

# JUNIOR NATURAL SCIENCES DEPARTMENT

## DEPARTMENT - 216

### RULES

1. **Please read Junior Class rules first.**
2. Enter only those Classes which you are enrolled in.
3. Collections may either be attractively displayed on a 14" x 22" poster board, arranged in a notebook, or case provided by exhibitor.
4. All Archery and Shooting Sports targets or score cards used must include date shot, exhibitor's names, age as of January 1<sup>st</sup>, name & signature of adult/witness and exhibitor's signature.
5. Archery and Shooting Sports entries must follow additional division and class rules or will be marked down one premium level.
6. All other Natural Science Projects except Angling will be judged using the Face to Face Judging System.
7. One exhibit per entry number.

#### **DIVISION: BIRDS (WILDLIFE) (Bird exhibits will be disqualified if nests and feathers are used)**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				

Examples: Pictures or drawings of birds, homemade bird house or feeder with feed, informational poster.

#### **DIVISION: FISH (WILDLIFE)**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				

Examples: Posters or displays showing parts of fish, knots in lines and various types of hooks and lines, or tying flies/jigs with explanation of use. No hooks allowed unless points/barbs have been removed.

#### **DIVISION: WILDLIFE**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				

Examples: Posters or displays of plant specimens such as wildlife food, drawings or photos of fur-bearing animals found in your nature study area, scrapbook of wildlife tracks.

#### **DIVISION: WILDFLOWERS (Wildflower exhibits will be disqualified if endangered wildflowers are used)**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				

Examples: Scrapbook or field notebook of wildflowers, poster or display of flower parts.

#### **DIVISION: TREES**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				

#### **DIVISION: WATER**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				

#### **DIVISION: ENTOMOLOGY**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
1. Any article	2.50	2.25	2.00	1.75
2. Any article				
3. Any article				

#### **DIVISION: OUTDOOR ADVENTURES**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
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1. Any article 2.50 2.25 2.00 1.75

2. Any article

3. Any article

Examples: Posters or displays showing proper use of outdoor equipment, or safety and health, articles necessary for camping.

#### **DIVISION: NATURAL HARVESTING**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>

1. Honey (one pint jar or less)
2. Maple syrup (sealed one pint jar or less)
3. Maple syrup products
4. Poster or display about collecting honey or maple syrup

#### **DIVISION: SHOOTING SPORTS/HUNTING – DISPLAY or OTHER**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>

1. A poster or display showing some aspect of Hunter Safety
2. Any article, poster or display about range shooting sports (archery or gun).
3. Any article, poster or display about gun hunting.
4. Any article, poster or display about bow hunting.
5. Any article, poster or display about trapping.

#### **ARCHERY RULES**

1. See the general rules listed in the beginning of Department 216 for additional information.
2. Youth may enter ONLY ONE CLASS per Division, age based on age on January 1.
3. Exhibitors will present a completed scoring sheet or form during judging at Fair. The scoring sheet/form may be from a 4-H event, FFA event, or other event held prior to the Fair as long as the scoring sheet/form follows the Archery division rules.
4. All archers shoot six rounds of five arrows each (30 arrows total) using the NFAA 16", 5 ring target.
5. A scoring sheet or form is required for scoring and showing the "score" for each arrow shot (0-5). Score sheets should include date shot, exhibitor's name, age as of January 1, exhibitor's signature, and name & signature of adult/witness.
6. Fair judging is done on a "Bracketed Scoring" system.
7. Wrong targets used or missing signatures will result in a one ribbon place penalty.

#### **DIVISION: SHOOTING SPORTS - ARCHERY**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>

- |                   |                          |          |
|-------------------|--------------------------|----------|
| 1. Age 10 & under | Bare Bow – Recurve       | 10 yards |
| 2. Age 10 & under | Bow WITH AIDS – Recurve  | 10 yards |
| 3. Age 10 & under | Bare Bow – Compound      | 10 yards |
| 4. Age 10 & under | Bow WITH AIDS – Compound | 10 yards |
| 5. Age 11 to 13   | Bare Bow – Recurve       | 15 yards |
| 6. Age 11 to 13   | Bow WITH AIDS – Recurve  | 15 yards |
| 7. Age 11 to 13   | Bare Bow – Compound      | 15 yards |
| 8. Age 11 to 13   | Bow WITH AIDS – Compound | 15 yards |
| 9. Age 14 & over  | Bare Bow – Recurve       | 20 yards |
| 10. Age 14 & over | Bow WITH AIDS – Recurve  | 20 yards |
| 11. Age 14 & over | Bare Bow – Compound      | 20 yards |
| 12. Age 14 & over | Bow WITH AIDS – Compound | 20 yards |

#### **SHOOTING SPORTS – RIFLE RULES**

1. See the general rules listed in the beginning of Department 216 for additional information.
2. Youth may enter ONLY ONE CLASS per Division, age based on age on January 1.
3. Exhibitors will present a completed target during judging at Fair. The target may be from a 4-H event, FFA event, or other event held prior to Fair as long as the target follows the Rifle division rules.
4. All exhibitors must use the specified target for their class.
5. Completed score sheets should include date shot, exhibitor's name & signature, and name & signature of adult/witness.
6. All Air Rifles must NOT exceed 600fps velocity for the shoot.
7. Absolutely NO semi-auto firing will be allowed.

8. ALL shooting positions are unsupported with the exception of a shooting jacket and/or sling.
9. Scoring is done on a "Bracketed Scoring" system.
10. Wrong targets used or missing signatures will result in a one ribbon place penalty.

#### **DIVISION: SHOOTING SPORTS - .22 RIFLE**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>

1. Iron Sights: consists of 3 targets with 10 rounds in each of the Prone, Kneeling, and Standing Positions on the A-17 target – only 1 shot at each scoring bullseye.
2. Scope Sights: consists of 3 targets with 10 rounds in each of the Prone, Kneeling, and Standing Positions on the A-17 target – only 1 shot at each scoring bullseye.

#### **DIVISION: SHOOTING SPORTS - .177 AIR RIFLE (PELLET ONLY)**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>

1. Iron Sights: consists of 3 targets with 10 rounds in each of the Prone, Kneeling, and Standing Positions on the AR-5/10 target – only 1 shot at each scoring bullseye.
2. Scope Sights: consists of 3 targets with 10 rounds in each of the Prone, Kneeling, and Standing Positions on the AR-5/10 target – only 1 shot at each scoring bullseye.

### **SHOOTING SPORTS – SHOTGUN/TRAPSHOOTING RULES**

1. See the general rules listed in the beginning of Department 216 for additional information.
2. Youth may enter ONLY ONE CLASS per Division.
3. Exhibitors will present a completed scoring sheet or form during judging at Fair. The scoring sheet/form may be from a 4-H event, FFA event, or other event held prior to Fair as long as the scoring sheet/form follows the Shotgun/Trapshooting class requirements.
4. A scoring sheet or form is required for scoring and should show "hits" or "misses" for each shot. Score sheets should include date shot, exhibitor's name & signature, and name & signature of adult/witness.
5. Fair judging is done on a "Bracketed Scoring" system.
6. Wrong targets used or missing signatures will result in a one ribbon place penalty.

#### **DIVISION: SHOOTING SPORTS – SHOTGUN / TRAPSHOOTING**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>

1. Intermediate - ages 12 - 14 yrs. One round of 25 clays at 16 yards.
2. Senior - 15 yrs. and up. One round of 25 clays at 16 yards.

### **SHOOTING SPORTS - PISTOL RULES**

1. See the general rules listed in the beginning of Department 216 for additional information.
2. Youth may enter ONLY ONE CLASS per Division.
3. Exhibitors will present a completed target during judging at Fair. The target may be from a 4-H event, FFA event, or other event held prior to Fair as long as the targets follows the Pistol division rules and the NRA 50-foot pistol rules.
4. Targets should include date shot, exhibitor's name & signature, and name & signature of adult/witness.
5. .22 Pistol Shooting is done in the standing position, the gun is held in one hand only, the other hand being used in no way to support the gun; all portions of the shooter's clothing, body and gun are clear of artificial support. (NRA Pistol Rules, Section 5.5)
6. The .22 Pistol entry consists of 3 targets, 30 rounds, as follows (NRA Pistol Rules, Section 7):
  - Round 1: Slow Fire – 10 rounds in 10 minutes, using the B-2 target.
  - Round 2: Timed Fire – 5 rounds in 20 seconds, 2 strings, using the B-3 target
  - Round 3: Rapid Fire – 5 rounds in 10 seconds, 2 strings, using the B-3 target.

→Total of 3 targets with 10 shots per target.
7. The .177 Air Pistol entry is done in the standing position, the gun is held in one hand only, the other hand being used in no way to support the gun; all portions of the shooter's clothing, body and gun are clear of artificial support. (NRA Pistol Rules, Section 5.5)
8. The .177 Pistol entry is done at 10 meters (33 feet) and consists of 20 rounds using the B-40 target. Total of 4 targets with 5 shots per target.
9. Fair judging is done on a "Bracketed Scoring" system.
10. Wrong targets used or missing signatures will result in a one ribbon place penalty.

**DIVISION: SHOOTING SPORTS - .22 PISTOL**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>
1. Intermediate – ages 12 - 14 yrs				
2. Senior – ages 15 and up				

**DIVISION: SHOOTING SPORTS - .177 AIR PISTOL (PELLET ONLY)**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>
1. Junior – ages 10 and under				
2. Intermediate – ages 11 – 13 yrs				
3. Senior – age 14 and up				

**ANGLING RULES**

1. A total of 6 tournaments will be scheduled from May- July on Waukesha Area Lakes.
2. All youth participating must have an accompanying responsible adult with a boat, with minimum liability boat insurance. All weeds and exotics must be removed from boats, motors, and trailers before leaving the landing.
3. State fishing and boating regulations apply, check the waters you are fishing in. Any fish presented that is in violation of state laws must be immediately released, and the youth will forfeit that night's points. Reminder: follow ALL DNR RULES or you will be disqualified. We will ONLY score up to the legal possession for that lake.
4. Youth under age 16 may not operate the outboard motor. Adults may assist with areas to fish and operate the trolling motor for the youth. The youth must cast for and land their own fish, although adult may assist with netting a fish.
5. Fishing time: 5:30pm - 8:30pm. There is no penalty for starting late, however the project leader must be notified in advance. All boats must stay within 50 yards of take off before starting and no fishing! All participants must be at landing by the set ending time or else forfeit that night's points. (All late starts must start from designated landing.) Penalties for being late are: less than 10 minutes late 15 points deducted and 15 points for each additional 5 minutes late. The max penalty is equal to total points of their catch.
6. Live wells may be checked at the request of any tournament angler before the start of fishing
7. Fishing during lightning is prohibited. All must check in at landing and wait to see if storm blows over. Tournaments may be cancelled and rescheduled due to weather, although we will still fish in the rain. A good rain suit is recommended.
8. Immediate release of any qualifying fish allowed with measurement / verification by an opposing team. Fish are measured in inches; tail may be pinched.
9. Life jackets are required to be on anytime that your boat is above troll.
10. Only artificial lures will be allowed. Youth must provide their own fishing rods, lures and equipment.
10. While not required, the use of live wells (with working aerators!) and rubber landing nets is strongly encouraged. Catch & Release is strongly encouraged.
11. Youth will be able to drop their points from their lowest scoring tournament. Five out of 6 tournament points will be counted towards the final placing.
12. Sportsmanship bonus: The Project Leader may give this optional bonus for exceptional acts representing good sportsmanship. This bonus is completely at the discretion of the project leader.
13. Keep it FUN! Always practice good sportsmanship, and help each other out when they need it!! Create a positive image for the Fishing Project. Youth are encouraged to share their strategies after the tournament and learn from one another.

**DIVISION: ANGLING**

<b>Class No.</b>	<b>Blue</b>	<b>Red</b>	<b>White</b>	<b>Pink</b>
	<b>2.50</b>	<b>2.25</b>	<b>2.00</b>	<b>1.75</b>
1. Beginner, age 10 and under				
2. Intermediate, age 11 to 13				
3. Senior, age 14 and over				