

TO: 4-H Advisors

DATE: January 1, 2018

RE: 2018 County 4-H Awards

FROM: Bruce Zimmer  
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The **County 4-H Awards Program** recognizes and rewards members for outstanding work throughout this 4-H year and the member's 4-H career. We ask 4-H advisors to encourage their members to apply for awards to let them know others are proud of their accomplishments. Recognition can inspire and motivate young people to continue participating and learning in 4-H.

The County 4-H Awards Program consist of three categories: **project pin awards, special pin awards and trip awards**. A list of the objectives or a description for each award is enclosed. **Members may win a total of four awards - two projects, one special and one trip.**

In order to be considered for awards, members must complete and submit an Award Application which includes writing an essay about their accomplishments.

**STEP 1:**

Discuss the awards application at a club meeting. Please note: **Members are not eligible to win the same county award two years in a row.**

**STEP 2:**

A few award applications are enclosed with this packet, pass them out to interested youth. Additional copies are available at the Extension Office, the fairs, or on our website. Once you have distributed the applications to your members, we encourage you to plan a special club meeting devoted to completing the award application. We also could be available to attend a club meeting and help members learn how to complete the form. Call for availability. Application is due **October 15**.

**QUESTIONS ABOUT AWARDS?** Please call the OSU Extension Office, 376-7431. If a member would like additional assistance on how to fill out the Award Application, we can set up a time with them.

Best wishes to your 4-H members!

Enclosures

(Over)



# COUNTY 4-H AWARDS PROGRAM

## **Frequently Asked Questions:**

How do I give praise and encouragement? Recognize members for work well done.

How do I recognize members for work well done? Encourage to apply for county awards, trips and scholarships, and give verbal praise.

The County 4-H Awards Program may be one method to provide recognition and encourage motivation for project completion.

## **Why Awards?:**

To recognize outstanding work by a 4-H member at the end of a successful year.

To recognize a history, or an accumulation of successes throughout a 4-H career.

To provide a career training opportunity for members to learn to complete an application.

## **Timeline for County 4-H Awards:**

August	Hand deliver <b>Award Application and letter of explanation</b> to the individual members. Also, members can download an award application from our website.
Throughout	Advisors encourage members to complete and submit applications and possibly plan a club meeting devoted to award applications.
October 15	Member's application due to Extension Office.  Extension Office removes names and adds numbers to applications to provide an anonymous packet for the Awards Selection Committee to review.
October 25	Awards Selection Committee reviews applications and selects 4-H Project Pin and Special Pin Award Winners.
October 25	Trip Committee interviews applicants and selects winners for 4-H Trips and Margaret Meredith award.
Early November	Award winners and their advisors are invited to attend the 4-H Year Celebration. All 4-H members and families are encouraged to attend.
November 15	4-H Year Celebration – Ice Cream Bar at 6:30 PM and program at 7:00 PM. Washington County Career Center. Award Applications are returned to all applicants.

# COUNTY 4-H AWARDS PROGRAM

## AWARD CATEGORIES & OBJECTIVES/DESCRIPTIONS

### SPECIAL PIN AWARDS

#### **MARGARET MEREDITH AWARD (16-19 years old as of January 1 of the current year and senior in high school or beyond)**

The Washington County 4-H Advisory Committee designated that an overall achievement award should be given to older teens for their years as a 4-H member. The award is named the Margaret Meredith Award in honor of Washington County native, Margaret Barker Meredith, who was a long time member and advisor of the Oak Grove 4-Fold Homemakers Club. Margaret was one of the first "State 4-H Hall of Fame" inductees. It is designed to recognize the outstanding older boy and girl 4-H member in the county. Emphasis is placed on their leadership efforts in the community; beyond project and club work. [An interview is required for this award.]

#### **ACHIEVEMENT (14-19 years old)**

The Achievement program gives 4-H'ers the opportunity to:

- \*Attain a broad knowledge of 4-H projects and activities and their contribution to improving family and community living.
- \*Become a skilled, productive and self-directing individual.
- \*Adopt and apply the latest practices and research findings to everyday living.
- \*Apply all 4-H training and experience in choosing and preparing for a vocation.

#### **CITIZENSHIP AND CIVIC EDUCATION (14-19 years old)**

The Citizenship program gives 4-H'ers an opportunity to:

- \*Become aware of their relationship to others - family, peers, state, nation and world.
- \*Acquire life skills that are essential for an individual to become an active, responsible citizen.
- \*Demonstrate social responsibility. Learn to respect and respond to the needs, rights and responsibilities of others.
- \*Contribute to community development.
- \*Gain insights into the principles, processes and structures of democracy.
- \*Learn how issues affect the people of the world, affect us as a nation, and how the individual can become involved in addressing those issues.

#### **LEADERSHIP (14-19 years old) Projects 365.11; 370; 371; 373; 374; 375; 377; 378M; 511; Club Officers**

The Leadership program gives 4-H'ers the opportunity to:

- \*Identify and understand roles, attitudes, tasks and functions necessary for effective leadership.
- \*Seek guidance in leadership development, which will provide opportunities to develop self-confidence.
- \*Strengthen local 4-H units by becoming involved in leadership responsibilities and encouraging other youth to do so.
- \*Actively participate in program planning, development and implementation, and help recruit new members and leaders.

#### **YOUNG ACHIEVER (8-13 years old)**

The Young Achiever program gives 4-H'ers the opportunity to:

- \*Attain a broad knowledge of 4-H projects and activities and their contribution to improving family and community living.

#### **YOUNG CITIZEN (8-13 years old)**

The Young Citizen program gives 4-H'ers the opportunity to:

- \*Demonstrate social responsibility. Learn to respect and respond to the needs, rights and responsibilities of others.
- \*Contribute to community development by involving the 4-H club in community events.
- \*Gain insights into the principles, processes and structures of democracy.
- \*Practice leadership skills and roles, take part in community affairs, and demonstrate citizenship responsibility.

#### **YOUNG LEADER (8-13 years old)**

The Young Leader program gives 4-H'ers the opportunity to:

- \*Strengthen local 4-H units by becoming involved in leadership responsibilities and encouraging other youth to do so.
- \*Actively participate in program planning, development and implementation, and to help recruit new members and leaders.
- \*Help expand county, state and national 4-H programs while developing leadership abilities.

## PROJECT PIN AWARDS

<b>Aerospace</b>	<b>Dairy</b>	<b>Healthy Living</b>	<b>Physical Science</b>
<b>Agriculture</b>	<b>Demonstration</b>	<b>Hobbies &amp; Collections</b>	<b>Plant Science</b>
<b>Aquaculture</b>	<b>Dogs</b>	<b>Home Environmental</b>	<b>Poultry</b>
<b>Beef</b>	<b>Electricity</b>	<b>Horse</b>	<b>Public Speaking</b>
<b>Bicycle</b>	<b>Engines, Tractors, Field</b>	<b>Industrial Arts</b>	<b>Rabbits</b>
<b>Biological Sciences</b>	<b>Equipment</b>	<b>Judging</b>	<b>Reporting Media</b>
<b>Cats</b>	<b>Entomology</b>	<b>Lamp of Knowledge</b>	<b>Safety</b>
<b>Cavy</b>	<b>Family Life</b>	<b>Llama</b>	<b>Sheep</b>
<b>Clothing &amp; Textiles</b>	<b>Fashion Revue</b>	<b>Miscellaneous</b>	<b>Shooting Sports</b>
<b>Communications</b>	<b>Food &amp; Nutrition</b>	<b>Outdoor Education &amp; Rec</b>	<b>Swine</b>
<b>Community Service</b>	<b>Forestry</b>	<b>Performing Arts</b>	<b>Veterinary Science</b>
<b>Computer Technology</b>	<b>Gardening &amp; Horticulture</b>	<b>Personal Development</b>	<b>Visual Arts</b>
<b>Consumer Education</b>	<b>Genealogy</b>	<b>Pets</b>	<b>Wildlife &amp; Fisheries</b>
<b>Consumer and Family Science</b>	<b>Goats</b>	<b>Photography &amp; Video</b>	<b>Wood Science</b>

### **AEROSPACE Projects 501; 502; 503**

The Aerospace program gives 4-H'ers the opportunity to:

- \*Study the science of rocketry through a variety of hands-on experiments.
- \*Develop problem solving skills to determine the elements of successful flights.
- \*Understand basic principles of flight.

### **AGRICULTURE Projects 561;**

The Agriculture program gives 4-H'ers the opportunity to:

- \*Develop in self and others, a knowledge and respect for agriculture and its importance to the community and to international economy.
- \*Develop skills that contribute to profitable, efficient farming/ranching and a satisfying way of life.
- \*Adapt and apply the best management practices and beneficial results of research to farming/ranching.
- \*Help others improve their farming/ranching skills and standard of living.
- \*Help the family achieve progress in farming/ranching, family life and community involvement.

### **AQUACULTURE Projects 365 (Self-determined focusing on aquaculture)**

\*Develop in self and others a knowledge and respect for aquaculture and its importance to the community and to the international economy.

- \*Develop practices that promote the efficient and profitable growth of aquatic organisms.
- \*Learn how aquatic organisms grow, develop, and survive.
- \*Understand how a successful aquaculture business operates.

### **BEEF Project 117**

The Beef program gives 4-H'ers the opportunity to:

- \*Learn basic principles of red meat production by owning and/or caring for and keeping records on one or more head of livestock.
- \*Demonstrate a knowledge of sound breeding, feeding, and management methods.
- \*Identify types and grades of animals and employ efficient marketing methods.
- \*Identify quality in wholesale and retail cuts of animals and animal products and understand their relationship to management practices.
- \*Develop integrity, sportsmanship, decision-making ability, and public speaking skills through participation in demonstrations, tours, judging and/or exhibits.
- \*Learn the value of scientific research and its influence upon animals and the meat industry.

### **BICYCLE Projects 517; 518**

The Bicycle program gives 4-H'ers the opportunity to:

- \*Create an awareness of the recreational, family and health applications of cycling.
- \*Learn and obey rules of the road and laws pertaining to bicycles and bicycle driving.
- \*Develop a clear knowledge of bicycle safety and proper bicycle driving behavior.
- \*Learn care and maintenance of the bicycle and how to select a bicycle that best fits the size and needs of the driver.
- \*Demonstrate skills for effective use of the bicycle.

**BIOLOGICAL SCIENCES Projects 117; 216-218; 122; 126; 201D; 2010; 201S; 201P; 201W; 623; 624; 490; 614; 691; 692; 135D; 135F; 135H; 135M; 135PA; 135PY; 351-353; 357; 358; 173-175; 177; 180; 181; 184; 185; 762; 188; 189; 644; 132; 611; 621; 215; 220; 365.13; 151-153; 166; 168; 225-227; 365.16; 198; 199; 139; 140; 622; 244-246; (anything related to living organisms)**

\*Appreciate the complexity and beauty of living organisms.

\*Understand the relationships between organisms, their environment, and their fellow organisms.

\*Learn how organisms grow, develop, behave, and how to care for them.

#### **CATS Projects 216; 217; 218**

The Cats program gives 4-H'ers the opportunity to:

\*Learn sound practices for raising and maintaining a healthy cat.

\*Develop healthy practices for raising cats.

\*Maintain good records of raising cats.

#### **CAVY Project 215**

The Cavy program gives 4-H'ers an opportunity to:

\*Learn sound practices for raising and maintaining a cavy "guinea pig".

\*Develop healthy practices for raising a cavy.

\*Maintain good records of raising a cavy.

**CLOTHING & TEXTILES Projects 406; 407; 408; 409; 410; 411; 412; 413; 415; 417; 418; 419; 420; 424; 425; 426, 430; 431M; 432M, 498, 499**

The Clothing & Textiles program gives 4-H'ers the opportunity to:

\*Build self-confidence and poise by developing self-concept and the ability to make the most of one's personal attributes.

\*Develop judgment and creativity in planning an attractive wardrobe that expresses individual lifestyle.

\*Gain consumer skills in making and purchasing clothing and accessories and in purchasing and using equipment related to clothing construction and care.

\*Acquire ability to provide proper storage and care for clothing.

\*Learn to make clothing for self and others.

\*Make useful wearing apparel and accessories, including needlecrafts and quilts

\*Acquire knowledge of fibers, yarns and processes for making fabric.

#### **COMMUNICATIONS Projects 587; 588; 596, 598; Club Officers**

\*Learn new communication skills.

\*Learn the importance and uses of different communication styles.

\*Learn creative expression of ideas.

\*Learn the importance of organization on communication.

\*Learn to plan and organize individual and group activities.

#### **COMMUNITY SERVICE Projects 370; 371; 373; 376**

The Community Service program gives 4-H'ers the opportunity to:

\*Identify and understand roles, attitudes, tasks and functions necessary for effective leadership.

\*Seek guidance in leadership development, which will provide opportunities to develop self-confidence.

\*Strengthen local 4-H units by becoming involved in leadership responsibilities and encouraging other youth to do so.

\*Actively participate in program planning, development and implementation, and help recruit new members and leaders.

#### **COMPUTER TECHNOLOGY Projects 365; 365.07**

The Computer Technology program gives 4-H'ers the opportunity to:

\*Learn the components of a computer.

\*Understand how a computer works.

\*Learn the difference between RAM and ROM.

\*An opportunity to demonstrate knowledge in computer technology.

#### **CONSUMER EDUCATION Projects 365; 425; 445; 448; 491; 494; 495**

The Consumer Education program gives 4-H'ers the opportunity to:

\*Understand how personal values, goals and available resources affect consumer behavior.

\*Understand how social, economic and political systems affect consumers and the effect consumers have on these systems.

\*Understand management and economic principles when making consumer decisions including the purchase of appliances for home use.

\*Understand the rights and responsibilities of the consumer and of business and act responsibly as a consumer.

#### **CONSUMER AND FAMILY SCIENCES Projects 365**

The Consumer and Family Sciences program gives 4-H'ers the opportunity to:

- \*Learn about the whole child, their total growth and development.
- \*Learn to solve problems and decision making.
- \*Learn to take responsibility.
- \*Develop volunteering and community service projects.

#### **DAIRY Projects 122; 126**

The Dairy program gives 4-H'ers the opportunity to:

- \*Become aware of the scope and economic significance of the dairy industry.
- \*Acquire skills in dairy production through ownership and care of dairy animals.
- \*Learn marketing, processing, distribution, consumption and use of dairy products.
- \*Learn and practice principles of cleanliness and sanitation as applied to the production and care of dairy products.
- \*Learn nutritive value of dairy products and promote their use.

#### **DEMONSTRATION**

- \*Participants in county and state demonstration contests.
- \*Speaks clearly and loud enough when presenting.
- \*Makes good eye contact with audience.
- \*Gives clear, understandable instructions and explains any jargon related to his/her topic.
- \*Answers questions thoroughly.
- \*Excelled at the count and state demonstration contests.

#### **DOGS Projects 201; 201D; 201O; 201S; 201P; 201W; 202**

The Dogs program gives 4-H'ers the opportunity to:

- \*Learn about major dog breeds and be able to identify their characteristics.
- \*Study the responsibilities of dog ownership.
- \*Demonstrate dog care and management in feeding, care, handling, grooming and fitting.
- \*Learn and follow dog health regulations, including first aid and simple treatments for ailments not requiring veterinary attention.
- \*Train a dog to follow simple commands.
- \*Understand the rule of scientific research in dog husbandry.
- \*Develop sportsmanship, cooperation, decision-making ability, and public speaking skills through participation in demonstrations, tours, judging, and/or exhibits.

#### **ELECTRICITY Projects 527; 528; 529; 530; 531**

The Electricity program gives 4-H'ers the opportunity to:

- \*Learn the best principles and theories of electricity.
- \*Learn the effects electric energy has on man and his environment.
- \*Use and promote safe practices to prevent personal injury and property damage.
- \*Learn about efficient use of electric energy through production of heat, light, power, communications and computations.
- \*Learn about the generation, transmission and distribution of electric energy.

#### **ENGINES, TRACTORS & FIELD EQUIPMENT Projects 541; 542; 543; 555, 561; 573;**

The Engines, Tractors & Field Equipment program gives 4-H'ers the opportunity to:

- \*Learn to troubleshoot and maintain engines and related equipment, including those areas related to automobiles.
- \*Understand the production, selection, use, conservation and handling of fuels and lubricants.
- \*Develop buying habits based on cost benefit analysis.
- \*Develop an appreciation and respect for the environment, rights and property of people.
- \*Learn about and abide by federal, state and local laws and regulations regarding operation of petroleum powered equipment.
- \*Learn and observe the rules of the road and traffic laws in order to safely operate an automobile.

#### **ENTOMOLOGY & BEES Projects 641; 644; 645; 646**

The Entomology program gives 4-H'ers the opportunity to:

- \*Identify insects.
- \*Study insects and their relationship to agricultural products, public health, and natural resources.
- \*Learn effective, safe methods of insect control and management.

#### **FAMILY LIFE Projects 365**

The Family Life program gives 4-H'ers an opportunity to:

- \*Learn about the whole child, their total growth and development.
- \*Learn to solve problems and decision making.
- \*Learn to take responsibility.
- \*Develop volunteering and community service projects.

### **FASHION REVUE - Participants of County Style Revue**

The Fashion Revue program gives 4-H'ers the opportunity to:

- \*Build self-confidence and poise by developing an understanding of "self" which aids in the selecting and making of clothing which is becoming an expression of one's personality.
- \*Develop skills in planning, selecting and making becoming clothing for different occasions.
- \*Select suitable and becoming accessories and model with confidence a garment made to meet one's wardrobe needs.
- \*Develop good posture and grooming habits.

### **FOOD & NUTRITION Projects 459; 461; 462; 463; 467; 469; 472; 474: 475; 476; 477, 484; 485; 486; 487; 490**

The Food and Nutrition program gives 4-H'ers the opportunity to:

- \*Learn the importance of including foods from each of the basic food groups in the daily diet.
- \*Understand the principles of nutrition as they relate to health, physical fitness and appearance.
- \*Learn about the wide variety of foods which may be included in the diet.
- \*Understand the scientific principles of nutrition.
- \*Acquire and demonstrate skills in planning, purchasing, preparing and serving tasty, attractive and nutritious meals and snacks.

### **FORESTRY Project 614**

The Forestry program gives 4-H'ers the opportunity to:

- \*Develop a positive attitude toward the importance of conserving our forest resources.
- \*Appreciate woodlands as a source of income, raw materials and enjoyment.
- \*Learn about good forestry practices and develop skills in executing them.
- \*Learn skills in forest management and use of forest products.

### **GARDENING & HORTICULTURE Projects 496AG; 365.12; 670; 671; 672; 691; 692**

The Gardening & Horticulture program gives 4-H'ers the opportunity to:

- \*Learn basic principles of plant science.
- \*Learn to plan, care for, and manage vegetable and/or flower gardens, lawn or commercial horticultural crops.
- \*Learn effective, safe methods of pest control management.
- \*Produce vegetables and fruits for year-round use to improve family nutrition.
- \*Explore all aspects of gardening including its therapeutic role, and its relationship to agriculture production.

### **GENEALOGY Project 442**

The Family History Treasure Hunt project gives 4-H'ers an opportunity to:

- \*Be guided through six years of activities
- \*Discover family history
- \*Learn about family heirlooms
- \*Trace your ancestry and build a family tree by researching extensive birth records, census data, obituaries and more

### **GOATS Project 135**

The Goats program gives 4-H'ers the opportunity to:

- \*Learn basic principles of animal science by owning and/or caring for and keeping records on one or more herd of livestock.
- \*Demonstrate knowledge of sound breeding, feeding, and management practices.
- \*Identify types and grades of animals and employ efficient marketing practices.

### **HEALTHY LIVING Projects 300, 351; 352; 353; 357; 358; Health Officers**

The Healthy Living program gives 4-H'ers the opportunity to:

- \*Accept responsibility for maintaining and improving their own physical intellectual, emotional and social health.
- \*Acquire patterns of living that foster concern for health and the quality of life.
- \*Learn about community health resources, how these resources respond or can be changed to respond to community needs, and how to use appropriately the health care systems in the community.
- \*Learn about environmental issues as they affect health.
- \*Learn how people grow and develop physically, intellectually, emotionally and socially throughout life.
- \*Participate in health service activities.

### **HOBBIES & COLLECTIONS Projects 496; 504; 587; 588; 592**

The Hobbies & Collections program gives 4-H'ers the opportunity to:

- \*Gain additional knowledge and skills in leisure time activities of natural interest to the individual.
- \*Develop research skills to better understand the collectibles of interest, the history of, the value of, how to acquire, etc.
- \*For non-collectible hobbies, such as sports or music, gain knowledge on skills required to be of greater success.

### **HOME ENVIRONMENTAL Projects 405; 491; 494; 495**

\*Learn and apply principles of design and function to make the home more attractive, convenient and comfortable within the family's resources.

\*Plan home living spaces in keeping with the needs of family members and experience satisfaction from a home that expresses personal creativity and family life style.

\*Develop skills through quality workmanship and recognition of quality products for making changes in the home.

\*Apply techniques of efficient use of energy as it relates to housing, furnishings and home equipment (including appliances), and explore alternate sources of energy.

### **HORSE Projects 173; 174; 175; 177; 180; 181; 184; 185; 188; 189; 762**

The Horse program gives 4-H'ers the opportunity to:

\*Acquire skills in horse management by owning a horse or pony and being responsible for it.

\*Appreciate riding as recreation.

\*Learn horsemanship skills and understand breeding, training, and raising of horses as a business.

\*Acquire safety skills to prevent injury to persons and animals.

\*Promote love for and humane treatment of animals.

\*Develop sportsmanship, cooperation, decision-making ability, and public speaking skills through participation in demonstrations, tours, judging, and/or exhibits.

### **INDUSTRIAL ARTS Projects 541; 542; 543; 556; 557; 558; 559; 561; 573**

The Industrial Arts program gives 4-H'ers an opportunity to:

\*Learn to troubleshoot and maintain engines and related equipment, including those areas related to automobiles.

\*Understand the production, selection, use, conservation and handling of fuels and lubricants.

\*Develop buying habits based on cost benefit analysis.

\*Develop an appreciation and respect for the environment, rights and property of people.

\*Learn about and abide by federal, state and local laws and regulations regarding operation of petroleum powered equipment.

\*Learn and observe the rules of the road and traffic laws in order to safely operate an automobile.

### **JUDGING**

\*Has been a participant in more than one judging contests (project judging, skillathons, etc.)

\*Excelled in judging competitions

\*Participated in 4-H or other clinics about how to judge a certain project, animal, etc.

\*Acted as a judge at contests

### **LAMP OF KNOWLEDGE**

\*Must be a 4-H member for more than one year

\*Found a particular field of interest that one is passionate about

\*Continually furthers one's skills and knowledge of this field through 4-H and other experiences

\*Helps others learn about this field

\*Develops leadership skills and organizes activities about this topic

### **LLAMA Projects 132**

The Llama program gives 4-H'ers the opportunity to:

\*Develop leadership, citizenship, communications, and life skills.

\*Become aware of the issues surrounding the care of llamas and alpacas.

\*Learn the importance of being responsible owners.

\*Learn the scientific and basic mathematical skills for record keeping, comparing and measuring, observing, questioning and evaluating.

### **MISCELLANEOUS Projects 365; 435; 436; 442; 490; 493; 496; 500; 507; 508; 540; 756 - Does not fit other award categories.**

### **OUTDOOR EDUCATION & RECREATION Projects 611; 617; 621; Recreation Officers**

The Outdoor Education & Recreation program gives 4-H'ers an opportunity to:

\*Develop an appreciation for environmental resources.

\*Understand the need for conserving natural resources today and for the future.

\*Make decisions concerning natural resources and outdoor recreation to derive the greatest long range benefit for all.

\*Learn scientific practices and methods in conservation.

\*Work with others on conservation education programs important to the community, state and nation.

### **PERFORMING ARTS Projects 596; 598**

The Performing Arts program gives 4-H'ers the opportunity to:

\*Learn about acting, puppetry, sound effects, color and stage make-up.

\*Expand on activities and experiences related to theater arts, including costuming, props, voice and stage presence.

\*Do advanced acting skills and practice organization skills, character development, and set design.



### **PERSONAL DEVELOPMENT Projects 370; 371; 372; 374; 377; 378M; 382**

The Personal Development program gives 4-H'ers and opportunity to:

- \*Identify and understand roles, attitudes, tasks and functions necessary for effective leadership.
- \*Seek guidance in leadership development, which will provide opportunities to develop self-confidence.
- \*Strengthen local 4-H units by becoming involved in leadership responsibilities and encouraging other youth to do so.
- \*Actively participate in program planning, development and implementation, and to help recruit new members and leaders.

### **PETS Projects 215; 220; 365.13; 365.27; 365.28; 365.29**

The Pets program gives 4-H'ers the opportunity to:

- \*Own and care for a live animal, especially when other projects may not be possible or practical.
- \*Develop understanding and appreciation of small animals.
- \*Appreciate the importance of good management and sanitation practices in keeping animals and birds healthy.
- \*4-H projects eligible for this award include: aquatic science, caged birds, cat, pocket pets, and poultry.

### **PHOTOGRAPHY & VIDEO Projects 584; 585; 586; 589M**

The Photography & Video program gives 4-H'ers the opportunity to:

- \*Recognize photography as a useful hobby and as a profession.
- \*Develop skills in taking and using pictures.
- \*Learn about photography as an art, a science and a communications tool.
- \*Learn to observe and appreciate surroundings.
- \*Record events, ideas and situations for study or reference.

### **PHYSICAL SCIENCE Projects: 365.01; 365.03; 365.05; 365.14; 496 (rock collection, etc.)**

- \*Learn Earth's processes such as rock formation, weather patterns, etc.
- \*Learn geology and/or meteorology vocabulary.
- \*Understand the impact of Earth's processes on life and civilization.

### **PLANT SCIENCE Projects 365; 670; 691; 692**

The Plant Science program gives 4-H'ers the opportunity to:

- \*Learn basic principles of plant science.
- \*Learn to plan, care for, and manage vegetable and/or flower gardens, lawn or commercial horticultural crops.
- \*Learn effective, safe methods of pest control management.
- \*Produce vegetables and fruits for year-round use to improve family nutrition.
- \*Explore all aspects of gardening including its therapeutic role, and its relationship to agriculture production.

### **POULTRY Projects 151; 152; 153; 166; 168**

The Poultry program gives 4-H'ers the opportunity to:

- \*Gain awareness to the scope and significance of the poultry industry
- \*Acquire skills in avian production through ownership and care of chickens, turkeys, ducks, and/or geese.
- \*Learn and practice principles of sanitation as applied to the production and care of poultry.
- \*Develop integrity, sportsmanship, decision-making, and public speaking skills through participation in demonstrations, skillathons, and/or exhibits.

### **PUBLIC SPEAKING Club Officers; Demonstrations; Public Speaking Contests**

The Public Speaking program gives 4-H'ers the opportunity to:

- \*Recognize the need for obtaining pertinent information on a given topic.
- \*Learn about organization of materials to be presented in a speech.
- \*Acquire the ability to speak convincingly in public.

### **RABBITS Projects 225; 226; 227**

The Rabbits program gives 4-H'ers the opportunity to:

- \*Own and care for a live rabbit.
- \*Develop understanding and appreciation of rabbitry.
- \*Appreciate the importance of good management and sanitation practices in keeping rabbits healthy.

### **REPORTING MEDIA Project 587; Club News Reporters**

The Reporting Media program gives 4-H'ers and opportunity to:

- \*Learn basic news gathering and writing, and photography.
- \*Learn how to submit stories and pictures to newspapers, radio or television stations.
- \*Develop better news coverage for 4-H work, including projects and activities
- \*Expand career interest in communications for 4-H members.

### **SAFETY Safety Officers**

The Safety program gives 4-H'ers the opportunity to:

- \*Learn how to reduce accidents and injuries, recognize and correct hazards, and think and practice safety.
- \*Encourage the entire family to become safety conscious.
- \*Learn how safety can be applied to any 4-H program or project.

### **SHEEP Projects 198; 199**

The Sheep program gives 4-H'ers opportunities to:

- \*Learn basic principles of animal science by owning and/or caring for and keeping records on one or more herd of livestock.
- \*Demonstrate a knowledge of sound breeding, feeding, and management practices.
- \*Identify types and grades of animals and employ efficient marketing methods.
- \*Identify quality in wholesale and retail cuts of animals and animal products and understand their relationship to management practices.
- \*Learn the value of scientific research and its influence upon animals and the meat industry.

### **SHOOTING SPORTS Projects 630; 631; 750; 751; 752; 753; 754; 755; 756**

The Shooting Sports program gives 4-H'ers opportunities to:

- \*Develop an understanding and appreciation for fire arms.
- \*Acquire knowledge and skills in the selection and care of fire arms.
- \*Acquire knowledge and skills in the safe and responsible use of fire arms through target practice.
- \*Learn fundamentals of shooting and sportsmanship.

### **SWINE Projects 139; 140**

The Swine program gives 4-H'ers the opportunity to:

- \*Learn basic principles of animal science by owning and/or caring for and keeping records on one or more head of livestock.
- \*Demonstrate a knowledge of sound breeding, feeding, and management practices.
- \*Identify types and grades of animals to employ efficient marketing methods.
- \*Identify quality in wholesale and retail cuts of animals and animal products and understand their relationship to management practices.
- \*Learn the value of scientific research and its influence upon animals and the meat industry.

### **VETERINARY SCIENCE Projects 244; 245; 246**

The Veterinary Science program gives 4-H'ers the opportunity to:

- \*Develop understanding and appreciation of veterinary medicine.
- \*Appreciate the importance of good management and sanitation practices in keeping animals and birds healthy.
- \*Learn the value of scientific research and its influence upon animals and their health.

### **VISUAL ARTS Projects 492, 497; 592**

The Visual Arts program gives 4-H'ers an opportunity to:

- \*(Ages 11 to 13) Learn the Elements of Design: color, texture, line, form, space, movement and value.
- \*(Ages 14 and older) Know the Elements, plus the Principles of Design: balance, rhythm, proportion, emphasis, harmony and variety.

### **WILDLIFE & FISHERIES Projects 622; 623; 624**

The Wildlife & Fisheries program provides 4-H'ers the opportunity to:

- \*Understand fish and wildlife resources and to develop skills in planning, managing, and keeping records of fish and wildlife enhancement, production, maintenance and use.
- \*Develop an appreciation of the need to manage wildlife and fisheries habitats and populations to ensure future perpetuation and use.
- \*Demonstrate sound fish and/or wildlife conservation, enhancement and enjoyment practices at home and in the community.
- \*Develop a commitment to practice and support wise stewardship of natural resources for present and future generations.

### **WOOD SCIENCE Projects 556; 557; 558; 559; 560M**

The Wood Science program gives 4-H'ers the opportunity to:

- \*Develop an understanding of and appreciation for the fiber products of the forest.
- \*Acquire knowledge and develop skills in the selection and uses of various types of wood and wood products.
- \*Acquire knowledge and develop skills in the selection, care and safe use of wood working tools and machines.
- \*Learn about the business and economics of the forest products industry.
- \*Learn about environmental protection and the wise use of natural resources.

## TRIP AWARDS

The following state-sponsored events are open to all 4-H'ers who have indicated an interest in and shown some leadership in the trip's subject matter. Through the County 4-H Awards Program, youth can earn scholarship money to assist in paying for a trip's registration fee. The 4-H Advisory Committee provides funds for the scholarships unless noted otherwise. A "County Award Application" must be submitted and an interview held. An asterisk (\*) by the trip indicates it is available to any 4-H member even if not awarded a scholarship. [An interview is required for these awards.]

**Buckeye Leadership Workshop\*** (Recreation Unlimited, Ashley, Ohio, March) - Participants focus in two major classes for the week and participate in evening recreation programs, morning inspirations, and are invited to teach if they want. This is the best leadership workshop in the country and is attended by people from around the world. County may send two delegates. Participants must be 16 or a sophomore in high school or older. There is no age maximum. Participant is responsible for 20% commitment fee.

**State 4-H Leadership Camp** (4-H Camp Ohio, July) - The campers work together with committees to plan the camp once they get there. This camp is best suited as a more advanced camp, one where previous leadership training is would be helpful. Those interested in working as a camp counselor or Junior Fair Board member would benefit from this camp's experience. County may send four delegates. Two delegates are sponsored by Nationwide Insurance and Farm Bureau Foundation. 4-H Advisory Committee sponsors the other two. Members must be 14 years of age by January 1 of the year of the camp (age of 16-18 is preferred). Participant is responsible for 20% commitment fee.

**4-H Citizenship-Washington Focus** (National 4-H Center, Chevy Chase, Maryland, June) - This is probably the most prestigious trip Washington County offers and is intended for older youth. During their stay at the National 4-H Center, delegates participate in a mock-congress, tour the city to see all of the major sites, meet their US Representative and Senator, and take in dinner and a show. Two outstanding 4 H'ers are selected to represent our county at this week-long educational experience at our nation's capital. Participant is responsible for 20% commitment fee. 4-H'ers must be 14 years of age by January 1 of the year of the trip.

**4-H Leadership Washington Focus** (National 4-H Center, Chevy Chase, Maryland, July) Leadership Washington Focus is a 4-H leadership program for youth entering grades 7 through 9. The program will take place at the National 4-H youth Conference Center, just 1 mile from the Washington DC border. For more than 50 years, thousands of 4-Hers have participated in our high school program, Citizenship Washington Focus and now we are happy to introduce its precursor for middle school 4-Her's. LWF! County may select up to 2 youth to attend as award winners. Participant is responsible for 20% of the registration fee.

**Ohio 4-H Sea Camp\*** (Kelley's Island 4-H Outdoor Learning Laboratory, July) - The Ohio 4-H Sea Camp features walleye, perch, catfish, and bass fishing together with sailing, SCUBA, snorkeling, orienteering, geology, lure making, weather, water safety, marine biology, and environmental education. This camp is for youth ages 13-17. The county may send two delegates. Participant is responsible for 20% commitment fee. For non-trip winners: limited number of vacancies and reservation is on first come, first served basis.

**Ohio 4-H Senior Shooting Education Camp\*** (Elizabeth L. Evans Outdoor Education Center, Jackson, Ohio, July) - At this 5-day camp, campers learn safe, responsible and ethical uses of firearms and archery equipment. Campers choose one shooting discipline to specialize in: archery, .22 rifle, .22 pistol, shotgun, muzzle loading, living history, or hunting, fishing and trapping heritage. Four 4 H'ers are selected to represent our county at this week-long educational experience. Participant is responsible for 20% commitment fee. Participants must be 12 through 18 years of age by January 1 of the year of the trip.

**Ohio 4-H Junior Shooting Education Camp\*** (Elizabeth L. Evans Outdoor Education Center, Jackson, Ohio, July) - Same description as the above shooting education camp except this one is a 3-day camp. Two 4-H'ers are selected to represent our county at this weekend educational experience. Participant is responsible for 20% commitment fee. Participants must be 9 through 12 years of age by January 1 of the year of the trip.

**Space Adventure Camp\*** (Marietta College, Marietta, Ohio, June) - 4-H Space Adventure Camp is 3 day camp for youth ages 11 to 13 and/or students who were 5th to 7th graders during the school year. Youth have the opportunity to explore the world of flight and science, building and testing flying machines, conduct computer flight simulations, learn about the principles of aerodynamics and gain an overview of the development of the space flight program. \$100 scholarship in honor of Vicki Schwartz, participant is responsible for the remainder of the balance due.