Sheboygan County





4-H Enrollment Guide 2023-2024

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4-H IS A MOVEMENT

4-H empowers young people with the skills to lead for a lifetime. It is a research-based experience that includes youth and adult partnerships, hands-on learning, and meaningful leadership opportunities.

The Wisconsin 4-H program is committed to providing youth development opportunities and promoting positive change for all young people in Wisconsin. The 4-H Movement defines the values of the Wisconsin 4-H program and helps bring together its mission and vision. In Wisconsin 4-H we value:

- **Being Yourself:** Find and share your authentic sparks and interests;
- **Belonging Together:** Recognize, understand, respect, and appreciate each other;
- **Building Connections:** Grow positive relationships with peers and adults;
- **Back to Your Community:** Make meaningful contributions through community service and leadership.



Today, Wisconsin 4-H is calling on members, volunteers, and communities to display their #wi4hmovement values as they work together to *Make the Best, Better*. How do you live out the Wisconsin 4-H Movement? 4-H is open to all youth grades kindergarten (5K) through one year past high school. Learn more about the 4-H program and Join Today! Check out all the great 4-H projects offered in Sheboygan County as you explore this year's 4-H Project Enrollment Guide.

Sarah Tarjeson

4-H Youth Development Educator sarah.tarjeson@wisc.edu 920-459-5915

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IMPORTANT 4-H TERMS

Achievement – Achievement in 4-H means a member completes all the membership requirements of their 4-H club for the year.

4-H Camp Riversite – 4-H Camp Riversite is a 60-acre 4-H camp owned and maintained by the Sheboygan County 4-H Leaders Association. The camp features a $\frac{3}{4}$ mile self-guided trail, a weatherized cabin, a picnic shelter, a lighted baseball area, and playground equipment.

Clover Award – An optional five-level county award program.

Cloverbud – Sheboygan County 4-H Cloverbud membership is open to youth in Kindergarten (5K), first and second grade in 4-H clubs offering Cloverbud membership.

Cloverleaf Crier – The monthly Sheboygan County 4-H newsletter distributed to every 4-H family. The <u>Cloverleaf Crier</u> gives information about county level 4-H meetings and activities offered to 4-H members, leaders, and parents.

Club Rules/Bylaws – Most 4-H clubs have a set of written rules for the operation of the club. Each member should become familiar with the club's rules early in the year.

4-H Enrollment – An online process each member completes at the beginning of the 4-H year to join a 4-H club. The individual 4-H projects the member selects for the year are chosen at this time.

Exploring Project – An individual 4-H project recommended as a beginning 4-H project. The 4-H member can "explore" other 4-H projects and activities during the year to learn more about 4-H.

Fair Booklet – The online booklet which lists the Sheboygan County Fair entry classes and rules for entry. A new booklet is available online at shebcofair.com and is published annually.

4-H Membership – Young people in Kindergarten through one year after high school are eligible to join 4-H. Some events require grade limits.

4-H Year – A new 4-H program year starts on October 1st and ends on September 30^{th} the following year. Individual 4-H club's year may vary slightly. The 4-H fiscal year is July 1 – June 30.

Graduation from 4-H – Graduating from 4-H signifies that a member has successfully completed their career as a 4-H member. Most 4-Hers graduate following their High School graduation. Optional graduation can extend one year beyond high school graduation.

Record Books – The record book is a complete record of the member's activities for the current 4-H year. All 4-H activities should be entered in the Record Book. Each member will hand in their record book to their club's general leader(s) at the end of the year according to the club's policy.

Extension– University of Wisconsin-Madison Division of Extension. This abbreviation is often used in announcing meetings that take place at the Extension Office, 5 University Drive, Sheboygan, WI. 4-H is the youth education program of University of Wisconsin-Madison Division of Extension.

Project Literature – 4-H Member and Leader Guides, written by University Specialists, serve as suggestion for areas of study in 4-H projects. Available for purchase at shop4-h.org or learningstore.uwex.edu.

GETTING STARTED IN 4-H

Where do I start?

- **Select a 4-H club to join!** Take a look at the **4-H Club Meeting & Locations** in this Enrollment Guide!
- **Call the club's contact person** and find out a little more about the club and its members. Most 4-H members join in the fall, but new members can be accepted at any time!
- **Check out the projects** available in Sheboygan County 4-H. This **Enrollment Guide** will help you select your projects, get ready to discover and learn through 4-H!
- **Enroll Online!** Check out how to make a profile and enroll in 4-H Online 2.0 using this guide.

What is a 4-H Project?

A 4-H project is an area that you want to learn more about during the year. There are projects on just about any topic you would like to study and explore, from art to woodworking, from computers to rabbits, from clothing to small engines.

How do I select a Project?

Projects are just one tool that the 4-H Youth Development Program uses to teach the communities of youth across America citizenship, leadership and life skills!

- 1. Make a list of the things you like to do or learn more about. Talk over your list with your parents, leaders and friends. They may recognize some special things you are good at that you don't realize you do well.
- 2. Compare your list with the projects described in this guide. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.
- 3. As you decide which projects to enroll in, take into consideration who will help you learn and grow in your project. Does your club have a leader? Are there county-wide leaders and project meetings? Does your grandma or grandpa want to help you? Are you going to self-explore and learn? If you need help finding a leader, please contact the Extension office and we will provide you with a list of possible leaders for the project/s that interest you!
- 4. 4HOnline profile! Starting in the beginning of September, you will be able to enroll online at **v2.4honline.com**. NEW FAMILIES will need to set up an online profile. Simply follow the steps provided on the main page or refer to the pages in this guide to help you. Returning families will need to use same email and password as last year. You can log on to edit your contact information and project selections at any time through March 1st for animal projects and shooting sports or May 1st for all other projects.
- 5. If you have been involved in the project for some time you may want to consider enrolling as a youth leader in that project. If you'd like to exhibit as a youth leader at the Sheboygan County Fair, be sure to also enroll in the Youth Leadership Project.
- *If this is your first year in 4-H, concentrate on doing only, two, or three projects well. Usually you can spend more than one year in a project unit because there are enough ideas there to span two or three years.
- 6. Please note Some Projects require enrollment in the 'Self-Determined' project in addition to the specified project in order to exhibit at the Sheboygan County Fair. Please use this guide to determine which projects include this requirement.

Becoming a 4-H Volunteer

If you're a 4-H adult leader you will also be able to enroll each year using 4HOnline. Simply set up a profile much like a new member and enroll as a leader under the appropriate projects or categories. If you are not a project leader you may select from the following options in the dropdown menu:

- Adult Advisor to other leaders
- Assistant Organizational (Asst General Leader)
- Board Member (Leaders Exec Board)
- Club Activity Leader
- Club Enrollment Leader

- Co-Organizational (Co-General Leader)
- Countywide Activity Leader
- Key Leader
- Organizational leader (General Leader)
- Parent Advisory Board Member

Volunteers extend the resources of Extension as they work with staff to deliver educational programs. Volunteering is a privilege. Therefore, once you have completed enrollment in 4HOnline, there are a few more steps to go through before 4-H volunteer leader status can be approved.

All adult volunteers 18 and older are required to complete the <u>Wisconsin 4-H Youth Protection program</u>, which includes each of the following four steps:

- 1) When you enrolled in 4-H Online you agreed to adhere to some important volunteer expectations. As long as you are a volunteer with Extension and the 4-H Youth Development program you will be asked to enroll and annually sign the **Extension Volunteer Behavior Expectations** or **(Spanish version here)**.
- 2) In accordance with Board of Regents and Extension policy, we are required to conduct a national criminal background check for employees and volunteers holding a "position of trust with access to vulnerable populations" upon initial enrollment and every four years. This is the second step in the volunteer application process. After enrolling in 4-H Online, you will see the following instructions:
- <u>Within 15 days of submitting your enrollment, you will receive an email from GIS</u> (General Information Services, Inc.) to request information from you to conduct a background check. Check with your county office if you have not received the email.
- GIS is the vendor chosen to do the criminal background checks for Extension employees and volunteers.
- The background checks are done on a national and state level.
- The subject line of the email should read "Action needed in connection with your current volunteer status with University of Wisconsin-Madison Division of Extension."
 - Please check your junk email folder periodically. **Be assured the GIS website is a secure, encrypted site. Please respond within 5 days to the request from GIS.** Thank you again for watching for this email, following these instructions will complete the second step to becoming a 4-H Volunteer Leader!
- 3) The third step is participation the face-to-face Volunteer in Preparation (VIP) training with one of our staff. These training opportunities are offered at least quarterly. Please check the Sheboygan County 4-H Google calendar for opportunities for this training. All trainings will be held at the offices of Extension Sheboygan County. Otherwise please connect with Extension staff and a time can be set up for you to do the VIP training with our staff one-on-one. You can learn more about what is involved in this training at https://4h.extension.wisc.edu/resources/volunteer-resources/4-h-foundations/volunteers-in-preparation/
- 4) The final step you need is to take the online Mandated Reporter Training. Mandated reporters are those persons who have been identified as being in a position, because of the work they do, to see

children who have been abused or neglected, or children who are in danger of being abused or neglected. This training is now accessed through your profile in 4-H Online. Here is a link with detailed instructions for completing the Mandated Reporter Training.

Until all of the above four steps are completed you will not be considered a 4-H volunteer leader and you will not be covered under our accident or liability insurance.

4-H Online 2.0 Family Enrollment

Whether you are a new or returning family*, this guide will help you through enrolling in Wisconsin 4-H. Please read this page for a summary of the steps needed to enroll.

If you are a new family, start with Creating a New 4-H Online Account on page 3. After you create your login account, you will be prompted to Add a New Member to the Family right away. To add additional family members, click on the Add Member button on your family member list screen.

If you are a returning family, start with Logging in to an Existing 4-H Online Account on page 2. To re-enroll any existing adult or youth member, click on the Enroll Now link for the member on your family member list screen. Instructions for re-enrolling a youth start on page 7 and instructions for adults on page 11.

* Family can be a household or a recognized outside group (classroom, partner organization, etc.).

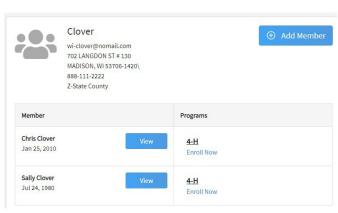
LOGGING IN TO AN EXISTING 4-H ONLINE ACCOUNT

- 1. If you have an account in 4-H Online, go to http://wi.4honline.com.
- 2. Enter your email address and password.
- 3. Click Sign-In

If you have forgotten your password, click "Reset Password?" to receive an email with a link to set a new password.

- 4. You will be at the Family Member List Screen.
- 5. To re-enroll a youth member, click on Enroll Now and skip to Youth MemberEnrollment on page 7.
- 6. To re-enroll an Adult member, click on Enroll Now and skip to Adult Enrollmenton page 11.
- 7. To add a new youth or adult member, click on the Add Member button and skipto Adding a New Member to the Family on page 5.





CREATING A NEW 4-H ONLINE ACCOUNT

- 1. Go to http://wi.4honline.com.
- 2. Click "Don't have an account?" if you have never enrolled in 4-H before using 4-H Online.

NOTE: If you had an account in 4-H Online before, start at Logging in to an Existing 4-H Online Account on page 2.



3. Select Wisconsin from the drop-down menu and then select Wisconsin 4-H Youth Development.

%4-H Online

isconsin 4-H Youth Developmen



Reset password?

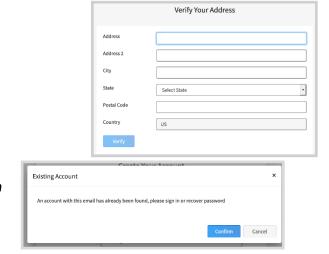
Email

Choose your county from the drop-down menu.

- 5. Complete your family's information
- 6. Click the Create Account button
- 7. Enter your family's address information.
- 8. Click the Verify button.

NOTE: The verification process may require you to select an appropriate USPS format.

If you create a new account and an existing account is found, click the Confirm button and continue to Logging in with an Existing 4-H Online Account on page 2.

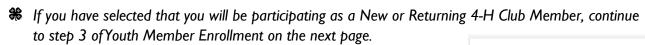


ADDING A NEW MEMBER TO THE FAMILY

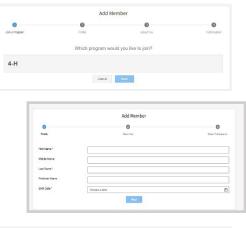
- 1. Click on 4-H.
- 2. Click the Next button.
- 3. Enter the member's information.
- 4. Click the Next button.

NOTE: fields marked with a red required are required fields and must be completed.

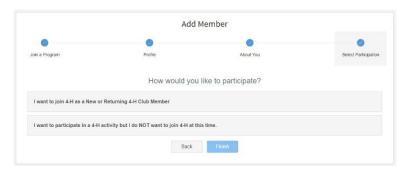
- 5. Complete the "About You",
 "Demographics", and "Emergency
 Contact" sections with the requested
 information.
- 6. Click the Next button.
- 7. Select your method of participation. If you intend to enroll in a club, select the New or Returning Member or Volunteer. If you just want to register for an event, select to participate but NOT join 4-H at this time.
- 8. Click the Finish button.



- * If you are participating as an Adult Volunteer, continue to the Adult Volunteer Enrollment.
- If you have selected that you will be participating, but not as a Club Member or Volunteer, your record is complete. You may register for events that are available to participants.
- If you would like to enroll as a Club Member or Volunteer at any time, click "Enroll Now" from the Member List and continue to Youth Member Enrollment or Adult Volunteer Enrollment







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Jan 25, 2010

Sally Clover

702 LANGDON ST # 130

MADISON WI 53706-1420\

Programs

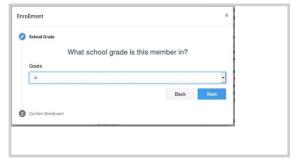
YOUTH MEMBER ENROLLMENT

If you are returning to 4-H, your member record will be listed on the family Member List. Click "Enroll Now".

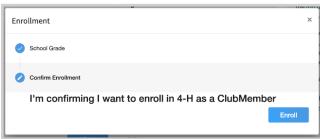
If you are a new member and your name is not yet listed, click "Add Member" and follow the steps for "Adding a New Memberto the Family" on page 5, then continue to Step I below.



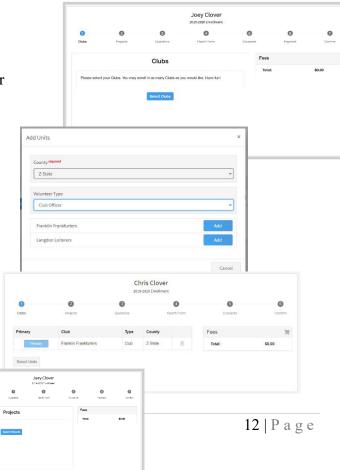
1. Select the member's Grade and click Next.



2. Select to Confirm that you would like to enroll as aClub Member



- 3. Click the Select Clubs button
- 4.
- 5. If you are a club officer, select that from the Volunteer Typebox.
- 6. Click Add next to the Club you would like to join.
- 7. Repeat steps 3-5 to add all of the Clubs in which you wouldlike to participate.
- 8. If you have enrolled in more than one club, be sure the Primary club is marked correctly. If not, click the Change to Primary button to mark a different Club as your Primary Club
- 9. Click the trash can icon to remove a club from the list.



- 10. Once all of your Clubs are added, click Next at the bottom of the screen.
- 11. Click Select Projects
- 12. Select the Club with which you want your project to be associated
- 13. Scroll until you find the Project that you will be enrolling in. Use the Project Filter to search the list
- 14. Click the Add button next to the project you wantto add to the member's enrollment
- 15. If you are a youth leader in the project, select that from the Youth Volunteer Type dropdown box.
- 16. Click the Add button.
- 17. Repeat steps 10-15 for each project in which you would like to participate.

NOTE: Some projects may have Consents that are required in order to participate. You will be prompted to enter the required signatures and accept the Consents after you click "Add".

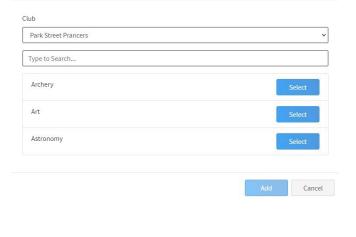


Add Projects

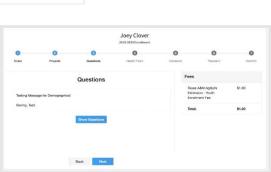
- 18. Click the trash can icon to remove anyprojects.
- 19. Click the Next button once all the member's projects have been added.
- 20. Click "Show Questions.
- 21. Complete the enrollment questions. Some of the questions will be completed for you based on whatyou entered when you created your record.

NOTE: Any questions with a red required are required.

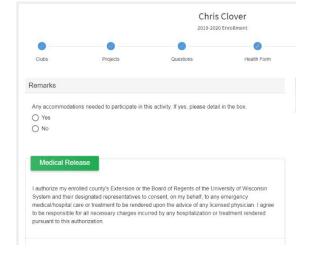
22. Click the Next button at the bottom of thescreen when you are finished.



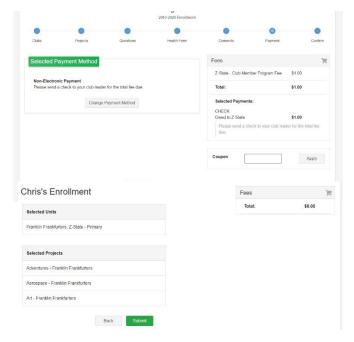
roject Consents



- 23. Click "Show Health Form".
- 24. During enrollment, you will be asked to complete the basicHealth form fields and Consents.
- 25. Click the Next button at the bottom of the screen when you are done.



- 26. Click on "Show Consents".
- 27. Complete any Consents required.
- 28. Click the Next button at the bottom of the pagewhen you are finished.
- 29. Click on Next.
- 30. Review the enrollment information.
- 31. Once you have verified that the clubs and projects are listed correctly, click the Submit button.



Congratulations, your enrollment is complete!

You will receive an email to let you know your enrollment has been submitted. You will receive another email when your County Extension office has approved your enrollment. You may view the enrollment status on the Member List.

Chris Clover
Jan 25, 2010

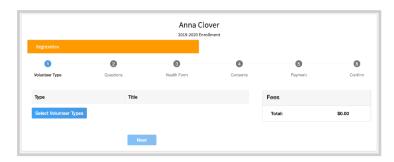
4-H
ClubMember - Awaiting Review
Enrollment Submitted

ADULT VOLUNTEER ENROLLMENT

If you are returning to 4-H, your Volunteer record will be listed on the family Member List. Click "Enroll Now" under the Program in which you would like to enroll.

If you are a new volunteer and your name is not yet listed, click "Add Member" and follow the steps for "Adding a New Member to the Family" on page 5, then continue to Step 1 below.

 Click Select Volunteer Types to indicate howyou are planning to participate in the program throughout the year.
 At least one Volunteer Type is required during the enrollment process. You may add additional Volunteer Types later, if needed.

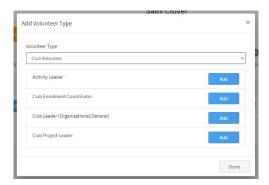


- 2. Select a Volunteer Type
 - a. Program Volunteer
 - i. Adult Advisor / Chaperone
 - ii. County Activity Leader
 - iii. County Committee Member
 - b. Club Volunteer
 - i. Club Activity Leader
 - ii. Club Enrollment Coordinator
 - iii. Club Leader
 - iv. Club Project Leader
 - c. Project Volunteer
 - i. County Project Committee
 - ii. Key Leader
 - iii. Project Leader
 - iv. Resource Leader
- 3. Click Add next to your Volunteer Type Role
 NOTE: If you are a Project Leader for a specific Club, you
 will need to select a Club Volunteer Type and a Project
 Volunteer Type
 Some Volunteer Types require additional Consent forms. If

additional Consent is required, you will be prompted to sign the Consent before the Volunteer Type will be added to your Record.

- 4. Repeat steps 1-4 for each Volunteer typethat you would like to participate as
- 5. Click the small trash can icon to remove any Volunteer Types
- 6. Click Next.
- 7. If you have selected a Club Volunteer Type, click "Select Clubs" to choose the Clubs with which you would like to Volunteer.



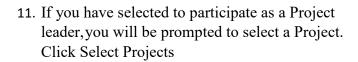






NOTE: If you did not select a Club Volunteer Type, you will not see this screen.

- 8. Select the Volunteer Role that corresponds with the Club in which you would like to participate
- 9. Click Add next to the Club
- 10. Repeat steps 8-10 for each Club in which you wouldlike to participate



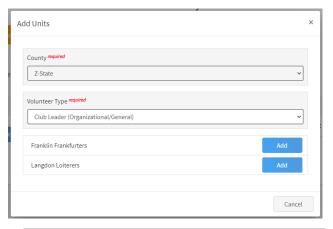
NOTE: If you did not select a Project Volunteer Type, you will not see this screen.

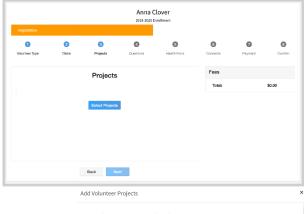
- 12. Select Club if you are a project leader for a specific Club, and select the Club.
- 13. If you are a Project Volunteer for the entire Countyassociated with your Family Profile, select County
- 14. Scroll until you find the Project that you will be workingwith. Use the Project Filter to search the list
- 15. Click Add next to the Project that you will be working with.

16. Select the Project Volunteer Type that best describes yourinvolvement and click on the Add button.

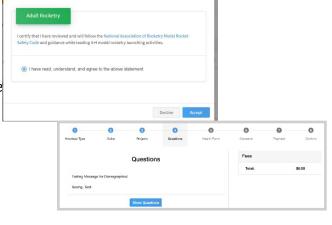
Some projects require additional Consents in order to participate. If an additional Consent is needed, you will be prompted to enter your signature and acceptance before the Project will be added to your record.

- 17. Click Show Questions
- 18. Complete the Questions section
- 19. When you are finished, click the Next button NOTE: Any questions with a red required are required
- 20. Click "Show Health Form".
- 21. During enrollment, you will be asked











- to complete the Basic Health Form fields and Consent.
- 22. Click the Next button at the bottom of thescreen when you are done.
- 23. Complete the required Consents

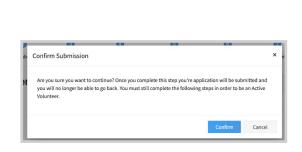
25. Click Submit

24. Click Next at the bottom of the page.



26. Additional steps (Screening and Training) are required for Adult Volunteers. Click Confirm to continue to any additional steps.

The additional steps may be completed at any time and in any order



VOLUNTEER SCREENING

Every adult volunteer is screened (criminal background check) upon initial enrollment and every four years thereafter. If you see the screening page, you need to be screened this year. Complete the screening form and associated Consent

Click Continue to Submit your screening approval.



Within a week you will receive an email from HireRight with a link to complete the screening process.

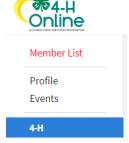
VOLUNTEER TRAINING

If you have not completed your Volunteer training, you will see a Training tab.

Click the title of the training to select a lesson.

Click on the lesson title to open the lesson and begin the training





CONTINUING AN ENROLLMENT

To continue an enrollment that has been started or to complete additional Volunteer enrollment steps, click on the Member List link in the upper left corner.

Then click the link to Continue the Enrollment or to continue a step in the Volunteer Enrollment proc



Wisconsin 4-H Youth Development Enrollment Form

UW-MADISON EXTENSION		Year in 4-H
Name of Club/Camp/Experience:		(Including this year)
Last Name:	First	Name:
	11130	
Date of Birth:// Pro	eferred E-mail:	
Mailing Address:		
City	Stato:	Zin Codo:
City	State	Zip Code:
Home Phone: ()		Cell Phone: (
Parent/Guardian Names (First and Last)	<i>:</i>	
Emergency Contact Name:		
Polotionohini		Phone Number (
Relationship.		Phone Number: ()
Gender: □ Male	☐ Female	□ Other:
Ethnicity: □ Hispanic or Latino		□ Not Hispanic or Latino
	rican Indian or Ala	
☐ Black or African American	☐ Native Ha	awaiian or Other Pacific Islander
☐ White ☐ Prefer Not to Sa	ny	

Revised 8.30.2018		
Residence: □ Farm □ Rura	al Non-Farm or Town Less than 10,000 □	Town/City 10,000 – 50,000
□Suburb of City Over 50,	000	□ City Over 50,000
Is Parent/Guardian/Sibling/Spouse a	Member of the Military? □ Yes	□ No
	If Yes, What Branch?	
Grade in School:	School Name:	
Regents the right to publish and cop	Madison Division of Extension, and the yright my image (including audio, moves, websites, and promotion of its pro	ing image, or
□ Yes	No	
I require an accommodation for a dis	ability to participate in this program:	□ Yes □ No
If Yes, Please Provide Additional Info	ormation:	

Revised 8.30.2018

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Wisconsin 4-H Youth Development Behavior Expectations

As a 4-H participant, I will:

- Be curious to learn
- Be respectful to self and others
- Work to positively resolve problems or differences
- Accept guidance from Extension volunteers and staff
- Follow program rules, curfews, dress codes, policies, and rules of the facility being used.
- Use appropriate language, exhibit good sportsmanship, and be a positive role model.
- Comply with local, state and federal laws.
- Abstain from use of alcohol, illicit drugs, and tobacco during any 4-H program, activity or educational experience.
- Fully participate in scheduled activities and orientations.
- Respect others' property and privacy rights.
- Abstain from child abuse (physical, sexual, emotional and neglect), harassment, hazing and bullying.
- Refrain from all sexual activity/contact during any 4-H program, activity or educational experience.
- Accept personal responsibility for behavior including any financial damage. ☐ Follow safety rules.

Consequences for violating any part of this Code of Conduct may include, but are not limited to:

- Removal from leadership positions held.
- Removal from participation in the event in which the Code of Conduct has been violated (at the individual's expense).
- Forfeiture or repayment of financial support for the event.
- Sanctions on participation in future 4-H events.
- Suspension of membership.
- Dismissal from 4-H.

It is the responsibility of all program participants to reinforce the code of conduct and intervene when necessary to enforce the rules.

I have shared the code of conduct with my son, daughter or ward. We have read, understand, and agree to the above.

Member Name (printed)	
Member Signature	Date
Parent (Guardian) Name (printed)	
Parent (Guardian) Signature	Date
Revised 9.4.2018	



Wisconsin 4-H Youth Development Project Selections

(Year in Project)	Project	Need Literature
		_ Yes or No
·		_ Yes or No
·		_ Yes or No
		_ Yes or No

4-H PROJECT LISTING

■Adult Project Leaders Currently Enrolled – please call the Extension office at 920-459-5903 to obtain a list of currently enrolled project leaders

* County-wide Meetings currently held- Please stay tuned to your monthly Cloverleaf Crier, your e-mail correspondence, the 4-H Google Calendar and/or contact project leaders for dates and times of meetings

Questions to ask potential 4-H project leaders:

- 1. Why do youth like this project?
- 2. Who leads this project?
- 3. How big is this project?
- 4. Are there age requirements for this project?
- 5. What is the time commitment to this project?
- 6. Do I need to have an animal to be in project?
- 7. What might I learn about in this project?
- 8. What are the costs associated with this project?
- 9. Where are project meetings held?
- 10. What is an exhibit?
- 11. What would I exhibit at the fair?

CLOVERBUDS

(Junior Fair Department 17, Class A)

The Cloverbud Project is an educational program for youth in kindergarten, first and second grade, focused on building self-confidence and creativity. It is an opportunity for youth to discover 4-H through experiences in animal sciences, communication and visual arts, home economics, mechanical sciences, environmental education, personal growth and much, much more. Youth have an opportunity to choose from fun activities such as meet my pet, create a critter, sketching skills, flag fun, puppets with pizzazz, snack attack, smart shopping, bike driving skills test, birds I have seen, trees are tremendous, my family tree, a walk in my neighborhood, make a terrarium, my cut of soil, chemistry, cake, my weather log and more.

EXPLORING

(Junior Fair Department 17, Class B)

The Exploring Project is an experience of discovery for first and second year 4-H members in grade 3 and older. Exploring members sample a wide variety of projects offered in 4-H. Projects include nature, foods, pets, sewing, arts and crafts, plus many more. The Sheboygan County 4-H Exploring Guide will help you learn more about yourself, being a 4-H member, your

community and the people in it, and your environment.

***Effective 2024 - Exhibits entered in the fair for Exploring Project Members fall under a variety of department areas; they will not longer fall under Department 17 "Exploring."

Animal Sciences

All Animal Science Projects are led by committees of volunteers who focus on providing educational opportunities for our youth members. Elections for youth and adult members are often held in fall and terms are anywhere from 1-2 years. Please consider being generous with your time, patient with your demands, and free with your gratitude to those giving of their time and talents for our young people.

DAIRY CATTLE / DAIRY MANAGERIAL

(Junior Fair Department 1)

Learn how to select, feed, manage, breed, fit, show, evaluate and market a dairy animal. Age and experience of the member will determine the nature of the project. Activities include identifying dairy breeds, keeping a cow healthy and safe, exploring the needs of dairy animals, learning about dairy organizations, attending a dairy farm tour, packaging a dairy product, exploring careers in the dairy industry, teaching others about dairy products and dealing with animal waste.

**Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

GENERAL LIVESTOCK PROJECTS

The **Beef, Sheep and Swine Projects** are often referred to as the 4-H General Livestock Project. These projects are overseen/led by a group of volunteers who serve on the 4-H General Livestock Committee with youth and adult representatives from each species. This group of dedicated volunteers focused on providing educational experiences to our youth members and is a separate entity from the Meat Animal Sale. Elections to this committee are held each year in fall.

BEEF

(Junior Fair Department 2)

Learn how to select, feed, manage, breed, fit, show, evaluate and market a beef animal. Age and experience will determine the nature of the project. Activities include identifying beef breeds, fitting and showing beef, keeping beef cattle safe and healthy,

learning about beef disease, managing and feeding beef, exploring careers related to beef, and much more. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

SWINE

(Junior Fair Department 3)

Learn how to select, feed, manage, breed, fit, show, evaluate and market hogs. Age and experience of the member will determine the nature of the project. Activities include identifying swine breeds, fitting and showing swine, keeping swine safe and healthy, learning about swine diseases, managing a swine breeding operation, exploring careers related to swine, and much more. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

SHEEP

(Junior Fair Department 4)

Learn how to select, feed, manage, breed, fit and show, evaluate, and market sheep. Age and experience of member will determine the nature of the project. Choose from many different breeds and types of sheep to show at the County



Fair! **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details. ■ *

GOATS (DAIRY-BOER-ALL)

(All Goat Related projects -Junior Fair Department 5)

Learn how to select, feed, manage, fit, show and evaluate a goat. Age and experience will determine the nature of the project. Activities include; selecting a goat, keeping a goat healthy and safe, judging goats, preparing for baby goats, selecting a goat breeding system, and building a goat glossary. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

MANAGERIAL GOAT

Learn about goats without owning one in this project. Have an opportunity to work with and care for someone else's goat. Participate in programs where you will have contact with goats. Attend and/or participate in goat shows. Learn from those who raise

goats and know lots about them. **If enrolled in Managerial Goat, you must also enroll in Dairy or Meat as well.

POULTRY

(Junior Fair Department 7)

Learn about breeds, selection, brooding, raising, and management of chickens, bantams, pigeons, ducks, geese, and turkeys. You will also discover how to train, fit and show waterfowl. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details. ■

HORSE & PONY

(All Horse & Pony Related Projects – Junior Fair Dept 6)
This project is for the regular or managerial members who are the primary care giver of a horse. The member of member's family owns the horse and/or the member has agreed to manage someone else's horse for the duration of the 4-H year. Members will learn about breeds, care, grooming, showing, training, safety, nutrition, behavior, and health. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

HORSE-LESS HORSE

This project is for the member who does not own a horse and is not the primary care giver of a horse. If enrolled, you may be paired with another member and work with their 4-H identified horse. Members learn about breeds, care, grooming, showing, training, safety, nutrition, behavior and health and are able to participate in programs where they have contact with horses. (If you think you may buy a horse during the project year you may want to enroll in both 20301 and 20306. Watch your project handbook for separate deadlines.) **Members in Horse-Less Horse must also enroll in the Horse and Pony Project.

HORSE & PONY DRILL TEAM

Equine drill team is a great way to encourage 4-H members to develop their leadership abilities and provide opportunity to develop creative and technical skills. It promotes social skills and provides the opportunity for members to practice and compete routines together as a team. It can also teach the horse or pony how to get along with other animals. It is often a "follow the leader" activity and can teach the horse or pony how to pace them self with other animals and music. There are two drill teams, and

members can choose one or both to enroll in: Western Drill Team and English Drill Team.

**Members in Horse & Pony Drill Team must also enroll in the Horse and Pony Project.

RABBITS

(Junior Fair Department 8)

Learn how to select, feed, manage, fit, show and evaluate a rabbit. Age and experience of the member will determine the nature of the project. Activities include identifying rabbit breeds, learning how to handle and show a rabbit, learning about rabbit genetics and breeding, conducting a rabbit skill-a-thon, planning rabbit housing and care, planning and making a rabbit nest box, showing rabbits, exploring careers related to rabbits and much more. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

CAVIES – (GUINEA PIGS)

(Junior Fair Department 8)

Learn how to raise, feed, and care for your guinea pig. Learn about guinea pig breeds and breed characteristics. Take your pet to a show. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

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DOGS

(Junior Fair Department 9)

Learn how to select, feed, manage, fit, show and evaluate a dog. Age and experience of the member will determine the nature of the project. Activities include dog breed identification, selecting a pet dog, evaluating and solving a dog's behavior problems, teaching your dog commands,

teaching your dog showmanship, socializing your dog, identifying reasons for neutering and spaying dogs, picking the best food for your dog, and much more. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details. ■ *

VETERINARY SCIENCE

(Junior Fair Department 10)

Learn how to recognize a normal, healthy animal from its attitude, behavior and appearance. You will learn how to take the temperature and pulse of an animal, about the causes and effects of various animal diseases, nutrition, disease prevention, environmental influences on animal health and veterinary medicine as a career.

CATS

(Junior Fair Department 13)
Learn how to select, feed, manage, fit, show and evaluate a cat. Age and experience of the member will determine the nature of the project. Activities include cat breed identification, holding and grooming a cat, training your cat, keeping a cat healthy, preparing for a new litter of kittens, caring for an elderly cat, helping other youth interested in cats, exploring careers related to cats, discussing animal welfare and rights, and much more.

**Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

Arts

(All Related Arts - Junior Fair Department 18)

*Please be sure to enroll in <u>all</u>
interested Arts Projects. Check last
year's Exhibitor page for specific
project entry categories on the Fair website.*

PHOTOGRAPHY

(All Related Photography Projects – Junior Fair Department 20)

This project will show you how to care for your camera and select the correct film, as well as helping you to develop skill in the areas of composition, lighting and special effects. As you progress with the project, you will become more able to control and adjust exposure, sharpness and shutter speeds. Finally, darkroom techniques and arrangement of finished photographs will be covered.

VIDEOGRAPHY

"Motion" pictures are what you see on TV screens. Whether your camera uses videotape or movie film, the same techniques apply. In this project learn storytelling, editing, planning, lighting, camera handling, making titles, recording sound, as well as showing and reviewing your production.

COMMUNICATION

In this new 4-H project you'll learn communication skills that will help you get along better with others, make friends and resolve conflicts. Improve your listening skills as you interview family members and older adults in your community.

CREATIVE WRITING

Explore the importance of language and creative expression. Enjoy fun ideas, tips, and special projects to stimulate your creativity and self-expression in this new 4-H project. Join a discussion group as you enrich your life-long joy of book reading.

SCRAPBOOKING

Explore the fastest growing hobby. Record your memories through photos, writing, and memorabilia. Supplies, cropping your photos, page design and much more can be explored.

*

CELEBRATE ART

This project serves as an introduction to the arts and crafts areas <u>not listed elsewhere in the guide</u>. Projects might include macramé, stain glass, wood burning, sculpture, metal enameling, candle making, tie dying as well as others. The limits of this project are the limits of your imagination. ■

LEATHER CRAFT

This project focuses on the characteristics and use of leather, use of the tools and equipment, making patterns, original designs, and leather craft techniques.

STENCILING-BLOCK PRINT-RUBBER STAMPING

Learn how to use precut stencils as well as how to design and cut stencils from different materials. You will then be able to print these designs on a variety of materials, creating your own original designs.

Learn how to use blocks as well as how to design and cut blocks from different materials. You will then be able to print these designs on a variety of materials creating your own original designs.

Learn how to use dye inks, pigment inks, markers, watercolor pencils, chalks, paints, embossing powders and more to create beautiful items for you and your home. From traditional stamping to techniques such

as brush markers, omitting, color book, puffing, masking, embossing, and more, there is something for the creative you in this project.

DRAWING & PAINTING

Topics include drawing with pencil, chalk, crayon, pen and ink as well as painting with watercolor, poster paint, oil and acrylics. You will learn about the use of blending and shading, drawing from nature and surface rubbings in drawing in addition to using the brush, colors, tints, shades, and textures in painting. Finally, designing, matting and framing pictures will be covered.

CERAMICS

In this project, you will learn how to choose preformed greenware or sculpt an original design. In addition, you will learn about painting a ceramic project, applying a decal and firing.

CREATIVE STITCHERY

Work from a pattern or create your own original design in this project. Learn techniques of embroidery, crewel or cross stitch as well as how to choose fabric, thread and other materials.

BLACKSMITHING

This is a basic introduction to Artisan Blacksmithing and metal work. There is a 7th grade minimum age limit for youth this project working with Sheboygan County 4-H Leaders. Focus is on education and creating a fair project during a one day working session. Youth will be exposed to hot forging, cold forming and copper work. Parent supervision and project documentation are mandatory. Welding will be allowed only after completion of an approved welding course. ** Unless working independently, Mandatory county wide meeting attendance is required in order to exhibit at the fair. See project handbook for details. **

THEATER ARTS (DRAMA)

Includes Clowning, Puppetry and Juggling
Learn about theatre techniques, acting, makeup,
costumes, sets, writing a script, planning a theater
game, story dramatization and group improvisation.
Attend or participate in the county festival.

 Discover the history of clowning while you develop your own clown character, complete with makeup and costume. Study some of the most famous clown acts appearing in circuses today. Create some clown props such as slapsticks, toys and musical instruments.

- create a puppet stage, make puppets from socks, boxes, paper bags and other common objects, manipulate a puppet to show action, and write your own puppetry script.
- Discover the basics of keeping 3 or more objects in the air at the same time. Attend or participate in several countywide juggling workshops.

MUSIC

In this project members can explore their love of music. Using their instrumental or vocal abilities alone or in a group, learn about a musical production and compose your own music. Attend or participate in a music festival.

PAPER ART/ORIGAMI

Explore the ancient Asian art form of paper folding called origami. Get creative and see what you can make! ■

Child Development (Junior Fair Department 29)

In this project members will learn about themselves and younger children. They will develop and practice baby-sitting skills, try fun activities that can be used for babysitting, and improve the quality of care members give to younger children. Participate in a baby-sitter training course, or help younger members in your club; explore how and why children develop the way they do.

Clothing/Sewing

(Junior Fair Department 27)

In this project you will learn basic clothing construction and sewing techniques. As you progress you will enhance your sewing skills beyond the basics and begin to select construction techniques you would like to learn and projects you would like to make.

Kniffing & Crochefing

(Junior Fair Department 26)

Discover what to consider when buying yarn, crochet thread, and crochet equipment. Learn crocheting, finishing techniques and how to care for crocheted items. ■

Find out what to consider when buying yarn and knitting equipment. Learn knitting and finishing techniques, as well as how to correct errors and care for your knitted items. ■

Foods & Nutrition

(All Foods and Nutrition related Projects-Junior Fair Department 25)

CAKE DECORATING

Learn how to choose and use cake-decorating tools, make frosting, apply decorating techniques, work from a pattern or make your own design.

FOODS & NUTRITION

There are many, many things one can learn and do in this project. Youth can learn what's good to eat and how to fix foods, such as, pizza pockets, microwave stuffed potatoes, muffins, and pancakes. Members learn how to store your food safely and decode food labels. Youth can make vegetable salads, main dishes, and yogurt. Learn to change recipes and freeze leftovers. Learn to evaluate nutrition information and

fad diets. Make low fat dips, breadsticks and natural food additives. Learn to dry fruit, compare homemade foods to box mixes and develop a snack product.



Advanced members in this project explore making bean burritos, jelly, jerky and peanut butter. Cook fish and marinate meat. Conduct a food activity with young children, plan menus with various budgets, compare costs of eating out, plan and cater a party, or plan an international food "festival." ■

FOOD PRESERVATION

This project focuses on making jam, freezing, canning, pickling, and dying foods. Learn how to preserve food safely and about proper storage requirements.

Home Environment

(Junior Fair Department 28)

This project begins with an introduction to color, texture and wood finishing and works up to elements of design called line, shape and space. Make simple accessories and study furniture finished while learning to make every project more attractive. Explore ways to hang accessories on the wall in creative ways and learn when and how to clean or restore furniture.

Mechanical Sciences

(All Mechanical Sciences-Junior Fair Department 24)

MODEL ROCKETRY

In this project you will learn about the history of rocketry, understand the basic parts of a model rocket, make and fly your own rocket, and learn about model rocket safety.



RADIO CONTROLLED AIRPLANES

This project teaches you the basics of radio-controlled airplanes. It describes the workings of the plane, engine and radio. ■

COMPUTERS

This project is designed for beginners with little or no experience who have access to a computer through the skilled Computer User. Members can find out how computers are used today, identify parts of a computer, how to clean a computer, evaluate software, produce computer-generated documents, learn about on-line safety, and more. Members may use the computer and Internet for research, take apart an old computer to understand how it works, use a database to organize and process information, talk in a chat room, use desktop publishing to create and print a publication and more. Finally skilled members may build your own computer system, use a spreadsheet to make graphs and charts, design a web site, design a multimedia presentation and more.

GEOSPATIAL

Exploring Spaces, Going Places explores the world of geospatial science and goes where no 4-H project has ever gone before! They are valuable resources to anyone interested in geospatial technology, geographic education, Geographic Information Systems (GIS) and Global Positioning Systems (GPS).

AEROSPACE (MODEL AIRPLANES)

Learn about the parts of a plane and tools for model building, as well as how to build, test and fly models.

BICYCLE

Learn how to identify the parts of a bicycle, follow bicycle rules, handle emergencies and hazards, determine your reaction time and ride safely.



LEGOS

Using Lego building blocks, members will learn expand their creativity and building skills. Members can work independently or as part of a team. K-nex, Lincoln Logs, and Tinker Toys are also some materials that can be used in this project. ■

ROBOTICS

Bricks, blocks and gears are just the beginning of building a robot. Beginning members learn what a robot is, how to build one and how to program the robot to use sensors to interact with its environment.

More advanced project levels require learning new systems and exploration in both programming and mechanics. Youth will advance their programming techniques, use subroutines and variables to achieve more precise movements of their robots and build their own custom functions. Youth practice and develop creative thinking, decision making and leadership skills.

SMALL ENGINES

This project covers small engine parts; principles of operation, carburetion, care and maintenance; trouble shooting; preparing an engine for storage; and small engine safety.

SCALE MODEL

Learn how to assemble and create scale models of trains, trucks, cars, ships, motorcycles, submarines and tanks. This project describes how to obtain the materials you need, paint your model, display your model and how to judge it.

AGRICULTURAL DISPLAY

Members in this project learn about the most effective

layout, design, and strategy for various farm strategies. Using techniques in scale modeling, agriculture planning, equipment and animal safety the member will design and display a model demonstrating their desired scene.

Electricity

(Junior Fair Department 23)

In this project members will learn the fundamentals of electricity and explore the relationship between magnetism and electricity. Learn about current and voltage, conductors and circuits while you build a magnet, buzzer or electric motor. Study home electrical systems and how to use them safely. Build your own electrical mechanisms for use. This project also teaches you how basic electronic components "process" electrons to form basic electronic circuits. It describes the workings of radio, TV, other communication devices, computers, phototubes and radar. You can build several types of simple radios, microphones and other basic electronic equipment from scratch.

Woodworking

(Junior Fair Department 22)

Learn how to trace patterns, measure, mark, cut, nail, glue, sand, and finish while making projects from wood. Use power tools, identify wood types and make your own patterns. ■

Natural Sciences

(All Related Projects Junior Fair Department 16)

EXPLORING YOUR ENVIRONMENT

Select your own "Nature Space" and conduct an inventory of its environmental and ecological features. Explore habitats, populations and relationships through a variety of hands-on activities. Discover the concepts common to most nature projects. ■ *

BIRDS

Learn about the birds in your area, how to identify birds, how birds live in their environment and in the world of humans, their territorial behavior, migration patterns, building bird feeders and houses, banding birds, endangered species and game management.

FISHING

Learn how to identify fish, select fishing sites, ice fish, prepare fish for the table, mount fish, and fish safely. You will also learn rules and regulations for fishing, selection and care of fishing equipment, using natural and artificial lures, keeping a fishing journal and how to read lake maps.

ENTOMOLOGY (INSECTS)

Learn how to identify insects, why insects have different colors, shapes, sizes, mouthparts and legs, how to collect insects, what insects need to live, control of insect pests and about entomology-related careers.

HUNTING

This project is an introduction to the history, philosophy and laws of hunting. Members can explore more about hunting to plan and prepare for a safe hunt.

WILDFLOWERS

Learn how to identify wildflowers, where they grow, their life cycles, what they eat, and who eats them. Discover how humans affect wildflowers and how they change our lives. Plant collecting, labeling and mounting are included in this project.

CAMPING/BACKPACKING

Learn how to camp safely in all weather conditions, investigate camping equipment and clothing, build a campfire, cook a meal outside, tie knots, practice first-aid, use a map and compass, and more.

Discover backpacking opportunities, learn how to backpack safely in all weather conditions, investigate backpacking equipment and clothing, develop wilderness manners, improve your observation skills, cook a meal on a backpacking stove, help develop and maintain a hiking trail, and more.

Shooting Sports

(All related projects entered under Natural Sciences
Junior Fair Department 16)

The **Sheboygan County Shooting Sports Projects** are led by a dedicated group on volunteers who are

certified for safety and content specialties. This project area requires ample adult support and volunteer setup, supervision and planning. Please consider supporting this project, being patient with those who give of their time and extending gratitude generously to those who so volunteer.

ARCHERY

This project covers the fundamentals of archery marksmanship and safety; making archery equipment, shooting form, shooting with sights and



compound bows, and target games. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details.

AIR PISTOL/RIFLE

This project covers the fundamentals of air pistol/rifle marksmanship and safety. **Mandatory county wide meeting attendance required in order to exhibit at the fair. See project handbook for details. ■ *

Plant & Soil Sciences

(Junior Fair Department 14)

CORN

One of the tallest members of the grass family, corn is a valuable crop and interesting to grow. Learn about variety selection, germination, planting, nutrients, harvesting and storage. Members can explore the many uses and marketing strategies for corn.

FORAGE

Alfalfa is the most important forage crop in Wisconsin. In this project, you will learn how to establish and manage a forage crop. You will also learn how to scout your fields for insects, weeds, diseases and nutrition shortages and take a forge sample.

SMALL GRAINS

Learn about other members of the grass family such as wheat, oats, barley, and rye. Explore growing conditions, nutrients, integrated pest management, production costs and marketing strategies. ■

VEGETABLES

In this project members will explore basic gardening practices, getting to know soil, planning, preparing, planting, and caring for your garden. Explore harvesting and marketing methods. Study how to raise vegetables organically.

Flowers & Houseplants

(Junior Fair Department 15)

HOUSE PLANTS

In this project you will grow foliage and flowering plants, propagate them from leaf and stem cuttings, fertilize and water plants and recognize and control insects and disease. You will grow indoor plants from bulbs and construct a dish garden or terrarium.

PLANT CRAFTS

This project covers harvesting, drying, and using plant materials to make dry arrangements, collages, potpourri, Tussie-Mussies and other plant crafts.

FLOWERS

In this project you will grow annual and perennial flowers, start annuals indoors and make bouquets and flower arrangements. •

Self-Determined & Youth Leadership

(Junior Fair Department 33)

SELF-DETERMINED

A self-determined project gives you the freedom to create your own project or expand on a traditional project. You will select your project, outline a plan, identify resources, carry out, and evaluate your plan. What do you want to do in this project?

YOUTH LEADERSHIP

This project will allow members the opportunity to really think about and explore different leadership skills that will be needed throughout life. Members should explore their skills by chairing committees, leading activities, helping adult leaders plan and lead project meetings and planning events they would like.

HISTORY & HERITAGE

In this project members can research their ancestors and discover their heritage. Where they came from, how far back they can trace their roots, whether or not they are related to someone famous? This project provides a great opportunity for youth to investigate and research their family tree.

CITIZENSHIP

Improve the world around you through Public Adventures, the 4-H Citizenship project. Discover public issues that are important to you and others. Plan a project that will create, change, or improve something that is valuable to many people. Then do it! This is what being an active citizen in a democracy is all about!

Sheboygan County 4-H Clubs and Contact Info

4-H CLUB	DAY	TIME	LOCATION	CONTACT PERSON/PHONE/EMAIL	
HOWARDS GROVE	HOWARDS GROVE AREA 4-H CLUBS				
Herman Cheerios	1st Monday	7:15 p.m.	Howards Grove Middle School	Becky Gartman 920-946-1966 Cowdog888.bg@gmail.com	
Mosel Farm & Home	2nd Monday	6:30 p.m.	Haven Fire Station / Mosel Town Hall	Rebecca Hoyt 608-213-5948 <u>rchoyt98@gmail.com</u> Bryan Olson 920-980-3995	
OOSTBURG & CED	AR GROVE AREA	4-H CLUBS			
4-H Rangers	1st Monday	6:30 p.m.	Oostburg Library	Kelly Kleiber 920- 564-6567 4h.rangers.club@gmail.com	
Hingham Handy Helpers	2nd Monday	6:45 p.m.	Hingham Hall	Cindy VanderWeele 920-946-7915 <u>Vande c5@bertramwireless.com</u> <u>Gina Shefsky 920-564-6486</u> <u>simplyschefsky@yahoo.com</u>	
Lakeview Badgers	2nd Monday	6:30 p.m.	First Evangelical Presbyterian Church, Cedar Grove	Julie Teunissen 920-377-7410 jteunissen5@hotmail.com Jill Huenink 920-627-6924 jahuenink@uwalumni.com	
Trailblazers	2nd Monday	6:30 p.m.	Oostburg State Bank	Lisa Caswell 920-889-7251 K9aristotle@gmail.com	
PLYMOUTH AREA	4-H CLUBS	•			
Clover Crusaders	2nd Tuesday	6:30 p.m.	Plymouth Fire Department, lower meeting room (No October meeting)	Tracy Boldt 920-838-1607 jtboldt5@gmail.com Laura Arbuckle 920-838-5881 arbucklefamily@hotmail.com	
Johnsonville Hustlers	1st Monday	7:00 p.m.	Laack's Hall, Johnsonville	Katrina Steinke 920-946-3234 stienketrina@gmail.com Heather Zimbal 920-918-3783 Heather.zimbal@kohler.com Stefanie Trakel 920-980-1748 stefaniet@stpaulfalls.com	
Willing Workers	2nd Monday	6:00 p.m.	Plymouth Town Hall	Tiffany Singer 920-980-7942 tsinger2057@yahoo.com Jen Stephanie 920-893-0617 legateaugrande@gmail.com	
GREENBUSH & ELKHART LAKE AREA 4-H CLUBS					
4-H Eagles	2nd Monday	6:30 p.m.	Hermitage Club	Sarah Dezwarte 920-286-0899 <u>Sdezwarte97@gmail.com</u> Kelly Arnold 920-980-9826 <u>Karnold5321@gmail.com</u>	
Spring Valley	2nd Monday	7:00 p.m.	Greenbush Town Hall	Becky Schwartz 920-207-4595 <u>simplevalleycreations@yahoo.com</u> Shana Fedler 920-627-2225 <u>kozziebean@hotmail.com</u>	
KOHLER AREA 4-H CLUBS					
Hub City 4-H	1st Sunday	6:00 p.m.	Kohler Public Library	Lori Schmid 920-946-9954 schmidl@kohler.k12.wi.us	

Sheboygan County 4-H Clubs and Contact Info Continued...

4-H CLUB	DAY	TIME	LOCATION	CONTACT PERSON/PHONE/EMAIL
CASCADE & WALDO	CASCADE & WALDO AREA 4-H CLUBS			
Parnell Pals	2nd Monday	6:30 p.m.	St. Paul's Cascade	Tina Kasprzak 920-980-2759 clinttinak@sbcglobal.net
Waldo Fireflies	1st Monday	6:30 p.m.	Waldo Fire Hall	Catherine Parrish 920-528-7534 kparrish1998@gmail.com
RANDOM LAKE AREA	A 4-H CLUBS			
Scott Pioneers	2nd Monday	6:30 p.m.	Town of Scott Community Center	Jessica OKeefe 920-207-6128 s_jokeefe@hotmail.com Allison Reiter 920-889-8141 allisonm58@gmail.com
Sherman Workers	1st Monday	6:30 p.m.	Silver Creek Fire Hall	Lina Vorpahl 920-980-5583 Ivorpahl@hotmail.com
Town & Country	1st Sunday	3:00 p.m.	Random Lake Fire Department 718 Spring St Random Lake	Katie Baumann 262-483-3877 mkbaumann5@yahoo.com Kandy Huiras 262-573-3593 kandyhuiras@yahoo.com
SHEBOYGAN AREA 4	-H CLUBS			
Leaping Lizards	2nd Tuesday	6:30 p.m.	Sheboygan Outboard Club, 732 N Water Street	Jennifer Potter 920-207-8147 potters101@hotmail.com Anna Geary 920-207-3713 anna.geary13@gmail.com
Wilson Wildcats	1st Thursday	6:30 p.m.	Extension	Mark & Kelley Breunig 920-564-6920 kel.e.breunig@gmail.com
SHEBOYGAN FALLS	AREA 4-H CLUBS			
Lima Lites	2nd Tuesday	7:00 p.m.	Lima Town Hall	Becky Glander 920-698-1175 glander53@yahoo.com
Madison All Stars	2nd Tuesday	7:00 p.m.	Sheboygan Falls Town Hall	Nancy Brown 920-980-7773 nancer2004@gmail.com Cathy Beumler 920-287-7038 jughead_champ@yahoo.com
Ourtown Orioles	2nd Monday	6:30 p.m.	Faith United Methodist Church, Sheboygan Falls	Dana Kolste 920-838-0730 dana.kolste@gmail.com Zac Scholten 920-698-0978 z.scholten@gmail.com
Sheboygan County Wranglers	1st Monday	6:30 p.m.	St. Paul's Lutheran Church, Sheboygan Falls	Abbigail Leavens 920-889-5611 abbigailleavens@gmail.co

Questions to ask potential 4-H club leaders:

- 1. Why do youth like this club?
- 2. Where and when do you meet?
- 3. How big is your club?
- 4. What happens at meetings?
- 5. Do you have more older or younger youth members?
- 6. Do you have activities for Cloverbuds (grades K-2)?
- 7. What are your attendance expectations and policies?
- 8. What are your service expectations and policies?

- 9. What are your fundraising expectations and policies?
- 10. Do youth or adults lead at your club meeting?
- 11. What are popular projects in your club?
- 12. Do you have a club leader for the project?
- 13. How long do club meetings last?
- 14. Does your club have dues?
- 15. What county-wide 4-H activities does your club participate in?

The **Sheboygan County UW-Extension Office** is located at: 5 University Drive, Sheboygan, WI 53081



Office Hours:

Monday – Friday 8:00 a.m. – 4:30 p.m.

Phone Numbers:

Local: (920) 459.5903 Fax: (920) 459.5901

4-H Youth Development Team



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Sheboygan County 4-H Website: http://sheboygan.uwex.edu/4-h-youth-development

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