

4-H Project Evaluation FAQ

Do I need to attend Judging or Skill-a-Thon?

Still Project Judging (SPJ)

All Non-Livestock Projects are evaluated at Still Project Judging. In order to be eligible to receive county fair Awards/Trophies, Grade Ribbons and the opportunity to go to State Fair, you are required to participate in Still Project Judging. Judging will consist of an Interview, Review of Project Book & Exhibit. ---DO NOT BRING ANIMAL TO JUDGING--- This One-Day Event is typically held the first or second week of July – Check with Extension Office or Club Advisor for this year's date.

Livestock Skill-a-Thon

All Livestock Animal Projects (i.e. beef, hog, lamb, etc.) you wish to exhibit at fair, require you to participate in Livestock Skill-a-Thon. In order to exhibit your animal(s) at the Belmont County Fair, you are required to participate in Livestock Skill-a-Thon. Skill-a-Thon will consist of a Species-Specific Interview, Review of Project Record Book and Species-Specific Skill Stations – See Skill Station Topics for a list of what to study this year. ---DO NOT BRING ANIMAL TO SKILL-A-THON--- This Event is typically held the first or second week of August – Check with Extension Office or Club Advisor for this year's date.



What should I expect BEFORE Judging or Skill-a-Thon

Still Project Judging (SPJ)

Prior to SPJ a schedule will be posted. Judging times vary by project, so check the schedule closely to assure you do not miss your project judging time. SPJ (A One-Day Event) is typically held the first or second week of July, so check out the Newsletters or Emails for posted date & times.

<https://belmont.osu.edu/program-areas/4-h-youth-development/4-h-newsletter>. Make sure your project is complete and you have fulfilled all the requirements listed in the Project Book, as well as specific Judging Requirements listed in this handbook.

Please Note: You may only participate in judging for projects that you are registered for with the Extension Office by the March 1st Enrollment Deadline.

Livestock Skill-a-Thon

Prior to Livestock Skill-a-Thon a schedule will be posted. Judging times vary by Member's Last Name, so check the schedule closely to assure you do not miss your project judging time. Livestock Skill-a-Thon (A One-Day Event) is typically held the first or second week of August, so check out the Newsletters or Emails for posted date & times. <https://belmont.osu.edu/program-areas/4-h-youth-development/4-h-newsletter>.

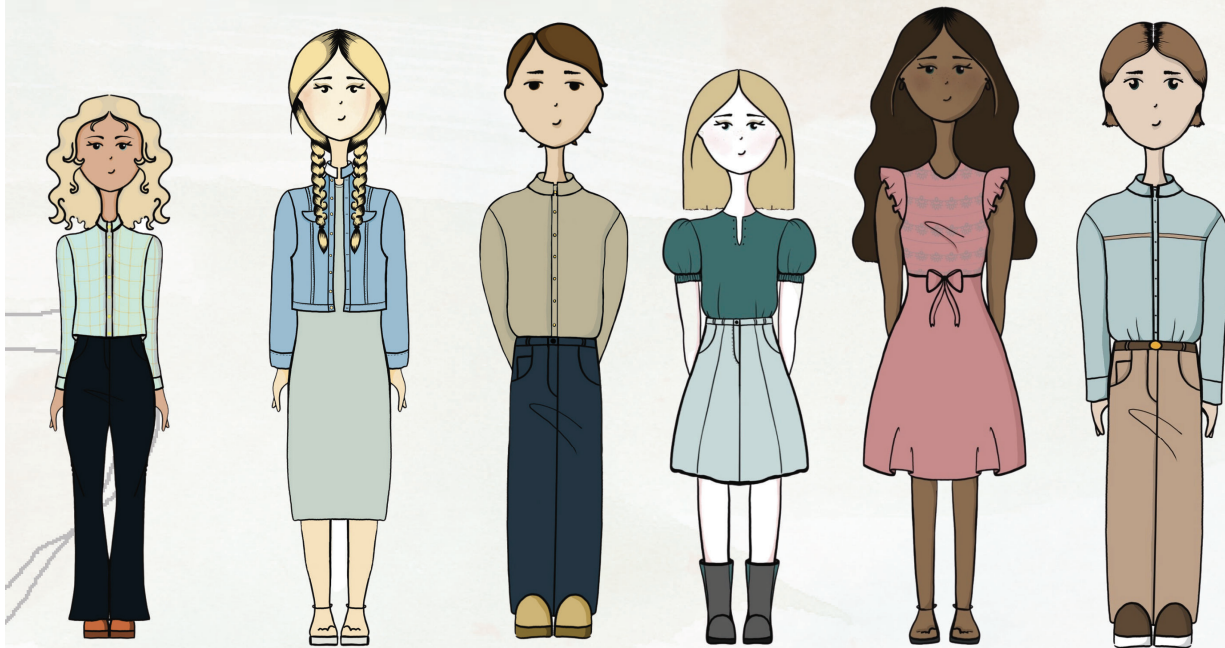
Make sure your project is complete and you have fulfilled all the requirements listed in the Project Book. For member's enrolled in multiple Beef, Dairy, Goat, or Poultry Projects and Completing a Species-Specific Supplemental Records. You must turn in one Species-Specific Project Book to get credit for any Additional Supplemental Records. Don't forget to see the section Skill Station Topics for a list of what to study for Skill-a-Thon this year.

Please Note: You may only participate in Skill-a-Thon for livestock projects that you are registered for with the Extension Office by the March 1st Enrollment Deadline.

4-H Project Evaluation FAQ

How should I "Dress For Success"?

- Clothing must be FREE OF Inappropriate Logos, Slogans, Phrases & Pictures
- Skirt/Shorts Hems must go AT LEAST to extended fingertips
- Undergarments are to be HIDDEN from view
- Shoulder Straps must be AT LEAST 1" Wide
- Hats are for OUTSIDE only (Western Hats are O.K. for LSAT)
- NO Bare Back or Stomach
- NO See Through Clothing
- NO Rips or Tears in Clothing
- NO Flip-Flops



Please Note: These are General Guidelines to help you pick what to wear for Still Project Judging. Please contact the Extension Office with any questions or concerns.

4-H Project Evaluation FAQ

What should I expect once you ARRIVE at Judging or Skill-a-Thon

Judging Locations

Both SPJ and Livestock Skill-a-Thon are typically held at the Union Local Middle School, but sometimes need moved to the Wise Building on the Fairgrounds, so check out the Newsletters or Emails for posted locations. <https://belmont.osu.edu/program-areas/4-h-youth-development/4-h-newsletter>.



Judging Duration

Plan on being at SPJ/Skill-a-Thon for One to Several Hours, depending on number of projects being taken.

Judging Appearance

Your appearance should be neat and clean and you should dress as you would for a Job Interview, Special Presentation at School, or Livestock Show/Sale. Make sure you feel confident and comfortable in what you wear!



Judging Registration

There will be a Registration Table for members to check-in and receive the appropriate paperwork and instructions for the event. Members/Parents may need to sign/complete forms at this time. Once signed in, please quietly go to the designated Waiting Area to listen for your name to be called, before entering the Judging/Skill Station Area.

Still Project Judging

Once your name has been called, you will take your Required Items (Score Sheet, Project Book, Display, Etc.) with you to the Judging Area. Be prepared to turn in your Signed Score Sheet when directed. Once in the Judging Area you will wait in chairs -- moving up a chair as each person in front of you is called to the judge. There may be rows for Senior or Junior, so make sure you sit in the appropriate area. Complete your Interview - Remember the Judge is there to hear about you & your project, not to prove you wrong or trip you up. Relax and tell them about all the hard work you've put in on your project. Once you have completed your interview return to the original Waiting Area. Proceed to the Check-Out Station once you have completed Interviews for all of your registered projects.



Skill Station & Project Interview

Once your name has been called, you will take your Required Items (Score Sheet & Project Book ONLY) with you to the Judging Area.

Do not Bring Resource Handbooks or Binders with "Extra Stuff" into the Judging Areas!!!

Be prepared to turn in your Signed Score Sheet when directed.



Once in the Skill Station Area you will wait in chairs -- moving up a chair as each person in front of you is called to the Skill Station. There may be rows for Senior or Junior, so make sure you sit in the appropriate area. Complete your Skill Station.

The Skill Station Helper will direct you to the appropriate Interview Area.

Once in the Interview Area you will wait in chairs -- moving up a chair as each person in front of you is called to the judge. There may be rows for Senior or Junior, so make sure you sit in the appropriate area. Complete your Interview - Remember the Judge is there to hear about you & your project, not to prove you wrong or trip you up. Relax and tell them about all the hard work you've put in on your project.

Once you have completed your interview return to the original Waiting Area. Proceed to the Check-Out Station once you have completed Skill Stations and Interviews for all of your registered projects.

4-H Project Evaluation FAQ

What do I need to know about the Project Summary & Project Interview

One Page Report/Project Summary (ALL Projects)

ALL Members are required to complete a One Page Project Summary – A summary page is included in most project books and will be used to describe what you learned while taking the project. If you wish to provide a separate report from the one in your project book, it can be handwritten, single-spaced on college ruled paper or one-paged typed, double spaced and 12 pt. Times New Roman font. Please Note -- No extra points will be given for a Separate One-page Report that is IN ADDITION TO the Project Summary in the Project Book.

Interview Tips--How to Give a Good Interview (ALL Projects)

Your Interview may be about YOU, 4-H or YOUR PROJECT so you may want to have someone at home practice asking questions or you can write out answers to read over before going to your Project Interview. Mock interviews may seem silly but will help you feel more comfortable when you are in an actual interview. Leave any "Extra Stuff" – Backpacks, Binders, Books, Cell Phones, Key Lanyards, Water Bottles or Food with a parent, in the car or at home. If you need to carry a purse or set of keys, make sure they are small and simple, not noisy and distracting.

Handshake Tips

Once called into the Interview Area, it is best to greet the Judge with a Handshake. See the guide below for more information on the Perfect Handshake.

4-H CAREER EDUCATION HANDOUT

The Perfect Business Handshake

You never get a second chance to make a first impression!

The web of your hand



Importance:

It's true that you never get a second chance to make a first impression. The business handshake is a key part of that first impression, especially in an interview setting. Done correctly, the business handshake communicates confidence, sincerity and professionalism. Practice these business handshake tips to make a positive first impression.

Tips:

- With your head level and hands at your side, walk up to the person with confidence. Keep your hands out of your pockets and move anything you're carrying to your left side, freeing your right hand for the handshake.
- Face the person squarely (face to face) to convey a message of honesty and openness. Standing at an angle can send the opposite message.
- The correct business handshake is done with the right hand. This is the socially acknowledged way to complete the business handshake in the United States. The only acceptable reason to use your left hand is if you have no right hand or it's in a cast or sling. In that case, it's acceptable and understood. Otherwise, using your left hand may give the impression that you lack social skills.
- As you approach the other person, make eye contact, without staring.
- Give a brief, friendly smile but don't overdo it.
- Extend your arm in front of you with your thumb facing up towards the sky and your hand ready to receive the other person's. Hands should be web to web. (Slide your hand into the other person's until the webs make contact.)
- Wrap your fingers around theirs and lay your thumb down gently. Then link thumbs and hold the hand securely, giving two to three slightly firm shakes.
- During a handshake with a person who is more mature than you are, make sure you're not putting too much pressure on his or her hand. The proper business handshake should be painless to both persons involved. This also applies to the actual shaking movement of the handshake. Don't shake too vigorously or too tightly because you could cause injury.



Michigan State University Extension | 4-H Youth Development | Career Education

4-H Project Evaluation FAQ

What are some "Do's & Don'ts of giving a good interview



TIME TO LISTEN



just
BREATHE

PLEASE ...

Relax

THANKS!

respect

Make Good
EYE CONTACT

Eye Contact is one of the best ways to make a positive impression!

think
BEFORE YOU
Speak



NO FOOD
DRINKS
CELL PHONE



SLOUCH

FIDGET

HIDE

Don't Bring



4-H Project Evaluation FAQ

What should I expect AFTER you have completed Judging or Skill-a-Thon

Still Project Judging

You will not know any results on the day of the event. After SPJ is over, the Extension Office Staff begin a review of all scoresheets.

Project Grade

You will receive a point value score in the areas of: Project Book, Portfolio/Display, Appearance and Interview. These scores will then determine what County Ribbon Letter you have earned – A (Excellent), B (Satisfactory) or C (Needs Improvement). These ribbons will be given to your Club Advisor in the County Fair Packet, for display in your Club Booth at the Belmont County Fair. When Club Booths are released after fair, the ribbons will be yours to keep.

Project Placement

Still Projects that receive an A-Grade may also be eligible for County Placement of 1st, 2nd or 3rd Place. There will be no ties for any Still Project Placing. If two or more still projects score the same amount of points in a project, it is up to the discretion of the judge(s) to place one project over another. These ribbons will be given to your Club Advisor in the County Fair Packet, for display in your Club Booth at the Belmont County Fair. When Club Booths are released after fair, the ribbons will be yours to keep.

See Belmont County Fair Tab—General Junior Fair Rules for additional detail and award release requirements.



Project Grade - Ribbon Examples



Project Placement - Ribbon Examples

County Trophy/Awards

Still Projects that receive a 1st Place Award may be considered by the judge(s) for County Awards (as available and sponsored for this year). If there are both a Junior and Senior Division 1st place winner in the same project and only one award, then only one of the 1st place winners will receive an award in that project. If there are several projects grouped together for one award, then only one 1st place winner will be selected as the award recipient by the judge. Still Project Awards will be released to Club Advisors during booth set-up times, to put in club booths with the corresponding Still Project Display; following the completion of the provided Thank-you Card by the member.

See Belmont County Fair Tab—General Junior Fair Rules for additional detail and award release requirements.

The Ohio State Fair

Still Projects that receive an A-Grade may also be eligible for State Fair Participation (See Project State Fair Requirements in this handbook). It will be up to the judge(s) discretion to select who earns the Ohio State Fair opportunity based on project scoring criteria and their opinion of your preparedness for this opportunity. If chosen to be a State Fair Delegate, you will be notified by Extension Office Staff within a few weeks of SPJ. A Project-specific packet of information will be available for review, following notification. It is very important that you give the Extension Office a prompt answer of Yes/No for your participation, as some projects may have an Alternate Person selected to participate if you are unable.

Livestock Skill-a-Thon

You will not know any results on the day of the event. After the skill-a-thon is over, the Extension Office Staff begin a review of all scoresheets.

Project Grade

You will receive a point value score in the areas of: Skill Stations, Project Book, and Interview. These scores will then determine what County Ribbon Letter you have earned – A (Excellent), B (Satisfactory) or C (Needs Improvement). These ribbons will be given to your Club Advisor in the County Fair Packet, for display in your Club Booth at the Belmont County Fair. When Club Booths are released after fair, the ribbons will be yours to keep.

See Belmont County Fair Tab—General Junior Fair Rules for additional detail and award release requirements.

Outstanding Project Knowledge (OPK)

Projects that receive a score of 95 or greater will be eligible for County OPK awards. This award is earned by livestock project participants (who attend regular judging) based on their Livestock Skill-a-Thon score. The top 10% of all youth in a livestock project area, including all 100-point scores, will be awarded the Outstanding Project Knowledge award. Awards will be given in both Junior and Senior divisions. OPK Awards will be released to Club Advisors during booth set-up times, to put in club booths; following the completion of the provided Thank-you Card by the member. See Belmont County Fair Tab—General Junior Fair Rules for additional detail and award release requirements.



Livestock Skill-a-Thon
Project Grade - Ribbon Examples