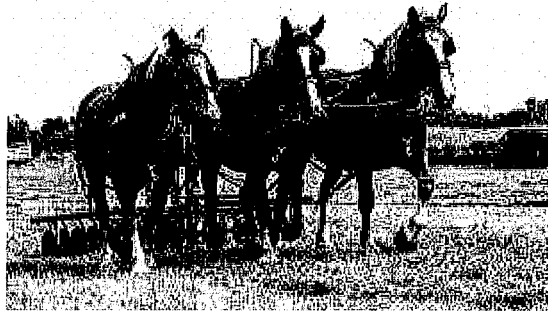


UC
CE

Draft Horse



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This We Believe:

- The boy and girl are more important than the projects.
- The member should be their own best product.
- No award is worth sacrificing the reputation of a member or leader.
- Competition is a natural human trait and should be recognized as such. It should be given no more emphasis than other fundamentals.
- Learning how to do the project is more important than the project itself.
- Many things are caught rather than taught.
- A blue ribbon member with a red ribbon project is more desirable than a red ribbon member with a blue ribbon project.
- To learn by doing is fundamental in any sound educational program.
- Generally speaking, there is more than one good way of doing most things.
- Every member needs to be noticed, to feel important, to win, and to be praised.
- Our job is to teach members *how* to think, not what to think.

Macomb County 4-H Mini/Draft Horse Project Rules and Regulations

Revised January 2013

Section I: General Rules

Participation Requirements

- State 4-H age and non-discrimination rules apply
- Members must meet the attendance requirements and/or community service of their club to participate in the point shows.
- The Point Secretary must receive **COMPLETED** member registration packets **on or before May 1st** of the current program year to be eligible to show in the county 4-H point shows or at the State 4-H Horse Show. These items include **ALL** of the following:
 1. A completed registration form
 2. A colored photo of the horse – a photo must be provided each year
 3. Registration Fee
 4. A current year negative coggin's OR a vet letter indicating that a coggin's test was performed.

There will be a grace period from May 2nd through May 10th to turn in items missing from participant registration packets. ALL LATE OR INCOMPLETE REGISTRATION PACKETS WILL BE ASSESSED A \$20 LATE FEE FOR EACH ITEM MISSING. After May 10th, applicants with incomplete registration materials will be ineligible to show in the 4-H point shows and ineligible for the 4-H state show for that year.

Participant / Spectator Behavior

- Any person / persons exhibiting disruptive behavior toward animals, people or judges, as determined by the MCHPC Executive Board and/or 4-H staff present, will be given a warning. If disruptive behavior is extreme or continues, those individuals will be asked to leave the show grounds immediately.

Horse Behavior

- Owners/Riders of any horse exhibiting unsafe behavior toward other animals and/or people, as determined by the Executive Board, will be asked to remove their horse from the show grounds.

Judges & Judging

- All classes will be judged according to the AMHR Rulebook (for Miniature Horses) <http://www.shetlandminiature.com/member-services/rule-book.html> and the State 4-H Horse & Pony Rule Book (for Draft Horses) <http://4h.msue.msu.edu/uploads/files/83/2011HorseRuleBkFullSheet.pdf>. Each show should begin with the National Anthem and the colors will be presented and available.
- All Judges are to bring copies of the Miniature Horse Showmanship Pattern of their choice (found in AMHR Rulebook) as well as copies of the 4-H Draft Horse Showmanship Pattern (found in the 4-H State Horse & Pony Rulebook).
- Judges are not to change any patterns voted on by the Macomb County 4-H Horse Program Committee including the patterns of Jumping, In-Hand Trail, Obstacle Driving, and Gaming.
- It is the responsibility of the Judge Hiring Committee Chairperson to forward to the Judge, at least 2 weeks in advance, the most recent copy of these Rules and Regulations, showbill, and current year patterns.
- Judges must be selected from the approved Horse Judges List from MSU.
- Judges are allowed to judge only one show per year and cannot judge a show for two consecutive years.
- Judges must not be, or have been, a Macomb County resident for at least two years prior to the show being judged.
- The Committee will determine the number of judges and rings used each year

Section II: Showing

A: Exhibition

- Shows will be governed by the American Mini Horse Registry (AMHR) or the State 4-H Horse & Pony (for Draft classes) rules and guidelines.
- Appropriate show attire will be worn and will be neat and clean.
 - Showmanship: Neat and clean clothes including hats, boots, long sleeve shirts, and gloves are required.
 - All Headers and Drivers: No t-shirts, tank tops, shorts, sandals, or open-toed shoes.
- Showmanship is a required class for all exhibitors.
- An adult in proper show attire may accompany cart class entries of youth up to age 11.
- Judges decisions are final.
- Any questions for the Judge must be asked by the Show Chair ONLY.

B: Miniature Horse Guidelines

- Project is open to miniature horses 38" in height and under.
- Any new participant showing a non-registered horse must have their horse measured by May 1st.
- Registered minis will use the measurement on the horse's registration papers.
- AMHR guidelines for measuring apply. Representatives from two different horse clubs must witness the measure.
- No stallions of any age are permitted to show.
- Horses must be free of infectious and contagious diseases.
- Ownership of an animal is not required. A written permission slip from the owner must be on record with the Horse Program Committee.

C: Draft Horse Guidelines

- No stallions of any age are permitted to show.
- Horses must be free of infectious and contagious diseases.
- Ownership of an animal is not required. A written permission slip from the owner must be on record with the Horse Program Committee.

D: Project Horses

One Horse – Two Members

- Only one member is allowed to show the same project during a show season except:
 - When another member would be prevented from showing unless allowed to show the same project horse.
 - Non-siblings members sharing the same horse must be determined by **May 1st**
 - Members must exhibit the horse in a number of classes that will provide optimum safety and health for the animal.
 - Members can show in the same classes except those classes that ask for exhibitors to remain in the ring (ex: Driving).
 - Both Members will be **ineligible** to qualify as State Delegates.
 - Members sharing the same horse will be **ineligible** as State Delegates even if only one member participates during the show season.
- The Project horse does not have to be owned by the exhibitor.

Changing a Project Horse

- If during the course of the show season a member's horse is determined to be unsafe or unsound, and as a result cannot be shown for the remainder of the season, the member

may continue to participate on a different horse for the remainder of the 4-H show season provided:

- Prior to the new project horse being shown, the Point Secretary has received the following:
 - A note from the General Leader of the member's club indicating his/her knowledge of reason or change of project horse
 - A colored photo showing a full view of the new project horse
 - A new Registration form
 - A documented veterinarian note
 - A negative Coggin's on the substitute horse (A 12-month Coggin's will be accepted with current re-test of substitute horse.)
- Exhibitors changing horses for reasons of unsafe/unsound can accumulate points for year-end and State Delegate eligibility
- If a member becomes eligible for the State 4-H Horse Show with the substitute horse, the substitute horse must be shown at state show.
- If the exhibitor neglects to inform the Point Secretary before the day of the show that he/she has changed his/her project horse, any points earned will not be recorded.
- Each member may make only one change per 4-H show year.

E: Rings

- The Board will set distribution of classes between two rings after the May 1st registration is received and totaled.
- All clubs will participate in the set up and take down of the show equipment at each show.

F: Point Shows

- The Committee will sponsor all shows, determine the number of point shows each year and set show dates.
- All shows begin at 9 a.m. and will follow the current showbill accordingly.
- Age classes will be established after the May 1st registration to establish a show bill.
- The show bill for all 4-H Point Shows must remain as approved by the Committee.
- No classes will be combined unless determined by the Committee.
- In case of inclement weather and cancellation of a show, no make up show will be held; no points will be given for the entire show and no refunds.
- Ring Assignments may be adjusted on day of show to keep show moving forward.
- Patterns such as Showmanship, Jumping, In-Hand Trail, Obstacle Driving, and Gaming will be posted at the beginning of each show.
- Gate calls (3 minutes) and Tack Changes (5 minutes) will be announced promptly by the Announcer. If exhibitors fail to enter the ring after the allotted time, the gate will be closed and the exhibitor disqualified.
- A current Rulebook will be available for reference at each show.
- Every member is responsible for their own back number (last four digits of their social security number).
- Placing will be awarded first through sixth and points will be assigned when the exhibited class has six or more participants.
- Points for classes that contain less than six exhibitors will be adjusted based on the number of exhibitors in the class and their placing. (i.e. If a class has only three exhibitors, 1st place will acquire only three points, 2nd place will acquire only two points, and 3rd place will acquire one point.)
- Ribbons for all 4-H point shows and ribbons and trophies for the 4-H Fundraiser Show will be ordered and purchased by the committee.
- New or used trophies shall be in good repair and reflect the current show date.

G: Show Grounds Regulations

- All 4-H members are to wear boots while in all rings
- No glass containers are allowed on the show grounds
- Dogs must be on a leash at six feet or less and remain behind the parking pole at all 4-H shows
- No horses allowed on the gravel areas

H: Show Job Descriptions

The MCHPC will elect adult volunteers or leaders each year to fulfill these following positions. Each volunteer or leader is required to fulfill the job position for the entire year and to attend all meetings. Descriptions of each job position are as follows:

Adult Pattern Creator and Designer

- In charge of creating, designing, and distributing the patterns for:
 1. Senior & Junior Mini Jumping
 2. Senior & Junior Mini In-Hand Trail
 3. Cloversprout Mini In-Hand Trail
 4. Draft Obstacle Ground Driving 9-19
 5. Draft Cloversprout Ground Driving
 6. Senior and Junior Mini Obstacle Driving
- Please reference the AMHR Rulebook (for Miniature Horses) <http://www.shetlandminiature.com/member-services/rule-book.html> and the State 4-H Horse & Pony Rule Book (for Draft Horses) <http://4h.msue.msu.edu/uploads/files/83/2011HorseRuleBkFullSheet.pdf> for more details and requirements.
- All patterns should be completed and voted on by the Horse Committee by the April meeting in order to be distributed and sent to the judges.

Judge Hiring Committee Chairperson

- Is responsible for hiring all judges for the show season
- 2 weeks prior to each show, is responsible to send each judge a judge's packet which should include:
 1. Title Page
 2. Directions/Address to Camp Rotary
 3. Current Showbill
 4. Rules & Regulations for Mini/Draft Program
 5. Copy of all patterns
 6. Contact information of Chairperson
- Responsibility at shows is to greet the judges and show them to lunch
- After the show, pay and get the evaluation form from the Judge

Show Chair

- In charge of addressing any conflicts, issues, or deciding factors that need to be addressed at all shows
- A minimum of 2 other leaders must be present in all decision making

Point Secretary

- Is responsible in collecting all registration work (paperwork, fee, picture, copy of coggins) before May 1st
 - Makes sure exhibitor's age matches up with appropriate 4-H age
 - Keeps track of aging out 4-H members
- Responsibility is to be present at all shows with paper or electronic documentation of all members showing and all placings at each show

- Should be prepared at each show with:
 1. Documentation/Records
 - Class Registration Forms
 - Class Pages
 2. Showbills
 3. Patterns
 4. Judge's Cards
 5. Add/Scratch Sheets
- Is responsible for all records and forms after each show
- Must compose end-of-the-year points for all members and all classes
- Points and records will be available to everyone
- Points and records must be completed by August 1st of the current year in order to prepare for the Banquet Awards.

Announcer

- Works with the Point Secretary
- Is responsible for running each show in a timely manner by following a current showbill

Ring Stewart

- Is the only communicator between the Judge and the Announcer
- Should dress appropriately for ring work
- Is not to interfere or converse with any exhibitors in the ring at any time unless permitted to do so

I: Class Requirements

- All exhibitors are to show by their 4-H age as determined by January 1st of the current year. All age divisions are as follows:
 - Minis
 - Cloversprouts: Ages 5-8
 - All Cloversprouts are to receive 1st place in every class.
 - Juniors: Ages 9-12
 - Seniors: Ages 13-19
 - Drafts
 - Cloversprouts: Ages 5-8
 - All Cloversprouts are to receive 1st place in every class.
 - Ages 9-19
- Relax dress is determined at the Judge's discretion. Attire has to still include long pants, belts, and boots.

All classes will be judged according the AMHR Rulebook (for Miniature Horses) <http://www.shetlandminiature.com/member-services/rule-book.html> and the State 4-H Horse & Pony Rule Book (for Draft Horses) <http://4h.msue.msu.edu/uploads/files/83/2011HorseRuleBkFullSheet.pdf>. Descriptions of all of the classes are as follows:

Miniature Horse Showmanship

- See Section 1.26 (pg.39) of the AMHR Rulebook for details on this class.

Draft Horse Showmanship

- See pg. 41 of the State 4-H Horse & Pony Rulebook for details on this class.

Miniature Jumping

- See Section 1.18 (pg. 27) of the AMHR Rulebook for details on this class.

Miniature In-Hand Trail

- See Section 1.17 (pg. 26) of the AMHR Rulebook for details on this class.

Draft Driving Classes

- See pg. 41 of the State 4-H Horse & Pony Rulebook for details on these classes.

Miniature Ground Driving

- First Year/New Drivers are required to participate in this class for their first year
 - Exhibitors may test out of this class at the designated Drive Test, where the parents and at least two different 4-H Mini/Draft Leaders will be present to give the test to the exhibitor.
 - Results must be reported to the Point Secretary of the current year by May 1st with signatures or confirmation from participating parties to be compiled in that current year's records.
- Minis should be harnessed, and will be asked to walk, trot, and extend the trot in both directions, as well as stop and reverse.

Miniature Open Driving Divisions

- Classes will not be divided by driving type or style, but rather by the age of the exhibitor.
- Headers are mandatory for all youth exhibitors. Headers need to be at least 16 years and older and should be dressed appropriately for the ring.
- See Section 1.8 (pg. 10) of the AMHR Rulebook for details on these classes.

Miniature Obstacle Driving

- See Section 1.17 (pg. 26) of the AMHR Rulebook for details on this class.

Draft Under Saddle

- Can be shown with English or Western tack, with no driving bridles or bareback pads
- Judged as a pleasure riding class at a walk and trot/jog both ways of the ring. Horse is to stand quietly and back easily.

Cloverleaf

- See pg. 38 of the State 4-H Horse & Pony Rulebook for details on this class.
- These classes are in-hand for both Miniature and Draft Horses.

Poles

- See pg. 39 of the State 4-H Horse & Pony Rulebook for details on this class.
- These classes are in-hand for both Miniature and Draft Horses.

Musical Buckets

- A game played like musical chairs
- 4 cones are set up in a square to determine boundary lines around jugs/buckets in the middle of the square
- Exhibitors must remain on the outside of the barriers, at a forward moving pace, until the music stops.
- Exhibitors are disqualified if they let go of their horse, or if they hold on to more than two feet of lead from their horse's head.
- Placings are determined by the order of exhibitors that leave the square
- These classes are in-hand for both Miniature and Draft Horses.

Command

- A game played like "Simon Says"
- The Judge will call out a command to the exhibitors (walk, trot, canter, stop, back, etc.) by the rules of "Simon Says"
- Placings are determined by the order of exhibitors that do not follow the command or that do not do the command within 3 seconds.
- These classes are in-hand for both Miniature and Draft Horses.

Costume

- See Section 1.20 (pg. 34) of the AMHR Rulebook for details on this class.

J: Michigan State 4-H Show Eligibility and Delegate Selection

Macomb County Delegates must:

- Be 13 years old by January 1st of the current program year.
- The current registered 4-H project horse must be shown at the Michigan State 4-H Show.
- Must show in at least one Showmanship class per show.
- Must show in at least 2 county 4-H horse shows and show in at least 3 classes at each show.

K: Year-End Awards

- A High Point and Reserve High Point will be acknowledged for each class.
- An accumulation of total points for a particular class will be totaled for all exhibitors, from all point shows that particular year.
- In the event of a tie, Showmanship points will be used for tie breaking. All tie scores will be honored and awarded.
- Participation awards will be presented to all exhibitors.

NOTE: The MCHPC will take under advisement any matter not explicitly covered in any of the foregoing printed Rules and Regulations. Committee decisions are final.

ADDITIONAL NOTES/REMINDERS



CLOVER SAFE

AGRICULTURE AND NATURAL RESOURCES
ENVIRONMENTAL HEALTH AND SAFETY



#6

WORKING SAFELY WITH HORSES

Clover Safe notes are intended primarily for 4-H volunteers and members nine years and older.



*Photographs Courtesy of Yolo
County 4-H Program*

U.S. Consumer Product Safety Commission data indicate that in 2005 more than 400 youth aged 18 years and younger were treated in hospitals for injuries received while grooming, walking, bridling, or saddling horses. Most injuries occurred when handlers were either kicked or stepped on by horses.

Horse Characteristics

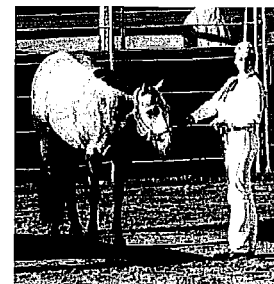
Horses have a wide field vision that encompasses about 270 degrees from the front of the animal backwards to their rear haunches. Like humans, horses cannot see directly behind themselves unless they turn their heads.

A horse's hearing and sense of smell are very good. There is a natural flight zone horses maintain between themselves and other animals, including people. Flight zones range from several hundred feet or more for wild horses to several feet or less for tame horses. It is normal behavior for a horse to kick when it is startled or surprised.

Working Safely With Horses

- Always wear appropriate clothing, including long pants, shirt, and boots or hard-toed shoes. Remove loose jewelry and pull back long hair with a band or wear long hair under a cap.
- It is a good safety practice to wear your equestrian helmet when grooming or working with horses.
- Approach horses on their left side and within their field of vision.
- Put a halter on the horse you are going to work with. Adjust the halter for a comfortable fit.
- Never walk beneath the neck of a horse that has its halter or reins tied to a post or other object.
- Make sure the horse knows where you are at all times by speaking to the horse and/or keeping a hand on the horse's body. If you maintain a calm manner when working with a horse, then the animal will respond in a similar calm manner.
- Never stand directly in front of or behind a horse.
- Always stay on your feet when grooming a horse. Do not kneel when working with horses.
- Use the appropriate brushes when grooming a horse. Avoid being kicked by standing to the side when brushing or combing a horse's tail.
- When cleaning a horse's hoof, slide your hand down the horse's leg and gently squeeze the lower limb (or fetlock) to get the horse to pick up its foot. Carefully use a hoof pick to clean hooves.
- Gently place the saddle pad and saddle on the horse. Reach beneath the horse to bring the girth across and fasten it firmly to the left side of the saddle. Never crawl beneath a horse.
- Carefully draw the bridle over the horse's nose. Slip the bit into the horse's mouth and the crown piece over the ears. Snugly fasten the throat strap and nose band under the horse's chin.
- When walking a horse, position yourself at the horse's left shoulder and use your right elbow to guide the horse to the right.
- To change a horse's direction, turn the horse away from you (to the right) to avoid being stepped on.
- Promptly report any injuries to or from horses to your group leader, parent, or guardian.
- Always wash your hands with soap and water after touching a horse or any other animal.

Clover Safe #7 provides further safety information about horseback riding



I'm a 4-H Project Leader: Now What Do I Do?

How do I know who is in my project?

- Your club organizational leader will provide you with the names, addresses and phone numbers of the members enrolled in the project for which you are the leader.
- If you are working on the county level, contact the UCCE for the list of project members.
- The organizational leader may indicate to you if any of the youth have special needs. At your first project meeting, note any other youth that may have special needs.
- You may wish to consult with the parent or your 4-H Youth Development Agent as to how to work with a special needs child.

How often should I hold project meetings?

It is recommended you hold 4-6 meetings that each last 1½ to 2 hours in length. Some projects require more meetings or a longer meeting time to accomplish your goals. Some projects, such as leathercraft, may lend themselves to individual project work as members progress on their projects. In this case, you should hold several introductory meetings for all members and then set up a schedule of time for them to sign up for individual help.

When do I start?

Get started as soon as possible! Members' interest in a project is most keen when they are signing up for a project and when they get their project books.

How do I cover the cost of project meetings?

- There is a wide variety of means for covering the cost of project meetings. Some methods used include:
- Each member pays for their share of the expenses or provides a portion of the supplies.
- The club agrees to cover expenses using funds from their treasury. Approval in advance is needed for this.
- Members and leaders can solicit donations/supplies from area businesses.
- Sometimes funds from sources outside your club may be available to cover your project meeting costs.

How do I establish a project meeting schedule?

First, determine when you are available to work with project members. Then determine an initial project meeting date by consulting with your project members.

Publicize the date using one of the following means:

- County and/or club newsletter
- Club meeting or leader association meetings
- Postcards or phone calls to project members

You may not be able to schedule an initial meeting that everyone can attend. Establish a time to meet with those unable to attend before you hold your second project meeting.

Where do I hold project meetings?

Typically project meetings are held at project leader homes, schools, or community buildings. For more information on facility adaptability and liability concerns contact your 4-H Youth Development Agent.

What safety precautions do we need to consider?

Consider the type of safety issues your particular project involves. Request and secure necessary safety items such as ear protection, eye protection and head protection.

How do I let others in my club or other clubs know I am a project leader?

Prior to enrollment ask for time on your club's meeting agenda to let families in your club know you're a project leader and to share some things the kids could do in the project if they enrolled in it. When the project materials are handed out, take the opportunity to inform or remind members that you are their project leader and set an initial meeting date with the group. If no one in your club is in your project, you may wish to offer your services to a neighboring club. Talk to your club organizational leader or county 4-H Youth Development agent about this opportunity.

How do I prepare for the first meeting?

You may want to establish a 4-H resource box where you keep your project materials and any additional resources you will be using. Take time to become familiar with your project literature and talk to others who were project leaders for this project to find out what activities the members enjoyed.

What should I do at the initial project meeting?

- At the initial project meeting, here are some ideas of what you might want to cover:
- Find out what the members want to learn and accomplish in the project. The project literature is an excellent source of ideas.
- Review the safety practices that members will need to follow.

- Do an introductory activity related to the project so the members get to know one another
- Have a small project the members can complete and take home
- Talk about how the project meeting supplies will be paid for. Experienced leaders have found it easiest to charge a small fee to cover the cost of the expenses.
- Assess when members are available for additional meetings. You may wish to ask the parents or members to bring along their calendars of family activities.
- Encourage parents to participate in project meetings, especially the initial meeting.

What does a typical project meeting look like after the initial orientation?

Use the experiential learning model (found in the introductory pages of your Helper's Guide) to plan your project meeting. The project helper's guide will provide suggestions for designing a project meeting. Here are some suggestions for each section of the model:

Do

- Plan an activity to focus the project members on what they'll be doing today. Work on the project for that meeting.

Reflect

- Review the process completed
- Discuss what worked and didn't work.
- Talk about how any problems that arose were solved.
- Assist members in documenting their project work for inclusion in their record books/portfolios.

Apply

- Ask the project member the following questions:
- What else have you seen that is similar to this?
- How can you apply what you learned today to other situations?

What resources are available to help me?

- 4-H Project Literature – You will receive project literature through your 4-H club or the UW-Extension office. Typically there is a helper's guide and member literature for three to four levels.
- Other People in my Club & County – There are a number of people in your county who would be willing to share project ideas and tips with you.

These include:

- Project leaders in other clubs
 - County Staff
 - Older youth who have been involved in the project
-
- **Media Collection & Public Libraries** – Additional resources can be obtained from the Cooperative Extension Media Collection. They have videos, skillathons, displays and resource packages available to support a variety of projects. There is a user fee per item you or your club will be responsible for. You can view their catalog at their website <http://www.uwex.edu/ces/media/>. Check with your local public library to find out what resources they may have or that you can obtain through inter-library loan.
 - **4-H Website** – Wisconsin 4-H is continually adding more information and activities to their website. Visit this site at www.uwex.edu/ces/4h/onlinepro/. You may wish to check out websites from other state 4-H programs also.
 - **Volunteer Leaders Conferences** – Review each issue of your county's newsletter to learn about training sessions for project leaders offered by your county, district or at statewide events. Sessions focusing on new project literature are typically offered at the State 4-H Volunteer Leader Conference held every other year. Periodically statewide conferences focusing on specific project areas are offered in addition to sessions at the volunteer conferences. You can also exchange ideas with other leaders at statewide Field Day.
 - **Field Trips** – Youth always enjoy the opportunity to see firsthand how things are done and how they work. Consider taking your project group on a field trip or tour of a local business or company to enhance their project experience. An example would be taking your dairy members to a cheese factory or your foods group to a local bakery.
 - **Local Experts** – Bring in a local "expert" to share their ideas and experiences with your group. One example would be asking a Master Gardener to share information on choosing perennial or trimming shrubs at one of your project meetings.
 - **Magazines** – Many leaders have found creative ideas to supplement those in the project literature in magazines they have or those at the public library.

How can I incorporate activities not included in the project guide?

We encourage you to use the ideas in the project literature as they have been successfully used with youth. If you have some additional activities you would like to incorporate, consider the following criteria:

- Of interest to kids
- Developmentally appropriate
- Incorporate the experiential learning model
- Youth and adults are involved in determining what will be done
- Enhances the development of member life and project skills
- Research based source of content utilized

What is the relationship between project work and the county fair?

The County Fair is an opportunity for an independent evaluation of life and project skills a member learned through completing a project. County fair entries typically match the activities included in the project literature and may include other activities that are being emphasized in your county. One of your roles is to help maintain the focus of members and parents on the goal of 4-H, which is to develop blue ribbon kids. Talk with members about what they learned about each of their fair entries from the judging process. Help members celebrate their accomplishments regardless of the color of ribbon each project member received at the fair. This may be done through individual encouragement or at a meeting following the fair. While entering and displaying a project at the County Fair is the traditional method of public affirmation, there may be other means of exhibition such as a club tour, open house, community celebrations or others.

Who can I go to if I need someone to help me during the project meetings?

If you are leading beginning level project meetings, ask older members in the project to help you. This is a great leadership experience for them! Parents are another excellent source of help. Don't hesitate to ask them to stay for the meeting and be actively involved in their child's project work.