

## 2026 Trumbull County 4-H Shooting Sports Project Judging Info Sheet

### How do I complete general project judging this year?

- 4-H members wishing to complete their general/still project in 2026 will be completing in-person project judging on **Friday, June 12<sup>th</sup>** at the **Vienna Fish and Game Club** from **6:00-8:00 pm**.
- Members who are enrolled in more than one shooting sports project will need to complete judging for each respective project in order to receive credit/completion status for that project.
- Members are to bring their project book with them on and any additional items (display, poster, item, etc.) required by the project completion list. This can be found on our website at: <https://trumbull.osu.edu/program-areas/4-h-youth-development/4-h-project-information>
- Members will complete a one-on-one interview with a shooting sports' advisor.
- Judging will be completed on a first come, first serve basis.
- No parents are allowed in the judging area but are welcome to wait in the designated waiting area.
- Please note\*- for Basic Archery and Safe Use of Guns ONLY- if a member is taking these projects through a different club other than the Shooting Sports Pioneers, they have the option of attending the June 12<sup>th</sup> or June 30<sup>th</sup> (General Project Judging) dates.

**\*Please notify our office of any dropped/uncompleted projects as soon as possible.**

### Is there a make-up option for General Project Judging this year?

Similar to 2025 and previous, if members cannot or do not wish to attend in-person judging on June 12<sup>th</sup>, judging can be completed by an advisor. Advisors must turn in completed score sheets by July 1<sup>st</sup> to the OSU Extension Office. **Members interested in Ohio State Fair participation, must complete project judging on June 12<sup>th</sup>.**

If you have a disability and have questions about accessibility or wish to request accommodations, please contact Ashlee Meardith at [Meardith.1@osu.edu](mailto:Meardith.1@osu.edu).