Recordbook Category	Description
Agricultural Sciences	This category offers activities and experiences for agriculturally related animal projects such as Exotic Wildlife Animals, Dairy Cattle, Dairy Goats, Llama/Alpaca, and Backyard Chickens. Projects NOT suitable include beef, horse, rabbit, sheep, goat, swine or poultry or any other species that has a defined category.
Beef	Includes information from a market and/or breeding beef project. Examples of activities to include: animal husbandry, livestock selection (judging), health, quiz bowls, and the exhibition of beef cattle at local, county, state, and national cattle shows.
Citizenship & Civic Education	Include information such as serving your community, knowing how to make a difference, or learning about your local, state, or national communities/government. This project category involves more than just community service projects, but also learning more about communities and government. Member understands the right and responsibilities of membership within the family, neighborhood, community, state, nation and world through appreciation of cultures and heritage.
Clothing & Textiles	Includes information such as creativity in designing, sewing, purchasing clothes while making a style you call yours, use basic/advanced sewing/construction skills, develop good consumer skills, and serve the community. Participants should demonstrate how they have gained self-confidence and poise through learning how to enhance personal appearance. This category is not limited to clothing, but includes all aspects of textiles use and the industry.

Communication & Expressive Arts	This category includes activities and events such as stage performance, stage design, videography, dance, public speaking, and Share-The-Fun. Youth should include information about how they have developed communication skills, decision making, and problem solving as well as career exploration in related fields. This category does not include photography.
Companion Animal	This category includes activities such as selection, care, maintenance, production, and responsibilities associated with a companion animal. A companion animal is a pet or domestic animal (examples: dog, cat, guinea pig, etc.). This category does NOT include any livestock projects, exotic wildlife animals or rabbits.
Consumer Education	This category includes activities where youth learn to make wise decisions when making purchases; whether it is apparel, home appliances, electronics, personal financial tools or automobiles. Consumer education also encompasses housing and home environment, planning efficient living spaces, wise use of energy resources in the home, and educating oneself about products used in the home. Project activities also focus on the economy, money management, consumer rights and responsibilities, and the environment as it relates to the consumer.
Entomology	This category includes activities where youth learn about insects by studying, collecting and identifying various insects. Discover how helpful and harmful insects live, multiply, are controlled, and affect humans. Includes activities such as beekeeping.
Family Life	This category includes activities where youth increase their knowledge and skills regarding family issues such as care of young children, working with older adults, preparing for marriage, and relating to others. Vocational choices and career preparation are also covered in this project.

Food & Nutrition	This category includes activities related to the food and nutrition project where youth learn to make healthy food choices, prepare nutritious and safe meals and snacks, gain knowledge of nutrients, and adopt behaviors that can help reduce their risk for chronic disease.
Gardening & Horticulture	This category includes activities related to the horticulture project where youth learn about plant growth, environmental horticulture and ecology, fruits and nuts, landscape design, soil and water, insects and diseases, vegetables and herbs, and life skills and career exploration.
Goat	Includes information from a market and/or breeding goat project. Examples of activities to include: animal husbandry, livestock selection (judging), health, and the exhibition of meat or haired goats at local, county, state, and national goat shows. This category excludes dairy goat activities, which must be entered in the Agricultural Sciences category.
Health	This category includes activities where youth learn how to improve physical, intellectual, emotional, and social health. It also focuses on healthy living, prevention and wellness and community health resources. Safety concerns related to health issues, such as first aid and emergency preparedness, can also be included.
Horse	This category includes activities related to the horse project such as activities in horsemanship, horse development, selection and training. Horse project members can demonstrate their knowledge and skills through exhibiting horses, riding competitions, quiz bowls, speaking events and judging events.
Leadership	The leadership category includes activities where youth can demonstrate learning and the practice of leadership life skills. Information provided in this category could demonstrate growth in leadership through a variety of projects. Leadership skills can be

	learned and practiced through elected/appointed positions, volunteering and making things happen, and/or facilitating activities. Leadership skills and philosophy include, but are not limited to, understanding and accepting self, caring for others, communication skills of listening and speaking, group dynamics, interacting with others, decision making, delegating, and parliamentary procedure.
Natural Resources	The Natural Resources project offers activities involving exploring and experiencing the vast natural resources within the state. Project areas include 4-H Wildlife Habitat Education Program (WHEP), 4-H Outdoor Challenge, 4-H Wildlife Project, 4-H Sportfishing Project, 4-H Shooting Sports Project, 4-H Forestry, 4-H Aquatic Science, 4-H Range Management. Learning experiences can include events and activities related to each project, a variety of summer camp experiences, and a wide array of curriculum enrichment school programs.
Personal Development	This category includes activities that bring out the best in you as you learn about yourself and what you can do. Learn how to work with and lead others at home, at school, and in the community. Includes learning activities such as character education, safety education, career exploration, global education, cultural awareness, and workforce exploration. Personal development includes building life skills such as goal-setting, responsibility, service to others, group dynamics, and others that lead to improved awareness and identify of oneself and others.
Photography	The photography project encourages self-expression and teaches proper use of photographic equipment and technologies that include print and digital media. This project allows for participants to express artistic talents and communicate them through their project work. Photography provides opportunities for career exploration and promoting 4-H.

Plant & Soil Science	The soil and crop science project offers activities and experiences in the area of soils and the science of raising productive and healthy agricultural crops. Activities include soil judging, farming, grass ID and Range evaluation. Backyard gardening projects are not suitable for this category.
Poultry	The poultry project teaches members poultry production and marketing by managing poultry projects. Project topics include broilers, capons, turkeys, egg production, and development from egg to chick. Backyard chicken projects are to be entered in the Agricultural Sciences category.
Public Speaking	The public speaking project develops and promotes the skills needed to research, organize and present a speech on a given topic. Participants learn the process of speaking to a group of people in a structured, deliberate manner intended to inform, influence, or entertain listeners. In addition, participants develop their own personal style, while projecting a positive personal appearance. Members learn about the different types and use of various speaking styles while having the opportunity to practice those skills.
Rabbit	The rabbit project teaches proper methods of caring for, raising, breeding, and marketing rabbits. There are three project options: market, breeding, or any non-competitive (i.e., pet) projects.
Recreation	Includes learning how to plan, facilitate, lead, and participate in games, songs, ceremonials, party planning and much more in a fun, safe and controlled environment. Emphasis is on teaching others leadership skills, communication and teamwork through experiential learning.
Science, Engineering, & Technology	Includes all aspects of biological, mechanical, or electronic sciences. Any aspect of 4-H Science related activities are included in this category.

Sheep	The sheep category includes activities such as selecting, feeding, exhibiting, raising, animal health, nutrition, breeding and marketing sheep. Includes market or breeding animals.
Shooting Sports	The shooting sports project gives a comprehensive introduction to shooting safety and the fundamentals of archery, hunting, muzzleloading, pistol, rifle, and shotgun. It also teaches valuable skills in stewardship of natural resources, and an awareness and appreciation for the sport.
Swine	The swine category includes activities such as selecting, feeding, raising, animal health, nutrition, breeding, and marketing swine. Either market or breeding animals can be raised.
Veterinary Science	This category includes the broad study and/or practice of the techniques and procedures involved in caring for animals. It includes learning about veterinarian careers and course of study. This category should include activities or knowledge beyond basic, routine animal husbandry.
Wildlife & Fisheries	This category includes activities such as wildlife biology, ecology, and habitat management and recreational use, from observation to simple identification to management processes and the ethic of stewardship. Project areas include 4-H Wildlife Habitat Education Program (WHEP), 4-H Outdoor Challenge, 4-H Wildlife Project, 4-H Sportfishing Project, 4-H Hunting and Wildlife Project, 4-H Forestry, 4-H Aquatic Science, 4-H Range Management.