



Young America Horticulture Contests

National Junior Horticultural Association

Age Group:
<input type="checkbox"/> 5 to 8
<input type="checkbox"/> 9 to 11
<input type="checkbox"/> 12 to 14
<input type="checkbox"/> Group
<input type="checkbox"/> Individual
Project Area:
<input type="checkbox"/> Gardening
<input type="checkbox"/> Environmental Horticulture
<input type="checkbox"/> Experimental Horticulture
<input type="checkbox"/> Plant Propagation

Use this ENTRY PAGE as the first page of your project report. Fill it out completely. See the project specific guidelines listed for the project area being entered to learn what else to do. Please print, type, or write your report legibly.

Name/Group: _____

Date of Birth: _____

NOTE: The age group is your age as of December 31 of this year. Group projects should be entered based on the age of the oldest group member. For group projects, indicate the name of the youth who is preparing the report. List the names and ages of all youth participants in the project under number 2 of the Specific Guidelines.

Address: _____

City: _____ State: _____ Zip: _____

E-mail: _____

Parent or guardian's name: _____

Address: _____

City: _____ State: _____ Zip: _____

E-mail: _____

Leader's name: _____

Address: _____

City: _____ State: _____ Zip: _____

Name of local newspaper: _____

E-mail: _____

DO NOT WRITE BELOW THIS LINE.

OVERALL RATING	Suggestions or comments of judges:
Excellent	
Good	
Fair	
Poor	

Signed: _____ Chair of Judging Committee



DIVISION C: EXPERIMENTAL HORTICULTURE

National Junior Horticultural Association Young America Horticulture Contest

This contest is for young people who want to experiment with plants. You can experiment with seeds or cuttings, run variety trials, compare cultural practices, or do any kind of experiment with plants (indoors or out) that interests you.

AGE GROUPS	SUGGESTED PROJECTS
5 to 8 years	Experiments that take a short time and little equipment or materials.
9 to 11 years	More difficult experiments.
12 to 14 years	Experiments that run for a few weeks or months, that are harder, or that are original in nature.

Your age group depends on how old you will be on December 31. In other words, if you are 11 years old while you work on your project, but will be 12 by the end of the year, you must plan your project for the 12-14 age group. Any participant who previously was awarded a Grand National Award for Experimental Horticulture is ineligible for further competition in the same age group but may compete in the next age group (example, if a 6 year old wins, the next year must enter 9-11 age group rather than 5-8 year old age group).

GROUP PROJECTS

Groups can work together on projects. A group is defined as a 4-H club, school class(es), or other organized youth group. The age category to be used when submitting the report is the age of the oldest youth involved in the project.

GETTING STARTED

1. Select a problem to investigate.
2. Get adult help and advice.
3. Find out all you can about your subject by talking with plant professionals and reading.
4. Plan an experiment that may solve a problem or answer a question.
5. Conduct the experiment, keeping a notebook on it.
6. Summarize your findings to put in your report.

RECORDS TO KEEP

1. Keep a notebook telling everything you do and see, and the dates. Write down spacings, treatments, rates, changes you make, weather, failures and anything else that may be important.
2. Take photographs showing control and treated plants, and write captions and dates explaining what is in the picture.

SUGGESTIONS AND ADVICE

Try to limit your experiment so that you can learn a great amount about one thing rather than a little about many different things.

In all experiments, you will need a "control" group with which to compare your treated plants. They should be handled just the same as your other plants except for your experimental treatment(s). For example, if your experiment involves fertilizers, you would grow the same kind of plants under the same conditions (same type soil, same size plants, planted the same day, etc.) except that some would receive one kind of fertilizer, some another kind. Your control plants would get no fertilizer at all.

Experiments with cuttings could compare effects of different rooting media, different temperatures of air or rooting media, different amounts or durations of light, or cutting size or type.

Experiments with seeds could compare germination of old and new seeds; germination of seeds at different temperatures or planting depths; germination of seeds covered with different materials such as soil, sawdust or vermiculite.

Experiments could test cultural practices such as thinning, watering, fertilizing, transplanting and many others. You could try controlling weeds with different types of mulches: straw, plastic, corncobs, newspaper, and wood chips.

Your library will have books that will help you and give you ideas. These are some good ones to look for:

Budlong, Ware T., *Performing Plants*. Simon & Schuster, 1969.

Ingram, Mrill. *Bottle Biology*. Dubuque, IA: Kendall/Hunt Publishing Co. 1993.

Podendorf, Illa, *The True Book of Plant Experiments*. Children's Press, 1960. (easy)

Pranis, Eve, and Jack Hale. *GrowLab: A Complete Guide to Gardening in the Classroom*. Burlington, VT: National Gardening Association. 1999.

Selsam, Millicent E., *Plants That Move (and other books)*. William Morrow & Co., 1962. (easy)

Simon, Seymour, *Projects With Plants*. Franklin Watts, Inc., 1973.

PREPARING YOUR REPORT

To enter your project for evaluation, make a report on it following the guidelines below and mail to the project chair between May 1 and September 1. Every effort will be made to return your project, but you may want to make a copy of the project just in case a problem would occur. Reports will be returned via your state leader (if your state has a leader) or will be mailed back to you.

GENERAL GUIDELINES

1. Your entire report should be in your own handwriting. If you type it, please note at the end of the report that you actually typed it.
2. If you want to include some type of computer program in your report, include only original information that you have developed yourself, not a commercial or prepared program. Also be sure to indicate that you developed the entire portion done by a word processor.
3. Do not include a daily diary as part of your report. Just include totals, summaries or important items.

4. Enclose only the information requested (do not include other project materials or forms that might have been a part of another youth organizations' report).
5. Enclose your report in a thin, inexpensive binder or folder (not a thick, heavy binder or notebook). You may add personal artwork to the project cover.

REPORT FORMAT

Please organize your report into the following sections:

- Part 1: Fill out the entry page and use it as the first page of your report. Put your name and page number on every page after that.
- Part 2: Tell briefly what you did in your experiment. This is where you would list participants for a group report.
- Part 3: Describe in detail the materials, methods and procedures you used in your experiment. This would allow someone who wanted to repeat the experiment to be able to do so.
- Part 4: Describe the results of your experiment. Much of this information could be put in tables or charts and would be much easier to read.
- Part 5: Analyze the results you got: Why do you think things turned out the way they did? Give any conclusions you could draw from your experiment. What did you learn?
- Part 6: Include several photos of your project showing a nice sequence from the beginning to the end. They may be black and white or color photos. Mount the photographs in such a manner that they will not become separated from your notebook. Each photo should be dated and have a short caption describing what it shows.

Send your entry no later than September 15 to:

Dr. Brian Stark
2522 N 88th St.,
Lincoln, NE 68507
Phone 402 202-8834
E-mail: heystarky@yahoo.com

Your report will be judged on thoroughness, accuracy, originality, photos, and depth and breadth of project.