

St. Croix County 4-H Enrollment Guide



UW-MADISON EXTENSION

2023-2024

Enrollment Guidelines

Complete your enrollment and behavior forms online. General Organizational Leaders need to confirm the enrollment

- Youth in Kindergarten through 13th Grade are eligible to enroll in the 4-H Youth Development Program.
- Youth will be eligible for membership through the next 4-H Year following graduation from High School.
- Kindergartners, 1st and 2nd Graders MAY ONLY sign up for the Cloverbud project. Cloverbuds are NOT eligible to bring any animal related projects.
- 3rd Graders may sign up as a traditional member and participate in one animal project, not the meat animal auction. They may select as many other projects (non-animal) as they choose.
(Third graders are eligible to show one animal at the fair, you MUST indicate what species when you enroll on 4HOnline.com.)
- Youth 4 Grade and above may enroll in as many projects they think they can handle (including animals).
- There will be some district and statewide activities where participation will be determined according to age not grade. (WI State Fair-12 yrs & older to stay in dorm)
- Project literature is available from the literature on hand at the Extension Office. Please contact the UW-Extension Office to inquire and request any literature your 4-H member or leaders would utilize.
- Any questions concerning project enrollment and how projects relate to fair exhibits, please call your General Leader or the UW-Extension Office at (715) 531-1930.
- All 4-H volunteers must complete the VIP Training (Volunteer in Preparation) which consists of a 1-hour orientation and completion of a Volunteer Application which grants permission for UWEX to complete a background check for Child Protection issues. Completing this process makes you a certified 4-H Leader. Shooting Sports leaders must attend a State sanctioned workshop. Please contact the UWEX office for the date of the next New Leader Orientation.
- Certified 4-H Leaders can register for any project area.

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CLOVERBUDS

Cloverbuds

This educational program for young people in kindergarten, first and second grade focuses on building self-esteem and creativity. Discover 4-H through experiences in animal sciences, communication and visual arts, home economics, personal growth and many more. (Cloverbud project members are **NOT** eligible to show animals at the fair)

YOUTH LEADERSHIP

Youth Leadership

This project will help you to develop leadership skills by chairing committees, leading activities, helping adult leaders plan and lead project meetings and planning events of your choice.

ANIMAL SCIENCE

Beef

Learn how to select, feed, manage, breed, fit, show, evaluate and market a beef animal. Age and experience of the member will determine the nature and scope of the project. (**Countywide meetings required**)

Note: Project requirements must be met to be eligible to participate in the fair auction.

Dairy Goats

Learn how to select, feed, manage, fit, show and evaluate a goat. Age and experience of the member will determine the nature of the project. Activities include, selecting a goat, keeping a goat healthy and safe, judging goats, preparing for baby goats, selecting a goat breeding system, building a goat glossary, exploring goat-related careers, and much more. (**Countywide meetings required**)

Meat Goats

Learn how to identify breeds, select a project animal, feed, manage, fit & show a meat goat. Activities include judging goats, keeping animal records, marketing, etc. (**Countywide meetings required**)

Note: Project requirements must be met to be eligible to participate in the fair auction.

Dairy

Learn how to select, feed, manage, breed, fit, show, evaluate and market a dairy animal. Age and experience of the member will determine the nature of the project. Activities include identifying dairy breeds, how to milk a cow, keeping a cow healthy and safe, exploring the needs of dairy animals, learning about dairy organizations, attending a dairy farm tour, packaging a dairy product, conducting a dairy food survey, exploring careers in the dairy industry, teaching others about dairy products and dealing with animal waste. Dairy steer projects should enroll in Beef as well. (Countywide meetings offered)

Horse and Pony

This project is for the regular or managerial member who is the primary care giver of a horse. You or a family member own the horse or you have agreed to manage someone else's horse for the duration of the 4-H year. You will be able to learn about breeds, care, grooming, showing, training, safety, nutrition, behavior, and health. Age and experience of the member will determine the nature of the project. Project requirements, as outlined in the county project rules, must be met to show at the fair. (**Countywide meetings required**)

Horseless Horse

This project is for the member whose family does not own a horse. You will be able to learn about breeds, care, grooming, showing, training, safety, nutrition, behavior and health. You will be able to participate in programs where you will have contact with horses.
(Countywide meetings required)

Clothes Horse

Horse clothes patterns. This project also includes woodworking, leather, and craft items that are horse related.

Swine

Learn how to select, feed, manage, breed, fit, show, evaluate and market a swine. Age and experience of the member will determine the nature of the project. Activities include identifying swine breeds, fitting and showing swine, keeping swine safe and healthy, learning about swine diseases, conducting a judging clinic, exploring careers related to swine, and much more. **(Countywide meetings required)**

Note: Project requirements must be met to be eligible to participate in the fair auction.

Poultry

Learn how to identify poultry breeds, parts of the bird, understand parts and functions of the egg. Learn about how to select and handle poultry. Fit and show poultry. **(Countywide meetings offered)**

Poultry Bantams

Learn about breeds, selection, brooding, raising, and management of chickens and bantams. Learn how to fit and show poultry, prevent poultry diseases and explore poultry-related careers and much more.

Poultry Waterfowl/ Ducks & Geese

Learn about waterfowl breeds and parts, brooding and rearing, handling, selecting and preparing waterfowl for market, selecting and managing breeder flocks, as well as incubating and exhibiting.

Poultry Turkeys

Learn about buying poultry, preparing a brooding area, rearing range turkeys, feeding and watering, lighting, preventing diseases, as well as marketing and processing turkeys.

Poultry Pigeons

Learn about the buying, behavior, feeding, banding, record keeping, housing, handling, training, grooming and exhibiting of pigeons.

Sheep

Learn how to select, feed, manage, breed, fit, show, evaluate, and market sheep. Age and experience of member will determine the nature of the project.
(Countywide meetings required)

Note: Project requirements must be met to be eligible to participate in the fair auction.

Cats

Learn how to select, feed, manage, fit, show and evaluate a cat. Age and experience of the member will determine the nature of the project. Activities include cat breed identification, holding, grooming, training and keeping a cat healthy. Preparing for a new litter of kittens, caring for an elderly cat, helping other youth interested in cats, exploring careers related to cats, discussing animal welfare and rights, and much more.

Dogs

Learn how to select, feed, manage, fit, show and evaluate a dog. Age and experience of the member will determine the nature of the project. Activities include dog breed identification, selecting a pet dog, evaluating and solving a dog's behavior problems, teaching your dog showmanship, socializing your dog, identifying reasons for neutering and spaying dogs, picking the best food for your dog, and much more. Project requirements, as outlined in the county project rules, must be met to show at the fair. **(Countywide meetings required)**

Rabbits

Learn how to select, feed, manage, fit, show and evaluate a rabbit. Age and experience will determine the nature of the project. Activities include identifying rabbit breeds, learning how to handle and show a rabbit, learning about rabbit genetics and breeding, planning rabbit housing and care, planning and making a rabbit nest box, showing rabbits, exploring careers related to rabbits and much more. Project includes specific requirements to show at the fair. **(Countywide meetings required)**

SMALL ANIMALS

Pets

In this project you can explore and understand your favorite pet or select a pet. Identify the body parts, learn to provide a safe environment for your pet to grow in, and design a space for your pet.

Cavies

Learn how to raise, feed, and care for your guinea pig, gerbil, hamster, rat, caged birds or other small animals and pets.

Veterinary Science

Learn how to recognize a normal, healthy animal from its attitude, behavior and appearance, causes and effects of various animal diseases, environmental influences on animal health, how to maintain animal health, and veterinary medicine as a career.

PHOTOGRAPHY

Photography

This project will show you how to care for your camera as well as helping you to develop skill in the areas of composition, lighting and special effects. As you progress with the project, you will become better able to control and adjust exposure, sharpness, and shutter speeds.

Videography

In this project learn storytelling, editing, planning, lighting, camera handling, making titles, recording sound, as well as showing and reviewing your production.

CULTURAL ARTS

Communications

In this 4-H project you'll learn communication skills that will help you get along better with others, make friends and resolve conflicts. Improve your listening skills as you interview family members and older adults in your community.

Creative Writing

Explore the importance of language and creative expression. Enjoy fun ideas, tips and special projects to stimulate your creativity and self-expression in this 4-H project.

Scrapbooking

Learn how to get started in the fastest growing hobby. Record your memories through photos, writing, and memorabilia. Supplies, cropping your photos, page design and much more can be explored.

Jewelry Making

Try metal enameling, beadwork and other forms of jewelry making to make earrings, pins, cuff links and other jewelry; attach fasteners; and create original designs and patterns. (No Literature)

Arts

This project serves as an introduction to the arts by giving you experiences in several media. Projects include: macramé, fiber items, clay, stain glass, wood-burning, sculpture, tie dying, basketry, candle making, paper mache', plastic canvas, quilling and other arts and crafts items not listed elsewhere in the Cultural Arts section.

Leathercraft

This project focuses on the characteristics and use of leather, use of the tools and equipment, making patterns, original designs and leather craft techniques.

Stenciling

Learn how to use precut stencils as well as how to design and cut stencils from different materials. You will then be able to print these designs on a variety of materials, creating your own original designs. (No Literature)

Block Printing

Learn how to use blocks as well as how to design and cut blocks from different materials. You will then be able to print these designs on a variety of materials, creating your own original designs.

Drawing and Painting

Topics include drawing with pencil, chalk, crayon, pen and ink as well as painting with watercolor, poster paint, oil and acrylics. You will learn about the use of blending and shading, drawing from nature and surface rubbings in drawing in addition to using the brush, colors, tints, shades, and textures, in painting. Finally, designing, matting and framing pictures will be covered.

Ceramics and Pottery

In this project, you will learn how to choose preformed greenware or sculpt an original design. In addition, you will learn about painting a ceramic project, applying a decal and firing. (No Literature)

Creative/Cross Stitchery

Work from a pattern or create your own original design in this project. Learn techniques of embroidery, crewel or cross stitch as well as how to choose fabric, thread and other materials. (No Literature)

Graphic Art Design

Using your computer learn to design greeting cards, newsletters, business stationary, banners, posters and web pages and other forms of computerized graphic art. (No literature)

Rubber Stamping

Learn how to use rubber stamps, inks, and other paper art techniques for a variety of creative projects. (No literature)

Theater Arts/Drama

Learn about theater techniques, acting, makeup, costumes, sets and writing a script, planning a theater game, story dramatization and group improvisation.

Puppetry

There are many kinds of puppets, from marionettes to stick puppets. In this project you can learn how to create a puppet stage, make puppets from socks, boxes, paper bags and other common objects, manipulate a puppet to show action, & write your own puppetry script. (No literature)

Music

In this project, you will learn about music and musical instruments. Use your instrumental or vocal abilities alone or in a group. Learn about a musical production and composing your own music. (No literature)

FAMILY & CHILD DEVELOPMENT

Child Development

In this project, you will learn about yourself and younger children. You will develop and practice babysitting skills, try fun activities that you can use as a babysitter, and improve the quality of care you give to younger children. Participate in a babysitter training course, or help younger members in your club.

Health

Discover yourself while learning about the importance of selecting a healthy diet, avoiding unhealthy habits, preventive medicine, and learning about your family health history.

Consumer Savvy

Learn how to understand your shopping style, write savings & spending plans, value of advertising, risks of shopping on the internet, consumers' rights, understanding the costs of owning a vehicle, etc.

Intergeneration

Learn to understand older people better by sharing their experiences. Learn what it feels like to grow older, what happens to our bodies as we age, and what is true and false about aging and older people.

KNITTING & CROCHETING

Crocheting

Discover what to consider when buying yarn, crochet thread, and crochet equipment. Learn crocheting, finishing techniques and how to care for items.

Knitting

Find out what to consider when buying yarn and knitting equipment. Learn knitting and finishing techniques, as well as how to correct errors and care for your knitted item.

CLOTHING

Clothing Construction

In this project you will learn clothing construction basics and sewing techniques. As you progress, you will enhance your sewing skills beyond the basics and begin to select construction techniques you would like to learn and projects you would like to make. Age and experience will determine the nature of the project.

FOODS & NUTRITION

Foods & Nutrition

Learn what's good to eat and how to fix food. Learn to evaluate nutrition information and fad diets. Learn how to read recipes, plan menus and prepare table settings. Age and experience of the member will determine the nature of the project.

Cake Decorating

Learn how to choose and use cake decoration tools, make frosting, apply decorating techniques, work from a pattern or make your own design.

Food Preservation

This project focuses on making jam, freezing, canning, pickling, and drying foods. Learn how to preserve food safely and about proper storage requirements.

HOME ENVIROMENT

Home Environment

This project begins with an introduction to color, texture and wood finishing and work up to elements of design called line, shape, and space. Create your dream home. Make home decorating accessories, holiday decorations, restore refinish furniture and more.

MECHANICAL SCIENCES

Aerospace

Learn about the parts of a plane and tools for model building, as well as how to build, test and fly models.

Model Rocketry

Learn about the history of rocketry, understand the basic parts of a model rocket, make and fly your own rocket, and learn about model rocket safety. (No literature)

Electricity

In this project you will learn the fundamentals of electricity and explore the relationship between magnetism and electricity. Learn about current and voltage, conductors and circuits while you build a magnet, buzzer or electric motor. Study home electrical systems

and how to use them safely. Build your own electrical mechanisms for use.

Computer

In this project, you will learn how computer software and hardware operate, how to trouble shoot and repair and computer programming.

Small Engines

This project covers small engine parts; the principles of operation, carburetion, care and maintenance; trouble shooting; preparing an engine for storage; and safety.

Legos

Using any toy building system you will learn how to expand your creativity, engineering and building skills. (No Literature)

Scale Models

Learn how to assemble and create scale models of trains, trucks, cars, ships, motorcycles, submarines and tanks. This project describes how to obtain the materials you need, paint your model, display your model and how to judge it.

Tractors/Maintenance/Restoration

This project, recommended for ages 12+, covers the many parts of a tractor, from nuts and bolts, to the instrument panel. Learn about tractor safety, engine oil, mixing fuel and air, how to give a tractor regular maintenance, safety checks and safe driving. Learn how to restore a tractor to working order.

Woodworking

Learn how to trace patterns, measure, mark, cut, nail, glue, sand and finish while making projects from wood. Use power tools, identify wood types and make your own pattern. Age and experience of the member will determine the nature of the project.

Welding

Learn the techniques and different types of welding, soldering and blacksmithing to make useful and decorative items. Learn safety measures as well. (No literature)

Maintenance/Repair

Learn how to restore, repair, or refinish an article in disrepair to make it useful again. (No literature)

NATURESPACE

Birds

Learn about the birds in your area, how to identify birds, how birds live in their environment and in the world of humans, their territorial behavior, migration patterns, building bird feeders and houses, banding birds, endangered species and game management. (No Literature)

Forestry/ Trees

Learn how to identify trees as they change through the seasons, how and where trees grow, how to measure the height of a tree, how to read a tree stump, identification of tree ailments, products from trees, making maple syrup and forestry-related careers.

Wildflowers

Learn how to identify wildflowers, where they grow, and their life cycle. Discover how humans affect wildflowers and how they change our lives. Plant collecting, labeling & mounting are included in this project.

Fishing

Learn how to identify tackle, tie fishing knots, identify & organize tackle, research fishing regulations, cook a fish, clean a shoreline, refurbish old fishing equipment, learn about ethical angling, etc.

Entomology (Insects)

Learn how to identify insects, why insects have different colors, shapes, sizes, mouth parts and legs, how to collect insects, what insects need to live, control of insect pests and about entomology-related careers.

Adventures

The goal of the Adventures project is to encourage greater appreciation and understanding of the environment through activities, take responsibility for care of the environment, and develop safe recreational skills.

Backpacking/Camping

Learn how to camp and backpack safely in all weather conditions, investigate equipment and clothing, improve your observation skills, cook a meal, help develop and maintain a hiking trail and more.

Cross Country Skiing/ Snowshoeing

Discover the joys of silent winter travel on cross-country skis and snowshoes. Select and take care of your equipment and clothing, experience a winter overnight campout, track animals in the snow, and more.

Canoeing

Learn how and where to canoe safely, select and care for equipment, plan a canoe camping trip, design and build your own paddle, practice canoeing ethics, and more.

Bicycling

Learn how & why to bike safely, select & care for equipment, plan a bike trip, design a bike obstacle course, conduct bike maintenance check, road rules, community service, careers and much more.

Bee Keeping

Learn the art of bee keeping and extracting honey. Learn the lifecycle and habits of honey bees.

Wildlife Habitat

Appreciate wildlife as a resource while learning the fundamentals of wildlife management in rural and urban areas. Identify wildlife and their foods, interpret wildlife habitat, learn wildlife management practices, and develop a wildlife management plan.

Recycling

This project presents a series of fun recycling activities. Learn about solid waste and how it can be handled to reduce the negative impact on our environment.

SHOOTING SPORTS

Member must attend one orientation session and two shooting practice sessions to be able to participate in a competitive shoot.

Archery

(Must be in the 3rd Grade or older)

This project covers the fundamentals of archery marksmanship and safety; understanding and making archery equipment; shooting form; shooting with sights, and compound bows; and target games.

Air Pistol

(Must be in the 3rd Grade or older)

This project covers the fundamentals of air pistol marksmanship and safety.

Air Rifle

(Must be in the 3rd Grade or older)

This project covers the fundamental of air rifle marksmanship and safety.

Hunting

This project is an introduction to the history, philosophy and laws of hunting. Learn how to plan and equip yourself for a safe hunt.

**According to State 4-H Policy:
4-H youth must be 12 years of age to operate any powder-burning firearm. This includes, but is not limited to, .22 handgun or rifle, muzzle loading handgun or rifle, or shotgun.**

Rifle

(Must be twelve years old as of 1-1-18)

This project is an introduction to the rifle; dry firing; sighting; shooting for scores and scoring targets; standing, kneeling, sitting and prone positions; safe handling and carrying of your rifle and caring for your rifle.

Shotgun

(Must be twelve years old as of 1-1-18)

This project presents basic shotgun knowledge; safe shotgun handling-shooting fundamentals; firing the first shots & caring for your shotgun.

Muzzle loading

(Must be twelve years old as of 1-1-18)

Learn about muzzle loading history, muzzle loading and accessories, muzzle loading safety, shooting and cleaning muzzle loading rifles and shotgun. (No Literature)

PLANT & SOIL SCIENCE

Corn

One of the tallest members of the grass family, corn is a valuable crop and interesting to grow. Learn about variety selection, germination, planting, nutrients, harvesting and storage. You will explore many uses and marketing strategies for corn.

Forage

Alfalfa is the most important forage crop in Wisconsin. In this project, you will learn how to establish and manage a forage crop. You will also learn how to scout your fields for insects, weeds, diseases and nutrition shortages and take a forage sample.

Small Grains

Learn about other members of the grass family such as wheat, oats, barley and rye. Explore growing conditions, nutrients, integrated pest management, production costs and marketing.

Soybeans

Soybeans are a valuable crop and interesting to grow. Learn about variety selection, planting, harvesting, and storage. Explore the many marketable uses of soybeans.

Vegetables

Explore basic gardening practices, getting to know your soil, planning, preparing, planting, and caring for your garden. Explore harvesting and marketing methods.

Fruits

Learn how to produce fruits and select the best fruit cultivars for your home garden.

Plant Crafts

This project covers harvesting, drying, pressing and using plant materials to make dry arrangements, collages, potpourri, and seed pictures.

FLOWERS & HOUSEPLANTS

Flowers

In this project you will grow annual and perennial flowers, start annuals indoors and make bouquets and flower

arrangements. Learn how to exhibit and judge flowers. Plant and care for container gardens.

Home Grounds

This project explores landscape planning, putting the plan on paper, selecting, placing and planting trees, shrubs and/or flowers and maintenance of home grounds.

House Plants & Indoor Gardens

In this project you will grow foliage and flowering plants, propagate them from leaf and stem cuttings, fertilize and water plants and recognize and control insects and diseases. You will grow indoor plants from bulbs and construct a dish garden or terrarium.

SPECIAL PROJECTS

Citizenship

Improve the world around you through Public Adventures, the 4-H Citizenship project. Discover public issues that are important to you and others. Plan a project that will create, change or improve something that is valuable to many people, then do it. This is what being an active citizen all is about.

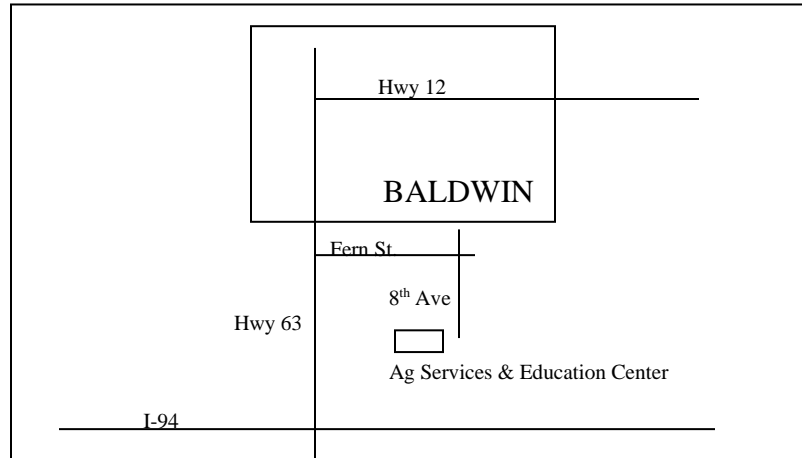
International

In this project you will look carefully at the world, at similarities and differences between families around the world, and about current world challenges and interdependence, including the environment, economics, hunger and health.

Self-Determined

A Self-determined project gives you the freedom to create your own project or expand a traditional project, outline a plan, identify resources, carry out, and evaluate your plan. What do you want to do in this project?

**The St. Croix County UW-Extension office is
located at
1960 8th Ave. Suite 140
Baldwin, WI. 54002**



**Office Hours:
Monday - Friday
8:00 am - 4:30 pm**

**Phone Number:
(715) 531-1930**

**4-H Program Educator
Sky Holt
e-mail – sky.holt@wisc.edu**

St. Croix County 4-H Website:
<https://stcroix.extension.wisc.edu/> - general and county 4-H information