEF

(Points-7, 4, 2)

- **SHOWMANSHIP: SEE PAGE 52**

TRADITIONAL MARKET BEEF **Dept. AP - Division 1A**

- Member must have had possession of Animals since Jan. 1 of the current year.
- Animals can be steers or spayed heifers. Male must be castrated & completely healed.
- Members can exhibit only one market Beef.
- The Carter County Grand Champion Market Beef and the Reserve Champion Market Beef in this division are eligible to compete in the Champions of Champions contest at the Eastern Montana Fair.

Class No.

1. Traditional Market Beef (at least 1000 pounds, born in the previous year)
2. Pen of 3 Traditional Market Beef (**Entry can be individual or club, but only needs to be on one entry blank.**)
3. Feeder Beef (less than 1000 pounds, born in the previous year)
4. Pen of 3 Feeder Beef (**Entry can be individual or club, but only needs to be on one entry blank.**)

MINIATURE MARKET BEEF **Dept. AP - Division 1B**

- This division is open to any miniature beef breeds or crossbreds.
- Member must have had possession of Animals since Jan. 1 of the current year.
- Animals can be steers or spayed heifers. Male must be castrated & completely healed.

Class No.

1. Miniature Market Beef
2. Pen of 3 Miniature Market Beef (**Entry can be individual or club, but only needs to be on one entry blank.**)

STOCKER-FEEDER BEEF **Dept. AP - Division 1C**

- Open to members enrolled in the Stocker-Feeder Project.
- Entries limited to Steers. Heifers will be shown in the breeding Division.
- Calves must be on the Fairgrounds from 9:00 AM to 6:00 PM on Saturday.
- For additional Rules refer to project guidelines.
- Must have possession by June 1st.

Class No.

1. Stocker-Feeder Steers (***born in the current year***)

BREEDING BEEF **Dept. AP - Division 1D**

- Beef breeding projects must be in the member's possession by June 1, and owned by exhibitor.
- Beef Dairy Cow will qualify for Crossbred Females.
- Beef breeds are Hereford, Black or Red Angus, Other, and Crossbreds.
- The age of the calves accompanying the cow for the cow/calf exhibits must be born in the current year.
- There is no bull to be shown in this division unless shown as a calf in a cow/calf class.
- Members may exhibit 2 entries per class if they are different breeds, state breed on the entry form.

Class No.

1. Steer calf under 1 year (must be entered in class 2-6)
2. Heifer calf under 1 year
3. Yearling
4. 2 year old with calf
5. 3 year old with calf
6. 4 years old and older with calf
7. Exhibitor herd - 3 females of any age and of the same breed (each animal must be shown in an individual class)
8. Progeny of dam - each animal must be shown in an individual class, must include at least the granddam, her daughter, and the daughter's offspring. The granddam must have been shown previously by the same exhibitor as a beginning calf or bred heifer.

CAT

(Points-5, 3, 2)

CAT **Dept. AP - Division 2A**

- A current vaccination record must be attached to the entry form or the cat will not be allowed to show.
- This division is open to all cat breeds.
- Cats are not to stay on the fairgrounds. Cats are brought to the fairgrounds for the judging only and then removed.
- **SHOWMANSHIP: SEE PAGE 52**

Class No.

1. Cat, 3 months to 1 year, health and grooming
2. Cat, over 1 year, health and grooming

DAIRY CATTLE

(Points-7, 4, 2)

DAIRY CATTLE Dept. AP - Division 3A

- *Animals in this division will be judged on size for age, dairy type, vigor, condition and milk producing characteristic.*
- *Dairy breeds are Brown Swiss, Guernsey, Holstein, Jersey, Other, and Crossbreds.*
- *Members may exhibit 2 entries per class if they are different breeds, state breed on the entry form.*
- **SHOWMANSHIP: SEE PAGE 52**

Class No.

1. Heifer calf under 1 year
2. Yearling
3. 2 year old
4. 3 year old and older
5. Cow/ calf pair
6. Exhibitor herd - 3 females of any age and of the same breed (each animal must be shown in an individual class)
7. Progeny of dam - each animal must be shown in an individual class, must include at least the granddam, her daughter, and the daughter's offspring. The granddam must have been shown previously by the same exhibitor as a beginning calf or bred heifer.

DOG

(Points-5, 3, 2)

- *A current vaccination record must be attached to entry form or dog will not be allowed to show.*
- *Dogs are not to stay on the Fairgrounds. Dogs are brought to the fairgrounds for judging only, and then removed.*
- *The conformation of the dog is not considered, but only the ability to present the dog to the judge.*
- *Dogs must be shown with proper lead and be groomed and clean.*
- *This division is open to all 4-H project dogs-mixed and purebred.*
- **SHOWMANSHIP: SEE PAGE 52**

DOG OBEDIENCE Dept. AP - Division 4A

- *All dogs must be on an 8-10 foot leash.*
- *Your dog leaders will inform you what level you are to exhibit in prior to the Fair.*
- *Refer to OSU: Dog Obedience, Showmanship and Contest Guide*

Class No.

1. Level 1 (Novice)
2. Level 2 (Graduate Novice)
3. Level 3 (Advance Graduate Novice)
4. Level 4 (Open)
5. Level 5 (Open Challenge)
6. Level 6 (Utility)

DOG AGILITY Dept. AP - Division 4B

- *You must be enrolled in the dog agility project.*
- *Your dog leaders will inform you what level you are to exhibit in prior to the Fair.*

Class No.

1. Level 1 (Beginner) *(Broad jump, dog walk, pause table, 10 ft. tunnel, A-frame & regular jumps to equal 13 obstacles)*
2. Level 2 (Elementary) *(Same obstacles as level 1 plus tire jump & panel jump)*
3. Level 3 (Intermediate) *(Same obstacles as level 2 plus teeter & 18ft. tunnel)*
4. Level 4 (Senior) *(Same obstacles as level 3 plus weave poles (6))*
5. Level 5 (Advanced) *(Same obstacles as level 4 plus weave poles (12) & water jump)*

DOG HERDING Dept. AP - Division 4C

- *Youth must have completed obedience before showing in this division.*
- *Youth must be enrolled in the herding dog project.*

Class No.

1. Level 1 *(Outrun with gather, assisted pen)*
2. Level 2 *(Outrun with gather, short assisted drive thru gate, assisted pen)*

GOAT

(Points-7, 4, 2)

- All goats shown must be clipped and cleaned before shown.
- Member must have possession of their goats by June 1.
- All market animals must have a scrapie tag.
- Collars and halters may be used for showing.
- Animals must be shown in their respective class before they are eligible to be show in the Dam & Daughter.
- All animals must be completely healed from disbudding or dehorning. Horned goats may be shown by approval of goat superintendent. Also, the animal must be deemed safe and manageable by a leader or a committee member, but must be tipped.
- No intact males will be shown.

• **SHOWMANSHIP: SEE PAGE 52**

MARKET GOAT **Dept. AP - Division 5A**

- Member must have possession of their goats by June 1.
- Male must be castrated and completely healed.
- Members can exhibit only one market goat.
- Must be at least 50 lbs & born in the current year.

Class No.

1. Market Goat (born in the current year, must be at least 50 lbs.)
2. Pen of 3 Market Goat (**Entry can be individual or club, but only needs to be on one entry blank.**)
3. Feeder Goat (less than 50 pounds, under 1 year)
4. Pen of 3 Feeder Goat (**Entry can be individual or club, but only needs to be on one entry blank.**)

DAIRY GOAT **Dept. AP - Division 5B**

- Senior division consist of does that have freshened or milked regularly including dry and precocious milkers.
- Members may exhibit 2 entries per class if they are different breeds, state breed on the entry form.

Class No.

1. Kid doe under 1 year
2. Yearling doe
3. Doe 2 years and under 3
4. Doe 3 years and under 4
5. Doe 4 years and older
6. Dam & Daughter
7. Exhibitor herd - 3 females of any age and of the same breed (each animal must be shown in an individual class)
8. Progeny of dam - each animal must be shown in an individual class, must include at least the granddam, her daughter, and the daughter's offspring. The granddam must have been shown previously by the same exhibitor as a beginning kid or bred doe.

MEAT BREEDING GOATS

Dept. AP - Division 5C

- This division is open to any & all purebred and crossbred goats bred for meat.
- Some of the breeds include Boer, Spanish, Cashmere, Kiko, Tennessee, Boer/Spanish, Spanish/Cashmere, Cashmere/Angora, Boer/Angora, and Pygmy.
- Although most any goat can be considered in the Meat Goat breeding project, the objective of this division is to show how you have improved the meat in your project.
- Members may exhibit 2 entries per class if they are different breeds, state breed on the entry form.

Class No.

1. Kid doe under 1 year
2. Yearling Doe
3. Mature Doe
4. Dam & Daughter
5. Exhibitor herd - 3 females of any age and of the same breed (each animal must be shown in an individual class)
6. Progeny of dam - each animal must be shown in an individual class, must include at least the granddam, her daughter, and the daughter's offspring. The granddam must have been shown previously by the same exhibitor as a beginning kid or bred doe.

GENERAL HORSE RULES

1. All animals shown by 4-H/FFA members in 4-H/FFA divisions must be owned by the member or in partnership with immediate family or the member must have access to the horse June 1 through the county fair.
2. Stallions may not be shown in any divisions with the only exception being a yearling in the Horse Training Project
3. One horse can be shown by two members if in different divisions and only in horsemanship divisions.
4. Members must compete in the most advanced level they are taking.
5. Members may ride at only one level English Horsemanship and one level Western Horsemanship. If riding both Western and English, levels ridden can be the same level or only one level above or below.
6. A Hackamore means the use of only rawhide braided leather braided or rope bosal. It does not refer to a so called "mechanical hackamore". Exhibitors are not allowed to use a mechanical hackamore.

GENERAL REQUIREMENTS FOR RIDING CLASSES

Entries must be shown in a stock saddle. Tie-downs, martingales, and mechanical hackamore of any type are prohibited unless otherwise indicated in class description. Chain chin straps less than one-half (½) inch in diameter are also prohibited. Split or Romal reins are permissible, but roping reins are not allowed. Spurs are optional. Spurs should not be used forward of the cinch. In all divisions, the judge has the option of requesting one or all contestants to perform individually.

WESTERN HORSE

DRESS CODE WESTERN:

- Long sleeved, button or snap, white or solid colored blouse or shirt (no contrasting colors can be present on the shirt). Western type pants. Western boots and western type hat (felt or straw) or helmet. Vests, sweaters and jackets are prohibited. Chaps, gloves and ties are optional. Spurs are optional unless otherwise prohibited. Hair that is shoulder length or longer must be contained in a net or braid while showing in the project or showmanship classes.

Western Judging Criteria

- **WALK**
 - * Good: ground covering, flat footed, good attitude
 - * Minor faults: slow, disinterested, not attentive
 - * Major faults: nervous, jiggling
 - * Disqualification: not walking

- **JOG**

- * Good: easy riding, good motion, consistent, steady
- * Minor faults: too slow, too fast
- * Major faults: not performing a two-beat jog, failing to jog, both front and back, hard or rough riding
- * Disqualification: constant breaking

- **LOPE**

- * Good: easy riding, good motion, consistent, steady
- * Minor faults: too slow, too fast
- * Major faults: wrong lead, pulling, trotting, hard or rough riding.
- * Disqualification: not under control

- **EXTENDED JOG**

- * Good: easy riding, good motion, smooth, consistent
- * Minor faults: inconsistent speed
- * Major faults: breaking gaits, pulling, hard or rough riding.
- * Disqualification: no increase in speed

- **BACK**

- * Good: proper flexion, readily responsive, back in straight line
- * Minor faults: hesitant, no backing straight
- * Major faults throwing head, gaping, pulling
- * Disqualification: not backing, rearing

- **GENERAL**

- * Good: smooth, steady, easy riding, proper flexion & balance, good attitude
- * Minor faults: over or under flexion, switching tail, inconsistent speed, out of balance, poll too high or too low to throw horse out of balance, improper or incomplete appointments
- * Major faults: throwing head, bad mouth, constant bumping the bit, gaping, evidence of altered tail carriage, obvious schooling
- * Disqualifications: constant breaking of gaits, two hands on reins unless using a snaffle bit or hackamore (bosal), kicking, illegal equipment, lameness, cuing horse in front of cinch, fall of horse or rider

DRESS CODE ENGLISH:

- Hunt type: Hunt coat (red, pink or scarlet coats prohibited unless exhibitor has earned them as a member or a recognized hunt). Breeches. Hunt boots. Hard hat with leather-type-chin strap for hunter – type divisions. Stock, chokers, or ties required. Gloves optional. Hair that is shoulder length or longer must be contained in a net or braid. Note: English jackets and/or vests may not be worn in halter, showmanship, bareback divisions. Solid-colored long-sleeved blouse or shirt appropriate with English attire must be worn.

English Judging Criteria

• WALK

- * Good: Brisk, flat footed, good attitude
- * Minor faults: slow, disinterested, not attentive.
- * Major faults: nervous, jigging
- * Disqualification: not walking.

• TROT

- * Good: balanced, free moving, consistent, steady
- * Minor faults: too slow, too fast
- * Major faults: not performing a two-beat trot, failing to trot, both front and back, hard or rough riding
- * Disqualification: constant breaking

• CANTER

- * Good: smooth, unhurried, consistent, steady
- * Minor faults: too slow, too fast
- * Major faults: wrong lead, pulling, trotting behind, hard or rough riding.
- * Disqualification: not under control

• EXTENDED TROT/CANTER

- * Good: strong ground covering, smooth, consistent
- * Minor faults: inconsistent speed
- * Major faults: breaking gaits, pulling, hard or rough riding, uncontrolled.
- * Disqualification: no increase in speed

• BACK

- * Good: proper flexion, readily responsive, back in straight line
- * Minor faults: hesitant, not backing straight.
- * Major faults: throwing head, gaping, pulling
- * Disqualification: not backing, rearing

• GENERAL

- * Good: smooth, steady, easy riding, proper flexion and balance, good attitude
- * Minor faults: over or under flexion, switching tail, inconsistent speed, out of balance, poll too high or too low to throw horse out of balance, improper or incomplete appointments
- * Major faults: throwing head, bad mouth, constant bumping the bit, gaping, evidence of altered tail carriage, obvious schooling.
- * Disqualifications: constant breaking of gaits, kicking, illegal equipment, lameness, cuing horse in front of cinch, fall of horse or rider

HORSE (Points-7, 4, 2)

• SHOWMANSHIP: SEE PAGE 52

- *Showmanship, Bareback Equitation and Trail divisions will be open to all horse project members at the Fair. Members must show one of their project horses in their respective project area before being eligible to show in these divisions. Members must use their project horses in this divisions.*

WESTERN HORSEMANSHIP Dept. AP - Division 6A

Class No.

1. Level 1
2. Level 2
3. Level 3
4. Level 4
5. Level 5
6. Level 6
7. Level 7

COLT TO MATURITY - WESTERN Dept. AP - Division 6B

Class No.

1. Yearling
2. 2-year old horse
3. 3-year old horse
4. 4-year old horse
5. 5-year old horse

GREEN HORSE Dept. AP - Division 6C

Class No.

1. Level 1---2-year old horse
2. Level 2---3-year old horse
3. Level 3---4-year old horse
4. Level 4---5-year old horse

HORSE PACKING Dept. AP - Division 6D

Class No.

1. Saddle and load pack (lead loaded pack animal in a figure 8 at a walk and a trot, and back 5 steps).

*See Horse Trail for Packing-Loaded Pack Animal

HORSE CONTINUED...

ENGLISH HORSEMANSHIP

Dept. AP - Division 6E

Class No.

1. Level 1
2. Level 2
3. Level 3
4. Level 4
5. Level 5
6. Level 6
7. Level 7

COLT TO MATURITY - ENGLISH

Dept. AP - Division 6F

Class No.

1. Yearling
2. 2-year old horse
3. 3-year old horse
4. 4-year old horse
5. 5-year old horse

WORKING RANCH HORSE

Dept. AP - Division 6G

Class No.

1. Level 1
2. Level 2
3. Level 3
4. Level 4

BAREBACK EQUITATION

Dept. AP - Division 6H

- *Members must show one of their project horses in their respective project area before being eligible to show in these classes. Members must use their project horses in this division.*

Class No.

1. Senior (14 years and Over, Age on Oct 1 of current 4-H Year)
2. Junior (9-13 years old, Age on Oct 1 of current 4-H Year)

HORSE TRAIL

Dept. AP - Division 6I

- *Members must show one of their project horses in their respective project area before being eligible to show in these classes. Members must use their project horses in this division.*

Class No.

1. Senior (14 years and Over, Age on Oct 1 of current 4-H Year)
2. Junior (9-13 years old, Age on Oct 1 of current 4-H Year)
3. Yearling
4. Small Equine
5. Packing-Loaded Pack Animal

HORSE DRIVING

Dept. AP - Division 6J

Class No.

1. Level 1
2. Level 2
3. Level 3
4. Level 4

SMALL EQUINE

Dept. AP - Division 6K

Class No.

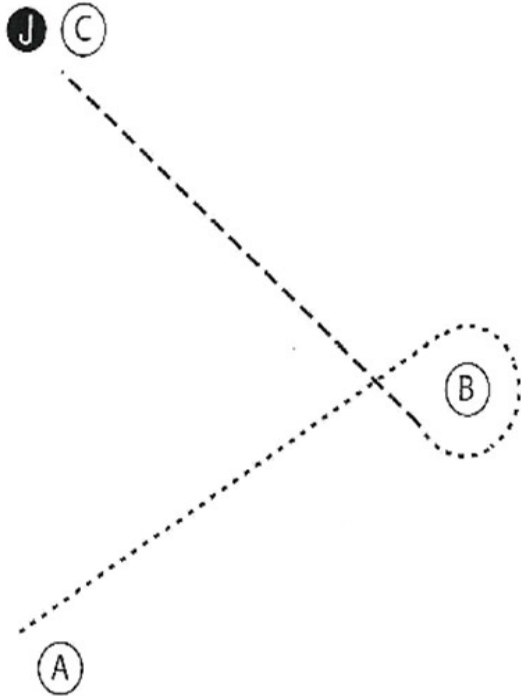
1. Small Equine Halter
2. In-Hand Jumping
3. Driving

HORSE CONTINUED...

SHOWMANSHIP: SEE PAGE 52

- Showmanship divisions will be open to all horse project members at the Fair. Members must show one of their project horses in their respective project area before being eligible to show in these divisions. Members must use their project horses in this divisions.
- Enter age-appropriate showmanship class for small equine and driving. The member must be neat and clean in appearance and appropriately dressed in Western or English attire.

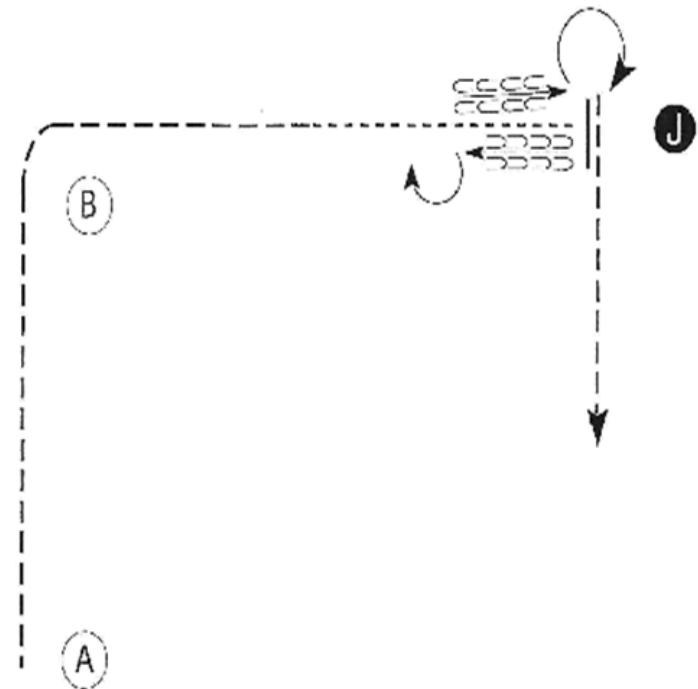
JR/Novice Horse Showmanship Pattern



1. Walk from A to B.
2. Walk around B.
3. Trot to C, stop and set up for inspection.
4. When dismissed follow instructions of ring steward.

Walk - - - - -
Trot - - - - -
Back ← 
Marker (B)
Judge (J)

SR Horse Showmanship Pattern



Be ready at A.

1. Trot from A around B and half way to the Judge.
2. Break to the walk. Walk to the Judge.
3. Stop and back approximately one horse length.
4. Perform a 180 degree turn and back to the judge.
5. Set up for inspection.
6. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

Follow the instructions of your ring steward.

Walk ————
Trot ————
Back ←————
Marker (B)
Judge (J)

HORSEMANSHIP-WESTERN

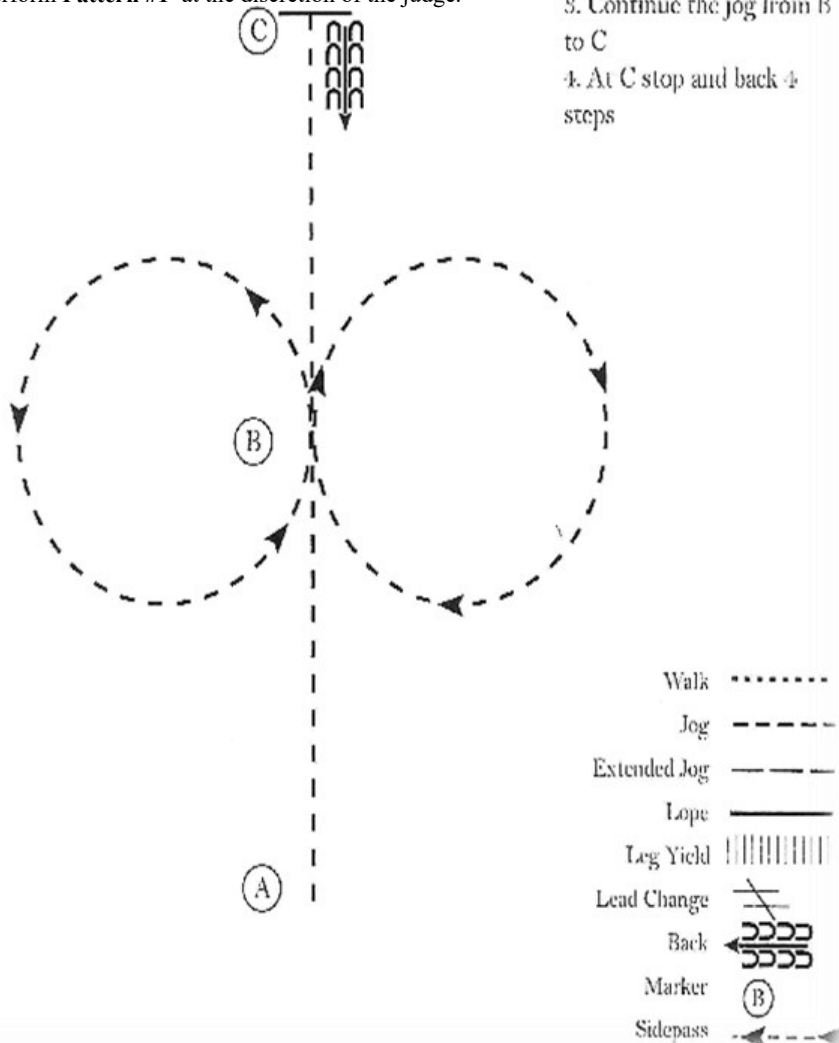
- Refer to Horsemanship Level 1-3 manual and Horsemanship levels 4-7 manual.

PATTERN #1 – Class 1: Horsemanship I (Western)

Dept. AP, Division 6A – Horsemanship Level I

- Class 1:** The horse will be judged at a walk and trot both ways of the ring. One or more contestants may be asked to dismount and mount.
* Show turns to the left and to the right while your horse is walking.
* Show turns to the left and to the right while your horse is trotting.
* Back your horse while mounted, 5 steps.
* Stop your horse from a walk.
* Stop your horse from the trot.
- Perform **Pattern #1** at the discretion of the judge.

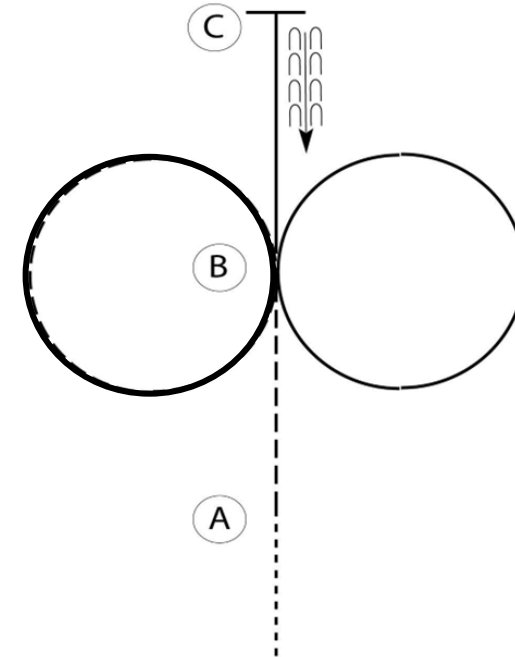
1. Jog A to B
2. At B perform a figure eight, beginning to the right
3. Continue the jog from B to C
4. At C stop and back 4 steps



PATTERN #2 – Class 2: Horsemanship II (Western)

Dept. AP- Division 6A- Horsemanship Level 2

- Class 2:** The horse will be judged at a walk, trot & lope, both ways of the ring using correct lead. One or more contestants may be asked to:
* Perform any tasks in Level I
* Back your horse six steps, while mounted.
* Name the parts of the horse and/or tack.
* Demonstrate the left and/or right lead.
* Move from a walk to a trot to a lope back to a trot then a walk both directions.
* While guiding your horse around the arena move from a walk to a trot and to a lope, back to a trot than a walk. Demonstrate both directions of the arena.
- Perform **Pattern #2** at the discretion of the judge.



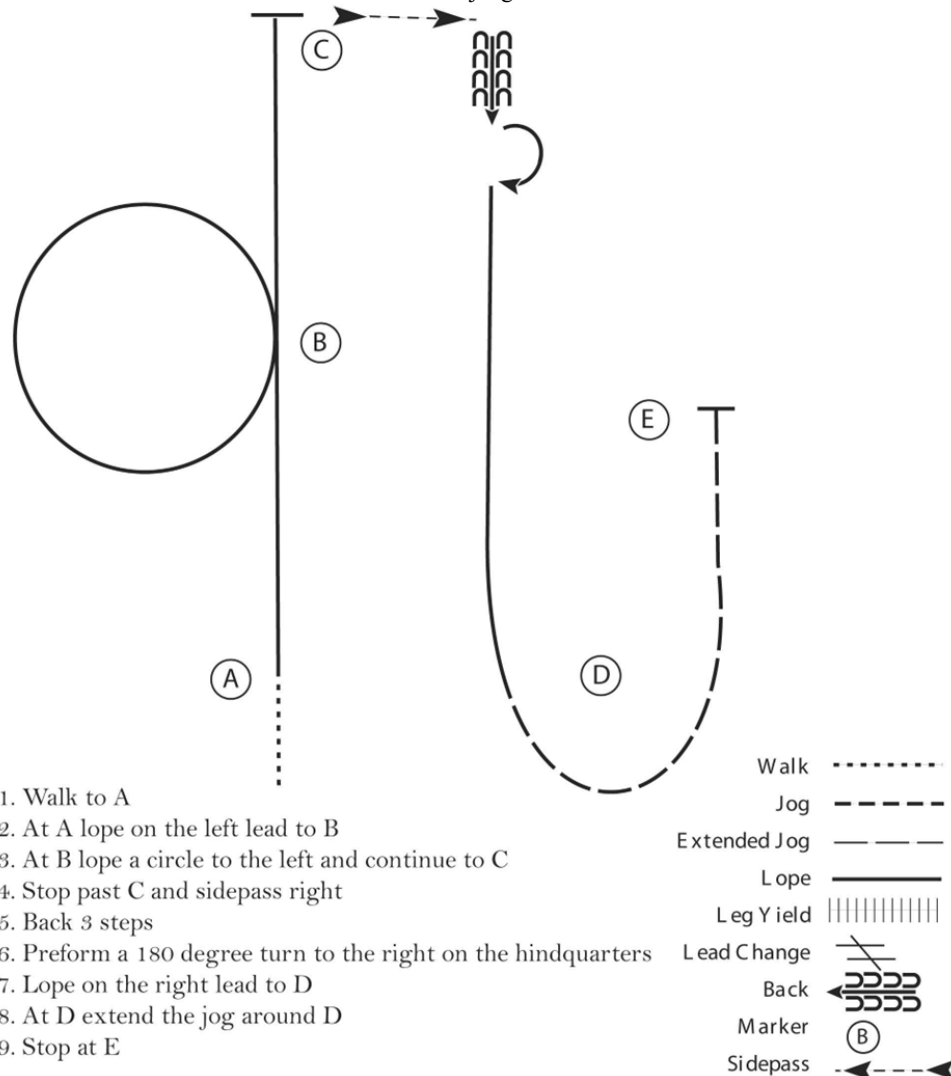
Be ready prior to A.

1. Walk to A.
2. Jog to B.
3. At B lope a circle to the left.
4. At B perform a simple lead change and lope a circle to the right.
5. Continue to lope to C.
6. Stop at C and back approximately one horse length.

PATTERN #3– Class 3: Horsemanship III (Western)

Dept. AP-Division 6A - Horsemanship Level 3

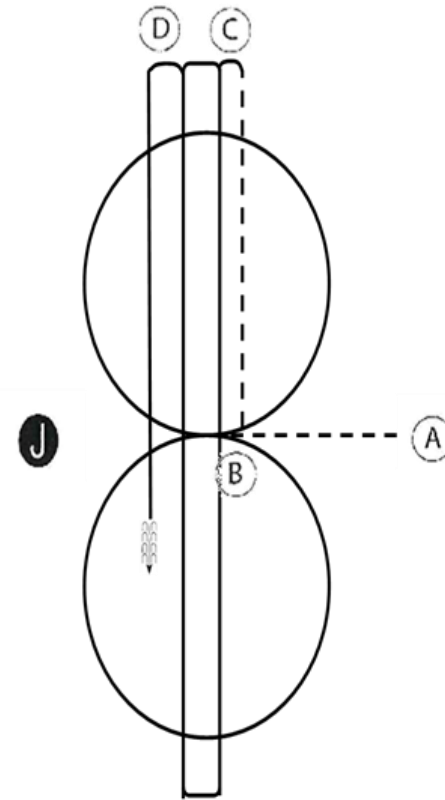
- **Class 3:** The horse will be judged at a walk, trot and lope both ways of the ring using the correct lead.
 - * Perform any tasks in Levels 1 and 2.
 - * Trot or lope in a straight line around a pylon without breaking gait, return in a straight line and back your horse 10 steps while mounted.
 - * Demonstrate how to pick up all four feet.
 - * Lope a figure 8 pattern showing a drop to trot lead change in the center of the pattern.
 - * Turn 180 degrees to the left on the hindquarter. Turn 180 degrees to the right on the hindquarter.
 - * Turn 180 degrees to the left on the forehand. Turn 180 degrees to the right on the forehand.
 - * Side pass to the left 6 steps (or three crossovers). Side pass to the right 6 steps (or three crossovers).
- Perform **Pattern #3** at the discretion of the judge.



PATTERN #4 – Class 4: Horsemanship IV (Western)

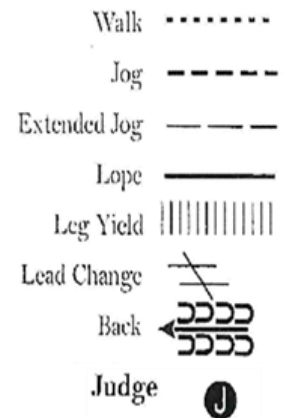
Dept. AP-Division 6A - Horsemanship Level 4

- **Class 4:** Perform any tasks in Levels 1, 2, 3, and 4.
 - * Demonstrate proper riding position in a walk, jog and lope.
 - * While mounted, back your horse in a square.
 - * Demonstrate how to extend your horse's stride at a walk.
 - * Demonstrate how to collect your horse's stride at a walk.
 - * From a lope, perform a balanced stop.
 - * Demonstrate loping a left lead, rollback to the right and lope off in the correct lead.
 - * Turn 360 degrees to the right on the hindquarter. Turn 360 degrees to the left on the hindquarter.
 - * Turn 360 degrees to the right on the forehand. * Turn 360 degrees to the left on the forehand.
- Perform **Pattern #4** at the discretion of the judge.



Be ready at A.

1. Start with right lead and make two (2) figure eights at a lope, with a simple lead change.
2. Stop in center (B) and walk to end of arena.
3. From a standing start, lope to the other end of the arena and make a rollback towards judge.
4. Come out of rollback smoothly at a lope. Lope to the other end of arena (D).
5. Rollback towards judge and come out of the rollback smoothly at a lope.
6. Make a smooth stop in the center of the arena and then back your horse fifteen (15) feet.
7. Move to the judge for final inspection.



Dept. AP-Division 6A - Horsemanship Level 5

-

1. Start at marker B. Side pass to the left and right, 10 feet each way.
2. Jog to center. Pick up left lead to start figure 8 with a simple lead change in the middle.
3. After completion of figure 8 jog to judge and stop. Settle. Do a 180° hindquarter pivot right and left.
4. Jog around marker C halfway to marker D and stop. Do a 180°forehand turn right and left.
5. Jog to corner around marker D. Extend trot to and around marker E and to marker C.

Dept. AP-Division 6A - Horsemanship Level 6

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1. Jog 2 strides from A.
2. Extend the jog to B around the square corner and to C.
3. Pick up the right lead and lope a small slow circle to the right.
4. Return to C and lope a larger circle with speed at C.
5. Perform a flying lead change at C and continue in the left lead to D.
6. Stop at D. Turn 180 degrees to the right on the hindquarter.
7. Jog a circle around D.
8. Stop at D and back approximately one horse length.
9. Spin two turns to the left on the hindquarter.
10. Spin two turns to the right on the hindquarter

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Horsemanship VII (Western)

Dept. AP-Division 6A - Horsemanship Level 7

- **Class 7:** Perform any tasks in Levels 1,2,3,4,5,and 6.
 - * **Exhibitors in Level 7 will demonstrate their riding ability with a pattern they design.**
 - * **Pattern must be submitted with entry forms.**
 - * This pattern may be choreographed to music.
 - * Set up time and performance of pattern is not to exceed 5 minutes.
 - * The intent is to show the knowledge and horsemanship abilities that you have gained by completing all 6 levels.
 - * Western patterns should follow a horsemanship-style pattern. May also add other maneuvers along with the requirements.
 - * Required maneuvers:
 - * Flying lead change performed in both directions.
 - * 4 consecutive spins to the right and left.
 - * Counter canter both directions.
 - * Rollback each direction.
 - * Backing.
 - * Demonstrate how to extend your horses stride in the jog and lope.
 - * Lead departure from a stop.

COLT TO MATURITY

- Refer to "Training Horses -Yearling to 5-Year-Old" for additional requirements.
- Members may show in appropriate Western or English Attire.
- For classes 2-4, animal will show best with ring snaffle bit, or a rawhide noseband hackamore (bosal). The use of a German Olympic martingale or running martingale is recommended but not mandatory. Other martingales, tie downs and bits are not permitted.

Dept. AP- Division 6B – CTM Level 1---Yearling

- **Class 1:**
 - * Each member will show his/her colt at halter.
 - * Walk, trot, stop, back, turn (minimum 180 degrees).
 - * Pick up all four feet of the yearling.
 - * Demonstrate how to stand the yearling square.
 - * Correctly tie up the yearling using a safe knot. Exhibit the yearling is broke to tie.

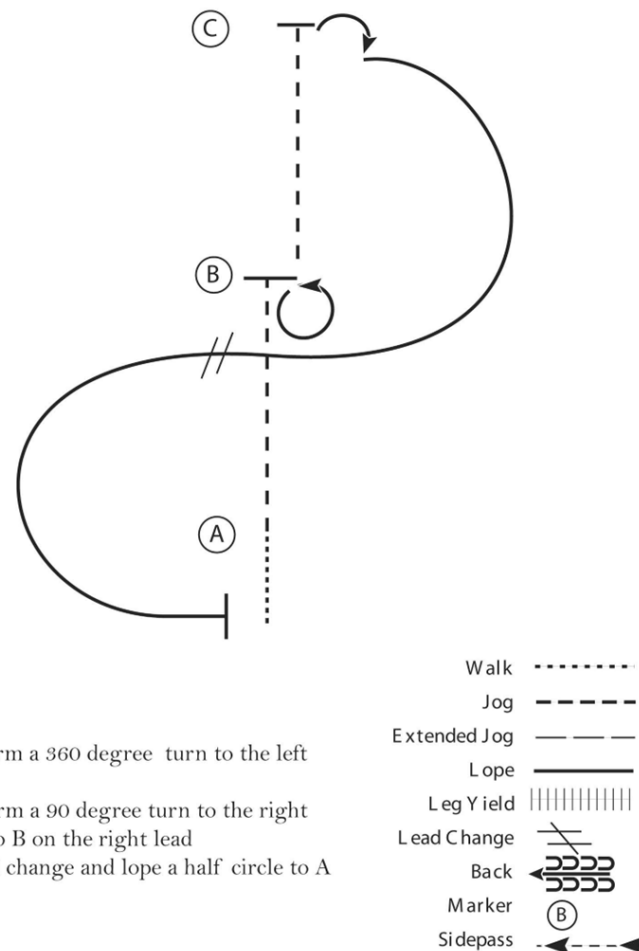
Dept. AP- Division 6B – CTM Level 2---2-year old horse

- **Class 2:**
 - * Open only to 2-year-old fillies and geldings.
 - * Horses will be direct reined only (rein held in each hand).
 - * Horses will be judged at the walk, trot and lope both directions on the rail. Gait will be progressive and demonstrate proper leads.
 - * Animal will show with a ring snaffle bit or a rawhide hackamore (bosal). Any shank bit is not permitted.
 - * Demonstrate proper bridling and unbridling.
 - * Demonstrate proper saddling and unsaddling.
 - * Back horse at least one horse length while mounted, exhibiting control and proper horse response.
 - * Demonstrate proper mounting and dismounting with horse standing still
 - * Transition from a walk to a jog to a lope back to a jog to a walk to a stop (not a sliding stop).

PATTERN #7 - CTM Lv 3/GH Lv 2: Three-Year-Old Under Saddle

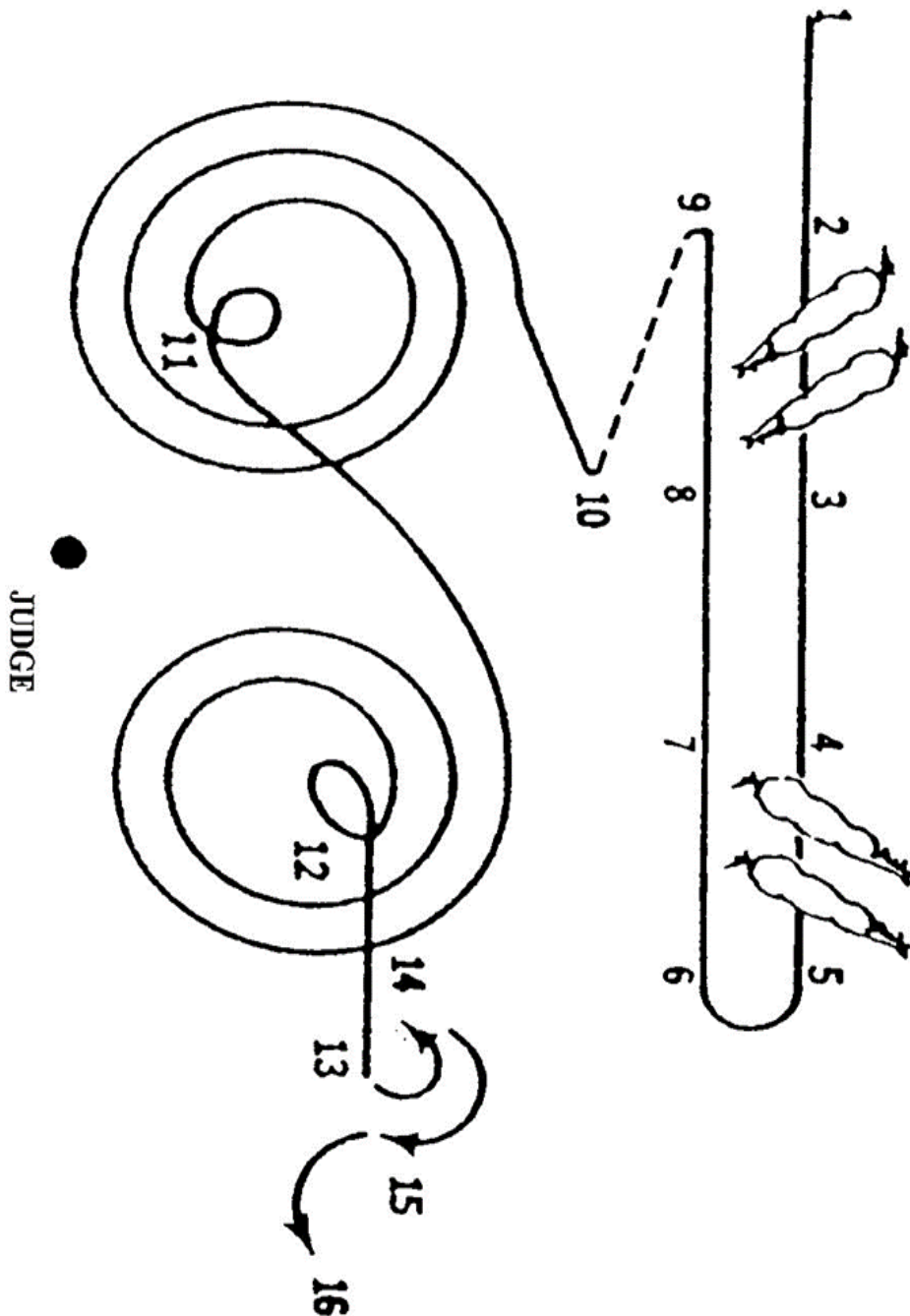
Dept. AP- Division 6B – CTM Level 3---3-year old horse

- **Class 3:**
 - * Open only to 3-year-old mares and gelding.
 - * Horse may be neck reined or direct reined. Either method is acceptable; no additional credit will be given for neck reining.
 - * Spurs should not be used forward of the cinch.
 - * Horse will be judged at the walk, jog, lope and stop with correct leads.
 - * Riders must sit the jog and extended jog.
 - * Stop horse from a walk, jog, and lope.
 - * Back horse with balance and control.
 - * Demonstrate simple lead changes both directions.
 - * Perform forehand turns to the left and right (180 degrees).
 - * Perform turn to the left and right on the hindquarter (180 degrees).
 - * Demonstrate an extended jog while mounted.
- Perform **Pattern #7** at the discretion of the judge.



1. Walk to A
2. Jog A to B
3. Stop at B and perform a 360 degree turn to the left
4. Jog B to C
5. Stop at C and perform a 90 degree turn to the right
6. Lope a half circle to B on the right lead
7. At B perform a lead change and lope a half circle to A on the left lead
8. Stop at A

PATTERN #8 - CTM Lv 4/GH Lv 3: Four-Year-Old Under Saddle (Western)



Dept. AP- Division 6B – CTM Level 4---4-year old horse

• Class 4:

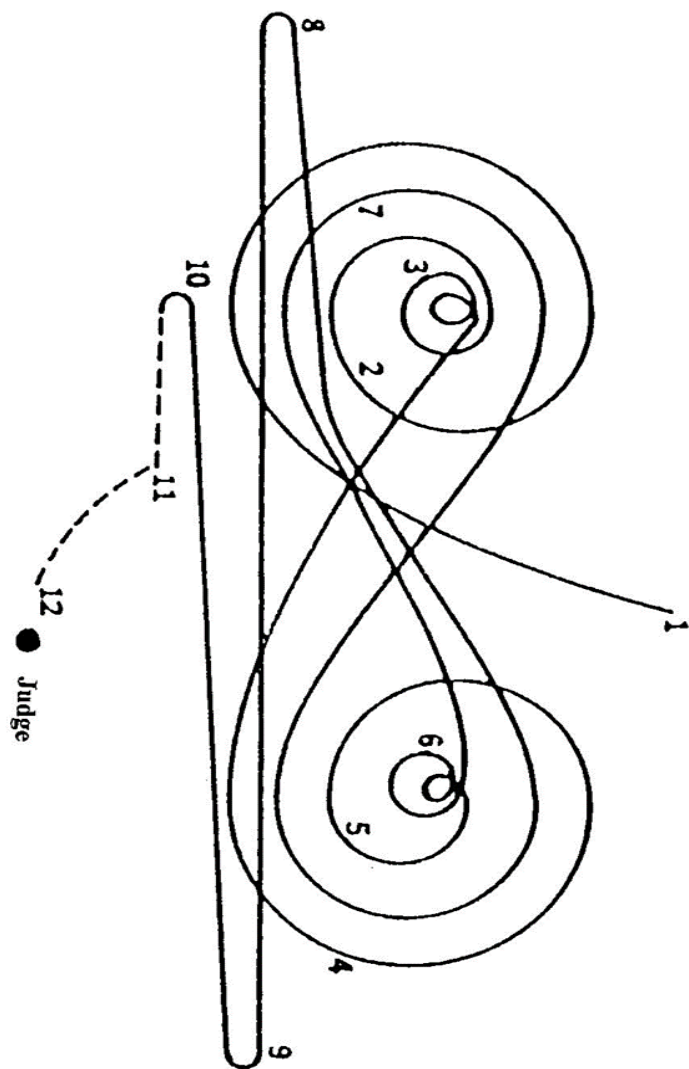
- * Open to 4-year-old mares and geldings.
- * Horses may be neck reined or direct reined. Both methods are acceptable, and no additional credit will be given for neck reining. If a contestant desires to use a curb bit, one hand must be used. Horses may be neck reined or direct reined when using a snaffle bit. Both methods are acceptable, and no additional credit will be given for neck reining.
- * Horses will be judged at the walk, jog, lope on the rail both directions and lengthen and reduce each gait as directed by the judge.
- * Riders must sit the jog and extended jog.
- * Side-pass horse to left and right at a walk for at least 6 feet.
- * Back horse in an “L” with balance and control.
- * Exhibit a complete controlled stop from lope.
- * Lope horse in designated correct lead starting from a standstill.
- * Perform forehand turns to the left and right (360 degrees).
- * Perform turn to the left and right on the hindquarter (360 degrees).
- * Demonstrate simple lead changes in both directions.
- * Demonstrate an extended lope while mounted.
- Perform **Pattern #8** at the discretion of the judge.

PATTERN #8 - CTM Lv 4/GH Lv 3: Four-Year-Old Under Saddle (Western)

Retire to one end of the arena where each rider will perform the following pattern individually:

- 1-2 Trot straight ahead, sitting the trot, 25 feet.
- 2-3 Side pass to the left - 15 feet - at the walk
- 3-4 Trot straight ahead, sitting the trot 15 feet.
- 4-5 Side pass to the right - 15 feet - at the walk
- 5 Strike off the right lead
- 5-6 Lope in right lead - 30 feet
- 6 Stop, settle horse
- 6-7 Strike off left lead 30 feet.
- 7 Stop, settle horse
- 7-8 Strike off right lead - 30 feet.
- 8 Stop, settle horse
- 8-9 Strike off left lead – 30 feet.
- 9-10 Backing horse - 10 to 12 feet
- 10-11 Trot to the left making circle progressively smaller and smaller until horse is holding hindquarters in one spot and crossing his front legs to walk around a complete 360 degrees.
- 11-12 Trot a circle to the right making it progressively smaller until horse is holding his hindquarters in one spot, crossing his front legs to walk around a complete 360 degrees.
- 12-13 Walk horse - 20 feet.
- 13 Stop
- 13-14 Turn left on the haunch with horse crossing his front legs to walk 180°
- 14-15 Turn right on the haunch with horse crossing his front legs to walk 180°
- 15-16 Retire the arena.

PATTERN #9 – CTM Lv 5/GH Lv 4: Five-Year-Old Under Saddle



GREEN HORSE

- Refer to 4-H Green Horse, Level 1-4 manual.
- This project is for members with horses not fully trained, but do not fit into the CTM project. The project animals will show in the respective CTM classes. Open only to mares and geldings.
- Class 1-3 Animal will show best with a ring snaffle bit or a rawhide hackamore (bosal). The use of running martingale or German Olympic martingale is permissible, but not mandatory. Other martingales, tie downs and bits are not permitted (shank bits are not permitted). Horses may be neck reined or direct reined. Either method is acceptable; no additional credit will be given for neck reining. Spurs should not be used forward of the cinch.

Dept. AP-Division 6C GH Level 1---2-year old horse

- **Class 1:** * See Colt to Maturity level 2 for requirements.

Dept. AP- Division 6B – CTM Level 5---5-year old horse

- **Class 5:**
 - * Open to five-year-old mares and geldings. Horse will show in a curb bit. Skid boots are optional for sliding stop.
 - * Horse must be neck reined and shown in a curb bit only, using one hand.
 - * The horse will be judged on his ability to quietly and accurately perform the designated pattern.
 - * Horses will be judged on performance of the required pattern and may be judged at the walk, jog, and lope on the rail both directions and lengthen and reduce each gait as directed by the judge.
 - * Riders must sit the jog and extended jog.
 - * Explain and demonstrate a proper flying lead change both directions.
 - * Demonstrate smooth and fluid neck reining at a walk, jog, and lope.
 - * Describe how to execute a smooth roll back in progression and then demonstrate.
 - * Execute a smooth, balanced stop at a walk, jog, and lope.
 - * Demonstrate two consecutive 360-degree spins both directions demonstrating correctness.
 - * Demonstrate an extended walk, jog, and lope while mounted.
- Perform **Pattern #9** at the discretion of the judge.

PATTERN #9 - CTM Lv 5/GH Lv 5: Five-Year-Old Under Saddle (Western)

Retire to one end of the arena where each rider will perform the following pattern individually:

- 1-2 Starting in the center of the arena make a large fast circle to the right.
- Make three circles to a small circle until you reach the center of the arena. Stop
- Do a double spin (720°) to the inside of the small circle in the center of the arena - at the end of the spins, the horse should be facing in direction from where started spin.
- Begin on the left lead and make a large fast circle.
- Make three circles again drawing it down to the center of the arena - stop - no hesitation on these stops.
- Do a double spin (720°) to the inside of the circle - slight hesitation - horse to be facing direction from where spin started.
- Begin on right lead and make a fast figure eight over the large circle - close the eight - and change leads.
- Run to far end of the arena and do a left roll back.
- Run to opposite end of arena and do a right roll back.
- Run back past center of the arena and do a sliding stop - Hesitate.
- Back over slide tracks
- Finish - walk to judge for inspection and dismissal.

Dept. AP- Division 6C – GH Level 2---3-year old horse

- **Class 2:** *See Colt to Maturity level 3 for requirements.
 - * Perform **Pattern #7** at the discretion of the judge.

Dept. AP- Division 6C – GH Level 3---4-year old horse

- **Class 3:** *See Colt to Maturity level 4 for requirements.
 - * Perform **Pattern #8** at the discretion of the judge.

Dept. AP- Division 6C – GH Level 4---5-year old horse

- **Class 4:** *See Colt to Maturity level 5 for requirements.
 - * Perform **Pattern #9** at the discretion of the judge.

HORSE PACKING

Dept. AP- Division 6D

- Refer to 4-H Horse Packing Manual.
- **Class 1:** Saddle and load pack. (lead loaded pack animal in a figure 8 at a walk and a trot, and back 5 steps).
- * See Horse Trail for Packing Loaded Pack Animal

ENGLISH HORSEMANSHIP

Dept. AP-Division 6E

- * Patterns will be provided
- * Refer to Horsemanship Level 1-3 manual and Horsemanship Level 4-7 manual.
- **Class:**
 1. Level 1
 2. Level 2
 3. Level 3
 4. Level 4
 5. Level 5
 6. Level 6
 7. Level 7

COLT TO MATURITY - ENGLISH

Dept. AP-Division 6F

- * Patterns will be provided
- * Refer to 4-H Training Horses, Yearlings to Five -Year-Olds and Green Horses manual.
- **Class:**
 1. Yearling
 2. 2-year old horse
 3. 3-year old horse
 4. 4-year old horse
 5. 5-year old horse

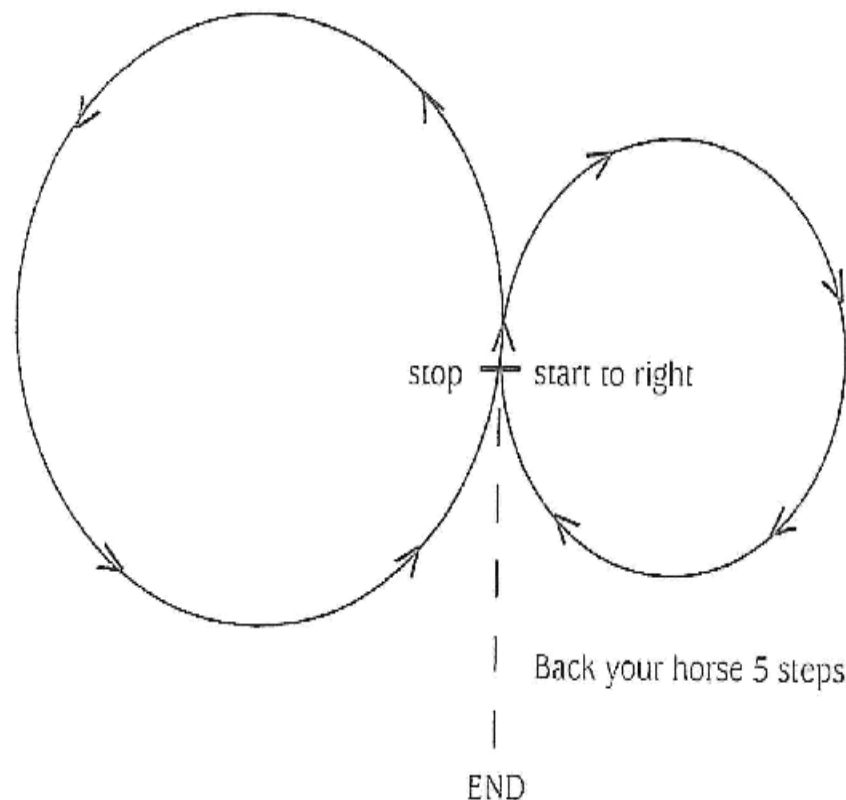
WORKING RANCH HORSE

- Refer to Working Ranch Horse Manual Level 1-4.
- Dept. AP-Division 6G – Ranch Horse Level I**
- **Class 1:**
 - * Each exhibitor may be required to answer 3 knowledge questions from the judge at any point during their competition.
 - * Each exhibitor will throw loops from the ground while a handler holds their horse at a roping dummy that is equipped with a horn-less or muley head. Exhibitors will be allowed 5 head loops within a 2-minute time limit. Handling and control of the rope will be important in the scoring process. Each exhibitor will only use one rope and re-coil and build a new loop after each throw.
 - * Each exhibitor will throw loops from the ground. Handling and control of the rope will be important in the scoring process. Exhibitors will be allowed 5 heel loops within a 2-minute time limit. Each exhibitor will only use one rope and re-coil and build a new loop after each throw.

WORKING RANCH HORSE LEVEL 1 Cont.

- * This is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in a designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.
- Perform **Pattern #10** at the discretion of the judge.

PATTERN #10 Class 1: Working Ranch Horse



Walk to the center of the arena, facing the judge or the left wall.

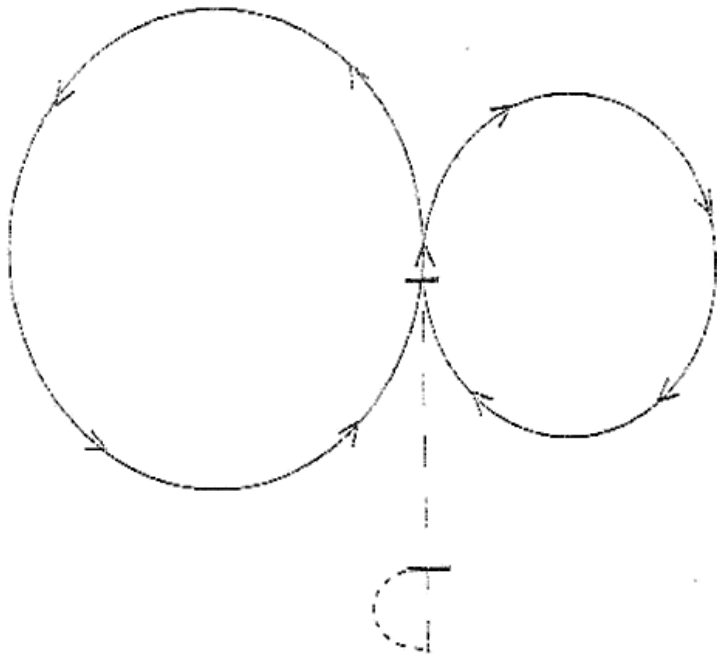
1. Beginning in the right direction, trot a small circle.
2. At the center of the arena, change direction.
3. Trot in a large circle to the left.
4. Stop in the center of the arena.
5. Back your horse five steps.

Dept. AP-Division 6G – Ranch Horse Level II

• Class 2:

- * Each exhibitor may be required to take a written exam. Consisting of questions from the 4-H Horsemanship and Montana 4-H Working Ranch Horse books.
- * Each exhibitor will throw loops from horseback at a roping dummy that is equipped with a horn-less or muley head. Exhibitors will be allowed 5 head loops within a 2-minute time limit. Control and positioning of the horse will be important in the scoring process. Each exhibitor will only use one rope and re-coil and build a new loop after each throw.
- * Each exhibitor will throw loops from horseback at a roping dummy. Control and positioning of the horse will be important in the scoring process. Exhibitors will be allowed 5 heel loops within a 2-minute time limit. Each exhibitor will only use one rope and re-coil and build a new loop after each throw.
- * This is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in a designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.
- * Perform **Pattern #11** at the discretion of the judge. After finishing the pattern, the exhibitor will call for the cow to be turned into the arena. The exhibitor shall move and hold the cow in the designated area for a sufficient amount of time to demonstrate the ability of the horse to contain a cow.

PATTERN #11 Class 2: Working Ranch Horse



Walk to center of arena facing the judge or the left wall.

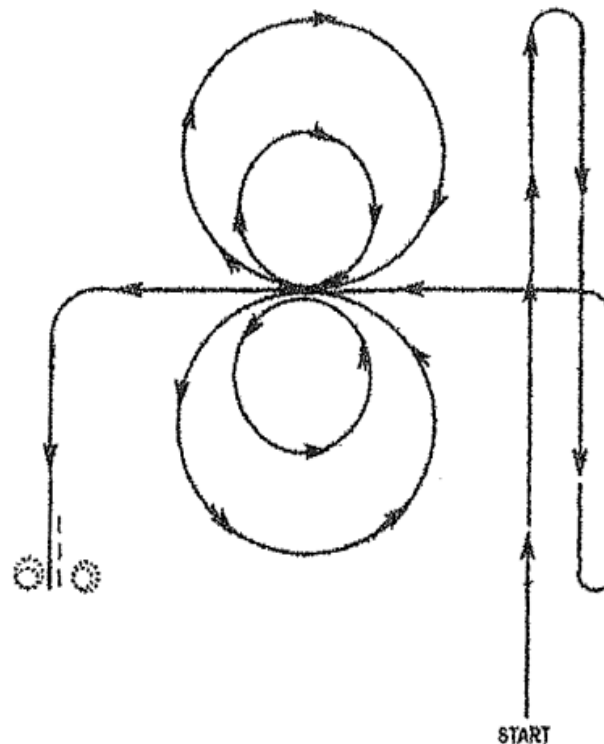
1. Beginning on a right lead, lope a small, slow circle.
2. Using a simple lead change, change leads at the center of the arena.
3. Lope a large, slow circle to the left.
4. Stop in the center of the arena.
5. Back your horse ten feet.
6. Complete one half spin to the left.
7. Complete one half spin to the right.
8. Hesitate to show completion of pattern.

Dept. AP-Division 6G – Ranch Horse Level III

• Class 3:

- * Each exhibitor may be required to take a written exam. Consisting of questions from the 4-H Horsemanship and Montana 4-H Working Ranch Horse books.
- * There will be 5 to 10 head of cattle in a pen. Each exhibitor will attempt to make three head catches using a breakaway Honda. They may use as many loops as needed within the 90 second time limit. The exhibitor will rope the designated cattle. Time will start when the exhibitor starts walking toward cattle. The exhibitor must make a legal head catch and dally up. The animal's head must pass through any legal catch. The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle.
- * There will be 5 to 10 head of cattle in a pen. Each exhibitor will attempt to make three heel catches using a breakaway Honda. They may use as many loops as needed within the 90 second time limit. The exhibitor will rope the designated cattle. The exhibitor must make a legal catch and dally up. The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle.
- * This is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in a designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.
- * Perform **Pattern #12** at the discretion of the judge. After finishing the pattern, the exhibitor will call for the cow to be turned into the arena. The exhibitor shall move and hold the cow in the designated area for a sufficient amount of time to demonstrate the ability of the horse to contain a cow. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. After turning the cow on the fence each way exhibitor will stop horse to complete run.

PATTERN #12 Class 3: Working Ranch Horse

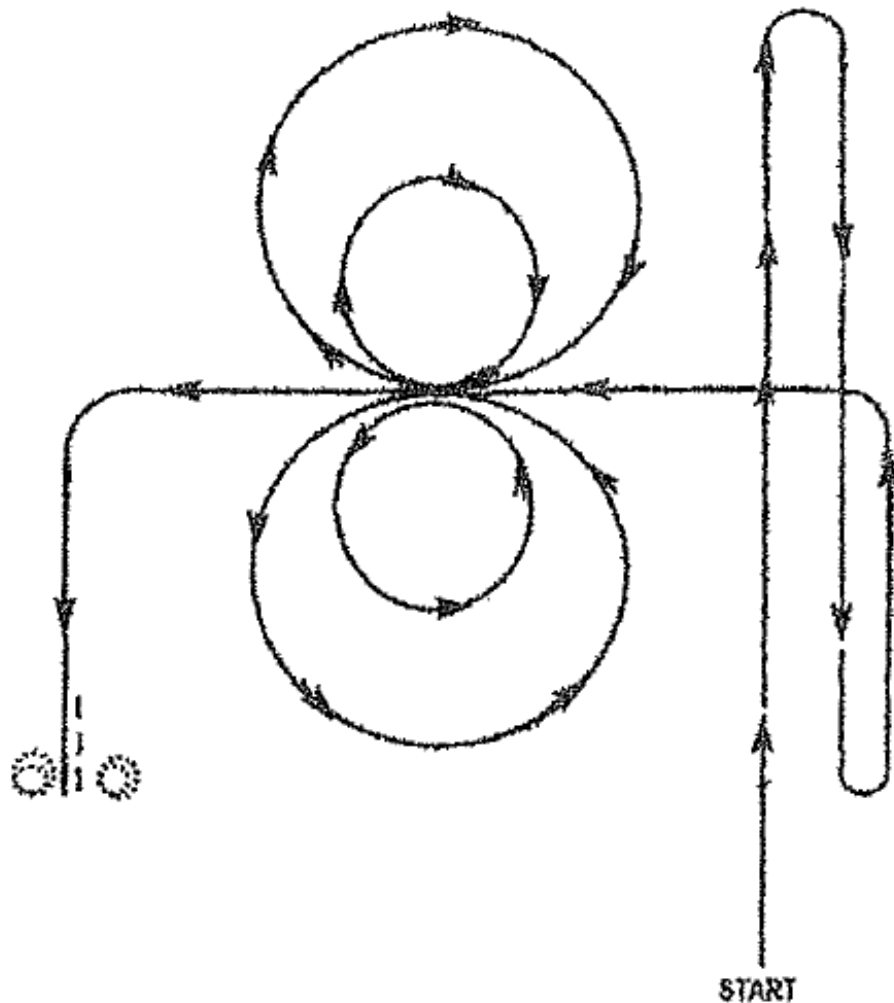


1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin to the right.
11. Do 360 degree spin to the left.
12. Hesitate to show completion of pattern.

Dept. AP-Division 6G – Ranch Horse Level IV

• Class 4:

- * Each exhibitor may be required to take a written exam. Consisting of questions from the 4-H Horsemanship and Montana 4-H Working Ranch Horse books.
- * There will be 5 to 10 head of cattle in a pen. Each exhibitor will attempt to make three head catches using a breakaway Honda. They may use as many loops as needed within the 90 second time limit. The exhibitor will rope the designated cattle. Time will start when the exhibitor starts walking toward cattle. The exhibitor must make a legal head catch and dally up. The animal's head must pass through any legal catch. The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle.
- * There will be 5 to 10 head of cattle in a pen. Each exhibitor will have an adult header who is capable of handling roped cattle. The header will catch the designated animal. The heeler has three loops to make a catch. Time will start when the header brings the animal from herd. Time will end when a heel catch is completed, and the ropers have dallied and stretched the animal. They may use as many loops as needed within the 90 second time limit. The exhibitor will rope the designated cattle. The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle.
- * Ranch sorting: This is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in a designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.
- * Perform **Pattern #13** at the discretion of the judge. After finishing the pattern, the exhibitor will call for the cow to be turned into the arena. The exhibitor shall move and hold the cow in the designated area for a sufficient amount of time to demonstrate the ability of the horse to contain a cow. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. After turning the cow on the fence each way exhibitor will stop horse to complete run.



PATTERN #13 Class 4: Working Ranch Horse

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 15 feet.
10. Do a 360 degree spin to the left.
11. Do 360 degree spin to the right.
12. Hesitate to show completion of pattern.

BAREBACK EQUITATION

- **Dept. AP- Division 6H**
- **Class:**
 1. Senior
 2. Junior
 - * Classes will be judged at a walk, jog/trot, and lope both ways of the ring depending on the level of the class. Horsemanship Level 1- walk and trot only.
 - * All contestants may be asked to back and perform individual pattern at discretion of the judge.
 - * Riders will be judged on seat, feet, hands, and the ability to control the horse.
 - * Level 6 and up may be asked to dismount and mount.
 - * English or Western attire may be worn, but no chaps or spurs are allowed.

HORSE TRAIL

- **Dept. AP- Division 6I**
- **Class:**
 1. Senior
 2. Junior
 3. Yearling
 4. Small Equine
 5. Packing: Loaded Pack Animal
 - * Six or more obstacles will be used, of which three will be mandatory.
 - * Either English or Western tack/attire may be used.
 - * Mandatory Obstacles:
 - ◆ Opening, passing through and closing gate.
 - ◆ Ride over at least four logs or poles the element. The spacing for walkovers should be 20" to 24" (40cm to 60cm) and may be elevated to 12" (30 cm). Elevated walkovers should be set at least 22" (55cm) apart. The spacing for trot overs shall be 3' to 3'6" (90cm-105cm) and may be elevated to 8" (20cm). The spacing for lope-overs shall be 6' to 7' (1.8-2.1 meters) or increments thereof and may be elevated to 8" (20 cm).
 - ◆ Backing obstacles to be spaced a minimum of 28" (70 cm). • Back through and around at least three (3) markers. Back through "L," "V," "U," straight or similar shaped course.
 - * Optional Obstacles, but not limited to:
 - ◆ Ride over wooden bridge.
 - ◆ Water hazard (ditch or small pond).
 - ◆ Serpentine obstacles at walk or jog. Spacing to be a minimum of 6' (1.8 meters) for jog.
 - ◆ Carry object from one part of arena to another.
 - ◆ Put on and remove a slicker.
 - ◆ Side pass (may be elevated to 12" (30cm) maximum).
 - ◆ An obstacle consisting of four logs or rails, each 5 to 7 feet long (1.5 to 2 meters) long, laid in a square
 - ◆ Any other safe and negotiable obstacle, which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge, may be used.

HORSE DRIVING

Dept. AP- Division 6J

- Refer to 4-H Horse Driving Manual.
- **Class:**
 1. Level 1 - Ground Driving
 - * Demonstrate a simple pattern to include a circle, figure 8, a stop and backing 10 feet using appropriate cues.
 - * Demonstrate proper way to hold the lines with or without a whip.
 2. Level 2 - Beginning Driving
 - * Harness and Hitch in front of Judge, may use assistance.
 - * Perform a figure 8 at a walk and at a slow trot.
 - * Demonstrate how to properly reverse directions in an arena at a trot.
 - * Demonstrate the correct driving position, body, hands, legs.
 3. Level 3 - Intermediate Driving
 - * Demonstrate gait transitions from a walk to a controlled slow trot, to an extended trot and back to a walk and a stop.
 - * Driving a simple course that includes:
 - * Trotting a figure 8 using cones to mark centers of each loop
 - * Trotting a serpentine of 5 cones.
 - * Walking with right wheels between poles
 - * Trotting with left wheels between poles.
 - * Stopping at markers, back 10 feet, and stand for 20 seconds.
 4. Level 4 - Advanced Driving
 - * Self-Determined-Member designs pattern. Submit pattern with entry form.

SMALL EQUINE

Dept. AP- Division 6K

- Refer to 4-H Small Equine Manual.
- **Class:**
 1. Small Equine Halter
 2. In-Hand Jumping
 - * The competitor is not permitted to go over jumps.
 - * Competitors must wear boots for this event.
 - * This class will be judged on the horse's performance at halter in negotiating a course of jumps. The emphasis is on safety, manners, and responsiveness.
 - * *Course: * Minimum of 4 fences and maximum of 6 Faults.
 - Knockdowns – horse or handler lowers the established height of a fence in any way.
 - Refusal – prolonged halt before a jump, stopping and backing before a jump, side stepping or circling is considered a refusal. Approaching an obstacle, briefly stopping, and immediately jumping from a standstill is not penalized.
 3. Driving

POULTRY

(Points-5, 3, 2)

- Member must have possession of poultry by June 1st.
- Member may exhibit three entries per class if the animals are different breed classifications or types. Must state breed on entry form.
- Please be aware of the AVIAN INFLUENZA and help insure the health of all domestic poultry at the Fair. If you suspect the health of your bird is compromised do not bring it to the Fair. If you have questions call the Carter County Extension Office (406) 775-6305 or your veterinarian.
- Member must bring their own cages.
- **SHOWMANSHIP: SEE PAGE 52**

MARKET POULTRY

Dept. AP - Division 7A

- Market poultry should be 8 weeks, and under 1 year. Must be a meat/dual purpose breed, under one year, and at least 4 pounds.
- Members can exhibit and sell only one market poultry.
- This division is open to Carter County 4-H and FFA members only.

Class No.

1. Market Poultry, 8 weeks and under 1 year, and at least 4 pounds (state breed on entry form)

BREEDING POULTRY

Dept. AP - Division 7B: CHICKENS

Dept. AP - Division 7C: DUCKS

Dept. AP - Division 7D: GEESE

Dept. AP - Division 7E: TURKEY

Dept. AP - Division 7F: OTHER

- Member may exhibit 3 entries per class if the animals are different breed classifications or types (dual purpose, egg type, ornamental/rare & unusual). Must state breed on entry form.
- Dual purpose chickens: Orpington, Wyandotte, Rocks, Giants, Sussex, Brahma, etc.
- Egg Type chickens: Leghorn, Americana, Red Star, Black Star, White egg layers, etc.
- Ornamental/Rare & Unusual chickens: Silkies, Polish, Cochins, Bantams, Sebright, Turken, etc.

Class No.

1. Male less than 1 year
2. Male over 1 year
3. Female under 1 year
4. Female over 1 year
5. Duo: 1 male, 1 female (same breed)
6. Female and brood or hen with chicks (may not show in any other class)
7. Laying trio: Hens and/or pullets (same breed) (may not show in any other class)

RABBIT

(Points-5, 3, 2)

- Member must have possession of rabbit by June 1st.
- **SHOWMANSHIP: SEE PAGE 52**

MARKET RABBIT

Dept. AP - Division 8A

- This division is open to Carter County 4-H and FFA members only.
- Members can exhibit and sell only one market rabbit.
- Market rabbits must be a meat/dual purpose breed, under 6 months, and at least 4 pounds.

Class No.

1. Market Rabbit, under 6 months and at least 4 pounds (state breed on entry form)

BREEDING RABBIT

Dept. AP - Division 8B

- Member may exhibit 2 entries per class if the animals are different breeds. Must state breed on entry form.

Class No.

1. Doe, under 6 months old (state breed)
2. Doe, 6 months to under 12 months (state breed)
3. Doe, over 12 months (state breed)
4. Doe and litter (state breed)
5. Buck, under 6 months old (state breed)
6. Buck, 6 months to under 12 months (state breed)
7. Buck, over 12 months (state breed)

SHEEP

(Points-7, 4, 2)

MARKET LAMBS

Dept. AP - Division 10A

- This division is open to Carter County 4-H and FFA members only.
- Member must have possession of lamb by June 1st.
- Only lambs born in the current year may be shown.
- Minimum weight for Market Lambs is 90 pounds. Lamb less than 90 pounds will be shown in the feeder class.
- All animals must have scrapies tag.
- Members can exhibit and sell only one market lamb.
- Lamb must be slick shorn prior to weigh-in and ultrasounding.
- Males must be castrated and completely healed.

Class No.

1. Market Lamb (at least 90 pounds, born in the current year)
2. Feeder Lamb (less than 90 pounds, born in the current year)
3. Pen of 3 Market Lambs (individual member or club only needs to be 1 entry form.)
4. Pen of 3 Feeder Lambs (individual member or club only needs to be 1 entry form.)

BREEDING SHEEP

Dept. AP - Division 10B

- The same animal cannot be entered in both the market and the breeding divisions at the Fair.
- No wether may be shown in breeding division, except classes 9-13.
- Sheep entered in breeding class will be judged on breed type, characteristics, quality and development for age.
- Member may exhibit 2 entries per class if the animals are different breeds. Must state breed on entry form.
- Sheep breeds: Rambouillet, Hampshire, Targhee, Suffolk, Other, and Crossbred

Class No.

1. Ram lamb, under 1 year
2. Ram, over 1 year, under 2 years
3. Ram, 2 years and under 4 years
4. Ewe lamb, under 1 year
5. Ewe, 1 year old
6. Ewe, 2 years old
7. Ewe, 3 years old
8. Ewe, 4 years old and older
9. Ewe, 1 year old with lamb(s) (born in current year)
10. Ewe, 2 years old with lamb(s) (born in current year)
11. Ewe, 3 years old with lamb(s) (born in current year)
12. Ewe, 4 years old with lamb(s) (born in current year)
13. Wether lamb, under 1 year (must have been entered in class 9-12)
14. Flock - 1 ram, 2 ewes, 2 lambs (same breed) (each animal must also be shown in an individual class)
15. Pen of 3 ewe lambs (each animal must also be shown in an individual class)
16. Pair of ram lambs (each animal must also be shown in an individual class)
17. Exhibitor herd - 3 females of any age and the same breed (each animal must also be shown in an individual class)
18. Progeny of dam - each animal must be shown in an individual class, must include at least the granddam, her daughter, and the daughter's offspring. The granddam must have been shown previously by the same exhibitor as a beginning lamb or bred ewe.

SHOWMANSHIP

(Points-7, 4, 2)

- 4-H and FFA members will participate together.
- All livestock exhibitors are encouraged to enter Showmanship.
- The contestant **MUST** be able and ready to prove to the judge his ability to groom and fit animals.
- Age Divisions (based on age as of Oct 1 of the current 4-H year)
 - * SENIOR: 14 years and older
 - * JUNIOR: 13 years and younger
 - * NOVICE: 10 years and younger and first time showing that species.
- Grand and Reserve Champion in the Senior and Junior division in the following species will be eligible to participate in the Round Robin Contest.
 - * Large Animal: Beef, Horse, Dairy, Goat, Swine and Sheep
 - * Small Animal: Dog, Cat, Poultry, and Rabbit
 - * If a species did not qualify for Round Robin, the superintendent will choose a suitable animal.
- Member must show in a breeding, market, or project class to be eligible to enter in Showmanship.
- Refer to County Showmanship Guide for more showmanship information.

SHOWMANSHIP

Dept. AP - Division 11A

Class No.

1. Senior Beef Showmanship
2. Junior Beef Showmanship
3. Novice Beef Showmanship
4. Senior Horse Showmanship
5. Junior Horse Showmanship
6. Novice Horse Showmanship
7. Senior Dairy Cattle Showmanship
8. Junior Dairy Cattle Showmanship
9. Novice Dairy Cattle Showmanship
10. Senior Goat Showmanship
11. Junior Goat Showmanship
12. Novice Goat Showmanship
13. Senior Swine Showmanship
14. Junior Swine Showmanship
15. Novice Swine Showmanship
16. Senior Sheep Showmanship
17. Junior Sheep Showmanship
18. Novice Sheep Showmanship
19. Senior Poultry Showmanship
20. Junior Poultry Showmanship
21. Novice Poultry Showmanship
22. Senior Rabbit Showmanship
23. Junior Rabbit Showmanship
24. Novice Rabbit Showmanship
25. Senior Dog Showmanship
26. Junior Dog Showmanship
27. Novice Dog Showmanship
28. Senior Cat Showmanship
29. Junior Cat Showmanship
30. Novice Cat Showmanship

SWINE

(Points-7, 4, 2)

- Please be aware of the PORCINE EPIDEMIC DIARRHEA VIRUS (PEDv), DELTA CORNOAVIRUS and SENECA VALLEY VIRUS and help insure the health of all swine at the Fair. If you suspect the health of your animals is compromised do not bring it to the Fair. If you have questions call the Carter County Extension Office (406) 775-6305 or your veterinarian.
- All swine will be shown with a bat or whip, not a cane.
- Members must have possession of their animal by June 1st.

• SHOWMANSHIP: SEE PAGE 52

MARKET SWINE **Dept. AP - Division 12A**

- Market Swine should be at least 200 pounds, born in the current year to sell.
- Swine less than 200 pounds will be shown in the feeder classes.
- This division is open to Carter County 4-H and FFA members only.
- Members can exhibit and sell only one market swine.
- Males must be castrated and completely healed.

Class No.

1. Market Swine (at least 200 pounds, born in the current year)
2. Pen of 3 Market Swine (individual member or club only needs to be one entry form.)
3. Feeder Swine (less than 200 pounds, born in the current year)
4. Pen of 3 Feeder Swine (individual member or club only needs to be one entry form.)

BREEDING SWINE **Dept. AP - Division 12B**

Class No.

1. Boar under 1 year
2. Boar 1 year and under 2
3. Gilt Under 1 year
4. Sow over 1 year
5. Litter of 4 or more

WOOL

(Points-5, 3, 2)

- All entries must be in the name of the grower.
- Facts affecting exhibits are discoloration by excessive moisture and weakness of staple.

WOOL **Dept. AP - Division 13A**

Class No.

1. Ewe Fleece
2. Ram Fleece

AGRICULTURAL EDUCATION

(Points-7, 4, 2)

- Exhibits must be approved by Agriculture Education instructor.
- Follow all open class rules for grains and horticulture.
- Project can be a class assignment or part of a SAE.
- These Entries can be found on the Open class half of the book on page 10.



18 USC 707

2026 SPECIAL YOUTH AWARDS

Grand Champion Pen of 3 Ewe Lambs-Corral Creek Livestock

Grand Champion Breeding Sheep Exhibitor Herd- Tom & Kathy Stieg

Spirit of Carter Co. Fair Award- \$200- Spring Angus

Overall Breeding Heifer- Andy & Samantha Wright Family

Beef Carcass- Buckle-Jerry McDowell Memorial

Sheep Carcass- Buckle-Capra Ranch

Goat Carcass- Buckle- Equine Align

Swine Carcass- Buckle- J-O Fencing

High Point Horse- Buckle-Bridger Pipeline

Runner-Up Horse- Saddle Blanket- Bar T7 Cattle Company

Grand Champion Market Beef- Buckle- Highway 12 Equipment

Grand Champion Market Sheep- Buckle- Highway 12 Equipment

Grand Champion Market Swine- Buckle- Highway 12 Equipment

Grand Champion Market Goat- Buckle-

Beef Herdsman, Sheep/Goat Herdsman, Poultry Herdsman, Rabbit Herdsman, Swine Herdsman, Horse Herdsman- Pifer Auction

Grand Champion Large Animal Sr. & Jr. Round Robin-Buckle- Powder River/Carter County Farm Bureau

Grand Champion Small Animal Sr. & Jr. Round Robin-Buckle- Powder River/Carter County Farm Bureau

Reserve Champion Large Animal Sr. & Jr. Round Robin-Bridger Pipeline

Reserve Champion Small Animal Sr. & Jr. Round Robin-Bridger Pipeline

Lloyd Carroll Memorial- Halter- Betty Carroll

High Point Dog-Sparks Herefords

High Point Cat-Sparks Herefords

High Point Poultry-Thomas Ranch INC.

High Point Rabbit-

Willard Homemakers- Cookbook

Ag West Farm Credit- Golden Pitchfork Awards

Tenadore & Elin Kittelmann-Average Daily Gain in Beef

Higgins Family-Grand Champion Beef Breeding Cow/calf pair

Mid-Rivers Communications-T-shirts

2025 FRIENDS OF 4-H PLAQUE BUYERS

A&B Auto Sales
Bar T7 Cattle Co.

2025 CARTER COUNTY FAIR 4-H CAKE BUYERS

Bank of Baker	Farmers Union Oil	Ijkalaka Grocery
DeGrand Angus	Co. Beach	Leroy Schallenberger

2025 CARTER COUNTY YOUTH LIVESTOCK BUYERS

Anderson Cattle Co.
 Andy & Sam Wright
 Baker Metal & Recycling
 Bank Of Baker
 Bar T7 Cattle Co.
 BC3
 Belle Fourche Livestock
 Bill Fick Auto
 Bowman Livestock
 C&B Operations
 Cecile Brown Ranch
 Charles Moore Trucking
 DeGrand Angus
 Dry Creek Red Angus
 Farmers Union Beach
 Fruits Service/Frm. Un. Beach
 Gardiner Services
 Garry Schallenberger
 Graham Welding
 Grossenburg Implement
 Hammel Ranch
 Jardee Ranch
 Jeremy Schallenberger
 Jesperson Construction
 Leroy Schallenberger
 Mckinzy Motors
 Mills Cattle
 Mills Cattle & Troy Harrington
 Newcastle Motors
 O'Connor Agency
 Pifer's Auction
 Rod Tauck
 Rodeo Rigs
 Runnings - Belle Fourche
 Southeast Electric
 Stockman Bank
 Taylor Kennedy INS
 Thomas Ranch
 Travis Linch Trucking
 TSO Cantina
 Turkey Tack Livestock
 Waterland Ranch
 Western Ranch Supply

2025 4-H AND FFA AWARD CONTRIBUTORS

A & A Stieg
 A & B Auto Sales
 Ag West
 Arne Sutton Insurance Agency
 B & J Convenience Store
 Baker Hardware
 Beer Gulch Inn
 Betty Carroll
 Bowzer's Trucking
 Broadus Insurance, Inc.
 Carter County 4-H Council
 Carter County 4-H Council In Memory of
 Sharon Schwartz
 Carter County Conservation District
 Carter County Fairboard
 Carter County Extension Service
 Carter County FFA
 CC Sheep & Cattle Growers
 Community 1st Federal Credit Union
 Corral Creek Livestock
 Cowboys & Angels Salon
 Dahl Memorial Healthcare
 Dave Smith Realty-Heather Brownfield
 Dell Dague Trucking
 Doran and Sharon Higgins
 Ekalaka Eagle
 Ekalaka Public Library
 Farm Bureau Insurance
 Fischer Vet Clinic
 Fruit Service & Repair
 Guest House Hotel
 H & B Construction
 Hammel Ranch
 Hazel Hendricks
 High Country Financial Thrivent Group
 Hwy. 12 Equipment
 Ijkalaka Grocery
 In Memory of Becky Coisman

In Memory of Ernest Knipfer
 In Memory of Vernon Knipfer
 Insurance Store
 J&J Guide Service
 James R. Campbell, DDS
 Jesperson Construction
 Jessica Meyer
 Kubacher Auction
 Lee and Cam LaBree
 Long Pines Veterinarian
 Lynn Carey
 Matt's Welding
 Medicine Rocks Ranch
 Mile Marker PM
 Pifer's Auctioneers-Kelly Spring
 Plu's Flying Service
 Powder River/ Carter County Farm Bureau
 Range Telephone
 Reynolds Grocery
 Richard O. Harkins
 Robin & Fanny Kawecki
 RodeoRigs.com
 Ross Phelps
 Southeast Electric
 Spring Angus
 Stevenson Funeral Homes
 Stockman Bank
 Summit National Bank
 Superior Livestock Video Auction
 Tayler Kennedy Insurance
 Thebea Thomas
 Tom and Kathy Steig
 Trail's End Ranch
 Training in Truth
 Tri State Wool Marketing
 TSO Cantina
 Wagon Wheel Cafe
 Waterland Shearing
 WWF Livestock-Charlie & Erin Williams

Entry Blank

Carter County Fair

☐

Please Check Box if you have an auction cake.

Name: _____ **Date of Birth:** _____

Address: _____ **Phone Number:** _____

Dept.	Division	Class	Description of article (use exact wording of premium list)	Open, 4-H or FFA

Use this entry blank for all exhibits to be shown at the fair. Be sure to list Department, Division, Class and description as given in the premium book.

Entries may be mailed PO Box 164 Ekalaka, MT 59324, Phoned 775-6384, e-mailed cartercountyfairmt@gmail.com, or dropped off at the fair office

This information needs to be to the fair office no later than 6:00 p.m. Monday of fair week

All exhibits must remain at the fairgrounds until 4:00 p.m. the last day. Only one exhibit may be shown under any class number. Two entries under one class number will disqualify them unless otherwise stated in entry book

Entry Blank
Carter County Fair

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Use this entry blank for all exhibits to be shown at the fair. Be sure to list Department, Division, Class and description as given in the premium book.

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