

# **SPECIAL EVENTS**



## **FASHION REVUE**

Superintendent: Julie Blevens

Keep the following information in mind for Fashion Revue judging.

1. Fashion Revue registration is due on a separate entry form by the pre-fair entry deadline of June 29, 2010
2. Guidelines and procedures for Fashion Revue judging day are available in the County Extension Office
3. 4-H members who do not model in public Fashion Revue will forfeit their awards for modeling.
4. Cloverbuds are allowed to participate but are not judged.
5. Crochet, knitting and leathercraft exhibits that are a wearable item may participate in a separate division.
6. Narration cards are due on Monday, July 12<sup>th</sup> at construction judging.
7. Garments modeled in the Fashion Revue are exempt from the official 4-H Dress Code, but it is strongly encouraged that the dress code be considered. Garments should be appropriate for age, body type, and event as deemed appropriate by a committee (to include Agent, Fashion Revue Committee, Clothing & Decorate Your Duds Superintendents).



## **FLYING ROCKET CONTEST**

Superintendent: Darrell Martin

This contest will be held on Saturday, July 18 beginning at 8:00 a.m. Awards will be given at the conclusion of the event. .

### **GENERAL RULES:**

Each 4-H member must be enrolled in the Rocket Project. They can have two flights in each contest so get your best rockets and engines together. You are going to want to think about engine size, delay charge timing, and recovery systems. You may even want to build a secret weapon just for the event.

1. The rocket flying contest will consist of two separate contests: FLIGHT DURATION and TARGET LANDING.
2. Rockets may not use engines more powerful than the most powerful engine recommended for that rocket by the manufacturer. Recovery systems are limited to parachute, streamer, and tumble recovery.

3. Launching equipment will be set up. Contestants will supply their own rockets, engines, recovery systems and wadding.
4. Each participant will be allowed two launches in each event. **TIME AND WEATHER PERMITTING.** Needed repairs must be completed prior to the contestant's turn for the second launch.
5. For the Target landing contest, the target will be less than 50 feet from the launch pad. The object will be to launch your rocket and land closer to the target than anyone else. Target landing will be judged on distance from target to touchdown spot.  
  
Flight duration will be judged on length of time from liftoff to touchdown. The Flight duration contest will also have a target. Your score will be based primarily on how long your rocket stays in the air but the best flights will be the ones that land nearest the target. Flight times that are close may be decided by the one that is closest to the target since seconds will be added to your time based on how far away your rocket lands. Distances and penalties will be announced the day of the contest. Rockets that are not recovered when the contest is finished will be disqualified.
6. Judges will determine that each rocket is safe to launch prior to each launch. Range safety rules will be enforced.
7. Judges' decisions are final.

Grand Champion **Junior**.....Rosette  
Reserve Grand Champion **Junior**.....Rosette

Grand Champion **Senior**.....Rosette  
Reserve Grand Champion **Senior**.....Rosette



## PERFORMING ARTS FESTIVAL

Superintendent: TBA

### General Rules:

1. Except for one accompanist, all participants must be enrolled in the 4-H program.
2. A member may only enter each class once per contest
3. Members must supply their own props. Set up is to take less than 5 minutes.
4. Solo events are comprised of 1 individual-ensembles are 2 to 5 members—groups are 6 member and over.
5. Mixed ensembles or groups will be placed in the event of the oldest member of the group. There are no age divisions in one act plays.
6. Time limits are specified for each division or class. Up to 20 points could be subtracted, depending on the amount of overtime, at the judge's discretion.
7. A copy of the music is needed for judges for the Musical Division. (Vocal and instrumental). A copy of any song lyrics must accompany the pre-entry.
8. All performing arts must be sensitive to the diverse audience who attend the fair. All materials are subject to review and approval by the superintendent.
9. A copy of the script for every entry in the Theatrical Division is required and must accompany the pre-entry.
10. All lines of the script must be memorized.

### Musical Division-Vocal

Not over 6 minutes. Number may or may not be memorized. Copies of your music may be words only.

#### Class

11. Junior Vocal Solo
12. Intermediate Vocal Solo
13. Senior Vocal Solo
14. Junior Vocal Ensemble and Group
15. Intermediate Vocal Ensemble and Group
16. Senior Vocal Ensemble and Group

## Musical Division-Instrumental

Rules: The Instrumental Division is divided into the following categories: Keyboard/piano, Strings, Woodwinds, Brass, Percussion. Not over 6 minutes. Number may or may not be memorized. Copies of your music must be submitted to the judge.

### Class

- |  |   |
|--|---|
| 17. Keyboard/Piano Solo-Junior                 | 23. String Solo-Junior                    |
| 18. Keyboard/Piano Solo-Intermediate           | 24. String Solo-Intermediate              |
| 19. Keyboard/Piano Solo-Senior                 | 25. String Solo-Senior                    |
| 20. Keyboard/Piano Ensemble/Group-Junior       | 26. String Ensemble or Group-Junior       |
| 21. Keyboard/Piano Ensemble/Group-Intermediate | 27. String Ensemble or Group-Intermediate |
| 22. Keyboard/Piano Ensemble/Group-Senior       | 28. String Ensemble or Group-Senior       |
| 29. Woodwind Solo-Junior                       | 35. Brass Solo-Junior                     |
| 30. Woodwind Solo-Intermediate                 | 36. Brass Solo-Intermediate               |
| 31. Woodwind Solo-Senior                       | 37. Brass Solo-Senior                     |
| 32. Woodwind Ensemble or Group-Junior          | 38. Brass Ensemble or Group-Junior        |
| 33. Woodwind Ensemble or Group-Intermediate    | 39. Brass Ensemble or Group-Intermediate  |
| 34. Woodwind Ensemble or Group-Senior          | 40. Brass Ensemble or Group-Senior        |
| 41. Percussion Solo-Junior                     |   |
| 42. Percussion Solo-Intermediate               |   |
| 43. Percussion Solo-Senior                     |   |
| 44. Percussion Ensemble or Group-Junior        |   |
| 45. Percussion Ensemble or Group-Intermediate  |   |
| 46. Percussion Ensemble or Group-Senior        |   |

## Public Speaking Division

### Rules:

1. Demonstrations may be given as an individual or team. The team will complete in the age group of the oldest member.
2. Speeches are only given as individuals. State Competition for speeches is at the State 4-H Conference in June and is only open to Senior Members. County competition is open to all three age groups.
3. General topics and horse topics are judged separately.
4. Demonstrations must be directly related to 4-H projects or activities.
5. You must provide your own equipment.

Demonstrations-(individual or team) 10 minute limit

- Class 96. Junior Demo
- Class 97. Intermediate Demo
- Class 98. Senior Demo

Public Speaking (speeches) 4 to 6 minutes

- Class 99. Junior Speech
- Class 100. Intermediate Speech
- Class 101. Senior Speech

Impromptu Speaking-You will choose from a group of topics and have 10 minutes to create and prepare your speech which is 2 to 5 minutes.

- Class 102. Junior Impromptu
- Class 103. Intermediate Impromptu
- Class 104. Senior Impromptu

## Dance Division

Rules: Not to be over 4 minutes. Floor routines must have at least five gymnastics' tricks to music. Modern may not have more than four gymnastics tricks. Western may not be clogging.

### Class

- |                                     |  |
|-------------------------------------|--|
| Dance-Ballet, Lyrical, Modern, Jazz | Dance-Ballet, Lyrical, Modern, Jazz Ensemble (2-5 members) |
| 47. Junior Dance Solo               | 59. Junior Ensemble  |
| 48. Intermediate Dance Solo         | 60. Intermediate Ensemble                                  |
| 49. Senior Dance Solo               | 61. Senior Ensemble  |

Dance-Tap, Clogging  
50. Junior Dance Solo  
51. Intermediate Dance Solo  
52. Senior Dance Solo

Dance-Tap, Clogging Ensemble  
62. Junior Ensemble  
63. Intermediate Ensemble  
64. Senior Ensemble

Dance-Gymnastics, Baton, Pom Pom, Drill  
53. Junior Dance Solo  
54. Intermediate Dance Solo  
55. Senior Dance Solo

Dance-Gymnastics, Baton, Pom Pom, Drill Ensemble  
65. Junior Ensemble  
66. Intermediate Ensemble  
67. Senior Ensemble

Dance-Folk, Native or Ethnic, Western  
56. Junior Dance Solo  
57. Intermediate Dance Solo  
58. Senior Dance Solo

Dance-Folk, Native or Ethnic, Western  
68. Junior Ensemble  
69. Intermediate Ensemble  
70. Senior Ensemble

Dance-Western Swing, Swing, Square Dance Ensemble  
71. Junior Dance Ensemble  
72. Intermediate Dance Ensemble  
73. Senior Dance Ensemble

Dance-Gymnastics, Baton, Pom Pom, Drill  
80. Junior Dance Group  
81. Intermediate Dance Group  
82. Senior Dance Group

Group-more than 5 members  
Dance Ballet, Lyrical, Modern, Jazz Group  
74. Junior Dance Group  
75. Intermediate Dance Group  
76. Senior Dance Group

Dance-Folk, Native or Ethnic, Western Line  
83. Junior Dance Group  
84. Intermediate Dance Group  
85. Senior Dance Group

Dance-Tap, Clogging Group  
77. Junior Dance Group  
78. Intermediate Dance Group  
79. Senior Dance Group

Dance-Western Swing, Swing, Square Dance  
86. Junior Dance Group  
87. Intermediate Dance Group  
88. Senior Dance Group

### **Theatrical Division**

Rules: Must provide own Props. Must be memorized. Not to exceed 10 minutes.

Solo Skit, Pantomime or Mime  
Class 89. Junior Solo  
Class 90. Intermediate Solo  
Class 91. Senior Solo

Ensemble, or Group Skit, Pantomime or Mime  
Class 92. Junior Ensemble or Group  
Class 93. Intermediate Ensemble or Group  
Class 94. Senior Ensemble or Group

### **One Act Plays Division**

Rules: One act play are between 20 and 30 minutes. Could also include a solo, duet or group.  
Class 95. One Act Plays