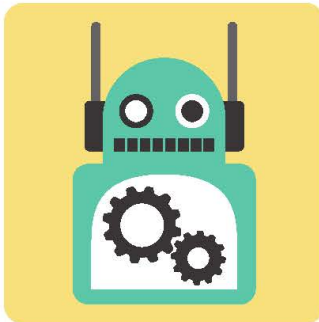
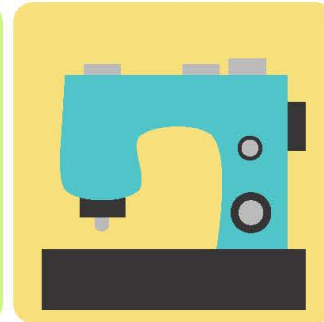




APRIL 28 - 30, 2022



COME ALIVE IN DISTRICT 5



**CROSS BRAND COWBOY CHURCH
11915 FM 2015 • TYLER**

REGISTER AT 4HONLINE

FEB 15 - MAR 31 \$15

LATE APRIL 1 - 5 \$30

FEES ARE PER PERSON PER CONTEST

QUESTIONS?

**CONTACT YOUR LOCAL
COUNTY EXTENSION AGENT**

**MUST QUALIFY AT COUNTY
LEVEL TO PARTICIPATE**

COMPLETE GUIDELINES AT [HTTPS://D54-H.TAMU.EDU](https://D54-H.TAMU.EDU)

The members of Texas A&M AgriLife will provide equal opportunities in programs and activities, education, and employment to all persons regardless of race, color, sex, religion, national origin, age, disability, genetic information, veteran status, sexual orientation or gender identity and will strive to achieve full and equal employment opportunity throughout Texas A&M AgriLife.

TABLE OF CONTENTS



Contest Dates.....	3
Contestant Orientation.....	3
Location	3
How to Register.....	3
District Deadlines.....	3
Entry Divisions.....	4
Special Accommodations.....	4
Participant Check-in & Help Desk.....	4
Schedule of Events.....	4
Types of Contests.....	5
Qualifying.....	5
Invitational.....	5
Come & Go	6
Drop Off & Go	6
Contest Viewing.....	6
Food Concessions.....	6
Awards and Prizes.....	7
Sweepstakes Award.....	7
Scorecards	8
Questions	8
Local Lodging	8
Contest Rules of Play	8
Ag Product Identification	9
Consumer Decision Making.....	11
Duds to Dazzle	12
Educational Presentations.....	15
Entomology Collection.....	18
Fabric & Textile Creations	21
Family Community Health Quiz Bowl.....	23
Fashion Show	25
Food Challenge.....	28
Food Show.....	32
Horse Quiz Bowl.....	36
Horticulture Identification.....	38
Leaders 4 Life.....	40
Livestock Quiz Bowl.....	43
Photography Judging.....	45
Public Speaking.....	47
Robotics Challenge.....	48
Share-the-Fun	54
Storyboard	58
Appendix	61

GENERAL INFORMATION



The Texas 4-H Program follows local, state, and Texas A&M AgriLife Extension policies and procedures as it pertains to the COVID-19 pandemic. All rules and schedules are subject to change.

Come Alive in D5 Dates

- Thursday, April 28 – Saturday, April 30, 2022

Contestant Orientation



- Tune-in for an overview of the Come Alive in D5 event. Have your questions answered regarding logistics, where to be for each contest, etc.
- Tuesday, April 26 via Zoom, 6 to 7 pm
- Link for Orientation:
<https://us02web.zoom.us/j/81760885146?pwd=R0s4L3NJOGZjQWtNU2xheEt0L0tUUT09>
- Session will be recorded and can be accessed via the District 5 website at <https://d54-h.tamu.edu>

Location

- All contests will take place at Cross Brand Cowboy Church, 11915 FM 2015, Tyler.
- A map of the facility with contest rooms will be posted on the [District 5 Texas 4-H Facebook](#) page and website by April 15, 2022.

How to Register



- All registrations for the 2022 Come Alive in D5 will be conducted on the Texas 4HOnline system. It is the responsibility of the 4-H member and their parent to ensure they are registered for Come Alive in D5 on time, correctly, and the payment has been accepted.
- Enter individually on 4HOnline at <https://texas.4honline.com>
- Payments declined will need to be cleared and accepted BEFORE contest date in order for the contestant to be considered registered and eligible to participate.
- Team Events: All team members must be registered and listed in 4HOnline when enrolling.
- Contest Fee - \$15 per contestant per entry
- Late Entry Fee - \$30 per contestant per entry
- The general refund policy for 4HOnline is that no refunds are provided to a 4-H member or family once the registration is approved. In extreme circumstances, such as a death in the immediate family, severe illness/accident, or cancellation of an event, refunds will be provided, less any expenses already incurred by the event.

District Deadlines

- Regular registration is open from **February 15 to March 31, 2022.**
- Late registration – **April 1-5, 2022** (late fees apply).

Entry Divisions (grade by August 31, 2021)

- Junior Grades 3, 4, and 5
- Intermediate Grades 6, 7, and 8
- Senior Grades 9, 10, 11 and 12

Special Accommodations

- Any competitor who requires auxiliary aids or special accommodations must contact the District office at least 2 weeks before the competition or note such needs when registering on 4HOnline.

Participant Check-in and Help Desk



- All youth participants will need to check-in at the Guest Services Booth (Help Desk) located adjacent to the sanctuary at least 30 minutes before contest start time as listed in the schedule of events.
- Check-in will be required for each day's events.
- Questions during the event? Stop by the Help Desk to have your questions answered.

Schedule of Events



- A detailed schedule with time/room locations for each contest will be released in early April. The day and approximate time frame that the contests will be held is noted below:

Tuesday, April 26	Thursday, April 28	Friday, April 29	Saturday, April 30
Contestant Orientation via Zoom 6:00–7:00 pm	Site closed for set-up 7:30 to 11:00 am	Check-in Desk Opens 7:30 am	Check-in Desk Opens 7:30 am
	Check-in Desk Opens 11:00 am	Contests begin 8:30 am <ul style="list-style-type: none"> • Food Show • Livestock Quiz Bowl • Horse Quiz Bowl • Family Community Health Quiz Bowl • Leaders 4 Life 	Contests begin 8:30 am <ul style="list-style-type: none"> • Food Challenge – Seniors • Ag Product ID • Horticulture ID • Entomology Collection • Photography Judging • Consumer Decision Making
	Food Trucks Open 11:00 am	Food Trucks Open 11:00 am	Food Trucks Open 11:00 am
	Contests begin 12:00 pm <ul style="list-style-type: none"> • ALL Drop & Go entries due • Fashion Show Interviews • Storyboard – Juniors • Fabric & Textile Creations • Duds to Dazzle • Robotics Challenge 	Contests begin 12:00 pm <ul style="list-style-type: none"> • Food Show (continues) • Ag Product ID • Horticulture ID • Entomology Collection • Photography Judging • Consumer Decision Making 	Contests begin 12:00 pm <ul style="list-style-type: none"> • Food Challenge – Juniors & Intermediates • Educational Presentations • Public Speaking
	Fashion Show 3:00 pm Awards Ceremony 4:00 pm	Share-the-Fun 3:00 pm Awards Ceremony 4:00 pm	Closing and Awards Ceremony 4:00 pm

Types of Contests

- 4-H contests are classified as either qualifying (participation is **required** at the county and district levels to advance to state or national), invitational, or District 5 only.
- Contests at Come Alive in D5 are either scheduled for specific days and times, come and go format, or drop off. Each of these contests are described below.

Qualifying Contests

- District 5 enrolled 4-H members (Junior, Intermediate, and Senior age divisions) that have qualified at the county level are eligible to participate in qualifying contests at the district level in the Come Alive in D5 event.
- In order for a youth to enter into a qualifying contest at the Texas 4-H Roundup, participants must be a **senior** level 4-H member (9th – 12th grades as of the August 31, 2021 school year). To be eligible to participate in qualifying contests at the state level, 4-H members must qualify at county and district competitions and advance in the number of placings as listed below by contest:
- Texas 4-H Roundup contestant paperwork and registration information is available online at <https://texas4-h.tamu.edu/events/roundup/>

Contest	Number that can advance to state
Consumer Decision Making	3 teams or 3 individuals
Duds to Dazzle	3 teams
Educational Presentations	3 entries per category
Fashion Show	1 entry per category
Food Challenge	4 teams
Food Show	1 entry per category
Leaders 4 Life	3 teams
Public Speaking	3 individuals
Quiz Bowls (Livestock, Horse, and FCH)	3 teams per Quiz Bowl
Share-the-Fun	2 entries per category

Invitational Contests

- In order for a youth to enter into an invitational contest at the Texas 4-H Roundup, participants must be a senior level 4-H member (9th – 12th grades as of the August 31, 2021 school year). Texas 4-H Roundup contestant paperwork and registration information is available online at <https://texas4-h.tamu.edu/events/roundup/>
- The contests listed below are considered invitational events at the state level:

Contest	Participation at state
Agricultural Product Identification	Open to seniors (3 individuals from same county constitute a team)
Photography Judging	Open to seniors (3 individuals from same county constitute a team)
Robotics Challenge	Open to senior teams (can have intermediate member)
Entomology Collection	Open to seniors
Horticulture Identification	District 5 event only
Fabric & Textile Creations	District 5 event only

Come & Go Contests

- Come & Go contests allow registered 4-H members to participate at any given time during the afternoon of Day 2 (12:00 to 3:00 pm) or the morning of Day 3 (8:30 to 11:30 am).
- If youth are participating as a team, the members of the team will need to coordinate the specific day and time they will meet to compete. Incomplete teams will not be permitted to compete.
- The contests listed below are considered Come & Go contests during Come Alive in D5:
 1. Agriculture Product Identification
 2. Photography Judging
 3. Consumer Decision Making
 4. Horticulture Identification

Drop Off & Go Contests

- Drop Off & Go contests allow registered 4-H members to “drop off” their entry for judging either at their county office (ask your county agent for their deadline on receiving project) or on-site, no later than Day 1 at 12:00 pm. Contest placing for Fabric & Textile Creations and Storyboards will be announced at the Day 1 Awards Ceremony. Entomology Collection results will be announced at the Day 3 Awards Ceremony.
- The contests listed below are considered Drop Off & Go contests during Come Alive in D5:
 1. Entomology Collection
 2. Fabric & Textile Creations
 3. Junior & Intermediate Storyboards (hard copy format) (Senior Storyboards are digital entries and will be submitted electronically by **April 15, 2022** for judging – see Storyboard contest information on page 58).

Electronic Devices

- No electronic devices or jewelry (except for medically required) is allowed in contest areas. This includes cell phones, smart watches, or other communication devices.

Contest Viewing

- The sanctuary will be open for families/friends to view the Share-the-Fun and Public Speaking contests, and Fashion Show. To limit distractions, audience members must SILENCE their cell phones and limit talking with others until intermission periods.
- All other contests will be closed to viewing. Parents/project leader may assist their youth member with computer set-up for Educational Presentations.
- An exhibit area in the sanctuary will be open during intermission periods for viewing of entries in Fabric & Textile Creations, Entomology Collections, and Junior Storyboards.
- A PowerPoint slide show will be exhibited in the sanctuary before and after open contests to showcase entries in Photography, Intermediate and Senior Storyboards, and Horticulture Fall Foliage and Spring Flower Photography events.



New!

Food Concessions

- Food trucks with a variety of food and drinks for purchase will be available on-site, in the parking lot, between the main building and arena. Please enjoy all your food outside the buildings and/or in the arena area.
- No food or drinks are permitted in the sanctuary.

Awards and Prizes

- An awards ceremony will be conducted at the end of the contest period each day. Youth participating in the Come Alive in D5 contests are encouraged to stay for the awards ceremonies. Youth placing, but unable to participate in the ceremony, will receive their award and prize from their county agent.
- **New!** 1st – 3rd places will be presented a rosette and a prize to be selected by recipient at time of ceremony.
- Placings for the Come Alive in D5 will also be published via email and the District 5 4-H website one week after this event.
- Entry via 4HOnline gives permission to the District office to use the participant's name and/or photograph as needed for marketing and promotion purposes.

April 28 – Day 1 Contest Placings Announced	April 29 – Day 2 Contest Placings Announced	April 30 – Day 3 Contest Placings Announced
Fashion Show	Food Show	Food Challenge
Storyboard	Livestock Quiz Bowl	Educational Presentations
Fabric & Textile Creations	Horse Quiz Bowl	Public Speaking
Duds to Dazzle	FCH Quiz Bowl	Ag Product Identification
Robotics Challenge	Leaders 4 Life	Horticulture Identification
Photography	Share-the-Fun	Entomology Collection
Horticulture: Fall Foliage Photo & Tree ID		Photography Judging
Horticulture: Spring Flowers Photo & ID		Consumer Decision Making
		Sweepstakes Awards

Sweepstakes Award

- **New!** A total of six Sweepstakes winners will be announced during the Awards Ceremony on Day 3.
- Three winners will be selected based upon points awarded in placings in the Healthy Lifestyles Division. The top Junior, Intermediate and Senior will be awarded the Healthy Lifestyles Sweepstakes award.
- Three winners will be selected based upon points awarded in placings in the Livestock Division. The top Junior, Intermediate and Senior will be awarded the Livestock Sweepstakes award.
- Points are awarded individually and on a sliding scale: 1st – 10 points, 2nd – 8 points, 3rd – 6 points, 4th – 4 points, 5th – 2 points.
- Sweepstakes award winners will receive a \$50 Amazon gift card and a 4-H canvas backpack. The county of the award winners will receive a banner for display.
- Contests in which individuals can receive Sweepstakes points are listed below:

Healthy Lifestyles Sweepstakes Contests	Livestock Sweepstakes Contests
Ag Product Identification	Ag Product Identification
Horticulture Identification	Horticulture Identification
Family Community Health Quiz Bowl	Livestock Quiz Bowl
Food Show	Horse Quiz Bowl
Safety and Injury Prevention Educational Presentation	Beef Educational Presentation
Open – Family & Consumer Education Educational Presentation	Agricultural Technology & Farm Safety Educational Presentation
Health & Wellness Educational Presentation	Animal Science Educational Presentation
Consumer Decision Making	Consumer Decision Making

Scorecards

- Rankings, judges' comments, and other correspondence will be forwarded to the contestant's county Extension office. Please allow up to three weeks for processing.
- See the Appendix for contest scorecards.

Questions Before Contest

- Contact your local county Extension agent for eligibility, participation, and county-level contest questions.
- Contact the District 5 office at 903-834-6191 for Come Alive in D5 questions.

Questions at Contest

- Please see help desk attendant located in at the Guest Services Booth located adjacent to the sanctuary.
- Please provide feedback for the Come Alive in D5 event by completing a short QR code survey located at the Help Desk.

Local Lodging

Holiday Inn Express
3509 S Main Street
Lindale, TX 75771
903-882-3700

<https://www.ihg.com/hotels/us/en/reservation>

La Quinta Inn & Suites
204 W Centennial Blvd
Lindale, TX 75771
903-882-1600

<https://www.wyndhamhotels.com/laquinta/lindale-texas/la-quinta-lindale/overview?CID=LC:LQ::GGL:RIO:National:53205&iata=00093796>

Comfort Suites
200 W Centennial Blvd
Lindale, TX 75771
903-882-8613

<https://www.choicehotels.com/texas/lindale/comfort-suites-hotels>

Best Western Inn
3501 S Main Street
Lindale, TX 75771
903-882-8884

<https://www.bestwesternlindale.com/>

Contest Rules of Play Information

- Rules of play for each of the contests are provided in the pages that follow. Be sure to read the specific information provided for **each** contest in which your 4-H member is participating as rules may vary from contest to contest.

AG PRODUCT IDENTIFICATION

- Invitational
- Come & Go
- Sweepstakes
- Individual
- Team
- Day 2 & 3



This contest provides youth the ability to further their knowledge and skills when evaluating agricultural products grown in Texas.

Entry

- Enter as an individual and/or a team of 3 to 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- There is no limit in the number of entries per county.

Contest

- This contest is a come and go event with small groups permitted into the contest room every 30 minutes on the hour and half-hour (afternoon of Day 2 and morning of Day 3). The last group that will be permitted to participate in the contest may begin no later than 30 minutes before the contest day ending time.
- Contestants will receive orientation before entering the contest and will be provided a scantron form, pencil, and clipboard to respond to questions.
- Twenty (20) Texas agricultural products from categories such as protein, fruits, vegetables and nuts, grains, and fibers are selected. These selected products are exhibited at separate stations. Contestants choose the correct identification of each product from four possible answers.
- Following the product identification, each station has one multiple-choice question pertaining to the product on display. Questions can be general to the industry that produced the product, (i.e., Texas' national ranking, economic impact to Texas, general nutrition content, region of production) or specific to the individual product that is on display (i.e., cooking method, use, growing season, specific nutrition of the cut or variety).
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class on which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.
- While the contest is in progress, there shall be no talking or any other type of communication between contestants. If a contestant has a question once the contest begins, please direct that question to the assigned group leader or the contest superintendent.

Time Limits

- Contestants are given 30 seconds at each station to answer both questions on their scantron.

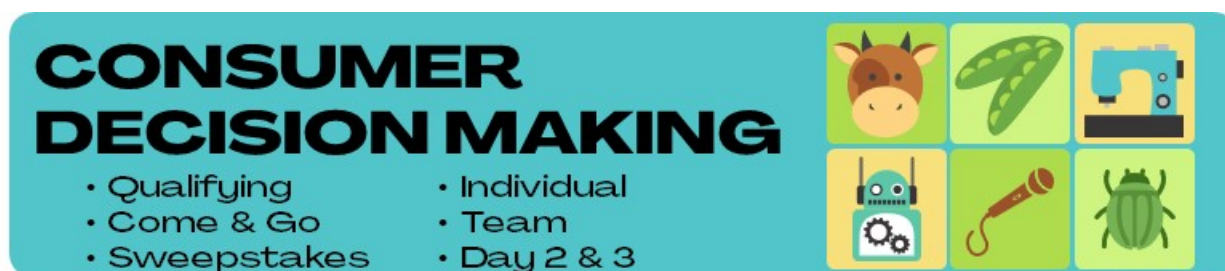
Scoring

- Contestants will receive five (5) points for each product that is correctly identified and five (5) points for each question that is correctly answered. However, for points to be awarded on questions pertaining directly to the product displayed, the product must be correctly identified. Points will be awarded for correct answers to questions general to the industry regardless of the product being correctly identified. A total of 200 points is possible for each individual. Team scores can reach 600 points (three high scores counted).

- Five (5) stations will be selected as tie breakers in advance of the contest. Teams with the highest cumulative scores at these five stations will win any ties.
- Scantrons will be scored at the close of the contest on Day 3. Placings will be tabulated for both days and will be announced during the Awards Ceremony on Day 3.

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at <http://texas4-h.tamu.edu/wp-content/uploads/agproductidguide.pdf>



This contest will include eight judging classes and two sets of oral reasons. Seven classes are selected from the current Consumer Decision Making Study Guides; the eighth class is a “mystery” class.

Entry

- Enter as an individual and/or a team of 3 to 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- There is no limit in the number of entries per county.

Contest Classes

- You will be completing 8 contest classes. This should take between 30 to 60 minutes. Classes will be selected from the official list provided by the State 4-H Office as listed below. Utilize the 2021-2022 Consumer Decision Making Study Guide http://texas4-h.tamu.edu/wp-content/uploads/CDM_categories_descriptions_2022.pdf to find information on contest classes that will be used at the district level.
- Classes include:
 - Athletic Shoes
 - Activewear
 - Sunglasses
 - Handsfree Bluetooth Car Kits
 - Headphones/Earbuds
 - Tablets
 - Wireless Portable Speakers
 - Fitness Trackers
 - Outdoor Equipment
 - Outdoor Backpacks

Scoring

- You will be granted 7 minutes to complete and submit your answers for each class. The time starts when you begin the class and ends when you submit your placings for the class.
- Once all 8 contest classes have been completed, you will be directed to another classroom to complete your reasons.

Reasons

- Reasons classes will be clearly identified, however, understand there will be no extra time allowed to make reasons notes on these classes. Again, you will only have 7 minutes to take any notes you might need and submit your placings for the class.
- You will have 2 minutes to write each set of reasons. Reasons should be written using proper structure and wording as provided on the Oral Reasons Guide.
 - Seniors will write reasons for two (2) classes.
 - Intermediates will write reasons for one (1) class.
 - Juniors will not write any reasons.

Study Guide

- State contest rules and Oral Reason Guide can be found at: <https://texas4-h.tamu.edu/projects/consumer-education/>



Duds to Dazzle is a contest that allows members the opportunity to demonstrate their knowledge and skills learned in the 4-H Clothing and Textiles project. This contest focuses on making a viable product by recycling a textile that no longer serves its original purpose.

Entry

- Enter as a team with at least three and no more than five members.

County Entries

- Each county may enter a maximum of five each junior, intermediate, and senior teams.
- Substitutions of team members should be made only if necessary. Only the same number of 4-H members qualifying at the county level will be eligible to participate at the district level.

Attire

- Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation.
- A creative team name is encouraged. A prize will be presented the most creative team name at the awards ceremony.

Categories

- Teams will be randomly assigned to a category, but assignments will not be announced until check-in on the day of the contest.
- *Wearable* - Clothing that is suitable to be worn by people or pets. Ex: shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
- *Accessory/Jewelry* - An article or set of articles that can be added to an outfit to make it more useful, versatile, or attractive. Ex: apron, earrings, purse, headband, hat, belt, necklace, etc.
- *Non-wearable* - An item that is not suitable to be worn. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.

Sewing Kit/Supply Box

- Each team must supply their own equipment for the competition. See <https://agrilife.org/d54h/files/2022/01/Duds-to-Dazzle-supply-kit-2022.pdf>
- A team can choose not to include a listed item, but no additional item can be added.
- The sewing machine can be carried separately from the supply box.
- Supply boxes will be checked by contest officials as teams check in for the contest.
- Any extra equipment will be confiscated, and the team may be disqualified.

Contest

- Each team will be directed to a construction worktable where their startup textile will be located.
- A planning worksheet and any necessary additional instructions/resources will be located at each station to assist the team.
- Only participants and contest officials will be allowed in construction and judging areas.

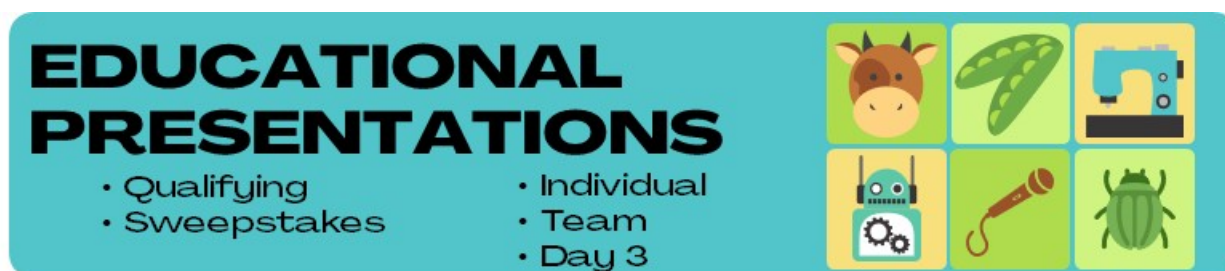
- Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, volunteers, County Extension Agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
- Each team will be provided with a startup textile item(s) for their assigned category and will create a garment/item using them. Each category may be provided the same textile, or each category may receive a separate original item. Example: at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry get 5 silk neck ties; and the teams entered in the Non-wearable category are given table runners. Or, every team competing in Duds to Dazzle is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.
- Teams are challenged with being creative in developing an original product with the startup textile provided.
 - Teams must showcase the startup textile provided at the beginning of the contest.
 - However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of **50% of the final product** must include the initial material(s). Example: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain a minimum of 50% of the finished purse must be comprised of the curtain.
- Teams will have access to a "supply closet" of additional materials that may be incorporated into their products. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
 - The sketch book, note cards, and worksheet may be used to prepare for construction of the item and the team's presentation.
 - Teams should be exact on materials utilized, construction steps, techniques used, etc.
- Teams must clean their construction areas. Clean-up time is included in the 60-minute construction allotment. Only "hot" items will be allowed to remain in the construction area, such as an iron or glue gun.

Scoring

- When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.
- See the 4-H Duds to Dazzle scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.
- All team members must participate in the presentation, with at least three of them having a speaking role.
 - Judging time will include:
 - 5 minutes for the presentation
 - 3 minutes for judges' questions
 - 4 minutes between team presentations for judges to score and write comments
 - Teams are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
- Judges may ask teams questions that are not directly related to the item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' Fashion & Interior Design project learning experiences.
- No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility.
- Tie Breakers: Will be determined by committee.
- The Texas 4-H Duds to Dazzle contestant paperwork is available online at https://texas4-h.tamu.edu/wp-content/uploads/project_fashion_duds_to_dazzle_contest_guide_2022.pdf

Study and Resource Materials

- A Planning and Presentation Worksheet will be provided for each team at the contest.
- No other resource materials will be allowed.
- The following resources are available for teams to use in preparation for competition and can be found at <https://texas4-h.tamu.edu/projects/fashion-interior-design/>
 - Unraveling the Mystery of Design Elements and Principles in Clothing
 - Laundry on Your Own
 - Hand Stitching
 - Pricing Tips and Tricks
 - Safety Guide, and Simple Seaming Techniques



An educational presentation is a fun way to share information with others about your 4-H project. You can give an educational presentation by yourself or with one of your 4-H friends.

Entry

- Enter as an individual or a team that is comprised of two members of the same 4-H age division.

County Entries

- Each county may enter three contestants or teams per age division per category.

Contest Orientation

- Orientation will take place in the hallway, outside the contest rooms, at 12:00 p.m. on Day 3 (before the first presentation).

Contest Topic Categories

All presentations should address current or emerging issues related to the topic category.

- *Agriculture Technology and Farm Safety* - Current or future subjects that addresses biotechnology, biogenetics, bioengineering, mechanical engineering, or farm safety. Use of technology, research, laser, satellites or advancements made in agricultural practices through technology, computer systems, or cutting-edge ideas.
- *Animal Science* - Current or future subjects that addresses any aspects of the dairy, poultry, sheep, goat, swine, or specialty animal industries such as embryo transfer and invitro-fertilization. Beef related presentations would fall under the beef category.
- *Beef* - Current or future subjects that addresses reproductive technologies, nutritional management, health, breeding and genetic considerations, behavior, beef carcasses and end-products, production costs, general management aspects, or cattle marketing. Presentations may target cow-calf, stocker, or feedlot industry sectors.
- *Health & Wellness* - Presentations should focus on healthy lifestyles, chronic disease prevention and wellness, not illness/treatment. It is suggested that project experiences in this area include topics aimed at youth health/wellness, the promotion of active living, and chronic disease prevention. Educational presentations should be shared with youth groups in the community and include a call to action promoting healthy lifestyles. All presentations must be supported by science-based and current medical/health journal articles (e.g., Journal of the American Medical Association, Annals of Internal Medicine) or research-based websites. No .com resources are allowed. Suggested presentation topics: Increasing physical activity, tobacco prevention, alcohol prevention, sun safety, preventing the spread of the cold and flu, sleep or reducing stress.

- *Horse* - Presentation is to cover the theory and/or practical skills learned in the 4-H horse project and should be appropriate for presentation at a 4-H club meeting. After hearing the presentation, the audience should be able to put information into practice to improve their production, management, training, or horse use/knowledge and/or skills.
- *Open* - Youth will relate information to skills learned in a project in which the 4-H member has been involved. Make sure your presentation is not better suited for another category.
- *Open: Agriculture and Natural Resources* - Youth will relate information to knowledge or skills learned in the field of Agriculture and Natural Resources. Topics include: agronomy/crop production, farm and ranch economics, horticulture, meat science, shooting sports related fields or other ANR field of study.
- *Open: Family and Consumer Education* - Youth will relate information to knowledge or skills learned in the field of Family Community Health. Topics include: financial management, consumer life skills, food and nutrition, clothing and textiles, family life, food science, food safety, housing and home environment, or other FCH field of study. Health related topics, which could include such things as increasing physical activity, tobacco and alcohol prevention, sun safety, preventing spread of colds and flu, sleep, and reducing stress, should compete under Health & Wellness educational presentation.
- *Promote 4-H* - The purpose of this contest is to encourage 4-H members to develop promotion and marketing skills as they market and interpret 4-H through various types of media and presentations, increase the promotion of 4-H to non-4-H audiences in Texas, and increase the number of people who join and support the 4-H program. The 4-H promotion should convey a contemporary image of 4-H in a changing society. Promotional methods include: radio, television, illustrated talks, method demonstrations, newspaper, posters, projected images, exhibits, photographs, slide/tape presentations, puppets, PSA's, speeches, drama, skits, videos, computer programs, etc.
- *Safety & Injury Prevention* - Youth will relate information to safe equipment designs and safe procedures or methods associated with the prevention of accidents in work, home, or recreational environments. Topics may include accident prevention when operating motor vehicles, boats, home, farm or yard machinery. Also included are safety topics on handling chemicals and animals and prevention of accidents relative to falls, fire, electricity, hunting and natural disasters. Suggested presentation topics: drinking and driving, distracted driving, personal safety, ATV safety, agri-terrorism, general farm safety, pesticide safety, natural disasters (flooding, tornadoes, hurricanes, drought, etc.).

Accuracy of Information/Resources

- With the computer and internet being used heavily in educational presentations, 4-H members must know the difference between research and non-research-based information.
- Contestants are required to use information that is factual and can be supported through adequate documentation. Examples of such websites are federal, state, and local governments, independent research sites, and Texas A&M AgriLife Extension Service websites. Internet information that is questionable includes personal documentation sites, chat rooms, message boards, etc.
- 4-H members must prepare a list of references (i.e. bibliography, works cited) for their presentation.

Visuals

- The use of charts, photographs, computer graphics/programs, and other visual materials are permitted. Visuals should contribute to the presentation. Each presentation is an example of the participant's ability to communicate an idea.
- No firearms, weapons, fireworks, open flamed burners, live ammunition, or live animals are allowed to be used by a contestant in any Roundup contest. However, posters and pictures of such items are allowed and encouraged.

Video, Audio and Display Equipment

- Contest officials will provide laptops, screens, extension cords and projectors.
- If using a computer, be sure the presentation is in some form of Microsoft Office (PowerPoint, Word, or Excel).
- All fonts used must be true type. These fonts specifically include Arial and Times New Roman.
- If contestants decide to use any other program or fonts, they will be responsible for bringing **all** equipment that is compatible with their presentation.

Time Limits

- A time limit of 12 minutes will be allowed for each presentation.
- A penalty of 2 points per minute over time will be deducted from final score.
- Judges' questions will be limited to 5 minutes.



Scoring

- See the 4-H Educational Presentation scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

Study Guide

- See the publication "What is an Educational Presentation" for additional information on this contest at https://texas4-h.tamu.edu/wp-content/uploads/roundup_educational_presentations_information.pdf

ENTOMOLOGY COLLECTION

- Invitational
- Drop Off & Go
- Individual
- Day 2 & 3



Entomology is the study of insects and all six-legged creatures. Getting to know insects can be a fun way to get outside and see what is there. There are insects everywhere on Earth, even in the coldest Arctic!

Entry

- Enter as an individual.

County Entries

- There is no limit in the number of entries per county.

Contest

- This contest is a drop off & go event.
- 4-H members will need to make arrangements to have their physical collections at Cross Brand Cowboy Church in Tyler no later than 12:00 pm (noon) on Thursday, April 28, 2022. After judging, on Day 3, you may pick up your collections in the same location. Collections not picked-up will be sent to local Extension offices.

Requirements for Entomology Collection

- Be sure to include your name, county, and age group (Junior, Intermediate, Senior), email AND PHONE NUMBER on an index card or piece of paper attached to your collection.
- All arthropods must be properly identified to Order. See <https://entomology.tamu.edu/extension/youth/4-h/4h-contest/>
- Insects you want judged to common name must be properly identified to the common names in 4-H Entomology Contest guidelines.
- No duplication of insects/arthropods.
- Only adult specimens.
- Only insects collected in Texas allowed (no pets, store bought, or insects collected from other states).
- You may only use insects collected within the last 2 years of the contest year.
- Only 5% of your collection may be collected by others.
- Only 25% of your collection may have been submitted in previous years. All collections are sprayed with florescent paint; insects used in previous years can be identified by judges.
- Insects must have a collection label on the pin and placed at the proper height on the pin. For a sheet of labels, you may use: <http://extension.entm.purdue.edu/401Book/pdf/SpecimenLabels.pdf>
- Labels may be handwritten or typed.
 - Labels should show as little white as possible. Try to keep your label smaller than your insect, if possible. You may use more or less lines than shown in the examples.

County, State
Specific location
Date
Collector

Bexar Co, TX.
Eisenhauer Park
X.20.2013 M. Keck

Roman numeral
is month. Use
this format.

- Identification Labels – Order and Common Name labels (where applicable).
 - Order Labels –Group/arrange insect orders together. Use header labels to identify insects in the same order to keep your labels from cluttering under the insect.
 - Common Name labels – place the common name label above your insects attached by a pin or glue. Use a font smaller than your order label.
- Insects must be mounted correctly and placed in an organized fashion in a collection box.
- Spreading guidelines:
 - The bottom of the forewings should be at a 90° angle from the body. Hindwings should be at a 45° angle from the forewing.
 - Insects required to be spread:
 - Butterflies and moths (Lepidoptera)
 - Dragonflies and damselflies (Odonata)
 - You can spread any insect you would like; you will not be penalized for spreading insects, but if spreading is not correct, you may be penalized.
- Insects/Arthropods that should be preserved in vials and at least 70% alcohol. Vials should be able to be removed easily for viewing. BE SURE VIALS ARE SECURED IN BOXES TO AVOID THEM ROLLING AND DESTROYING YOUR COLLECTION.
 - Silverfish (Thysanura)
 - Springtails (Collembola)
 - Scales & Mealybugs (Hemiptera)
 - Fleas (Siphonaptera)
 - Thrips (Thysanoptera)
 - Lice (Phthiraptera)
 - White Flies (Hemiptera)
 - Spiders (Araneae)
 - Ticks (Acarina)
 - Small Earwigs (Dermaptera)
 - Scorpion (Scorpiones)
 - Sulfugids (Sulifugae)
 - Caddisflies (Trichoptera)
 - Mayflies (Ephemeroptera)
 - Booklice (Psocoptera)
 - Termites (Isoptera)
- Collection display boxes should be neat and the proper size requirements for your level (see table below). There are no requirements for type of boxes for junior and intermediates. Texas 4-H, Texas A&M AgriLife Extension and Judges are NOT responsible for collections damaged during transit.
- Please see scoring cards for minimum and maximum insects allowed by age group.
- Provide a list of insects submitted in your collection with Order, common name, preservation method, and number of specimens included. An example insect list is on the following page. Use this example as a guide. Seniors must type this list, intermediates and juniors may hand write.

EXAMPLE Insect List

Order	Common Name*	Preservation Method	Number of Specimens
Odonata	Green Darner Dragonfly	Pinned	1
Orthoptera	Field cricket	Pinned	2
	Differential grasshopper	Pinned	
Hemiptera		Pinned and pointed	7
Hemiptera	Giant water bug	Pinned	1
Hemiptera	Flower thrips	Alcohol	1
Hemiptera	Big eyed bug	Pointed	1
Coleoptera		Pinned and pointed	6
Hymenoptera	Velvet ant	Pinned	1
Hymenoptera		Pinned	4
Siphonaptera		Alcohol	1
Scorpiones	Scorpion	Alcohol	1

*Only include the common names of the insects you wish to be judged. If you include more common names than is required for your common name, points will be deducted for not following instructions.

- Collections will be judged on aesthetics, identification, mounting and labeling. Please review the score card for weight of judging.

Specific Level Requirements

- Junior Level Requirements (3rd – 5th grade)
 - 15 insects minimum
 - Of those 15+ insects:
 - 8 different insect/arthropod orders
 - 8 different insects identified to common name
 - All arthropods must be identified to proper order. There must be a total of at least 8 different insect orders and 8 arthropods identified to common name based on the Texas 4-H common names.
 - Arthropods must contain the proper labels. Insects must be pinned correctly and placed in an organized fashion in a collection box.
- Intermediate Level Requirements (6th-8th grades)
 - 34 insects minimum
 - Of those 34+ insects:
 - 13 different insect/arthropod orders
 - 16 different insects identified to common name
 - All arthropods must be identified to proper order. There must be a total of at least 13 different insect orders and 16 arthropods identified to common name based on the Texas 4-H common names.
 - Arthropods must contain the proper labels. Insects must be pinned correctly and placed in an organized fashion in a collection box.
- Senior Level Requirements (9th – 12th grade)
 - 60 insects
 - Of those 60+ insects:
 - 18 different insect/arthropod orders
 - 30 different insects identified to common name
 - All arthropods must be identified to proper order. There must be a total of at least 15 different insect orders and 30 arthropods identified to common name based on the Texas 4-H common names.
 - Arthropods must contain the proper labels. Insects must be pinned correctly and placed in an organized fashion in a collection box. Collection boxes must have a glass cover and dimensions 18x24, 16.5x19, 16x20, 14x21 or 19.5x16.5. Multiple boxes may be submitted, however, if multiple boxes are used, they must be the same dimension (you may not use two different sized boxes).

Scoring

- See the 4-H Entomology scorecard in the Appendix for scoring criteria.

Study Guide and Resources

- See the resources for additional information on this contest at <http://entomology.tamu.edu/wp-content/uploads/2020/09/Entomology-Collection-Guidelines-2021.pdf>

FABRIC & TEXTILE CREATIONS

- D5 Event Only
- Drop Off & Go
- Individual
- Day 1



The **Fabric and Textile Creations** contest is designed for 4-H members to showcase their skills in creativity and fashion outside of clothing for people. You will create a design using one or more fabrics, textiles, or other fiber product with or without a sewing component.

Entry

- Enter as an individual.

County Entries

- There is no limit to the number of entries per county; one entry per person.

Entry Creations – Enter all fabric and textile creations other than clothing. Examples: pillowcases, quilts, jewelry, tote bags, table runners, etc. Clothing created should be entered in the Fashion Show contest.

Check-in and Pick-up of Entry Item

- Entries will be dropped off at the Guest Services Booth located adjacent to the sanctuary anytime between 11:00 a.m. and 12:00 p.m. on Day 1 of Come Alive in D5. You may make arrangements with your county agent to bring your exhibit to the event.
- Entries will be judged on Day 1 and then exhibited in the sanctuary during the remainder of the event for others to view.
- Contestant or a designated person identified at check-in must pick up their entry items between 3:30 and 4:00 p.m. on Day 3 of Come Alive in D5. Items not picked-up at this time will be returned to the district office for pick-up by county agents.



Categories

- *Accessory* – Includes items such as purses, tote bags, belts, phone covers, etc.
- *Jewelry* – includes necklaces, bracelets, rings, earrings, etc.
- *Pet or doll clothing* – includes items that can be worn by a pet, any other animal or to dress a doll.
- *Bedding* – quilts, baby blankets, pet beds, etc.
- *Home décor* – items that are easy to move and make a home visually appealing such as throw pillows, table runners, or wall hangings.

Fabric & Textiles Creation Label

- The Fabric & Textile Creations label must be affixed to entry.
- The label must be legibly printed or typed and **completely** filled out.
- Incomplete labels will constitute disqualification from this contest.
- Labels can be downloaded at <https://agrillife.org/d54h/fabric-textile-creations/>

Contest

- Fabric & Textile Creation must be presented at contest for judging.
- Contestant will NOT provide a verbal presentation or interview during the contest and does not need to be at the Come Alive in D5 to place in the show.

Scoring

- See the 4-H Fabric & Textile Creations scorecard in the Appendix for scoring criteria.
- Each creation must conform to and will be evaluated based upon the following, but is not limited to:
 - Visual Appeal/Creativity of Creation – Creation should show evidence of creativity by the 4-H member.
 - Quality of Workmanship – Creations should be neat and demonstrate quality of workmanship.

FAMILY COMMUNITY HEALTH QUIZ BOWL

- Qualifying
- Sweepstakes

- Team
- Day 2



This contest helps participants increase their knowledge of basic nutrition, consumer information, food and kitchen safety, food preparation skills and storage, and health.

Entry

- Enter as a team of four members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card in the amount of \$15 will be issued each team member who registered.



County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets, based upon age division.
- Each contest is a double elimination tournament where a total of two losses are needed to eliminate a team from further competition.

Question Types

- The number of questions used per round will include at least eight (8) one-on-one questions, sixteen (16) toss-up questions, and two (2) to four (4) bonus questions.
 - **One-on-One** questions are those to which only one member of each team may respond in a head-to-head match between the acknowledged members of each team. These points will count toward individual and team scores.
 - **Toss-up** questions are open to response by all contestants. These points will count toward individual and team scores.
 - **Bonus** questions are attached to toss-up questions and are given to the team that correctly answered the toss-up question. These points count toward a team score only and do NOT count towards individual points. No more than 25% of toss-up questions will have a bonus question attached and in general will be somewhat more difficult.

Contest Room

- ONLY THE TEAM and ONE coach is allowed in the contest room. All others must remain in the designated waiting areas or outside the building.
- Team coach will be seated in a designated area and may not communicate with team members during the match with the exception of their one time out.
- Team coach will be permitted one 1-minute time out during their match to provide encouragement to contestants.
- Teams must check-in and check-out of the contest room.

Scoring

- The overall team score shall be determined by totaling the top scores of the members. Only positive scores will qualify for placings 1st – 3rd.
- An individual high point award will be presented in each age division.

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources. See the study guide and list of resources used on the web at https://texas4-h.tamu.edu/wp-content/uploads/food_fch_quiz_bowl_study_guide_2021_2022.pdf
- The Texas 4-H Quiz Bowl contestant paperwork is available online at <https://texas4-h.tamu.edu/projects/food-nutrition/>

FASHION SHOW

- Qualifying
- Individual
- Day 1



The **Fashion Show** is designed for 4-H members to showcase their skills in buying and construction. You will create a clothing or fashion item, turn in paperwork explaining your item, complete an interview with a panel of judges, and, finally, model the outfit on the runway. The **Natural Fiber contest** is part of the Fashion Show. Members choose to buy or construct an outfit made from either cotton or wool/mohair/alpaca. You will exhibit what you've learned about cotton and wool/mohair. Specific fiber contents are found in the contest guidelines.

Entries

- Enter as an individual.

County Entries

- Each county may enter one contestant per age division per category for a total of ten Juniors, ten Intermediates, and ten Seniors in the District Fashion Show.

Fashion Show Order

- The show order for the on-stage modeling experience by contestants will be determined once entries have been received.
- The 50-word minimum and 75-word maximum commentary must be provided on the paperwork for presentation during the Fashion Show (see information under Fashion Show paperwork on the next page).

Categories

- **Buying:** All garments worn (garments that are visible) during the interview process must be included in the buying worksheet.
 - **Business/Interview Attire:** Entry should be an outfit you would wear for a job interview, scholarship interview, job fair, or other professional event.
 - **Fantastic Fashions under \$25:** This category is designed to expand the 4-H member's shopping experience to include different shopping venues. Outfits must be purchased at a garage sale, consignment store, Goodwill, Salvation Army, or other resale business. Receipts are required for everything visible during the interview, except shoes. Receipts for garage sales can be handwritten. This includes jewelry and accessories. You do not need to account for sales tax.
 - **Semi-Formal to Formal:** Entry must be designed for semi-formal to formal occasions and made from fabrics intended for the same.
 - **Special Interest:** Entry should be a specific outfit that you NEED to know how to purchase wisely. Entry should be something that reflects a special interest of the contestant, such as equestrian clothing and riding apparel, dance costumes, hiking clothes, rock climbing clothing, etc.
- **Construction:** Garments may be constructed by sewing, knitting, or crocheting. Accessories may be purchased. All garments worn (garments that are visible) during the interview process must be constructed. Close-fitting legwear, tights, and pantyhose do not need to be constructed.

- Everyday Living: Include casual sportswear, weekend-wear, sleepwear, clothing for school, casual after-school events, or hanging out with friends.
 - Refashion: Modifying an existing clothing or fabric item (such as a tablecloth or curtain) into something more fashionable. The purpose of this category is creativity, as well as sewing skills. The completed garment is different from its original use, not just an alternation (example: neck ties sewn together to form a skirt).
 - Semi-Formal to Formal: Entry must be designed for semi-formal to formal occasions and made from fabrics intended for the same. Original material must be fabric and not from recycled items.
 - Theatre/Costume: Garment intended for use as a costume, which would include stage production. May be sewn from fabric or from another garment. These garments may be unusual or innovative materials, imaginative but wearable.
- *Natural Fibers*: The garment selected can be constructed or purchased. A complete outfit, except for a blouse or shirt under the garment, is made of the eligible fashion fabric. Examples include jacket and pants made of wool or a full-length coat made of eligible fashion fabric worn over a garment of any fiber content. Lining fabric, interfacing fabric, and trims are not required to meet the fiber content requirements.
 - Cotton: Each garment entered must contain a minimum of 60% cotton. Knowledge of fiber characteristics, production, and end use is required.
 - Wool/Mohair: Each garment entered must contain a minimum of:
 - 60% wool and 40% other fiber.
 - 60% mohair and 40% other fiber.
 - 60% blend of the two fibers and 40% other fiber.
 - 100% wool/mohair blend is also acceptable.

Please note: Natural Fibers is a class just like Buying or Construction. A contestant may choose to only enter the Natural Fibers contest or both the Natural Fibers contest and Buying and/or Construction. Entry into the Natural Fibers contest will constitute two separate judging interviews, but with the same garment constructed or purchased.

Fashion Show Paperwork - 4-H Fashion paperwork is required for participants in the 2022 4-H Fashion Show.

- Construction paperwork can be downloaded at <https://agrillife.org/d54h/fashion-show/>
- Buying paperwork can be downloaded at <https://agrillife.org/d54h/fashion-show/>
- Natural Fiber paperwork can be downloaded at <https://agrillife.org/d54h/fashion-show/>

Time Limits

- The judges will conduct a 5-minute interview of each contestant with questions based upon the scorecard and Fashion Show paperwork submitted.

Judging Interview

- Introduction/Presentation - Each contestant will start by introducing themselves and model their garment to the judges. Participants will then provide a 5-minute presentation to the judges.
- During the presentation the participants need to describe their project activities, outfit selection, construction or buying skills and their knowledge of fiber and fabrics.
- Question and Answer - Judges will have the opportunity to ask each participant questions from the list of contest questions, as well as questions related directly to the participant's garment or project experiences.
- All garments to be judged must be WORN by the contestant during the judging interview and Fashion Show. Garments may not be carried or worn by another individual.
- Props are not permitted during the judging interview; however, props are allowed during the Fashion Show (example: tennis racket, stuffed animal, purse, etc.).
- All garments must have been created or purchased (buying category) during the current 4-H year



New!



New!

by the contestant.

- Senior and Intermediate age division contestants must construct or purchase their entire outfit.
- Junior age division contestants are permitted to construct an entire outfit or one piece of an outfit. Judges will ask Junior contestants what part of their outfit they made/purchased.

Fashion Show

- After all contestants have completed the Judging Interview, a rehearsal with all contestants will be conducted. Only contestants and committee members will be permitted in the Fashion Show room during rehearsal.
- The Fashion Show will begin at the conclusion of the rehearsal. Contestants must participate in the Rehearsal to participate in the Show.
- If ties should occur, the ties will be broken using scores in the following order.
 - Construction skills
 - Interview
 - Knowledge of fiber and fabric characteristics
 - Paperwork

Scoring

- See the 4-H Fashion Show scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

Study Guide and Resources

- The Texas 4-H Fashion Show contestant paperwork is available online on the [D5 website](https://texas4-h.tamu.edu/projects/fashion/) or at <https://texas4-h.tamu.edu/projects/fashion/>



This contest challenges teams of 4-H members to create a dish using only a key ingredient and access to a “grocery store” of other ingredients. From these ingredients, team members are challenged to create a healthy dish while practicing proper food safety, food preparation, and communication skills.

Entry

- Enter as a team of 3 to 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- Each county may submit FIVE teams per age division.
- A total of 15 team entries per county may be submitted for the district contest.
- Teams may not include members in different age divisions.

Attire

- Each team will have the option of wearing coordinated clothing and/or aprons.
- ALL team members must wear closed toed shoes and hair restraints (cap, hair net, chef hat bandana, etc.).

Contest Room

- ONLY THE TEAM is allowed in the contest room. All others must remain in the designated waiting areas or outside the building. Contestants can only be assisted with transporting supply boxes from parking lots to the contest room door.
- Teams must check-in and check-out of the contest room as a group. Teams with fewer than three members will be disqualified.

Jewelry

- No jewelry (except for medically required) is allowed in contest room. This includes earrings, facial piercings, bracelets, necklaces, watches etc.

Supply Box

- Each team must supply their own equipment for the challenge.
- Teams may bring only the supplies listed in the supply box list below.
- Supply boxes may be checked by contest officials as team members check in for the contest.
- Any extra equipment will be removed from the team’s supply box.
- Each team will bring an equipment box containing only ONE of each of the following items, unless a different quantity is noted:



Beverage glass	Measuring spoons (1 set)
Bowls (up to 4 – any size)	Non-stick cooking spray
Calculator	Note cards (1 package – no larger 5x7)
Can opener	Paper towels (1 roll)
Cookie sheet	Pancake turner (up to 2)
Colander	Pencils (no limit)
Cutting boards (4)	Plastic box & trash bag for dirty equipment
Disposable tasting spoons (no limit)	Pot with lid
Dry measuring cups (1 set)	Potato masher
Electric skillet	Potato peeler
Extension cord (Multiple outlet or strip style) <i>Teams should be certain the extension cord is compatible (2-prong/3-prong) with the plugs on their electrical supplies.</i>	Sanitizing wipes (1 container) or bleach solution spray
First aid kit	Serving dishes/utensils <ul style="list-style-type: none"> • 1 plate/platter • 1 bowl • 1 utensil
Food thermometer	Skewers (1 set)
Fork	Skillet with lid
Gloves	Spatulas (2)
Grater	Stirring spoon
Hand sanitizer	Storage bags (1 box)
Hot pads (up to 5)	Tongs
Kitchen shears (1 pair)	Toothpicks (no limit)
Kitchen timer	Two single-burner or one double-burner hot plate (electric only)
Knives (up to 6)	Whisk
Liquid measuring cup (2 cup size)	
Manual pencil sharpener	

Pantry

- Each team may include in their supply box the following “pantry” ingredients which they may use when preparing their dish.
- There is no requirement to use these items, nor is it mandatory that teams include these in their supply box.

Salt	1 medium onion
Pepper	2 (up to 16 oz) cans vegetables and/or fruit
Oil (up to 17 oz)	Rice (white or brown) or pasta (up to 16 oz)
1 jar chicken bouillon	

Resource Materials Provided


- Each team will be provided the following resources at contest:
 - ✓ MyPlate Mini-Poster
 - ✓ Fight Bac: Fight Food Borne Bacteria brochure
 - ✓ Know Your Nutrients
 - ✓ Food Safety Fact Sheet
 - ✓ Food Challenge worksheet
 - ✓ Grocery list with food costs
- No other resource materials will be permitted.

- Teams may not use their personal copies of resources during the contest.

Contest Rules of Play

- Each team will be directed to a cooking/preparation station. Contest categories will be revealed at the preparation station.
- Each team will receive an information sheet with their contest category and “key” ingredient for that category. The “key” ingredient will be representative of one of the following categories: Appetizer, Main Dish, Side Dish, Healthy Dessert.
- Teams will have access to a “grocery store” of additional ingredients which can be “purchased” and combined with the team’s “key” ingredient to create an original recipe/dish during the contest. The “grocery store” will include items commonly found in grocery stores such as produce, canned goods, crackers, dairy products, etc.
- Teams must “purchase” at least two additional items from the “grocery store”. Teams will also receive a pricing sheet for “grocery store” items at their station. “Grocery store” items will be “purchased” using a pricing system and “contest currency.” This will enable teams to analyze the cost of their entire dish and individual serving. The currency system will be explained prior to the contest. Teams may not exceed the provided “contest currency” or trade “currency” or share grocery store items with other teams. Teams will be provided a set dollar amount to “spend” at the store. Each item in the store will be priced and teams must calculate cost according to total spent.
- Each team will have 40 minutes to prepare the dish, plan a presentation, and clean up the preparation area.
- Teams should be prepared to only plug in one piece of equipment at a time to reduce the risk of electrical malfunction.

Preparation

- Each team will create an entire dish/recipe (not a full meal) using the provided key ingredient and grocery store items.
- Dishes/recipes created should include two or more servings.
- Teams should present the entire dish/recipe to the judges and communicate during their presentation what an individual serving size should be. Teams will be responsible for determining the number of servings their dish provides.
- Teams should not create side or multiple dishes with their ingredients/grocery store items.
- Teams are challenged to be creative and develop an original recipe with the ingredients provided.
- Teams will determine the exact amount of each ingredient used based on the original recipe.
- The key ingredient and/or grocery store ingredients selected should be used to garnish the dish.
- Note cards may be used to write down the recipe the team creates, along with notes related to nutrition, food safety, and cost analysis. Teams should be exact on ingredients, preparation steps, cooking time, temperature, etc.
- A safe and sanitary working environment must be maintained during the contest. Each station will have food and kitchen safety resources. Teams should follow steps listed to ensure proper food and equipment safety is followed. Judges will be scoring teams on food and equipment safety during the preparation phase of the contest. Teams should also discuss safety steps used during the presentation phase of the contest.
-  Gloves do not have to be worn throughout the contest; however, there should always be a barrier between your hand and any food touched. A barrier includes gloves and/or cooking utensil. When wearing gloves, they must be changed between handling raw meats/seafood; handling cooked items; and ready to eat items or raw vegetables to prevent cross contamination.
- Each team member must wear a hat, hair net and/or other type of hair restraint during the food preparation part of the competition. Examples of acceptable hair restraints include hairnets, bandana with hair completely pulled back, Chef hat with hair restrained inside, or cap with hair completely tucked inside.
- Each station will have a variety of nutrition resources/references. Each team should highlight key nutrients in their dish and their functions during their presentation.

- Prices of the key ingredient and grocery store items will be provided to teams. Teams will calculate the price of the dish based on the amount of ingredients used. Teams should calculate the cost of the total recipe, as well as the price per serving. Teams will determine the number of servings for their recipe.
- Teams must clean up their preparation areas. Clean-up time is included in the 40-minute preparation allotment.

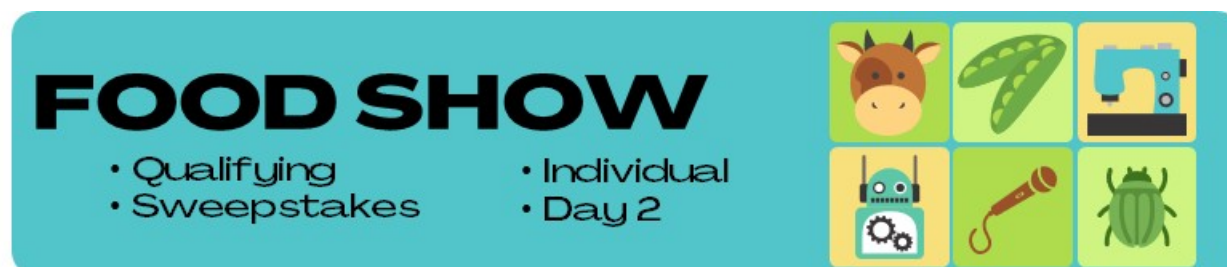
Presentation and Questions

- Following the preparation phase of the contest, each team will give a 5-minute presentation to a panel of judges. ALL team members should participate in the presentation.
- To earn maximum points, teams must use the 5-minute presentation to address the following areas of presentation according to scorecard: Knowledge of MyPlate, Nutrition Knowledge, Food Preparation, Safety Concerns, and Serving Size.
- At the end of 5 minutes, time will be called – additional time will not be allowed. Judges will be allowed 3 minutes to ask questions. Judges will not ask questions related to what teams should have covered during the presentation. Judges' questions will be related to general nutrition, health, chronic disease prevention or others relevant to food and nutrition. Following questions, judges will have 3 minutes to score/write comments.
- Finished dishes MAY NOT leave the judging area. Dishes must be discarded after teams complete the judging process to ensure teams in following heats do not see what ingredients are available to gain an advantage.



Scoring

- See the 4-H Food Challenge scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.



This contest challenges members to not only select and create a dish using healthy ingredients, but it allows them to demonstrate their kitchen skills and knowledge through a hands-on demonstration and quiz. Participants compete in one of four food categories: Appetizer, Main Dish, Side Dish, or Healthy Dessert.

Entry

- Enter as an individual.

County Entries

- Each county may submit one entry per food category per age division. See example below:
 - In each age division there are four food categories. The county may enter 1 Junior for Main Dish, 1 Junior for Fruits & Vegetables, 1 Junior for Breads & Cereals, and 1 Junior for Nutritious Snacks.
 - This is the same for Intermediate and Senior age divisions.
 - A total of 12 entries per county may be submitted for the district contest.

Food Show Components

- Each food show participant will complete/compete in each of the following components:
 - **Food Show Dish Presentation/Interview** (see specific information for each age division on the following pages)
 - **Skill Showcase** – Youth will demonstrate their knowledge of a skill assigned by judges. All materials to demonstrate this skill will be provided and judges will score the skill based on correct procedures, safety, and other pertinent information related to the skill assigned. The skill demonstration will be designated during judging and will include a time limit.
 - **Knowledge Showcase** – Contestants will be given a 10-question quiz which will contain multiple choice and true/false questions in the areas of food preparation, food and kitchen safety, and general nutrition knowledge. Refer to the [Texas 4-H Food & Nutrition page](#) for resources.

2022 Theme: *Backyard BBQ*

- What's your favorite dish at a backyard BBQ? Don't be afraid to showcase your culinary skills by experimenting with flavors and dishes commonly found at a backyard BBQ. Summer isn't the only time for a Backyard BBQ! Sometimes, a backyard BBQ means you get to enjoy special dishes that you only see at a BBQ. Now is the time for you to get creative with flavors and recipes commonly found at a backyard BBQs.
- You may even want to try out a new piece of kitchen equipment such as a grill plate or indoor grill. Remember, not all backyard BBQ dishes even require a grill! Many Backyard BBQ dish favorites can be prepared on the stovetop, in the oven, in non-cook methods, or using special equipment.
- **ABSOLUTELY NO open flames or outdoor type grills will be allowed at the Food Show!** Remember to keep in mind good nutrition and healthy preparation methods as you select your recipe.

Food Categories

- **Appetizer** – Traditionally an appetizer is a small dish or food that is eaten prior to the main course. When selecting recipes for this category, contestants should consider foods that are lower in fat, sodium, and calories so as to not ruin one's appetite.

- **Main Dish** – The main dish is usually the heaviest, heartiest, and most substantial dish in a meal. In a meal consisting of several courses, the main dish is served during the main course and is the featured dish of the meal. The key ingredient is usually meat or another protein food, but they may contain other foods.
- **Side Dishes** – Side dishes are foods that are usually served along with a main dish or as accompaniments to the main course. Suggested dishes may include salads, cooked vegetables, cooked fruit, pasta or rice dishes, and/or combination vegetable dishes.
- **Healthy Desserts** – Healthy can still mean delicious when it comes to desserts. Dishes in this category should be served at the end of the meal or for special occasions. Contestants should modify traditional recipes with healthy substitutions and consider MyPlate and Dietary Guidelines when selecting recipes for this category.

Recipes

- Recipes should be written in the standard recipe format using the attached **Recipe Submission Checklist**.
- No alcohol or ingredients containing alcohol may be used.
- State qualifying food show contestants must enter the same recipe that they qualified with at the District level.
- Contestant recipes will be uploaded in the 4HOnline system as part of the registration process. **Recipe upload instructions:**
 - Use the food show PDF fillable recipe form located on District 5 web page <https://agrillife.org/d54h/food-show/>
 - Use the name of the recipe as the file name – i.e., Grandma's Creamed Corn.
 - Do not use the member's name or the county as the file name.

Garnishes

- Only edible garnishes are allowed. Participants will be asked to remove any other material besides a serving utensil, napkin, and edible garnish from their serving tray.

Contest Room

- **ONLY THE CONTESTANT** is allowed in the contest room. All others must remain in the designated waiting areas or outside the building. Contestants can only be assisted with transporting boxes from parking lots to the contest room door.
- Contestants must check-in and check-out of the contest room.
- Contestants must prepare their own dishes.

Food Safety

- Contestants should wear clothing consistent with professional and safe food handling practices.
- Closed shoe toes should be worn.

Junior and Intermediate Age Divisions - Contestant Presentation/Interview

- The Floor Monitor will inform each contestant when and where to take his/her dish to be judged.
- The judging time period is based upon contestants' age division.
 - **Presentation and Introduction** – Each contestant will start with a maximum **two-minute** presentation to introduce themselves and their dish, reasoning behind selection of recipe, and how it relates to the theme.
 - Judges will have the opportunity for a **two-minute interview** asking questions applicable to the attached scorecard. It includes, but is not limited to, basic nutrition, food safety, food preparation, age-related nutrition, as well as project experiences.
 - At the end of the interview period, contestants will have **one-minute** to serve the judges a portion of their dish. This allows the judges to visually evaluate the dish prepared. Contestants should practice proper food handling techniques when presenting food to the judges. Judges will not taste the food.
 - The food should be presented in a serving dish with a serving utensil provided by the contestant. In addition, a napkin to lay serving utensil on is allowed. The dish should be presented to the judges as if it were about to be placed on a table for a family dinner.

- Contestants should serve judges what they deem is an appropriate serving size for evaluation purposes.
- Paper goods for these servings will be provided by the food show committee.
- Contestants will serve one serving to the judging panel, not a serving to each individual judge.
- If needed to safely transport the dish to the judging table, contestants should bring a serving tray. Serving trays will not be provided.
- Dishes will not be judged based upon display. Fancy or elaborate placement, linens, centerpieces, candles, etc. are not to be included with the dish as it is presented for judging interviews.
- Contestants should use only serving dishes and utensils appropriate and necessary to present and serve the dish to be judged.
- **Senior Age Division – General Information**
 - District food show contestants must enter the same recipe that they qualified with at the County level. Recipes should be written in the standard recipe format using the included Recipe Submission Checklist as a guide. Nutritional analysis for recipe is not required and will not be judged.
 - All four food categories may use ovens during food preparation. However, oven time is limited to 75 minutes in all categories.
 - No alcohol or ingredients containing alcohol may be used.
 - When choosing a recipe, please keep in mind what ingredients will be available or in season for all levels of competition: county, district and state. Additionally, please remember that the goal of the food and nutrition project is to learn healthy eating skills and healthy recipe selection.
 - Contestants must prepare their own dishes. Foods that are not part of the contestant's entry cannot be prepared in the Preparation Centers.
 - Contestants are encouraged to prep ALL ingredients on site as preparation is now being judged.
 - Ingredients that MAY NOT be prepped prior to contest include meat, poultry, fish, and seafood. These items MUST be prepared and cooked in the Food Show preparation facility.
 - Final cooking and baking of all dishes must be done in the food preparation facility.
- **Senior Age Division – Preparation**
 - **Kitchen Time Limits** - Contestants will be assigned specific preparation facility times and preparation time limits based on number of entries and recipes. Depending on the number of entries and recipes, contestants may be limited to 2 to 2.5 hours in the facility; this time limit will include final cooking and/or baking of their dish.
 - Contestants will not be permitted in the preparation areas before or after their specified times.
 - Contestants will be required to share a limited number of work surfaces, sinks, stoves, and refrigerators. Contestants should practice working in small spaces prior to the food show.
 - Should an unforeseen mishap occur, a contestant can remake their recipe within their allotted time and workspace only if the Kitchen Supervisor grants permission to do so.
 - **Equipment** - Only electric ranges, refrigerators, electric ovens, food freezers, microwaves, and worktables will be available on-site for contestants to use in preparing their recipes. Special equipment or appliances must be provided by the contestant. Equipment with open flames is not allowed.
 - Ovens in preparation area will be preset and labeled with cooking temperatures. Temperatures in preset ovens CANNOT be changed by contestants. Contestants who will be using an oven in the preparation of their dish are encouraged to bring an oven thermometer for use in the food preparation facility ovens.
 - Contestants must provide cutlery, cutting boards, cleaning supplies, dish towels, paper towels, potholders, timers, ingredients for recipe and any appliances not listed above.
 - **Safety** - Contestants should wear clothing consistent with professional and safe food handling practices. Closed toe shoes must be worn in food preparation area. Contestants may change their clothes prior to their scheduled interview if they choose; however, they will need to include this time in their assigned time limit.

- **Preparation Judging** - Contestants will be judged while preparing their dish in the kitchen area and are encouraged to prepare ALL ingredients on site. This judging process will focus on food safety, equipment safety, proper cooking techniques, and sanitation around cooking area during and after preparation. Judges will ask questions, if necessary, during the process; therefore, contestants should be prepared to multi-task.
- **Senior Age Division - Food Show Interview**
 - Contestants will be interviewed following completion of their assigned food preparation facility time.
 - The Kitchen Supervisor will inform each contestant when and where to take his/her dish to be judged. The judging order will be assigned by the food show committee and provided to participants prior to the district contest. Interview times may be adjusted on day of contest to accommodate schedule. Contestants should be prepared to interview earlier than their scheduled time if asked to do so.
 - **Introduction/Presentation** - Each contestant will start with a maximum **five-minute** presentation to introduce themselves and their dish. To earn maximum points, participants must use the 5-minute presentation to describe their inspiration in choosing their recipe, how recipe relates to the current food show theme, and the following areas of the scorecard: Knowledge of MyPlate, Nutrition Knowledge, Food Preparation, and Food Safety Concerns.
 - **Question and Answer** - Judges will have the opportunity for a **four-minute** interview asking questions applicable to the scorecard located in the Appendix. It includes but is not limited to basic nutrition, food safety, food preparation, chronic disease prevention, age related nutrition, or other areas of health, as well as project experiences.
 - **Serving** - At the end of the question and answer period, contestants will have **one-minute** to serve the judges a portion of their dish.
 - Contestants should practice proper food handling techniques when presenting food to the judges. Judges will not taste the food.
 - The food should be presented in a serving dish with a serving utensil provided by the contestant. In addition, a napkin to lay serving utensil on is allowed.
 - In some instances, it is not necessary to present to the judges the entire recipe. For example, if a recipe makes two loaves of bread, only one loaf needs to be presented for judging. Contestants should serve judges what they deem is an appropriate serving size for evaluation purposes.
 - Paper goods for these servings will be provided by the food show committee.
 - Contestants will serve one serving to the judging panel, not a serving to each individual judge.
 - If needed to safely transport the dish, contestants should bring serving trays. Serving trays will not be provided.
 - Fancy or elaborate placemats, linens, centerpieces, candles, etc., are not to be included with the dish as it is presented for judging interviews. Contestants should use only serving dishes and utensils appropriate and necessary to present and serve the dish to be judged.

Scoring

- See the 4-H Food Show scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.
- Juniors and Intermediates: There are a total of 100 possible points from presentation, quiz and knowledge showcases.
- Seniors: Total scores will be tallied from Presentation & Preparation scorecards as well as the quiz for a total of 125 possible points

Resources

- The Texas 4-H Food Show contestant paperwork is available online at <https://texas4-h.tamu.edu/projects/food-nutrition/>

HORSE QUIZ BOWL

- Qualifying
- Sweepstakes

- Team
- Day 2



The primary objective of the Horse Quiz Bowl contest is to provide an opportunity for youth enrolled in 4-H to demonstrate their knowledge of equine-related subject matter in a competitive setting.

Entry

- Enter as a team of 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card in the amount of \$15 will be issued each team member who registered.



County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets, based upon age division.
- Each contest is a double elimination tournament where a total of two losses are needed to eliminate a team from further competition.

Question Types

- The number of questions used per round will include at least eight (8) one-on-one questions, sixteen (16) toss-up questions, and two (2) to four (4) bonus questions.
 - **One-on-One** questions are those to which only one member of each team may respond in a head-to-head match between the acknowledged members of each team. These points will count toward individual and team scores.
 - **Toss-up** questions are open to response by all contestants. These points will count toward individual and team scores.
 - **Bonus** questions are attached to toss-up questions and are given to the team that correctly answered the toss-up question. These points count toward a team score only and do NOT count towards individual points. No more than 25% of toss-up questions will have a bonus question attached and in general will be somewhat more difficult.

Scoring

- The overall team score shall be determined by totaling the top scores of the members. Only positive scores will qualify for placings 1st – 3rd.
- An individual high point award will be presented in each age division.

Contest Room

- ONLY THE TEAM and ONE coach is allowed in the contest room. All others must remain in the designated waiting areas or outside the building.
- Team coach will be seated in a designated area and may not communicate with team members during the match with the exception of their one time out.

- Team coach will be permitted one 1-minute time out during their match to provide encouragement to contestants.
- Teams must check-in and check-out of the contest room.

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources.
- See the study guide and list of resources used on the web at <http://texas4-h.tamu.edu/wp-content/uploads/Horse-Quiz-Bowl-Resources-1.pdf>
- The Texas 4-H Quiz Bowl contestant paperwork is available online at <https://texas4-h.tamu.edu/quiz/>



Horticulture samples will be selected and exhibited at separate stations from a predetermined list of 20 plants (2022 Identification List).

Entry

- Enter as an individual.

County Entries

- There is no limit in the number of entries per county.

Contest

- This contest is a come and go event with small groups permitted into the contest room every 30 minutes on the hour and half-hour (afternoon of Day 2 and morning of Day 3). The last group that will be permitted to participate in the contest may begin no later than 30 minutes to the contest day ending time.
- Contestants will receive orientation before entering the contest and will be provided a scantron form, pencil, and clipboard to respond to questions.
- Horticulture specimens from the attached predetermined list of ornamentals, flowers, trees, shrubs, ground cover, vines, tropical, perennials, and annuals are selected for identification. These selected specimens are exhibited at separate stations either as an actual sample or a pictorial representation.
- Contestants must identify the following number of specimens based upon age division:
 - Junior 10
 - Intermediate 15
 - Senior 20
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class on which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.
- While the contest is in progress, there shall be no talking or any other type of communication between contestants. If a contestant has a question once the contest begins, please direct that question to the assigned group leader or the contest superintendent.

Time Limits

- Contestants are given 30 seconds at each station to select their answer from multiple choice options.

Scoring

- Contestants will receive one (1) point for each sample that is correctly identified by common name and/or scientific name.
- Scantrons will be scored at the close of the contest on Day 3. Placings will be tabulated for both days and will be announced during the Awards Ceremony on Day 3.

Plant List – Study Guide

- Below is the plant list for the 2022 contest.

2022 4H Horticulture Identification list

Latin name	Common name
<u>Acer palmatum</u>	Japanese Maple
<u>Allium cepa</u>	Onion
<u>Arachis hypogaea</u>	Peanut
<u>Capsicum annuum</u>	Pepper
<u>Carya illinoensis</u>	Pecan
<u>Citrullus lanatus</u>	Watermelon
<u>Citrus spp.</u>	Grapefruit
<u>Cornus florida</u>	Dogwood
<u>Ilex spp.</u>	Holly
<u>Lagerstroemia indica</u>	Crape myrtle
<u>Lycopersicon esculentum</u>	Tomato
<u>Magnolia grandiflora</u>	Magnolia
<u>Prunus persica</u>	Peach
<u>Quercus shumardii</u>	Shumard Red Oak
<u>Rhododendron</u>	Azalea
<u>Rosa hybrida</u>	Rose
<u>Taxodium distichum</u>	Bald Cypress
<u>Tecoma stans</u>	Esperanza
<u>Vigna unguiculata</u>	Black-eyed Pea
<u>Vitis spp.</u>	Grape

LEADERS 4 LIFE

- Qualifying
- Team

• Day 2



Leaders 4 Life Skill-a-thon is a competition to challenge county teams in their leadership skills, knowledge of parliamentary procedure, and service-learning activities.

Entry

- Enter as a team of 4 to 6 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card in the amount of \$15 will be issued each team member who registered.



County Entries

- **Leaders 4 Life:** Each county may enter three teams per age division.

Contest

- Each team will consist of four to six members, including at a minimum the president, vice president, secretary, and treasurer. Up to two additional team members can be in any position—such as reporter or recreation leader—or just as members of the club. Officer positions are determined by the team in advance.
- The **Senior Team Leaders 4 Life Skill-A-Thon** has three components:
 - **Parliamentary Procedure Contest**—The teams will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six county 4-H council members will have 20 minutes to conduct the meeting before a panel of judges. The maximum number of points for this part of the contest is 100. The problems may incorporate any of these motions:

• Put a motion before the assembly	• Rise to a point of order
• Lay on the table	• Appeal the decision of the chair
• Amend a motion	• Previous question
• Division of the assembly	• Rescind a motion
• Take from the table	• Reconsider a motion
• Withdraw a motion	• Postpone a motion definitely
• Division of a question	• Postpone a motion indefinitely
• Refer a motion to a committee	• Object to the consideration of the question
 - Each team must provide its own minutes, treasurer's report, letter of communication, and committee report. Prepared scripts are not allowed. Contest officials will check these materials before the team enters the planning room and collect them at the end of its presentation.
 - Before the demonstration, each team will have 15 minutes to discuss the order of business and the problems of new business with fellow teammates in the planning room. No coaches, parents, agents, or other 4-H members not part of the team will be allowed in the planning room. Contestants may make notes on their agendas during the planning time.

- Use of the gavel: The gavel is a symbol of authority. It is used by the president to maintain order and keep the meeting running smoothly.
- **Question-and-Answer Session**—Each team will be asked 10 questions on parliamentary procedure. Every team member must answer at least one question but no more than three questions. The remaining questions may be answered by any team member, and the team members will choose who will answer the extra questions before they are read. Each contestant must begin a response within 10 seconds and complete the answer within 1 minute. Each question is worth up to 10 points, for a maximum score of 100 points.
- **Service Learning Interview**—Each team will submit a simple document (not judged) that includes the name of a project that was conducted during the year. The document will include the project name and three or four sentences describing it. The judges will ask the team about the project and its use of the eight steps of service learning (outlined on page 6 of the *Use Your Hands ... For Service* document). The maximum score is 70 points.
- The teams will present a simulated 4-H meeting no longer than 20 minutes. Five points will be deducted from the average score for every minute over the 20-minute limit. That is, meetings over 20 minutes will get a five-point deduction; over 21 minutes a 10-point deduction, over 22 minutes a 15-point deduction, and so on. The deductions will be handled in tabulation. The timekeeper will keep track of the length of presentations and provide the information for tabulation.
- The teams will be given three problems to incorporate into the demonstration. A skeleton agenda will also be provided. The teams must demonstrate all actions on the score sheet. They must incorporate six motions into their demonstration: main motion, amend a motion, division of the assembly, lay on the table, take from the table, and withdraw a motion.
- Contest Components for **Intermediate Teams**: The following modifications will be made for intermediate teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—Each team will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six intermediate members will have 15 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the intermediate division (100 points):
 - Only two types of motions must be demonstrated: main motion and amend a motion.
 - The teams will be given one problem to incorporate into its presentation. The problem will be based on one of these motions: Division of the assembly, lay on the table, take from the table, withdraw a motion.
 - **Question-and-Answer Session**—Each intermediate team will be asked seven questions. Every team member must answer at least one question but no more than two questions. The team members will answer in this order: president, vice president, secretary, treasurer, member, and member. The remaining questions may be answered by any team member, and the team will choose who will answer each question before it is read. Each question is worth up to 10 points, for a maximum score of 70 points.
 - The questions will be based on these documents: *Dunbar's Meeting Procedure Guide*, *Dunbar's Guide For Making Motions*, and *Dunbar's Parliamentary Procedure Glossary*.
 - **Promote 4-H Showcase Piece**—Each team will develop a tool to promote 4-H. The 4-H clover must be used on the showcase piece according to the guidelines in *Use of the 4-H Name and Emblem*. These items can be used for the Promote 4-H Showcase Piece:
 - Banner
 - Tabletop or tri-fold exhibit
 - PowerPoint presentation
 - Scrapbook
 - Brochure
 - Website

- The team must also complete and turn in (see the *Leaders 4 Life Score Sheets and Forms Packet*) a Promote 4-H Showcase Piece and Form to explain when and how the showcase piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).
- Contest Components for **Junior** Teams: The following modifications will be made for junior teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—The teams will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six junior members will have 10 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the junior division (100 points):
 - Only two types of motions must be demonstrated: main motion and amend a motion.
 - No problems will be given to the team to incorporate into its presentation.
 - **Promote 4-H Showcase Piece**—Each team will develop a tool to promote 4-H. The 4-H clover must be used on the showcase piece according to the guidelines in Use of the 4-H Name and Emblem. The Promote 4-H Showcase Piece may use any of these items:
 - Banner
 - Tabletop or tri-fold exhibit
 - PowerPoint presentation
 - Scrapbook
 - Brochure
 - Website
- The team must also complete and turn in the Promote 4-H Showcase Piece and a Promote 4-H Showcase Form (Forms and Scoresheets Packet) to explain when and how the piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at <https://texas4-h.tamu.edu/projects/leadership/>

LIVESTOCK QUIZ BOWL

- Qualifying
- Sweepstakes

- Team
- Day 2



The Livestock Quiz Bowl is an exciting, fast paced contest for youth to display their knowledge of the livestock industry and the science surrounding cattle, swine, sheep, and goats.

Entry

- Enter as a team of 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card in the amount of \$15 will be issued each team member who registered.



County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets, based upon age division.
- Each contest is a double elimination tournament where a total of two losses are needed to eliminate a team from further competition.

Question Types

- The number of questions used per round will include at least eight (8) one-on-one questions, sixteen (16) toss-up questions, and two (2) to four (4) bonus questions.
 - **One-on-One** questions are those to which only one member of each team may respond in a head-to-head match between the acknowledged members of each team. These points will count toward individual and team scores.
 - **Toss-up** questions are open to response by all contestants. These points will count toward individual and team scores.
 - **Bonus** questions are attached to toss-up questions and are given to the team that correctly answered the toss-up question. These points count toward a team score only and do NOT count towards individual points. No more than 25% of toss-up questions will have a bonus question attached and in general will be somewhat more difficult.

Contest Room

- ONLY THE TEAM and ONE coach is allowed in the contest room. All others must remain in the designated waiting areas or outside the building.
- Team coach will be seated in a designated area and may not communicate with team members during the match with the exception of their one time out.
- Team coach will be permitted one 1-minute time out during their match to provide encouragement to contestants.
- Teams must check-in and check-out of the contest room.

Scoring

- The overall team score shall be determined by totaling the top scores of the members. Only positive scores will qualify for placings 1st – 3rd.
- An individual high point award will be presented in each age division.

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources. See the study guide and list of resources used on the web at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_livestock_resources_2022.pdf
- The Texas 4-H Quiz Bowl contestant paperwork is available online at <https://texas4-h.tamu.edu/quiz/>

PHOTOGRAPHY JUDGING

- Individual
- Team
- Day 2 & 3



The Texas 4-H Photography Judging contest allows 4-H members to demonstrate skills in the evaluation, selection, and placing of photographs based on industry standards and expectations.

Entry

- Enter as an individual or as a team of 3 to 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- There is no limit in the number of entries per county.

Contest

- This contest is a come and go event with small groups permitted into the contest room every 30 minutes on the hour and half-hour (afternoon of Day 2 and morning of Day 3). The last group that will be permitted to participate in the contest may begin no later than 30 minutes to the contest day ending time.
- Contestants will receive orientation before entering the contest and will be provided a scantron form, pencil, and clipboard to respond to questions.
- The 4-H members participating in the contest will judge six classes of photographs and two classes of problems, testing both the participant's knowledge and skills in the photography project.

Classes	Max Points Per Class	Total Points Possible
6 judging classes	50	300
2 photo problems classes	50	100
Possible Individual Score		400

- **Judging classes** can consist of photographs from the categories of people, animals, plant/flora, nature/landscape, special/digital effects, night photography, black & white, animals (domestic or wildlife), details/macro, architecture, or other categories as deemed by the contest committee and judges.
- Photography **problem classes** will cover such things as exposure, ISO, shutter speed, focal length, white balance, camera settings, composition, technique, photo shooting situations, and other questions as deemed necessary by the contest committee and judges.
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class on which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.
- While the contest is in progress, there shall be no talking or any other type of communication between contestants. If a contestant has a question once the contest begins, please direct that question to the assigned group leader or the contest superintendent.

Time Limits

- Contestants are given 4 minutes to judge each class. Contestants will be given a warning of 1 minute before time is up.

Scoring

- The overall team score shall be determined by totaling the top three scores of the members.
- All contestants are eligible for individual awards.
- Ties will be broken on the consistency of judging all classes. If ties still exist, ranking with the ties will be the discretion of the contest superintendent.
- Scantrons will be scored at the close of the contest.

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at <https://texas4-h.tamu.edu/projects/photography-video/> and http://texas4-h.tamu.edu/wp-content/uploads/photography_judging_rules_2020.pdf

PUBLIC SPEAKING

- Qualifying
- Individual

• Day 3



Interested in presenting a speech on current events and issues? 4-H members have the opportunity to present a 5 to 8 minute talk suitable as a platform speech or radio broadcast. The presentation should serve to persuade others regarding a particular issue or concern.

Entry

- Enter as an individual.

County Entries

- Each county may enter three contestants per age division.

Time limits

- A time limit of 5 to 8 minutes will be allowed for each presentation.
- A penalty of 2 points per minute over time will be deducted from final score.

Suggested presentation topics

- Current events, youth issues, or other topics related to youth.
- Topic resources: Print media (e.g. newspapers, magazines, scholarly journals), broadcast media (e.g. television, cable, radio), or E-media (email, internet, websites).
- Contestants should be prepared to answer questions concerning the subject matter of their presentation following their conclusion.

Visual aids and props may not be used.

Scoring

- See the 4-H Public Speaking scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

Resources

- See the publication "*What is an Educational Presentation*" for additional information on this contest at http://texas4-h.tamu.edu/wp-content/uploads/Educational_Presentations_Information.pdf

ROBOTICS CHALLENGE

- Invitational
- Team

• Day 1



The Robotics Challenge is structured as a sumo-style competition. The sumo format will test teams' strategy, engineering design, and programming skills. Teams will bring a fully assembled and programmed robot to compete against others in the tournament until a winner is declared. Two robots will "wrestle" in a *dohyō* (sumo ring) designed for robots. As with human sumo wrestling, the goal of sumo-style robotics is to gain leverage over an opponent and force it out of the ring.

Entry

- Enter as a team of 2 or 3 members.
- Mixed age division teams are allowed.

County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets.
- Each contest will use the Swiss Tournament format. This type of non-elimination tournament guarantees each team a minimum number of matches (more when compared to a single or double elimination tournament). The number of matches will be announced the day of the contest. Teams earn points for match wins and draws. Teams will be randomly paired for their first match. Subsequent pairings are based on a team's points and standings. Teams will be matched with other teams who have the same or nearly the same points. The team with the highest point total at the end of the tournament is declared the winner.

The Robot

- At check-in, the robot will be inspected by contest officials to ensure it meets the guidelines outlined in these rules. The robot will be inspected to ensure it meets all parts, dimensions, weight, programming, and other requirements listed below. If the robot fails to pass the first inspection, the team will be allotted up to 10 minutes to make corrections and resubmit the robot for a second inspection. Failure to meet requirements after a second inspection will result in disqualification from the tournament.
- Requirements/Limitations:
 - The robot must be fully assembled at check-in using all parts. Only the parts on the robot at check-in may be used during the tournament. No additional parts may be brought in or used after check-in. This is to ensure each robot will meet weight restrictions for the duration of the tournament.
 - Teams can reconfigure their robot between matches using only the parts used on their robot presented at check-in.
 - The robot must be entirely constructed from Lego brand manufactured parts. No non-Lego parts of any sort allowed. Pieces must be in its original factory condition (not cut, bent, reshaped, etc.). Only standard Lego construction methods are allowed. Pieces cannot be glued, taped, wired or otherwise held together.
 - Only 1 EV3, NXT, Spike Prime, or Robot Inventor brick can be used in the construction and

- autonomous control of the robot.
- The robot must be 100% controlled autonomously by the onboard EV3, NXT, Spike Prime, or Robot Inventor brick. No remote controls of any type allowed.
- There is no limit to the number of Lego brand sensors or motors.
- The robot can weigh up to 1.5 kilograms. There is no minimum weight. A tolerance may be given by contest officials.
- Throughout the tournament, and at the beginning of each match, the robot must be able to fit inside a 10"x10" square box. There is no height limit. The robot may autonomously expand to any size once the round starts **and** the 5-second programming delay has expired (see The Program section).
- The robot must not physically separate into pieces. It must remain a single centralized robot throughout the match.
- No pieces can be purposely dropped or placed onto the playing field by the robot that might impede the mobility of its opponent. Robots may not throw anything at its opponent nor drop items onto the playing field. Any part used to purposely entangle the opponent's robot is not allowed. In the event a piece falls off during the round, the judge may elect to remove the piece if he/she deems such action will not impede the progress of the two robots; otherwise, it will remain on the playing field until the end of the round.
- The robot must possess a form of mobility and use that mobility throughout the match. Stationary robots will be deemed disabled (see Scoring).
- The robot cannot have parts or mechanisms that intentionally cause damage to its opponent. Normal pushes, lifts, and collisions are not considered intentional damage.
- No sharp edges or pointed pieces allowed. If the part could easily cause physical damage to a person, the playing field, or the opponent's robot, it is not allowed.
- After the programmed 5-second delay (see The Program section, rule 2 below), the robot must move or attempt to move continuously throughout the match or it will be declared disabled; thus, losing the round.
- The robot must not have any parts or adhesives that adhere, fasten, or somehow secure the robot to the playing surface or its opponent. Sticky substances that might improve traction or grip are not allowed. Tires and other parts of the robot that will come into contact with the playing surface will be tested during inspection using an index card. The robot must not pick up and hold the card for more than 2 seconds.
- The competitor/robot must not use any device, such as jammers or using strobe lights, that may obstruct the control of the opponent robot's operation,
- No powders, gases, or liquids may be stored/used by the robot.
- Robots may be re-inspected at any time during the tournament for any reason.
- Failure to adhere to these rules may result in forfeiture of the match. A second violation will result in disqualification from the tournament as well as forfeiture of all awards and standings.

The Program

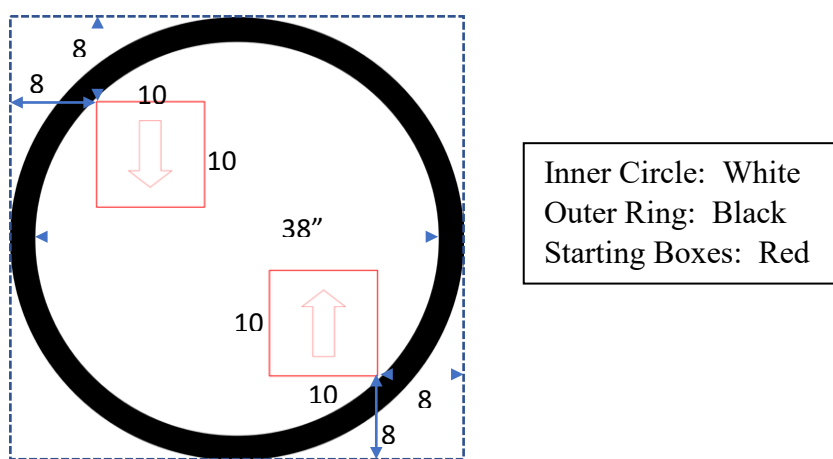
- The robot must be pre-programmed to have a 5-second delay after pressing the start button before any physical action by the robot takes place. This delay will allow time for the contestants to back away from the ring so that robot sensors do not detect contestants.
- Every robot's program will be tested for the 5-second delay during inspection and may be re-inspected at any time during the tournament.
- Teams may use any firmware or software language for their EV3, NXT, Spike Prime, or Robot Inventor brick.
- Teams may change or update their program(s) between matches, so long as the team's robot is not currently needed in the staging area or about to compete in a match.

The Playing Field

- The platform in which robots will compete upon will have the following specifications:
 - The substructure will be constructed from MDF, plywood, plastic, or similarly rigid material. Short legs may be fastened to the bottom of the substructure to raise it off the

- floor.
- The surface will be a covered printed vinyl material, which will be adhered to the substructure.
- Total diameter is 42"
- Top center is white (38" in diameter) with a 2" black border (see Figure 1)
- The playing field surface will be approximately 2-4" above the arena floor.
- Two 10"x10" starting boxes will be located 8" from the outer edges of the ring (see Figure 1).
- Measurements may vary slightly from ring to ring and will have a tolerance of up to ½".

Figure 1. Playing Field Dimensions and Colors



Rounds and Matches

- Within a match, teams will play up to 3 separate rounds. The team that wins the most rounds, wins the match. See Scoring section for further details.
- Teams will be randomly paired in their first match.
- Following a team's first match, they will be paired against teams with similar points using the Swiss tournament program.
- The team with the greatest number of points at the end of the tournament will be declared the winner.
- A round begins at the command of the contest official.
- A round ends in a win/loss/draw when one of the following occurs:
 - One or both robots touch the arena floor
 - When both robots are entangled for 10 seconds
 - When one or both robots is not engaged for 10 seconds
 - A robot has become disabled for 10 seconds
 - A player interferes with the match (gets too close to the ring, touches the ring, touches a robot in play, etc.)
 - A rule has been violated

Scoring

- During a round, a robot may push, shove, lift, grab, or knock over its opponent while attempting to push it out of the ring. Sumo is a game of pushing and leverage, not intentional destruction. Wedges are allowed, because it is a means to gain leverage while pushing an opponent.
- Flipping an opponent onto its side, back, or off the ring is also allowed.
- A team wins a **round** when one of the following occurs:
 - The opposing team's robot, on its own or by force from its opponent, is the first to touch (with any part) the arena floor.

- The opposing robot becomes disabled and fails to engage for 10 or more seconds.
- An opposing team member violates a rule.
- A team wins a **match** when it has 1 or more **round** wins than the other team.
- A match draw occurs when both teams have the same win-loss record.

Match Point Values

- A win is worth 2 points
- A bye is worth 2 points
- A draw is worth 1 point
- A loss is worth 0 points

Below are sample round/match scoring scenarios. Note: this does not cover every possibility.

Round	Scenario 1	Scenario 2	Scenario 3	Scenario 4	Scenario 5
1	Team A wins	Team A wins	Draw	Draw	Team B
2	Team A wins	Team B wins	Draw	Draw	Time expires before next round begins
3	Team B wins	Draw	Team A	Draw	n/a
Match Result	Team A wins	Draw	Team A wins	Draw	Team B wins
Points Awarded	Team A = 2 Team B = 0	Team A = 1 Team B = 1	Team A = 2 Team B = 0	Team A = 1 Team B = 1	Team A = 0 Team B = 2

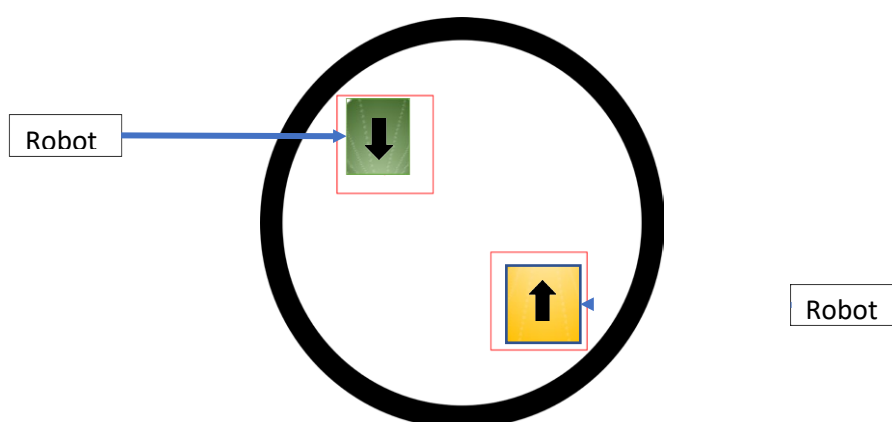
- A piece or pieces of a robot that breaks off the main structure of the robot during a match and lands on the arena floor does not constitute the opponent leaving the arena.
- If both robots become entangled for 10 seconds, or if it is determined that both robots touched the arena floor at the same time, the round will be declared a draw. Entanglement is defined as engaged robots that are not making significant progress toward the edge of the arena.
- Matches will be scored by a single judge. Immediately following a round, any match competitor may challenge the outcome or rule. All challenges must be resolved with the judge and/or contest official prior to the next round beginning. Challenges should be used sparingly, and if abused, contest officials reserve the right to revoke a team's use of future challenges. At the end of the match, once the score card has been signed by both team captains, the results are final and cannot be challenged.
- If a team fails to report to the staging area and/or their assigned ring when called, they will forfeit the match and not be awarded any points. In such cases, the opposing team will be awarded a match win.
- A penalty may be declared by the judge if he/she is witness to unsportsmanlike conduct by a team member or determines a rule has been violated. In such cases, 1 point will be deducted from the team in violation.

Team Procedures

- When announced, teams will bring their robot (powered up and ready to compete) to the designated staging area. Teams that fail to report to the staging area after the third call will forfeit their match.
- Teams will be directed to a playing field and place their robots in one of the two starting squares.
- The team captain will place the robot in its ready position. Other team members must stay in the designated contestant spectator area. Team captains can change between matches if desired.
- Each robot must be placed completely within the 10" x 10" square with the front of the robot facing in the

- same direction as the arrow. (see Figure 2)
- A contest official will countdown to start the match.
- When the first round begins, the team captain will press the start button on his/her robot and then move to the designated contestant spectator area during the 5-second programming delay. At this point, the robot may not be touched by any team member until the judge announces the results of the round.
 - If there is a false start (one team pushes the button before the other), a restart will be ordered by the judge.
 - If a team false starts a second time within a round, the opposing team will be awarded a round win.
- The judge will monitor the round until it ends.
- The judge will then instruct both team captains to retrieve his/her robot and reset it for the remaining rounds.
- At the conclusion of the match (3 rounds), the judge will announce and record the match results. Both team captains will review and initial the scorecard.
- Depending on the tournament schedule, the team will either proceed to the next playing field, return to the staging area, or to the team holding area.

Figure 2. Robot Placement Example



Other Contest Details

- Teams are only allowed to bring the following:
 - 1 Pre-built, pre-programmed robot (see The Robot section above)
 - 1 empty container to transport robot and/or listed store supplies in
 - Unlimited number of replacement batteries
 - Battery charger
 - 1 power strip
 - 1 laptop or tablet for programming only (no internet access will be provided for teams)
 - Electronic devices used for medical reasons are permitted.
- Teams are NOT allowed to bring the following:
 - Extra Lego parts or pieces
 - Cell phones, except for medical reasons. In such cases, please notify contest officials prior to the contest
 - Food or beverages of any sort.
- Contest officials will not have nor provide any parts, supplies, or computers for teams to borrow/use.
- No communication will be allowed between spectators and teams during the tournament.
- No adults (includes coaches) are allowed on the arena floor once the tournament begins.
- Team-to-team communication is allowed and encouraged.
- If programming or construction problems arise, teams are highly encouraged to communicate and assist one another.

- Tips for inspection:
 - Have your robot powered up and ready.
 - Be ready to demonstrate the required 5-second programming delay.
 - Make sure ALL pieces you may use during the tournament are attached to your robot at check-in.
 - Ensure your robot meets all rules outlined above.
 - Make sure all firmware is up to date prior to the tournament.



Share-the-Fun is a competitive event related to the Theater and Performance Arts project. 4-H members have the chance to develop a spirit of cooperation with their fellow 4-H members; develop self-confidence through public performance; stimulate interest in broad-based recreation in 4-H clubs; encourage 4-H members to discover and develop their talents and to grow socially, culturally, and further develop leadership skills.

Entry

- Enter as an individual and/or a team of 2 to 9 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- Each county may enter two contestants or teams per age division per category.

Categories

- *Choreographed Routines*
 - The act requires choreography and can be demonstrated through twirling, pom-pom squad routines, jump rope teams, basketball dribbling exhibitions, or dance (jazz, tap, country & western, ballroom, etc.).
 - Sign language presentations to music have been added to choreographed routines. However, if a participant is SINGING and SIGNING, this entry should be entered in the Vocal Category.
 - No speaking to form a skit or story line.
 - All 4-H members entered in the category must be a part of the act.
 - Acts may use recorded music on CD or digital music player but may not use an accompanist.
 - Judged on material chosen, talent, creativity, showmanship, and costuming.



- *Variety Show*
 - This is an acting category. Variety show, also known as variety arts or variety entertainment, is entertainment made up of a variety of acts including sketch comedy, magic, acrobatics, juggling, and ventriloquism and other acts that do not fit into the other six categories.
 - Acts cannot incorporate 4-H related material or theme. (Otherwise, it would be categorized as Celebrate 4-H).
 - Humor and creativity are encouraged, but the degradation of any individual or organization is not permitted.
 - May incorporate music, vocal selections, and/or choreographed routines, but these aspects cannot be more than half of the performance.
 - Judged on material chosen, talent, creativity, showmanship, costumes and props.
 - Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.
- *Poetry/Prose*
 - Acts which showcase poetry or prose are required.
 - The act may NOT incorporate vocal, musical, and/or choreographed routine.

- This category does not require 4-H related material, however, if an original poem or prose piece showcasing 4-H is written, this would be acceptable.
- Every 4-H member entered in the category must be a part of the performance on stage.
- All material must be memorized. No script may be used during the performance.
- Judged on material chosen, message, talent, presentation style, props/costuming.
- Definitions
 - **Poetry** is generally characterized by structured meter and rhyme that tells a story or provides a message to the reader.
 - **Prose** is distinguished from poetry by its greater variety of rhythm and its closer resemblance to the patterns of everyday speech. Another description might be an excerpt from a larger piece such as a play or book.
- *Vocal*
 - Vocal presentation may be done a cappella or with an accompaniment CD, iPod, or other mp3 player.
 - No accompanist will be allowed for this category.
 - All members in the act must be singing.
 - No lip sync will be allowed.
 - Contestants may not present skits, poetry or other speaking during the act. They may, however, move around the stage and incorporate choreography with their presentation for the purpose of enhancing their showmanship.
 - Sign language may be added to enhance the performance, but entries that strictly showcase sign language without vocal presentation are not permitted in this category, they must be entered in choreographed routines.
 - Judged on talent, showmanship, vocal presentation, and material chosen.
- *Celebrate 4-H*
 - May be a 4-H based story line, promoting 4-H, community service, a project or activity.
 - This category may also address a specific youth issue and present ways in which this issue can be addressed through 4-H efforts.
 - May incorporate music, vocal selections, and/or choreographed routines but these aspects cannot be more than half of the performance.
 - Skits can be humorous, creative and make fun of but not degrade Extension employees or the 4-H program
 - All 4-H members entered in the category must be a part of the act.
 - Judged on material chosen, talent, creativity, showmanship, costumes and props.
- *Musical/Instrumental*
 - Musical presentation may be musical instruments accompanied by background recorded music or an instrumental performance only. A piano is NOT available for use. Contestants must provide their own keyboard, if needed for their presentation.
 - No accompanist will be allowed.
 - Participants may not sing or incorporate a skit, poetry, prose, or choreography with their act.
 - Judged on talent, showmanship, musical presentation, and material chosen.
- *Solo/Band Performance*
 - This act incorporates a combination of vocal and musical/instrumental talents.
 - Acts that are vocal only or musical/instrumental only are not to be entered in this category.
 - A piano is NOT available for use. Contestants must provide their own keyboard, if needed for their presentation.
 - All 4-H members entered in the category must be a part of the act by playing a musical instrument, singing, or both (solo performance must play an instrument and sing).

- Participants **MUST** incorporate singing in the acts, but cannot incorporate skits, poetry, or prose. They may, however, move around the stage and incorporate choreography with their presentation for the purpose of enhancing their showmanship.
- Judged on talent, showmanship, musical presentation, vocal presentation when applicable, and material chosen.

Presentation Material

- Participants must compete with the same material at all levels of competition—county, district, and state. For example, you cannot choose one song for your act and then change songs between District and State.
- Acts may fine-tune performances based on critiques from county and district judging, but changing material completely is prohibited.

Props

- Props utilized must be able to go through doors that are 6 ft. wide and 7 ft. tall.
- The following materials may not be used in any category: talcum powder/baby powder, flour, pies, food, water, oil, loose feathers, flower petals, hay, straw, helium balloons, glitter, sand, confetti, open flames or other substances which are hard to clean up, may cause damage, or be dangerous to participants.
- No roller skates, shoes with spikes, cleats, motorized vehicles or live animals will be allowed.

Introduction of the Act

- Contestants do not need to introduce themselves. At Come Alive, each act will be introduced individually, immediately prior to their performance by the announcer.
- The introduction/description will be submitted as part of the Required Information Form that is due prior to Come Alive. Anything that needs to be said should be included in the introduction to be read by the announcer; however, if you choose to add information, it will count against your performance time and may confuse judges depending on the delivery method.

Adult Assistance – Set-up

- Only adult coaches and/or agents will be allowed backstage, in the vicinity of the storage area of props, and to assist the 4-H members with set-up and break down of props and equipment. 4-H members or other youth who are not a part of the team will not be allowed to assist with set-up or take down.
- One person should be designated by the group to work with the stage manager when it is your turn to set up for your performance. This person should know exact locations for all equipment, props, etc. on stage and be able to give clear instructions.

Adult Assistance - Performance

- During a performance adult coaches may give cues for music backstage and help with costume/prop changes backstage. They are **NOT** allowed to participate in any other form in the act while the act is going on. Any voices heard during the performance from backstage must be either a participant OR a recorded voice.

Accompanist

- NO Accompanist will be permitted for any category.
- If music is required, it must be submitted on the Required Information Form or performed by the contestant. See Category Descriptions for specific rules for each category.
- A piano is **NOT** available for use. Contestants must provide their own keyboard, if needed for their presentation.

Practice/Warm Up

- There will **NOT** be a location for warm-up or practice. 4-H members should rehearse and come prepared to present a top-notch performance. The Come Alive schedule does not allow time for practice.
- A brief amount of time will be permitted to view stage, backstage, etc. following participant orientation.

Dressing Rooms

- Male and female dressing rooms will be provided in the sanctuary.

Required Information Form

- Share-the-Fun contestants must complete and submit the REQUIRED STF Information Form by April 14 to their county Extension agent. This form can be found at the following link:
<https://agrillife.org/d54h/share-the-fun/>

Music

- Participants are responsible for providing a device (i.e., smartphone, CD player, MP3 player, laptop, etc.) that has a 1/4" aux connection to be linked to the PA system in the sanctuary, along with their music selection. Speakers and input cable will be provided.

Stage Contest Area

- Stage - approximately 10 feet wide and 10 feet deep and raised
- Projector screen (may bring own projector; projector will NOT be provided)
- Stool
- Table
- Chair
- Theatrical lighting; no spotlights
- Microphones and inputs based upon individual need

Time Limits

- Contestants may use up to four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.

Scoring

- A penalty of five (5) points per minute or part of a minute over the time limits allowed will be deducted from the total score.
- See the 4-H Share-the-Fun scorecards in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

STORYBOARDS

- Invitational
- Drop Off & Go
- Individual
- Day 1



The 4-H Storyboard is an industry-inspired method of displaying original designs. The best storyboards create vivid visual images that are interesting and appealing to viewers. The storyboard “tells the story” of the designer’s idea. The storyboard includes original illustrations and flats, as well as additional materials (such as photos from the Internet or magazines, paper, fabric swatches, patterns, etc.) that have influenced the unique design.

Enter

- Enter as an individual.

County Entries

- Each county may enter one contestant per category per age division for a total of six Juniors, six Intermediates, and six Seniors in the Storyboard contest.

Submission of Storyboards for Judging

- Junior and Intermediate storyboards will be submitted as a physical board.
 - Must be 20" x 30", displayed horizontally or vertically. Do not use poster board.
 - Storyboards can be 3-dimensional.
- Senior storyboards will be submitted electronically (see additional information on following page).



Check-in and Pick-up of Junior and Intermediate Storyboards

- Entries will be dropped off at the Guest Services Booth located adjacent to the sanctuary anytime between 11:00 a.m. and 12:00 p.m. on Day 1 of Come Alive in D5. You may make arrangements with your county agent to bring your exhibit to the event.
- Entries will be judged on Day 1 and then exhibited in the sanctuary during the remainder of the event for others to view.
- Contestant or a designated person identified at check-in must pick up their entry items between 3:30 and 4:00 p.m. on Day 3 of Come Alive in D5. Items not picked-up at this time will be returned to the district office for pick-up by county agents.



Junior and Intermediate Storyboard Label

- The storyboard label must be affixed to the back of the storyboard. The label must be legibly printed or typed and **completely** filled out. Incomplete labels will constitute disqualification from this contest.
- Do not put your name on the front of the storyboard.
- Labels can be downloaded at <https://agrillife.org/d54h/storyboard/>

Junior and Intermediate Contest

- Storyboard must be presented at contest for judging.
- Contestant will NOT provide a verbal presentation or interview during the contest and does not need to be at Come Alive in D5 to place in the contest.

Submission of Storyboards for Judging – Seniors

- Digital format. Storyboards can be created using a digital platform including but not limited to Canva, Picmonkey, InDesign, Illustrator, Photoshop, Adobe Illustrator, and PowerPoint. All entries must be saved as a PDF, jpeg, jpg or png.
- Storyboard size requirements. Storyboard dimensions need to be between 18” and 24” (in one direction) and 24” and 30” (in the other direction). Recommended size is 18” X 24”.
- Each storyboard must be created by the 4-H member. Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design.
- Entries will be upload online, via Submittable, from **April 1, 2022 -April 15, 2022.**
 - After you register in 4HOnline, you will receive the link via email to upload your Storyboard in Submittable.
 - If you do not have a Submittable account, you can create a free account. Instructions can be viewed [here](#).
 - Login to your Submittable account and complete a short form (and upload) for each of your photos. No additional fees will be incurred on Submittable.
 - **Youth must complete information in both systems for the digital storyboard entry to be considered complete. Failure to do so will result in disqualification.**

Original Work

- All design illustrations and flats should be the original work of the 4- H member. The design may be hand drawn or computer drawn. No “copying and pasting” from someone’s design as seen on the Internet, in a magazine, or other sources for the original design. Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design. Each storyboard must be created by the 4-H member.

Contest Information for All Age Divisions

Categories - A 4-H member may enter only one storyboard in the following categories:

- *Wearable* - clothing that can be worn. Includes items such as pants, shorts, skirts, blouses, sweaters, coats, dresses, etc.
- *Accessory* - belts, purses, bags, hats, etc.
- *Jewelry* - necklaces, bracelets, rings, earrings, etc.
- *Home Furnishings* – Items that make a home comfortable for living or working in. Examples include: couch, ottoman, chair, tables, desks, beds and the like.
- *Pet clothing* - items that can be worn by a pet or any other animal.
- *Home décor* - items that are easy to move and make a home visually appealing, examples of home décor items include: throw pillows, table runner, or wall hanging.

2022 Theme – *Get Out and Explore the Great Outdoors*

This theme may mean in your own back yard, at a national park or on the Serengeti. Discover the animals that roam the earth big and small; those that creep on the ground and those that fly in the air. Take in the majesty of the nature around us. See the beauty in a sun rise, feel the mist from a waterfall, taste the sap from a maple tree. Get moving - your adventure awaits.

Number of garments/designs

- Focus on one garment/design for the storyboard. Contestants may provide up to two (2) variations of the original design.

Scoring

- See the 4-H Storyboard scorecard in the Appendix for scoring criteria.
- Each Storyboard must conform to and will be evaluated based on the following, but is not limited to:

- Visual Appeal/Creativity of Storyboard – Storyboards should show evidence of creativity by the 4-H member. The layout of the storyboard should illustrate a theme, mood, or spirit of an idea.
 - A good storyboard should have a strong focal point.
 - Placement of the inspirational items should allow the eye to flow across all elements of the board without distracting from the design.
 - “White space” or “blank space” should be kept in consideration. Too much or too little white space detracts from the design.
 - Additional photos and other materials can be used to show the inspiration for the design. These additional materials should enhance the storyboard, without taking away from the original design.
- Quality of Workmanship – Storyboards should be neat and demonstrate quality of workmanship.
- Consistent Color Palette – Use a consistent color palette and theme throughout the board.
- Fabric Samples, Trims, and Embellishments – Fabric samples must be included on the board and be appropriate for the design illustrated. Trims and embellishments that would be used on the garment/outfit should be included, if applicable to the design.
 - If the exact fabric swatch cannot be found, a “basic swatch” may be used to illustrate fabric type (denim, linen, etc.), and can draw out the detail.
 - Examples of trims and embellishments would be top stitching, piping, buttons, etc.
- Consistent Theme – All elements are cohesive and support the design brief.
- Originality of Designs – All design illustrations and flats should be the original work of the 4-H member. The design may be hand drawn or computer drawn. No “copying and pasting” from someone’s design as seen on the Internet, in a magazine, or other sources for the original design.
- Design Detail – Should include at least one Illustration and at least one Flat.
 - Illustration– Include at least one main artistic and appropriate illustration. At least one illustration must be on a model/croquis. The model/croquis does not have to be an original drawing and may be traced. See the example at <http://www.universityoffashion.com/fashion-croquis/>
 - Flats – Include at least one flat. Flats are working drawings that are not on a model/croquis that illustrate other views like you would find on a dressmaker’s pattern envelope. The flats should depict the garment from other views and details. See the example at <https://www.pointsofmeasure.com/tutorials-education/how-to-draw-technical-flats-by-hand>
 - Flats combine style with information - You have created an original design and now you need to be able to create a drawing to help someone else see how to make it. Flats are drawn to define shape, fit, construction and sometimes fabrication. Flats are more factual than the same garment drawn on the figure, posed for dramatic looks. They show how a garment is to be made versus how it will be worn. These drawings for fashion manufacturing are always drawn looking at the garment, never at an angle. Consider this your only means of communication to the seamstress; if you leave out a detail, the garment won’t end up being manufactured properly. The details must be exact and clearly specified.
- Titles/Labels
 - The title for each storyboard must be: ***Get Out and Explore***. Additional labels may be added to the board as needed to provide details as related to the overall design of the board.
 - A subtitle may be used for a more personalized name of the design.
 - Labels may be included to enhance the storyboard or to clarify a point, but they will not be required.
- Design Brief – Storyboards should follow the design brief and category descriptions.

APPENDIX



Duds to Dazzle
Scorecard
Supply Kit

Educational Presentations Scorecard

Entomology Collection
Junior Scorecard
Intermediate Scorecard
Senior Scorecard

Fabric & Textile Creations
Label
Scorecard

Fashion Show
Buying Entry Form (2 pages)
Construction Entry Form (3 pages)
Natural Fiber Entry Form (2 pages)
Buying Scorecard
Construction Scorecard
Natural Fiber Scorecard

Food Challenge
Supply Box
Scorecard (2 pages)

Food Show
Recipe Submission Form
Recipe Submission Checklist
Scorecard (2 pages)

Public Speaking Scorecard

Share-The-Fun
STF Information Sheet (2 pages)
Scorecard by Category

Storyboard
Label
Scorecard

2022 D5 DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION SCORECARD

Team Members:	County:	Category:	Age Division:
Criteria	Comments	Score	
1. Team Preparation – to be judged during the preparation portion of the contest.			
Preparation: Team members display a rational process for creating their final product. Tasks are completed resourcefully and in a logical order.		(10)	
Safety Precautions: Team members exhibit knowledge of how to use tools in the kit safely in the development of the constructed item.		(10)	
Teamwork: Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of workspace.		(10)	
Use of Materials: Minimum of 50% of the final product made from the start up item or items must be visible. Utilization of the sewing closet. Innovative use of supplies.		(10)	
Construction: Appropriate technics used during construction. Materials and steps included.		(10)	
2. Team Presentation – to be judged during the presentation and question/answer portion of the contest.			
Intended Audience: Knowledge of the target audience for final product. Identify where the item would be sold.		(10)	
Pricing: Estimate retail price of the constructed item. Understanding of how the price is created.		(10)	
Fiber Characteristics and Care: Understanding of fiber characteristics and general care of the textile used in the constructed item.		(10)	
Overall Appearance: Level of skill performed, techniques utilized, enhancements made, design principles used, etc. Product fits assigned category.		(10)	
Presentation Skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.		(10)	
Additional comments:		Total Score	
		Judge's Initial	

Duds to Dazzle Sewing Kit

Each team will bring a sewing kit containing only one each of the following items, unless a different quantity is noted. A team can choose not to include a listed item, but no additional item can be added. A team may organize their kit by utilizing a storage container of choice.

<input type="checkbox"/>	1" foam paint brush (max. of 3)	<input type="checkbox"/>	1" hook and eye closer
<input type="checkbox"/>	3" x 5" or 4" x 6" note cards (1 pkg.)	<input type="checkbox"/>	3-in-1 beading tool
<input type="checkbox"/>	Bobbins	<input type="checkbox"/>	Calculator
<input type="checkbox"/>	Clear gridded ruler	<input type="checkbox"/>	E-6000 glue adhesive
<input type="checkbox"/>	Elastic (1/2" and 1"; 1 pkg. each)	<input type="checkbox"/>	Extension cord
<input type="checkbox"/>	Fabric markers (box of 10 or less)	<input type="checkbox"/>	Fabric marking pens/pencils (max. of 2)
<input type="checkbox"/>	Water bottle (max. of 16 oz.)	<input type="checkbox"/>	First aid kit
<input type="checkbox"/>	Storage bags-Gallon/quart (1 box each)	<input type="checkbox"/>	Hand sewing needles (assortment)
<input type="checkbox"/>	Hot glue gun & glue sticks (1 pkg.)	<input type="checkbox"/>	Iron
<input type="checkbox"/>	Manual pencil sharpener	<input type="checkbox"/>	Mod podge (max. of 16 oz.)
<input type="checkbox"/>	No-sew adhesive tape (max. of 10 yds.)	<input type="checkbox"/>	Paper plates (max.25)
<input type="checkbox"/>	Paper towels (1 roll)	<input type="checkbox"/>	Pencils/pens (max. 5 each)
<input type="checkbox"/>	Pin cushion	<input type="checkbox"/>	Power strip
<input type="checkbox"/>	Presser feet (max. of 5)	<input type="checkbox"/>	Rotary cutter (with blade cover)
<input type="checkbox"/>	Rotary cutter gloves (1 pair)	<input type="checkbox"/>	Safety pins (1 pkg. assortment)
<input type="checkbox"/>	Seam gauge	<input type="checkbox"/>	Seam ripper (max. 5)
<input type="checkbox"/>	Self-adhesive Velcro fastener (1 pkg.)	<input type="checkbox"/>	Self- healing cutting mat
<input type="checkbox"/>	Sewing machine (standard, no Serger)	<input type="checkbox"/>	Sewing machine manual
<input type="checkbox"/>	Sewing machine needles (variety)	<input type="checkbox"/>	Sew-on Velcro fastener (1 pkg.)
<input type="checkbox"/>	Shears/scissors (max. of 5)	<input type="checkbox"/>	Sketchbook
<input type="checkbox"/>	Straight pins (1 package)	<input type="checkbox"/>	Tabletop ironing mat or board
<input type="checkbox"/>	Tape measure (max. 5)	<input type="checkbox"/>	Thimble (max. of 5)
<input type="checkbox"/>	Thread (max. of 12 spools)	<input type="checkbox"/>	Timer or stopwatch
<input type="checkbox"/>	Trash bags (1 box of 13-gal.)	<input type="checkbox"/>	



D5 SCORE SHEET FOR EDUCATIONAL PRESENTATIONS



Name: _____	County: _____	District: _____
Age Division: (Check one) <input type="checkbox"/> Junior <input type="checkbox"/> Intermediate <input type="checkbox"/> Senior		
Educational Presentation Category: _____		Order in Room: _____
Presentation Title: _____		
Time (Max 12 min)	Start Time: _____	End Time: _____
		Elapsed Time: _____

	Judges' Comments					
Subject Matter	(circle Quality Scale that applies)					45
<ul style="list-style-type: none">• Selection of Subject Reason for Choice One Basic Theme Practical• Information Presented Accurate Up-to date Complete• Knowledge of Subject Principles Application Judges Questions	1-9 pts Poor	10-18 pts Fair	19-27 pts Good	28-36 pts Excellent	37-45 pts Superior	
	Provide constructive feedback:					
Presentation	(circle Quality Scale that applies)					45
<ul style="list-style-type: none">• Introduction• Method• Verbal Presentation• Teaching Aid• Organization• Summary	1-9 pts Poor	10-18 pts Fair	19-27 pts Good	28-36 pts Excellent	37-45 pts Superior	
	Provide constructive feedback:					
Stage Presence	(circle Quality Scale that applies)					15
<ul style="list-style-type: none">• Appearance• Voice• Poise• Grammar	1-3 pts Poor	4-6 pts Fair	7-9 pts Good	10-12 pts Excellent	13-15 pts Superior	
	Provide constructive feedback:					

Judge's Initials _____

D5 2022 4-H Entomology Score Card – Junior Level

Name: _____ County: _____

Age Division: (Check one) _____ Junior _____ Intermediate _____ Senior

	Points Possible	Your Score
Total of at least 15 insects	15	
8 Insect Orders	16	
Orders correctly identified (-2 for each incorrect ID)	16	
8 Common names correctly identified (-2 for each incorrect, missing)	16	
Pinning and Spreading <ul style="list-style-type: none"> • Condition of insects • All legs, antennae and other body parts intact • Wings spread on appropriate insects and spread properly • Pins in correct location on insects • Insects uniform height on pins (see YouTube video for guidelines) • Legs positioned consistently • Insects level on pins, pinned straight 	15	
Labels <ul style="list-style-type: none"> • Neat and accurate • Uniform height • Not twisted • Not too large for the specimen • Not too much white on the label 	15	
Arrangement in Boxes <ul style="list-style-type: none"> • Variety of insects • No duplication of insects • Grouping accurate, correct, and neat • Spacing of insects neat, attractive • Overall neatly arranged and attractive 	15	
TOTAL SCORE	108	

D5 2022 4-H Entomology Score Card – Intermediate Level

Name: _____ County: _____

Age Division: (Check one) _____ Junior _____ Intermediate _____ Senior

	Points Possible	Your Score
Total of at least 34 insects	34	
Total of 13 orders	13	
Orders correctly identified	13	
16 Common names correctly identified	16	
Pinning and Spreading <ul style="list-style-type: none"> • Condition of insects • All legs, antennae and other body parts intact • Wings spread on appropriate insects and spread properly • Pins in correct location on insects • Insects uniform height on pins (see YouTube video for guidelines) • Legs positioned consistently • Insects level on pins, pinned straight 	34	
Labels <ul style="list-style-type: none"> • Neat and accurate • Uniform height • Not twisted • Not too large for the specimen • Not too much white on the label 	17	
Arrangement in Boxes <ul style="list-style-type: none"> • Variety of insects • No duplication of insects • Grouping accurate, correct, and neat • Spacing of insects neat, attractive • Overall neatly arranged and attractive 	15	
TOTAL SCORE	142	

D5 2022 4-H Entomology Score Card – Senior Level

Name: _____ County: _____

Age Division: (Check one) _____ Junior _____ Intermediate _____ Senior

	Points Possible	Your Score
Total of at least 60 insects	60	
Total of 18 orders	18	
Orders correctly identified (-1 for each incorrect ID)	18	
30 Common names correctly identified (-1 for each incorrect, missing)	30	
Pinning and Spreading <ul style="list-style-type: none"> • Condition of insects • All legs, antennae and other body parts intact • Wings spread on appropriate insects and spread properly • Pins in correct location on insects • Insects uniform height on pins (see YouTube video for guidelines) • Legs positioned consistently • Insects level on pins, pinned straight 	30	
Labels <ul style="list-style-type: none"> • Neat and accurate • Uniform height • Not twisted • Not too large for the specimen • Not too much white on the label 	15	
Arrangement in Boxes <ul style="list-style-type: none"> • Variety of insects • No duplication of insects • Grouping accurate, correct, and neat • Spacing of insects neat, attractive 	15	
TOTAL SCORE	186	

D5 2022 4-H FABRIC & TEXTILE CREATIONS LABEL

This label should be entered with your creation. Label details must be neatly printed or typed. Label information should be COMPLETE!

4-H FABRIC & TEXTILE CREATIONS LABEL



Age Division (please check one): ☐ Junior ☐ Intermediate ☐ Senior

Category (please check one): ☐ Accessory ☐ Jewelry ☐ Pet or Doll Clothing ☐ Bedding ☐ Home Decor

County: _____

Name: _____

Birthday: _____

4-H Age (as of 8/31/21): _____

I do hereby consent and agree that Texas A&M AgriLife Extension Service, Texas 4-H and Youth Development Program staff have permission to take photographs and/or record video and/or audio of me and/or my property and to use these for 4-H Youth Development educational, promotional, and/or marketing materials. I further do hereby give the right to exhibit any such works publicly or privately, including posting on the Texas 4-H and Youth Development Program website. I waive any rights, claims, or interests I may have to control the use of my identity, the identity of the subject(s), or likeness in the photographs, video, or audio and agree that any uses described herein may be made without compensation or additional consideration. I represent that I have read and understand the foregoing statement, and I am competent to execute this agreement.

☐ I have read and understand the foregoing statement, and I am competent to execute this agreement.

Name (please print): _____

Signature: _____ Date: _____

Parent/Guardian Name (please print): _____

Signature: _____ Date: _____

Agent Name: _____

Agent Signature: _____

Originality of Design

In 100 words or less, answer the following prompt in regards to originality:

Where did you get the idea for your design? What was your inspiration? What makes your design different from others on the market?

2022

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District 5 4-H Textile/Fabric Creations



County:

☐ *Junior*

☐ *Intermediate*

☐ *Senior*

Member Name:

		Poor 1	Fair 2	Good 3	Excellent 4
<i>Workmanship</i>	Item is well made				
	Neat and clean				
	Appropriate techniques used during construction				
	Item makes good use of fiber and textile characteristics				
	Textile is appropriate for intended use				
<i>Creativity</i>	Design and use of patterns, colors, textures, etc.				
	Pleasing rhythm and balance				
	Unity throughout the total design				
<i>Total Score (possible 32 points)</i>					

Comments:

2022 District 5 4-H Fashion Show Buying Entry Form

Your entry must be a complete outfit. All parts of the outfit must be purchased in the current project year. Accessories already owned can be used to complement/finish the outfit.

Category: ☐ Business/Interview ☐ Fantastic Fashions under \$25 ☐ Semi-formal to Formal ☐ Special Interest

Name: _____

Age Division: ☐ Junior ☐ Intermediate ☐ Senior

Insert a high quality photo front and back view head-to-toe photo of participant in the competition garment in the space below. Photo/Photos should not exceed the space below.

Front	Back
-------	------

Insert Commentary for Fashion Show. In 75 words or less, write a script about you and your outfit to be used during the Public Fashion Show. Highlight the garment that you will be wearing, 4-H Fashion and Interior Design activities or community service that you have been involved in and future goals for 4-H or school.

What is the total cost of your outfit? Identify garments and include cost with sales tax for items purchased for this year's project. For Fantastic Fashions under \$25, attach a copy of your receipts to this form.

Individual Item	Cost
Total Cost of Outfit (Items purchased for this project)	

Fiber content and permanent care labels are required on clothing by Federal Regulations. Complete the label information below for each your garments. If garment tags have been removed answer the question below the table.

Clothing Item						
Fiber Content						
Permanent Care Label						
Brand/Mfr's Name						
Country of Origin						

Purchase Justification Summary - Explain in several sentences why the purchase(s) were a good choice in relation to:

- 1) Fit, 2) quality, 3) cost, 4) care and 5) garment use

2022 District 5 4-H Fashion Show Construction Entry Form

Category: ☐ Everyday Living ☐ ReFashion ☐ Semi-formal to Formal ☐ Special Interest

Name: _____

Age Division: ☐ Junior ☐ Intermediate ☐ Senior

Insert a high quality photo of front and back views from head-to-toe of participant in the competition garment in the space below. For ReFashion – participants will need to include after pictures on page 1 and before pictures on page 3. Photo/Photos should not exceed the space below.

Front

Back

Insert commentary for Fashion Show. Minimum of 50 words and maximum of 75 words.

Construction Skills

Insert a photo showing some detail that you feel is important to your garment. Describe the technique used and the importance/significance to the garment. EX. Topstitching on a pair of jeans or French seam on a lightweight blouse.

Fabric Used

Fabric Name or Description				
Fiber Content				
Fabric Care				

What is the total cost of your constructed garment?

Fabric and Notions	Cost
Total Cost of supplies (Items purchased for this project)	

Why did you choose to construct this garment?

Before

Before

2022 District 5 4-H Fashion Show Natural Fiber Entry Form

Name: _____ County: _____

Age Division: ☐ Junior ☐ Intermediate ☐ Senior

Category (check one): ☐ Cotton ☐ Wool/Mohair/Alpaca

Insert or glue a high-quality front and back view head-to-toe photo of participant in the competition garment in the space below. Photo/Photos should not exceed the space below.

Front	Back

Insert commentary for Fashion Show. Minimum of 50 words and maximum of 75 words. This commentary should be different from buying or construction, if competing in both.

Identify fiber content of each item in your outfit

Name of clothing item	Fiber content

Tell about the characteristics of the natural fibers in your outfit.

Describe the care requirements of these garments.

Describe the fiber to fabric production process.

Describe how you have promoted the use of natural fibers.



2022 District 5 4-H Fashion Show Score Sheet Buying

Category: ☐ Business/Interview ☐ Fantastic Fashions under \$25 ☐ Semi-formal to Formal ☐ Special Interest

Age Division: ☐ Junior ☐ Intermediate ☐ Senior

Name: _____ County: _____

Category	Total Value	Comments	Actual Score
Paperwork <ul style="list-style-type: none"> Completeness of paperwork Paperwork shows application of skills learned in the project 	15		
Project Activities <ul style="list-style-type: none"> Fashion and Interior Design activities adequate for age and experience level Demonstrates involvement in project 	10		
Outfit Selection <ul style="list-style-type: none"> Demonstrates knowledge of garment features that complement the member's body size and shape Outfit selected suitable for intended use Garment and accessories fashionable and appropriate 	15		
Knowledge of Fiber and Fabric Characteristics <ul style="list-style-type: none"> Garment style makes good use of the fiber and fabric characteristics Knowledge of garment fiber content and care instructions 	10		
Consumer Buying Skills <ul style="list-style-type: none"> Identifies quality of workmanship in garments purchased Garment cost computed accurately 	25		
Interview <ul style="list-style-type: none"> Creates a good first impression Uses positive vocal qualities Answers questions correctly, with confidence Possesses good verbal communication skills 	25		
Total Score	100		
		Judge's Initials:	

2022

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2022 District 5 4-H Fashion Show Score Sheet Construction

Category: ☐ Everyday Living ☐ ReFashion ☐ Semi-formal to Formal ☐ Theatre/Costume

Age Division: ☐ Junior ☐ Intermediate ☐ Senior

Name: _____ County: _____

Category	Total Value	Comments	Actual Score
Paperwork <ul style="list-style-type: none"> Completeness of paperwork Paperwork shows application of skills learned in the project 	15		
Project Activities <ul style="list-style-type: none"> Fashion and Interior Design activities adequate for age and experience level Demonstrates involvement in project 	10		
Outfit Selection <ul style="list-style-type: none"> Demonstrates knowledge of garment features that complement the member's body size and shape Garment and accessories fashionable and appropriate 	10		
Knowledge of Fiber and Fabric Characteristics <ul style="list-style-type: none"> Garment style makes good use of the fiber and fabric characteristics Knowledge of garment fiber content and care 	15		
Construction Skills <ul style="list-style-type: none"> Garment is well made (plaids and seams match, edges smooth, hem even, closures neat, well pressed) Appropriate construction methods used and understood their importance 	25		
Interview <ul style="list-style-type: none"> Creates a good first impression Uses positive vocal qualities Answers questions correctly, with confidence Possesses good verbal communication skills 	25		
Total Score	100		
		Judge's Initials:	

2022

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2022 District 5 4-H Fashion Show Score Sheet Natural Fiber

Name: _____ County: _____ Age Div: _____

Fiber Category: ☐ Cotton ☐ Wool/Mohair/Alpaca Age Division: ☐ Junior ☐ Intermediate ☐ Senior

Factors to Consider	Total Value	Comments	Actual Score
Paperwork (15%) <ul style="list-style-type: none"> Completeness of paperwork Paperwork shows application of skills learned in the project. 	15		
Knowledge of fiber characteristics and uses (35%) <ul style="list-style-type: none"> Identifies fiber characteristics that are important in apparel Garment makes good use of fiber characteristics Knowledge of fiber, fabric, and garment care requirements Garment meets competition eligibility requirements 	35		
Promotion of Natural Fiber (35%) <ul style="list-style-type: none"> Understanding of fiber source and production process Involved in promotion of natural fiber to the public Promotion presentation 	35		
Interview (15%) <ul style="list-style-type: none"> Uses positive vocal qualities Answers questions correctly, with confidence Possesses good verbal communication skills 	15		
Total Score	100		
		Judge's Initials	



Food Challenge Supply Box

Each team will bring an equipment box containing only one each of the following items, unless a different quantity is noted:

Beverage glass

NEW

Bowls (up to 4 - any size)

Calculator

Can Opener

Colander

NEW

Cutting Boards (up to 4)

Disposable tasting spoons (no limit)

Dry measuring cups (1 set)

Electric Skillet

NEW

Extension cord (multiple outlet or strip style)

Teams should be certain the extension cord is compatible (2-prong/3-prong) with the plugs on their electrical supplies

First aid kit

Food thermometer

Fork

Gloves

Grater

Hand sanitizer

Hot pads (up to 5)

Kitchen shears (1 pair)

Kitchen timer

NEW

Knives (up to 6)

NEW

Liquid measuring cup

Manual pencil sharpener

Measuring spoons (1 set)

Non-stick cooking spray

Note cards (1 package - no larger than 5 X 7)

NEW

Paper towels (1 roll)

Pancake turner (up to 2)

Pencils (no limit)

Plastic box & trash bags for dirty equipment

Pot with lid

Potato masher

Potato peeler

Sanitizing wipes (1 container)

NEW

Serving dishes/utensils

1 plate/platter

1 bowl

1 utensil

Skewers (1 set)

Skillet with lid

Spatulas (up to 2)

Stirring spoon

Storage bags (1 box)

Tongs (up to 2)

NEW

Toothpicks (no limit)

Two single-burner hot plates

or

One double- burner plate
(electric only!)

Whisk

Pantry Items

Salt

Pepper

Oil (up to 17 oz)

1 jar chicken bouillon

1 medium onion

2 cans (up to 16 oz)
vegetables and/or fruit (*team choice*)

Rice (white or brown)
or pasta (up to 16 oz) (*team choice*)

D5 4-H FOOD CHALLENGE SCORECARD - PREPARATION

Team Name: _____ County: _____

Entry Category: ___ Appetizer ___ Main Dish ___ Side Dish ___ Healthy Dessert

Age Division: ___ Junior ___ Intermediate ___ Senior

Team Observation	Comments	Points	Score
<i>Teamwork:</i>			
Effective use of communication among team members		2	
Each team member played a key role in the preparation phase, whether cooking or preparing presentation		3	
<i>Safety concerns and practices:</i>			
Exhibited knowledge of how to use equipment safely (heat, utensils, sharps, etc.)		3	
Handled ingredients appropriately to avoid cross contamination		3	
Personal Hygiene (hair, nails, jewelry, etc.)		3	
<i>Preparation:</i>			
Practiced correct cooking procedures based upon ingredients provided		3	
Completed tasks efficiently and in a logical order		2	
<i>Management:</i>			
Used workspace efficiently		2	
Effective use of time		2	
Preparation table was clean at the conclusion of the preparation period		2	
<i>Additional Comments: (based on observation)</i>		Total Points (25)	

D5 4-H FOOD CHALLENGE SCORECARD - PRESENTATION

Team Name: _____ County: _____

Entry Category: ____ Appetizer ____ Main Dish ____ Side Dish ____ Healthy Dessert Age Division: _____

Team Presentation	Comments	Points	Score
Knowledge of MyPlate:			
Serving sizes and examples of each group in MyPlate		4	
Told how MyPlate represented in dish prepared		3	
Team shared healthy lifestyle choices based on dietary guidelines		2	
Nutrition Knowledge:			
Knows key nutrition in prepared dish		6	
Function of nutrients		5	
Healthy substitutions		4	
Food Preparation:			
Explained key steps in how dish was prepared		4	
Explained function of ingredients in dish		4	
Safety Concerns and Practices:			
Explained food safety according to Fight BAC		5	
Serving Size Information:			
Demonstrated knowledge of serving size for prepared dish		4	
Shared estimated cost of the prepared dish and individual serving		2	
Food Appearance/Quality:			
Food is appealing and appetizing		3	
Appeared to be cooked properly		2	
Attractive and appropriate garnish		3	
Creativity:			
Used ingredients in a creative way		5	
Incorporated grocery store items into dish or garnish		3	
Effectiveness of Communication:			
Displayed effective communication skills		6	
Poise and personal appearance		4	
Questions:			
Accurately and appropriately answered questions		6	
Additional Comments:		Total Points (75)	



D5 4-H FOOD SHOW RECIPE SUBMISSION PAPERWORK

CONTESTANT NAME:				
CATEGORY <i>Please check one</i>	<input type="checkbox"/> Appetizer	<input type="checkbox"/> Main Dish	<input type="checkbox"/> Side Dishes	<input type="checkbox"/> Healthy Desserts
AGE DIVISION	<input type="checkbox"/> Junior	<input type="checkbox"/> Intermediate	<input type="checkbox"/> Senior	
COUNTY				

Name of Recipe:		
Prep Time:	Cook Time:	Cost:

Type Recipe Here:

By submitting the recipe, the contestant releases the recipe for use by Texas 4-H Youth Development and Texas A&M AgriLife Extension.

Revised July 2020

4-H FOOD SHOW RECIPE SUBMISSION CHECKLIST

Recipes for Texas 4-H Food Show should adhere to the guidelines below. Please use this checklist to ensure recipes are correctly written.

	YES	NO
DOES YOUR RECIPE HAVE ALL OF THESE PARTS?		
Name of recipe	_____	_____
Complete list of ingredients	_____	_____
Size cans, number of packages, cans, etc. given *EX: 10 oz box chopped frozen spinach NOT Spinach, box of spinach or frozen spinach	_____	_____
Description for combining all ingredients	_____	_____
LIST OF INGREDIENTS		
Ingredients are listed in order in which they are used in directions	_____	_____
Ingredients listed as they are measured. *EX: ¼ cup chopped onion, not ¼ cup onion chopped. *EX: 1 green pepper, chopped, not 1 chopped green pepper	_____	_____
Measurements given in common fractions *Ex: 1/4 cup, 2 tablespoons, 1 teaspoon	_____	_____
All measurements are spelled out, not abbreviated. *Ex: cup, teaspoon, tablespoon, size can, etc. *Ex: 4-ounce can	_____	_____
No brand names are used.	_____	_____
Complete description of ingredients is included *EX: low-fat; packed in syrup; reduced fat; etc.	_____	_____
DIRECTIONS		
Clear instructions used for every step of combining and cooking the ingredients	_____	_____
Short, clear sentences used	_____	_____
Correct wording used to describe combining and cooking processes	_____	_____
Size and type of pan stated	_____	_____
Oven temperature and cooking times given	_____	_____
Number of servings or how much the recipe would make included	_____	_____
Total Cost of Ingredients	_____	_____

District 5 4-H Food Show | Preparation Scorecard

Contestant Name: _____ County: _____

Age Division: N/A Junior N/A Intermediate ____ Senior

Entry Category: ____ Appetizer ____ Main Dish ____ Side Dish ____ Healthy Dessert

Observation	Comments	Points	Score
Safety Concerns & Practices			
Exhibited knowledge of how to use equipment safely (heat, utensils, sharps, etc.)		(5)	
Handled ingredients appropriately to avoid cross contamination		(5)	
Personal Hygiene (hair, nails, jewelry, etc.)		(5)	
Preparation			
Practiced correct cooking procedures based upon ingredients provided		(2)	
Completed tasks efficiently and in a logical order		(2)	
Management			
Used workspace efficiently		(2)	
Effective use of time		(2)	
Preparation table was clean at the conclusion of the preparation period		(2)	
Additional Comments: <i>(based on observation)</i>		Total Points	Possible (25)

District 5 4-H Food Show | Presentation Scorecard

Contestant Name: _____ County: _____

Age Division: ___ Junior ___ Intermediate ___ Senior

Entry Category: ___ Appetizer ___ Main Dish ___ Side Dish ___ Healthy Dessert

	Comments	Points	Score
I. PRESENTATION			
Theme: <ul style="list-style-type: none"> How does the theme fit with the dish? 		(5)	
Knowledge of MyPlate: <ul style="list-style-type: none"> Food group(s) represented in dish. Serving amount needed from each group daily for age. How did MyPlate guide choice of dish? How does this dish reflect MyPlate? 		(10)	
Nutrition Knowledge: <ul style="list-style-type: none"> Key nutrients of dish and function of those nutrients 		(10)	
Food Preparation: <ul style="list-style-type: none"> Preparation key principles and function of key ingredients Healthy substitutions 		(10)	
Food Safety Concerns & Practices: <ul style="list-style-type: none"> Knows food safety concerns in preparation and storage of dish Follows FightBAC principles 		(10)	
II. INTERVIEW <i>(category specific)</i>			
Judge's Questions		(15)	
4-H Food & Nutrition Project Activities		(10)	
III. FOOD PRESENTATION/QUALITY			
<ul style="list-style-type: none"> Appearance of food (texture, uniformity) Garnishing 		(5)	
IV. EFFECTIVENESS OF COMMUNICATION			
<ul style="list-style-type: none"> Voice, poise, personal appearance 		(5)	
V. SKILL SHOWCASE SCORE			
<ul style="list-style-type: none"> Proper demonstration of assigned skill. 		(10)	
Additional Comments:		Total Points	Possible (90)

SCORE SHEET FOR PUBLIC SPEAKING



Name: _____	County: _____	District: _____
Age Division: (Check one) <input type="checkbox"/> Junior <input type="checkbox"/> Intermediate <input type="checkbox"/> Senior		
Presentation Title: _____		
Time (5-8 minutes)	Start Time: _____	End Time: _____ Elapsed Time: _____

		Judges' Comments					
Delivery & Expression		(circle Quality Scale that applies)					60
Delivery: (20 pts) Appearance <i>Grooming and dress</i> <i>Poise and posture</i> Voice clear and understood Appropriate vocal dynamics Correct use of grammar Expression: (30 pts) Eye contact with audience Appropriate use of gestures/body language Audience appeal Uniqueness of presentation Educational value (5 pts) Questions (10 pts) Accuracy of answers Poise and self-confidence	<i>1-12 pts</i> Poor	<i>13-24 pts</i> Fair	<i>25-36 pts</i> Good	<i>37-48 pts</i> Excellent	<i>49-60 pts</i> Superior		
	Provide constructive feedback:						
Composition & Organization		(circle Quality Scale that applies)					40
Introduction (15 pts) Attention of audience gained Importance of subject established Purpose clearly stated Body (20 pts) One central theme Information accurate-source given Information current Logical sequence Summary (5 pts) Major points emphasized	<i>1-8 pts</i> Poor	<i>9-16 pts</i> Fair	<i>17-24 pts</i> Good	<i>25-32 pts</i> Excellent	<i>33-40 pts</i> Superior		
	Provide constructive feedback:						
	Total Score (Max 100 points)						
	Overtime Penalty (2 points per 1/2 minute)						
	FINAL SCORE						

Judge's Initials _____

D5 2022 ROUNDUP

SHARE-THE-FUN CONTEST

Completed form must be submitted to County Agent by April 14

Name of Individual/Team: _____ County: _____

Type of Entry: ☐ Individual ☐ Team

Please select the CORRECT Category (*Check definitions if you are unclear*):

☐ Choreographed Routines ☐ Vocal ☐ Poetry /Prose ☐ Variety Show
☐ Celebrate 4-H ☐ Musical/Instrumental ☐ Solo/Band Performance

Age Division: ☐ Junior (3rd – 5th grade) ☐ Intermediate (6th – 8th grade) ☐ Senior (9th – 12th grade)

Performer's Name(s) and Email(s) (*Only 1 form needed per group or individual*)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Title of Presentation: _____

Brief Description of act to be used to introduce performance: _____

REQUIRED

Coach's Name: _____

Coach's Email: _____ Cell phone: _____

Are you participating in other contests? ☐ Yes ☐ No

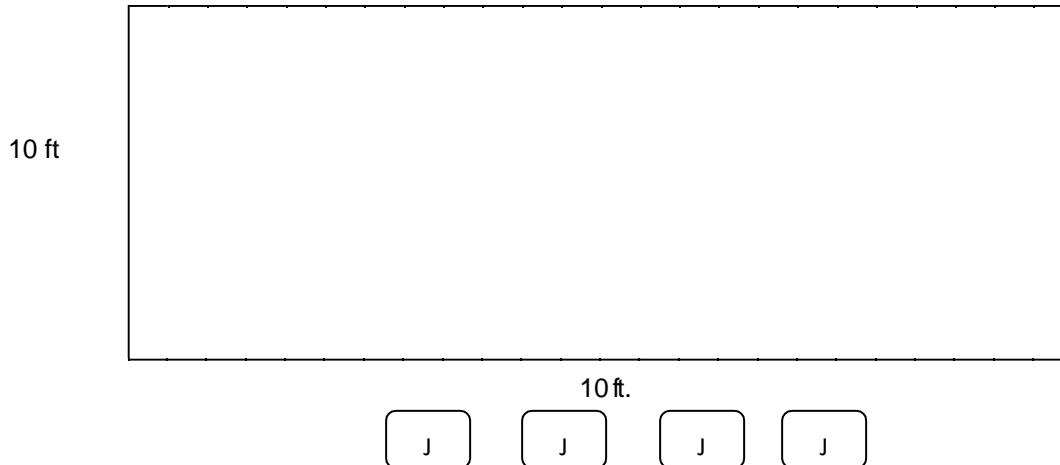
If yes, please list contest: _____

Do you have props to unload: ☐ Yes ☐ No

Please review the information letter with the specifics of what will be provided in your contest location and the rules and regulations for the category in which you are entered. Check below if needed:

- | | | |
|---------------------------------------|---------------------------------------|--|
| <input type="checkbox"/> Sound System | <input type="checkbox"/> Microphone | <input type="checkbox"/> Second Microphone |
| <input type="checkbox"/> Power Source | <input type="checkbox"/> Music Stands | <input type="checkbox"/> Projector screen |
| <input type="checkbox"/> Table | <input type="checkbox"/> Stool | <input type="checkbox"/> Chair |

Draw a diagram of the arrangement of props on stage. (i.e keyboard, drums, chairs, props, etc.)



Additional Notes:

- Participants are responsible for providing a device (i.e., smartphone, CD player, MP3 player, laptop, etc.) that has a ¼" aux connection to be linked to the PA system in the sanctuary, along with their music selection. Speakers and input cable will be provided.
- Props/equipment must be unloaded/loaded backstage **only between 8:00-9:30 am and 11:00 am -12:00 pm**
- Parents/coaches will be allowed to assist with moving the props on and off the stage.
- It is best to have your material memorized.
- Performances will be viewed by an audience (parents, and guests).
- An emcee will introduce performances; have a closing to your performances – so judges will know when you are finished.
- Prose/Poetry may provide a copy of the poem to judges.
- Plan to check-in with contest coordinator in at the Help Desk located in the Children's Building foyer and remain in the sanctuary at least 30 minutes before your category is scheduled to begin. Participants with contest conflicts should notify contest coordinator when you arrive.
- The same material must be used at all levels – **county, district, and state.**
- Vocal acts cannot lip sync; music should be soundtrack only. Songs can be sung acapella or with recorded music.
- Check the schedule posted on the D-5 website frequently for changes after **April 15th.**

2022 D5 4-H SHARE-THE-FUN SCORE SHEET

Category: *Celebrate 4-H*

(Maximum of 9 participants)

County: _____ Distict: _____ Order of Participation: _____

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MATERIAL CHOSEN —appropriate for youth audience; features 4-H project, activity, community service or other related topic; <u>OR</u> addresses youth issue, current affair or world event.		10	
TALENT —ability to do what the activity or skill requires; memorization; acting ability		25	
CREATIVITY —produce something new, unique, original; creativity in delivery of act		25	
SHOWMANSHIP —stage personality; poise, confidence, expression, voice projection, gestures, stage presence		20	
PROPS/COSTUMING —appropriate and supportive of the act		10	
AUDIENCE APPEAL —evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

* **NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: September 2014

2022 D5 4-H SHARE-THE-FUN SCORE SHEET

Category: *Choreographed Routines*

(Maximum of 9 participants)

County: _____ District: _____ Order of Participation: _____

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
TALENT —ability to do the activity or skills required; rhythm, appropriate gestures, memorization and artistic delivery; synchronized movement; consistency in formation		30	
CREATIVITY —ability to produce something new, unique, original		15	
SHOWMANSHIP —stage personality; poise, confidence, expression, gestures, stage Presence		25	
COSTUMING —appropriate for youth audience; fits well and is flattering		10	
MATERIAL CHOSEN —appropriate for youth audience and the ability of performer		10	
AUDIENCE APPEAL —evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: July 2016

2022 D5 4-H SHARE-THE-FUN SCORE SHEET

Category: *Variety Show*

(Maximum of 9 participants)

County: _____ District: _____ Order of Participation: _____

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MATERIAL CHOSEN — <i>appropriate for youth audience</i>		10	
TALENT — <i>ability to do what the activity or skill requires; memorization; acting ability</i>		25	
CREATIVITY — <i>produce something new, unique, original; creativity in delivery of act</i>		25	
SHOWMANSHIP — <i>stage personality; poise, confidence, expression, voice projection, gestures, stage presence</i>		20	
PROPS/COSTUMING — <i>appropriate and supportive of the act</i>		10	
AUDIENCE APPEAL — <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

* **NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

New: July 2021

2022 D5 4-H SHARE-THE-FUN SCORE SHEET

Category: *Musical/Instrumental*

(Maximum of 9 participants)

County: _____ District: _____ Order of Participation: _____

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE’S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MUSICAL PRESENTATION – <i>selection is appropriate to skill level; instruments are tuned properly; sound level is appropriate</i>		30	
TALENT – <i>ability to do what the activity or skill requires</i>		25	
SHOWMANSHIP – <i>stage personality; poise, confidence, expression, musical projection, gestures, stage presence</i>		25	
MATERIAL CHOSEN – <i>appropriate to youth audiences</i>		10	
AUDIENCE APPEAL – <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: September 2014

2022 D5 4-H SHARE-THE-FUN SCORE SHEET

Category: *Poetry/Prose*

(Maximum of 9 participants)

County: _____ District: _____ Order of Participation: _____

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MATERIAL CHOSEN — <i>appropriate for youth audience; Poetry or Prose material</i>		15	
MESSAGE — <i>communication of a theme or idea</i>		15	
TALENT — <i>skills and ability to perform the presentation well</i>		25	
PRESENTATION STYLE — <i>method of acting; distinctive or characteristic manner; overall excellence; skill or grace in performance and/or appearance</i>		25	
PROPS/COSTUMING — <i>appropriate and supportive to the act</i>		10	
AUDIENCE APPEAL — <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: September 2014

2022 D5 4-H SHARE-THE-FUN SCORE SHEET

Category: *Solo/Band Performance*

(Maximum of 9 participants)

County: _____ District: _____ Order of Participation: _____

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
SOLO/BAND PERFORMANCE – <i>selection is appropriate to skill level; instruments are tuned properly; sound level is appropriate; voices and music are balanced</i>		30	
TALENT – <i>ability to do what the activity or skill requires</i>		25	
SHOWMANSHIP – <i>stage personality; poise, confidence, expression, musical projection, gestures, stage presence</i>		25	
MATERIAL CHOSEN – <i>appropriate to youth audiences</i>		10	
AUDIENCE APPEAL – <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: September 2014

2022 D5 4-H SHARE-THE-FUN SCORE SHEET

Category: *Vocal*

(Maximum of 9 participants)

County: _____ District: _____ Order of Participation: _____

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
VOCAL PRESENTATION —exercising the power of producing voice, speech, or sound; expressing one's self as to relate to character or message being portrayed		30	
TALENT —ability to do what the activity or skill requires		25	
SHOWMANSHIP —stage personality; poise, confidence, expression, projection of voice, gestures, stage presence		25	
MATERIAL CHOSEN —appropriate material for voice range		10	
AUDIENCE APPEAL —evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

* **NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: September 2014



D5 4-H STORYBOARD LABEL

This label should be entered with storyboard. Label details must be neatly printed or typed. Label information should be COMPLETE!

4-H STORYBOARD LABEL

Age Division (please check one): ☐ Junior ☐ Intermediate

Category (please check one): ☐ Wearable ☐ Accessory ☐ Jewelry ☐ Furniture ☐ Pet Clothing ☐ Home Decor

Name: _____

County: _____

4-H Age (as of 8/31/21): _____

I do hereby consent and agree that Texas A&M AgriLife Extension Service, Texas 4-H and Youth Development Program staff have permission to take photographs and/or record video and/or audio of me and/or my property and to use these for 4-H Youth Development educational, promotional, and/or marketing materials. I further do hereby give the right to exhibit any such works publicly or privately, including posting on the Texas 4-H and Youth Development Program website. I waive any rights, claims, or interests I may have to control the use of my identity, the identity of the subject(s), or likeness in the photographs, video, or audio and agree that any uses described herein may be made without compensation or additional consideration. I represent that I have read and understand the foregoing statement, and I am competent to execute this agreement. I have read and understand the foregoing statement, and I am competent to execute this agreement.

Name (please print): _____

Signature: _____ Date: _____

Originality of Design

In 100 words or less, answer the following prompt in regards to originality:

Where did you get the idea for your design? What was your inspiration? What makes your design different from others on the market?

Image credits: URL shortening tools can be used when sharing your image credits.



D5 Fashion Storyboard Score Sheet

Name _____ County _____

Age Division ☐ Junior ☐ Intermediate ☐ Senior

Category ☐ Wearable ☐ Accessory ☐ Jewelry ☐ Home Décor ☐ Pet Clothing ☐ Furniture

	LAYOUT	COMMENTS	Point Range	Points Awarded
LAYOUT OF STORYBOARD	Visual Appeal Arrangement of images, text and white space on the board that provides a strong focal point to bring the viewers eye to the original design. Brings all the visual elements together to express the design aesthetic.		0-15	
	Cohesiveness of imagery and overall aesthetic of the board Unified design elements throughout. Design elements can be anything including color, fonts and images.		0-10	
	Color Palette Color theme consistent throughout storyboard		0-5	
	Fabric Samples, Trims, and Embellishments Use of applicable fabric samples, trims and embellishments for design		0-5	
	Balance Weight of the images are balanced throughout the board.		0-5	
	Comprehensiveness All elements or aspects provide a complete understanding of design vision		0-10	
ILLUSTRATIONS & FLATS	Originality in Design Illustrations Computer generated or hand drawn illustrations used to show a fresh or novel take on a design. The originality can be found in the lines, color or fabrics chosen for a design.		0-15	
	Design Detail in Flats Black and white flat drawing used to explain the product, showing all the construction details, such as seams, darts, pockets, fastening and topstitching.		0-15	
	Titles/Labels Includes design brief title and any additional labels that provide details as related to the overall design of the board.		0-5	
	Design Brief Should follow design brief and category descriptions.		0-5	
GUIDELINES	Completeness (i.e. illustration, flats and inspiration) Follows the contest guidelines and includes an illustration, flat and inspiration pieces.		0-10	
	Image credits listed on Storyboard label Included list of photo credits for pictures on the storyboard label.		0-5	
		Total Score		

