

MAGIC

OBJECTIVES

The 4-H Magic project uses hands-on learning opportunities for members to acquire life skills while exploring the art of magic and illusion. With an emphasis on fun and cooperative creativity members enhance public speaking and presentation skills while building self-confidence and learning a new skill set.



RULES AND REQUIREMENTS FOR EXHIBITION

1. Must have been registered in the Somerset County 4-H Program as of January 1
2. Attend 70% of meetings.
3. Record individual progress in project record books
4. Give a club or county presentation.
5. Perform and promote 4-H at community events.
6. Participate in group tricks involving audience participation and other club magicians.
7. Develop individual tricks and styles of presentation.
8. Perform acts and/or act in a supporting role at the Fair as part of a group exhibition show.
9. Promote a positive image of 4-H and magic.
10. Set up a club exhibit at 4-H Fair
11. Maintain tent where exhibit is located.
12. Have dues paid up to date (if any)

SET-UP/TAKE-DOWN

1. Exhibitors are required to assist during set-up and take-down. If a member cannot be present, they must send someone in their place.
2. Completed 4-H Event Permission Form and Behavior Agreement (one sheet, front and back) due in duplicate at set-up. Hand in to chair. Behavior Agreements cover the entire week of fair – set-up to take-down.
3. All display items should be removed from the fairgrounds on Friday night. This will facilitate a speedy cleanup of the tent and show tents on Saturday morning. Every 4-H member and an adult representative shall be required to assist in the cleanup procedures. If there is a conflict, see the division chair prior to the fair to discuss alternate duties.

SHOW RULES

1. Exhibitors must be dressed in plain, clean, clothing. NO branded clothing (aside from club and 4-H shirts), midriff showing, see-through shirts, or visible undergarments. Proper footwear must be worn – no flip flops or sandals.
2. Exhibitors are responsible for maintaining and bringing necessary proper to present their performance. Tables and basic AV equipment will be provided by clubs when and where necessary.
3. Exhibitors are responsible for being present at their judging prior to the Fair and at all Fair show exhibition dates.
4. Member should be able to present their performance solo, with a trained assistant (non-adult) or with

the aid of volunteers from the audience.

5. The judge's decision is final.

AWARDS

1. The Danish system of judging will be used. The ribbons awarded are blue = excellent, red = very good, yellow = good, white = fair, green = participation.
2. Rosettes will be awarded for best in class (competing class needs 2 or more competing exhibitors)
3. Additional awards may be given if approved by the division chair. Awards may be withheld at the judge's discretion for lack of competition or lack of quality.
4. All club members who meet requirements for exhibition will be eligible for annual awards including Fair Participation Ribbons, individual Club Awards, and 4H County Recognition Awards

CLASSES

Exhibitors will show in separate classes.

1. Beginner (all first-year members- One Magic Effect)
2. Junior Members (member who have been club members 1 or more years but are below grade 8- At least 2 magic effects with transition in between pieces)
3. Senior (all members grade 8 and up- 3 or more magical effects organized into a structured routine)

FAIR RULES

1. Exhibitors must provide their own props and materials to present their act(s).
2. Members exhibiting at the fair must sign up for one hour of tent duty each of the three days of the fair or may lose the opportunity to participate in the show the following year. Tent duty assigned during fair hours requires that the tent is kept clean & presentable, and members will interact with the public (information table, performance, etc.
3. Members are responsible for their own props and possessions. By bringing props/possessions to the fair, they acknowledge the risk of damage. If such a risk is unacceptable, possessions should not be brought to the Fair. It is advised that expensive or fragile items be left at home.
4. Overnight Herdsmen staying in the tent are responsible for the care of displays during the night from 10 pm.-7 am.

5/23/23