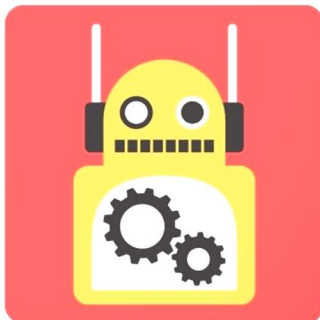
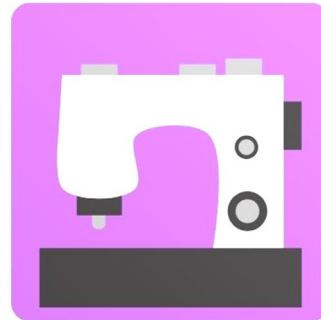




MAY 3-4, 2024



COME ALIVE IN DISTRICT 5



**PANOLA COLLEGE
1109 W PANOLA ST • CARTHAGE**

REGISTER AT 4HONLINE

FEBRUARY 15 - APRIL 15

LATE APRIL 16-18

FEES ARE PER PERSON PER CONTEST

QUESTIONS?

**CONTACT YOUR LOCAL
COUNTY EXTENSION AGENT**

**MUST QUALIFY AT COUNTY
LEVEL TO PARTICIPATE**

COMPLETE GUIDELINES AT [HTTPS://D54-H.TAMU.EDU](https://d54-h.tamu.edu)

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GENERAL INFORMATION



Come Alive in D5 Dates

- Friday, May 3 – Saturday, May 4, 2024

Contestant Orientation

- Tune-in for an overview of the Come Alive in D5 event. Have your questions answered regarding logistics, where to be for each contest, etc.
- A recording of the program will be emailed April 25, 2024 to county agents and registered contestants.
- The program will be posted on the District 5 Facebook page and website.

Location

- All contests will take place at Panola College, 1109 W Panola St, Carthage, TX 75633.
- A map of the facility with contest rooms will be posted on the [District 5 Texas 4-H Facebook](#) page and website by April 15, 2024.

How to Register

- All registrations for the 2024 Come Alive in D5 will be conducted on the Texas 4HOnline system. **It is the responsibility of the 4-H member and their parent to ensure they are registered for Come Alive in D5 on time, correctly, and the payment has been accepted.**
- Enter individually on 4HOnline at <https://texas.4honline.com>
- Payments declined will need to be cleared and accepted BEFORE contest date in order for the contestant to be considered registered and eligible to participate.
- Required and completed paperwork must be submitted by due dates listed under contest headings in order for participant to compete. Late or incomplete paperwork will not be accepted.
- Team Events: All team members must be registered and listed in 4HOnline when enrolling.

Entry Fees

- Come and Go Contest Fee – \$10 per contestant per entry
- Come and Go Contest – Late Registration Fee – \$20 per contestant per entry
- All other contests - \$20 per contestant per entry
- All other contests - Late Registration Fee - \$40 per contestant per entry
- The general refund policy for 4HOnline is that no refunds are provided to a 4-H member or family once the registration is approved. In extreme circumstances, such as a death in the immediate family, severe illness/accident, or cancellation of an event, refunds will be provided, less any expenses already incurred by the event.

New!

District Deadlines

- Regular registration is open from **February 15 to April 15, 2024**.
- Late registration – **April 16-18, 2024** (late fees apply).



Entry Divisions (grade by August 31, 2023)

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

Special Accommodations

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

Participant Check-in and Help Desk

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

Schedule of Events

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

Friday, May 3	Saturday, May 4
Site closed for set-up 7:30 to 11:00 am	Check-in Desk Opens 8:00 am
Check-in Desk Opens 11:00 am	Contests begin 8:30 am <ul style="list-style-type: none"> • Educational Presentations • Public Speaking • Horse Quiz Bowl • Robotics Challenge
Drop & Go entries due 11:30 am <ul style="list-style-type: none"> • Entomology Collection • Storyboard – Juniors & Intermediates • Fabric & Textile Creations Contests begin 11:30 am <ul style="list-style-type: none"> • Fashion Show Interviews • Duds to Dazzle • FCH Quiz Bowl • Leaders 4 Life 	Contests begin 1:00 pm <ul style="list-style-type: none"> • Ag Product ID* • Horticulture ID* • Consumer Decision Making* • Photography Judging • Livestock Quiz Bowl <p>*Contests in red are Come and Go events that are open anytime between 1:00 and 3:00 p.m. Ribbons will be presented for placings 1st-3rd by county agent one week after contest.</p>
Fashion Show 3:00 pm Awards Ceremony 4:00 pm	4-H Talent Showcase 2:30 pm Awards Ceremony 4:00 pm

Types of Contests

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

Qualifying Contests

- District 5 enrolled 4-H members (Junior, Intermediate, and Senior age divisions) that have qualified at the county level are eligible to participate in qualifying contests at the district level in the Come Alive in D5 event.
- In order for a youth to enter into a qualifying contest at the Texas 4-H Roundup, participants must be a **senior** level 4-H member (9th – 12th grades as of the August 31, 2023 school year) and score 80 percent of total points required to advance to state.
- To be eligible to participate in qualifying contests at the state level, 4-H members must qualify at county and district competitions and advance in the number of placings as listed below by contest:
- Texas 4-H Roundup contestant paperwork and registration information is available online at <https://texas4-h.tamu.edu/events/roundup/>



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

Invitational Contests

- In order for a youth to enter into an invitational contest at the Texas 4-H Roundup, participants must be a senior level 4-H member (9th – 12th grades as of the August 31, 2023 school year). Texas 4-H Roundup contestant paperwork and registration information is available online at <https://texas4-h.tamu.edu/events/roundup/>
- The contests listed below are considered invitational events at the state level:

Contest	Participation at state
Agricultural Product Identification	Open to seniors (3 individuals from same county constitute a team)
Photography Judging	Open to seniors (3 individuals from same county constitute a team)
Robotics Challenge	Open to senior teams (can have intermediate member)
Entomology Collection	Open to seniors

District 5 Only Contests

- The contests listed below are available at the District level only:

Contest	Participation at state
Horticulture Identification	District 5 event only
Fabric & Textile Creations	District 5 event only

Come & Go Contests

- Come & Go contests allow registered 4-H members to participate at any given time during Day 2 from 1:00 to 3:00 pm.
- Ribbons will be awarded youth placing 1st – 3rd and will be presented by local county agents the week following the contest.
- The contests listed below are considered Come & Go contests during Come Alive in D5:
 - Agriculture Product Identification
 - Horticulture Identification
 - Consumer Decision Making

Drop Off & Go Contests

- Drop Off & Go contests allow registered 4-H members to “drop off” their entry for judging either at their county office (ask your county agent for their deadline on receiving project) or on-site, no later than Day 1 at 11:30 am. Contest placing for Fabric & Textile Creations and Storyboards will be announced at the Day 1 Awards Ceremony. Entomology Collection results will be announced at the Day 2 Awards Ceremony.
- The contests listed below are considered Drop Off & Go contests during Come Alive in D5:
 - Entomology Collection
 - Fabric & Textile Creations
 - Junior & Intermediate Storyboards (hard copy format) (Note: Senior Storyboards are digital entries and will be submitted electronically for judging between May 1-15, 2024, see Storyboard contest information).

Electronic Devices

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

Contest Viewing

- The following contests are open for families/friends to view: 4-H Talent Showcase, Public Speaking, Robotics Challenge, and Fashion Show. To limit distractions, audience members must SILENCE their cell phones and limit talking with others until intermission periods.
- All other contests will be closed to viewing. Parents/project leader may assist their youth member with computer set-up for Educational Presentations.
- An exhibit area in the auditorium will be open during intermission periods for viewing of entries in Fabric & Textile Creations, Entomology Collections, and Junior & Intermediate Storyboards.
- A Power Point slide show will be exhibited in the auditorium before and after open contests to showcase entries in Photography, Senior Storyboards, Entomology Photography, Horticulture Fall Foliage Photography events.

Food Concessions

- Student Center cafeteria. Please enjoy all your food inside the Student Center.
- No food or drinks are permitted in the auditorium.

Awards and Prizes

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



May 3 – Day 1 Contest Placings Announced	May 4 – Day 2 Contest Placings Announced
Fashion Show	Livestock Quiz Bowl
Storyboard	Educational Presentations
Fabric & Textile Creations	Public Speaking
Duds to Dazzle	Entomology Collection
FCH Quiz Bowl	Photography Judging
Leaders 4 Life	Horse Quiz Bowl
Horticulture: Fall Foliage Photo & Tree ID	Robotics Challenge
Entomology Photography	4-H Talent Showcase
General Photography	Sweepstakes Awards

Sweepstakes Award

- A total of six Sweepstakes winners will be announced during the Awards Ceremony on Day 2.
- Three winners will be selected based upon points awarded in placings in the Healthy Lifestyles Division. The top Junior, Intermediate and Senior will be awarded the Healthy Lifestyles Sweepstakes award.
- Three winners will be selected based upon points awarded in placings in the Livestock Division. The top Junior, Intermediate and Senior will be awarded the Livestock Sweepstakes award.
- Points are awarded individually and on a sliding scale: 1st – 10 points, 2nd – 8 points, 3rd – 6 points, 4th – 4 points, 5th – 2 points.
- Sweepstakes award winners will receive a \$50 Amazon gift card.
- The county with the most entries, in a cumulation of both days from all Come Alive in D5 contests, will receive a Sweepstakes banner for display at their office. Ties will be broken by the greatest number of Senior age division entries.

- Contests in which individuals can receive Sweepstakes points are listed below:

Healthy Lifestyles Sweepstakes Contests	Livestock Sweepstakes Contests
Leaders 4 Life	Leaders 4 Life
Family Community Health Quiz Bowl	Livestock or Horse Quiz Bowl
Safety and Injury Prevention Educational Presentation	Beef Educational Presentation
Family & Consumer Education Educational Presentation	Agriculture and Natural Resources Educational Presentation
Health & Wellness Educational Presentation	Animal Science Educational Presentation
Consumer Decision Making	Consumer Decision Making

Scorecards

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

Questions Before Contest

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

Questions at Contest

- Please see help desk attendant located at the Help Desk located in front of the area of the Student Center.
- Please provide feedback for the Come Alive in D5 event by completing a short QR code survey located at the Help Desk.

Local Lodging

Holiday Inn Express
2295 SE Loop
Carthage, TX 75633
903-693-8585

Best Western Inn
2235 SE Loop
Carthage, TX 75633
903-693-6700

Contest Rules of Play Information

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

AG PRODUCT IDENTIFICATION



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

Entry

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

County Entries

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

Contest

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

Time Limits

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

Scoring

- Contestants will receive five (5) points for each product that is correctly identified and five (5) points for each question that is correctly answered. However, for points to be awarded on questions pertaining directly to the product displayed, the product must be correctly identified. Points will be awarded for correct answers to questions general to the industry regardless of the product being correctly identified. A total of 200 points is possible for each individual. Team scores can reach 600 points (three high scores counted).
- Five (5) stations will be selected as tie breakers in advance of the contest. Teams with the highest cumulative scores at these five stations will win any ties.
- Scantrons will be scored at the close of the contest and placings will be tabulated. Ribbons will be awarded youth placing 1st – 3rd by county agents the week following the contest.



Study Guide and Resources

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

CONSUMER DECISION MAKING



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

Entry

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

County Entries

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

Contest Classes

- This contest is a come and go event with small groups permitted into the contest room every 30 minutes on the hour and half-hour (afternoon of Day 2). The last group that will be permitted to participate in the contest may begin no later than 30 minutes before the contest day ending time.
- You will be completing 8 contest classes. This should take between 30 to 60 minutes. Classes will be selected from the official list provided by the State 4-H Office as listed below. Utilize the 2023-2024 Consumer Decision Making Study Guide at https://texas4-h.tamu.edu/wp-content/uploads/consumer_decision_making_categories_2023-2024.pdf to find information on contest classes that will be used at the district level.
- Classes include:
 - Athletic Shoes
 - Activewear
 - Dental Products
 - Televisions
 - Headphones/Earbuds
 - Tablets
 - Wireless Portable Speakers
 - Fitness Equipment
 - Outdoor Equipment
 - Outdoor Backpacks

Scoring

- You will be granted 7 minutes to complete and submit your answers for each class. The time starts when you begin the class and ends when you submit your placings for the class.
- Once all 8 contest classes have been completed, you will be directed to another room for reasons.
- Scantrons will be scored at the close of the contest and placings will be tabulated. Ribbons will be awarded youth placing 1st – 3rd by county agents the week following the contest.

Reasons

- Reasons classes will be clearly identified, however, understand there will be no extra time allowed to make reasons notes on these classes. Again, you will only have 7 minutes to take any notes you might need and submit your placings for the class.

New!



- You will have 2 minutes to write each set of reasons. Reasons should be written using proper sentence structure and wording as provided in the Oral Reasons Guide.
 - Seniors will write reasons for two (2) classes.
 - Intermediates will write reasons for one (1) class.
 - Juniors will not write any reasons.

Study Guide

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

DUDS TO DAZZLE



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

Entry

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

County Entries

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

Attire

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

Categories

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

Sewing Kit/Supply Box

- Each team must supply their own equipment for the competition. See https://texas4-h.tamu.edu/wp-content/uploads/fashion_duds_to_dazzle_contest_supply_kit_2024.pdf Note: Crafting glue or fabric glue and fabric clips have been added to the supply list.
- A team can choose not to include a listed item, but no additional item can be added.
- The sewing machine can be carried separately from the supply box.
- Supply boxes will be checked by contest officials as teams check in for the contest.
- Any extra equipment will be confiscated, and the team may be disqualified.

Contest

- Each team will be directed to a construction worktable where their startup textile will be located.

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

Scoring

- When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.
- See the 4-H Duds to Dazzle scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.
- All team members must participate in the presentation, with at least three of them having a speaking role.
 - Judging time will include:
 - 5 minutes for the presentation
 - 3 minutes for judges' questions
 - 4 minutes between team presentations for judges to score and write comments
 - Teams are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
- Judges may ask teams questions that are not directly related to the item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' Fashion & Interior Design project learning experiences.
- No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility.
 - Tie Breakers: Will be determined by committee.
 - The Texas 4-H Duds to Dazzle contestant paperwork is available online at https://texas4-h.tamu.edu/wp-content/uploads/fashion_duds_to_dazzle_contest_guide_2024.pdf

Study and Resource Materials

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

EDUCATIONAL PRESENTATIONS



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

Entry

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

County Entries

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

Contest Orientation

- Orientation will take place in the hallway, outside the contest rooms, at 8:30 am on Day 2 (before the first presentation).

Contest Topic Categories

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

New!





- *Agriculture Technology & Natural Resources* – The relationship between agriculture and natural resources is essential because agriculture relies heavily on natural resources like fertile soil, water, and sunlight. Sustainable agricultural practices aim to manage these resources in ways that ensure their long-term availability while minimizing negative impacts on the environment.

New!

- *Animal Science* – The topic focuses on the study of animals that are smaller in size and often kept as pets, including but not limited to dogs, cats, rabbits, guinea pigs, and birds. This presentation aims to provide a comprehensive understanding of various aspects related to the care, behavior, health, training, and well-being of small animals.
- *Beef* - Current or future subjects that addresses reproductive technologies, nutritional management, health, breeding and genetic considerations, behavior, beef carcasses and end-products, production costs, general management aspects, or cattle marketing. Presentations may target cow-calf, stocker, or feedlot industry sectors.

New!

- *Family and Consumer Education* – Family and Consumer Education (FCE) is a subset of Family and Consumer Sciences (FCS) that specifically focuses on educational programs and initiatives aimed at enhancing the knowledge, skills, and well-being of individuals and families. The subject matter of Family and Consumer Education encompasses a range of topics designed to empower individuals with practical life skills, promote healthy family dynamics, and contribute to the overall betterment of society.

- 
 - *Health & Wellness* – Health and wellness refer to the state of well-being that encompasses physical, mental, emotional, and social well-being. Health and wellness involve the conscious pursuit of optimal health through lifestyle choices, practices, and attitudes that promote vitality, resilience, and a high quality of life. The topics covered encompass a range of subjects relevant to youth health and wellness, encouraging active living, and chronic disease prevention.
 - *Horse* - Presentation is to cover the theory and/or practical skills learned in the 4-H horse project and should be appropriate for presentation at a 4-H club meeting. After hearing the presentation, the audience should be able to put information into practice to improve their production, management, training, or horse use/knowledge and/or skills.
- 
 - *Open* – This category serves as an option for youth participants when their presentation does not align with the predefined categories. This category enables participants to showcase their unique ideas, creativity, and skills. It encourages innovative thinking and provides an opportunity for youth to explore subjects that are important to them even if those subjects do not fit within the existing educational presentation categories.
 - *Promote 4-H* - The purpose of this contest is to encourage 4-H members to develop promotion and marketing skills as they market and interpret 4-H through various types of media and presentations, increase the promotion of 4-H to non-4-H audiences in Texas, and increase the number of people who join and support the 4-H program. The 4-H promotion should convey a contemporary image of 4-H in a changing society. Promotional methods include: radio, television, illustrated talks, method demonstrations, newspaper, posters, projected images, exhibits, photographs, slide/tape presentations, puppets, PSA's, speeches, drama, skits, videos, computer programs, etc.
 - *Safety & Injury Prevention* - Youth will relate information to safe equipment designs and safe procedures or methods associated with the prevention of accidents in work, home, or recreational environments. Topics may include accident prevention when operating motor vehicles, boats, home, farm or yard machinery. Also included are safety topics on handling chemicals and animals and prevention of accidents relative to falls, fire, electricity, hunting and natural disasters. Suggested presentation topics: drinking and driving, distracted driving, personal safety, ATV safety, agri-terrorism, general farm safety, pesticide safety, natural disasters (flooding, tornadoes, hurricanes, drought, etc.).
 - *Science, Engineering, Technology, and Math (STEM)* – This presentation aims to illuminate the synergies between STEM disciplines by examining how technology, research, and cutting-edge ideas converge, it fosters an understanding of the ways in which scientific advancements can revolutionize methods, boost efficiency, and address contemporary challenges in the field. Through this exploration, the presentation seeks to inspire an appreciation for the dynamic relationship between STEM evolution.
- 
 - *Sheep and Goat* – A sheep and goat educational presentation involves providing information on a wide array of pertinent subjects, encompassing both current and forward-looking aspects related to the raising of sheep and/or goats, as well as the utilization of their meat, milk, or fiber.
- 
 - *Swine* – Swine related presentations can cover a diver range of topics from basic swine anatomy and breeds to advanced swine management practices, ensuring that attendees gain valuable insights into every aspect of swine care and production.

Accuracy of Information/Resources

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

Visuals

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

Video, Audio and Display Equipment

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

Time Limits

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

Scoring

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

Study Guide

- See the publication "4-H Educational Presentations" for additional information on this contest at https://texas4-h.tamu.edu/wp-content/uploads/educational_presentation_guidelines.pdf

ENTOMOLOGY COLLECTION



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

Entry

- Enter as an individual.

County Entries

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

Contest

- This contest is a drop off & go event.
- 4-H members will need to make arrangements to have their physical collections at Panola College no later than 11:30 am on Friday, May 3, 2024. After judging, on Day 2, you may pick up your collections in the same location. Collections not picked-up will be sent to local Extension offices.

New!

Requirements for Entomology Collection

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

County, State Specific location Date Collector

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

Roman numeral
is month. Use
this format.

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

EXAMPLE Insect List

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

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

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

Specific Level Requirements

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

Scoring

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

Study Guide and Resources

- See the resources for additional information on this contest at <https://entomology.tamu.edu/extension/4-h-entomology-contest-guidelines/>

FABRIC & TEXTILE CREATIONS



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

Entry

- Enter as an individual or as a team in QUILT category.

County Entries

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

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

Check-in and Pick-up of Entry Item

- Entries will be dropped off at the Guest Services Booth located in front of the sanctuary by 11:30 am on Day 1 of Come Alive in D5. You may make arrangements with your county agent to bring your exhibit to the event.
- Entries will be judged on Day 1 and then exhibited in the sanctuary during the remainder of the event for others to view.
- Contestant or a designated person identified at check-in must pick up their entry items between 3:30 and 4:00 p.m. on Day 2 of Come Alive in D5. Items not picked-up at this time will be returned to the district office for pick-up by county agents.

Categories

- *Accessory* – Includes items such as purses, tote bags, belts, phone covers, etc.
- *Jewelry* – includes necklaces, bracelets, rings, earrings, etc.
- *Pet or doll clothing* – includes items that can be worn by a pet, any other animal or to dress a doll.
- *Bedding* – quilts, baby blankets, pet beds, etc.
- *Home décor* – items that are easy to move and make a home visually appealing such as throw pillows, table runners, or wall hangings.
- *Team Category: Quilts* – This category includes quilts that have been constructed by more than one youth participant. Can include entries from youth quilting groups/clubs, Quilts of Valor, etc. All participants must be registered members of 4-H. Only one participant will complete the entry online. This is the **ONLY** category that more than one participant can help with construction of the entry.

Fabric & Textiles Creation Label

- The Fabric & Textile Creations label must be affixed to entry.
- The label must be legibly printed or typed and **completely** filled out.
- Incomplete labels will constitute disqualification from this contest.
- Labels can be downloaded from the District 5 website at <https://d54-h.tamu.edu>

Contest

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

Scoring

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

FAMILY COMMUNITY HEALTH QUIZ BOWL



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

Entry

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

County Entries

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

Contest Brackets

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

Question Types

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

Contest Room

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

Scoring

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

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources. See the study guide and list of resources used on the web at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_fch_resources_2024.pdf
- The Texas 4-H Quiz Bowl contestant paperwork is available online at <https://texas4-h.tamu.edu/projects/food-nutrition/>

FASHION SHOW



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

Entries

- Enter as an individual.

County Entries

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

Fashion Show Order

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

Categories

- *Buying*: All garments worn (garments that are visible) during the interview process must be included in the buying worksheet.
 - Business/Interview Attire: Entry should be an outfit you would wear for a job interview, scholarship interview, job fair, or other professional event.
 - Fantastic Fashions under \$25: This category is designed to expand the 4-H member's shopping experience to include different shopping venues. Outfits must be purchased at a garage sale, consignment store, Goodwill, Salvation Army, or other resale business. Receipts are required for everything visible during the interview, except shoes. Receipts for garage sales can be handwritten. This includes jewelry and accessories. You do not need to account for sales tax.
 - Semi-Formal to Formal: Entry must be designed for semi-formal to formal occasions and made from fabrics intended for the same. Original material must be fabric and not from recycled items.
 - Semi-formal is a little less formal than formal black tie
 - Women – includes midi-dresses, maxi-dresses, wrap dresses, cocktail dresses, pantsuits, and jumpsuits
 - Men – includes slacks and a blazer, a two-piece suit (with or without a tie), accessories that show personal style (pocket squares, dress watch, custom shoes)

- Formal -prom, evening wedding or gala party
 - Women – typically floor-length gown, a knee-length cocktail dress or classic little black dress.
 - Men – two or three-piece suit or tuxedo, with a shirt and tie.
 - Special Interest: Entry should be a specific outfit that you NEED to know how to purchase wisely. Entry should be something that reflects a special interest of the contestant, such as equestrian clothing and riding apparel, dance costumes, hiking clothes, rock climbing clothing, etc.
- *Construction*: Garments may be constructed by sewing, knitting, or crocheting. Accessories may be purchased. All garments worn (garments that are visible) during the interview process must be constructed. Close-fitting legwear, tights, and pantyhose do not need to be constructed.
 - Everyday Living: Include casual sportswear, weekend-wear, sleepwear, clothing for school, casual after-school events, or hanging out with friends.
 - Refashion: Modifying an existing clothing or fabric item (such as a tablecloth or curtain) into something more fashionable. The purpose of this category is creativity, as well as sewing skills. The completed garment is different from its original use, not just an alternation (example: neck ties sewn together to form a skirt).
 - Semi-Formal to Formal: Entry must be designed for semi-formal to formal occasions and made from fabrics intended for the same. Original material must be fabric and not from recycled items.
 - Semi-formal is a little less formal than formal black tie
 - Women – includes midi-dresses, maxi-dresses, wrap dresses, cocktail dresses, pantsuits, and jumpsuits
 - Men – includes slacks and a blazer, a two-piece suit (with or without a tie), accessories that show personal style (pocket squares, dress watch, custom shoes)
 - Formal -prom, evening wedding or gala party
 - Women – typically floor-length gown, a knee-length cocktail dress or classic little black dress.
 - Men – two or three-piece suit or tuxedo, with a shirt and tie.
 - Theatre/Costume: Garment intended for use as a costume, which would include stage production. May be sewn from fabric or from another garment. These garments may be unusual or innovative materials, imaginative but wearable.
- *Natural Fibers*: The garment selected can be constructed or purchased. A complete outfit, except for a blouse or shirt under the garment, is made of the eligible fashion fabric. Examples include jacket and pants made of wool or a full-length coat made of eligible fashion fabric worn over a garment of any fiber content. Lining fabric, interfacing fabric, and trims are not required to meet the fiber content requirements.
 - Cotton: Each garment entered must contain a minimum of 60% cotton. Knowledge of fiber characteristics, production, and end use is required.
 - Wool/Mohair: Each garment entered must contain a minimum of:
 - 60% wool and 40% other fiber.
 - 60% mohair and 40% other fiber.
 - 60% blend of the two fibers and 40% other fiber.
 - 100% wool/mohair blend is also acceptable.

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

Fashion Show Paperwork - 4-H Fashion paperwork is required for participants in the 2024 4-H Fashion Show.

- Construction paperwork can be downloaded at https://d54-h.tamu.edu/files/2024/02/Fashion-Show_Construction_Entry-form_2024.pdf
- Buying paperwork can be downloaded at https://d54-h.tamu.edu/files/2024/02/Fashion-Show_Buying_Entry-form_2024.pdf
- Natural Fiber paperwork can be downloaded at https://d54-h.tamu.edu/files/2024/02/Fashion-Show_Natural-Fiber_Entry-form_2024.pdf

Time Limits

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

Judging Interview

- Introduction/Presentation - Each contestant will start by introducing themselves and model their garment to the judges. Participants will then provide a 5-minute presentation to the judges.
- During the presentation the participants need to describe their project activities, outfit selection, construction or buying skills and their knowledge of fiber and fabrics. Prior to competing, the participant should review the contest scoresheet to see areas that will be judged.
- Question and Answer - Judges will have the opportunity to ask each participant questions from the list of contest questions, as well as questions related directly to the participant's garment or project experiences.
- All garments to be judged must be WORN by the contestant during the judging interview and Fashion Show. Garments may not be carried or worn by another individual.
- All garments must have been created or purchased (buying category) during the current 4-H year by the contestant.
- Senior and Intermediate age division contestants must construct or purchase their entire outfit.
- Junior age division contestants are permitted to construct an entire outfit or one piece of an outfit. Judges will ask Junior contestants what part of their outfit they made/purchased.

Fashion Show

- After all contestants have completed the Judging Interview, a rehearsal with all contestants will be conducted. Only contestants and committee members will be permitted in the Fashion Show room during rehearsal. The Fashion Show will begin at the conclusion of the rehearsal.
- Contestants must be present for all 4-H Fashion Show activities to include interview, dress rehearsal, and public fashion show.
- If ties should occur, the ties will be broken using scores in the following order.
 - Construction skills
 - Outfit selection, fit, and appearance
 - Interview
 - Knowledge of fiber and fabric characteristics
 - Paperwork

Scoring

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

Study Guide and Resources

- The Texas 4-H Fashion Show contestant paperwork is available online on the [D5 website](https://d5 website) or at <https://texas4-h.tamu.edu/projects/fashion-interior-design/>

HORSE QUIZ BOWL



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

Entry

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

County Entries

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

Contest Brackets

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

Question Types

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

Scoring

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

Contest Room

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

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources.
- See the study guide and list of resources used on the web at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_horse_resources_2024.pdf

HORTICULTURE IDENTIFICATION



Horticulture samples will be selected and exhibited at separate stations from a predetermined list of 20 plants (2024 Identification List).

Entry

- Enter as an individual.

County Entries

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

Contest

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

Time Limits

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

Scoring

- Contestants will receive one (1) point for each sample that is correctly identified by with the correct scientific and common name.
- Scantrons will be scored at the close of the contest and placings will be announced during the Awards Ceremony on Day 2. Ribbons will be awarded youth placing 1st – 3rd by county agents the week following the contest.



Plant List – Study Guide

- Below is the plant list for the 2024 contest.

2024 4-H Horticulture Identification list

Latin name	Common name
<i>Taxodium distichum</i>	Baldcypress
<i>Rubus spp.</i>	Blackberry
<i>Camellia japonica</i>	Camellia
<i>Vitex agnus-castus</i>	Chaste Tree
<i>Pistacia chinensis</i>	Chinese Pistache
<i>Coriandrum sativum</i>	Cilantro
<i>Narcissus hybrid</i>	Daffodil/Jonquil/Narcissus
<i>Cercis canadensis</i>	Eastern Redbud
<i>Ficus carica</i>	Fig
<i>Pelargonium hortorum</i>	Geranium
<i>Hyacinthus orientalis</i>	Hyacinth
<i>Iris spp.</i>	Iris
<i>Acer palmatum</i>	Japanese Maple
<i>Adiantum capillus-veneris</i>	Maidenhair Fern
<i>Prunus persica</i>	Peach
<i>Pyrus communis</i>	Pear
<i>Quercus shumardii</i>	Shumard Red Oak
<i>Sanseveria trifasciata</i>	Snake Plant
<i>Liquidambar styraciflua</i>	Sweetgum
<i>Ilex vomitoria</i>	Yaupon Holly

LEADERS 4 LIFE



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

Entry

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

County Entries

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

Contest

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

- | | |
|-------------------------------|---|
| • Main motion | • Reconsider a motion |
| • Rise to a point of order | • Withdraw a motion |
| • Lay on table | • Postpone a motion definitely |
| • Appeal to decision of chair | • Division of a question |
| • Amendment previous question | • Postpone a motion indefinitely |
| • Division of assembly | • Refer motion to a committee |
| • Rescind a motion | • Object to consideration of the question |
| • Take from the table | |

- Each team must provide its own minutes, treasurer's report, letter of communication, and committee report. Prepared scripts are not allowed. Contest officials will check these materials before the team enters the planning room and collect them at the end of its presentation.
- Before the demonstration, each team will have 15 minutes to discuss the order of business and the problems of new business with fellow teammates in the planning room. No coaches, parents, agents, or other 4-H members not part of the team will be allowed in

New!


the planning room. Contestants may make notes on their agendas during the planning time.

- Use of the gavel: The gavel is a symbol of authority. It is used by the president to maintain order and keep the meeting running smoothly.

New!

- **Question-and-Answer Session**—The Question and Answer part of the Parliamentary Procedure Demonstration will consist of 12 questions (worth up to 5 points each) for the team. These questions will be rotated through the team members in this order: President/Vice President/Secretary/Treasurer/member 1, etc. When all team members have been asked the first question, the rotation will start over until all 12 questions have been asked.
- The teams will present a simulated 4-H meeting no longer than 20 minutes. Five points will be deducted from the average score for every minute over the 20-minute limit. That is, meetings over 20 minutes will get a five-point deduction; over 21 minutes a 10-point deduction, over 22 minutes a 15-point deduction, and so on. The deductions will be handled in tabulation. The timekeeper will keep track of the length of presentations and provide the information for tabulation.
- The teams will be given three problems to incorporate into the demonstration. A skeleton agenda will also be provided. The teams must demonstrate all actions on the score sheet. They must incorporate six motions into their demonstration: main motion, amend a motion, division of the assembly, lay on the table, take from the table, and withdraw a motion.
- Contest Components for **Intermediate** Teams: The following modifications will be made for intermediate teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—Each team will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six intermediate members will have 15 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the intermediate division (100 points):
 - Only two types of motions must be demonstrated: main motion and amend a motion.
 - Teams will be given one problem to incorporate into its presentation. The problem will be based on one of these motions: Division of the assembly, lay on the table, take from the table, withdraw a motion.
 - **Question-and-Answer Session**—Each intermediate team will be asked seven questions. Every team member must answer at least one question but no more than two questions. The team members will answer in this order: president, vice president, secretary, treasurer, member, and member. The remaining questions may be answered by any team member, and the team will choose who will answer each question before it is read. Each question is worth up to 10 points, for a maximum score of 70 points.
 - Questions will be based on these documents: *Dunbar's Meeting Procedure Guide*, *Dunbar's Guide For Making Motions*, and *Dunbar's Parliamentary Procedure Glossary*.
 - The team must also complete and turn in a Promote 4-H Showcase Piece form to explain when and how the showcase piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).
- Contest Components for **Junior** Teams: The following modifications will be made for junior teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—The teams will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six junior members will have 10 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the junior division (100 points):
 - Only two types of motions must be demonstrated: main motion and amend a motion.
 - No problems will be given to the team to incorporate into its presentation.

New!

- 
- The team must also complete and turn in the Promote 4-H Showcase Piece form to explain when and how the piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).

Study Guide and Resources

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

LIVESTOCK QUIZ BOWL



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

Entry

- Quiz Bowl Teams will be comprised of four (4) members. This is to ensure teams advancing to National contests have the minimum number of contestants (4) required at all National contests.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card will be issued each team member who registered.

County Entries

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

Contest Brackets

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

Question Types

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

Contest Room

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

Scoring

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

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources. See the study guide and list of resources used on the web at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_livestock_resources_2024.pdf
- Complete Texas Quiz bowl guidelines and rules are available at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_rules_2024.pdf

PHOTOGRAPHY JUDGING



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

Entry

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

County Entries

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

Contest

- Contestants will receive orientation before entering the contest and will be provided a scantron form, pencil, and clipboard to respond to questions.
- The 4-H members participating in the contest will judge six classes of photographs and two classes of problems, testing both the participant's knowledge and skills in the photography project.

Classes	Max Points Per Class	Total Points Possible
6 photo judging classes	50	300
2 photo problems classes	50	100
2 oral reasons sets	50	100
Possible Individual Score		500

- The **6 photo judging classes** consist of photographs from the categories of people, animals, plant/flora, nature/landscape, special/digital effects, night photography, black & white, animals (domestic or wildlife), details/macro, architecture, or other categories as deemed by the contest committee and judges.
- The **2 photo problem classes** will cover such things as exposure, ISO, shutter speed, focal length, white balance, camera settings, composition, technique, photo shooting situations, and other questions as deemed necessary by the contest committee and judges.
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class on which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.
- While the contest is in progress, there shall be no talking or any other type of communication between contestants. If a contestant has a question once the contest begins, please direct that question to the assigned group leader or the contest superintendent.

New!**Oral Reasons**

- After scoring all 8 classes, youth will then transition into the reasons portion of the contest to present over two (2) classes.
- Youth have 10 minutes to prepare their reasons over both classes before being called before the judge.
- All age divisions will give reasons as part of the official contest.
- The scores from the reasons portion of the contest will be added to the overall judging score.

Time Limits

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

Scoring

- All contestants are eligible for individual awards.
- Team scores are a combined total of the top three scores of the team members.
- Ties will be broken on the consistency of judging all classes. If ties still exist, ranking with the ties will be the discretion of the contest superintendent.
- Scantrons will be scored at the close of the contest.

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at <https://texas4-h.tamu.edu/projects/photography-video/> and https://texas4-h.tamu.edu/wp-content/uploads/photography_judging_2024.pdf

PUBLIC SPEAKING



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

Entry

- Enter as an individual.

County Entries

- Each county may enter three contestants per age division.

Time limits

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

Suggested presentation topics

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

Visual aids and props may not be used.

Scoring

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

ROBOTICS CHALLENGE



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

Entry

- Enter as a team of 2 or 3 members.
- Mixed age division teams are allowed. Example: A junior can move up to the intermediate age group, but an intermediate cannot move down to the junior age division.

County Entries

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

Contest Brackets

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

The Robot

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

- held together.
- Only 1 EV3, NXT, Spike Prime, or Robot Inventor brick can be used in the construction and autonomous control of the robot.
 - The robot must be 100% controlled autonomously by the onboard EV3, NXT, Spike Prime, or Robot Inventor brick. No remote controls of any type allowed.
 - There is no limit to the number of Lego brand sensors or motors.
 - The robot can weigh up to 1.5 kilograms. There is no minimum weight. A tolerance may be given by contest officials.
 - Throughout the tournament, and at the beginning of each match, the robot must be able to fit inside a 10"x10" square box. There is no height limit. The robot may autonomously expand to any size once the round starts **and** the 5-second programming delay has expired (see The Program section).
 - The robot must not physically separate into pieces. It must remain a single centralized robot throughout the match.
 - No pieces can be purposely dropped or placed onto the playing field by the robot that might impede the mobility of its opponent. Robots may not throw anything at its opponent nor drop items onto the playing field. Any part used to purposely entangle the opponent's robot is not allowed. In the event a piece falls off during the round, the judge may elect to remove the piece if he/she deems such action will not impede the progress of the two robots; otherwise, it will remain on the playing field until the end of the round.
 - The robot must possess a form of mobility and use that mobility throughout the match. Stationary robots will be deemed disabled (see Scoring).
 - The robot cannot have parts or mechanisms that intentionally cause damage to its opponent. Normal pushes, lifts, and collisions are not considered intentional damage.
 - No sharp edges or pointed pieces allowed. If the part could easily cause physical damage to a person, the playing field, or the opponent's robot, it is not allowed.
 - After the programmed 5-second delay (see The Program section, rule 2 below), the robot must move or attempt to move continuously throughout the match or it will be declared disabled; thus, losing the round.
 - The robot must not have any parts or adhesives that adhere, fasten, or somehow secure the robot to the playing surface or its opponent. Sticky substances that might improve traction or grip are not allowed. Tires and other parts of the robot that will come into contact with the playing surface will be tested during inspection using an index card. The robot must not pick up and hold the card for more than 2 seconds.
 - The competitor/robot must not use any device, such as jammers or using strobe lights, that may obstruct the control of the opponent robot's operation,
 - No powders, gases, or liquids may be stored/used by the robot.
 - Robots may be re-inspected at any time during the tournament for any reason.
 - Failure to adhere to these rules may result in forfeiture of the match. A second violation will result in disqualification from the tournament as well as forfeiture of all awards and standings.

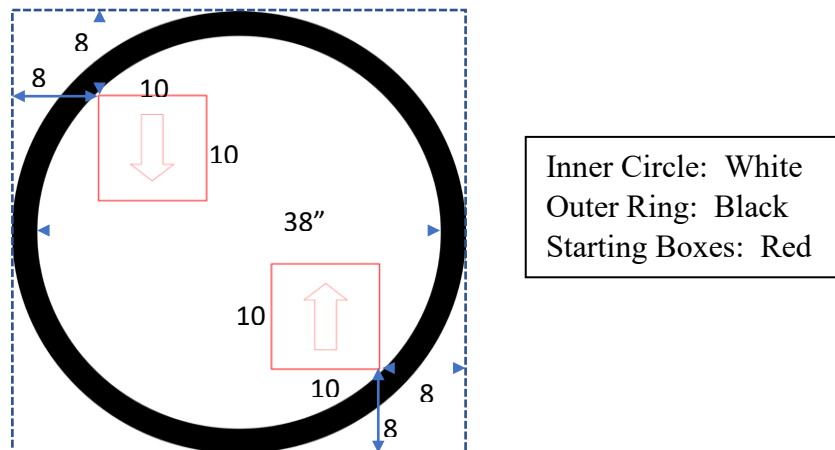
The Program

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

The Playing Field

- The platform in which robots will compete upon will have the following specifications:
 - The substructure will be constructed from MDF, plywood, plastic, or similarly rigid material. Short legs may be fastened to the bottom of the substructure to raise it off the floor.
 - The surface will be a covered printed vinyl material, which will be adhered to the substructure.
 - Total diameter is 42"
 - Top center is white (38" in diameter) with a 2" black border (see Figure 1)
 - The playing field surface will be approximately 2-4" above the arena floor.
 - Two 10"x10" starting boxes will be located 8" from the outer edges of the ring (see Figure 1).
 - Measurements may vary slightly from ring to ring and will have a tolerance of up to ½".

Figure 1. Playing Field Dimensions and Colors



Rounds and Matches

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

Scoring

- During a round, a robot may push, shove, lift, grab, or knock over its opponent while attempting to push it out of the ring. Sumo is a game of pushing and leverage, not intentional destruction. Wedges are allowed, because it is a means to gain leverage while pushing an opponent.

- Flipping an opponent onto its side, back, or off the ring is also allowed.
- A team wins a **round** when one of the following occurs:
 - The opposing team's robot, on its own or by force from its opponent, is the first to touch (with any part) the arena floor.
 - The opposing robot becomes disabled and fails to engage for 10 or more seconds.
 - An opposing team member violates a rule.
- A team wins a **match** when it has 1 or more **round** wins than the other team.
- A match draw occurs when both teams have the same win-loss record.

Match Point Values

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

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

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

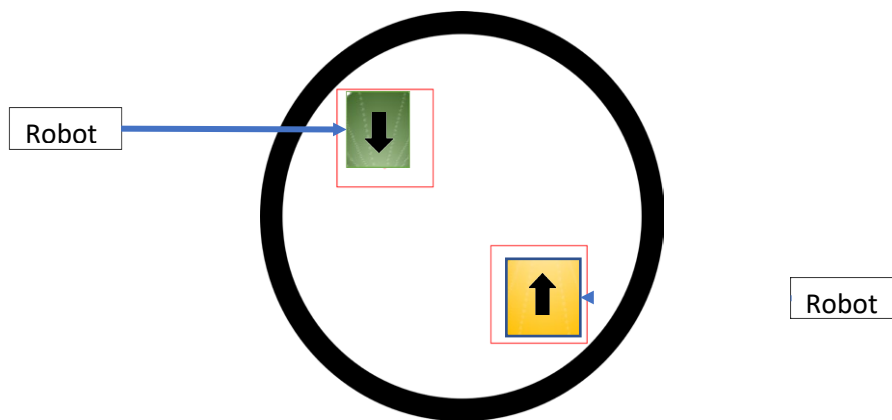
- A piece or pieces of a robot that breaks off the main structure of the robot during a match and lands on the arena floor does not constitute the opponent leaving the arena.
- If both robots become entangled for 10 seconds, or if it is determined that both robots touched the arena floor at the same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

Team Procedures

- When announced, teams will bring their robot (powered up and ready to compete) to the designated staging area. Teams that fail to report to the staging area after the third call will forfeit their match.

- Teams will be directed to a playing field and place their robots in one of the two starting squares.
- The team captain will place the robot in its ready position. Other team members must stay in the designated contestant spectator area. Team captains can change between matches if desired.
- Each robot must be placed completely within the 10" x 10" square with the front of the robot facing in the same direction as the arrow. (see Figure 2)
- A contest official will countdown to start the match.
- When the first round begins, the team captain will press the start button on his/her robot and then move to the designated contestant spectator area during the 5-second programming delay. At this point, the robot may not be touched by any team member until the judge announces the results of the round.
 - If there is a false start (one team pushes the button before the other), a restart will be ordered by the judge.
 - If a team false starts a second time within a round, the opposing team will be awarded a round win.
- The judge will monitor the round until it ends.
- The judge will then instruct both team captains to retrieve his/her robot and reset it for the remaining rounds.
- At the conclusion of the match (3 rounds), the judge will announce and record the match results. Both team captains will review and initial the scorecard.
- Depending on the tournament schedule, the team will either proceed to the next playing field, return to the staging area, or to the team holding area.

Figure 2. Robot Placement Example



Other Contest Details

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

- No adults (includes coaches) are allowed on the arena floor once the tournament begins.
- Team-to-team communication is allowed and encouraged.
- If programming or construction problems arise, teams are highly encouraged to communicate and assist one another.
- Tips for inspection:
 - Have your robot powered up and ready.
 - Be ready to demonstrate the required 5-second programming delay.
 - Make sure ALL pieces you may use during the tournament are attached to your robot at check-in.
 - Ensure your robot meets all rules outlined above.
 - Make sure all firmware is up to date prior to the tournament.

STORYBOARDS



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

Enter

- Enter as an individual.

County Entries

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

Submission of Storyboards for Judging

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

2024 Theme “Dream”

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

- Entries will be dropped off at the Guest Services Booth by 11:30 am on Day 1 of Come Alive in D5. You may make arrangements with your county agent to bring your exhibit to the event.
- Entries will be judged on Day 1 and then exhibited during the remainder of the event for others to view.
- Contestant or a designated person identified at check-in must pick up their entry items between 3:30 and 4:00 p.m. on Day 2 of Come Alive in D5. Items not picked-up at this time will be returned to the district office for pick-up by county agents.

Junior and Intermediate Storyboard Label

- The storyboard label must be affixed to the back of the storyboard. The label must be legibly printed or typed and **completely** filled out. Incomplete labels will constitute disqualification from this contest.
- Do not put your name on the front of the storyboard.
- Labels can be printed from the Appendix.

Junior and Intermediate Contest

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

Submission of Storyboards for Judging – Seniors

- Digital format. Storyboards can be created using a digital platform including but not limited to Canva, Picmonkey, InDesign, Illustrator, Photoshop, Adobe Illustrator, and PowerPoint. All entries must be saved as a PDF, jpeg, jpg or png.
- Storyboard size requirements. Storyboard dimensions need to be between 18”and 24” (in one direction) and 24”and 30” (in the other direction). Recommended size is 18” X 24”.
- Each storyboard must be created by the 4-H member. Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design.
- Entries will be upload online, via Submittable, from May 1-15, 2024.
 - After you register in 4HOnline, you will receive the link via email to upload your Storyboard in Submittable.
 - If you do not have a Submittable account, you can create a free account. Instructions can be viewed [here](#).
 - Login to your Submittable account and complete a short form (and upload) for each of your photos. No additional fees will be incurred on Submittable.
 - **Youth must complete information in both systems for the digital storyboard entry to be considered complete. Failure to do so will result in disqualification.**



Original Work

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

Contest Information for All Age Divisions

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

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

Number of garments/designs

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

Scoring

- See the 4-H Storyboard scorecard in the Appendix for scoring criteria.
- Each Storyboard must conform to and will be evaluated based on the following, but is not limited to:
 - Visual Appeal/Creativity of Storyboard – Storyboards should show evidence of creativity by the 4-H member. Layout of storyboard should illustrate a theme, mood, or of an idea.

- A good storyboard should have a strong focal point.
 - Placement of the inspirational items should allow the eye to flow across all elements of the board without distracting from the design.
 - “White space” or “blank space” should be kept in consideration. Too much or too little white space detracts from the design.
 - Additional photos and other materials can be used to show the inspiration for the design. These additional materials should enhance the storyboard, without taking away from the original design.
- Quality of Workmanship – Storyboards should be neat and demonstrate quality of workmanship.
- Consistent Color Palette – Use a consistent color palette and theme throughout the board.
- Fabric Samples, Trims, and Embellishments – Fabric samples must be included on the board and be appropriate for the design illustrated. Trims and embellishments that would be used on the garment/outfit should be included, if applicable to the design.
 - If the exact fabric swatch cannot be found, a “basic swatch” may be used to illustrate fabric type (denim, linen, etc.), and can draw out the detail.
 - Examples of trims and embellishments would be top stitching, piping, buttons, etc.
- Consistent Theme – All elements are cohesive and support the design brief.
- Originality of Designs – All design illustrations and flats should be the original work of the 4-H member. The design may be hand drawn or computer drawn. No “copying and pasting” from someone’s design as seen on the Internet, in a magazine, or other sources for the original design.
- Design Detail – Should include at least one Illustration and at least one Flat.
 - Illustration– Include at least one main artistic and appropriate illustration. At least one illustration must be on a model/croquis. The model/croquis does not have to be an original drawing and may be traced. See the example at <http://www.universityoffashion.com/fashion-croquis/>
 - Flats – Include at least one flat. Flats are working drawings that are not on a model/croquis that illustrate other views like you would find on a dressmaker’s pattern envelope. The flats should depict the garment from other views and details. See the example at <http://www.universityoffashion.com/fashion-croquis/>.
 - Flats combine style with information - You have created an original design and now you need to be able to create a drawing to help someone else see how to make it. Flats are drawn to define shape, fit, construction and sometimes fabrication. Flats are more factual than the same garment drawn on the figure, posed for dramatic looks. They show how a garment is to be made versus how it will be worn. These drawings for fashion manufacturing are always drawn looking at the garment, never at an angle. Consider this your only means of communication to the seamstress; if you leave out a detail, the garment won’t end up being manufactured properly. The details must be exact and clearly specified.
- Titles/Labels will now be determined by the designer.
 - The title for each storyboard should help the viewer to understand the overall theme or feel of the storyboard.
 - A subtitle may be used for a more personalized name of the design.
 - Labels may be included to enhance the storyboard or to clarify a point, but they will not be required.
- 2024 Design Brief “**Dream**” – The design brief serves as the inspiration and the direction of a 4-H member’s original design for the 4-H Storyboard contest. “Dream” serves as the ultimate source of inspiration for this fashion concept. The concept revolves around the multifaceted nature of dreams, whether they are the surreal visions that captivate a sleeping mind or the vivid aspirations that fuel the conscious soul. The fashion narrative will blur the lines between reality and reverie, creating a visual story that celebrates the ethereal and the tangible. This concept invites designers to translate the essence of dreams



- into fashion, evoking a sense of wonder, mystery, and endless possibility.
- Completeness – Storyboard follows the contest guidelines and includes an illustration, flat and inspiration pieces.
 - Image Credit – List the photo credits for the pictures used in the storyboard. These will be included on the storyboard label.

4-H TALENT SHOWCASE



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

Entry

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

County Entries

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

Categories

- *Choreographed Routines*
 - The act requires choreography and can be demonstrated through twirling, pom-pom squad routines, jump rope teams, basketball dribbling exhibitions, or dance (jazz, tap, country & western, ballroom, etc.).
 - Sign language presentations to music have been added to choreographed routines. However, if a participant is SINGING and SIGNING, this entry should be entered in the Vocal Category.
 - No speaking to form a skit or story line.
 - All 4-H members entered in the category must be a part of the act.
 - Acts may use recorded music on CD or digital music player but may not use an accompanist.
 - Judged on material chosen, talent, creativity, showmanship, and costuming.
- *Variety Show*
 - This is an acting category. Variety show, also known as variety arts or variety entertainment, is entertainment made up of a variety of acts including sketch comedy, magic, acrobatics, juggling, and ventriloquism and other acts that do not fit into the other six categories.
 - Acts cannot incorporate 4-H related material or theme. (Otherwise, it would be categorized as 4-H Skit).
 - Creativity is encouraged, but the degradation of any individual or organization is not permitted.
 - May incorporate music, vocal selections, and/or choreographed routines, but these aspects cannot be more than half of the performance.
 - Judged on material chosen, talent, creativity, showmanship, costumes, and props.
 - Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.
- *Poetry/Prose*
 - Acts which showcase poetry or prose are required.
 - The act may NOT incorporate vocal, musical, and/or choreographed routine.

- This category does not require 4-H related material, however, if an original poem or prose piece showcasing 4-H is written, this would be acceptable.
- Every 4-H member entered in the category must be a part of the performance on stage.
- All material must be memorized. No script may be used during the performance.
- Judged on material chosen, message, talent, presentation style, props/costuming.
- Definitions
 - **Poetry** is generally characterized by structured meter and rhyme that tells a story or provides a message to the reader.
 - **Prose** is distinguished from poetry by its greater variety of rhythm and its closer resemblance to the patterns of everyday speech. Another description might be an excerpt from a larger piece such as a play or book.
- *Vocal*
 - Vocal presentation may be done a cappella or with an accompaniment a USB, mp3 or mp4 player.
 - No accompanist will be allowed for this category.
 - All members in the act must be singing.
 - No lip sync will be allowed.
 - Contestants may not present skits, poetry or other speaking during the act. They may, however, move around the stage and incorporate choreography with their presentation for the purpose of enhancing their showmanship.
 - Sign language may be added to enhance the performance, but entries that strictly showcase sign language without vocal presentation are not permitted in this category, they must be entered in choreographed routines.
 - Judged on talent, showmanship, vocal presentation, and material chosen.
- *4-H Skit*
 - May be a 4-H based story line, promoting 4-H, community service, a project or activity.
 - This category may also address a specific youth issue and present ways in which this issue can be addressed through 4-H efforts.
 - May incorporate music, vocal selections, and/or choreographed routines but these aspects cannot be more than half of the performance.
 - Skits can be humorous, creative and make fun of but not degrade Extension employees or the 4-H program.
 - All 4-H members entered in the category must be a part of the act.
 - Judged on material chosen, talent, creativity, showmanship, costumes, and props.
 - Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.
- *Musical/Instrumental*
 - Musical presentation may be musical instruments accompanied by background recorded music or an instrumental performance only. A piano is NOT available for use. Contestants must provide their own keyboard, if needed for their presentation.
 - No accompanist will be allowed.
 - Participants may not sing or incorporate a skit, poetry, prose, or choreography with their act.
 - Judged on talent, showmanship, musical presentation, and material chosen.

- *Solo/Band Performance*
 - This act incorporates a combination of vocal and musical/instrumental talents.
 - Acts that are vocal only or musical/instrumental only are not to be entered in this category.
 - A piano is NOT available for use. Contestants must provide their own keyboard, if needed for their presentation.
 - All 4-H members entered in the category must be a part of the act by playing a musical instrument, singing, or both (solo performance must play an instrument and sing).
 - Participants MUST incorporate singing in the acts, but cannot incorporate skits, poetry, or prose. They may, however, move around the stage and incorporate choreography with their presentation for the purpose of enhancing their showmanship.
 - Judged on talent, showmanship, musical presentation, vocal presentation when applicable, and material chosen.

Presentation Material

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

Props

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

Introduction of the Act

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

Adult Assistance – Set-up

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

Adult Assistance - Performance

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

Accompanist

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

Practice/Warm Up

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

Dressing Rooms

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

Required Information Form

- 4-H Talent Showcase contestants must complete and submit the REQUIRED STF Information Form by March 31 to their county Extension agent. This form can be found at the following link: <https://d54-h.tamu.edu/files/2024/02/2024-Talent-Showcase-Information-Sheet.pdf>

Music

- Participants are responsible for providing a device (i.e., smartphone, CD player, MP3 player, laptop, etc.) that has a ¼" aux connection to be linked to the PA system in the sanctuary, along with their music selection. Speakers and input cable will be provided.

Stage Contest Area

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

Time Limits

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

Scoring

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

APPENDIX



Duds to Dazzle
Scorecard
Supply Kit List

Educational Presentations Scorecard

Entomology Collection
Junior Scorecard
Intermediate Scorecard
Senior Scorecard

Fabric & Textile Creations
Label
Scorecard

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

Public Speaking Scorecard

Storyboard
Label
Scorecard

Talent Showcase
Talent Information Sheet (2 pages)
Scorecard by Category