

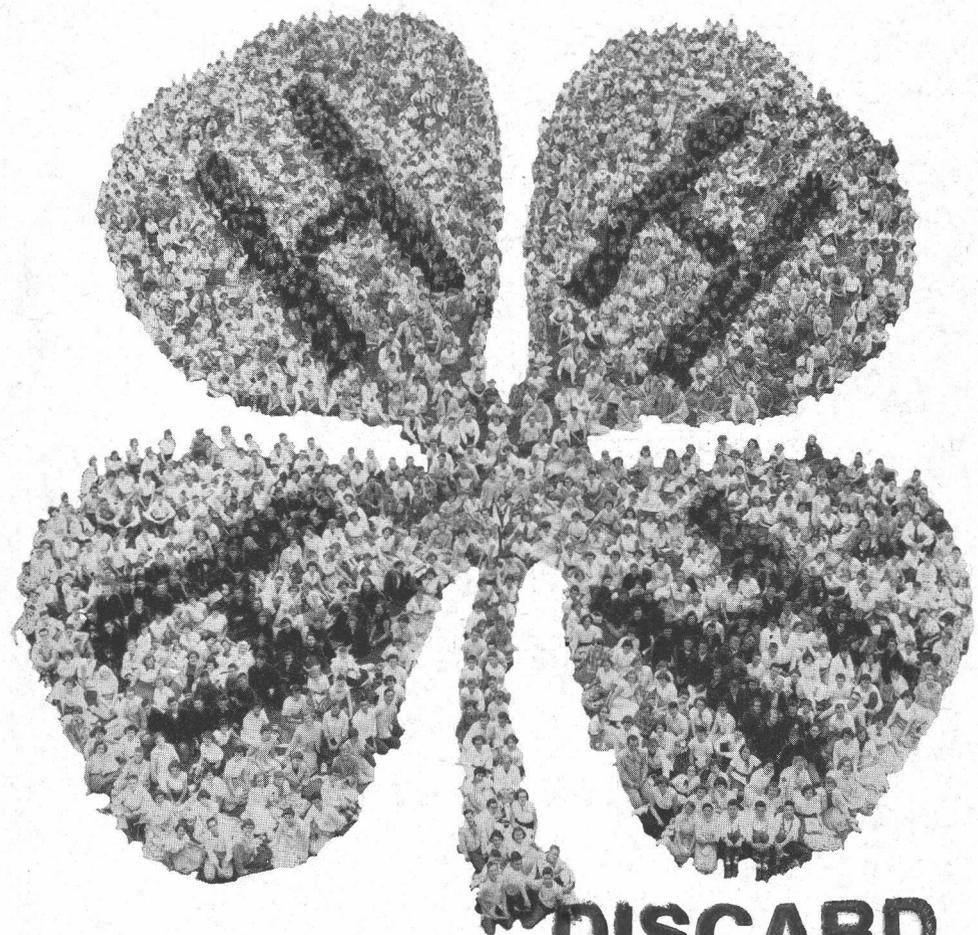
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Oregon 4-H Club Project Handbook



DISCARD

"Make the Best Better"

Club Series A-48

Revised October 1957

FEDERAL COOPERATIVE EXTENSION SERVICE

OREGON STATE COLLEGE

CORVALLIS

Cooperative Extension work in Agriculture and Home Economics, F. E. Price, director. Oregon State College, the United States Department of Agriculture, and the State Department of Education cooperating. Printed and distributed in furtherance of the Acts of Congress of May 8 and June 30, 1914.

Why Have a Handbook?

This **4-H Club Project Handbook** is an introduction service provided by the Oregon 4-H Club Department of the Oregon State College Extension Service.

Parents interested in learning about the activities provided for their young folks in 4-H will find that this project handbook provides a brief story of what is done and why.

The **Volunteer 4-H Club Leader** who has needed a digest of project requirements and basic purposes of certain projects and activities will find such information included. It is hoped that this project handbook will ease the problems associated with leading a 4-H Club. Junior leaders will find it a valuable aid to their work in this rapidly growing leadership force throughout Oregon.

School Teachers in Oregon receive many inquiries concerning educational opportunities in 4-H Club work. This project digest

should assist them in answering the varied questions from boys and girls who are interested in different phases of 4-H. It may serve especially well by helping save valuable time in determining correct replies for the innumerable questions.

Members of the Home Economics Extension Units and Community Leaders in various counties can use this handbook in providing information about 4-H to their respective communities.

County Extension Agents have many calls for information on 4-H projects and activities and may find the necessary answers in the project handbook.

The **State 4-H Club Department** suggests that reading the entire handbook may prove well worth any time invested. It provides a word picture of the worthwhile opportunities available to Oregon boys and girls as they enjoy "making their own best, better" in 4-H.

Why Have 4-H Clubs?

Purpose

As an educational arm of the Land Grant College 4-H is designed to serve young people in the informal and creative atmosphere of home and community, through a program of practical education in accordance with the aims of the Land Grant College.

Objectives

4-H provides an opportunity for boys and girls of rural, suburban, and urban communities to join together under 4-H ideals and standards in developing skills of the mind

and hand. This means applying latest scientific knowledge to farm, home, and community by acquiring skills in farming, sciences, creative arts, technology, homemaking, and community life—developing wholesome character, personality, citizenship—and cultivating good health for happy living. Through such 4-H experiences young people are helped prepare for greater usefulness and in choosing a way to earn a living. They learn to live in a changing world; produce food for home and market; create better homes; conserve natural resources; and have a share in community responsibilities.

Oregon 4-H Club Work

Membership

Any Oregon boy or girl who will be 9 years old but not 21 before January 1 of the current 4-H Club year may become a 4-H Club member.

Projects

Each 4-H member must enroll for one or more 4-H projects.

Project clubs

Ideally a 4-H Club should have one or more adult leaders, five or more members enrolled in the same or related projects, and a prepared program of work. Such a club should hold 10 or more meetings and have, or participate in, a 4-H achievement program or exhibit. Clubs with fewer members will be accepted when other members are not available. Members enrolled for other projects may be included if a specific club is not available for their project. Project clubs are best for younger club members.

Community clubs

A community club may include all 4-H members or all the older members in a community. It must have one or more adult leaders and should have a project leader for each project included. Separate project meetings should be held as needed. Community clubs provide added interest for older members.

Individual members

If no 4-H Club is available, boys or girls may enroll as individual members though membership in a club is considered preferable. A parent or other adult should sign enrollment and completion cards and supervise work. In this way the adult serves as the volunteer leader for the individual club member and will receive the leader materials.

Club leadership

Any interested adult, 18 or over, may become a 4-H Club leader. Interest in boys and girls is essential. Project knowledge and skill are desirable but not required. Leaders may get help from other people. 4-H Junior Leaders may help lead a club but must work with an adult.

Period of Work

The 4-H Club year begins in early fall and continues to the following fall. Livestock clubs meet regularly the year around. Some projects may be completed during fall and winter months. Other projects may be completed in the spring and summer.

Enrollment deadlines

All enrollments must be in the County Extension Office by June 1 to be eligible for that year of club work and for fall 4-H fairs. Projects that are to be completed during the school year or exhibited at spring fairs must be enrolled by February 1.

Meetings

Each 4-H Club member is expected to attend and participate in all meetings of his club. Regular weekly meetings help maintain the interest of younger members although older members may not have time to meet more than once or twice a month.

Records

Club members are required to keep records of their 4-H Club Work. Club leaders check and approve club members' records before signing completion cards.

Exhibits

Club members are encouraged to exhibit their work but exhibits are not required. Projects must be up to date.

Projects Available

Beekeeping
Child Care
Clothing for Boys
Clothing for Girls
Creative Arts—*See your 4-H Extension Agent*
Electricity
Entomology
Field Crops
Food Preservation
Foods
Forestry
Health

Home Living
Horticulture
Junior Leadership
Knitting
Livestock
Marketing—*See your 4-H Extension Agent*
Outdoor Cooking
Photography
Poultry
Tractor
Wildlife
Woodworking

Beekeeping

This project helps club members learn about bees and their care. It also provides information about the honey-producing plants, how bees pollinate and increase the yield of many fruit and seed crops, and it teaches

members how to produce honey.

Own and care for one or more hives of bees.

Collect and mount specimens of honey-producing plants and prepare an educational exhibit about bees or beekeeping.

Child Care

This project is for club members 12 years of age or older who are eager for new and interesting experiences. They will work with children and in the process may gain a better understanding of themselves.

Take care of a child 1 to 6 years old at least 25 waking hours.

Take part in a group activity for small children, such as a story hour, a party, or several children playing together.

Make one or more simple toys, arrange a play corner, make a picture scrapbook or a garment for a child.

Help with each of the following jobs:

Give a child a bath and clean up afterwards.

Dress a child or help him dress himself.

Prepare food and help him during his meal.

Assist a child in undressing and going to bed.

Clothing for Boys

Bachelor Clothing

Boys are given an opportunity to learn to sew on a sewing machine. They learn some essentials in selection and care of clothes and how to be neat and well groomed.

Make a chef's apron.

Make *one* of the following: duffle bag, laundry bag, or shoe bag.

Learn to operate and care for the sewing machine.

Learn simple repair and care of clothes.

Improve personal appearance.

Clothing for Girls

This 4-H Clothing project can help girls develop into persons capable of taking their rightful places in their communities. Help is given in the selection of clothes, sewing methods, health and grooming tips, learning to buy wisely, and in finding pleasure through doing something for other people.

Just So Girl

For 9- or 10-year-olds with no experience in sewing. They will learn to:

- Select and use sewing supplies.
- Make a needle case or pin cushion, a head scarf, and a toy or bean bag.
- Improve their personal appearance.
- Care for their clothes.
- Enjoy doing something for others.

Sew It's Fun

For 10- or 11-year-olds with some previous sewing experience. Members learn to use the sewing machine.

- Make a scarf or kerchief, pot holder or oven mitt, and drawstring apron.
- Begin to learn about selection and handling of fabrics.
- Learn some basic sewing techniques.
- Learn to sew on buttons.
- Emphasize graceful posture for self-improvement.
- Do something for others.

Charmingly Yours

For 11- to 13-year-olds with previous hand, and machine sewing experience.

- Make a peasant apron and dirndl skirt.
- Make a garment protector to take better care of clothes.
- Learn how to buy socks.
- Learn how to improve grooming by caring for the hair.
- Do something for others.

Teen Wise Clothing

For 12- to 14-year-olds depending on their experience. The girls have a chance to learn how to use commercial patterns.

- Begin a wardrobe plan.
- Learn to buy patterns and fabrics together.
- Learn how to use commercial patterns.
- Make two outfits:
 - Dress
 - Skirt and blouse
- Learn buying guides for ready-to-wear.
- Share what you learn with someone else.
- Participate in dress revue.

Clothes for Fun and Sun

This project is planned so that it can be taken more than once. Girls can make different garments each year to fit into their wardrobes.

Make 2 outfits from any 2 of the following 3 groups:

Group 1.

- Sun dress.
- Dress.
- Skirt and blouse.

Group 2.

- Slacks or shorts with a blouse, halter, bodice or jacket.
- Pedal pushers with a blouse, halter, bodice, or jacket.
- Bathing suit.
- Culottes.
- Pajamas.
- Ski pants and unlined jacket.
- Skating skirt and matching pants.

Group 3.

- Robe.
- Housecoat.
- Brunch coat.
- Beach coat.

Do some or all of these:

- Repair, remove stains and launder your clothes.
- Buy a sweater.
- Wash a sweater several times; iron a blouse several times.
- Make a pressing ham; check your sewing supplies and equipment and arrange for ease in sewing.
- Do something thoughtful for someone.
- Participate in dress revue.

Clothing IV, Best Dress

When girls need a best dress or a party dress in their wardrobes, they should enroll in this project. They will have more experience in working with commercial patterns, learn more difficult techniques in sewing and handling better fabrics, and improve their ability to buy wisely.

- Make either a best dress costume or a party dress.
- Make or buy a slip to be worn with the costume.
- May enter the Wool Sewing Contest.
- Participate in dress revue.

Clothing V, Winter Street or School Costume

When the older girls need a tailored dress, or suit, or dress and coat in their wardrobes they should enroll in this project. They will have more experience in choosing patterns and fabrics, altering patterns, tailoring, fitting, wise buying, and in the selection of accessories.

- Make a tailored or semi-tailored dress, or a suit or suit and coat, or a dress with jacket or coat.
- Jackets and coats must be lined.
- Make or buy a slip to be worn with the costume.
- Assemble accessories to complete the costume.
- May enter the Wool Sewing Contest.
- Participate in dress revue.

Electricity

Most boys and girls like to work with electricity but it is important that they learn how to use it correctly and safely. This is a good winter project because it can be done indoors and is an especially good 4-H project for town boys who cannot have livestock or crops. Electrical experience is not necessary to lead an electricity club, in fact many homemakers are successful leaders. Each division may be continued for several years.

Electric Magic

- Boys and girls 9 to 12 years of age have fun learning how electricity makes heat, light, and power.
- Magic Tricks.
- Magnets and Magnetism.
- Make a flashlight, buzzer, switches.
- Build games and gadgets.

Fun With Low Volts

- Ten- to 13-year-olds learn more about electricity.
- Make or install a communication system.
- Practical uses of low voltage current.

Let Electricity Do It

- For 12-year-olds and older.
- Introduction to alternation (AC) current.
- Safe use of electricity in the home, shop, and on the farm.
- Better lighting.
- Make a lamp.

4-H Junior Electrician

- Boys and girls 14 and older with some electrical experience choose from the following:
- Electric motors, their use and care.
- Home appliances, their use and care.
- Make electrical items for use in the home, shop, or on the farm.
- May specialize in any phase of electricity, many options.

Entomology

Entomology projects provide an opportunity for members to learn about insects and their value, go on field trips, collect insects, and learn control of certain insects.

Bug Catchers

- Make a collection of insects.
- Undertake the control of one insect.
- Do five or more electives.

Know Your Bugs

- Collect more insects.
- Make a life history mount of one insect.
- Undertake the control of one insect.
- Do ten or more electives.

Insect Life

- Collect more insects.
- Conduct a life history study of at least one insect.

Prepare a mount or exhibit a plant material showing insect injury.

Make a control study of one insect pest.

Make a survey on the emergence or degree of infestation of one insect pest.

Junior Entomologist

Collect more insects.

Give a public demonstration.

Prepare information on 10 insect pests.

Do a special study on insects.

Draw and label insect parts.

Conduct an insect survey.

Field Crops and Range Management

These projects provide opportunities for boys and girls to learn identification of common crop and weed plants, to grow and harvest field crops, how to produce needed feed for livestock, and that crop production is the basis for livestock production.

Club members need not own the land or equipment for Field Crops projects but a definite business arrangement should be made for use of land and equipment. Members have a choice of three plans: ownership, partnership, or management.

Corn

Grow at least $\frac{1}{4}$ acre; 1 to 5 acres suggested.

Forage Crops

Grow at least $\frac{1}{4}$ acre of pasture, hay, or other forage crop.

Potatoes

Grow at least $\frac{1}{8}$ acre; 1 to 5 acres suggested.

Seed Crops

Grow at least $\frac{1}{4}$ acre of grass, grain, or legumes; or $\frac{1}{8}$ acre of vegetable or sugar beet seed.

Small Grains

Grow at least 1 acre; 5 or more acres suggested.

Other Field Crops

Grow at least $\frac{1}{4}$ acre of sugar beets, oil seeds, or mint.

Range Management

Learn the care and management of grazing land.

Make a collection of range plants.

Make at least one field trip on a livestock range.

Examine and score a grass nursery, or assist in planting a grass nursery.

Food Preservation

4-H boys and girls learn how to keep foods from spoiling by canning and freezing. They are taught selection of suitable containers and good quality foods, and learn methods of fixing different fruits, vegetables, meats and certain prepared foods for canning and freezing.

Members may preserve the food by canning or freezing all of it or by a combination of the two methods. Jams, jellies and preserves, and pickles are required in some of the divisions even though freezing is the method of preservation chosen by the member.

They may start with any division.

Division I

For young members 9 to 12, or those who have had little or no experience in learning how to can or freeze foods. Mothers and members may share the work and results.

Can, and/or freeze, at least 25 containers of tomatoes or fruits of not less than 2 kinds.

Division II

Can, and/or freeze, 25 containers of tomatoes or fruits, including at least 1 kind not preserved in the first year's work.

Make at least 20 containers of jam, fruit butter, marmalade, conserve, or jelly.

Division III

- 1) Can, and/or freeze, at least:
 - a) 15 jars or packages of tomatoes or fruits.
 - b) 25 jars or packages of vegetables, at least 2 kinds.
 - c) 5 jars or packages of poultry or rabbits.
- 2) Make at least:
 - a) 15 jars of jams, fruit butters, marmalades, or jellies.
 - b) 10 jars of pickles and relishes.

Division IV

- 1) Can, and/or freeze, at least:
 - a) 10 jars or packages of fruit or tomatoes.
 - b) 20 jars or packages of vegetables.
 - c) 15 jars or packages of meat, fish, fowl, or rabbit.
- 2) Make at least:
 - a) 25 jars of jam, fruit butters, marmalades, jelly, or conserve.
 - b) 10 jars of pickles or relishes.

Precooked and Prepared Frozen Foods

Admission for 4-H club members 12 years of age or over.

- 1) Prepare, package, and wrap at least:
 - 1 pie.
 - 1 unfrosted cake.
 - 1 package rolls, bread, or cookies.
 - 1 family sized serving of salad.
 - 1 family sized serving of sandwiches.
 - 1 package fruit juice or tomato juice.
- 2) Prepare and package at least:
 - 5 containers of stew, soup, casserole, or other precooked main dishes.
- 3) Study thawing methods for different foods and their preparation for the table.
- 4) Cook or prepare the frozen foods for *two* family meals (using 3 or 4 frozen products each).
- 5) Give a demonstration on one recommended freezing practice at Community or County Fair or public event.
- 6) Freeze 20 containers of fruit (uncooked).
- 7) Freeze 20 containers of vegetables (uncooked).
- 8) Package 5 packages of meat (minimum) (uncooked).
- 9) Package 5 packages of poultry or rabbits (minimum) (uncooked).

Foods

Club members enrolled in the foods projects will have a chance to learn:

To select, plan, and prepare foods.

To plan and prepare nutritious, attractive, and well balanced meals.

To learn table service and good manners at the table.

To develop good work habits.

How to be a gracious host or hostess.

Mealtime Fun

Designed to help 9- and 10-year-olds have fun by sharing in the preparation and serving of some simple foods.

Make milk and fruit drinks, sandwiches, vegetable and fruit treats, cookies, and easy desserts.

Help mother prepare and serve some meals.

Help entertain.

Make some food for others.

Easy Meals

Easy Meals was planned as a project to fit the interest and ability of 10- to 11-year

old girls and boys. Members may start with this division but it is planned as a next step for those club members who have taken Mealtime Fun.

They will learn to prepare:

Easy soups and chowders.

Eggs for any meal.

Tasty foods from cereal grains.

Different kinds of muffins.

Cooked fruits.

Salads and salad dressings.

They will learn more about:

What to eat and why.

Being a good housekeeper.

How to plan and prepare some simple meals.

Modern ways at the table.

How to show others how to do something.

How to do something for others.

May enter food preparation demonstration contests and judging contests.

Main Dish Meals

Boys and girls who have taken Mealtime Fun and Easy Meals will be better prepared to do Main Dish Meals but if they have had about the same experience, they may start with this division of the foods project.

Main Dish Meals offers a chance to prepare delicious foods as a part of family meals and to prepare simple meals alone.

Prepare some foods in each of these groups.

- Main dishes cooked on top of stove.
- Main dishes baked in oven or broiled.
- Main dish salads.
- Other salads.
- Baking powder biscuits and variations.
- Cakes.
- Toppings or frosting for cakes.
- Desserts.

Plan and prepare alone at least three simple main dish meals. In these meals, make at least the following foods yourself.

- Main Dish.
- Salad.
- Dessert.

Share food and fun with others.

May enter cake baking contest, food preparation demonstration contest and judging contest.

If over 14 years of age before January 1, may also enter the dairy foods and bread baking demonstration contests.

Dinner Club

For club members who have completed the previous divisions of the foods project; Mealtime Fun, Easy Meals, and Main Dish Meals; or who have had their equivalent in experience. There is much to learn and perfect in this project.

4-H Forester

For boys and girls 9 to 12 or older, who may continue this project for 2 or more years.

- Take hikes into the woods.
- Learn the names of trees and other forest plants.

The project is divided into Junior and Senior Divisions. The juniors are those who have not yet reached their 15th birthday before January 1 of the current club year; the senior members are those who have passed their 15th birthday before January 1 of the current club year.

Prepare and serve the following. (Minimum requirements for the Junior and Senior Divisions are listed.)

	Minimum Requirements	
	Junior	Senior
Vegetables (different recipes)	5	10
Meats (different recipes)	5	10
Yeast breads (different bakings)	5	10
Pastry (different pies)	0	5
Plan, prepare, and serve meals:		
Dinners for the family	5	7
Dinners for guests	1	2

May enter the dollar dinner contest, cake baking contest, bread baking contest, judging contests, and the food preparation demonstration contests. If 14 years of age or over before January 1, may enter the dairy foods and bread baking demonstration contests.

Advanced Foods

This project is for club members 15 years old, or at least in the ninth grade, who have completed the above foods project. They will gain experience in planning and preparing the three meals in a day to include all the necessary foods for good health.

- Plan, prepare, and serve 3 meals a day to the family for 14 days (need not be consecutive days).
- Make or purchase a recipe file box, and file at least 25 recipes.
- Plan, prepare, and serve an emergency meal.
- Make a scrapbook.
- May enter contests listed under the Dinner Club.

Forestry

- Collect, press, and mount specimens of forest plants.
- Learn about the animals and birds that live in the woods.
- Learn how trees grow.
- Learn the importance of Oregon's forests.
- Enjoy healthful outdoor recreation.

4-H Woodsman

For boys and girls 12 years and older or who have been 4-H Foresters for 1 or more years.

Have fun and adventure in the woods.

Take hikes into the woods and learn to see, know, and enjoy the forest trees, animals, plants, and birds.

Camp out over night and enjoy living out-of-doors.

Learn safety rules and first-aid.

Learn woodsmanship skills.

Learn more about the importance of our forests for lumber, soil and water conservation, wild life, and recreation.

4-H Forest Ranger

For boys and girls 14 and older, or those

who have completed 1 or more years as a 4-H Woodsman.

Learn about growing, harvesting, planting, and use of forest products including forest management practices.

Plant trees.

Help harvest a forest product, many options.

4-H Tree Farmer

For older boys or girls who can undertake the managing of a small wooded area, farm woodlot or windbreak.

Choose 1 of 3 plans: ownership, partnership, or management.

Plant, remove brush, trim, prune, cruise, harvest and market timber products.

Health

Most 4-H Health Clubs are conducted as school clubs. They give boys and girls an opportunity to personally put into action in their communities what they learn in their

health classes. 4-H Health club members can take part in county and state fairs through demonstrations and health improvement activities.

Home Living

The 4-H Home Living Project is limited to girls and boys 12 years of age and older. This project gives club members an opportunity to share in the making of comfortable, convenient, and attractive homes. A member may select any room in the house to use for the project. Members will make plans for improvements according to their own interests and abilities and to meet their needs and those of their families. Some of the plans will be carried out this year and others in the future.

Color and Room Arrangement

Learn about colors and how to mix and use them.

Learn how to make a color and pattern plan for a room.

Make a portfolio.

Learn the principles of good room arrangement.

Storage

Examine personal possessions to save only those of real value.

Put into use the keys to good storage.

Make or select storage improvements.

Learn how to store seasonal clothing and equipment.

Improve housekeeping habits.

Horticulture

Any of these projects may be continued for several years. The size of a project may be increased as the member grows. An older member may carry several of these projects at one time.

Vegetable Garden

Grow 5 or more different kinds of vegetables.

Beginning members may start with 200 square feet.

Older members should have larger gardens and raise more kinds of vegetables.

Enjoy garden fresh vegetables.

4-H Flower Growers

Learn how to grow flowers.
Improve the appearance of members' homes.

4-H Fruit Growers

Grow berries or tree fruits for home use.
Should have at least 30 feet of berries, or 1 large
or 2 small fruit trees (or enough for home use).
May sell part of crop.

Home Grounds Beautification

For boys and girls 12 to 21 years of age.
Learn more about growing flowers, shrubs, trees,
and lawns.

Improve the appearance of members' homes.
Study home grounds, plan and make improvements.

Commercial Horticultural Crops

For boys and girls 12 to 21 years of age
who are interested in growing vegetables,
fruits, nuts, flowers, and nursery stock pri-
marily for sale.

Choose 1 of 3 plans: ownership, partnership, man-
agement.

Plan projects large enough to make it practical to
market the crop.

Junior Leadership

The Junior Leadership project is planned to give older club members experience in leadership. To be eligible the club member must be 14 years old or older on January 1 of the current club year; have had two or more years of successful experience as a 4-H Club member or similar experience; be currently enrolled in a 4-H project or actively participating in a countywide or district Junior Leader group; be recommended by

the club leader and County Extension Agent; and agree to participate in training programs for junior leaders.

Junior leaders choose five activities for their year's program. Their leadership experience may be in organizing a club, training club members and officers, leading discussions, helping with 4-H events, and many other activities needed to keep 4-H Clubs running smoothly.

Knitting

This project is planned so that a club member can take a different unit each year for six years. When she has completed this project she should be skilled enough to follow any directions and make anything she wants.

The Beginners' Unit is for the members who have done no knitting or for those who have not learned all the skills listed.

The Intermediate Unit is divided into four divisions. Members can choose any division each year. More experience can be gained here before proceeding to the Advanced Unit which is considerably more difficult.

Beginners' Unit

For those who are learning to knit for the first time (any age).

Make at least three articles to show that the following skills have been learned:

- Cast on stitches.
- Bind off stitches.
- Knit or garter stitch, and the purling or stockinette stitch.
- Combine knit and purling to make ribbing.
- Increase and decrease stitches.
- Wash woolen knitted articles.

Intermediate Unit

For those who know the skills listed in the Beginners' Unit. A member may choose any of the following divisions any one year.

By choosing to do all of the divisions in different years, the members will have learned how to:

Follow directions to make a patterned stitch.

Make an eyelet or buttonhole.

Pick up stitches.

Knit on four needles.

The different divisions from which to choose are:

Intermediate A—a plain knit article with buttonholes or eyelets.

Intermediate B—a plain knit article which includes pick-up stitches.

Intermediate C—a pattern-stitched article with buttonholes or eyelets, or which includes picking up stitches.

Intermediate D—anklets or mittens in a plain color knit on four needles.

Advanced Unit

In this unit the more skilled knitters will find a real challenge. In either of the garments they may show that they can make a design such as argyle with two or more colors of yarn, or a conventional design with a contrasting stitch.

Make a pair of anklets, mittens, or gloves knit on four needles.

Make a sweater.

Make a knitted patch on a knitted garment, or a knitted mend on a knitted swatch 6" x 6".

Livestock

Livestock projects provide an opportunity for boys and girls to learn to feed and care for animals; learn responsibility by having an animal of their own to care for regularly, and how to select good livestock. In addition, these projects help members develop business ability through a business enterprise of their own; learn how to keep and use records; discover the fun of working with animals; and learn how animals live, grow and reproduce.

4-H Livestock Club members shall:

own at least one female or market animal; 4-H livestock need not be purebred but should be of good quality.

be enrolled and have an animal by June 1; weaner pigs and feeder lambs may be secured up to July 1.

feed and care for their animals.

have sufficient feed available for their livestock.

have a regular time each day to care for their animals.

have a suitable shelter to protect their animals from the weather.

Beef

Own 1 or more beef-type heifers, cows, or steers.

A special commercial beef feeding and marketing program is available for boys and girls 12 to 21 years of age. Each member shall secure 3 or more feeder calves or year-

lings in the fall before January 1, winter them on a good growing ration, pasture them during spring and early summer; and then if necessary put them in a feed lot for 60 to 100 days before marketing them in the fall. The animals need not be taught to lead or fitted for show. The purpose of this project is to utilize economical home-grown feeds and produce good market beef at a reasonable cost. Accurate records are important.

An educational marketing program will be held in October or November for members enrolled in this project.

Dairy

Own at least 1 dairy-type heifer calf, heifer, or cow.

Dairy Goat

Own 1 or more females of any age.

Rabbits

Own at least 1 doe and her litters.

Saddle Horse

Own at least 1 horse or pony that you can ride and handle safely, or own a colt or young horse that you are raising and training for a saddle horse.

Sheep

Own 1 or more ewes or ewe lambs for breeding, or 1 or more ewe or wether lambs for market.

Swine

Own and raise 1 or more pigs for breeding or market, or own and care for a sow and her litter.

Outdoor Cooking

The Outdoor cooking project is for boys and girls who are interested in the fun of fixing foods under the open sky. The "outdoors" can be a city park, back yard, beach, forest camp, primitive forest, or expensive patio. The place isn't important, if there's room enough for the crackle of an open fire or the glow of charcoal.

This project is planned for 3 different age groups. Members may take each of the 3 divisions several times. Exhibiting some of the work done is a real privilege.

Outdoor Cooks

Boys and girls 9 to 11 years of age may take this division more than 1 year.

Prepare and cook 5 different foods over an open fire. Use at least 3 different methods of outdoor cooking (stick, foil, pan, kettle, reflector, Dutch oven, etc.).

Help plan and cook an outdoor meal for your club, family, or other groups and help clean up after the meal.

Prepare a healthful lunch for a hike.

Demonstrate how to build, care for, and put out, a safe outdoor cooking fire.

Do 6 electives. (Find in record sheet M-58).

Outdoor Chefs

Boys and girls 12 to 14 years of age or those who have had the "Outdoor Cooks" di-

vision may take this division more than 1 year.

Prepare and cook 10 different foods over an open fire, using at least 5 different methods of outdoor cooking (stick, foil, pan, kettle, reflector, Dutch oven, etc.).

Help plan, purchase, and cook food for an outdoor meal for your club, family, or some other group and also help serve and clean up.

Plan and prepare outdoors a well-balanced meal for yourself.

Plan and prepare outdoors a well-balanced meal for yourself.

Demonstrate how to prepare a biscuit mix for outdoor cooking.

Do 6 electives. (Find in record sheet M-58.)

Overnighters

Boys and girls over 14 years of age or those who have taken "Outdoor Chefs" division may take this division as many times as they wish.

Camp out overnight with your club, family, or some other group.

Help plan, buy, and cook the food (at least two meals).

Help select and prepare the campsite.

Help clean up after the camp.

Help plan and conduct a campfire program.

Demonstrate 3 methods of outdoor cooking.

Plan and cook an entire meal outdoors for your club, family, or other group.

Do 6 electives. (Find in record sheet M-58).

Photography

Boys and girls like to take pictures. It is important that they learn to take good pictures—to get the most from their investment in cameras and film.

Photography is a year-around activity suitable for all boys and girls whether in

town or country. Each division may be continued for several years.

Any interested adult can successfully lead a club of 4-H Shutter Bugs. To lead a Camera Hounds Club the leader should have some experience or assistance.

4-H Shutter Bugs

For boys and girls who want to learn:

How to use and care for a camera.

How to take good pictures.

4-H Camera Hounds

For older boys and girls who want to learn:

More about photography.

How to develop film and print pictures.

Poultry

A 4-H Poultry project will provide opportunity for boys and girls to:

Learn how to breed, grow, and care for poultry.

Learn responsibility by having a flock of their own, or one to care for regularly.

Develop business ability by having their own business.

Learn how to keep and use records.

Poultry members shall own, feed, and care for their birds. Parents are advised to pay club members for eggs and birds used at home and to allow members to pay for their birds, feed, and supplies. Recommended requirements for various poultry projects are as follows:

Chickens

For a laying project in a Home Unit, 50 straight run chicks, 25 pullet chicks, and 15 layers should be included. To qualify as a Commercial Unit the laying project should have 50 pullet chicks or 40 layers. On a Home Unit basis the broiler project must in-

volve 25 meat-type chicks while for the Commercial Unit classification it has to include 100 meat-type chicks.

Turkeys

Raise 10 poults for market or breeding and maybe include a year-around project of turkeys kept for breeding.

Ducks

Raise 10 ducks for market or breeding and possibly include a year-around project of ducks kept for breeding.

Geese

Raise 5 or more goslings for market, weed control, or breeding, and may include mature geese kept for weed control or breeding.

Pigeons

Own and care for 1 or more pairs of pigeons kept for the production of squabs.

Tractor

Recommended for boys and girls 12 to 21 years of age. Teaches service and safe operation of tractors and other gasoline engines.

Members may service garden tractors, lawn mowers, or other gasoline engines if farm tractors are not available.

There are 4 units, A, B, C, and D. Each is a separate project. Units may be carried in any order or may be continued for 2 or more years. Unit C may be carried with any other unit or by itself.

All tractor members are eligible for operators' contests, tours, and other tractor events.

Unit A, Tractor Care

What Makes an Engine Run.

Oil for the Engine and Hydraulic System.

Mixing Fuel and Air.

Battery Service, Spark Plug Care, and Wiring.

Tractor Safety.

An Operator's Manual.

Clean Air for Your Engine.

Cooling Systems.

Unit B, Tractor Care

Saving Fuel.
Steering and Foot Wheels.
Care of Tires.
Winter Care.
Engine Ignition Systems.
Valves and Valve Service.
Power Transmissions.
Trouble Shooting.

Unit C, Tractor Care

Tractor Service and Cost Records.

Unit D, Machinery Care

Tools for Breaking the Soil.
Nuts and Bolts, Screws, Rivets, and Nails.
Servicing Seed Planters.
Transmitting Power.
Tools to Work the Soil.
Cutters for Crops.
Seed Separation.

Wildlife

4-H Fishing

This project will be available on a state-wide basis starting January 1, 1958.

Members go fishing.

Learn the kinds of fish found in our streams and ponds and how they live.

Collect and identify different kinds of fish food.

Learn importance of soil, water, and forest conservation.

Develop interest in wildlife and the out-of-doors.

4-H Fish Grower

For older boys or girls who will plant and manage the fish in a farm pond. Much like a livestock project. Use a "Livestock or Poultry" record book.

4-H Bird Watchers

Available in certain counties—see your County Extension Agent.

Go on field trips to find and observe birds.
Learn their names and how they live.
Make a birdhouse or feeding station.

Pheasants

Raise pheasants.

Oregon State Game Commission furnishes eggs.

Broody hens are needed to hatch eggs. Bantams are good.

Need enclosed area to confine baby pheasants.

Release young pheasants when about eight weeks old.

Use "Livestock or Poultry" record book.

Mink

Raise mink as the fur farmers do.

Learn how to feed and care for mink.

Sturdy mink pens are needed and available mink feed.

Learn how to prepare and market mink pelts.

Keep accurate records in a "Livestock or Poultry" record book.

Woodworking

An excellent fall and winter project because it can be done indoors. A particularly good project for town boys who cannot have livestock or crops but fine for country boys, too. Girls also can become skillful at woodworking.

4-H Woodworkers

Learn how to select, use, and care for woodworking tools.

Learn how to use a square, saw straight, drive nails, set screws, and many other skills.

Make useful articles of wood.

Develop interest and skill in a worthwhile vocation or hobby.

Classes for exhibit are based on age of member and use of hand or power tools.