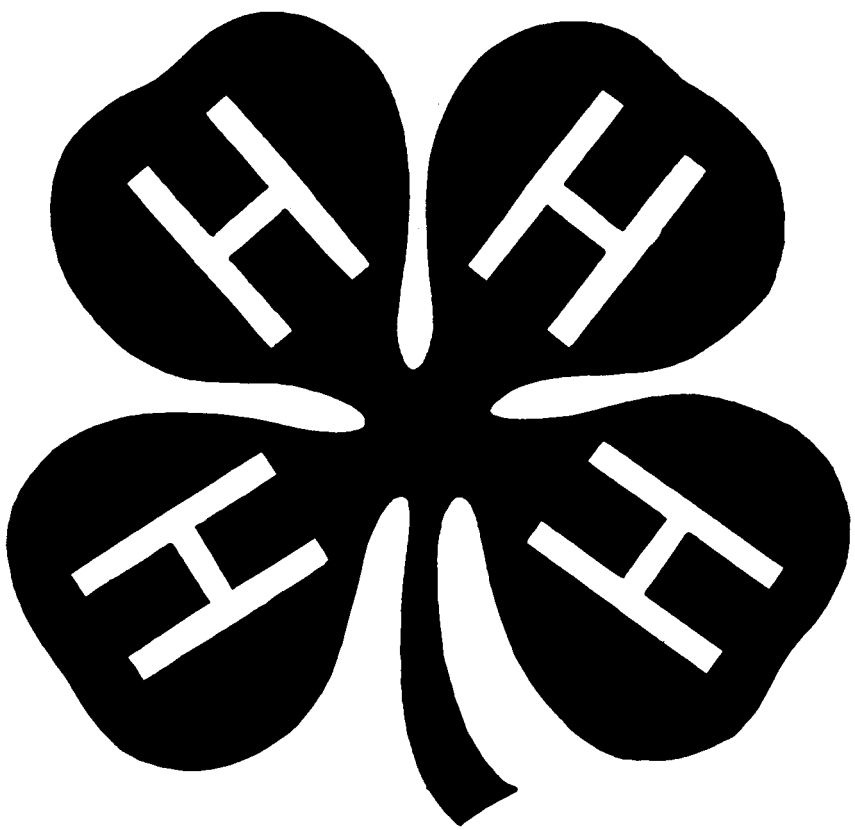


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OREGON 4-H PROJECT PREVIEW

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Cooperative Extension work in Agriculture and Home Economics, Gene M. Lear, 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

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 112 Dairy Goat
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 150 Poultry Science
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 922 Clothing for Boys
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 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, the third the project, and the fourth the division, unit or phase of the project. These code numbers have been revised from the original Oregon code to a proposed national code that is currently in use in Oregon and Washington. Publication numbers will be corrected as bulletins are reprinted.



.....**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 1959 will be old enough for 4-H in 1968-69. Those born in 1949 will be too old to be members but may participate as 4-H Club leaders. It is recommended that boys and girls be in the 4th grade before they join 4-H.

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.

Community Development and Action

The 4-H Empire Builder phase of 4-H Education provides the opportunity for youth in the 9th grade and older to develop a community service enterprise which may be their 4-H experience for the year. It is not necessary to belong to a project club to be a 4-H Empire Builder.

Project Clubs

In Oregon, most 4-H Clubs are organized as project clubs. Each club should have one or more adult leaders, 5 or more members enrolled in the same or related projects, and a planned program of work. Clubs usually hold 10 or more meetings. The club also holds or participates in a 4-H achievement program or exhibit. Clubs reorganize annually. A number of Oregon 4-H Clubs have been in continuous operation for more than 30 years.

Community Clubs

In many states, 4-H Clubs are organized on a community club basis. This type of organization is acceptable in Oregon. A community 4-H Club includes all of the 4-H 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 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 preferable. A parent or other adult must supervise the member's work.

Club Leadership

Volunteer 4-H leadership is an honor and a privilege. It 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 lead a club, but they must work with an adult. Character development is a very important part of 4-H Club work. Leaders teach by example.

Enrollment Deadlines

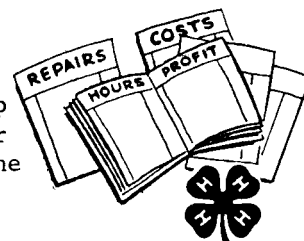
All 4-H enrollments must be in the county Extension offices by July 1 to receive credit for that year of 4-H Club work. Participation in certain events will require earlier enrollment. Most 4-H fairs require enrollment and ownership of animals for a period of 60 to 90 days or longer before the fair. Projects that are to be completed during the school year or exhibited at spring fairs must be enrolled by February 1. Clubs organized after July 1 will be for the following 4-H Club 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 Club work. Club leaders examine the member's records before approving project completion.



Exhibits

4-H members are not required to exhibit to receive credit for completing a year of 4-H. They are, however, encouraged to exhibit at local and county fairs and to participate in 4-H contests.

Activities

4-H members participate in many planned 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 and other recreation, practicing safety, healthful living, and many other participating features. Members do not enroll for an activity. Special records are not required, but a report of activities should be included 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 must own their project animals, except as indicated for dairy, horses, guide dogs, and partnership poultry projects. Registered animals shall be registered in the name of the 4-H member. Animals registered in a family name are acceptable if the family name includes the 4-H member and if the animals are identified at the beginning of the project.

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.

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. Students who must live away from home to attend school may carry a livestock project if they will be home on weekends and vacation periods. Suitable shelter and feed are essential.

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

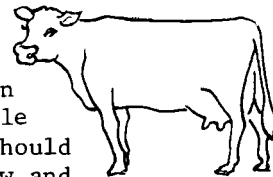
1023 Unit III - Immunology, Zoonoses and Public Health (available in 1969-70)

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

Own and care for one or more female dairy animals; or have a contract with a dairy or dairyman to raise heifers to freshening. Such animals are owned by the dairy but may be included in a 4-H project and exhibited by the 4-H member if he has possession of the heifer by June 1, has a written contract, and is responsible for the feeding, fitting, and care of the animal. The contract should state how the 4-H member is to be paid for raising the animal, how and when the animal shall be bred, and other conditions concerning the care and return of the animal.



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 4-H dairy project.

New 4-H Dairy manuals available for 1968-69 include The Calf and Yearling in 4-H Dairying, The Cow in 4-H Dairying and 4-H Dairy Science. Older 4-H members will find the Dairy Science materials interesting and challenging.

112 DAIRY GOAT

Own and care for one or more dairy goat does. Dairy goats need good pasture but can often utilize pasture that might otherwise be wasted. They will provide milk for the family and in some areas there is a market for goat milk. Goats are intelligent and affectionate. 4-H'ers enjoy working with them. Older Dairy Goat members may use the new 4-H Dairy Science manual mentioned above.

121 DOG CARE AND TRAINING

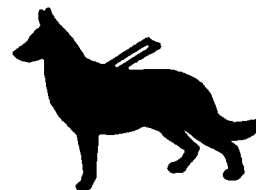
Own, care for, and train a dog. When ownership is not possible, a member may, with approval of his leader, use a dog owned by another person. Or, if necessary, two members of a family may use the same dog and share responsibilities for feeding, care and training.



A puppy or young dog is most desirable but an older dog will do. The core of the project is obedience training. 4-H members learn about animals and how to care for them. It is an animal project that is suitable for both urban and rural boys and girls. Activities include obedience contests geared to the age and experience of the 4-H member and his dog, and showmanship.

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

Own, borrow, or lease and be responsible for the care, management, and training of a horse or pony. If necessary, two members of a family may use the same horse, sharing responsibility for feeding, care, training and keeping records. Suitable stable, corral, and fences are essential. Good pasture is desirable. The project is expensive, but it provides wholesome, out-of-doors recreation and an opportunity to learn about the feeding and care of animals and to develop patience and understanding by working closely with an animal. Beginning 4-H members will need assistance in selecting suitable horses. A good disposition is very important. Activities include horsemanship, contests, certain games and trail rides.



Meat Animal

141 BEEF



Own and care for one or more beef-type heifer or cows for breeding or one or more steers for market. Dual purpose or beef-dairy crossbreed steers are acceptable for market projects. Oregon 4-H shows do not have classes for market heifers. Suitable pasture is essential for a beef breeding project. Adequate and economical feed is necessary for a profitable market project. A long feeding period with a high grain ration is not practical.

Present market demands are for meaty animals without waste fat. Beginning 4-H'ers will need assistance in selecting suitable animals.

142 SHEEP



Own and care for one or more ewes or ewe lambs for breeding, or wether or ewe 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 animals.

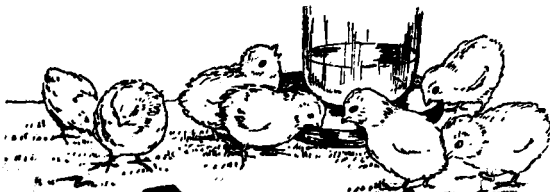
143 SWINE

Own and 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.



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.

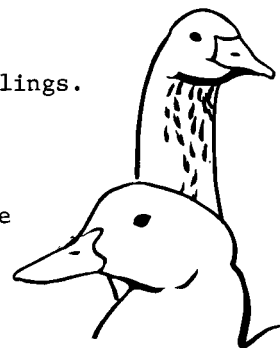
Fancy Breeds and Bantams for Fun and Exhibition - Start with a pair or more, a setting of eggs, or 10 or more chicks.

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.

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 1/4 acre; 1 to 5 acres suggested.
- 213 FORAGE CROPS - Grow at least 1/4 acre of pasture, hay, or other forage crop.
- 215 POTATOES - Grow at least 1/8 acre; 1 to 5 acres suggested.
- 216 SMALL GRAINS - Grow at least 1 acre; 5 or more suggested.
- 219 OTHER FIELD CROPS - Grow at least 1 acre of sugar beets, oil seeds, mint, or other crop, or 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 HORTICULTURAL 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 the energy from the sun) are our natural resources. They include 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, co-leaders or junior leaders will be needed to assist in the various areas.

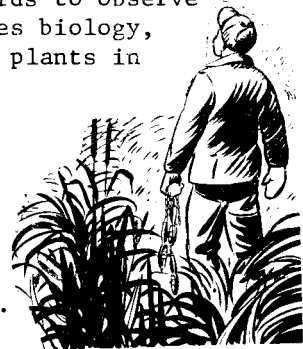
300 THE 4-H OUTDOORSMAN

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.

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.

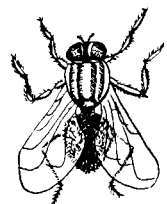


321 BEE

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 4-H Entomology Field Day, an annual two-day 4-H Invitational Entomology Tour held at Oregon State University, identification contests, and a national awards program.



Forestry



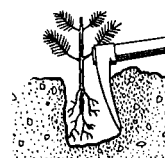
Forestry offers boys and girls an opportunity to get better acquainted with Oregon's number one industry and natural resource. In the 4-H forestry project, the members take hikes in the woods; learn how trees grow and how to identify them; collect, press, and mount specimens of forest plants. They learn 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, 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. State-wide 4-H Geology Camps are 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.

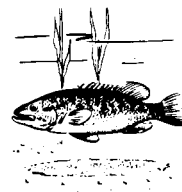
363 4-H FISHERMAN

"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 profit or loss and the productivity of their pond.



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 from them for the Hunter Safety Course.



4-H Safe Shooter - Members take the Oregon Game Commission's Hunter Safety Course, and they 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, and 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 they do field hunting for game with emphasis on wildlife conservation.

368 WILD ANIMALS AND BIRDS

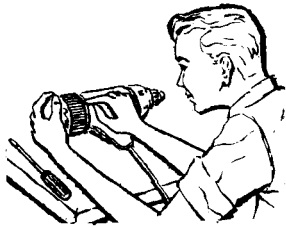
Members go on hikes to observe and learn about wild animals and birds and how they live. They make friends with animals and birds and learn their names and how to recognize them. They practice good outdoor manners and sportsmanship. Many interesting books and stories are available. Members learn about the relationship between 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, automotive, small engine, tractor and woodworking projects. All are especially appropriate for boys. Girls are welcome, too, and 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, wintertime project. Electrical experience is not necessary to lead a 4-H electricity club. Many home-makers are successful leaders. Each division may be continued for several years. Activities include tours, electric wiring contests and a national awards program.

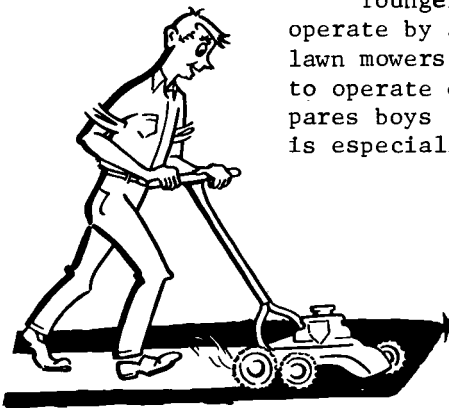
4101 Electric Magic - Boys and girls 9 to 12 years of age have fun learning how electricity makes heat and light and power. Members do magic tricks, study magnets and magnetism, make flash light buzzer and switches and build games and gadgets.

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

4103 Let Electricity Do It - Twelve-year-olds and up are introduced to alternating (AC current). They learn the safe use of electricity in the home and shop. They study lighting and make a lamp.

4104 4-H Electrician - Older boys and girls with some electrical experience may study electric motors, and/or home appliances and their care and use. They make electrical items for use in the home, shop, or on the farm or specialize in any phase of electricity.

422 SMALL ENGINES



Younger boys and girls, 9 to 14, 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 and 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, other gasoline engines and farm machinery. Members may service garden tractors, lawn mowers or other gasoline engines 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.

Project materials include four members' manuals on tractor care and safety and a combination leader's manual and demonstration guide.

4241 First Year - Getting Acquainted with Your Tractor

4242 Second Year - Assuring Safe Efficient Operation

4243 Third Year - Improving Your Skills

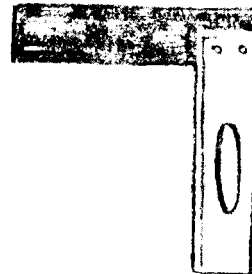
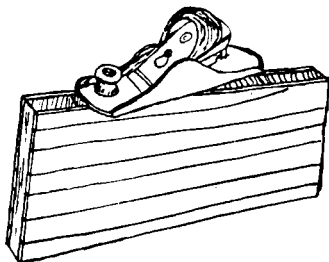
4244 Fourth Year and Advanced - Machinery Care and Safety

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

447 WOODWORKING

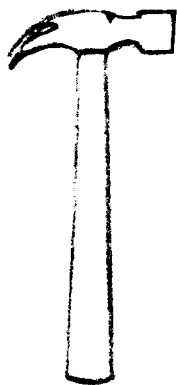
This is an excellent fall and winter project because it can be done indoors. It is a particularly good project for town boys who cannot have livestock or crops projects, but fine for farm boys, too. Girls can also become skillful at woodworking.

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 of age 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

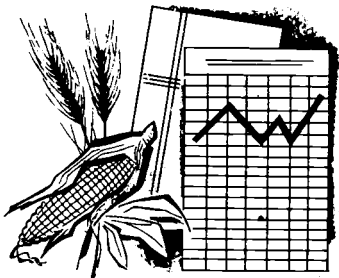
This is an Oregon project developed to help members learn what happens to a crop, animal, or animal product from the time it leaves the farm or forest until the final product reaches the user. It is designed for boys and girls in the 8th and 9th grades. In schools where the 7th and 8th grades are combined,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

A marketing club should be organized as any other club with an adult leader and elected officers 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 Grain Marketing Conference at the Chicago Board of Trade.

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 and 5th graders.

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

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

6444 Developing a Healthy Personality - for 7th, 8th, and 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 assistance 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 done 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 must have a conference with their 4-H agent or community leaders 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 PNW 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

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 creative ability. 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.

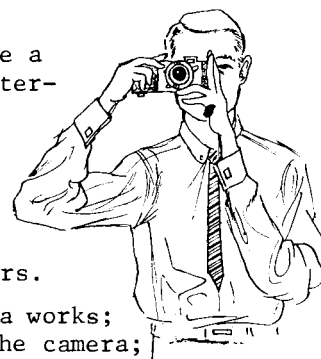
7701 Unit 1 - Adventures with Your Camera - How a camera works; how to care for a camera; handling, holding and aiming the camera; choosing a film, correcting picture mistakes and handling negatives and prints.

7702 Unit 2 - 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 3 - 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 4 - 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 all of the child development, clothing, foods-nutrition and home improvement projects. This is the largest segment of the 4-H program in Oregon with more than 24,000 projects annually. Ninety-five 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 a 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

A new series of 4-H clothing manuals is gradually replacing the old It's Fun to Sew series. When completed, the new series will include four levels instead of the seven phases.

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. It is expected that most girls will continue in each level for two or three years, until they have mastered most of the techniques in each level. Activities include stitching contests, style revues and a national awards program.



The aims of the clothing project are to assist 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 wearable clothing.
Keep simple records.



Clothing divisions available for 1968-69:

9211 Beginning 4-H Clothing

9212 4-H Sub-Deb Clothing

9215 Phase 5 - Mix and Match or Casual Dress

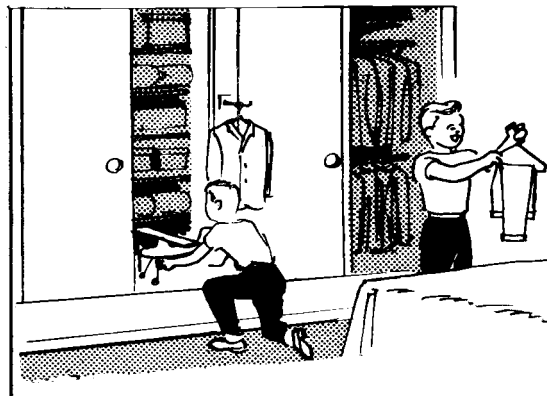
9216 Phase 6 - Tailored or Date Dress

9217 Phase 7 - Advanced Clothing for Yourself and Others

922 CLOTHING FOR BOYS

9221 Bachelor Clothing

Boys who are interested in going beyond this phase should find the new beginning clothing project for girls quite acceptable as it provides many choices in the type of article or garment made.



923 KNITTING

Oregon has an excellent knitting project. Our bulletins have been purchased by many other states and several others have reprinted parts or all of our materials for use in their states. The project has seven phases as follows:

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 manners at meal time.
- 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 and in nutrition.

Six progressive divisions are available.

9311 Mealtime Fun - Nine and 10 year olds enjoy sharing in the preparation and serving of foods. They make milk and fruit drinks, sandwiches, vegetable and fruit treats, cookies and easy desserts. They help their mothers prepare and serve some meals and help entertain.

9312 Easy Meals - Planned for 10 and 11 year olds who have completed Mealtime Fun. Members prepare soups and chowders, eggs, cereals, muffins and fruits and will make salads and salad dressings. They learn what to eat and and why and how to plan and prepare simple meals.

9313 Food Adventures - Members, 11 and 12 years old, learn more about food preparation, do more of the family food planning, and help their families entertain guests or treat their friends to snacks or simple meals. They start a recipe card file and learn to eat for good health.

9314 Food Preparation IV - Designed for 12 to 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 prepare a safe campfire site and how 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.

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, cook more and different meals out-of-doors, 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 may enroll in canning or freezing or both at the same time.

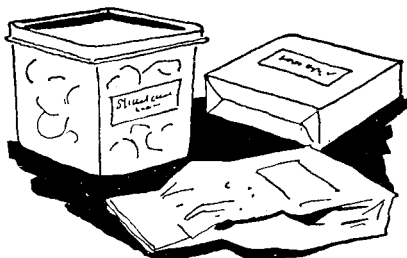
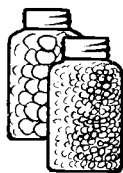
9331 Canning I - Cold pack canning of tree fruits, berries and tomatoes and uncooked jams.

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.

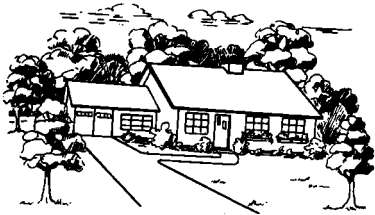
9334 Canning IV - Planning family needs and advanced canning, including meats, pickled and brined foods and combination packs.

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) should prepare a display that will tell others something learned in the project.

The requirements are increased 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.

