MINNESOTA 4-H PROJECT EVALUATION
FISHING SPORTS

4-Her Name: ____________________________________________ Grade: ___________
County or Club: ___________________ Years in 4-H: _________ Years in Project: ___

- Purple
- Blue
- Red
- White
- Other

<table>
<thead>
<tr>
<th>Comments:</th>
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</thead>
<tbody>
<tr>
<td>• Strengths/accomplishments</td>
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<td>• Skills learned</td>
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<tr>
<td>• Areas to work on</td>
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<td>• Possible new challenges</td>
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<td>• Questions to think about</td>
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### 50% of Score

**Learning Involved:**
- Has knowledge of sportsmanship ethics, rules, and regulations.
- Knows proper methods of catching fish and fish ecology.
- Has performed cleaning/cooking of their own catch; knows the nutritional value of fish in the human diet.
- Has experimented with different kids of fishing gear and equipment.
- Has used knowledge of fishing gear and equipment to explore making their own fishing tackle.
- Can express appreciation for fishing as a life-long form of recreation or has explored possible careers related to fishing.

### 50% of Score

**Workmanship & Techniques of Project:**
- Were display guidelines followed?
- Is display/exhibit organized and easy to understand?

**General Appearance and Design:**
- Construction of exhibit is suitable for intended use.
- Appropriate finishes were used on items made.
### Rules
- The 4-Her’s name, county, age, and project name must be included on the back of the exhibit.
- Live exhibits will be accepted if they can be maintained in that condition with ease. Fair management assumes the prerogative to remove the exhibit if it does not remain in good condition.
- Any fishing gear or tackle must be safely secured to the exhibit in a manner to prevent points, hooks, or other sharp objects from being a hazard.

### Guidelines
- The size of the three-dimensional displays and projects should be consistent with the size recommended by Minnesota 4-H.
- Projects are not limited to three-dimensional displays or posters; they may be actual models/games or technology related exhibits.
- Creativity is encouraged in developing the exhibit.
- Resources should be credited and documented in the exhibit (e.g., books, internet, 4-H or Extension publications, person with special knowledge, magazine articles, etc.).

### Project Ideas
Exhibit may be related to:
- Different types of fish
- Fish ecology/environmental concerns
- Fishing techniques
- Fishing tackle/equipment
- Nutritional value of fish
- Fish consumption/marketing
- Fishing careers
- Challenges facing the fishing industry
- Fishing safety, rules, guidelines, licenses, etc.
- Fishing programs such as “Catch and Release”
- Other ideas related to Fishing Sports

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**Resources Available:**

- [www.seagrant.umn.edu](http://www.seagrant.umn.edu)
- [www.dnr.state.mn.us](http://www.dnr.state.mn.us)
- [www.iwla.org](http://www.iwla.org)
- **Web site for Minnesota 4-H resources:**
  - [www.mn4-H.umn.edu/projects](http://www.mn4-H.umn.edu/projects)
  - [http://z.umn.edu/mn4hfishingsports](http://z.umn.edu/mn4hfishingsports)
- **Web site for National 4-H resources:** (Click Browse)
  - [http://www.4-hdirectory.org/](http://www.4-hdirectory.org/)
    - Fishing for Adventure 1: Take the Bait
    - Fishing for Adventure 2: Reel in the Fun
    - Fishing for Adventure 3: Cast Into The Future
    - Fishing for Adventure: Helper’s Guide
- [http://www.4-hmall.org/Curriculum.aspx](http://www.4-hmall.org/Curriculum.aspx)

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