UNIVERSITY OF MINNESOTA EXTENSION

4-H Youth Development

Family Handbook



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Updated December, 2013 by Trisha Sheehan

Welcome to 4-H

Dear 4-H family,

Welcome to Minnesota 4-H! We are so excited that you have joined us and hope that you enjoy exploring everything 4-H has to offer, making new friends and having fun along the way.

This handbook is here to help your family become familiar with 4-H - our mission, structure, policies and programs. We know this handbook can't answer every question, so never hesitate to contact your county Extension office. More information is also available on the 4-H website at z.umn.edu/4h.

Sincerely,

Jennifer A. Skuza

Associate Dean and State 4-H Director

Mission of 4-H Youth Development

The mission of the 4-H Youth Development program is to engage youth, in partnership with adults, in quality learning opportunities that enable them to shape and reach their full potential as active citizens in a global community.

What makes 4-H different?

4-H is unique because it is the only youth organization tied to the research base of our nation's land-grant university system. This connection allows the University of Minnesota Extension staff, and the volunteers they work with, to receive training based on the most up-to-date research on youth development theory and practice.

Who owns 4-H?

4-H is a public organization owned by the USDA - United States Department of Agriculture. 4-H is part of the University of Minnesota Extension. The University, USDA, the National 4-H Council and the county government sponsor it jointly. The University provides campus faculty, staff leadership and resources. Extension Educators and County 4-H Program Coordinators/Directors join with a strong corps of adult and teen volunteers to conduct local programs. Private support forms a partnership with public funds to support Minnesota 4-H.

What is a 4-H club?

A 4-H club is a group of youth and adults who meet on a regular basis and together practice positive youth development and cooperative learning.

4-H clubs strive to create, within their group, a **quality learning environment** that gives members a chance to be an active part of the decision making process; values and respects the voices of all; provides members an opportunity to reflect on and demonstrate their learning; connects members to their community through service; encourages the development of positive relationships with peers and adults; is welcoming and accessible to all; celebrates individual and group achievements; challenges youth to establish and meet individual goals; and provides for the physical and emotional safety of all.

Four types of club experiences offered through 4-H

- **4-H community club** is a program initiated and facilitated by youth and adult volunteers in the context of community (e.g., neighborhood).

- **4-H project club** is a program focused more deeply on a specific subject matter. Performing Arts Club, Horse Club, Photography Club, Shooting Sports and Wildlife Club, Computer Science Club, Spanish Club are all examples of 4-H project clubs.
- **4-H afterschool club** is a program offered to youth following the school day. 4-H afterschool clubs are often divided by age groups (e.g., grades 3-4, grades 5-6) and frequently meet in the school building or a site that provides care for children after school.
- **4-H site-based club** is designed to reach underserved youth in the communities where they live. This could be a public housing site or neighborhood with a community center that can serve as the hosting location.

How do I enroll in 4-H?

1. The 4-H program year is October 1st – September 30th. New members are welcome to enroll anytime throughout the year by completing the enrollment steps through 4HOnline.com, by contacting their local county Extension office, or by visiting http://www.4- h.umn.edu/4honline.
2. Re-Enrollment is an annual process that begins September 15th and must be completed prior to participating in a 4-H program beyond the local 4-H club business meeting. Members who wish to re-enroll must complete the re-enrollment steps at 4HOnline.com. If you are experiencing problems with re-enrollment, please contact your local County Extension Office for assistance.
3. A member is encouraged to enroll in at least one project per year. There is no maximum number of projects. Project changes may be made until the date of pre-enrollment for county fair.
4. Cloverbuds is a special enrollment opportunity for youth in grades K-2. It is considered the member's project. Cloverbuds is developmentally appropriate, non-competitive, and activity based.

Questions to ask right away when joining a club:

- Who is the adult leader and how do I contact them?
- When, where and how frequently does the club meet? (Weekly, after school, monthly on a weeknight, every Sunday night at the neighborhood recreation center, etc.)
- Are there any dues? How much are they? What if I can't pay?
- What are the club goals and planned activities for the year?

Questions to ask yourself when selecting project(s) to enroll in:

- Is it a project I like or think I will like?
- How much is this project going to cost? Where will I get the money?
- Is the space and equipment I will need to complete this project available?
- How much time will it take?
- Is there someone who can help me if I need it?

What is expected of a 4-H family?

4-H youth…

- Complete your re-enrollment steps through 4HOnline.com as soon as possible; enrollment must be completed prior to participating in a 4-H program beyond the local 4-H club business meeting.
- Participate in club meetings, events, and service projects.
- Read the 4-H Clover Update and other communication from the county or regional Extension office when it arrives.
- Set and strive to complete 4-H project goals.
- Help to share your knowledge with other club members.

4-H parents…

- You are an important part of the 4-H program. Here are some suggestions to help your child have an exciting and educational experience:
- Advise your child in the selection of projects.
- Show your interest and enthusiasm for the projects he/she selected.
- Help guide your child with their projects, but do not do it for them.
- Assist your child in getting to meetings and other events. Parents are encouraged to attend local club meetings and county-wide events with their children.
- Be informed by reading the 4-H information sent to your family and asking questions when unclear.
- Volunteer to assist with club events and activities when possible.

How do I become an adult volunteer?

Volunteers are the key to successful experiences for 4-H members. Adults who volunteer also reap the benefits of interacting with youth and other adults. There are many ways adults and older youth can participate as volunteers. Volunteers might share knowledge and skills gained through work or hobbies or chaperone at camps and retreats. Many opportunities arise throughout the year. Consult the newsletter or your county Extension office for specific information.

Volunteer screening:

All 4-H staff and volunteers are required to be screened for the protection of our youth and volunteers!

The screening process includes an application, a background check, and volunteer orientation. There is no cost to the volunteer to be screened. Screened and trained volunteers are covered under the University of Minnesota liability insurance, as long as they are acting within the scope of their duties as a volunteer.

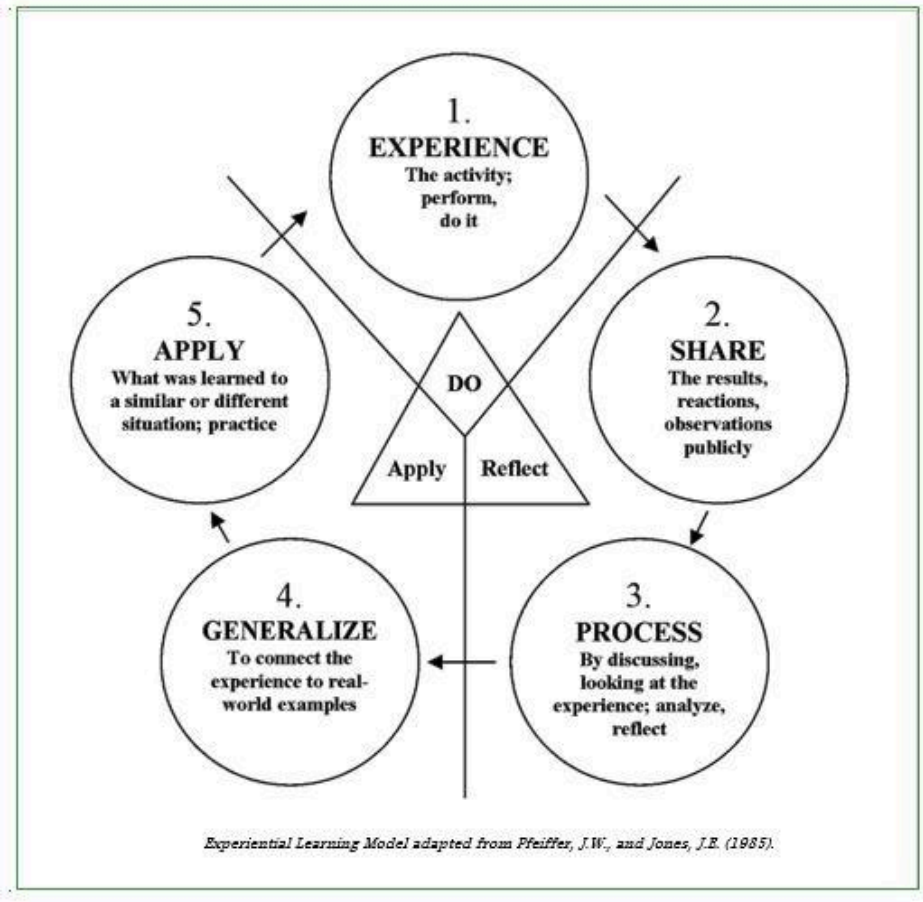
Rewards of volunteering:

- Satisfaction of watching youth learn and grow.
- Satisfaction of knowing you are making a difference in the lives of others.
- Respect and friendship of club members and other volunteers.
- Respect and gratitude of parents and community members.
- Opportunity for continued personal growth and learning.
- Out-of-pocket expenses are deductible from income taxes.

How does learning happen in 4-H?

The 4-H slogan: "Learn by Doing"

The 4-H slogan is the educational philosophy of the 4-H program. Since young people learn best when they are actively involved in the learning process, 4-H programs are designed to provide hands-on experiences that are reinforced through personal and group reflection and application "do-reflect-apply." This research-based educational methodology is called "**Experiential Learning**." The model below illustrates how 4-H experiences are intentionally developed to optimize learning.



Experiential Learning Model adapted from Pfeiffer, J.W., and Jones, J.E. (1985).

What are 4-H projects?

The 4-H project is an important aspect of the 4-H experience. Projects are experiences that help 4-H'ers learning to make decisions. Projects are the "foundation tool" for helping young people develop life skills.

What are life skills?

Life skills are the long-range benefits youth gain from participating in 4-H. The term "skill" here means more than physical abilities such as writing, sewing, and athletic achievement. It includes a combination of acting, telling, and thinking.

Remember:

When selecting a project, the member should talk it over with their parent(s) or guardian. Parents, do not decide for your children, but help them decide. Remember, decision making is one of many important life skills young people can develop in 4-H.

*The following is the **Targeting Life Skills Model**, developed by Iowa State University.*



Types of projects to choose from

Animal Science

Beef, Cat, Dairy, Dairy & Market Goat, Dog, Horse, Lama, Pets, Poultry, Rabbits, Sheep, Swine, and Veterinary Science, Exploring Animals

Citizenship & Leadership

Citizenship, Global Connections, Youth Leadership, Community Pride & Service Learning, State Ambassadors

Environmental & Earth Science

Exploring the Environment, Entomology, Forest Resources, Geology , Water/Wetlands, Wildlife Biology

Expressive Arts & Communication

Photography, Video, Clothing & Textiles, Needle Arts, Quilting, Crafts & Fine Arts, Performing Arts, Communication & Demonstration

Family & Consumer Science

Consumer Education, Clothing & Textiles, Quilting, Home Environment, Child & Family Development, Food & Nutrition

Gardening & Agriculture

Indoor Gardening, Forest Resources, Vegetable Gardening, Flower Gardening, Plant & Soil Science, Crop Sciences, Fruit, Potatoes, Lawn & Landscape Design, Tractors, Small Engines

Healthy Living

Health, Food & Nutrition, Clothing & Textiles, Bicycle, Safety

Outdoor Recreation

Shooting Sports & Wildlife, Wildlife Biology, Fishing Sports

Science, Technology, Engineering & Math (STEM)

Science of Agriculture, Engineering Design, Aquatic Robotics, Robotics, Aerospace, Computers & Programming, Video, Photography, Electricity, Small Engines, Shop (Wood/Metal), Bicycle, Power of the Wind, Water & Wetlands, Wildlife Biology, Plant & Soil Science, Crop Science, Entomology

Record keeping and reflection

Keeping records, a journal, or portfolio of your 4-H experiences are ways of reflecting on and enhancing your learning. *Reflection* is a very important part of the Experiential Learning Model we use in 4-H. Reflection allows you to think about the how's and why's of an experience or activity to identify what you learned through the experience, enabling you to then apply that learning in other situations.

4-H record keeping is helpful in teaching important life skills, such as self-discipline, decision making, goal setting, wise use of resources, communication, sharing, etc. Accurate and up-to- date records and portfolios not only provide a history of your 4-H experience, they are also helpful in successfully completing applications to colleges and universities, scholarships, awards, and employment.

4-H records and other tools used to help young people reflect on their learning are available from your county Extension office or your club leader. Policies and procedures around 4-H records often vary from county to county. Consult your local 4-H staff or club leader to learn about the process in your county.

How are fair exhibits judged?

County fair provides many opportunities for youth involved in 4-H to learn and grow. While exhibiting 4-H projects at the fair is certainly not a requirement of membership, it is a wonderful way for young people to showcase and receive feedback and recognition for their work. Visit with 4-H staff or your club leader to learn more about 4-H opportunities at the fair in your county.

4-H general projects are judged in a conference

Conference judging is a conversation between the judge and the 4-H'er. It is a chance for you to explain to a judge what you have learned from your project experience. It allows time to ask a judge questions that you may have about your project.

What Can I Expect During Conference Judging?

- The interview is as important as the exhibit itself: an equal "weight" is given on the actual exhibit and on the conference—50/50.
- The judge, who is knowledgeable in the project area, determines the ribbon placing.
- Judges will observe, question, listen and challenge you.
- Judges offer encouraging and constructive feedback, as well as, suggestions on how to further explore the project area.

How are Cloverbuds judged?

- You have a judge just for your projects.
- The judge may ask you to tell them about your project.
- The judge may ask you questions about the project and give you ideas for next year's project.
- You will receive a recognition ribbon for Cloverbuds.

Parents, the Cloverbud program provides opportunity to explore and actively learn in a noncompetitive environment. Developmental research supports noncompetitive activities and participation recognition.

How are livestock judged?

Livestock and other animal projects are designed to allow youth to learn management practices such as nutrition, shelter, water, environment, breeding, care, etc. of their animal. The assessment of this knowledge, as it is applied to the project, can occur in one or all of the ways listed below.

1. Evaluation of the animal considering its physical characteristics and/or performance.
2. Showmanship and knowledge of the exhibitor as displayed in the show ring. How the animal is prepared, groomed and is presented at its optimal level.
3. Animal science Interviews reveal the exhibitor's knowledge in the animal project area and ability to communicate in an interview setting.

Games and agility may be special classes to enter for your animal species. Read your County Fair Premium list carefully to see what you can enter.

What does my colored ribbon mean?

Purple: The exhibit meets all standards. The exhibitor has shown complete understanding of what, how and why the exhibit was done, and has a thorough knowledge of the subject. The exhibit and workmanship are extraordinary and need no improvement.

Blue: The exhibit meets most standards. The exhibitor can explain what, how and why the exhibit was done and has good knowledge of the subject. The exhibit is well organized and well done.

Red: The exhibit meets some standards. The exhibitor can somewhat explain what, how and why the exhibit was done and has a fair knowledge of the subject. Some improvements may be needed on the exhibit.

White: The exhibit meets few standards and lacks the quality of other exhibits. The exhibitor cannot adequately explain the what, how and why of the exhibit. Possibly they have overlooked a safety flaw. Improvement is needed in either the exhibit, the knowledge of the subject, or both.

Special ribbons: Counties may award special ribbons to Cloverbud exhibitors and to recognize participation and achievement in a project area, event or activity. If you have questions about the judging system in your county, never hesitate to ask 4-H staff.

Background information

The 4 H's

- The **H**ead is to signify clearer thinking.
- The **H**eart is to signify greater loyalty.
- The **H**ands are to signify larger service.
- The **H**ealth is to signify better living.

4-H Pledge

"I pledge my **Head** to clearer thinking, my **Heart** to greater loyalty, my **Hands** to larger service, and my **Health** to better living, for my family, my club, my community, my country, and my world."

4-H Motto

"To make the best better."

Who's who and what they do

Club leader

- Gives guidance
- Works with youth to guide successful meetings
- Helps plan yearly club program
- Guides club officers with responsibilities
- Keeps club informed of general club matters
- Informs parents and youth of 4-H activities
- Attends leader meetings and training
- Assists in recruiting new members
- Assists with 4-H enrollment paperwork and processes
- Serves as a liaison to county Extension staff

Project leader

- Plans, coordinates, publicizes, and conducts project trainings
- Assists county fair superintendents
- Evaluates project guidelines

Extension staff

- Serve as a resource
- Help plan, conduct and evaluate the 4-H program
- Assist club contact and project leaders by providing training and resources
- Advise the public about 4-H opportunities
- Develop and disseminate the 4-H Clover Update and other communication
- Recruit, screen, and train volunteers
- Work with county and state decision-makers to build public support for 4-H
- Help secure and manage the financial support necessary to deliver a quality 4-H program

Club meetings

Your 4-H Club will meet to plan and conduct the club's 4-H activities. There are typically three parts to a 4-H club meeting:

1. The **business** meeting is often led by the president. During this time, club activities, programs and events are discussed and acted upon.
2. **Education** is an important part of the club meeting. Various methods may be used to present subject matter, including: 4-H demonstrations, project talks, speakers, project experiences, movies, etc.
3. Fellowship is part of the overall 4-H program and **recreation** is one way that this can be developed. Songs, games or skits make up this fun part of the meeting.

Perhaps the most important factor in a successful meeting is a wide level of participation from all club members. 4-H'ers are encouraged to participate in the 4-H meeting by:

- Keeping up-to-date on what's going on – read the newsletter, ask questions;
- Presenting ideas;
- Serving on committees;
- Giving demonstrations and project talks.

Club offices and roles

Club members are chosen by their peers to give leadership to the club by serving as:

- **President** – Presides at all 4-H meetings and appoints committees as needed.
- **Vice president** – Serves in the absence of the President.
- **Secretary** – Records minutes or actions of the meeting and handles correspondence.
- **Treasurer** – Keeps up-to-date financial records and pays bills as directed by club.
- **Reporter** – Writes reports of club meeting and events for local newspaper.
- **Recreation/song leader** – Plans and leads songs and games at 4-H meetings.
- **Other offices** – Some clubs may also elect callers, historians, scrap booker, etc.

Demonstrations and illustrated presentations

Demonstrations and illustrated presentations are a lot like show and tell. Members are encouraged to demonstrate and present at club meetings and/or county events to share their learning. Two 4-H members may work together as team presenters. Additional information on this topic is available from your county Extension office or online at z.umn.edu/minnesota4-H.

Presentation formats

- **Illustrated presentation**: Oral presentation that presents an idea, concept, viewpoint or experience in an educational or informative format. Most often consists of interaction with supporting visuals (i.e. PowerPoint, models, and posters).

- **Demonstration**: Oral presentation that includes demonstrating the hands-on steps required to accomplish a task or process. Should be a finished product upon conclusion.
- **Youth in action**: Interactive, continuous presentations. More time is allowed for audience involvement and interaction.

Demonstration and illustrated presentation tips

1. **Introduction**: Interesting, short, complete, and attention-getting! It should include who you are, what your presentation is about, and why you feel it is important.
2. **Topic**: Related to a project, interest or activity.
3. **Appearance**: Dress appropriate; well-groomed; good posture; feet together; and smile!
4. **Presentation**: Voice natural; words distinct; poised; friendly; confident; convincing; well organized; originality shown.
5. **Subject Matter**: Emphasize important points. Information accurate, complete, usable.
6. **Workmanship**: Skillful; good teamwork, if a team; time and materials well used; work and speech coordinated; table neat and orderly with visuals easily viewable by audience.
7. **Equipment**: Suitable for demonstration or illustrated presentation. Good visual aids if needed.
8. **Conclusion**: Stress important points in summary. Show finished product if there is one. Definite closing (be creative, tie it in with the introduction); questions answered satisfactorily.

Glossary

Ambassadors - A group of youth leaders who promote 4-H and support the program at a county or state level.

Animal ID form - Special forms (also referred to as ownership affidavits) that members enrolled in sheep, swine, beef, dairy, horse, lama, goat, dog or rabbits are required to complete and submit by an established deadline if they want to exhibit animals at a county or state event.

Arts-In - A musical created by youth. Youth directors choose a theme, music and choreography. Performances are given at the county and state fair.

Awards program/night - The awards program/night is an annual event in most counties. In some locations, this is an evening event where recognition is given for the outstanding achievements and efforts of 4-H members and volunteers. Many clubs choose to have banquets or awards programs of their own as well.

Beef & dairy steer identification - All market beef and dairy steers must be properly weighed and tagged with an official MN State 4-H ear tag by February 15th. Contact county office for county procedure specifics.

Beginner - 4-H'er between 3rd and 5th grades (except with 4-H Shooting Sports where "beginner" is 3rd– 6th grades).

BLU-Building Leadership & Understanding - The state 4-H ambassadors offer overnight leadership activities for any youth in grades 6-12. Each retreat offers sessions that include a focus on leadership, communication, community service, and youth and adult partnerships.

4-H curriculum - Each project has valuable information for the 4-H'er to build their project learning. Curriculum is available at the Shop 4-H: https://shop4-h.org/.

Camps - Overnight or one day experiences often open to non 4-H members, as well as members and their friends who wish to explore new learning, adventures and fun.

Camp counselor training - A training session for older 4-H'ers who desire to be counselors at 4-H camps. Youth learn what is expected of a camp counselor and meet other 4-H'ers from throughout the area.

Citizenship - One of the philosophies upon which 4-H was founded. Every 4-H'er does his/her part to be an active citizen and to be involved in the community.

Citizenship Washington Focus - 4-H members who have completed 9th grade are eligible to attend this week long event in Washington, D.C. Seminars and workshops exploring current issues are held at the National 4-H Conference Center. This is an opportunity to learn about our government and how it works, while meeting other youth from across the country.

Clothing Day - A clothing judging event offered in some counties involving the fit and construction of sewn or purchased garments.

Cloverbuds – Cloverbuds are youth in K-2nd grade who explore 4-H through a variety of fun, non-competitive activity centered learning experiences.

Club leader – An adult responsible for guiding youth leaders in the planning and management of the club's meetings and events. The club leader also serves as a liaison between club and county personnel. A club leader must be accepted as a Minnesota 4-H adult volunteer.

Community pride/community service - Projects conducted by 4-H clubs throughout the year. These projects allow youth to become engaged in the community to see where they can make a difference. Each club is encouraged to develop a display to showcase their project at the county fair. Winning exhibits advance to state fair.

Conference judging - Conference style judging provides an opportunity for fair exhibits to be evaluated through a discussion between the judge and the 4-H member. 4-H'ers and judges can discuss the learning and future goals.

County fair - The county fair is an exciting opportunity to highlight a 4-H member's experiences during the year. Project exhibits that were made can be displayed; animal shows are held; groups may perform, etc. County fair is a time to share what 4-H has to offer with members of the larger community.

Curriculum guide – An online resource that lists the 4-H educational curriculum available in each project area.

Day camp - Participants learn through activities including educational sessions, recreation, food, fun and crafts.

Demonstrations - Demonstrations are public presentations that give 4-H'ers an opportunity to share something they have learned with others. Demonstrations may include visual aids, and hands-on learning by the audience. Members may demonstrate at club meetings and/or at the county and state level.

Dog show - 4-H members enrolled in the Dog Project participate with their canine in dog training and demonstrate their skills during the show. The county dog show may be held during the fair or at another time during the summer.

Enrollment form – As an alternative to enrolling online, a form can be completed by every 4-H member at the beginning of their 4-H experience indicating which project areas youth will enroll. 4-H enrollment is an annual process.

Extension committee - A committee including the county auditor, two county commissioners, and appointed members of the community, who are responsible for county Extension budgeting, programming and public relations. Members are appointed by county commissioners.

Fashion revue – An opportunity to show the public how the clothes you constructed or purchased look on you. It's a great chance to practice poise and to build confidence in front of people. Fashion Revue can be held at the county fair or another time and place.

Federation - Youth and adults representing each of the 4-H clubs in the county meet to discuss program direction, events, activities and issues that will help to build and strengthen the county 4-H program. In some counties, this group is called the 4-H Council or Leader's Council.

Food revue – An event held in some counties in which 4-Hers bring a serving of their selected food displayed with a place setting and centerpiece appropriate for the occasion and menu. 4-H youth plan a menu, table setting, food item, cost per serving, and nutritional value. Youth are conference judged.

Food stand - The 4-H Food Stand is a fundraising opportunity during the county fair. 4-H families run the stand. Profits from the food stand support local 4-H events and activities.

Intermediate - 4-H'er between 6th and 8th grades (except 4-H Shooting Sports which is 7th - 9th grades).

Interstate exchange - Traveling to other states or hosting 4-H'ers from across the nation is a great way to meet 4-H'ers and learn about their state.

Judging evaluation sheets - Project evaluation sheets are often used by judges when evaluating project work. Members can access these sheets online to help them evaluate their own learning and skill development.

Judging team - A judging team experience provides members with the opportunity to use decision making skills by comparison. Livestock teams analyze the animal's conformation and potential productivity. Consumer judging teams determine which product is the "best buy" given a certain set of circumstances. Points are also given for oral reasons for the decisions. Possible judging teams include Horse, General Livestock, Dairy, Poultry, Rabbit and Consumer Decision Making.

Leader's/4-H Council – Youth and adults representing each of the 4-H clubs in the county meet to discuss program direction, events, activities and issues that will help to build and strengthen the county 4-H program. In some counties, this group is called the 4-H Federation.

Livestock Quality Assurance and Ethics Training – Training for 4-H members who are in livestock projects. It is designed to educate the participants on proper handling techniques, animal nutrition and showing ethics. This training is a requirement for any member wishing to exhibit livestock at the Minnesota State Fair.

Minnesota 4-H adult volunteer – An adult who has completed the official Minnesota 4-H adult volunteer application, screening, and orientation process and been approved to work with young people in the Minnesota 4-H youth development program.

Minnesota 4-H adult volunteer forum - This annual event is planned by members of Minnesota 4-H Adult Volunteer Association and open to all adults who work with the 4-H program.

Minnesota State Fair - Youth completing 6th grade and older may have the opportunity to advance their exhibit to the Minnesota State Fair according to their placing at county fair. The 12 day fair is held in St. Paul concluding on Labor Day.

National 4-H Week - The first full week in October is recognized as National 4–H Week and marks the beginning of the 4-H year. Clubs may plan special activities and/or put up displays to increase awareness of the 4-H program.

New Member/Cloverbud Day – A fun day set aside to introduce 4-H to all new members and Cloverbuds.

Newsletter – The 4-H Clover Update is available online and includes important 4-H news, announcements, a schedule of upcoming events and happenings.

National 4-H Cooperative Curriculum System - Over 190 exciting, experientially-based 4-HCCS curriculum products for youth and volunteers are available on this site www.n4hccs.org.

Official 4-H ear tag - A special identification tag available in the Extension Office that must be inserted into the ear of beef, sheep, swine projects by ownership deadline if they are to be eligible for exhibition at county and state events.

Project Bowl - Much like a quiz bowl. A team of four youth are asked questions pertaining to their project area. They react quickly by "buzzing in" for the advantage of answering the question. The team with the most points wins. Project Bowls occur in: rabbit, dairy, dairy goat, livestock, dog, poultry, nutrition and horse.

Project Development Committees (PDC) - Volunteers (youth and adult) serve on these committees to determine project area needs, to organize and provide leadership for events or workshops, and to design a yearly plan of action.

Project leader - A youth or an adult who engages other youth in project focused learning and leading experiences. An adult project leader must be accepted as a Minnesota 4-H adult volunteer.

Project meetings - Project leaders and/or volunteers hold meetings for members to attend and learn about a particular project area.

Record books - A booklet that members put together which highlights and explains what they have done throughout the past 4-H year. These books may be turned in at the end of the year for Club Leaders to evaluate, give suggestions, and offer encouragement for the 4-H'ers demonstrated achievements. In many counties 4-H records can be submitted for awards and recognition.

Re-enrollment – The process of re-enrolling in 4-H each year. Enrollment opens on September 15th and must be completed prior to participating in any 4-H experiences beyond the club business meeting. Enrollment may be completed online or, when necessary, paper forms turned in to the county Extension office.

Senior - 4-H'er between 9th grade and one year post-high school (except for Shooting Sports which is between 10th grade and one year post-high school).

Share-The-Fun - A talent or skit performance opportunity offered in many counties where youth "Share-The-Fun" as individuals, a team or a club.

Shooting Sports & Wildlife Invitational - An event held at a selected site in Minnesota which is open to 4-H members who have completed their required hours in specific disciplines. Members compete in events such as Air Rifle and Air Pistol, Archery, BB Gun, .22, Shotgun and Black Powder, as well as a Wildlife Project Bowl.

Softball - 4-H clubs (in some counties) may form teams to play one another and end the summer with a tournament.

State ambassadors - A select group of youth leaders, from across the state, who conduct trainings and events for other youth. State Ambassadors provide leadership and assistance to the State 4-H Program during YELLO, BLU, and the Minnesota State Fair and are available as a program resource across the state.

State 4-H Dog Show – An event held in September at the State Fairgrounds in St. Paul. Participants and their dogs earn the opportunity as a result of their superior performance in county competition.

State 4-H Horse Show - An event held in September at the State Fairgrounds in St. Paul that is open to 4-H Horse Project members who have completed 6th grade and excelled in county-level competition earning the chance to advance to the state show.

Summer camp - Youth may attend a 4-H residential camp located in your area. Encampments are usually two or three days.

Youth leader – A 4-H'er, 6th grade or older, who has enrolled in the 4-H Youth Leadership Project and has taken on a leadership role in their club or county.

YELLO (Youth Exploring Leadership and Learning Outloud!) - This week-long personal development conference for youth 6th grade or older is held at the 4-H Building on the State Fairgrounds in June. The conference gives delegates an opportunity to listen to outstanding speakers, meet the state 4-H staff, and take part in events in the Twin Cities area.

My 4-H information

My club:_____

When we meet: _____

Club/leader contact:_____

____

Phone:_____ Email: _____

Club notes: _____

_____

_____

_____

_____

My project areas:

_____

_____

_____

_____

_____

_____

A look at the 4-H year

The schedule below provides an overview of state and county events and due dates. Remember to consult your county 4-H website and Clover Update for specific dates.

Learn more at www3.extension.umn.edu/local.

October

- National 4-H Week
- Re-enrollment begins
- National 4-H Dairy Conference

November

- Club/group charter renewal

January

- 4-H State Horse Winter Round-Up
- Building Leadership & Understanding (BLU)

February

- 15th - Market Beef and Dairy Steer Identification
- Building Leadership & Understanding (BLU)

March

- Regional Project Bowls

April

- State Project Bowl
- National 4-H Conference

May

- 15th – Animal IDs due for Dairy, Breeding Beef, Sheep, Swine, Horse, Goat, Rabbit, Dog

June

- Youth Exploring Leadership & Learning Outloud (YELLO)

July

- Citizenship Washington Focus (CWF)

August

- Minnesota State Fair
- State 4-H Arts-In

September

- 4-H Shooting Sports & Wildlife Invitational
- State 4-H Horse Show
- State 4-H Dog Show