

and recovery success. Points will not be deducted for launching, flight, or recovery failures described. This includes any damage that may show on the rocket.

6. **JUDGING** – Judging is based upon display appearance, rocket appearance, workmanship, design or capabilities for flight, and number of times launched. Three launches are required to earn the 25 launch points given on the score sheets. Only actual launches count, misfires will not count towards one of the three required launches.
7. **SELF DESIGNED ROCKETS** – For self-designed rockets only, please include a digital recorded copy of one flight. In the documentation please include a description of stability testing before the rocket was flown.
8. **LEVELS** – 4-H rocket project levels are not intended to correspond to the National Association of Rocketry model rocket difficulty ratings or levels. Exhibitors may only enter exhibits at one level of competition.
9. **TOP EXHIBIT** – A top exhibit will be selected from those exhibits receiving purple ribbons in the aerospace division.
10. **MANUALS** – Printed materials are available from the Johnson County Extension Office for all currently enrolled 4-H members in Johnson County.

DEPARTMENT H		DIVISION 850			AEROSPACE
PREMIUM	Purple \$2.50	Blue \$2.00	Red \$1.50	White \$1.00	
CLASS 901	<b>Level 1 Display</b> – Display exemplifying one of the principles learned in the Pre-Flight project.				
CLASS 1	<b>Level 2 Rocket</b> – Any skill level 2 rocket with wooden fins painted by hand or air brush.				
CLASS 2	<b>Level 2 Display</b> – Display exemplifying one to the principles learned in the <i>Lift-Off</i> project. Examples include: display of rocket parts and purpose, interview of someone in the aerospace field, or kite terminology. Display can be any size up to 28" x 22".				
CLASS 3	<b>Level 2 Rocket</b> – Any skill level 2 rocket with wooden fins painted using commercial application (example: commercial spray paint).				
CLASS 4	<b>Level 3 Rocket</b> – Any skill level 3 rocket with wooden fins painted by hand or air brush.				
CLASS 5	<b>Level 3 Display</b> – Display exemplifying one of the principles learned in the <i>Reaching New Heights</i> project. Examples include: airplane instrumentation, kite flying, or radio-controlled planes. Display can be any size up to 28" x 22".				
CLASS 6	<b>Level 3 Rocket</b> – Any skill level 3 rocket with wooden fins painted using commercial application (example: commercial spray paint).				
CLASS 7	<b>Level 4 Rocket</b> – Any skill level 4 rocket with wooden fins or any self-designed rocket.				
CLASS 8	<b>Level 4 Display</b> – Display exemplifying one of the principles learned in the <i>Pilot in Command</i> project. Examples include: flying lessons, or careers in aerospace. Display can be up to 28" x 22".				
CLASS 20	<b>Careers Interview</b> – Interview someone who is working in the field of aerospace and research that career. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Written reports should be three to five pages, double-spaced, 12-point font, and 1" margins. Multimedia reports should be between three and five minutes in length.				

## COMPUTERS

### COMPUTER RULES

1. **GENERAL RULES** – See GENERAL RULES – SCIENCE, ENGINEERING & TECHNOLOGY
2. **TOP EXHIBIT** – A top exhibit will be selected from those exhibits receiving purple ribbons in the computer division.
3. **MANUALS** – Printed materials are available from the Johnson County Extension Office for all currently enrolled 4-H members in Johnson County.

DEPARTMENT H		DIVISION 860			COMPUTERS
PREMIUM	Purple \$2.50	Blue \$2.00	Red \$1.50	White \$1.00	
<b>COMPUTER MYSTERIES UNIT 1</b>					
CLASS 901	<b>Computer Hardware Poster</b> – Should exemplify something learned about computer hardware in Computer Mysteries Unit 1. Poster can be any size up to 28" x 22".				
CLASS 902	<b>Computer Software Poster</b> – Should exemplify something learned about computer software in Computer Mysteries Unit 1. Poster can be any size up to 28" x 22".				
<b>COMPUTER MYSTERIES UNIT 2</b>					
CLASS 1	<b>Computer Application Demonstration</b> – 4-H exhibitor demonstrates how to accomplish a test using a computer application software such as a spreadsheet, database, publishing, graphic design, accounting or precision farming program. The exhibit consists of a notebook (8.5" x 11") which should include: 1. A cover page; 2. Detailed report describing: a. the task to be completed, b. the computer application software needed to complete the task, c. specific features of the computer application software necessary for completing the task, and d. other tasks that can be accomplished using the computer application software; 3. Print out of your project. (Examples: design a logo for your school; enhance a digital image for a newspaper story; manage a checking account; create a poster to publicize an event; or to design scrapbook pages, or other).				
CLASS 2	<b>Produce a Computer Slideshow Presentation</b> – Using presentation software like Microsoft PowerPoint. The 4-H exhibitor develops a slideshow about a topic related to youth. The slideshow should include a minimum of 10 slides and no more than 25. Incorporate appropriate slide layouts, graphics, and animations. Each slide should include notes for a presenter. The exhibit includes a copy of the presentation saved to a CD-ROM along with a printout of the notes pages in a clear plastic cover. Slide presentation should relate to one topic.				
<b>COMPUTER MYSTERIES UNIT 3</b>					
CLASS 4	<b>Produce an Audio/Video Computer Presentation</b> – Using presentation software a 4-H exhibitor designs a multimedia computer presentation on one topic related to youth. The presentation should be at least two minutes in length and no more than five minutes in length, appropriate graphics, sound and either a video clip, animation or voice over and/or original video clip. The presentation must be able to be played and viewed on a PC using Windows Media Player, Real Player, iTunes, or QuickTime.				
CLASS 5	<b>How to STEM (Science, Technology, Engineering and Math) Presentation</b> – Youth design a fully automated two to five minute 4-H "how to" video. Submissions should incorporate a picture or video of the 4-H member, as well as their name (first name only), age (as of January 1 <sup>st</sup> of the current year), years in 4-H, and their personal interests or hobbies. Videos should be designed for web viewing. Any of the following formats will be accepted: .mpeg, .rm, .wmv, .mp4, .ov, .ppt, or .avi.				
CLASS 6	<b>Create a Web Site/Blog or App</b> – Design a simple web site/blog or app for providing information about a topic related to youth using either software programs such as an HTML editor like Microsoft's FrontPage or Macromedia's Dreamweaver, and image editor like IrfanView or GIMP OR online using a WIKI such as Google Sites. If the web site, blog, or app isn't live include all files comprising the web site on a CD-ROM in a plastic case along with the explanation of why the site was created. If developed using a WIKI or other online tool include a link to the website in the explanation of why the site was created.				
CLASS 7	<b>3D Printing Unique Item</b> – 3D printing uses plastic or other materials to build a three-dimensional object from a digital design. Youth may use original designs or someone else's they have re-designed in a unique way. Exhibits will be judged based on the complexity of the design and shape. 3D UNIQUE OBJECT: 3D objects printed for their own sake. May be an art design, tool, or other object. 3D printing will include a notebook with the following: Software used to create 3D design; Design or, if using a re-design, the original design and the youth's design with changes; and Orientation on how the object was printed.				

- CLASS 8**      **3D Printing Prototypes** - 3D printing uses plastic or other materials to build a three-dimensional object from a digital design. Youth may use original designs or someone else's they have re-designed in a unique way. Exhibits will be judged based on the complexity of the design and shape. 3D objects printed as part of the design process for robot or other engineering project or cookie cutter, be creative. Must include statement of what design question the prototype was supposed to answer and what was learned from the prototype. 3D printing will include a notebook with the following: Software used to create 3D design; Design or, if using a re-design, the original design and the youth's design with changes; and Orientation on how the object was printed.
- CLASS 901**      **Careers Interview** – Interview someone who is working in the field of computers and research that career. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Written reports should be three to five pages, double-spaced, 12-point font, and 1" margins. Multimedia reports should be between three to five minutes in length.

## ELECTRICITY

### ELECTRICITY RULES

1. **GENERAL RULES** – See GENERAL RULES – SCIENCE, ENGINEERING & TECHNOLOGY
2. **TOP EXHIBITS** - A top exhibit will be selected from those exhibits receiving purple ribbons in the electricity division.
3. **MANUALS** – Printed materials are available from the Johnson County Extension Office for all currently enrolled 4-H members in Johnson County.

DEPARTMENT H PREMIUM	Purple \$2.50	DIVISION 870 Blue \$2.00	Red \$1.50	ELECTRICITY White \$1.00
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### Electricity – Magic of Electricity – Unit 1

- CLASS 901**      **Bright Lights** – Create your own flashlight using items found from around your house. Flashlights should be made out of items that could be recycled or reused. No kits allowed.
- CLASS 902**      **Control the Flow** – Make a switch. Use the following items: D cell battery, battery holder, insulated wire, 2 or 2.5 volt light bulb, bulb holder, paper clip, cardboard, and two brass paper fasteners to create a circuit you can open and close.
- CLASS 903**      **Conducting Things** – Make a circuit with a switch and a light bulb that can be used to test different household items for their ability to act as an insulator or conductor. You must find five items that are conductors and five items that are insulators. Create a table that illustrates your results.
- CLASS 904**      **Is There a Fork in the Road** – Using the following items to construct one parallel and one series circuit. Items: D cell battery, battery holder, insulated wire, bulb holder, and a 1.2 or 1.5 volt light bulb.
- CLASS 905**      **Electrical Poster** – Poster should exemplify one of the lessons learned in the *Magic of Electricity* project. Posters can be any size up to 28" x 22".

### Electricity – Investigating Electricity – Unit 2

- CLASS 906**      **Case of the Switching Circuit** – Use the following items: two D cell batteries, two battery holders, light bulb, bulb holder, a 3" x 6" piece of cardboard, six brass paper fasteners, and approximately 2 feet of 24 gauge insulated wire to build a three way switch. Write a short essay or create a poster that illustrates how three-way switches function.
- CLASS 907**      **Rocket Launcher** – Construct a rocket launcher out of the following materials: a plastic pencil box that is at least 4" x 8", single pole switch, normal open push button switch, 40 feet of 18 or 22 gauge stranded wire, 4 alligator clips, 2" x 6" board (6" long), 1/8" diameter metal rod, rosin core solder, soldering iron or gun, wire stripper, small crescent wrench, pliers small Phillips and straight blade screwdrivers, drill 1/8" and 1/4" drill bits, rocket engine igniters, additional drill bits matched to holes for two switches. You may successfully build a rocket launcher and light two rocket igniters with your launcher. You DO NOT have to actually fire a rocket off of the launcher. Create a poster using photographs to show the step-by-step process you used to build your launcher.
- CLASS 908**      **Stop the Crime** – Build an alarm using the following materials: on-off push button switch, mercury switch, buzzer-vibrating or piezoelectric, 9 volt battery, 9 volt battery holder, 4" x 4" x 1/8" Plexiglas board to mount circuit on, rosin core solder, soldering iron or gun, 2 feet of 22 gauge wire, wire strippers, hot glue sticks, hot glue gun, and plastic box with lid to mount your alarm circuit on. Create a poster using photographs to show the step-by-step process you used to build your alarm.
- CLASS 909**      **Electrical Poster** – Poster should exemplify one of the lessons learned in the *Investigating Electricity* project. Posters can be any size up to 28" x 22".

### Electricity – Wired for Power – Unit 3

- CLASS 1**      **Electrical Tool/Supply Kit** – Create an electrical supply kit to be used for basic electrical repair around the house. Include a brief description of each item and its use. Container should be appropriate to hold items.
- CLASS 2**      **Lighting Comparison** – Display studying the efficiency of various lighting (incandescent, fluorescent, halogen, Light Emitting Diodes (LED), etc.) Exhibit could be a poster display or actual item.
- CLASS 3**      **Electrical Display/Item** – Show an application of one of the concepts learned in the *Wired for Power* project. Examples include: re-wiring or building a lamp, re-wiring or making a heavy-duty extension cord or developing an electrical diagram of a house. Exhibit could be a poster display or an actual item.
- CLASS 4**      **Poster** – Poster should exemplify one of the lessons learned in the *Wired for Power* project. Posters can be any size up to 28" x 22".

### Electricity – Entering Electronics – Unit 4

- CLASS 5**      **Electrical/Electronic Part Identification** – Display different parts used for electrical/electronic work. Exhibit should show the part (either picture or actual item) and give a brief description, including symbol of each part and its function. Display should include a minimum of 10 different parts.
- CLASS 6**      **Electronic Display** – Show an application of one of the concepts learned in the *Entering Electronics* project. Examples include: components of an electronics device (refer to page 35 of the project manual).
- CLASS 7**      **Electronic Project** – Exhibit an electronic item designed by the 4-H exhibitor or from a manufactured kit that shows the electronic expertise of the 4-Her. Examples include: a radio, computer, or a volt meter.
- CLASS 8**      **Poster** – Poster should exemplify one of the lessons learned in the *Entering Electronics* project. Posters can be any size up to 28" x 22".
- CLASS 10**      **Careers Interview** – Interview someone who is working in the field of electricity and research that career. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Written reports should be three to five pages, double-spaced, 12-point font, and 1" margins. Multimedia reports should be between three and five minutes in length.

## LEGO BUILDING

### LEGO BUILDING RULES

1. **GENERAL RULES** – See GENERAL RULES – SCIENCE, ENGINEERING & TECHNOLOGY
2. **LABELING** – Each exhibit must have name and age attached.
3. **EXHIBITS** – The exhibits in Lego Building are educational exhibits.