

PROJECT OBJECTIVES

There are 10 objectives for each project category.
 Each objective is worth 5 points at County Record Book judging.

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GRAPHIC ARTS

1. Learn 3 (three) different forms of Graphic Art.
2. Develop skills and knowledge in designing and/or the construction of useful, artistic items.
3. Gain an understanding of the principles of design (i.e.; use of color, space, lines, texture and/or shape).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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LEATHERCRAFT

1. Complete 1 (one) finished project.
2. Gain a basic understanding of the use and/or care of assorted tools and supplies.
3. Learn the principles of good design, and how to correctly apply it to a project.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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PHOTOGRAPHY

1. Learn about the use of various pieces of photographic equipment and /or supplies.
2. Demonstrate self-expression via photos and capturing everyday life experiences.
3. Develop an understanding of how to present a photograph in the best way utilizing the principles of design (color, space, line, texture and shape), as well as, cropping, matting, and framing techniques.
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CHILD DEVELOPMENT AND CARE

1. Gain an understanding of child development.
2. Recognize and implement various forms of entertainment for young children through toys, environment, etc...
3. Make a Child Care kit and/or First Aid kit.
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CLOTHING AND TEXTILES

1. Acquire knowledge of assorted fibers, yarns and/or fabrics.
2. Learn or improve 2 (two) sewing skills.
3. Make 1 (one) or more useful items for yourself and/or others (i.e.; clothing, accessories, needlecraft, quilt, etc...).
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CONSUMER EDUCATION

1. Investigate how personal values, goals, and available resources affect consumer behavior.
2. Learn how social, economic and/or political systems affect consumers, and/or the affect consumers have on these systems.
3. Gain an understanding of consumer rights and responsibilities, and/or how to make informed consumer decisions.
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ROCKETRY

1. Develop skills and/or knowledge of how to design and/or build a rocket.
2. Gain an understanding of the basic principles of aeronautics and/or flight.
3. Participate in a rocket launch.
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AUTOMOTIVE

1. Learn 2 (two) new basic maintenance skills (i.e.; oil change, tire pressure, etc...)
2. Gain a better understanding of the inner workings of a vehicle (i.e.; front end suspension, brake system, engine , transmission, rear end, etc...).
3. Develop an understanding of the cost and responsibility of car ownership and /or driving skills (i.e.; operating and maintenance cost: Insurance, registration, gas, tires, tune ups ,etc...)
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BICYCLES

1. Learn about care and maintenance.
2. Gain an understanding of the benefits of cycling.
3. Participate in a bicycle excursion.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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ELECTRICITY

1. Explore basic principals and/or theories of electricity.
2. Learn or increase you knowledge about generation, transmission, and/or distribution of energy.
3. Gain an understanding of the use of electric energy through production of heat, light and/or power.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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WOODWORKING

1. Learn about various types of wood and their preparation.
2. Complete 1 (one) finished item.
3. Gain an understanding of the use and care of various woodworking tools and equipment.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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FOODS/NUTRITION

1. Acquire and demonstrate skills in planning, purchasing, preparing, or serving a variety of nutritious meals or snacks.
2. Gain an understanding of the importance of the basic food groups and how to include them in our daily diet.
3. Develop a better understanding of how to maintain good health through good diet.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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HOME ENVIRONMENT

1. Learn how to make living space more comfortable and attractive using color and design, lighting, space, and/or texture.
2. Gain an appreciation of the cost of interior decorating.
3. Investigate 2 (two) different decorating styles.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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CITIZENSHIP/EXCHANGES

1. Investigate any form of Government (ie; Local, State , National, International, and/or Historical levels).
2. Learn about a symbol and/or tradition of a government or organization.
3. Learn how an issue can affect the people of the world, affect us as a nation, and how individuals can become involved in addressing an issue.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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COMMUNITY PRIDE

1. Actively participate in the planning and/or implementation of a community improvement project.
2. Explore volunteer opportunities in our area.
3. Gain an understanding of the needs of the recipient of your service work.
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COMMUNICATIONS/PUBLIC SPEAKING

1. Learn or improve 4 (four) different communication skills.
2. Learn to plan and organize thoughts to increase your skills in communication.
3. Investigate the impact that personal appearance has on an audience.
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CREATIVE ARTS & CRAFTS

1. Develop greater creativity by working with 3 (three) different mediums.
2. Complete 4 (four) individual projects.
3. Demonstrate the steps and/or convey an understanding of 1 (one) arts & crafts item.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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CULTURAL ARTS

1. Participate in 2 (two) different productions or activities.
2. Learn about 3 (three) different methods related to your project.
3. Explore resources and/or organizations within the community concerning the Cultural Arts.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
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CAMPING AND OUTDOOR ADVENTURE

1. Acquire skills related to outdoor living and/or survival.
2. Develop an understanding of the environment and all aspects of nature.
3. Participate and/or plan 3 (three) outdoor adventures.
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HEALTH AND PHYSICAL FITNESS

1. Develop an understanding of basic health concepts (i.e.; nutrition, exercise, drug and/or alcohol awareness, etc...).
2. Gain an understanding of community health services.
3. Participate and/or plan a health fair, demonstration, and/or exhibit to the public or a group.
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FIELD CROPS AND CROP MANAGEMENT

1. Develop an understanding of crop production.
2. Recognize the importance of land use.
3. Participate in the production of a crop (i.e.; planting, cultivating, harvesting and/or processing).
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GARDENING

1. Plant an indoor or outdoor garden.
2. Gain an understanding about soil preparation (i.e.; nutrients, fertilizers, soil compounds, etc...).
3. Understanding landscape design (i.e.; plant compatibility, shade/sun, food and/or aesthetics, etc...).
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ORNAMENTAL HORTICULTURE/FLORAL DESIGN

1. Gain an understanding of the principals of design (i.e.; use of color, space, lines, texture and/or shape).
2. Use 3 (three) different medias.
3. Understand the basic types of mechanics (ie; appropriate containers, restraining materials, etc...).
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MARINE BIOLOGY

1. Learn about 4 (four) different marine plants and/or animals and their habitat.
2. Gain an understanding of the effects of man and/or the environment upon the ocean and it's marine life.
3. Explore the habitat of 2 (two) different ocean regions.
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BEGINNING 4-H

1. Gain an understanding of the history and/or internal structure of 4-H.
2. Learn the 4-H pledge.
3. Explore 3 (three) different 4-H projects.
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FORESTRY

1. Demonstrate knowledge concerning conservation practices of our forest resources.
2. Identify 2 (two) different types of forest and their native plants and animals.
3. Develop an appreciation of the value of the Forests/Natural resources.
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BEEKEEPING

1. Demonstrate knowledge of the care and management of bees through record keeping and/or showmanship skills.
2. Identify needed equipment, desired location, and/or time involved in hive maintenance.
3. Convey knowledge concerning honey and it's processing.
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DOG CARE AND TRAINING

1. Learn about 2 (two) major dog breeds and be able to identify their characteristics.
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Develop and/or improve in the favored care and obedience training techniques in regards to your dog's particular breed.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

ENTOMOLOGY

1. Demonstrate knowledge of the different orders of insects.
2. Gain an understanding of the proper equipment and means of identification used in insect collections/displays.
3. Demonstrate knowledge of "rearing"- nymphal and larval stages.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

GUIDE DOG

1. Acquire an understanding of the desired qualities of Guide Dog breeds.
2. Demonstrate the proper care, puppy training, nutrition, veterinary science, and grooming of a Guide Dog.
3. Participate in a Guide Dog field day.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

LARGE ANIMAL-BEEF, SWINE & SHEEP

1. Learn about or improve knowledge related to your animal species (ie; breeds, tools, veterinary care, diseases, and veterinary science).
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Develop an awareness about your species of animal (ie; breeding and/or genetics, market cuts, grades, by-products, animal rights, ethics, etc...).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

HORSE & PONY

1. Learn about or improve knowledge related to your animal species (ie; breeds, tools, veterinary care, diseases, and veterinary science).
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Develop an awareness about your species of animal (ie; breeding and/or genetics, by-products, animal rights, ethics, etc...).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

DAIRY- GOATS & CATTLE

1. Learn about or improve knowledge related to your animal species (ie; breeding and/or genetics, tools, veterinary care, diseases, and veterinary science).
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Identify particular breeds, their dairy characteristics, score card, and their differences in milk production.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

RABBITS

1. Learn about or improve knowledge related to your animal species (ie; breeding and/or genetics, tools, veterinary care, diseases, and veterinary science).
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Develop an awareness about your breed variety, according to the Standard of Perfection (ie; breed, variation, weight, definition, disqualification, etc...).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

PETS & SMALL ANIMALS

1. Learn about or improve knowledge related to your animal species (ie; breeds, tools, veterinary care, diseases, and veterinary science).
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Develop an awareness about your species of animal (ie; breeding and/or genetics, origination/native habitat, evolution to domestication, animal rights, ethics, etc...).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

POULTRY AND BIRDS

1. Learn about or improve knowledge related to your animal species (ie; breeds, tools, veterinary care, diseases, and veterinary science).
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Develop an awareness about your species of animal (ie; breeding and/or genetics, native habitat, market cuts, grades, by-products, animal rights, ethics, etc...).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

VETERINARY SCIENCE

1. Describe and/or illustrate a specific area of veterinary science (ie; Medicine, disease, general health, etc...).
2. Appreciate the importance of good management and sanitation practices in keeping animals and birds healthy.
3. Demonstrate an example of the values of scientific research and its influence upon an animal and it's health.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
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LEADERSHIP

1. Learn leadership development through a planned program (ie; camp counselor program, 4-QLTY, Allstar, Junior and/or Teen leader, committee chairperson, club and/or project officer, attendance at a leadership conference, etc...).
2. Assist an adult leader in a planned program (ie; Committee chairperson, fundraising, community service, project, etc...).
3. Assist in the development of leadership abilities in others.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

WELDING

1. Learn about various types of metal and gases, and their uses.
2. Complete 1 (one) finished item.
3. Gain an understanding of the use and care of various welding tools and equipment.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

CAVIES

1. Learn about or improve knowledge related to your animal species (ie; breeds, tools, veterinary care, diseases, and veterinary science).
2. Demonstrate sound care and management practices (ie; feeding, care, handling, grooming, and showing).
3. Develop an awareness about your species of animal (ie; breeding and/or genetics, origination/native habitat, evolution to domestication, animal rights, ethics, etc...).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

SCIENCE

1. Develop a greater understanding of science by investigating and/or learning about 3 (three) different forms of science (activities/experiments/models/etc...).
2. Complete 2 (two) individual projects.
3. Demonstrate the steps and/or convey an understanding of 1 (one) science project.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

PORCELAIN DOLLS

1. Gain a better understanding of the use of 3 (three) necessary materials in making a quality porcelain project (i.e., stuffing, paints, fabric, preparation of surfaces, tools, etc...).
2. Learn or improve 2 (two) artistic skills related to Porcelain doll making.
3. Make 1 (one) or more dolls for yourself and/or others.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project.

SHOOTING SPORTS

1. Acquire skills related to your shooting sport (i.e., hands on practice, cleaning, equipment, etc...).
2. Develop an respect and understanding for the proper use of shooting sport tools and equipment, and the laws that define their use.
3. Participate in and/or plan 1 (one) shooting sport event activity.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
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RECORD BOOKS

1. Gain an understanding of each item/form required to complete a club "Gold" 4-H Record Book. Successfully complete a club level "Gold" Record Book .
2. Utilize 3 (three) different methods to enhance the appearance of your Record Book.
3. Develop an understanding of the minimum criteria for each club Record Book seal (i.e., Gold, Blue, Red, White, and Green) and what items determine if a member is in good standing with their club and the county.
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
10. **Opportunity:** Explore various ways to promote your project. Investigate future career and/or leisure opportunities in this project

TABLESETTING

1. Learn or improve 2 (two) menu selections skills (formulating an appealing title, food selection, serving order, color of food items compared to color of placesetting, necessary items/utensils, etc...).
2. Develop skills and knowledge in designing and/or the construction of 1 (one) single placesetting.
3. Gain an understanding of the principles of design (i.e.; use of color, space, lines, texture and/or shape).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
9. **Ethics:** Document ways that ethical practices are beneficial to this project.
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Livestock Judging

1. Learn about or improve knowledge related to animals judged (ie; breeds, terminology, and body parts).
2. Develop skills and knowledge of how to present a set of judging reasons, either written or verbal.
3. Develop an awareness of industry demands and/or desires of animals judged (ie; breeding and/or genetics, market cuts, and grades).
4. **Outreach:** Inform others by taking part in demonstrations, talks, debates, and/or project reports to increase the public or a groups knowledge about your project.
5. **Teaching:** Teach any individual or group about an item related to your project.
6. **Public Display:** Increase the public's knowledge about this project by exhibiting an item at a community event (i.e.; learning poster, judging board, Presentation Day demos, items made, raised or grown, etc...)
7. **Self Improvement:** Develop or improve knowledge or skills related to your project (ie; judging, teams, recordkeeping, etc...).
8. **Safety:** Develop and/or demonstrate a knowledge and understanding of safe practices related to this project.
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