

Polk County 4-H Virtual Showcase Fair Edition



Important Dates and Deadline:

- June 24 - July 10: FairEntry Open
• (Livestock Photos & videos need to be uploaded)
- July 14: Email will be sent to youth who registered for static judging.
• (Emails will have detailed instructions on how to upload projects into Flipgrid)
- July 14 - 17: Livestock Judging for judges
- July 18: Zoom Livestock Placing
• (Livestock results will be given by the judge during a live zoom call)
- July 21: Static Flipgrid Deadline
- July 22-27: Static Judging for judges
- July 29: Families can log into Flipgrid to see results

The only
exhibitor you
should try to be
better than...
is the **exhibitor**
you were
yesterday

www.showmanshippathaker.com

Important Links:

FairEntry: <https://z.umn.edu/polkcountyfairentry>

Livestock Video Upload: <https://z.umn.edu/fairentryURL>

Flipgrid: <https://flipgrid.com/polkjudging>

Zoom Meeting for Livestock Placings: <https://umn.zoom.us/j/96475309696?pwd=ektPK0hGZktY08rMmpyVjVMbVpDUT09>

Judging Information: <https://z.umn.edu/importantjudginginfo>

Polk County Extension Office

240 Cleveland Ave PO Box 69
McIntosh, MN 56556

218-563-2465

<https://www.extension.umn.edu/local/polk/4-h>



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POLK COUNTY SHOWCASE

Date	Livestock/ Static/ or Both	Event
June 24th– July 10th	Both	FairEntry Open
July 14th	Static	Emails will be sent out to Static Exhibitors
July 14th– July 17th	Livestock	Livestock judging takes place
July 18th	Livestock	Zoom Meeting for Livestock Placing
July 21st	Static	Flipgrid deadline for Static Entries
July 22nd– July 27th	Static	Static Judging takes place
July 29th	Static	Static results live in Flipgrid
August 31st– September 5th	Both	State Showcase Event



JUDGING:

What to expect...
Judges will award ribbons and placings according to the exhibitor’s knowledge about the exhibit (50%) and the quality of the exhibit (50%).

Your job is to tell the judge what you know about your exhibit, and what you have learned. Don’t be afraid to tell them about difficulties you had or something that you had to redo. Some questions to think about are:

- What have you learned from your work on this project? What did you do well? What would you do differently?
- What new skills have you learned?
- How will you use the skills you have learned in other areas? How can you keep learning more about this project area?

Always remember to thank the judge.

Horse Exhibitors

Please register for your typical fair classes.

At this time we are currently waiting to find out what the protocol will be for horse.

There will be a horse PDC meeting on Tuesday July 7th, 7:00 pm via Zoom. During this meeting we will be discussing the 2020 showcase event for horse.



Zoom meeting link:

<https://umn.zoom.us/j/93558037487?pwd=YUhmbzhJbTdjTXM4akloUVFpdW9Wdz09>

Meeting ID: 935 5803 7487

Password: 1C9TFu

FairEntry – detailed instructions for families

GETTING STARTED

- In order to register for 4-H at your county fair, each youth must be enrolled as an active 4-H member and you must know (or obtain) your 4HOnline family login (email address and password).

For more information about enrolling and/or obtaining login information, go to

<https://z.umn.edu/mn4honline-enroll>

- For county fair information, premium books, dates and more, locate your county website here:

<https://local.extension.umn.edu/local/polk>

LOGGING IN

When you're ready to register for the fair, type in URL:

4-H Polk County Fair Registration
polk.fairentry.com

Once you're at your county's fair page, proceed as follows:

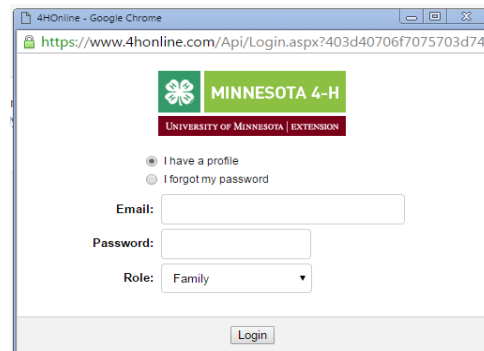
1. Click on "Sign in with 4HOnline" This will bring up a popup window (watch for pop-up blocker notices and/or a hidden window).

Exhibitor and Staff sign-in



2. This is where you'll enter your 4HOnline login email and password.

If you've forgotten your password, you'll need to go to mn.4honline.com and first reset your password there. For more information go to <https://z.umn.edu/mn4honline-enroll>



CREATING EXHIBITORS

If this is your FIRST TIME logging in, you will see a welcome screen. (See below for subsequent logins)

- Click “Begin Registration”
- Click on “Individual”
- Click on the 4-H member you are registering and click on “Continue”
- As you proceed, you may or may not see a question(s) to answer, depending on your county.
- Click “Continue”

We noticed you haven't yet registered for the fair.

Begin Registration →

Do you want to register an Individual?

Individual

Congratulations! You have now created an Exhibitor profile, which can be reviewed if desired.

CREATING (REGISTERING) ENTRIES

The next step is to create entries

- Click “Continue to Entries”, then “Add an Entry”.
- Select the desired Department.
- Select the desired Division.
- Click on “Choose”

Choose Division

Department	Goat - Dairy	Change
Division	Dairy Breed	Change

Cancel

Choose

At this point, the registration option you see will depend on the Class being entered:

Option 1 - Selecting from a list of Classes.

Option 2 - Selecting to enter multiple entries (exhibits) in one more Classes at one time.

Option 3 - Selecting a single animal Class and then (in some cases) choosing a specific animal.

Option 4 - Selecting a specific animal, and then entering that animal into one or more Classes.

(See below for details on each option)

In all options, you will at some point see the member's 4-H Club displayed. In some cases, you must “Select” (or change) the club. Options for doing that may vary, but generally the suggested club can most easily be selected with a blue “Select this Club” button. In other cases the club will already be selected.

Suggested Club: Amboy Area Adventurers 4-H
(Last Club Selected)

OPTION 1 - Selecting from a list of Classes

- Click on “Select” to register one entry in that Class

Starting an Entry		
Department	Public Presentations	Change
Division	Illustrated Presentation	Change
<p>i Select a Class to continue</p>		
O003001:	Illustrated Presentation - Grade 9+ Individual	Select →
O003002:	Illustrated Presentation - Grade 9+ Team	Select →
O003003:	Illustrated Presentation - Grade 6-8 Individual	Select →
O003004:	Illustrated Presentation - Grade 6-89 Team	Select →
O003005:	Illustrated Presentation - Grade 3-5 Individual	Select →
O003006:	Illustrated Presentation - Grade 3-5 Team	Select →

OPTION 2 - Selecting to enter multiple entries in one more Classes at one time (IF allowed in the Class)

- Check the box to the left of the desired Class
- Change the Quantity as desired
- Click "Continue"
- Review Entries and then click on "Create Entries"

Class or Classes

R130001: Electric - Grades 9+ Quantity: 3

R130002: Electric - Grades 6-8

R130003: Electric - Grades 3-5

OPTION 3 - Selecting a single animal Class and then (in some cases) choosing a specific animal.

- Click on "Select" to register one entry in the desired Class.
- Click "Continue"
- Select your Club (see above note about selecting a Club)
- If an animal is required, click on "Add an animal" to choose from previously ID'd and available animals
- Click "Continue"

Department	Rabbits	Change
Division	Small Breed Rabbits	Change
<p>Select a Class to continue</p>		
1001001:	Rabbit - Small Breed Senior Buck over 6 months of age	Select
1002:	Rabbit - Small Breed Senior Doe over 6 months of age	Select
1003:	Rabbit - Small Breed Junior Buck under 6 months of age	Select
1004:	Rabbit - Small Breed Junior Doe under 6 months of age	Select

Entry Animals

There is no animal in this slot [Add an animal](#)

[Continue](#)

OPTION 4 - Selecting a specific animal, and then entering that animal into one or more Classes.

- The first step in this option is to select the animal to be entered. (Only one animal at a time can be entered with this option.)
- If this is the first time entering this particular animal, it must be "added" to the screen, by clicking on "Add Animal".
- Once the animal is listed, click on the radio button to select it.
- Then, choose the Class(es) that this animal will be entered into
- Click on [Continue] to review entries
- Click on [Create Entries] to complete the process.

Make your Club, Animal, and Class selections to continue. [Continue](#)

Club [Change](#)

Busy as Beavers 4H
(Primary Club)

When entering into an Open Class, your club selection will be treated as No Club (Open).

Animal(s) [Add Animal](#)

Allowed Animal Types:

- Horse

Enter a single animal ←
 Enter a pen of animals
 I will specify animal(s) later

Siever, Daisy

Brantley 4HOnline

Jimmy Jack 4HOnline

Siever, Eric

Apollo 4HOnline

Class or Classes

Games - Barrels - Gr. 3-5

Games - Figure 8 - Gr. 3-5

Games - Pole Weaving - Gr. 3-5

Showmanship Gr. 3-5

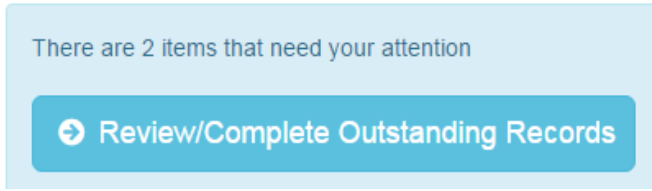
Western Horsemanship - Gr. 3-5

Western Pleasure - Gr. 3-5

OTHER QUESTIONS AND INCOMPLETE ENTRIES

In the process of registering entries, some entries will have additional questions you must answer. Follow the on-screen instructions to complete the questions and proceed with registration.

In some cases you may run into errors or situations where you cannot proceed. If you see a “blue” button or information, follow the instructions to complete the tasks indicated.



There may be situations where you cannot proceed with your fair entries for some reason or another. For example, you may need to enter an animal that is not showing up as being available for entry, or you may be unsure about the correct Class to enter. In these cases, contact your County Extension Staff - contact information can be found at www.extension.umn.edu/county

CONTINUING ON

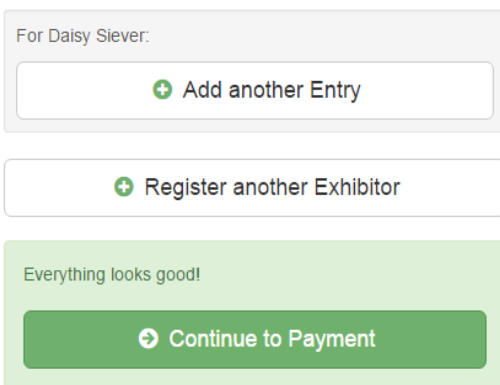
After successfully completing an entry, you can:

- Click “Add another Entry” to continue adding entries.
- Click “Register another Exhibitor” to change to another 4-H member in the family.
- Click “Continue to Payment”. **(There are no fees or payments needed, but this step is required to complete your registration).**

Click “Continue to Payment” to finish, following the steps as prompted to submit the “invoice”.

- You can log back in at any time to review entries previously created or to add additional exhibitors and/or entries
- **Once an invoice has been submitted, Extension staff will review and approve your family’s entries. Until then you are not able to create additional entries.**

What do you want to do next?



LOGGING BACK IN ANOTHER TIME

When logging back in, you will find your family profile in one of three “invoice statuses”:

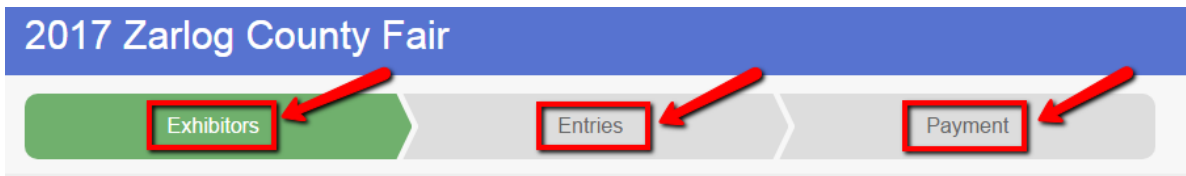
<p>Invoice un-submitted</p>	<ul style="list-style-type: none"> • You can continue adding or completing entries on that invoice. • Entries can not be changed, but they can be deleted from an un-submitted invoice. 	
<p>Invoice submitted and approved</p>	<ul style="list-style-type: none"> • You can add new entries by starting a new invoice. • Previously submitted entries can not be deleted or changed. 	

NAVIGATION HINTS

Click on the fair “Title” to return to your family Dashboard at any time.

- This is where you’ll be able to find completed/ approved invoices and printable lists of entries.

When working on an invoice, you can often click on any of the navigation buttons even if they are not green. This can be helpful for going “back and forth” while working on entries.



For livestock, note the same Classes will require you to add an animal. If so, select the desired animal from the list of animals that **have been ID** by all members of your family in 4HOnline.

If desired, you can change the selected animal when you arrive at the fair (including changing animals between siblings.)

Flipgrid:

For detailed instructions about Flipgrid please follow the link below:

<https://z.umn.edu/polkflipgridinstructions>

Notice:

If you ID'd a Livestock animal, please be watching the mail for detailed instructions on how to upload your livestock photos and videos.

Cloverbud opportunities



Project Ideas Include:

- A plant
- Arts or crafts
- A simple descriptive poster of a pet, project or hobby
- Pictures (not in a frame)
- Lego building

Cloverbuds can show non-livestock & livestock projects. They DO NOT need to have the animal ID completed, however an **adult/older youth has to be in complete control of the animal at ALL times, even when the Cloverbud is speaking to the judge.** The youth are there to answer questions and be part of the participation experience.

Cloverbud judging is a learning experience, it is not a competition. All of the Cloverbuds will earn a participation ribbon for each of their project.

Minnesota 4-H Cloverbud Policies.

Please refer to the Cloverbud information sheet at:

<https://local.extension.umn.edu/local/article/cloverbud-information-and-rules>

The 4-H Learning Environment

When young people join a 4-H program, they embark on a journey of fun and personal development. 4-H youth are known for their public presentation skills, their ability to convey information and engage in a conversation. Not surprisingly, 4-H members have a distinct advantage with participating in interviews for scholarships or job interviews.

One of the highly visible learning opportunities in the 4-H Youth Development Program is 4-H project judging at the county and state fair. Fair project conference judging is just one of the methods incorporated by the Minnesota 4H Program to develop communication and life skills in young people. In conference judging the ribbon placing on the project is based 50% on the project and 50% on the knowledge of the exhibitor. Conference judging consists of a conversation or “mini interview” between the 4H member and the judge. During the judging process a 4-H member reflect on their learning experiences and celebrate their accomplishments. 4-H members exhibit fair projects because they are fun, but learning is the real take-away.

To learn more, view the 30 minute 4-H Online Training module The 4-H Learning Environment available at www.extension.umn.edu/youth/mn4-h/volunteer/online-training

Anyone that exhibits a 4-H project will receive a special item.

9 REASONS WHY BEING IN 4-H MAKES YOU A BETTER PERSON

Your head, heart, hands, and health for a better future.

If the smell of pigs brings gut-wrenching nostalgia; if cross-stitching a lighthouse deep into the night gets your gears going; if you feel upset when two cookies from the same batch look dissimilar—you might be a born-and-raised 4-H member. which means you are a better person than most, for these reasons:

1. You learned to lose with grace and dignity.

You were a hardworking eight-year-old, slaving long nights baking imperfect muffins, and some 50-year-old judge gave you a participation ribbon. Yes, 4-H judges can be heartless. But you learned, as you ate your sad and lumpy muffins alone with your participation ribbon in hand, to lose with grace and to understand that you can't always be the best (not in the 4-H field and not in the real world)

2. You learned to be a role model.

As you aged-up in the old 4-H club, younger children joined, turning their attention to your abilities and, most of all, noting that you conducted yourself with strength and courage. Now, in your adulthood, people give you the respect and the television remote control that you deserve.

3. You learned how to meet a deadline.

You could wrangle eight projects, quilt deep into the night whilst watching *Little House on the Prairie*, meet all your 4-H deadlines, and still maintain your social connections with the little kids across town who owned the best pool.

4. You learned how to cook (read: no college ramen for you).

You stood on a rickety chair to reach the stove and stirred, sizzled, and spiced your way to 4-H cooking honors. Early-on, you knew how to take care of yourself, to fill yourself with proper nutrition—outside of the realms of pop tarts and fruit roll-ups. Which means you're not an adult with a full reliance on fast food.

5. You learned that practice makes perfect.

No matter the 4-H skill, you had to perform that sucker a ton of times, doing the same task over and over throughout the humid summer until—miracle-of-miracles—you perfected the chocolate chip cookie. If you were lucky, next year you could move up to cupcakes.



6. You learned that doing things correctly takes time and effort.

During “bad years,” you stayed up until four in the morning on the day of the judging, perfecting your stitching, putting the finishing touches on your quilt (usually with your mom right there, nagging you whilst simultaneously giving you chocolate and telling you you're just great, honey). But during good years, you spent months on those projects, never taking a single stitch for granted. Time and effort yielded the results you wanted and deserved.

7. You learned organization.

Children aren't that organized, but mad 4-Hers had to be if they wanted blue-ribbon bragging rights. And so, to the barn you trudged to organize some hay bales, you lined your sewing strings up by color, and you remembered everything. Like some sort of alien elementary student, you never missed an assignment. And now, your type-A-level organization skills are through-the-roof, helping you win at life every day.

8. You learned the circle of life and where your food really comes from.

If you showed livestock, you knew early on that those pigs weren't coming home. And thus, you appreciated where your meat came from, that treating animals well was an important element of food production, and that getting the smell out of your clothes wasn't even worth the attempt.

Woodworking? Cake decorating? Just bringing your cat to the fair? You could try anything as a 4-H kid—which was freeing, allowing you to figure out what you actually liked. And now in your adult years, you're unafraid of that big move across the country, your next career step, or just trying Zumba for the first time.

9. You learned not to be afraid of trying new things.



You Know You're a 4-H'er if...

You have so many ribbons that you can throw some away, and still have enough to make a quilt.



Polk County Fair!



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