

2017 MANATEE COUNTY 4-H COUNTY EVENTS DAY



Saturday, April 1, 2017
8:00 a.m. – Registration ~ 8:45 a.m. – Event starts

*Registrations due in the Manatee County 4-H Office
no later than 5:00pm Thursday, March 23, 2017*

*Demonstrations, Illustrated Talks, Public Speaking,
Share the Fun, Fashion Revue, 4-H Graphic Design Contest,
Dairy Filmmaking Contest, and 4-H Photography Contest*



Manatee County 4-H Youth Program
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District Events, Saturday May 6, 2017 in Manatee County
Registration begins at 8:00 a.m.
District Council will meet at District Events

General Information



Cloverbuds (4-H'ers aged 5-7 years old) may participate in County Events on a non-competitive basis only. Their presentations must be in a 4-H project category in which they are enrolled. They will be critiqued and receive a participation ribbon. Junior, intermediate, and senior 4-H'ers must be enrolled in the 4-H project category in which they wish to compete no later than thirty calendar days (February 23, 2017) prior to the County Events Registration due date. Ages are based on the 4-H member's age on September 1, 2016.

Age and Time Restrictions

Ages as of September 1, 2016

Division	Demonstration or Illustrated Talk	General Public Speaking	Horse Public Speaking	Share the Fun	Dairy Filmmaking Contest
Cloverbud Ages 5-7	1-3 min.	1-3 min.	1-3 min.	1-3 min.	NA
Junior Ages 8-10	3-12 min.	3-7 min.	3-7 min.	3-5 min.	3-5 min.
Intermediate Ages 11-13	3-12 min.	3-7 min.	3-7 min.	3-5 min.	3-5 min.
Senior Ages 14-18	5-12 min.	5-7 min.	8-10 min.	3-5 min.	3-5 min.

DEMONSTRATIONS AND ILLUSTRATED TALKS

Demonstration: Presentation that includes posters, props, and other visual aids in an informational or "how to" manner

Illustrated Talk: Presentation that includes the use of posters only; an informational presentation

Individual Demonstration: One 4-H'er does an entire demonstration by himself/herself

Team Demonstration: Two 4-H'ers participate equally in the verbal as well as demonstration segments; both must be in the same age division

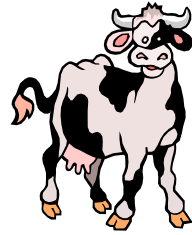


Categories

The categories listed for Demonstrations, Illustrated Talks, and Public Speaking are defined by the State and National 4-H Program as broadly as possible. A 4-H member **MUST BE CURRENTLY ENROLLED** in a project related to their category of choices when competing in County, District, and State Events.

ANIMALS

Animal Industry: Includes all presentations related to beef cattle, dairy cattle, swine, layer, broilers, turkeys, rabbits, meat goats, dairy goats, quail, duck, geese, emu, ostrich and rhea. Topics can include raising healthy animals, selecting animals based on genetics, managing feed and health, marketing, managing reproduction and production and harvest of animals for food. Also included is the real world agriculture processing systems relating to converting or using live animals to create food products such as milk, eggs, meat and other products; and wholesale, retail and food service merchandising of animal products. No equine related topics will be accepted in the category.



Small Animal and Pets: Includes all presentations related to dogs, cats, rabbits (not related to meat production), rodent pets, and other pets, including pet facilitated therapy in nursing homes, etc.

Horse: Includes all presentations relating to horses.

PLEASE NOTE: NO LIVE ANIMALS PERMITTED

CITIZENSHIP AND LEADERSHIP



Citizenship, Community Service, Global Education, Leadership Development, and Career and Workforce Preparation: Includes all presentations related to citizenship, community service programs, global education leadership development, workforce preparation, and career development. These topics are broad and can include presentations on different cultures and ethnicities, conducting service in your community, the art and science of becoming a leader, and the skills necessary for political participation and starting a business.

COMMUNICATION AND EXPRESSIVE ARTS

Leisure & Performing Arts: Includes all aspects of leisure activities and recreation, including cycling, music, clowning, arts & crafts, cake decorating, floral arranging, wood working, and metal crafts.

Communication & Media Arts: Includes the “topic” of public speaking, American Sign Language and other forms of communication, all phases of photography, graphic arts, computer graphics, video and other current technologies used in communication media.

FAMILY AND CONSUMER SCIENCES

Childcare and Child Development: Includes all presentations related to the growth, development, personality and character development of children and youth. These topics might include infant development, child development, baby sitting, nuclear families, self-esteem, step-families, family communication, parent-adolescent communication, single-parent families, teen parents, and coping with crises.

Clothing and Sewing: Includes all presentations related to clothing design, selection, buying, care, construction, textiles, accessories, personal appearance, and grooming.

Money Management: Includes all presentations related to comparison shopping, sales approaches, advertising, consumer rights and responsibilities, labeling, credit, money management, banking, investment savings, and time management.



HEALTHY LIVING



Food Preparation: Includes all presentations involving preparing foods to eat. Demonstrations should show the steps involved in preparing foods, including food how to safely handle and measure ingredients. In an effort to support current Dietary Guidelines, preparing food items moderately low in fat, sodium, and sugar is recommended. Although safe food handling practices should be used in all demonstrations, presentations that emphasize food safety topics and issues should be entered in the Food Science and Safety Category.

Food Nutrition, Food Safety, and Food Science: Includes all presentations related to food nutrition, food safety, and food science (new technologies that do not involve food preparation). Suggested topics include nutrient needs, nutrition in the life cycle (e.g., for infants, teens, or the elderly), dietary guidelines, nutrition and fitness/sports, hunger, obesity, food labeling, cultural food patterns, new food science technologies, processing, and preservation.

Personal Well-being: Includes all presentations related to keeping fit and healthy that doesn't fit in the Preparing and Creating Foods, Food Nutrition, Food Safety, and Food Science categories. Suggested topics include radon and mold in homes, the need for immunizations, pollution, fitness equipment, and human diseases.

Safety: Includes all presentations related to general health education (i.e. coping with stress, first aid, substance abuse, self-help skills, physical fitness, dental care, healthy lifestyles, sex education, immunizations, and prevention of disease). Also includes all presentations dealing with accidental safety hazards including demonstrations in disaster preparedness or home environmental health (i.e. mold, radon or other hazards). This also includes ATV (All-Terrain Vehicle) Safety.

NATURE AND THE OUTDOORS

Entomology, Environment, Marine and Aquatic Sciences, Outdoor Adventures, Shooting Sports, Soil, Water and Land Use, Wildlife, Natural Resources, Earth Sciences: Includes the areas of energy, earth science, astronomy, waste management, and water quality/conservation. Includes the areas of forestry, marine and aquatic science, wildlife ecology, and entomology (including Wings). Also includes the areas of shooting sports and sport fishing.



PLANTS AND GARDENING



Includes all presentations related to production and marketing of fruits, vegetables, flowers, turf, ornamental, field crops, forage, landscaping, greenhouses, propagation, soils, hanging baskets, bulbs, citrus, and harvesting or processing crops, such as hay or silage. Artistic arrangement demonstrations may also be included here or in Visual Arts.

SCIENCE AND TECHNOLOGY



Aerospace, Computer, Bicycles, Electricity, Energy, Geospatial, Robotics, Small Engines, Weather & Climate and Wood Working: Includes all presentations related to general engineering, bicycle maintenance and mechanical operations, automotive, electronics, aerospace/aviation, and computers. Also, all presentations related to care of, and operation of small engines, and woodworking.

PUBLIC SPEAKING

General Public Speaking: Speech must be original and specifically related to 4-H in a demonstrable manner. The entire speech does not have to feature 4-H, but at some point during the speech, there must be mention of 4-H and its relationship to the material being presented. The speech must also be specifically prepared for, and part of, the 4-H Public Speaking project. *Note: Previous first place state 4-H Public Speaking winners are not eligible to compete in this event.* The top two winners in each age division (junior, intermediate, and senior) from County Events will compete at District Events.



Horse Public Speaking: Speech must be original and specifically related to the horse industry in a demonstrable way. Speech must be specifically prepared for, and part of, the 4-H Horse Public Speaking program. All requirements, as set forth in the Florida 4-H Public Speaking project, must be met. *Note: Previous first place state 4-H Public Speaking winners in any division are not eligible to compete in this event.* The first place senior winner from County Events is eligible to participate in the State Event. First place winners in the junior and intermediate age divisions from County Events will compete at District Events.

SHARE THE FUN

This program is designed to help 4-H'ers discover their talents, develop them, and have opportunities to share those gifts with others. Acts may be done by individuals or groups, with a maximum of five members in the group.

Participants may enter one of the following categories:

- **Instrumental:** musical instruments of all descriptions
- **Vocal:** singing numbers
- **Dance:** all dance, baton, and acrobatic routines
- **Dramatic and Novelty:** skits, stunts, pantomimes, monologues, puppetry, ventriloquism, impersonations, etc.
- **General:** acts which include two or more of the above classifications



The top two acts in each age division (junior, intermediate, and senior) may compete at District Events. The top senior act from District Events will go on to State 4-H University. Participants must attend a **mandatory** dress rehearsal (wear garments you will perform in at County Events) on **Tuesday, March 28th between 3 - 6 p.m.** *Note: Staff reserves the right to require accompaniment music and/or garment changes, if they are in poor taste for 4-H audiences. Those who perform using music or dress deemed inappropriate will be immediately disqualified.*

FASHION REVUE

Youth may enter one outfit or ensemble in the following categories:

- **Personally Sewn:** Garment is sewn based on the participant skill level and will be judged accordingly. The garment must have been constructed by the member since last year.
- **Repurposed:** The member designs and sews a wearable garment from previously used materials. The completed garment is different from its original use.
- **1st Year Sewer:** The member must be a 1st year clothing/textile participant without prior sewing experience. Participant must submit only ONE garment. The garment may be paired with other purchased garments but must state which garment is sewn.



Youth must be prepared to discuss their garment selection during County Events with the judges. Participants must attend a mandatory rehearsal on **Tuesday, March 28th between 3 - 6 p.m.** There they will receive a "Clothing Selection Data Sheet" which will be the basis for the interview. Top-scoring junior, intermediate, and senior participants (one per category) will represent Manatee County at District Events. The top-scoring blue ribbon senior winners will represent Manatee County at State 4-H University **if** the contest is held at the state level.

4-H GRAPHIC DESIGN

The Graphic Design Program gives 4-H members an opportunity to use their creativity and artistic ability to promote their project areas or 4-H program. 4-H'ers are encouraged to develop their visual communication skills by also identifying locations to display their created materials as a means to communicate with external audiences about the 4-H program.

Participation Criteria:

This contest is open to every age division of 4-H members. Cloverbuds are encouraged to participate, but their materials will not be sent on to the state for competitive review.

Contest Rules:

- This is an individual event. Entries must be completed by exhibitor, and only one entry per youth participant.
- The entry must be saved as a pdf file, with the exemption of the PowerPoint entries.
- Graphics become the property of Florida 4-H upon entry and may be used for promotional purposes by Florida 4-H.
- No hand drawn entries will be accepted.
- The entries will be judged on: font style and graphics, flow of design, color, educational components, and clear delivery of message.
- Use of copyrighted or protected characters or logos is prohibited. Use of the 4-H Emblem must be in accordance to the graphic standards set by the USDA. Those standards can be found at: <http://florida4h.org/about1/files/nameandemblem.pdf>
- One Best of Show Award will be presented to one entry in each class for each age division. All blue ribbon entries will be submitted to the state.

Description of Categories:

Youth are allowed one entry in the Graphic Design competition. Entry should either focus on promotion of 4-H or a 4-H project.

The classes and description are:

- **Brochure:** This is a tri-fold brochure that should contain information on both the front and the back. It should be easily read and printed on 8 ½ x 11 sized paper.
- **Flyer:** This is an 8 ½ x 11 sheet of paper that will promote your topic of choice.
- **Other:** Any other promotional material ex: mini-books, bookmarks, postcards, etc.
- **PowerPoint Presentation:** 5 –10 slides and a script to accompany the presentation. For best presentation, include the script for each slide in the “notes” section of the PowerPoint.

The electronic image (saved as a pdf) or PowerPoint presentation must be placed on a CD or DVD and accompanied by a hard copy of the graphic design.

4-H PHOTOGRAPHY EXHIBIT

- All photographs must have been taken by 4-H member within one year of the date of the photo contest. Entry classes are: People, Animals, Plant/Flora, Scenic, Architectural Elements, Still Life, Hat Tricks and Magic, Photo Story, Black and White, and 4-H Theme.
- A 4-H'er may submit up to five (5) entries. However, each entry must be in a different class.
- Pictures should be of activities typical of those in which 4-H members and their friends would likely participate.
- An electronic image must be placed on a CD or DVD for pictures taken using a digital camera.
- All prints must be securely mounted on a non-frame board or mat board for a maximum size of 8"x10" and have a **Release Form** attached.
- Previous Best of Show winners are eligible to compete again but not in the same photo class.





Why Give a Demonstration in the First Place?

- * What you learn in giving a demonstration will stay with you throughout your life.
- * Builds and improves your self-esteem.
- * Improves your public speaking skills.
- * Improves your leadership skills.
- * Opens doors to more 4-H opportunities.
- * Opens doors to educational scholarships and additional learning opportunities.
- * Prepares you for job interviews and the world of work.

How to Begin...

- * Start with an idea and let it percolate in your brain before beginning.
- * Make sure the topic is interesting, short, and specific.
- * Check the level of experience of your topic - don't make it too easy but don't make it too complicated either. Make sure you pick a topic you enjoy.
- * Gather your facts... from 4-H materials, the library, and others who know about your topic (be sure to keep a record of where you found your information).

Parts of Your Demonstrations

1. Introduction – Introduce yourself and **Tell** the audience what you will be telling them.
 2. Body - **Tell** the audience.
 3. Conclusion - Recap what you **Told** the audience.
- * Have a catchy introduction. Don't begin by simply stating your name and topic...get the audience's attention with a catchy phrase, a question, etc. Have/Do something that will make them want to listen to you.
 - * Use your conclusion to restate the main points of your demonstration and identify/list your references/sources of information. **Don't forget to ask the judges for questions.**

Visual Aids are Your Key to Success

- * Use white poster board with black or blue lettering (other colors are too hard to read; bright or neon colored poster board is not as eye-catching as white with dark letters).
- * Use large posters with lettering large enough to be seen (and read) from the back of the room.
- * Use short phrases or words; avoid large amounts of wording on your poster(s).
- * Keep your lettering and entire poster **very neat!**
- * Store and carry your posters flat (if you roll them, they won't sit on the easel properly).
- * Number your posters on the back so you can keep them in order.
- * Laminate your posters for safekeeping. You can do this at no cost to you at the 4-H Office. Please call ahead.

TIP ALERT: Put the first poster you will use at the front of the stack and then put the posters in reverse order. During your demonstration, pull each new poster from the back of the pile. (Example: If you have 5 posters you will be using, place number 1 at the front followed by number 5, 4, 3, and 2. When you finish with poster 1, pull number 2 from the back and place it in front of the poster you finished. Continue with the remaining posters).

Props Need Attention Too

- * Have everything clean and ready to use.
- * Arrange items in the order of their use so you don't have to hunt around the table during your demonstration.
- * Cover name brands, as you're not here to advertise products.
- * Practice your demonstration fully, using all your visual aids (poster and props) as if you were doing the real thing.
- * Make sure you have something to talk about while using props. Don't stand and mix ingredients or assemble an object without an accompanying dialogue of information about your topic.

What You Look Like Matters Too

- * Dress appropriately for your topic (western wear is okay if doing a livestock presentation; apron for a foods/cooking demonstration).
- * 4-H green is **always** proper.

How to Practice

- * Have someone time you (check page 2 for age and time restrictions).
- * Remember, if you're nervous you tend to speak faster; so slow down.
- * Practice often (do the real thing; don't just think about it).
- * Always use your best voice; don't mumble or skip through sections.
- * Keep your voice happy and avoid being monotone. Show enthusiasm!
- * Practice in front of a mirror, as this will give you feedback about your body language.
 - **Stand squarely** on your feet. Don't rock back and forth or shift weight needlessly.
 - Maintain **eye contact** with your audience.
 - Speak **clearly and slowly**.
 - Have **smooth motions** when working with posters or props.
- * If you make a mistake or forget a section, **STOP**. Pause. Take a breath, and jump ahead to another section of your presentation where you are more comfortable.
- * If an audience makes you nervous, practice using your pets or stuffed animals as your audience. They won't give feedback, make faces, mimic your words, etc. However, eventually, you'll need to practice in front of your parents, grandparents, friends, etc.

Note Card Can Be Used

- * But practice so often that you only need to glance at them occasionally, keeping your eyes on the audience most of the time.
- * Better yet, memorize your presentation, but keep it natural and relaxed.
- * If you have big words or words that are difficult to pronounce, try to find another word or phrase that suits you better, but still says the same thing.

Computer-Generated Presentation

This type presentation replaces your posters. Observe the 6x6 rule (no more than six words per line or six lines per slide); limit animation and sounds; choose appropriate background color for contrast; and be sure the slides are readable. For more tips on computer-generated presentations, please visit: <http://edis.ifas.ufl.edu/fe713>.

The Keys to Success...

Tell the audience what you will be telling them.

Tell the audience.

Recap what you told the audience.

Practice, practice, and practice some more.

Have fun!!!

