Good Luck State Fair Exhibitors

All exhibitors participating at the Kansas State Fair need to have their projects into the Extension Office on Thursday, September 6th by 5:00pm.

For the latest rules and information about the projects you are exhibiting, please visit www.kansas4-h.org or www.kansasstatefair.com.

We would like to say “good luck” and enjoy the experience, to all the exhibitors participating in the Kansas State Fair.

Mackenzie Cauthon
Shelby Clark
Skyler Crawford
Katelynn Delaplane
Bentley Fitzgerald
Carl Kuselman
Kara Kuselman
Rylee McAllister
Mia Burrows
Dyson Winfrey
Jordan McVey
Gage Nelson
Kaytie Snovelle
Kylie Stapleton
Jasmine Wood
Lexi Wright
Cara Leonard
Morgan Pendergraft
Alyssa Clark
Dalton Winfrey
Alexa Brain
Ainsely Horinek
Jody Zimmerman
Sean Wagner
Clarysa Webber
Elizabeth Horinek
Jace Smith
Levi Penner
Cason Leonard
Laiten Greeson
Lilli Moke
Ashley Kenendy
Trenton Kennedy
Kansas Youth Leadership Forum
Come and build your leadership skills and potential through workshops, consulting groups, inspirational speakers and more. In addition, the 2019 State 4-H Youth Leadership Council will be elected at KYLF.

When: November 17-18, 2018
Where: Rock Springs 4-H Center
Who: Youth 14-18 years of age before January 1, 2019
Registration: Open NOW!

Kansas 4-H Youth Leadership Council
Is looking for committed, enthusiastic members to serve on the 2019 Youth Council. If elected, you will acquire many valuable, life-building skills through your experiences.

There will be 12 Council members elected at the Kansas Youth Leadership Forum, November 17-18, 2018 at the Rock Springs 4-H Center. If interested you will need to submit an appl-

Kansas 4-H Scholarships Due in Early 2019
Get an early start on your application for the 2019 Kansas 4-H Scholarship. They are due in the local Extension Office in late January each year. Current college students and graduat-
ing seniors are eligible to apply. For more information check out kansas4-h.org.

Haskell County Achievement Banquet
The Achievement Banquet will be held on Saturday, November 10th, at 5:30pm. We will be serving a meal with everyone participating in its preparation. Below are the division of duties for the clubs:
Cloverleaf: Salads, Bread, Drinks
Colusa: Potatoes
Victory: Meat
Extension Office: Green Beans /Dessert
Your clubs will be discussing this in more detail at your next meeting.
48 Hours of 4-H for 2018

“Inspire to Do”

Join us this fall in seeing just how much we can give back to our communities! National 4-H Week is October 7th thru October 13th. The weekend after National 4-H Week, is the perfect opportunity to setup a service project. Invite your friends, clubs, adult volunteers and 4-H Alums too! Find all the information here and start planning your projects.

48 Hours of 4-H will take place on October 13-14, 2018. All 4-H Members, 4-H Clubs, Friends, Adult Volunteers, Parents, and 4-H Alumni are welcome to participate!

Record Book

Record Books will be due on Tuesday, October 9, 2018 any time before 5:00pm, but no later than the close of business. If you have any questions or need assistance with your books please call your club leaders for help or call the Extension Office 620-675-2261. Come see us after school we will be happy to help. Start working on your record books today! Do not wait until the last minute!

Achievement Pins

What are they? Achievement pins are little awards or goals 4-Hers can work towards.
Who can get them? Anyone in the 4-H program can earn achievement pins.
Where can I find the applications? Go to http://www.kansas4-h.org/p.aspx?tabid=477 to find all the pin applications. Also, you can pick up a hard copy at the Extension Office.
Where do I start? If you are new, start at the beginning. Some of the pin levels require more attention to detail and some are fairly easy.
Please be sure to complete your applications and return with your completed Record Book on October 9th.

Achievement Trip Applications

The applications for the achievement trips will be available at your next Club Meeting and anyone absent will receive them in the mail. Please compete the forms and return them to the office with your completed Record Book by October 9th. The winners are awarded a trip at the end of the year. Denver, Wichita, Kansas City, Canon City, Hays, and Dodge City are a few of the trips we have taken in the past!
4-H Club Officer Elections

As you prepare to elect your officers at your monthly 4-H meeting, consider these guidelines:

- Nominate and vote for the member who will carry out the responsibilities of the office well. Remember to vote for the person you think will do the job and also attend meetings on a regular basis. Elections should not be a popularity contest.
- Vote on each office individually. It takes time but allows important learning time for members.
- Consider having members sign up for the office they are interested in or allow members to nominate themselves from the floor for an office.
- A nomination does not need a second. It can simply be, “I nominate Jim”
- In order to “close the nominations” for each office, a motion, second and a vote is required.
- Voting should be done by ballot. Once again this does take time, but it is the proper way to vote.
- Each member should have one vote per office.
- In cases where there are more than one person in an office each member would vote for the corresponding candidates.

Discovery Days Task Force Member

Do you want to help plan Discovery Days 2019? If you become a Discovery Days Task Force Member your purpose will be planning, implementing, and executing 4-H Discovery Days in 2018. Go to www.kansas4-h.org to find the application. Applications are due October 1st!

4-H Council Meeting

4-H Council will be meeting on September 24, 2018 at 7:00pm at the Extension Office. Please make it a priority to attend. If you are unable to attend, please be sure to contact your alternate.

“K-State Research and Extension is committed to making its services, activities and programs accessible to all participants. If you have special requirements due to a physical, vision or hearing disability, or a dietary restriction please contact Kristin Penner or Lacey Noterman at 620-675-2261 or hs@listserv.ksu.edu.”
Spread the Word

We need YOUR help to invite families to come and get involved in Haskell County 4-H. Kansas 4-H has a special website where parents and kids can visit and learn more about the fun and learning in 4-H www.joinkansas4-h.org.

Please share this address with your friends or invite them to your next club meeting. Let’s make Haskell County 4-H grow!!

National 4-H Week

Don’t forget National 4-H Week, October 7th-13th. Now is the time to start thinking about how you and your club would like to celebrate. Here is a list of tips to help you market 4-H during National 4-H Week!

+ Wear your 4-H shirts to school
+ Talk to your friends about your favorite 4-H activities and projects
+ Hold an “open house” 4-H meeting and invite all of your friends to come check out your club
+ If your club is doing a community service project or anything interesting—tell the office and send us photos
+ Write up a news article about 4-H to put in the local paper

Upcoming Dates

September

24- 4H Council
29-1 Kansas Jr. Livestock Show

October

7-13 National 4-H Week
13-14 48 Hours 4-H
9 Record Books DUE!
31 HALLOWEEN

November

3 Officers Training
12 Office Closed
10 HS Co Achievement Banquet
17-19 Kansas Youth Leadership Forum
22 Office Closed—Happy Thanksgiving
23 Office Closed

December

24-26 Office Closed—Merry Christmas
Re Enrollment for 2018-2019

October 1st 4-H Online will be open for returning families to Re-enroll for the 2018—2019 4-H Year. Instructions for re-enrollment are attached to this Newsletter. See the “Project Selection Guide”, also attached, for information and descriptions about

Haskell County Fair Suggestion Form

We are looking to those who attended the 2018 Haskell County Fair for any suggestions that will enhance and improve our Fair. Please read and complete the attached form to submit your suggestion, returning it to the Extension Office. If you have any questions please give the office a call 620-675-2261.
SUGGESTION FORM

If you should have a suggestion on a rule change in the Haskell County Fair Book, please complete the following form and return to the Haskell County Extension Office. Rule changes will not be taken into consideration if the form is not complete with a signature.

Name: ____________________________

Address: ____________________________

Phone Number: ____________________________ Email: ____________________________

Page Number: ____________________________ Department Letter & Name: ____________________________

Rule Number: ____________________________

Rule Currently States: ____________________________

________________________________________

Suggested Rule Changes: ____________________________

________________________________________

________________________________________

Description of Problem: ____________________________

________________________________________

________________________________________

Submitted By: ____________________________ Date: ____________________________

K-STATE Research and Extension

Must be submitted to the Haskell County Extension Office no later than October 1, 2018
Haskell County Extension Office, PO Box 580, Sublette, KS 67877
Exploring your interests through 4-H project work is an excellent way to discover new skills and potential careers. While projects can vary depending on your local program and availability, this guide offers a starting point for each of the official state 4-H projects. Resources for each project can be ordered through your county or district extension office.

Enjoy your 4-H project experience!

**Beef**
Learn about raising, caring for and managing beef cattle as you start with a bucket calf and work toward building your own herd. You'll learn about different breeds and anatomy of beef cattle; how to feed, groom and show your animal; how to judge beef cattle for market and/or breeding; how to produce high-quality beef; and how to use data and technology in an efficient beef-cattle operation.

**Beef Bucket Calf**
This project is open to 7- to 12-year-olds. Calves may be purchased or orphaned but are to be bottle/bucket fed.

**Market Beef**
Select, raise and show a market steer or heifer.

**Breeding Beef**
Select, raise and show a breeding heifer. Learn the value of performance data to make breeding decisions.

**Learning by Doing**
Exhibit at local beef shows, State 4-H Livestock Sweepstakes, (includes livestock judging, quilt bowl, Skillathons, and meat judging), Kansas State Fair State Beef Show, and the Kansas Junior Livestock Show.

**Citizenship**
Take an active role in your community, country and world while learning about yourself and those around you. This project will encourage you to meet people and work with groups while learning about local, state and national governments. You also can make new friends from other countries and cultures through exchange programs.

**Learning by Doing**
Volunteer in your community; attend Citizenship in Action in Topeka; attend Citizenship Washington Focus in Washington, D.C.; participate in exchange trips or host youth from another country.

**Clothing and Textiles**
Learn to create and sew your own clothing and accessories while exploring the world of fashion in Clothing Construction. Or, develop your sense of style and value through Buymanship. These projects build your confidence in managing your wardrobe or may launch a career in fashion.

**Clothing Construction**
The clothing construction project will teach you the basics, such as sewing a shirt or putting in a zipper. Learn to select appropriate fabrics, use patterns, sew quality seams and care for your garments. In advanced units, you can learn how to take the design of your choice and customize it for the perfect look, color and fit.

**Buymanship**
Buymanship will help you understand your wardrobe; plan a clothing budget; select colors and styles that complement your body shape, proportion and balance; choose different shades of colors; compare fiber, care requirements, cost, brand and style; and analyze clothing advertisements.

**Learning by Doing**
Make fair exhibits; make items for community service; participate in Fashion Revue to model clothing construction or buymanship items.

**Communications**
4-H is famous for helping youth improve their communication skills. Being a better speaker, writer or record keeper will help you throughout your life. The communications project will help you interpret verbal and nonverbal information, develop effective public speaking skills, enhance written and spoken communication, defend a point, design a presentation, and more.

**Learning by Doing**
Discuss your other 4-H projects in an illustrated talk or demonstration to club members, write a thank-you note, run for a club office, complete a record book, or present a speech.

**Dairy Cattle**
Learn about raising and managing dairy animals by selecting, grooming and showing a heifer calf or yearling heifer. Along the way, you'll learn about dairy cattle breeds and anatomy, judging and presenting oral reasons, animal health and welfare, and safe practices for handling milk and milk products. Members with mature cows learn about animal feeds and nutrition, milk production, and careers in the dairy industry. Specific projects include dairy bucket calf, dairy heifer and dairy cow.

**Learning by Doing**
Participate in Kansas All-Breeds Junior Dairy Show, Judging Contest, Skillathon and Dairy Quiz Bowl.

**Dairy Goats**
The dairy goat project is great for smaller properties since goats are typically easy to train and handle. Goat milk can be consumed by the family, fed to bucket calves or fed to other market animals. You might start with one doe, raise kids and eventually create your own dairy goat herd. Throughout the project, you can learn about breeds and anatomy of dairy goats, proper care and welfare of animals, record keeping and more.

**Learning by Doing**
Participate in local and state dairy goat shows or join a regional dairy goat organization.
INSPIRE KIDS TO DO

4-H was founded on the belief that when kids are empowered to pursue their passions and chart their own course, their unique skills grow and take shape, helping them to become true leaders in their lives, careers and communities.

The next phase of the Grow True Leaders Campaign, Inspire Kids to Do, will give kids more opportunities to grow and lead in life and career. It will also showcase how 4-H grows True Leaders—through hands on learning and doing! Our goal is to empower 10 million true leaders, youth who do with a purpose to navigate life challenges, pursue passions and contribute to the world around them by 2025.

With your support, Inspire Kids to Do will help us inspire 1,000,000 kids to DO during the campaign timeframe.

PHASE 1
JOIN 30 DAYS OF DOING
AUGUST 15 – SEPTEMBER 30, 2018

30 Days of Doing celebrates ALL kids who “do” with purpose across the nation through fun tools, tips, resources and stories for moms and kids.

Here’s what you will see nationally:

- Influencer Blog & Social Media Engagement
- Mom’s “To Do” List Twitter Party
- Daily “Inspire to Do” Activities
- “Inspire Kids to Do” Photo Contest
- Corporate Partner Featured Activities & Stories

Check out the next page for fun and easy things you can do locally to participate.

PHASE 2
SUPPORT HANDS-ON DOING
OCTOBER 1 – MAY 30, 2019

4-H is committed to kids learning by doing. This ongoing effort will highlight critical program areas such as STEM, healthy living, community service and agriculture all year, culminating in Raise Your Hand—a 4-H alumni and friends activation designed to support empowering kids to do.

Here is a snapshot of what you can expect to see this fall.

October 1-31, 2018: 4-H and Google will debut an exciting National Youth Science Day challenge, Code Your World, which invites kids to get involved in computer science through hands-on doing.

- National Youth Science Day celebration (Oct 1)
- Google “Code Your World” computer science activity 4-h.org/NYSAD throughout October.

October 7-13: National 4-H Week (theme: Inspire Kids to Do)

October 9: 4-H Spirit Day

Activations at a Glance

<table>
<thead>
<tr>
<th>August</th>
<th>September</th>
<th>October</th>
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<tbody>
<tr>
<td>30 Days of Doing</td>
<td>PRE-PROMOTE</td>
<td>ACTIVATE</td>
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<tr>
<td>National 4-H Week / Inspire Kids to Do</td>
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<td>OCTOBER 7-13</td>
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<td>4-H Spirit Day (Show your 4-H pride and wear the Clover)</td>
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<td>OCTOBER 9th</td>
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<tr>
<td>4-H NYSD / Code Your World</td>
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<td>OCTOBER 1st KICK OFF</td>
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Inspire kids to do.
JOIN 30 DAYS OF DOING.

TAGGABLE INSPIRE KIDS TO DO PSA*
New public service announcements highlight the importance of kids doing with purpose through hands-on learning. The following assets are available:

- Inspire Kids to Do TV and Radio PSA
- Radio and TV PSA scripts available in English and Spanish

* Materials available in August

PROMOTIONAL COLLATERAL*
The following assets are available to help you promote the campaign locally:

- Print, Digital & Social Media Ad Units
- E-Communications and Social Media Messaging

* Materials available in August

Ways You Can Support Inspire Kids to Do This Fall

JOIN 30 DAYS OF DOING

- Highlight Local Doers on your 4-H Social Media channels.
- Provide 4-H Youth Impact Stories for New of the Day to digitalmarketing@4-H.org
- Share Simple and Fun Hands-on Learning Activities at 4-H.org/InspireToDo on Learning Activities.
- Join the Twitter Party on August 28. Visit 4-H.org/InspireKidsToDo for more information—it will be live on 8/6.

INSPIRE LOCALLY
Use the marketing tools and assets on Kansas4-H.org/resources/marketing to promote your 4-H program and the next phase of the campaign during National 4-H Week and beyond.

CODE YOUR WORLD
Join the 4-H National Youth Science Day challenge, Code Your World, and get kids in your community involved in computer science through hands-on doing. 4-H.org/NTSD

For more information:
Amy M. Sollock | Southwest Area 4-H Youth Development Specialist | asollock@ksu.edu
Megan Macy | K-State Research and Extension Marketing Specialist | mmarcy@ksu.edu
Dog Care and Training
Whether you have a dog or hope to own one, this project will help you learn more about your family’s best friend, from basic care and grooming to advanced training commands. Learn about different dog breeds and choose the best breeds for your family. Explore dog behavior, body language and obedience training while learning about proper nutrition to keep your dog happy and healthy.

Learning by Doing
Show your dog at local shows and the Kansas State Fair 4-H Dog Show. Members without dogs may participate in quiz bowls and other activities that do not require dog ownership, such as the Kansas 4-H Dog Conference.

Energy Management
Through the Electric/Electronics, Small Engines and Power of the Wind projects, you will begin to grasp how we power the world today, as well as think about how to meet future energy needs.

Electric/Electronics
Learn general electrical concepts as you experiment with making light switches and circuits, test voltages and even build motors. Study energy use, magnetism, electronics and transistors. Later, you can determine your family’s electrical usage; measure electric usage of appliances, test grounded outlets; explore electronics; build simple radios, microphones, computers and other equipment; and explore careers in electronics and engineering.

Small Engines
Learn how small engines work as well as how to service them safely. You’ll start by learning the parts and cycles of engines and exploring the importance of clean air to an efficiently running engine. Later, you will learn to troubleshoot, repair and rebuild an engine; understand rules and regulations for small engines; and explore starting a small engine business or career.

Power of the Wind
Learn how wind can be used for sailing, lifting, pumping water and creating electricity. You’ll get to design and build a wind-powered boat and wind turbines; discover where and why the wind blows; and explore the wind in art and literature.

Entomology
If you’ve ever chased butterflies, caught a ladybug for a closer look or started a bug collection, the entomology project may be a great fit. You’ll learn the anatomy of an insect; make an insect net; and collect, pin, label and exhibit an insect collection. Later, you’ll study how insects move, learn about insecticides and explore insect behavior.

Learning by Doing
Plant a butterfly garden, catch and observe a spider in its web, conduct an insect survey and start an insect collection for exhibit at the fair.

Environmental Science
Our growing environmental science curriculum helps you not only learn about your environment, but also explore ecosystems; understand conservation; learn how water can be responsibly preserved, protected, used and reused; expand recycling efforts; and understand your ecological footprint.

Learning by Doing
Organize a park, highway, or waterway cleanup; research an environmental topic of your choice and make a video or do a project talk; locate credible research on climate change to decide what you believe and why.

Exploring 4-H
This project is for first- and second-year members. It’s a great way to explore 4-H projects without officially committing. Members will be exposed to numerous project areas with the guidance of older members and adult volunteers.

Family Studies
Learn about growing and maintaining a healthy family by learning about child development, building family strengths and managing a household.

Child Development
Learn how children grow and develop physically, socially, mentally and emotionally. Observe how people express emotions, identify characteristics of friends, learn socially accepted manners and customs, and observe child behavior.

Family
Learn behaviors that develop friendships, develop respect for others and their belongings, understand the need for rules, express feelings in a positive way, cope with change and stress, learn physical changes of adolescence, study the effects of employment on family and lifestyle, and learn to use consensus and compromise.

Consumer Skills
Responsible financial management is an important factor in successful families. Learn to determine differences between needs and wants, develop a savings plan for a specific goal, practice comparison shopping, learn to manage a checking account, recognize target advertising, identify consumer rights and learn the value of employment.

Learning by Doing
Partner with a peer to explore and discover solutions to today’s consumer topics, create an intergenerational community-service project, and establish a baby-sitting service.

Fiber Arts
If you’ve ever wondered how to crochet a scarf, embroider a pillowcase or make a quilt, this project can help you learn these skills and more. Fiber Arts focuses on skills passed down through generations to provide basic family needs, such as apparel, home furnishings and decorations.

Crochet
Learn single crochet, double crochet and many other stitches; advance to hairpin lace.

Knitting
Learn casting on, knit and purl stitches.

Needle Arts
Learn embroidery, cross-stitch, needlepoint, candle wicking, crewel, lacework and applique techniques.

Patchwork and Quilting
Learn to stitch, tie and design quilts.
Rug Making
Create latch hook and braided rugs.

Spinning
Make a hand spindle or prepare wool fibers.

Weaving
Learn parts of a loom or figure yarn needs for items.

Ethnic Arts
Learn textile art methods from different cultures that have been passed on throughout history.

Macramé
Create ornamental knotting; learn terms, tools, techniques and cords.

Learning by Doing
Create items for fair exhibits or to donate to hospitals, shelters or nursing homes.

Foods and Nutrition
In this project, you will have fun learning how to cook the basics and then advance to gourmet and international meals. Develop baking skills, learn about food preservation, explore the heritage of many foods and understand consumer buying skills. Learn how to make healthy snacks and modify recipes to fit a healthy lifestyle.

Learning by Doing
Enter a foods exhibit in the fair, plan and prepare snacks and meals for your family, incorporate exercise into daily life, and learn about food safety through activities like working in a club concession stand.

Geology
If you enjoy learning about interesting rocks or fossils, then dig into this project. Discover the types of minerals, rocks and fossils in your area and other geological formations across Kansas and in other states.

Learning by Doing
Geology field trips to various Kansas locations and collect, identify and display specimens.

Health and Wellness
Health, exercise and recreation are vital parts of your daily lives. In these projects you can focus on physical activity, healthy eating, exercise, sports and recreation, or first aid.

Bicycle
Learn and practice bicycle safety, identify parts of a bicycle, learn bicycle maintenance and repair, and practice safe riding at night and in adverse conditions.

Health
Learn basic first aid and create your own first aid kit; learn to choose nutrient-rich "power foods" for snacks; learn how to improve personal strength, flexibility and endurance; and design your personal fitness plan.

Outdoor Recreation
Go enjoy the great outdoors. Learn about hiking, camping, finding shelter and backpacking; observe and care for nature; find your way using a compass, GPS, or landmarks. Apply the “Leave No Trace” ethic when backpacking and hiking.

Adventures
Learn about different types of recreation identify personal areas of strength; and learn the benefits of recreation for your body and mind.

Home Environment
Interior design is all about making a house into a home. This project will help you experiment with colors, textures, light, sound and space to create the perfect feeling. You also can explore a career in interior design.

Learning by Doing
Plan a room makeover; visit a design center and interview an interior designer.

Horses
If you love horses and want to learn how to safely handle, care and ride a horse that you own or lease at least 75 percent of the time the horse project is for you. In this project you will learn basic coat colors, breeds and horse anatomy; study horse health; participate in judging contests, quiz bowl and hippology; and give presentations. If you want to exhibit a horse in the District Show or State Fair, Achievement Level I is required to participate. Achievement Level I focuses on safe handling of horses. Then once completed Achievement Level I, Achievement Levels II, III, and IV can be taken to advance your educational knowledge of horses. 4-H Horse Identities are due May 1 into the local Extension Office.

Learning by Doing
Visit a stable or farm; participate in the State Horse Judging Contest, State Horse Quiz Bowl, Horse Panorama, horse presentations and hippology; and exhibit at district and state horse shows.

Horseless Horse
If you love horses and do not own or lease a horse then the Horseless Horse project is for you. In this project, you can learn about horses, participate in judging contests, quiz bowl, hippology, give presentations, and can assist another 4-H member at horse shows and trail rides. In the Horseless Horse project a borrowed 4-H Identified horse can be shown locally in showmanship, only.

Learning by Doing
Visit a stable or farm; participate in the State Horse Judging Contest, State Horse Quiz Bowl, Horse Panorama, horse presentations and hippology; and attend district and state horse shows.

Leadership
Learn what it takes to be a leader through skills including understanding yourself, considering others’ feelings, being responsible, communicating, making decisions, and managing and working with groups.

Learning by Doing
Join a Gavel Games team to run a meeting; volunteer for a committee; chair a committee; run for an office; attend Campfire or the Kansas Youth Leadership Forum.
**Meat Goats**
The 4-H Meat Goat project is quickly growing as demand increases for meat products. You’ll learn how to select, raise and care for a meat goat; study breeds and anatomy; learn how to fit and show meat goats; recognize diseases; keep records; select breeding stock; learn key components in developing a goat herd; and evaluate feed ingredients.

**Learning by Doing**
Participate in Meat Goat Day at K-State, Livestock Sweepstakes, Kansas Junior Livestock Show and the State Meat Goat Show at the Kansas State Fair.

**Performing Arts**
Those who enjoy being in the spotlight on stage or being creative off stage may enjoy this project. Learn to express yourself in front of a crowd.

**Learning by Doing**
Express yourself by creating and presenting a theatrical play or musical performance; participate in camp’s talent show; create a puppet show; create costumes, sets and props; and enter your local Club Days or other contests.

**Pets**
Whether you love fish, hamster or cats or other pets, these projects can help you learn more about your household friends and what different pet species need to stay healthy.

**Pets**
Identify hazards for pets around your home, and learn about your pet’s feeding and care. Learn the symptoms and treatment of diseases as well as taxonomic classification.

**Cats**
Learn how to choose a cat, practice cat grooming techniques, study cat senses, begin to understand cat behavior, study cat diseases affecting people and learn about cat genetics.

**Learning by Doing**
Design a toy for your pet, create a commercial or a pet store scavenger hunt.

**Photography**
Capture your friends, family and important events through photography.

**Level 1**
Learn how a camera works, basic photo composition, organize a photo story and how to use a simple camera.

**Level 2**
Learn shutter speeds and f-stops, the Rule of Thirds, and how to capture a point in time.

**Level 3**
Use filters and a light meter and create still-life photos. See the differences between normal, wide angle, telephoto and zoom lenses.

**Learning by Doing**
Document your family or club activities through photos; enter a photo contest or fair exhibit; enter the photography judging contest at the Kansas State Fair.

**Plant Science**
Plant Science projects focus on raising a garden, growing flowers, forestry and field crops. This includes planning, planting, experimenting, understanding soils, seeds, insects, plant care, harvesting, weed identification and control, processing, exploring careers, and the relationship between trees, people and communities.

**Horticulture**
Learn when, where and what to plant; learn the difference between cool and warm-season vegetables; learn plant parts and how they are used; learn how to use basic garden tools; study seed varieties and starting seeds indoors; study preventative pest controls; learn about specialty harvests and selling your produce; study plant pollinations; study food industry careers; and learn about biotechnology.

**Field Crops**
Experiment with soil testing, grow and harvest crops, plant a wheat variety test plot, and learn about herbicides and fertilizers.

**Forestry**
Learn to identify trees, determine differences between trees and shrubs, learn about different trees and tree parts, graft a bud to a living tree, discover health benefits of trees, investigate forest changes and learn about forest health and learn forest conservation techniques.

**Learning by Doing**
Participate in the Kansas 4-H State Wheat Expo; Crops Identification Contest at the Kansas State Fair; and Horticulture Judging Contest.

**Poultry**
This project is designed to help you learn about chickens and other poultry. You will learn poultry breeds and anatomy and how to care for and handle your birds. Learn how eggs are formed, how to select and judge broilers, make an egg candler, pecking orders; lead younger members in egg experiments; process chickens for food; and learn about biotechnology and poultry careers.

**Learning by Doing**
Participate in the Poultry Judging Contest at the Kansas State Fair.

**Rabbits**
The rabbit project will allow you to learn to raise and care for your rabbits. Identify main breeds of rabbits and their anatomy, learn feeding and watering practices, learn to groom and show a rabbit, and care for newborn rabbits. It is best to enroll in the fall to prepare for receiving your first rabbit.

**Learning by Doing**
Join a 4-H Rabbit Judging Team; start with a doe and grow your project by selling rabbits.

**Reading**
This project encourages you to harness your love of reading to learn more about your 4-H projects, research new topics or entertain yourself. As Dr. Seuss wrote, “The more that you read,
the more things you will know. The more that you learn, the more places you'll go."

**Learning by Doing**
Get a library card for your local public library, share a book review with others, and read with younger kids at an elementary school or after-school program.

**Self-Determined**
The self-determined project is just that—you decide what you do or study. Is there something you have a passion for that is not listed? This is your opportunity to create your own project. Research a sport, hobby or career—the sky is the limit.

**Learning by Doing**
Identify and pursue a personal passion or interest; set goals and evaluate the completion of your goals, and share your hobby, interest or activity with others.

**Sheep**
In this project, 4-H members can enroll in either market or breeding. Throughout your 4-H years, you will learn to identify sheep breeds and anatomy, manage and train sheep for show, learn safety and management practices for maintaining a flock, identify symptoms and treatment of diseases, study nutritional requirements, study technology’s impact on sheep production, and explore career opportunities in the sheep industry.

**Market Lamb**
Select, raise and show a market lamb; member must obtain ownership of the animal; market ewes should not be returned to a breeding flock.

**Breeding Sheep**
Select, raise and show a breeding ewe or purchase a flock of breeding ewes.

**Learning by Doing**
Exhibit at a local sheep show the Livestock Sweepstakes, or Kansas Junior Livestock Show.

**Shooting Sports**
If you want to learn to shoot an air rifle, shotgun or bow and arrow, you should check out the 4-H shooting sports project. This project teaches gun safety, care and safety of shooting sports equipment, hunting practices, and provides an opportunity to test your skills. To participate, youth must be 8 years of age as of January 1 of the current year.

Check with your county or district extension office about a certified program. Local certified shooting sports coordinators and instructors are required for each discipline. Disciplines include BB gun, air rifle, air pistol, archery, shotgun, hunting skills, muzzle loading, small bore rifle, small bore pistol, and western heritage.

**Learning by Doing**
Demonstrate safe use of air rifle, shotgun, bow, etc., through practice, talks, demonstrations and exhibits. Exhibit shooting sports skills at local and district events. State matches for the different disciplines are held in the fall and spring, or participate in the Instructors Junior Apprentice Training Program (ages 14 and older).

**Space Tech**
Build model rockets, robots and explore space with telescopes. Discover the world of unmanned aerial systems, to safely and legally fly a drone. Learn about computers and how to repair network devices. SpaceTech projects offer you the thrill of exploring the field of science and technology.

**Rocketry/Aerospace**
Discover how a model rocket works, study equipment and procedures for a safe launch, build and launch your own model rockets.

**Astronomy**
Study the different kinds and uses of telescopes, build a simple telescope, learn planet order by making a key ring bead system, build spectrometers, distort light with lenses and prisms, and how to set up public viewings.

**Robotics**
Learn about robot arms, legs, wheels or under-water propulsion; explore sensors, analog and digital systems; build basic circuits; design a robot; and program a robot to do a task.

**Unmanned Aerial Systems**
Explore the world from above the trees and discover new frontiers with Unmanned Aerial Systems (UAS). This project provides the opportunity to safely expand your understanding of UAS and the world around them. You can explore the uses and applications of UAS, including how they link to other projects such as geology, robotics, electronics, crop science and more.

**Computers**
Learn the basic components of a computer; identify the similarities and differences in office software applications; learn Internet safety. As you get older, learn to build, maintain and re-pair computers. Learn programming languages and network security.

**Learning by Doing**
Teach your new SpaceTech skills to others; launch a rocket; build a robot and enter it at the county and state fair.

**Swine**
If you want to learn about raising, caring for and managing a market or breeding hog, enroll in the swine project where you will study pork production from farrow to finish. Throughout the project you will identify different swine breeds and anatomy; types of feeds; identify symptoms, causes, and treatments of swine diseases; study breeding systems and performance data; and explore career opportunities in the swine industry.

**Market Swine**
Select, raise and show a market hog.

**Breeding Swine**
Select, raise and show a breeding gilt. As you grow in the project, you might manage your own breeding herd and sell market hogs to others.

**Learning by Doing**
Exhibit at a local swine show or participate in K-State’s Youth Swine Day; Kansas Junior Livestock Show; or the Kansas State Fair Swine Show.
**Visual Arts**
Encourage your creative skills in learning how to draw, paint and work with different media. Explore art techniques, study art history and culture, or challenge yourself to discover new artistic talents. The visual arts project teaches artistic skills and the elements and principles of design. Projects include ceramics, leather and more, depending on your local 4-H program.

**Learning by Doing**
Practice drawing, painting and printing techniques in paint, pencil, chalk, charcoal or mixed media; learn sculpture techniques; make something from wood, leather, paper or clay; weave a basket or wall hanging; etch glass or metal; make jewelry and wire sculptures; create mosaics or nature crafts; discover new media. Enter your best work in the fair and teach others the new skills you've learned.

**Wildlife**
Kansas wildlife is an important part of the state's heritage and environment, ranging from buffalo to birds and fish to deer. In this project you'll learn about wildlife behavior, habitat requirements, how wildlife species fit into nature's scheme, how they are managed and how they relate to humans. Some local units also offer sport fishing as an additional project.

**Learning by Doing**
Enter a sport fishing contest; create wildlife habitat; participate in the Hunting, Fishing and Fur Harvesting School; and enter the Wildlife Habitat Evaluation Contest.

**Woodworking**
Whether you want to build a bookshelf or a whole house, you'll need similar skills, tools, fasteners and joints. In this project you'll learn how to accurately measure and mark boards, use various tools, safety practices, identify types of lumber, and select wood based on grain. As you get older, you'll learn to use power tools, discover technology in tools and explore career opportunities.

**Learning by Doing**
Select and build an item to exhibit at the fair; use your new skills to volunteer or help a neighbor; and teach others something you learn in the woodworking project.
Kansas 4-H Youth Development welcomes you to another year of convenient online enrollment! Kansas 4-H has implemented an annual $15 Kansas 4-H program fee. All youth will be asked to indicate their payment intention. If unsure which selection to use, please contact your local Extension office.

1. Visit https://kansas.4honline.com. Firefox and Chrome web browsers work best; Internet Explorer is not supported. It is recommended to use a computer, laptop or tablet to complete this process.

2. Select "I have a profile."

3. Enter the email address used to create the family’s 4HOnline account.

4. Enter the family’s 4HOnline password.

5. Click [Login].

**CAUTION**
*Do not create a new family account.*
If the password is unknown, select "I forgot my password." 4HOnline will send a temporary password to the email address used to create the family’s 4HOnline account. Contact the local Extension office for assistance if this process is unsuccessful.

6. Click [Continue to Family].

**Tip**
If the family’s mailing address, email address, or primary phone number needs updating, click [Edit Family] to make and save those changes.

7. To reenroll a youth or adult volunteer for the new 4-H Program Year, click [Edit] next to their name in the Member/Volunteer List.

8. Review the member’s existing Personal Information and scroll to the bottom of the page.

9. Click the [Enroll] button for the new 4-H year.

**CAUTION**
The system may ask 17-18 year old youth if they wish to reenroll as an adult or youth. If the member wishes to participate in 4-H projects as a youth, "Reenroll as Youth" must be selected.

10. Make changes to the member’s Personal Information if needed.

11. Click [Continue] at the bottom of the page when finished.
12. Read the **Additional Information** carefully. Mark answers and/or sign sections with the necessary electronic signatures.

**CAUTION**
Sections 1-4 will be **locked** for the current 4-H Program Year and cannot be edited after the enrollment has been submitted.

13. **Kansas 4-H has implemented an annual $15 Kansas 4-H program fee.** This fee is for youth of Organized 4-H Community Clubs and Independent 4-H members, 4-H ages 7-18. Cloverbuds (4-H ages 5-6) should not pay this fee.

14. All youth will be asked to indicate their payment intention. If unsure which selection to choose, please contact the local Extension office.

15. If the $15 Kansas 4-H Program Fee is more than you can afford at this time, please provide a brief answer to request a waiver. Reasons could include but are not limited to job loss, homelessness, food stamps, free or reduced school lunch, single family income, bankruptcy or health conditions. This information will allow us to better understand how to support 4-H families and will not be shared with outside agencies.

16. Click [Continue] when completed with this page.

17. Complete the Health Form.

18. Click [Continue].

19. Review the “Club List.” Last year’s club(s) will already be listed.
20. [Edit] or Add a Club only if needed. Ensure primary club is correct.
21. Click [Continue].

22. Review your “Project List.” Last year’s projects will already be listed.
23. [Edit] or Add a Project as needed. **Ensure all desired projects are in the member’s “Project List.”**
24. Click [Continue].
25. If applicable, add Groups that indicate this year’s commitments to 4-H. It is possible that no Groups will exist.

26. Click [Continue].

27. A $15.00 4-H Program Fee will automatically be generated for Independent 4-H youth and 4-H Club members. (This includes Cloverbuds, youth who requested a waiver and youth who have a local sponsor). This is normal.

28. Click [Continue] to proceed to the Payment screen. (If the total is $0.00, there will be no Payment screen).

29. Families paying the Kansas 4-H Program Fee will have (2) options to remit payment. Cash cannot be accepted.

Please read the next steps carefully on how to proceed with a payment option. Kansas 4-H Program fees are non-refundable.

PAYMENT OPTION #1 - Pay online with a credit/debit card.

Select the orange [Add New Credit Card] button. Enter card information. Save. On Payment screen, click “Pay with an Existing card.”

CAUTION
If the check option is marked by mistake, the online payment will not process successfully.

Click [Select Payment Method] to continue.

PAYMENT OPTION #2 - Pay by mailing a personal check.

Select “Personal Check” under Pay using a non-electronic method. Click [Select Payment Method] to continue.

Write the 4-H youth name(s) in the check memo line or on an additional sheet of paper, enclosed with the check so payment may be applied to the appropriate member(s).

Payment is due within (7) days of submitting 4-H enrollment. Payment cannot be made at the local Extension office.
### CLOVERBUDS
must select “Personal Check” under Pay using a non-electronic method. The family should **not** mail payment for these youth, despite indicating payment by check.

### SPONSORED YOUTH
must select “Personal Check” under Pay using a non-electronic method. The family should **not** mail payment for these youth, despite indicating payment by check.

### YOUTH REQUESTING A WAIVER
must select “Personal Check” under Pay using a non-electronic method. The family should **not** mail payment for these youth, despite indicating payment by check. Youth will be notified of waiver acceptance within (10) business days.

30. **ALL MEMBERS** must click [Submit Enrollment] on the Confirm page.

Once reenrollment has been submitted, it is “pending” approval. The member will become “Active” once the local Extension office approves the member’s reenrollment information and State 4-H office approves payment/waiver/Cloverbud age. All members will receive an e-mail from 4HOnline when reenrollment has been accepted.

To reenroll another family member, repeat this process beginning at step 7 or logout by clicking “Log out” in the upper right-hand corner.

Keep login information (family email address and password) as this is your family’s permanent 4-H account.

Families are able to login to 4HOnline to update member records and add/drop projects. Check with your local Extension office for project and reenrollment deadlines.

Next year during 4-H re-enrollment, log in to these records to “reactivate” 4-H family members using this guide.

Welcome back to Kansas 4-H!
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