



Extension

UNIVERSITY OF WISCONSIN-MADISON



2022-2023 CHIPPEWA COUNTY 4-H ENROLLMENT & PROJECT GUIDE

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Achievement Recognition in Chippewa County 4-H

Chippewa County 4-H members should attend club meetings regularly and participate in club activities. Clubs may set a percent of club meetings to achieve. 4-Her's must give a demonstration or project talk at their club once per year and exhibit a project at a meeting, club tour, public exhibit, community or county fair. Lastly, a record book must be completed and turned in by August 31 to their club.

Chippewa County Website:

<http://chippewa.wisc.edu>

UW-Extension Office

Phone: 715-726-7950

Email:

heidi.vanderloop@wisc.edu
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Enrollment/re-enrollment starts on September 2 at 3:30 pm. Returning members should re-enroll by November 1. Enrollment/re-enrollment after November 1 can affect achievement status, eligibility for scholarships, competitions, awards, and coverage by insurance, etc.

All new and returning members should enroll/re-enroll through 4-H Online by visiting <http://wi.4honline.com>. Instructions for new families start on page 7 of this booklet and instructions for re-enrolling members are on page 11. If you have trouble enrolling, ask your leader for help or contact our office.

Please make sure the office has up-to-date information about you. This includes not only your address, phone number, and email, but also the project areas that you're interested in. This allows us to help provide the information you need and to notify you of related activities and possible deadlines that may affect you.

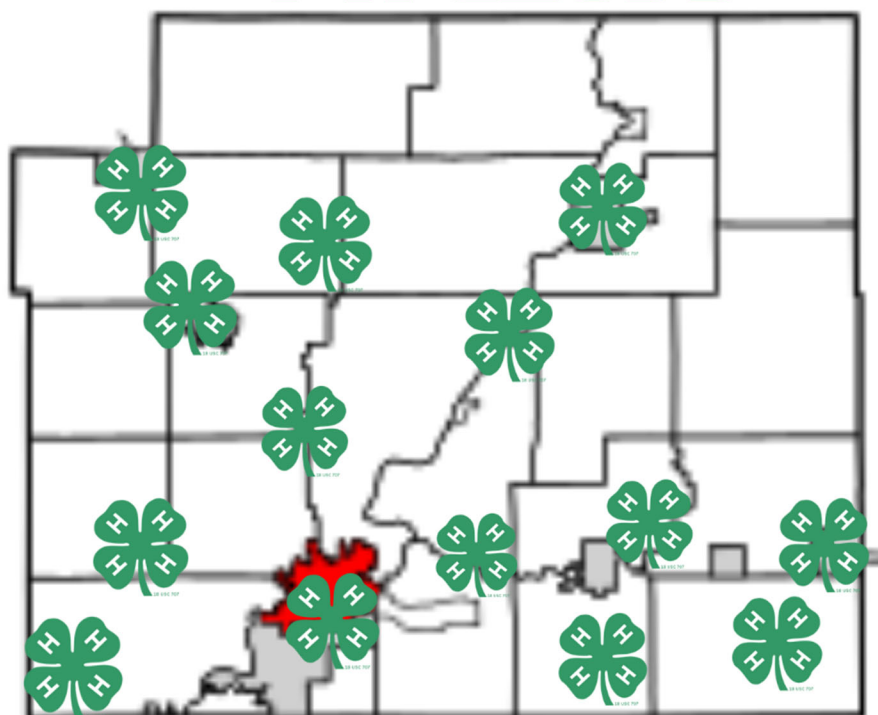
Leaders: Please make sure the office has a calendar of events for your club. If there are changes as the year progresses, you may send us updates via email or a phone call. When people are interested in getting information about a club, it helps us to direct them when we know dates and locations of meetings and special events.

After November 1, if you have not re-enrolled, you are no longer eligible for achievement for the 4-H year. You may still enroll after November 1 as 4-H is open year round to enroll.

You may add or delete projects until April 1 by logging into your 4HOnline account. Members must be enrolled by February 1 in order to take exhibits under the 4-H emblem to the Northern Wisconsin State Fair.

Please contact us if you have questions or need more information at 715-726-7950 or email Heidi Vanderloop Benson, Chippewa County 4-H Program Educator at heidi.vanderloop@wisc.edu or Amber Gilles, Chippewa County Extension Support Staff at argilles2@wisc.edu

CHIPPEWA COUNTY 4-H CLUBS



BLOOMER AREA

Duncan Creek

Kristi Gotham.....715-271-3572

1st Sunday, meeting locations vary, 1:00 p.m.

HayCreek Ramblers

Liz Bohl.....715-382-3632

Stephanie Phillips.....715-456-3982

1st Sunday, Eagleton Town Hall, 1:00 PM

Mile Corner

Rachel Brekken.....715-933-4224

2nd Friday, Bloomer Baptist Church, 4:00 PM

Woodmohr

Sarah Frank.....715-288-6864

3rd Sunday, Bloomer Moose Lodge, 1:00 PM

CADOTT AREA

Drywood Dodgers

Janice Nesvacil.....715-289-4423

2nd Sunday, Arthur Town Hall, 6:30 PM

Sigel Sod Busters

Holli Sande715-313-0853

1st Sunday, Sigel Town Hall, 2:00 PM

JIM FALLS AREA

Jim Town Jumpers

Katie Tuschel.....715-877-2704

2nd Sunday, Anson Town Hall, 6:30 PM

CORNELL AREA

Otter Creek Ramblers

Eileen Sikora.....715-827-0703

Tammy Sikora.....715-827-0582

2nd Sunday, Cornell Elementary, 12:00 PM

ELK MOUND AREA

Sunny Valley

Tamie Maier..715-577-4281

2nd Sunday, Wheaton Town Hall, Varies

CHIPPEWA FALLS AREA

Howard-Wheaton

Tawna Sikora.....715-456-9798

1st Sunday, Howard Town Hall, 1:00 PM

Sunnyside

Dawn Prince.....715-456-8873

3rd Sunday, Rutledge Home, 6:00 PM

Wissota Raptors

Sarah Schultz.....715-559-6403

2nd Sunday, Lafayette Town Hall, 6:00 PM

STANLEY AREA

Edson Hilltop

Erin Plombon.....715-379-3031

Andrea Mahr.....715-505-3840

1st Sunday, Edson Town Hall, Boyd, 1:30 PM

Joining 4-H

To sign up your child for 4-H, he or she will need to complete a 4-H Member Enrollment on 4HOnline. Instructions on how to enroll are on page 6-19 of this booklet. When your child is an official 4-H member, her/his name will be added to the county mailing list.

History 4-H World Wide

4-H programs are conducted in over 3,000 counties of the United States, as well as District of Columbia, Guam, Puerto Rico and The Virgin Islands. More than 80 countries around the world have youth programs similar to 4-H, with an overall enrollment of about 10 million young people. In Wisconsin, 4-H is a youth organization that belongs to the members, their families, and other interested adults who serve as volunteer leaders. Professional leadership is given by Cooperative Extension faculty of the University of Wisconsin. Support for 4-H programs is a joint effort of local county government, the University of Wisconsin and the United States Department of Agriculture. The purpose of 4-H is to provide real-life experiences for youth through a fun and practical, learn-by-doing, educational program and to provide opportunities for adults to work with youth in their development. 4-H is open to any youth within the grades of K-13, regardless of race, color, creed, or religion, national origin, ancestry or gender.

4-H History

4-H started out as corn clubs for boys and canning clubs for girls. They were organized early in the 20th century by public school educators who wanted to broaden the knowledge and experience of their students. 4-H became an official part of the Cooperative Extension Service in 1914. By the mid 1920's 4-H was well on its way to becoming a significant national program for youth. 4-H is an American idea that has spread around the world. Throughout its long history, 4-H has constantly adapted to the ever-changing needs and interests of youth.

Chartered 4-H Club

A chartered 4-H club is a group of five or more youth, from three families guided by an adult 4-H leader approved through the Youth Protection process. Each club has an educational plan which meets the purposes of the 4-H program. The club meets on a continuing basis, usually once a month. Youth are involved in leadership and decision-making roles because the club "belongs" to members. Many clubs have officers (president, vice president, secretary, treasurer and reporter) that are elected by the club members. Dues are optional and decided by the club.

Costs

4-H costs are minimal. Individual clubs may charge dues to cover expenses such as insurance, club activities etc. Some project areas, such as photography and livestock, may require extra investments for supplies and equipment, but scholarships are often available to help with these costs.



A TRUE LEADER FINDS A WAY.

HELP GROW PERSEVERANCE AT 4-H.ORG



I pledge

My **head** to clearer thinking,
My **heart** to greater loyalty,
My **hands** to larger service, and
My **health** to better living



For my club, my community, my country and my world.



4-H Members Creed

I BELIEVE:

- ...I believe in 4-H club work for the opportunity it will give me to become a useful citizen.
- ...I believe in the training of my **Head** for the power it will give me to think, to plan, and to reason.
- ...I believe in the training of my **Heart** for the nobleness it will give me to become kind, sympathetic, and true.
- ...I believe in the training of my **Hands** for the ability it will give me to be helpful, useful, and skillful.
- ...I believe in the training of my **Health** for the strength it will give me to enjoy life, to resist disease, and to work efficiently.
- ...I believe in my country, my state, and my community, and in my responsibility for their development.

4-H Leaders Creed

I BELIEVE:

- ...The 4-H member is more important than the 4-H project.
- ...Learning how to do the project is more important than the project itself.
- ...4-H'ers should be their own best exhibits.
- ...No award is worth sacrificing the reputation of a member or a leader.
- ...Competition should be given no more emphasis than other fundamentals of 4-H work.
- ...Enthusiasm is caught, not taught.
- ...To learn by doing is fundamental in any sound educational program and is characteristic of the 4-H program.
- ...Generally speaking, there is more than one good way to do most things.
- ...Every 4-H member needs to be noticed, to feel important, to win and be praised (leaders, too).
- ...Our job as leader is to teach 4-H members How to think, not What to think.

**A TRUE LEADER
GIVES BACK
TO MOVE THEIR
COMMUNITY
FORWARD.**

Give kids the support they need and watch them make the world a better place for all of us. 4-H empowers kids with the skills they need in life. Help grow more true leaders at 4-H.org.



**COMPASSION
GROWS
HERE.**



**MERGE ENROLLMENT PAGES
HERE**

COMPASSION GROWS HERE.



Carson, 4-H Agriculture



Learn more about how we're empowering young people in your community with skills to lead for a lifetime. Visit 4-H.org

Chippewa County 4-H Project List *for Youth Members & Adult Volunteers*

Choosing Your Projects

If you are unsure of what projects to sign up for, make a list of things you like to do or would like to learn more about. Compare your list with the projects in this guide. Ask yourself if you have the equipment, money and time to do the projects that sound interesting. If this is your first year in 4-H, you may want to concentrate on doing a few projects well.

Use a highlighter to select your projects as you browse this book. Many projects have more than one level. Choose your level based on your experience and grade recommendations.

If you can't find a project for an activity you would like to do, sign up for self-determined. This allows you to create your own project.

PLEASE NOTE: Much of the learning in the 4-H program is done by youth at home with parents facilitating. There is some literature individuals can purchase on <https://shop4-h.org/collections/curriculum>. County level requirements and education are indicated in this guide. Other county level project offerings will be advertised in the Chippewa Chatter.

YOUNGER MEMBER

Cloverbuds

This educational program for young people in 5K through second grade, focuses on building self-esteem and creativity. Discover 4-H through experiences in animal sciences, communication and visual arts, home economics, personal growth and many more. (Cloverbud project members are **NOT** eligible to show animals at the fair.

YOUTH LEADERSHIP

Youth Leadership

This project will help you to develop leadership skills by chairing committees, leading activities, helping adult leaders plan and lead project meetings and planning events of your choice.

SERVICE LEARNING

Service Learning

This project will help you learn ways to give back to your community while reflecting on your experience. Identify community needs, and plan a service project and implement the project to better the community.

ANIMAL SCIENCE

Beef

Learn how to select, feed, manage, breed, fit, show, evaluate and market a beef animal. Age and experience of the member will determine the nature and scope of the project. (Countywide meetings offered)

Note: Countywide requirements to sell in the 4-H/FFA Quality Meat Animal auction. Enrollment in both 4-H and Quality Meats must be completed by Nov. 1.

Dairy Goats

Learn how to select, feed, manage, fit, show and evaluate a goat. Age and experience of the member 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, building a goat glossary, exploring goat -related careers, and much more.

Meat Goats

Learn how to identify breeds, select a project animal, feed, manage, fit & show a meat goat. Activities include judging goats, keeping animal records, marketing, etc.

Dairy

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, how to milk a cow, 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, conducting a dairy food survey, exploring careers in the dairy industry, teaching others about dairy products and dealing with animal waste. Dairy steer projects should enroll in Beef as well. (Countywide meetings offered)

Horse

This project is for the regular or managerial member who is the primary care giver of a horse. You or a family member own the horse or you have agreed to manage someone else's horse for the duration of the 4-H year. You will be able to learn about breeds, care, grooming, showing, training, safety, nutrition, behavior, and health. Age and experience of the member will determine the nature of the project. Project requirements, as outlined in the county project rules, must be met to show at the fair. (Countywide meetings required which are the 3rd Monday of the month at 6:15 pm)

Horse & Riding Attire

Horse clothes patterns. This project also includes woodworking, leather, and craft items that are horse related.

Swine

Learn how to select, feed, manage, breed, fit, show, evaluate and market a swine. 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, balancing a swine ration, learning about swine diseases, conducting a judging clinic, managing a swine breeding operation, exploring careers related to swine, and much more.

Note: Countywide requirements to sell in the 4-H/FFA Quality Meat Animal auction. Enrollment in both 4-H and Quality Meats must be completed by Nov. 1.

Chickens/Bantams

Learn about breeds, selection, brooding, raising, and management of chickens and bantams. Learn how to fit and show poultry, prevent poultry diseases, explore poultry-related careers and much more.

Waterfowl/Ducks & Geese

Learn about waterfowl breeds and parts, brooding and rearing, handling, sexing waterfowl, selecting and preparing waterfowl for market, selecting and managing breeder flocks, as well as incubating and exhibiting waterfowl.

Turkeys

Learn about buying poultry, preparing a brooding area, rearing range turkeys, feeding and watering, lighting, preventing diseases, as well as marketing and processing turkeys.

Pigeons

Learn about the buying, behavior, feeding, banding, recordkeeping, housing, handling, training, grooming and exhibiting of pigeons.

Sheep

Learn how to select, feed, manage, breed, fit, show, evaluate, and market sheep. Age and experience of member will determine the nature of the project.

Note: Countywide requirements to sell in the 4-H/FFA Quality Meat Animal auction. Enrollment in both 4-H and Quality Meats must be completed by Nov. 1.

Cats

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, grooming, training and 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.

Dogs

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 showmanship, socializing your dog, identifying reasons for neutering and spaying dogs, picking the best food for your dog, and much more. Countywide obedience program offered in the spring.

Rabbits

Learn how to select, feed, manage, fit, show and evaluate a rabbit. Age and experience 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, planning rabbit housing and care, planning and making a rabbit nest box, showing rabbits, exploring careers related to rabbits and more. Project includes specific requirements to show at the fair.

SMALL ANIMALS

Pets/ Small animals/ Cavies

Learn how to raise, feed, and care for your guinea pig, gerbil, hamster, rat, caged birds or other small animals and pets.

Veterinary Science

Learn how to recognize a normal, healthy animal from its attitude, behavior and appearance, causes and effects of various animal diseases, environmental influences on animal health, how to maintain animal health, and veterinary medicine as a career.

PHOTOGRAPHY

Photography

This project will show you how to care for your camera, 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 better able to control and adjust exposure, sharpness, and shutter speeds.

Videography

In this project learn storytelling, editing, planning, lighting, camera handling, making titles, recording sound, as well as showing and reviewing your production.

CULTURAL ARTS

Communications

In this 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 project.

Jewelry Making

Try metal enameling, beadwork and other forms of jewelry making to make earrings, pins, cuff links and other jewelry; attach fasteners; and create original designs and patterns.

Arts

This project serves as an introduction to the arts by giving you experiences in several media. Projects include: macramé, fiber items, clay, stain glass, wood-burning, sculpture, tie dying, basketry, candle making, paper mache', plastic canvas, quilling and other arts and crafts items.

Leathercraft

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

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.

Block Printing

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.

Drawing and 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 and Pottery

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/Cross 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.

Graphic Art Design

Using your computer learn to design greeting cards, newsletters, business stationary, banners, posters and web pages and other forms of computerized graphic art.

Rubber Stamping

Learn how to use rubber stamps, inks, and other paper art techniques for a variety of creative projects.

Scrapbooking

Learn how to get started in the fastest growing hobby. Record your memories through photos, writing and memorabilia. Supplies, cropping you photos, page design and much more can be explored.

Theater Arts/Drama

Learn about theater techniques, acting, makeup, costumes, sets and writing a script, planning a theater game, story dramatization and group improvisation.

Clowning

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

Puppetry

There are many kinds of puppets, from marionettes to stick puppets. In this project you can learn how to create a puppet stage, make puppets from socks, boxes, paper bags and other common objects, manipulate a puppet to show action, & write your own puppetry script.

Music

In this project, you will learn about music and musical instruments. Use your instrumental or vocal abilities alone or in a group. Learn about a musical production and composing your own music.

FAMILY & CHILD DEVELOPMENT

Child Development

In this project, you will learn about yourself and younger children. You will develop and practice baby-sitting skills, try fun activities that you can use as a baby-sitter, and improve the quality of care you give to younger children. Participate in a baby-sitter training course, or help younger members in your club.

Health

Discover yourself while learning about the importance of selecting a healthy diet, avoiding unhealthy habits, preventive medicine, and learning about your family health history.

Consumer Savvy

Learn how to understand your shopping style, write savings & spending plans, value of advertising, risks of shopping on the internet, consumers' rights, understanding the costs of owning a vehicle, etc.

KNITTING & CROCHETING

Crocheting

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

Knitting

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 item.

CLOTHING

Clothing Construction

In this project you will learn clothing construction basics 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. Age and experience will determine the nature of the project.

FOODS & NUTRITION

Foods & Nutrition

Learn what's good to eat and how to fix food. Learn to evaluate nutrition information and fad diets. Learn how to read recipes, plan menus and prepare table settings. Age and experience of the member will determine the nature of the project.

Cake Decorating

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

Food Preservation

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

HOME ENVIROMENT

Home Environment

This project begins with an introduction to color, texture and wood finishing and work up to elements of design called line, shape, and space. Create your dream home. Make home decorating accessories, holiday decorations, restore and refinish furniture. Explore ways to hang accessories on the wall in creative ways. Explore the art of quilting and scrapbook memory books.

MECHANICAL SCIENCES

Aerospace

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

Model Rocketry

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.

Electricity

In this project you 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.

Computer Technology

In this project, you will learn how computer software and hardware operate, how to trouble shoot and repair and computer programming.

Small Engines

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

Legos

Using any toy building system you will learn how to expand your creativity, engineering and building skills.

Scale Models

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.

Tractors/Maintenance/Restoration

This project, recommended for ages 12 and over, covers the many parts of a tractor, from nuts and bolts, to the instrument panel. Learn about tractor safety, engine oil, mixing fuel and air, how to give a tractor regular maintenance, safety checks and safe driving. Learn how to restore a tractor to working order.

Woodworking

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 pattern. Age and experience of the member will determine the nature of the project.

Welding

Learn the techniques and different types of welding, soldering and blacksmithing to make useful and decorative items. Learn safety measures as well.

Maintenance/Repair

Learn how to restore, repair, or refinish an article in disrepair to make it useful again.

NATURESPACE

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.

Forestry/ Trees

Learn how to identify trees as they change through the seasons, how and where trees grow, how to measure the height of a tree, how to read a tree stump, identification of tree ailments, products from trees, making maple syrup and forestry-related careers.

Wildflowers

Learn how to identify wildflowers, where they grow, and their life cycle. Discover how humans affect wildflowers and how they change our lives. Plant collecting, labeling & mounting are included.

Fishing

Learn how to identify tackle, tie fishing knots, identify & organize tackle, research fishing regulations, cook a fish, clean a shoreline, refurbish old fishing equipment, learn about ethical angling, etc.

Entomology (Insects)

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

Adventures

The goal of the Adventures project is to encourage greater appreciation and understanding of the environment through activities, take responsibility for care of the environment, and develop safe recreational skills.

Backpacking/Camping

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

Cross Country Skiing/ Snowshoeing

Discover the joys of silent winter travel on cross-country skis and snowshoes. Select and take care of equipment and clothing, experience a winter overnight campout, track animals in the snow, and more.

Canoeing

Learn how and where to canoe safely, select and care for equipment, plan a canoe camping trip, design and build your own paddle, practice canoeing ethics, and more.

Bicycling

Learn how & why to bike safely, select & care for equipment, plan a bike trip, design a bike obstacle course, conduct bike maintenance check, road rules, community service, careers and much more.

Bee Keeping

Learn the art of bee keeping and extracting honey. Learn the lifecycle and habits of honey bees.

Wildlife Habitat

Appreciate wildlife as a resource while learning the fundamentals of wildlife management in rural and urban areas. Identify wildlife and their foods, interpret wildlife habitat, learn wildlife management practices, and develop a wildlife management plan.

Maple Syrup

This project allows participants to explore the methods and means to make maple syrup.

Recycling

This project presents a series of fun recycling activities. Learn about solid waste and how it can be handled to reduce the negative impact on our environment.

SHOOTING SPORTS

Archery

(Must be in the 3rd grade or older)

This project covers the fundamentals of archery marksmanship and safety; understanding and making archery equipment; shooting form; shooting with sights, and compound bows; and target games.

Air Pistol

(Must be in the 3rd grade or older)

This project covers the fundamentals of air pistol marksmanship and safety.

Air Rifle

(Must be in the 3rd grade or older)

This project covers the fundamental of air rifle marksmanship and safety.

Hunting

This project is an introduction to the history, philosophy and laws of hunting. Learn how to plan and equip yourself for a safe hunt.

Rifle

This project is an introduction to the rifle; dry firing; sighting; shooting for scores and scoring targets; standing, kneeling, sitting and prone positions; safe handling and carrying of your rifle and caring for your rifle.

Shotgun

This project presents basic shotgun knowledge; safe shotgun handling-shooting fundamentals; firing the first shots & caring for your shotgun.

Muzzleloading

Learn about muzzle loading history, muzzle loading and accessories, muzzle loading safety, shooting and cleaning muzzle loading rifles and shotgun. **According to State 4-H Policy, Youth must be 12 years and older to operate any powder burning firearm i.e. rifle, shotgun & muzzle loading.**

PLANT & SOIL SCIENCE

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. You will explore 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 forage 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.

Soybeans

Soybeans are a valuable crop and interesting to grow. Learn about variety selection, planting, harvesting, and storage. Explore the many marketable uses of soybeans.

Vegetables

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

Fruits

Learn how to produce fruits from apples to grapes and select the best fruit cultivars for your home garden.

Plant Crafts

This project covers harvesting, drying, pressing and using plant materials to make dry arrangements, collages, potpourri, Tussie-Mussies (corsage and boutonnieres), and seed pictures.

FLOWERS & HOUSE PLANTS

Flowers

In this project you will grow annual and perennial flowers, start annuals indoors and make bouquets and flower arrangements. Learn how to exhibit and judge flowers. Plant and care for container gardens.

Home Landscaping

This project explores landscape planning, putting the plan on paper, selecting, placing and planting trees, shrubs and/or flowers and maintenance of home grounds.

House Plants & Indoor Gardens

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 diseases. You will grow indoor plants from bulbs and construct a dish garden or terrarium.

STEM (Science, Technology, Engineering & Math)

Robotics

This project will allow you to explore and learn about robot arms. Participants will learn about robot form, function and design. Learn how to build robots out of everyday items.

SPECIAL PROJECTS

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 all is about.

International

In this project you will look carefully at the world, at similarities and differences between families around the world, and about current world challenges and interdependence, including the environment, economics, hunger and health.

Self-Determined

A Self-determined project gives you the freedom to create your own project or expand a traditional project, outline a plan, identify resources, carry out, and evaluate your plan. What do you want to do in this project? If there is a project area of interest and it is not listed in the guide, select this as one of your projects. University of Ohio-Extension has some great materials for developing and implementing your own self-determined project here: <https://web4.cfaes.ohio-state.edu/idea/>

Congratulations, you are officially a 4-H member! **It's time to get busy ...**

Set your 4-H goals: What would you like to learn in 4-H this year? What skills would you like to gain? Think beyond your projects—you can also learn to work in a team, serve others, keep records, and much more.

Participate in your club: Be sure to attend club meetings and events. The best way to meet new friends and know what's going on is to be there and hear about it for yourself. If you are new, be sure to call your club leader to introduce yourself and find out when the next club meeting is.

Read the Chippewa Chatter 4-H Newsletter: This is where you will find everything you need to know about 4-H in Chippewa County – what's coming up, deadlines for activities and events, and how you can get the most out of your 4-H experience.

Attend county-wide events: There are many fun county-wide events where you can meet 4-H members from other clubs. A few you might want to visit:

- ♦ Clover College: Learn more about projects you are enrolled in or try new ones with fun, hands-on activities. Held in January each year.
- ♦ Performing Arts Festival: Work with club members to present a short or long play, skit etc. Create a short musical, or demonstration skills with other 4-H members. Find a piece to read or write a speech on your own! Festival is shared among 4-Hers in Chippewa, Dunn and Eau Claire counties and held in March.
- ♦ Day Camp: Just for our youngest members, Day Camp brings together members in grades K through 3rd at Kamp Kenwood.
- ♦ Summer 4-H Camp: A wonderful overnight experience for members completed 3rd through 7th grades. Youth ages 15 and up are invited to help plan and lead camp as counselors. Camp is held at Kamp Kenwood the week after Father's Day each year.
- ♦ 5th to 8th Grade Adventure Experience: Each year a youth committee works with the 4-H Educator to plan a trip to somewhere in Wisconsin for their peers. Past trips include: Kenosha, Green Bay & Madison
- ♦ Virtual opportunities—each year we offer project based learning opportunities via Zoom so youth can learn from their living rooms along with 4-H staff and volunteers. Past favorites include STEM and International Holiday Baking.
- ♦ Other county wide programs and projects include Horse (meets the 3rd Monday of the Month), Quality Meats, and Shooting Sports.

Work on your 4-H Projects: Attend every project meeting you can. Project leaders are a wonderful resource – take advantage of their wealth of knowledge, learn from them. Begin working on your 4-H projects right away rather than waiting until right before the fair.

Keep your Record Book: Document your 4-H experience at the club, county, and state level in your Record Book. The Record

Book is also used to track community activities and your progress in each 4-H project. Submit your Record Book at the end of the 4-H year to be recognized for your work. Record book pages can be downloaded from our website:
chippewa.extension.wisc.edu

Display your work at the Northern WI State Fair: The county fair is one place to exhibit items to demonstrate the knowledge and ability you have developed through your 4-H projects. Youth must have been enrolled in the related 4-H project by April 1 and enter their project according to fair rules. The 2022 Northern Wisconsin State Fair will be held July 11-17. Visit www.https://www.nwsfa.com/ for more info.

Also at the fair, clubs take turns staffing the Chippewa County 4-H Snack Bar. This stand funds all the events and activities the Leaders Council supports throughout the year. Working at the food stand is a lot of fun. For many members, working at the food stand is the highlight of their 4-H year!

Travel Beyond County Borders: One of the most valuable experiences in 4-H are 4-H experiences. Participants are expected to achieve in the 4-H program and share their experiences with their 4-H club. Opportunities for financial assistance and scholarships are available. The trips typically available (may or may not be offered in 2021-22) are:

- ♦ 4-H American Spirit East– Grades 6-8. June. East Coast. Bus trip to visit multiple attractions in New York, Pennsylvania, Massachusetts.
- ♦ Leadership Washington Focus – Grades 6-8. July. Week-long trip to Washington, D.C. Group discussions and cooperation, hands-on learning, opportunity for public speaking.
- ♦ Citizenship Washington Focus – Grades 10-12. June-July. Week-long trip to Washington, D.C. Includes workshops at the National 4-H Center, visit with U.S. Congressmen and Senators, and touring significant sites in the Washington, D.C. area.
- ♦ National Congress – Grades 10-12. November. Atlanta, GA. Self-development, leadership, careers, and community service.
- ♦ National Conference – Grades 10-12. April. Washington, D.C. Civic engagement. Skill building. Meet with federal officials.
- ♦ Space Camp – Grades 6-8. April. Huntsville, AL. Explore space exploration, science, and technology. May not be offered in 2023 due to staff
- ♦ Wisconsin 4-H Pathways Conference – Grades 7-10. June. Four-day trip to the UW-Madison campus to participate in a variety of workshops and tours in the Madison area.

If you have any questions about what you can do in 4-H, please contact your club leader (information on p. 2) or our office at 715-726-7950 or heidi.vanderloop@wisc.edu or argilles2@wisc.edu

Chippewa County 4-H Enrollment Checklist

- ☐ Have a family e-mail address
- ☐ Create family profile on 4HOnline:
wi.4honline.com (You cannot use Internet Explorer.
Try Firefox or Chrome.)
- ☐ Personal information entered for each member
and leader in your family
- ☐ Complete authorizations on “Additional
Information” page
- ☐ Select a 4-H Club
- ☐ Select 4-H Projects
- ☐ New adult leader only: Enroll online, complete
Background Check & complete Youth Protection
Training
- ☐ Pay club dues, if applicable by your club’s due date
- ☐ Enrollment confirmed by 4-H Club Leader and
Extension Staff
- ☐ Set goals for your 4-H projects and activities

4-H Enrollment Frequently Asked Questions

Q: I don’t have an email address. How do I enroll with 4HOnline?

A: We prefer families obtain an e-mail address since 4HOnline will also be used as a primary communication tool. If you have internet access at home, you probably already have an e-mail address. Otherwise, there are many options for free e-mail accounts (Google’s Gmail, for example) that are easy to set up. Our office has access computers to use for enrollment and the local libraries offer access.

Q: Can I enroll with a paper form?

A: Paper enrollment forms are available, but should only be used as a last resort for families who do not have any computer access and have no other way to enroll. You can visit the Chippewa County Extension office for help enrolling electronically.

Q: I’m new to the county. Do I have to join a club? How do I choose a club?

A: Being a member of a club is the most valuable part of 4-H; therefore, all members need to join a club. If you are not sure which club to join, we recommend talking to club leaders and even visiting club meetings before choosing a club. Each of our community clubs is unique, and it is important to choose a club that is a good fit for your family.

Q: I’m a new adult leader. How do I enroll?

A: Becoming a leader is a multi-step process. First, you need to enroll with 4HOnline. A link to complete a national background check will be sent via email and MUST be completed within FIVE DAYS of receipt. The leader needs to participate in a face to face training with the 4-H program coordinator and complete the online Mandated Reporter training located under trainings in their 4-H Online Profile.

Q: Are there any limits to the projects I can enroll in?

A: For youth in grades 3-13, the answer is no. If this is your first year in 4-H, you may want to concentrate on doing a few projects well rather than enrolling in many projects.

Youth in grades K-2 should only enroll in Cloverbuds.

Q: I have a hobby, activity or animal that isn’t included in the project list. Can I still sign up for it as a project?

A: Yes! If your project doesn’t fit with anything else, sign up for the Self-Determined Project. This allows you to create your own 4-H project. Contact the Chippewa County Extension Office if you have questions about what

project area to sign up for or how to create your own self-determined project.

Q: Is there a deadline to enroll?

A: Returning 4-H members need to enroll by November 1. After November 1, they are considered inactive and this may affect member-in-good standing status, mailings, and insurance coverage. New 4-H members may enroll at any time of the year. Members (returning or new) who do not enroll by the November 1 deadline may not qualify for financial assistance for trips or scholarships and/or participation in state 4-H competitions and experiences through the Chippewa County 4-H Leaders, Inc.

Q: Is there a deadline to enroll in projects?

A: After April 1, members will not be able to change projects.

You can still enroll after April 1 and those who enroll after the deadline can still participate in most 4-H activities. Youth who enroll after April 1 may not take exhibits under 4-H to the Northern Wisconsin State Fair Junior Class Fair.

