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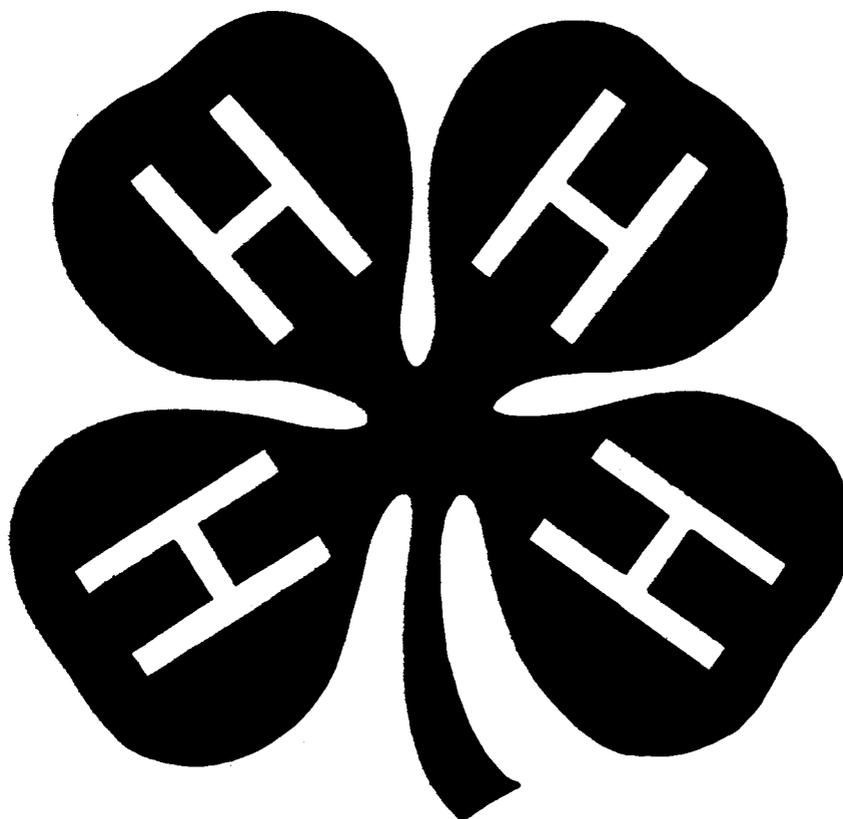
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4-H PROJECT PREVIEW

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Cooperative Extension work in Agriculture and Home Economics, Joseph R. Cox, acting director. Oregon State University and the United States Department of Agriculture cooperating. Printed and distributed in furtherance of the Acts of Congress of May 8 and June 30, 1914.

OREGON 4-H PROJECTS

ANIMAL SCIENCE

- 102 Veterinary Science
- 111 Dairy Cattle
- 112 Dairy Goat
- 121 Dog Care & Training
- 122 Guide Dog
- 131 Horse
- 141 Beef
- 142 Sheep
- 143 Swine
- 150 Poultry Science
- 151 Chickens
- 152 Ducks
- 153 Geese
- 154 Pigeons
- 155 Turkeys
- 161 Rabbits

PLANT SCIENCE

- 210 Field Crops
- 221 Home Beautification
- 231 Flower Grower
- 232 Fruit Grower
- 233 Vegetable Grower
- 234 Commercial Horticulture
- 242 Range Management

NATURAL SCIENCE

- 300 Outdoorsman
- 321 Bee
- 322 Entomology
- 331 Forester
- 332 Tree Farmer
- 340 Geology
- 361 Archery
- 363 Fisherman
- 366 Gun Safety
- 368 Wild Animals & Birds

MECHANICAL SCIENCE

- 410 Electricity
- 421 Bicycle
- 422 Small Engines
- 423 Automotive
- 424 Tractor
- 441 Woodworking

BUSINESS AND MARKETING

- 521 Marketing
- 522 Grain Marketing
- 540 Town & Country Business

PERSONAL DEVELOPMENT

- 644 Health
- 651 Junior Leadership
- 652 Empire Builders
- 662 Square & Folk Dancing
- 670 Safety
- 673 Emergency Preparedness

CREATIVE ARTS

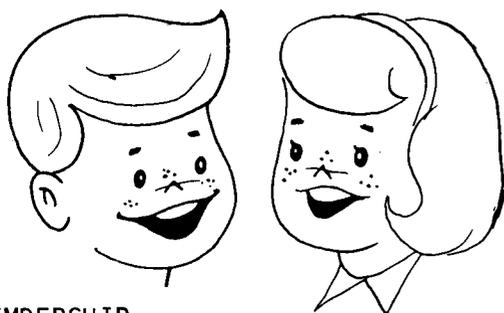
- 710 Art
- 750 Leathercraft
- 770 Photography

HOME ECONOMICS

- 910 Child Development
- 921 Clothing for Girls
- 922 Clothing for Boys
- 923 Knitting
- 931 Food Preparation
- 932 Outdoor Cookery
- 933 Food Preservation
- 941 Enjoy Your Home

The project numbers listed above are used to identify 4-H projects for data processing, as publication numbers for 4-H manuals, for fair class numbers, and will serve as an index for this handbook. The first digit indicates project area, the second digit the project group and the third the project. A fourth digit indicates division, unit or phase of the project. This fourth digit is essential on enrollment forms. If the project does not have divisions, enter an "0" in the division column.

.....THE



**4-H
WAY**

**TO A
BETTER
FUTURE.....**

MEMBERSHIP

Any boy or girl between the ages of 9 and 19 may become a 4-H member. They must be 9 years old and not 19 before January 1 of the current 4-H Club year. The 4-H year starts in the fall and continues to the following fall. Children born in 1961 will be old enough for 4-H in 1970-71. Those born in 1951 will be too old to be members but may participate as 4-H Club leaders.

PROJECTS

Each member must enroll for one or more 4-H projects. When a member enrolls, he agrees to attend club meetings, cooperate with his club leader, and complete the requirements of his project. Each project has specific requirements and a record or report. Younger members should carry only one project at a time. Older members may carry several projects but should limit themselves to a number of projects that they can do well.

PROJECT CLUBS

A project club should have one or more adult leaders, 5 or more members enrolled in the same or related projects, and may have one or more junior or teen leaders. Clubs usually hold 10 or more meetings. Clubs reorganize annually, usually in the fall. A number of Oregon 4-H Clubs have been in continuous operation for more than 30 years.

COMMUNITY CLUBS

A community 4-H Club includes all of the 4-H members in a community. It must have one or more adult leaders, should have a project leader for each project and may have several junior or teen leaders. Separate project meetings are 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 4-H members with the approval of their 4-H Extension agent. Membership in a club is preferred. A parent or other adult must supervise the member's work.

CLUB LEADERSHIP

Volunteer 4-H leadership provides an opportunity for a person to make a positive contribution to the development of the youth of his community.

Interested adults may become club leaders by indicating their interest and with the approval of the club members and their parents. Interest in boys and girls is essential. Project knowledge and skill is desirable but not required. Leaders can get help from many sources. Junior leaders may help. Character development is a very important part of 4-H. Leaders teach by example.

ENROLLMENT DEADLINES

All 4-H enrollments must be in the county Extension offices by July 1 to receive credit for that year of 4-H work. Participation in certain events will require earlier enrollment. Most 4-H fairs require enrollment and ownership of animals for a period of 60 to 90 days or longer before the fair. Clubs organized after July 1 will be for the following 4-H year.

MEETINGS



Each member is expected to attend and participate in the meetings of his club. Regular weekly meetings help maintain the interest of the younger members. Older members may not have time to meet more than once or twice a month. The members and their leader determine when their club shall meet.

RECORDS

Records are important. Everyone should learn how to keep and use records. 4-H members are required to keep a record or make a report of their 4-H work. Club leaders examine the member's records before approving project completion.



EXHIBITS

4-H members may enter 4-H classes at local and county fairs. They are not required to exhibit to receive full credit for completing their 4-H work.

ACTIVITIES

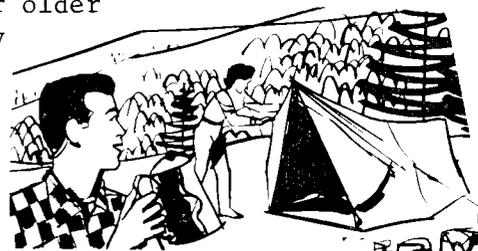


4-H members participate in many activities that provide valuable learning experiences and add pleasure and interest to their 4-H program. Activities include demonstrations, judging, showmanship, modeling, exhibiting, camping hiking, singing, playing games, practicing safety, healthful living, and many other participating features. Members do not enroll for an activity. Records are not required, but should be reported in

project records.

EVENTS

4-H events include camps, fairs, tours, 4-H Summer School at Oregon State University, the Oregon 4-H Conference at the State Capitol in Salem, and several national events for older 4-H members. 4-H events provide opportunities for many valuable learning experiences.



ANIMAL SCIENCE

Livestock

Animal science projects provide opportunities for boys and girls to learn how to feed and care for animals; to learn responsibility by having an animal of their own to care for regularly; to keep and use records; to develop patience and understanding by working closely with an animal; to learn about animal health, nutrition, physiology, and reproduction; and to understand marketing and the economic importance of our livestock industry.

4-H members are responsible for the feeding and care of their animals and should do most of the work themselves. Younger members may need assistance in teaching their animals to lead, trimming hooves, dehorning, and other difficult tasks, but they should be present and do all that they can. 4-H members must have time and be willing to take time each day to feed and care for their animals. Suitable shelter and feed are essential.

4-H animals need not be registered but should be of good quality. 4-H animals need not be expensive. Members should not pay more for their animals than they are worth.

Parents are advised to help their children get full benefit from their 4-H experiences. 4-H'ers learn by doing, not by what someone does for them. With guidance, 4-H'ers should have full control of their projects. They should use their own money or borrow in a business-like manner for the purchase of animals, equipment, and feed. They should also receive the income for animals and products sold. Parents should pay for animals or products used at home. A livestock project is a business venture that offers excellent experience in record keeping and handling money.

Animal science activities include showmanship, judging, demonstrations, exhibiting, tours, and national awards programs in agriculture, beef, conservation, dairy, dog, horse, poultry, sheep and swine.

102 VETERINARY SCIENCE

The Veterinary Science project is offered to boys and girls who have completed the first three steps of 4-H Animal Science Advancement Program, or who are in the ninth grade or higher and have had some work with animals or have completed a life science course in school. Members will not be required to own an animal but must have one available to study temperature, pulse rate, and respiration and for other exercises. The project has three divisions which are to be taken in sequence:

1021 Unit I - The Normal Animal

1022 Unit II - Animal Diseases

1023 Unit III - Immunology, Zoonoses and Public Health

Unit I is an introduction to animal health. Members will learn about body structure, functions of the various organs, attitude, behavior and maintaining health.

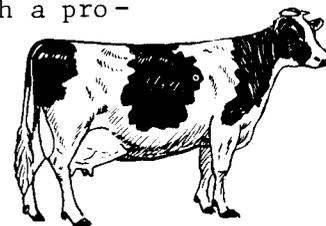
Five or more eligible 4-H members with an adult leader may enroll as a veterinary science club or two or more members with a project leader may form a veterinary science group within a livestock club, or it may be carried as an individual project. Special meetings or visits with resource persons such as local veterinarians, science teachers or experienced stockmen are essential.

111 DAIRY CATTLE

Members care for one or more female dairy animals; younger members usually start with a heifer calf or yearling heifer. Older members may start with a producing cow. Dual purpose cattle are suitable for a dairy project.

The objectives of the dairy project are:

- * To learn to select, feed and manage dairy cattle.
- * To become more interested in home and farm by developing pride of ownership and love for livestock.
- * To learn sound practices in breeding and management for dairy production.
- * To learn about inheritance factors in dairy cattle, how milk is produced, fitting and showing and marketing dairy products.



Training includes selecting and securing dairy cattle; care of young calves; equipment for feeding and care of cattle; treatment of common diseases, ailments and insect pests; breeds of dairy cattle; judging dairy cattle; keeping records; and fitting and showmanship techniques.

112 DAIRY GOAT

Members care for one or more dairy goat does. Dairy goats need good pasture but often can utilize pasture that might otherwise be wasted. Goats are intelligent and affectionate. 4-H'ers enjoy working with them.

The objectives and training in the dairy goat project are the same as dairy cattle mentioned above.

121 DOG CARE AND TRAINING

Members care for and train a dog. The objectives of the project are:

- * To improve and mature the personality and work skills of the member.
- * To learn about the important breeds and their characteristics and be able to identify them.
- * To acquire a knowledge of the responsibilities of dog ownership in the home and community.
- * To demonstrate sound dog care and management practices including feeding, care, handling, grooming and fitting.
- * To learn and follow all basic regulations for dog health.
- * To train the dog to obey and heed, establish basic obedience commands and thus become a more enjoyable member of the family.



The dog project provides the opportunity for urban boys and girls to have a live animal.

122 GUIDE DOG

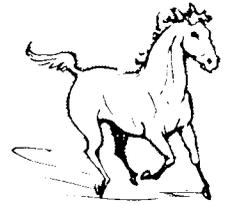
Raise a guide dog puppy from 12 weeks to one year of age. Puppies are furnished by and returned to Guide Dogs for the Blind, Inc. Only a limited number of puppies are available to Oregon 4-H members each year. See your county 4-H Extension agents about this project.



131 HORSE

Members must have use and care of a gentle saddle horse or pony of a size and type suited to the members capacity.

This project gives boys and girls an opportunity to be associated with the growth, development and training of a young horse into a saddle horse for either work or pleasure.



The objectives of the project are:

- * To develop good horsemen and horsewomen while they are enjoying the use of their horse.
- * To learn the breeds of horses and their uses.
- * To make good management decisions related to feed, care, health and equipment.

141 BEEF

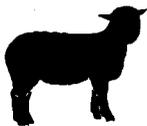


Members care for one or more beef-type heifers, cows or steers.

The objectives of the project are:

- * To acquire an understanding of beef cattle breeding, production and management practices.
- * To acquire skill in these practices by caring for one or more animals.
- * To be able to identify the breed, types and grades of beef cattle.
- * To make good management decisions related to feed, care, health and equipment.

142 SHEEP



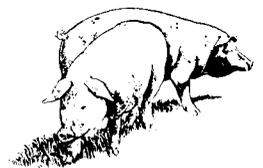
Members care for one or more ewes or ewe lambs for breeding, or market lambs for market. A breeding project is most practical. 4-H members should raise their own market lambs. A 4-H member may start with a bred ewe in the fall or with a ewe and her lambs in the spring. Suitable pasture, shelter, and fences are essential. Sheep can often utilize pasture that might otherwise be wasted. They are excellent for younger boys and girls because they are easy to handle and cost less than larger animal.

Objectives of the project are:

- * To acquire understanding of sheep breeding, production and management practices.
- * To acquire skill in executing these practices by caring for one or more sheep.
- * To make good management decisions related to feed, care, health and equipment.
- * To be able to identify breeds, types and grades of lamb.

143 SWINE

Members care for one or more feeder pigs for market, gilts for breeding or brood sows. A suitable shelter and pen are needed. It does not take much room to raise one or two pigs. Pigs can utilize table scraps and other waste feeds, but they will also need a high protein grain ration. It takes about 100 days to raise a weaner pig to market size. Suitable pasture and housing are needed for a breeding project.

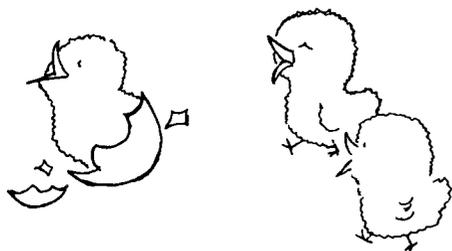


Objectives of the project are:

- * To acquire an understanding of swine breeding, production and management practices.
- * To acquire skill in executing these practices by caring for one or more animals.
- * To be able to identify the breeds, types and grades of hogs.
- * To make good management decisions related to feed, care, health and equipment.

Poultry

150 POULTRY SCIENCE



Incubate fertile eggs, study the development of the chick embryo, learn how eggs are formed and how birds reproduce, make a science display. Poultry science may be carried as an activity or as a separate project.

151 CHICKENS



Family Flock - Start with 15 or more chicks (25 to 50 are recommended) or 6 or more layers (2 or 3 hens for each member of your family). This project will furnish eggs and meat for the family.

Laying Flock - Start with at least 25 pullets chicks (50 to 100 are recommended) or 20 or more layers (40 or more are recommended). These will provide eggs for your family and to sell.

Broilers - Start with 50 or more meat-type chicks. Broilers will be ready for market in 7 to 9 weeks. You may raise several batches.

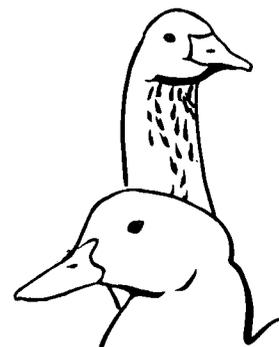
Fancy Breeds and Bantams for Fun and Exhibition - Start with a pair or more, a setting of eggs, or 10 or more chicks.

152 DUCKS

Start with a pair of ducks, a setting of eggs, or 10 ducklings.

153 GEESE

Start with a pair of geese, a setting of eggs, or 10 goslings. This project may include management of a flock of geese for weed control.



154 PIGEONS

Start with a pair and raise pigeons for squabs, racing or show.

155 TURKEYS

Start with 10 or more poults or a breeding flock. A partnership project is especially good with turkeys.

161 RABBIT

Own and care for a doe and her litters. This is an excellent project for younger 4-H'ers and those who live where they cannot keep larger animals. A 4-H member can learn more about feeding, management, breeding, record keeping, and marketing livestock in less time and with less money invested than with any other project. Breeding stock and feed are generally available. Suitable hutches are essential. Building a hutch is an excellent father and son or daughter project.

Plant Science

Plant science includes field crops, range management, horticulture.

2011 Unit I - Exploring the World of Plants and Soils

This is the first of four units of a nationally prepared 4-H Field Crops Science project. 4-H members learn how plants grow and reproduce and how soils, water, sunlight and other factors affect plant growth. They germinate seeds, make cuttings, do a variety of plant growth experiments, build a terrarium and watch the plants grow. Suitable for urban and rural boys and girls. Most of the activities can be done indoors and during the winter months if desired. Excellent members manual and leaders' guide are provided.

Field Crops

4-H members grow a crop. They learn to identify the common field crops and weeds; about the soil and how it is cultivated, fertilized, and irrigated; about crop varieties, weed control, harvesting, and marketing; how to produce needed feed for livestock; and that crop production is the basis for livestock production. Members need not own the land or equipment but should have a business-like arrangement for their use. They have a choice of three plans; ownership, partnership, or management.

Activities include livestock and crop tours, crop judging and identification contests, and national awards programs in field crops and conservation.

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

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

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

216 SMALL GRAINS - Grow at least 1 acre; 5 or more acres suggested.

219 OTHER FIELD CROPS - Grow at least 1 acre of sugar beets, oil seeds, mint, or other crop, or $\frac{1}{4}$ acre of grass, legumes, vegetables or other crop for seed.

Horticulture

Horticulture projects include the growing of flowers, fruit, vegetables, and ornamental plants and home beautification. These projects are suitable for most urban as well as suburban and rural homes.

Activities include: flower and vegetable judging and identification contests, garden inspection tours, flower arrangement contests, and a national awards program. A horticulture advancement program adds interest to the garden projects.



221 HOME GROUNDS BEAUTIFICATION

Boys and girls 12 and older learn more about flowers, shrubs, trees, and lawns. They study their home grounds and plan and make improvements.

231 4-H FLOWER GROWER

Members grow flowers to improve the appearance of home grounds and for cut flowers. They also make flower arrangements.

232 4-H FRUIT GROWER

Members grow berries and tree fruits for home use.

233 4-H VEGETABLE GROWER

Members grow vegetables for home use. An area of 200 square feet or larger is desirable. They and their families enjoy garden-fresh vegetables.



234 COMMERCIAL HORTICULTURE CROPS

This project is designed for boys and girls 12 and older who are interested in growing vegetables, fruits, nuts, flowers, or nursery stock primarily for sale.

Range Management

242 RANGE MANAGEMENT

This project will help boys and girls become better acquainted with Oregon's rangelands, their value to the state and nation and how they may be maintained and

improved. They will learn about the soil and the important range plants of their area and how to manage them. Members collect, press, and mount range plant specimens. They prepare scrapbooks and conservation exhibits and learn how to judge rangelands. This project may be continued for several years.

Activities include tours, a range management youth camp and a national awards program relating to the conservation of natural resources.

Natural Science

Natural Science projects are those relating to the study of the earth and the animals and plants that (with energy from the sun) are our natural resources. They include bees, entomology, forestry, geology and wildlife conservation projects.

The 4-H Outdoorsman is recommended for 9 to 12 year old boys and girls who wish to start with a general outdoor project. After one or two years, they may wish to enroll in a more specific project or they may continue as 4-H Outdoorsmen. Outdoor clubs may include members enrolled in a variety of natural science projects. If the clubs are large, assistant or junior leaders will be needed to assist in the various areas.

300 THE 4-H OUTDOORSMAN

Boys and girls go on hikes or field trips to fields and forests, ponds and streams, seashores and mountains, roadsides and backyards to observe and learn how plants and animals live. The project combines biology, entomology, forestry and geology--the study of animals and plants in their natural habitat--ecology.

4-H Outdoorsmen:



Enjoy - hikes, camping and the out-of-doors.

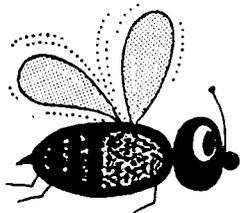
Learn - about animals, plants and the earth.

Share - nature and its beauty.

Improve - knowledge, health and physical fitness.



321 BEE

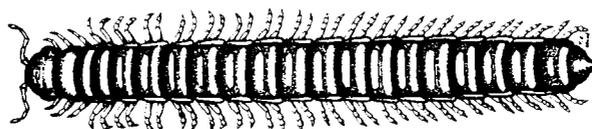


The 4-H bee project offers two options. 4-H members may learn about bees by owning and caring for a hive of bees or by reading about bees and observing their habits. Boys and girls who are very sensitive to bee stings should not attempt to care for a hive. Both options include basic requirements and a bee advancement program. 4-H members learn about bees and how to care for them, the social life of bees, the honey producing plants in their area, how bees pollinate crops and increase the yield of many fruit and seed crops, and how honey is produced and marketed.

322 ENTOMOLOGY

The 4-H entomology project provides opportunities for members to learn about insects and their value, to go on field trips, collect and identify insects and learn how to control harmful insects.

Activities include: field trips to collect insects, an annual two-day 4-H Invitational Entomology Tour at Oregon State University, identification contests and a national awards program.



Forestry



Forestry offers boys and girls an opportunity to get better acquainted with Oregon's number one industry and natural resource. In the 4-H forestry project, the members take hikes in the woods; learn how trees grow and how to identify them and collect, press, and mount specimens of forest plants. They learn about animals, birds and insects that live in the woods and the many uses of our forests. Activities include: hikes, field trips, forestry camps, and a national awards program.

331 4-H FORESTER

The 4-H forester is for all boys and girls, urban or rural. The project has basic annual requirements that all 4-H foresters do and a 4-H forestry advancement program that provides opportunity for them to learn additional skills and information about forestry.

332 4-H TREE FARMER

This is a separate forestry project limited to boys and girls who will manage an area of forest land, a woodlot, christmas tree planting, a windbreak, or a forest nursery. An excellent 4-H tree farmer manual and a special 4-H tree farmer record are available for this project.



340 GEOLOGY

Geology is the science of **the earth**. It includes the study of rocks, minerals, land forms and the fossils of ancient animals and plants. Much of the story of the earth is recorded in its rocks.

4-H geologists go on hikes and field trips to study land forms and the rocks, minerals, and gem stones they find. They learn about animals, plants, soil, and weather and how they relate to each other.

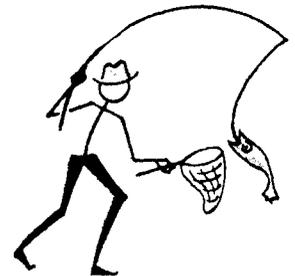
The project has annual requirements and an advancement program that stimulates interest in learning more about geology and natural science. 4-H geologists collect and identify rocks and minerals, prepare exhibits and displays, and participate in rock and mineral identification contests. A state-wide 4-H Geology Camp is held for geology members and their families.

361 ARCHERY

4-H archers learn how to use a bow and arrow safely; how to make bows and arrows; how to use them in target practice and in hunting; and how to shoot accurately.

363 4-H FISHERMAN

"Quit wishing--go fishing". 4-H fishermen learn how fish live and grow and how to catch them. This project has many options that will provide a variety of experience over a period of several years. Members learn about underwater insects that fish eat and about conditions necessary for reproduction and growth.



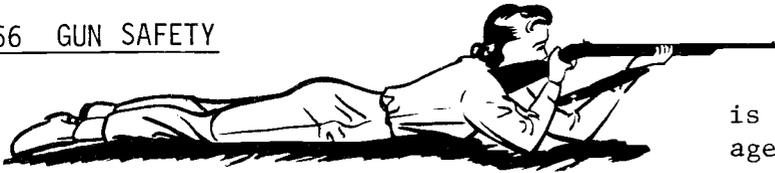
364 FISH GROWER

Older boys and girls plant and manage fish in a farm pond. This project is similar to a livestock project in that members care for live animals and keep records to determine the productivity of their ponds.

365 FUR FARMER

Boys and girls can raise mink and other fur-bearing animals. Suitable pens and feed are essential. Members learn how to feed and care for their animals, how to prepare and market pelts, and how to keep accurate records.

366 GUN SAFETY



The 4-H Gun Safety project is for boys and girls 11 years of age and older. It provides an opportunity for them to develop safe habits with firearms, improve their shooting skill, and learn about wildlife conservation. A five-step gun safety advancement program is provided. The first two steps must be taken in order; then the member may specialize in target shooting or hunting or both. Clubs arrange with the Oregon Game Commission to get materials for the Hunter Safety Course.

4-H Safe Shooter - Members take the Oregon Game Commission's Hunter Safety Course, and learn basic skills in firing from prone position.

4-H Marksman - Members shoot from kneeling, sitting, and standing positions, take responsibility for the care of firearms, and learn about wildlife conservation and first aid.

4-H Sharpshooter - 4-H'ers do competitive shooting with a required score for each shooting position.

4-H Expert Rifleman - Members continue to improve marksmanship, a high degree of skill is required in all shooting positions.

4-H Hunter - 4-H'ers learn the use of the shotgun in hunting, and do field hunting for game with emphasis on wildlife conservation.

368 WILD ANIMALS AND BIRDS

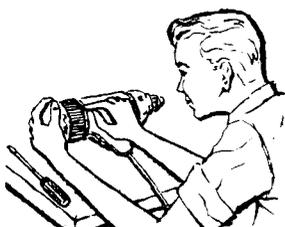
Members go on hikes to observe and learn about wild animals and birds and how they live. They make friends with animals and birds and learn their names and how to recognize them. They practice good outdoor manners and sportsmanship. Many interesting books and stories are available. Members learn about the relationship between the woods, water, soil, and wildlife. Only one division is available; it can be continued for several years by doing different electives and improving outdoor skills.



Mechanical Science

These are the electricity, bicycle, small engine, automotive, tractor and woodworking projects. All are especially appropriate for boys. Girls are welcome too, it is important that girls learn how to use electricity safely and understand the operation and maintenance of automobiles.

410 ELECTRICITY



Most boys and girls like to work with electricity and usually have many opportunities to do so. It is important that they learn how to use it correctly and safely. This is a good indoor, winter-time project. Electrical experience is not necessary to lead a 4-H electricity club. Many homemakers are successful leaders. Each division may be continued for several years. Activities include tours, electric wiring contests and a national awards program.

4101 Electric Magic - Boys and girls 9 to 12 years of age have fun learning how electricity makes heat and light and power. Members do magic tricks, study magnets and magnetism, make flash light buzzer and switches and build games and gadgets.

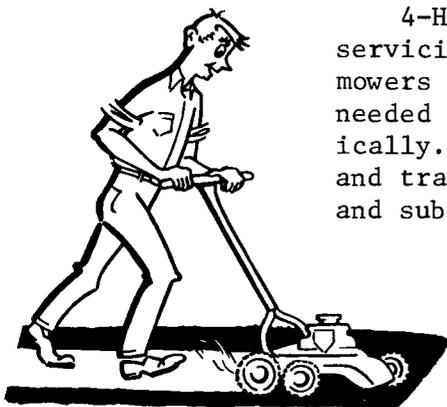
4102 Fun With Low Volts - 10- to 12-year-olds learn more about electricity. They make or install a communication system and learn practical uses of low-voltage current.

4121 Learn About Electricity - With sections on Getting Acquainted with Electricity, Reading the Electric Meter, Let's Be Friends with Electricity, Rewire a lamp, Make a Trouble Light, How Electric Bells Work for You, You Can Measure Electricity and An Electric Game You Can Build.

4122 The Hows and Whys of Electricity - With sections on Taking Care of Electric Motors, First Aid for Electrical Injuries, What Makes Motors Run, Tools for Electricians, How Electricity Heats, Give Your Appliances a Square Meal, Make a Test Lamp, Selecting the Right Motor, Portable Electricity, Make a Study Lamp, Convenience Controls for Lights.

4125 Electricity for Communications - With sections on Build A Crystal Radio, Learn about Vacuum Tubes, Amplifiers, and Transistors, Build an Intercom, Portable Radio, etc.

422 SMALL ENGINES



4-H members learn how gasoline engines operate by servicing, operating, and in some cases, repairing lawn mowers and other small engines. Members acquire skills needed to operate engines and equipment safely and economically. It prepares boys and girls for the automotive and tractor projects and is especially suitable for urban and suburban boys.

4221 Unit I - Small Engine Power

4222 Unit II - Two-Stroke Cycle Engines

4223 Unit III - Four-Stroke Cycle Engines

423 AUTOMOTIVE

The automotive project offers an interesting program for older boys and girls. Members must be at least 14 years old or in the 9th grade. The program is designed to start in the 9th grade and continue for three years. Members learn what every car owner and operator should know about the care and safe operation of a car. This is an excellent "co-ed" project where older boys and girls can work together. Parents should allow members to take responsibility for the care of a car.

Activities include operator's and driving contest, an Automotive-Tractor Tour held annually in Portland during spring vacation and a national awards program.

The project has three units:

4231 Unit I - The Car and the Highway

4232 Unit II - Maintenance and Operation

4233 Unit III - Operating the Car Efficiently



Boys will find Unit II especially challenging since it deals with the mechanical operation of a car.

424 TRACTOR



The tractor project teaches the service and safe operation of tractors and farm machinery. Members may service garden tractors if farm tractors are not available.

Tractor members should be at least 11 years old. Younger boys and girls usually are not large enough or strong enough nor do they have adequate judgement to operate a farm tractor safely. A large percentage of farm tractor accidents are caused by young drivers.

The tenure of tractor members is excellent. The project is a good one to keep older boys in 4-H and to provide a meaningful challenging experience for them.

4241 First Year - Getting Acquainted with Your Tractor

4242 Second Year - Assuring Safe Efficient Operation

4243 Third Year - Improving Your Skills

4244 Fourth Year and Advanced - Machinery Care and Safety

4245 Tractor and Machinery Safety - A special division of the 4-H Tractor Project is offered for those 14 and 15 year old youth who wish to qualify for an agricultural work permit which will allow them to operate farm tractors and power driven machinery for hire. Materials for this division will include a copy of the first year tractor manual and a safety supplement that includes the safety sections of the second, third, and fourth year manuals. Upon completion of this division, the member will have opportunity to take written and driving tests to qualify for the exemption. Clubs should be organized in the winter or early spring so there will be ample time to complete the project prior to the late spring and summer months when employment opportunities are available. Younger boys should be encouraged to enroll in the first year unit then proceed through the four divisions in the usual manner. By the time they are 14, they can be ready to take the examinations.

Activities include operator's contests at county and state fairs with the State Senior winner receiving a trip to the Western United States Contest, a two-day tour in Portland during spring vacation and a national award program.

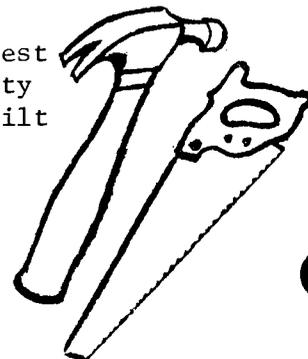
441 WOODWORKING

This is an excellent fall and winter project because it can be done indoors. It is a particularly good project for town boys who cannot have livestock or crops projects, but fine for farm boys, too. Girls can also become skillful at woodworking.

4-H woodworkers learn how to select, use and care for woodworking tools. They learn useful skills, such as how to use a square, saw straight, drive nails and set screws. They make useful articles of wood and develop an interest in a worthwhile vocation or hobby. Activities include tours, demonstrations and an opportunity to exhibit articles made.

4411 4-H Handyman - This introductory unit is of special interest to 9 to 12 year old boys and girls. The emphasis is on creativity. Plan sheets are available for quick easy projects that can be built in an hour with a measure, saw and hammer.

4412 Woodworking Skills - This division is for the boy or girl who has had some woodworking experience or is 12 years or older.



4-H Apprentice - The 4-H member learns how to select, use and care for woodworking tools. He learns basic woodworking skills like how to use a square, saw, drive nails and set screws. He will make small, useful articles for the home.

4-H Carpenter - This is for the more mature youth who likes "do-it-yourself" projects. The emphasis is on larger projects that are more of a structural nature in which the article is left with a natural, unfinished surface or may be stained or painted.

4-H Cabinetmaker - For the young man or woman who likes to build articles that require precise fitting, careful sanding and a high degree of finish.

Business and Marketing

521 MARKETING

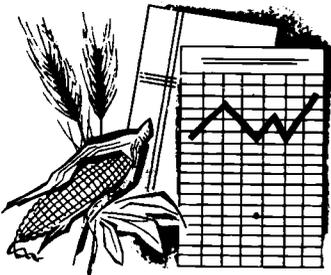
This is an Oregon project developed to help members learn what happens to a crop, animal, or animal product from the time it leaves the farm or forest until the final product reaches the user. It is designed for boys and girls in the 8th and 9th grades. In schools where the 7th and 8th grades are combined, 7th graders may enroll with 8th graders.

A marketing club should be organized as a 4-H club with an adult leader, plan of work and should hold regular meetings. This project can be handled as a class in school with a teacher serving as the club leader. It is best to start at the beginning of the school year. It is possible to complete this project in one semester if the club is organized at the beginning of the semester and meets regularly--at least once each week. Each chapter of the manual will provide discussion material for a meeting.

In addition to studying and discussing the project manual, each member will write an essay or report covering the production, harvesting, processing, distribution, and marketing of some commodity produced in his county.

Activities include club or county marketing days and tours.

522 GRAIN MARKETING



The new program is available to older 4-H members as a project or an activity for field crops, livestock or poultry marketing, town and country, foods-nutrition members and Empire Builders. A 4-H Grain Marketing manual is available. A wide variety of interests and options are offered. A state Grain Marketing Tour is planned. A national award program provides county medals and a trip to the 4-H Commodity Conference in Chicago.

540 TOWN AND COUNTRY BUSINESS



This is an excellent project for older boys and girls. Local businesses are generally enthusiastic about this program and are happy to cooperate. It gives them an opportunity to explain their operations and provide instructional assistance to 4-H members. It is one of our best projects in the area of career selection, as it gives young people an opportunity to see many phases of business and many different kinds of businesses in operation.

This project can be organized as a school club with a teacher as the leader, or it can be organized on a community or county-side basis for older 4-H members. Excellent materials are available. The program includes a series of tours or visits to business and manufacturing concerns.

PERSONAL DEVELOPMENT

644 HEALTH

In Oregon most health clubs are enrolled as school clubs. The teacher and the class have the option of enrolling as a 4-H health club to meet part of the requirements of the school health curriculum. Many teachers feel that they can teach health more effectively through a 4-H program which helps personalize health activities. Health clubs may also be organized outside of school.

The 4-H health project offers four divisions:

6441 Building Your Health - for 4th or 5th graders.

6442 Improving Family Health - for 5th or 6th graders.

6443 Learning about Community Health - for 6th, 7th or 8th graders.

6444 Developing a Healthy Personality - for 7th, 8th or 9th graders.

651 JUNIOR LEADERSHIP

This project helps older boys and girls develop their leadership abilities. Junior leaders share responsibilities with an adult leader in leading a 4-H club of younger members.

They provide valuable leadership for the club, but the first objective of the project is to provide leadership training for the junior leader.

Junior leaders must be in the 9th grade or higher, have had two or more years of satisfactory 4-H club work or have had equivalent group experience, have the approval of the adult leader, and agree to participate in junior leader training programs.

First-year junior leaders should have a conference with their 4-H agent or community leader and their adult club leader to discuss plans for the junior leader's participation.

652 EMPIRE BUILDERS

The 4-H Empire Builders is a youth program for older boys and girls. They must be in the 9th grade or higher and under 19 years of age. Members may or may not be enrolled for other projects. They receive credit for 4-H membership by being members of an Empire Builders group and meeting the requirements of the Empire Builders program. The Empire Builders program includes many personal development activities such as career study, grooming and dating, recreational training, exchange programs, safety, community service, conservation of natural resources, area beautification, helping others and a wide variety of possible activities.

Many 4-H Empire Builders are also junior leaders, but this is not a requirement.

662 SQUARE AND FOLK DANCING

Objective is purposeful recreation that:

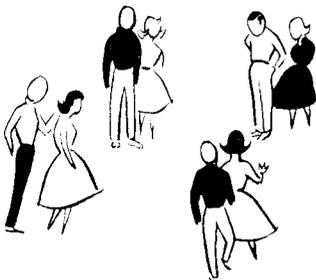
Develops the individual socially and physically.

Improves grooming and etiquette.

Teaches cooperation and improves relations with adults.

Encourages wise use of leisure time.

Members must be in the 7th grade or higher. They learn some square dances and some folk dances each year. Members serve on committees and do their share of the work. A club must hold at least 15 meetings. Adults serve as callers and club leaders.



670 SAFETY

Safety is offered as a 4-H project or as an activity. All clubs are urged to include safety activities in their programs. A project manual and leaders guide are available for safety clubs. A national award program provides county medals and a trip to National Club Congress for the state winner in 4-H safety. An excellent 4-H leaders safety manual is also available to leaders of all 4-H clubs.

673 EMERGENCY PREPAREDNESS

This program, offered to Oregon TV viewers in 1967, is available as a 4-H project. A series of ten 16mm films and the project manual are available. 4-H Extension agents will arrange for the scheduling of the films. It lends itself to large groups such as school clubs. The project includes the study of what to do in case of tornadoes, earth quakes, floods, atomic fallout, winter storms, home safety, outdoor survival, fire and hot weather.

CREATIVE ARTS

710 CREATIVE ART

This project is designed to be the introductory phase of the art series. It provides boys and girls the experience of creating awareness of the beauty surrounding them. This is an excellent project for members to develop basic skills in creative art and to uncover latent talent. The project centers around the study of line, form, color, texture and mass which leads to the appreciation of all forms of art, and of the beauty of nature.

712 ART PAINTING

Boys and girls alike will find art painting a stimulating and meaningful experience. The project is designed in phases to give the member an opportunity to express himself through various media of painting.

Phase I - This phase is designed to give the member the basic fundamentals in sketching and art painting. The members will learn the importance of care and proper use of equipment.

Phase II - The member will be introduced to winter colors and the color spectrum. The expression of nature through color can be a challenging and inspirational experience.

Phase III - The member has the experience of still life painting. Members are encouraged to show imagination and creativity with emphasis in detail. Frames for pictures are introduced in this phase.

Phase IV - The member has experiences in the use of oil paint. This phase is designed to be a continuing project with new experiences in the use of the media of oil.

713 TOLE PAINTING

Tole painting has become one of the most interesting and new experiences for boys and girls who are developing their creative ability. The project is designed to give members experiences in four phases of decorative painting applied to wood or metal.

Phase I - The member has the experience of learning the basic stroke, basic fundamentals of tole painting and the tole painting of wood articles.

Phase II - The members are introduced to tole painting on metal and the establishment of patterns on larger items.

Phase III - The mixing of colors, shading and tinting with the use of fruits provide members with new and stimulating experiences in this phase.

Phase IV - Flowers are the most difficult of the tole painting skills. Members will design new patterns using flowers for the basic design.

750 LEATHERCRAFT

Boys and girls learn the necessary skills and make attractive, useful hand-tooled articles of leather. This is an excellent project to teach coordination and develop creativity. Members learn how to select and care for leather. They may make their own patterns and designs. This is an interesting project that can involve the entire family. Older members become skilled and make beautiful articles.

770 PHOTOGRAPHY

Photography members learn how to select, care for and use a camera and to select film. They learn to take attractive, interesting pictures that show good composition, sharp detail and good use of light.

Excellent members manuals, leaders guides and advanced skill guide sheets are available. 4-H photography offers four units, each of which may be repeated if desired, and an area of advanced skills that may be continued for several years.



7701 Unit I - Adventures with Your Camera - How a camera works; how to care for a camera; handling, holding and aiming the camera; choosing a film, correcting picture mistakes and handling negatives and prints.

7702 Unit II - Challenges in Picture Taking - Shooting pictures with a purpose--documentary, story-telling, action; picture composition; simple lighting; evaluating pictures; adjustable and automatic cameras.

7703 Unit III - Exploring Photography - Camera adjustments, film speed, latitude, color; pictures with available and artificial light; close-ups; contact printing; taking and showing slides; pictures for reports.

7704 Unit IV - Mastering Photography - Communicating with pictures; handling special problems of picture composition; lighting techniques; lens and filters; enlarging film development and darkroom techniques; color films, film grain; storing and filing negatives and slides.

7705 Area 5 - Advanced Skill Areas - Independent experimentation and creative activity in fields of interest. Exploration of careers in photography and related fields, based on individual interests.

HOME ECONOMICS

The home economics projects include child development, clothing, foods-nutrition, outdoor cookery, food preservation and home improvement projects. This is the largest segment of the 4-H program in Oregon with more than 23,000 projects annually. Ninety-four percent of these projects are carried by girls. Nearly all of the boys are enrolled in food preparation or outdoor cookery. More boys should be encouraged to enroll in foods and other projects relating to the home. As more wives are working outside of the home, it is important that husbands learn to share the responsibilities of the home. 4-H projects can help teach boys homemaking skills and promote their acceptance of homemaking responsibilities.

910 CHILD DEVELOPMENT

The first series of child development is for members 9 to 12 years of age. They choose a child 3 to 6 years of age to play with for the first two divisions. They may select a younger child for the third division.

9101 Fun With Children A - Through Stories and Songs

9102 Fun With Children B - Through Art and Music

9103 Fun With Children C - Through Play Experiences
and Toys

The second series of child development is for members 12 years of age and older.

9104 Caring for Children - Caring for Babies

Members develop skills in holding, diapering, feeding and keeping baby comfortable. They learn about the growth and development of babies and how to keep them safe from harm. A section on baby sitting is included.



Clothing and Textiles

921 CLOTHING FOR GIRLS



Girls who are enrolled in 4-H clothing for the first time should start with Beginning 4-H Clothing unless they are 12 or older and have had some clothing experience. Activities include stitching contests, style revues and a national awards program.

Clothing projects help 4-H members:

Select clothing which is appropriate, healthful and economical.

Improve appearance through health and grooming.

Learn what is good in color and design.

Gain knowledge of fabrics, their use and care.

Learn sewing skills.

Find joy in making attractive wearable clothing.

The four manuals for this project are designed so that 4-H members use each for a minimum of two years. The manuals outline construction learnings for the first and second years. The members and leader are free to choose which other areas will be included each year.

9211 Beginning 4-H Clothing A

9212 Beginning 4-H Clothing B

9213 Sub-Deb Clothing A

9214 Sub-Deb Clothing B

9215 Junior Miss Clothing A

9216 Junior Miss Clothing B

9217 Oregon Miss Clothing A

9218 Oregon Miss Clothing B

922 CLOTHING FOR BOYS

Boys can enjoy sewing - the purpose of this project is to teach boys the correct use of the sewing machine and to enjoy sewing. Grooming and care of clothing are also included. First year articles include aprons, duffle bags, laundry bags and shoe bags. In advanced the opportunities are unlimited. Boys can make shorts, shirts, pajamas, slacks, lined sports coats, tent and tent bag, etc. (no project outline available for advanced) Boys can participate in county and state style revues.

923 KNITTING

Some objectives of the 4-H Knitting Project are:

Learn knitting skills
Find joy in making useful articles for self and others
Gain knowledge of the use and care of knitted fabrics
Develop understanding of color and design
Improve appearance through health and grooming

The Project has seven phases

9231 Phase 1 - Let's Learn to Knit With Knit and Purl

9232 Phase 2 - Let's Learn to Knit With Increase and Decrease

9233 Phase 3 - Let's Learn to Knit With Pick-up Stitches and Buttonholes

9234 Phase 4 - Let's Learn to Knit With Pattern Stitch

9235 Phase 5 - Let's Learn to Knit With Four Needles

9236 Phase 6 - Let's Learn to Knit With Mixed Colors

9237 Phase 7 - Let's Learn to Knit With Combined Knitting and Fabric

Special activities include style revues in which members model knitted garments they have made.

Foods-Nutrition

931 FOOD PREPARATION

Food preparation projects are popular with boys and girls. Everyone likes to eat and most people, when they have learned how, enjoy cooking. Members will learn:



To select and prepare foods.
To plan and prepare nutritious, attractive and well-balanced meals
How to set an attractive table
Good work habits
to be a gracious host or hostess

Activities include: baking and meal preparation contests, food judging and national awards programs in dairy foods, foods-nutrition and bread baking.

Six progressive divisions are available. The first three divisions have been developed nationally. Excellent member books and leader guides are available.

9311 Tricks for Treats - Prepared for 9-10 year olds, to make "beginning to learn to cook" simple, exciting and fun. Foods prepared include cocoa, sandwiches, soups, fruit desserts, one-dish meals, biscuits, cookies and kabobs. Replaces Mealtime Fun. Excellent manual and leader's guide are provided.

9312 All American Foods - Designed for the 10 - 11 year old who has had some experience in food preparation. Emphasis is on the development of food preparation skills, and is spiced with facts and folklore about foods in different parts of America. Members will prepare brunches and buffets and other kinds of meals. Members will want to try Pecos Bill Burgers, Star Stangled Salads, Yankee Snickernoodles, Dixie Breakfast, Squanto's Beans, Breakfast Bunyan Style, Jambalaya and Chocolate Brownies. Join in the fun now.

9313 Meals for Today - The Easy Way - Designed for the 11 - 13 year old. Club members are introduced to main dish mixes, dehydrated ingredients, new discoveries in cookware and other convenience products that save time and effort in the kitchen. Try your hand at preparing and serving Italian Spaghetti, Oven Chicken, Chowders, Cobblers, Salads, Eggs, Pizza and many other teen-age foods.

9314 Food Preparation IV - Designed for 12 - 13 year olds. Members learn more about food preparation and develop skills in meal planning and preparation. Some of the things they learn to make are yeast rolls, main dish foods and different types of cakes.

9315 Food Preparation V - For 13 and 14 year olds. Emphasis on yeast breads, cooking tender and less tender cuts of meat and fish, preparing main dish meals, salads, making pies and jellies, buying foods wisely, planning a week's menu, planning parties and buffets, making tea and coffee and serving as a hostess.

9316 Advanced Foods - Members should be 15 years old, in the 9th grade and have completed at least four years of 4-H food preparation projects. Members plan, prepare and serve breakfast, lunch and dinner for their families; add recipes to their file box; make a scrapbook and plan, prepare and serve an emergency meal.

932 OUTDOOR COOKERY

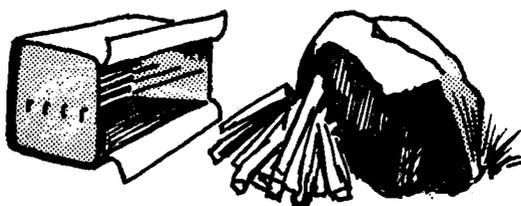
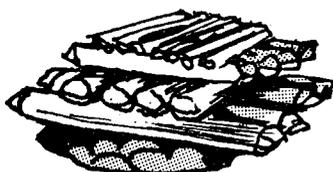
The outdoor cookery project is for boys and girls who like to cook out-of-doors. The outdoors may be a city park, forest camp, beach, primitive forest, or backyard patio. The project has four divisions designed to be taken in sequence.

9321 Outdoor Cookery I - Members learn "rules of the woods" and good manners for outdoor living. They learn how to build a safe fire and to prepare some foods over an open fire.

9322 Outdoor Cookery II - Members plan a complete meal, select a suitable campsite, make safe campfires and camp out-of-doors. They learn to cook over an open fire with green sticks, foil, tin cans, bean hole, barbecue and skillet. (can be done in the backyard if no campsite is available)

9323 Outdoor Cookery III - Major emphasis includes menu planning, making and using reflector ovens, fish cookery, barbecuing meats and chickens, main dish meals and improving skills in making salads, desserts and drinks.

9324 Outdoor Cookery IV - Members continue to practice and improve the skills they have learned and cook more and different meals out-of-doors. Those interested can go on more extensive hikes and camping trips and enjoy outdoor cookery even more. This division may be continued for several years with the members improving their skills and learning new techniques of enjoyable outdoor living.



933 FOOD PRESERVATION

Boys and girls learn how to preserve foods by canning and freezing. They learn to select suitable containers and high quality foods for preservation. They learn approved methods of preparing fruits, vegetables, meats and prepared foods for canning and freezing. Activities include food preservation contests, judging of canning and a national awards program in food preservation.

Members enroll in canning or freezing or both at the same time.



9331 Canning I - Cold pack canning of tree fruits, berries and tomatoes and uncooked jams.

9332 Canning II - Hot pack fruits, pie pack fruits, jams and jellies and dill pickles.

9333 Canning III - Vegetables, relishes and pickles and fruit juices.

9334 Canning IV - Planning family needs and advanced canning, including meats, pickled and brined foods and combination packs.

9335 Frozen Foods - Members freeze fruits, vegetables, meats or prepared dishes. Instructions for all are included in the same project manual.

Home Improvement

941 ENJOY YOUR HOME

This project is for boys and girls of all ages. Every member can choose to make or re-do something that is needed for his own home. Parents and other adults can help. Instead of exhibiting an article at the county fair, the club (or each of the members) can prepare a display that will tell others something learned in the project.

The requirements for each division, but include the following areas; Making or re-doing an article; learning about color, texture and design; maintaining pleasant surroundings; learning to be a good shopper (for intermediate and senior); telling others something learned in the project.

The requirements are grouped into three divisions:

9411 Junior (ages 9, 10 & 11*)

9412 Intermediate (ages 12, 13 & 14*)

9413 Senior (ages 15, 16, 17 & 18*)

*Age before January 1 of Club Year.



Locally Developed Projects

The 60 projects with 110 divisions listed in this handbook are those for which project materials are provided from the Oregon State University Extension 4-H Office. Many other subjects are suitable for 4-H projects. A great deal of talent is available locally to develop other worthwhile projects. The door is open. A Project Planning Guide is available, 4-H projects may be developed locally. General type leader and member materials are available.

A 4-H project should teach useful skills, provide opportunities to learn by doing and be directed toward the broad development of 4-H members. First list the learning objectives of the proposed project then develop the project to meet these objectives.

The following project numbers have been assigned to locally developed projects.

190	Other Animal Science	451	Aviation	730	Dramatics
290	Other Plant Science	455	Rocketry	740	Lapidary
310	Conservation	490	Other Mechanical Science	760	Music
350	Marine Science	590	Other Business & Marketing	790	Other Creative Art
362	Bird Study	642	Grooming	820	Coin Collecting
364	Fish Growing	665	Skiing	860	Stamp Collecting
365	Fur Farming	690	Other Personal Development	890	Other Hobbies
367	Rodent Control			990	Other Home Economics
390	Other Natural Science	720	Ceramics		

