

## DEPARTMENT – BUILDING EXHIBITS

### SECTION - 4-H SHOOTING SPORTS

(Must be enrolled in any Shooting Sports Discipline)

#### SPECIAL RULES

1. Read General Rules. Violation of any of the following rules may result in disqualification. All decisions will be made by a county agent and their decision is final.
2. No more than one entry per class.
3. Exhibits in this division are open to educational displays, promotional posters or experimental displays. Follow copyright laws as explained in the General Rules as you are preparing your exhibit. Take care to select durable materials to withstand Fair conditions.
4. Name, county or district, age and year in project should be on the front of the poster, display or notebook.
5. No project manuals or records should be entered.
6. EXHIBITORS MUST COMPLY WITH STATE AND FEDERAL LAWS, KANSAS STATE FAIR and LVCO FAIR MANAGEMENT POLICIES. No “live” ammunition containing propellant or explosive powders may be used in any display! An inert substitution must be used in lieu of powder and “live” ammunition. The substitution must be clearly described on the back of the poster, display or in a notebook. Please remember that neither the Kansas State Fair, LVCO Fair nor the department of 4-H Youth Development, Kansas State University Research and Extension are liable for the loss or damage of any personal property included as part of your poster, display or notebook.
7. No use of electricity is allowed.

**Educational Display:** must be the standard tri-fold board ONLY, must not exceed standard tri-fold: 3'x4' unless there is a topper that sits on top of the board and does not take up additional table space; no additional table space available for promotional brochures or display items; content not to exceed display board borders. Failure to follow size limitations will penalize entry one ribbon color. Must be designed and constructed by the 4-H'er, must tell about what the member has done in the 4-H project

Educational Displays will be judged on the following points:

Stopping Power	15
Interest, Holding Power	15
4-H Project application	15
Mechanical Power	5
Personal Growth	25
Educational Value	25
Total	100

**Promotional Posters:** must be flat and no larger than 22"x30"; content not to exceed display board borders; Failure to follow size limitations will penalize entry one ribbon color. Must relate to something learned in project.

Posters will be judged on the following points:

Stopping Power	30
Interest, Holding Power	30
4-H Project Application	25
Mechanical Power	15
Total	100

**Notebooks** – no larger than 8 ½ x 11, 3-ring binder. Contents pertain to some phase, results, story or information about 4-H Shooting Sports.

**Experiential Classes** - Shooting Aid or Accessory - Any item the 4-Her makes which helps the shooter/hunter better perform their sport, examples: rifle sling, kneeling roll, arm guard, shotgun vest, target boxes, shooting stick, etc. Include your design, or plans you adapted, what the item is and used for.

Storage Case - Any item the 4-Her makes with the purpose to safely hold a firearm, bow, ammunition, and/or arrows. Examples: soft sided shotgun case, quivers, firearm safe, include your design, or plans you adapted. Explain how the storage case is used.

Practice Game or Activity - Invent or adapt an activity to practice or teach a project skill.

Include pictures of youth playing the game, testimonials of 4-H members who played the game, what skill is being worked on, and directions for the game. Explain how you came up with the game or adapted it to fit the needs of your group members.

- CLASSES - 6200: Educational Display**
- 6201: Promotional Poster**
- 6202: Notebook**
- 6203: Shooting Aid or Accessory**
- 6204: Storage Case**
- 6205: Practice Game or Activity**