

DEPARTMENT C - CONSUMER & FAMILY SCIENCES

DEPARTMENT C, Division 200 - HUMAN DEVELOPMENT

Divisions	Purple	Blue	Red	White
All	\$2.00	\$1.50	\$1.00	\$.50

*C200900 - Child Development completed Activity Guide

The term *Human Development* includes child care, family life, personal development and character development.

4-H'ers of any age may take any Human Development project.

Two entries per class will be accepted in classes C200001-C200004.

To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: <http://unl.box.com/s/eiogrisuq67yvtq1def160mmj.uhozvck> - What It Takes To Be Your Teen Babysitter. In addition another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines: <http://www.education.ne.gov/OEC/elg.html>.

Information sheets for classes C200001-C200006 should include: (Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet).

- 1) Where did I get the idea for this exhibit?
- 2) What decisions did I make to make sure exhibit is safe for child to use?
- 3) What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 months; Toddlers, 18 mos-3 yrs.; Preschoolers, 3-5 yrs. or Middle Childhood, 6-9 yrs.). 4-H'ers must give at least 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).
- 4) How is the toy, game or activity intended to be used by the child?

Information sheet for class C200008 should include: 1) What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age. 2) What will the child learn or what skills will they gain by using the kit? 3) What item(s) were made by the 4-H'er. 4-H'er should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included).

Premier Science Award is available in this area.

Exhibitors in the Human Development project area will be asked to focus on designing toys that meet the different needs of children. Categories are based on the Early Learning Guidelines in Nebraska which identify the important areas our children should grow and develop. Use the Nebraska Department of education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual. <http://www.education.ne.gov/OEC/elg.html>

4-H'ers taking "I Have What It Takes to Be A Babysitter" may enter:

Toy, game or activity made for a selected and identified age group. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 200001-200006.

C200001 - Social Emotional Development

C200002 - Language and Literacy Development

C200003 - Science

C200004 - Health and Physical Development

C200005 - Math

C200006 - Creative Arts

C200007 - Activity With a Younger Child-poster or scrapbook that shows a 4-H'er working with a child age 0 to 8 years. May show making something with the child, or child care or child interactions. May include photos, captions, story or essay. Size of exhibit is your choice. Other people may take photos so 4-H'er can be in the photos. 4-H'er must make scrapbook or poster. *No information sheet needed for class 200007.*

C200008 - Babysitting Kit-state which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. Purpose of kit is for the 4-H'er to take with them when they go to someone's home to babysit (do not make kit for combination of ages or for your own family to use.) 4-H'er should make one or more items in the kit, but purchased items are also

allowed. A list of items in the kit is suggested to be included. Display in box or bag suitable for what it contains. Approximate size not larger than 12" x 15" x 10". All items in kit must be safe for child to handle.

Information sheet for class C200008 should include: 1)What are children this age like? Give two examples to show how the kit would be appropriate for children this age. 2)What will the child learn or what skills will they gain by using the kit. 3)What item(s) were made by the 4-H'er. Most importantly the kit should serve a defined purpose, not just be a catch all for several items.

4-H'ers taking any of the projects in Department C-200 may enter:

C200009 - Family Involvement Entry -Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feedbunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event.

4-H'ers taking *Growing All Together (2 or 3)* may enter:

C200010 - Growing With Others-Scrapbook or poster. Examples: How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interests.

C200011 - Growing in Communities -Scrapbook or poster. Examples: A career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playground safety check.

DEPARTMENT C - CLOTHING

Division	Purple	Blue	Red	White
220-222, 225-235	\$2.00	\$1.50	\$1.00	\$.50
223	3.00	2.25	1.50	.75

RULES

- All clothing, knitting and crocheting exhibits will be judged on Friday, July 27. All knitting or crocheting or clothing exhibits must be displayed at the fair to receive premium money. Fashion Show garments are to be checked in by 9:00 a.m. on Friday, August 4.
- All clothing, knitting & crochet exhibits will be required to have the 4-H members county, name, age, project, name and class in which garment is entered and number of years enrolled in the project exhibited. Attach a label on every component of the outfit using safety pins or by basting. Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment place the hook of the hanger to the left. Fasten skirts, shorts and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties. Wool entries must have the fiber content listed on the identification label.
- Simple patterns may be used in STEAM Clothing Levels I & II. Follow suggested skills in project manual. May exhibit one item per class number.
- 4-H'ers who have completed middle or advanced clothing projects are not eligible to retake Sewing for Fun or STEAM Clothing Level I & II.
- Champion and Reserve Champions in Construction will be chosen from the beginning, middle and advanced units. A Grand Champion will be named. These awards will be presented the night of the Fashion Show.
- Interview Judging Rule:

4-H'ers may exhibit up to 5 items listed below in this project area:

DEPARTMENT C, Division 220 - SEWING FOR FUN

- *C220906 - Needle Book
- *C220907 - Tote Bag
- *C220908 - Patchwork Pillow
- *C220909 - Striped Pillow
- *C220910 - Laundry Bag
- *C220911 - Pillowcase
- *C220912 - Diagonal Patchwork Pillow
- *C220913 - Rail Fence Pillow
- *C220914 - Dirndl Skirt
- *C220915 - Sewing Box
- *C220916 - Pin Cushion
- *C220917 - Other Item

DEPARTMENT C, Division 234 - GENERAL

- *C234919 - **Make One-Buy One**-4-H members enrolled in STEAM Clothing 2, or STEAM Clothing 3 projects may enter a Make One Buy One exhibit. The exhibit is a purchased garment with a constructed garment(s) to make a complete wearable outfit. Both constructed and purchased items must be included in the exhibit. An incomplete exhibit will be disqualified.
- *C234920 - **Mending Exhibit**-Show example of how mending a piece of clothing made it wearable again. Explain on an information card steps taken to mend item and any other important information that would help the judge with your exhibit. Can be hand or machine mending.
- *C234921 - **\$15.00 Outfit Challenge** -Open to any 4-H member. Limit one entry per person. Must be a purchased outfit. Outfits may be selected and purchased from garage sale, thrift store, consignment store or resale shop (such as Goodwill, Salvation Army or store bargain at the mall, etc.) Cost of outfit must be \$15.00 or less, not including shoes, accessories or undergarments. A one page entry form will be included with the exhibit that lets the judge know about where it was purchased, cost & why selected. Outfit will be displayed at the fair.

DEPARTMENT C, Division 221 - BEYOND THE NEEDLE

4-H members must show their own original creativity.

- C221001 - Design Portfolio**-Complete at least 3 different samples or activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated). See pages 14-16 for portfolio formatting.
- C221002 - Color Wheel**-Create your own color wheel, complimentary color bar or color scheme using pages 26-38 in the project manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- C221003 - Embellished Garment With Original Design**- (eligible for State Fair fashion show). Create a garment using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.
- C221004 -Original Designed Fabric**-Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. Include information on how the fabric was designed - describe the process and materials used and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing.
- C221005 - Item Constructed from Original Designed Fabric**-(Garment eligible for State Fair fashion show). Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. Include information on how the fabric was designed, describe the process and materials used. If additional information is not included, exhibit will be lowered one ribbon placing..
- C221006 - Textile Arts Garment or Accessory**-(Garment eligible for State Fair fashion show). A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

C221007 - Fashion Accessory -(Not eligible for State Fair fashion show). An accessory designed and/or constructed using elements and principles of design, can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

- ***C221918 - Beginning Embellished Garment**-Create a garment using beginning techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.
- ***C221919 - Beginning Textile Clothing Accessory**- Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc.
- ***C221920 - Second Embellished or Constructed Garment**-Meeting the requirements for classes 918 or 919 (above) may be entered in this class.
- ***C221921 - A Clothing Accessory**-Constructed or decorated on a non-textile fiber base. Entry examples include barrettes, button pins, wooden, leather & beaded jewelry.

DEPARTMENT C, Division 235 - STEAM CLOTHING LEVEL 1 - FUNDAMENTALS

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number. 4-H'ers who have enrolled in or completed STEAM Clothing 2 projects are not eligible to exhibit in STEAM Clothing 1

- ***C235921-Clothing Portfolio**-Complete at least three different samples or activities from Chapter 2 OR Chapter 3 of the project manual. The Portfolio should be placed in an 8 ½ x 11", 3 ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated). See pages 9-10 for portfolio formatting.
- ***C235922-Sewing Kit**-Include a list of sewing notions and purpose for each included. (Pg. 12-17 in project manual).
- ***C235923-Fabric Textile Scrapbook**-Must include at least 5 different textile samples. Use Textile information cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
- ***C235924-What's The Difference**-4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" pages 118-119. Exhibits should include pictures, NO actual pillows.
- ***C235925-Clothing Service Project**-Can include pillows or pillow cases but are not limited to. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving a Purpose" pages 124 -125.

Beginning Sewing Exhibits: Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, fannel/fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO plaids, stripes, napped or jersey knit. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable.

- ***C235926 - Simple Top**
- ***C235927 - Simple Bottom**
- ***C235928 - Simple Dress**
- ***C235929 - Other** - Using skills learned in project manual, (apron, vest, etc.).
- ***C235930-Upcycled Simple Garment**-The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. A "before" picture and a description of the redesign process must accompany the entry or it will be disqualified.
- ***C235931-Upcycled Accessory**-A wearable accessory made from a used item. The item used must be changed in some way in the "redesign" process. A "before" picture and a description of the redesign process must accompany the entry or it will be disqualified.

DEPARTMENT C, Division 222 - STEAM CLOTHING 2 - SIMPLY SEWING

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill level list).

Garments as listed below may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1.

C222001 - Clothing Portfolio - Complete at least 4 different samples/activities from Chapter 2, 3 or 4 of the project manual. The Portfolio should be placed in an 8 ½" x 11", 3-ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated). See pages 9-11 for portfolio formatting.

C222002 - Expanded Textile Science Scrapbook - Must include at least 10 different textile samples. Use Textile information cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½" x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C222003 - Design Basics, Understanding Design Principles - 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. Include answers to questions found on page 20 of the manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

C222004 - Pressing Matters - 4-H members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

C222005 - Entrepreneurial Sewing - Using pages 161-167 in the manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

C222006 - Upcycled Garment - (not eligible for State Fair fashion show) Create a garment from used textile based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.

C222007 - Upcycled Clothing Accessory - (not eligible for State Fair fashion show) A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.

C222008 - Textile Clothing Accessory - (not eligible for State Fair fashion show) Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

C222009 - Top - (not eligible for State Fair fashion show) (vest acceptable).

C222010 - Bottom - (not eligible for State Fair fashion show) (pants or shorts)

C222011 - Skirt - (not eligible for State Fair fashion show)

C222012 - Unlined Jacket - (not eligible for State Fair fashion show)

C222013 - Dress - (eligible for State Fair fashion show) (not formal wear)

C222014 - (eligible for State Fair fashion show) **Romper or Jumpsuit**

C222015 - (eligible for State Fair fashion show) **Two-piece Outfit**

***C222924** - (eligible for State Fair fashion show) **Other Garment**

DEPARTMENT C, Division 223 - STEAM CLOTHING 3 - A STITCH FURTHER

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill level list).

Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of complete constructed garments only. Wool entries must have the fiber content listed on the identification label.

C223001 - Clothing Portfolio-Complete at least 4 different samples/activities from Chapter 2, Chapter 3 or Chapter 4 of the project manual. The Portfolio should be placed in an 8 ½" x 11", 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated). See pages 11-13 for portfolio formatting.

C223002 - Expanded Textile Science Scrapbook - Must include at least 10 different textile samples. Use Textile Information Cards template on page 39

in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½" x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C223003 - Advanced Entrepreneurial Sewing - Using lessons learned in Chapter 5 of the manual, display one sample product with a business plan that includes a business ID and logo. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

C223004 - Upcycled Garment - (not eligible for State Fair fashion show) Create a garment from used textile based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least 1 skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.

C223005-Upcycled Clothing Accessory - (not eligible for State Fair fashion show) A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.

C223006 - Textile Clothing Accessory - (not eligible for State Fair fashion show) Textile accessory is constructed using at least 1 skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.).

C223007- Dress or Formal (eligible for State Fair fashion show).

C223008 - Skirted Combination (eligible for State Fair fashion show) (skirt with shirt, vest or jacket OR jumper and shirt).

C223009 - Pants or Shorts Combination (eligible for State Fair fashion show) (pants or shorts with shirt, vest or jacket).

C223010 - Romper or Jumpsuit (eligible for State Fair fashion show).

C223011 - Specialty Wear (eligible for State Fair fashion show) (Includes swim wear, costumes, hunting gear or chaps).

C223012 - Lined or Unlined Jacket (not eligible for State Fair fashion show).

C223013 - Coat, Blazer, Suit Jacket or Outerwear - (eligible for State Fair fashion show) A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed on the identification label to be considered for the *Make It With Wool Award*.

***C223925 - Other Garment**

DEPARTMENT C, Division 225 - KNITTING

Any item may be entered by those enrolled in the knitting project. Each entry must have the following information with the entry tag or exhibit will be lowered one ribbon placing:

1. What was your goal(s) in making this exhibit (example: learn how to block a garment or learn how to use two different yarns)
2. What steps did you take as you worked toward your goal(s)
3. What were the most important things you learned as you worked toward your goal(s)
4. Gauge, number of rows per inch; number of stitches per inch
5. Size of needles
6. Kind of yarn - weight and fiber content
7. Names of stitches used
8. Name, age & county
9. Copy of directions

***C225926 - Knitted clothing or Home Environment Item**-beginning unit. (Including knitted fashion scarves).

C225005 - Level 2 Knitted Clothing or Home Environment Item-(garment eligible for State Fair fashion show) - Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.

C225015 - Level 3 Knitted Clothing or Home Environment Item-(garment eligible for State Fair fashion show) - Knitted item or garment made from advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle.

DEPARTMENT C, Division 226 - CROCHETING

Any item may be entered by those enrolled in the crochet project. Each entry must have the following information with the entry tag or exhibit will be lowered

one ribbon placing:

1. What was your goal(s) in making this exhibit (example: learn how to block a garment or learn how to use two different yarns)
2. What steps did you take as you worked toward your goal(s)
3. What were the most important things you learned as you worked toward your goal(s)
4. Gauge & size of hook
5. Kind of yarn - weight and fiber content or other material used
6. Names of stitches used
7. Copy of directions
8. Name, age & county

***C226927 - Level I Crocheted Clothing or Home Environment Item**-including crocheted fashion scarves.

C226005 - Level 2 Crocheted Clothing or Home Environment Item-(garment eligible for State Fair fashion show) - Crocheted Item or garment using pattern stitches such as texture, shell, cluster or mesh stitches.

C226015 - Level 3 Crocheted Clothing or Home Environment Item-(garment eligible for State Fair fashion show) - Crocheted Item or garment using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

DEPARTMENT C - CONSUMER MANAGEMENT

Divisions	Purple	Blue	Red	White
All	\$2.00	\$1.50	\$1.00	\$.50

DEPARTMENT C, Division 244 - ATTENTION SHOPPERS

Attention Shoppers Project is for 4-H'ers under 10.

***C244928 - Clothing Wardrobe Inventory**-List five items in your clothing wardrobe. What one garment would you add to your wardrobe that would help you to mix and match what you already have to extend your wardrobe? Explain what you need to think about and consider when you select this item. Consider creativity and style in your story. Your wardrobe inventory entry may be a picture poster, a video style show with explanation, a written story, an audio tape, etc.

***C244929 - Clothing Interview**

- A Interview an older person and talk about the fads and fashions of the time when they were young. Or
- B Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear?
- C Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from the job, what makes them different, why are they necessary to wear, etc. Consider creativity and style in your story. Include a picture of the person you interviewed in their special type of clothing. Your interview entry may be a picture poster, a written story, audio tape, video tape with explanation, etc.

***C244930 - Experience buying a complete wearable outfit**-for less than \$75. Your entry must include the hang tags (if available), information from fiber content and care labels and a story about what you considered when you purchased the outfit. Consider creativity and style in explaining your story. Do not include the clothing as part of your entry. Your buying experience may be a picture poster, a video tape, a written story or an audio tape, etc.

***C244931 - You Be The Teacher**-Share with others what you learned in this project. Exhibit may be a poster (not to exceed 22" x 28"), a notebook or a small display of an educational nature. Examples may include information on: sort before you wash, clothing first aid, fad or fashion, etc.

Also see Division 425, Class *940, Attention Shoppers Fashion Show.

DEPARTMENT C, Division 240 - 4-H SHOPPING IN STYLE

All Static Exhibits must receive a purple ribbon at the county fair to advance to the State Fair.

Posters should be on 14" x 22" poster board. Three-ring binders should be 8 1/2" x 11" x 1". Videos should be less than 5 minutes and be able to be played on a PC using Windows Media Player, Real Player or Quick Time Player.

C240001 - Best Buy for Your Buck (ages 10-13 before January 1 of the current year) - Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). Please do not include the Shopping In Style Fashion Show information sheet in your entry. Although both entries do share some information, there are differences in content and format for this class. Suggested for ages 10-13. Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, and cost of garment. Provide 3 color photos of you wearing the garment (front, side, back views).

C240002 - Best Buy for Your Buck (ages 14-18 before January 1 of the current year) - Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no poster please (see general information above). Please do not include the Shopping In Style Fashion Show information sheet in your entry. Although both entries do share some information, there are differences in content and format for this class. Suggested for ages 14-18. Provide details listed for those ages 10-13 plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, and care of garment. Provide 3 color photos of you wearing the garment (front, side, back views).

C240003 - Revive Your Wardrobe-Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with a new garment or garments to make them wearable once again. Create a photo story which includes before and after photos and a description of what was done. Put in a binder, poster, or video (see general information).

C240004 - Show Me Your Colors-Select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster (see general information).

C240005 - Clothing First Aid Kit-Refer to page 73 of the manual and complete a clothing first aid kit. Include a list of items in the kit and brief discussion of why each was included. Put in appropriately sized box or tote with a lid. No larger than a shoe box.

C240006 - Mix, Match & Multiply-Using this concept from page 32 of the manual take at least 5 pieces of clothing and create new outfits. Use your imagination to show various looks (i.e. on a clothes line, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a binder, poster, or video (see general information).

DEPARTMENT C, Division 247 - MY FINANCIAL FUTURE

General Information: Entries should be typed and then attached to a piece of colored card stock or colored poster board (limit the size of the poster board or card stock to 14" x 22" or smaller). You may use the front and back of the poster board.

C247001 - Write 3 SMART financial goals for yourself (one should be short term, one intermediate and one long term). Explain how you intend to reach each goal you set.

C247002 - Income Inventory - Using page 13 as a guideline, list sources and amounts of income you earn/receive over a six month period. Answer the following questions: 1) What were your income sources? 2) Were there any steady income sources? 3) What did you do with the income you received? Include your income inventory in the exhibit.

C247003 - Tracking Expenses- Use an app or chart like the one on page 17 to track your spending over 2 months. Answer the following questions: 1) What did you spend most of your money on? 2) What did you learn about your spending habits? 3) Will you make any changes in your spending based upon what you learned? Why or why not? Include your chart in your exhibit..

C247004 - Money Personality Profile - Complete the money personality profile found on pages 21-22. Answer the following questions: 1) What is your money personality? 2) How does your money personality affect the way you

spend/save money? Have a friend or family member complete the money personality profile. Compare and contrast (how are you alike, how are you different) your money personality profile with theirs.

C247005 - Complete Activity 8 "What Does It Really Cost?" on pages 39-40.

C247006 - My Work; My Future - Interview three adults in your life about their careers or jobs using the questions on page 51 and record these answers. In addition, answer the following questions on your display. 1) What did you find most interesting about these jobs? 2) Were there any positions you might want to pursue as your career? Why/why not? 3) What careers interest you at this point in your life? 4) What are three steps you need to do now to prepare for this career?

Intermediate/Advanced

C247007 - Interview someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer these questions plus any additional questions you may have. 1) What are some benefits of receiving your pay the way you do (salary, commission or hourly wage)? 2) What are some negative outcomes for getting paid the way you do? 3) Does your pay keep pace with inflation? Why do you think this? Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.

C247008 - The Cost of Not Banking - Type your answers to the question about Elliot on page 50.

C247009 - Evaluating Investment Alternatives - Complete the case study of Jorge on page 64. Answer all 3 questions found at the bottom of the page.

C247010 - Understanding Credit Scores - Watch the video and read the resources listed on page 71. Answer the following questions: 1) Name 3 prudent actions that can reduce a credit card balance. 2) What are the main factors that drive the cost of credit? 3) List one personal financial goal that you could use credit or collateral to purchase. Discuss possible consequences that might happen with improper use of credit for your purchase.

C247011 - You Be the Teacher - Create an activity, story board, game or display that would teach another youth about "Key Terms" listed on page 62. Activity/display must include at least five (5) of the terms.

DEPARTMENT C, Division 410 - FASHION SHOW

Divisions	Purple	Blue	Red	White
All	\$2.00	\$1.50	\$1.00	\$.50

RULES

- 4-H'ers may model more than once with garments they constructed, purchased in Shop and Show, \$15.00 Outfit Challenge or decorated in Beyond the Needle.
- 4-H'ers are required to model in the Public Fashion Show to receive their Fashion Show ribbon and premium. If a 4-H'er cannot participate in the Public Fashion Show, the Extension Educator or the Fashion Show superintendent should be notified prior to the show concerning the situation. It will be left to the discretion of the 4-H Council and Extension Educator if the 4-H'er will receive the award.
- Modeling schedules will be determined later in the summer.
- All garments modeled before the judge must also be entered for construction judging.
- Champion and Reserve Champions will be chosen from each division with a Grand Champion named.
- Nightwear or loungewear may not be modeled, but lounging pants in STEAM I will be allowed if made from cotton or flannel fabric (no see through or plaid fabrics.)

***C410936 - Modeled Sewing for Fun Garment**

***C410937 - Modeled STEAM 1 Garment**

C410010 - Modeled Beyond the Needle Embellished Garment with an Original Design- Garment is created using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

C410015 - Modeled Beyond the Needle Garment Constructed From Original Designed Fabric - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

C410020 - Modeled Beyond the Needle Textile Arts Garment(s)- Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

***C410938 - A purchased, constructed, original design, or recycled garment to which surface embellishment has been applied.**

C410030 - Modeled Constructed STEAM Clothing 2 Garment(s)- Possible types of garments include: dress; romper or jumpsuit; OR two-piece outfit combination (skirt with top, vest or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket).

A purchased top can be worn to complete a skirt, pants or shorts outfit with a vest or lined/unlined jacket. 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2.

C410040 - Modeled Constructed STEAM Clothing 3 Garment(s)- Possible types of garments include: dress or formal; skirted outfit combination (skirt with top, vest, lined/unlined jacket OR jumper and shirt); pants or shorts outfit combination (pants or shorts with top, vest, or lined/unlined jacket); romper or jumpsuit; specialty wear (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear); non-tailored lined /unlined jacket or coat. Additional pieces with jacket or coat may either be constructed or purchased OR tailored coat, blazer, suit jacket or outerwear. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts. Nightwear or loungewear can NOT be modeled.

C410050 - Modeled Knitted or Crocheted Clothing (Level 2 or 3)- Knitted garment using pattern stitches such as diamond, block, twist or seed/moss stitches or advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamema, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle.

Crocheted garment using pattern stitches such as texture, shell, cluster or mesh stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

Garment needs to be a complete outfit as in a dress, coat, or two piece ensemble (bottom and top).

C410060 - Modeled Shopping In Style Purchased Outfit & Written Report - Participants must be enrolled in the Shopping In Style 4-H project to enter.

The curriculum is developed and designed for youth age 10 and older to help them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the garment must be purchased.

General

4-H'ers enrolled in STEAM Clothing 2, Knitting, Crocheting, OR STEAM Clothing 3 may enter these classes. (It is okay to combine knitted or crocheted garment with a garment that the 4-H'er has also sewn. Please indicate this on the entry form.)

***C410939 - Make One! Buy One**-combine sewn, knitted or crocheted garment with a purchased item to make a complete wearable outfit. Both items must be modeled.

***C410940 - Upcycled Garment**-refer to description in Department C, Division 221 as to what constitutes an upcycled garment.

***C410941 - \$15.00 Outfit Challenge** - refer to description in Department C, Division 234 as to what constitutes a \$15.00 outfit.

DEPT. C, Division 425 - ATTENTION SHOPPERS & SHOPPING IN STYLE FASHION SHOW Exhibitors 9 & under on January 1 of the current year must be enrolled in a clothing construction project or *Attention Shoppers!*

Exhibitors 10 or older on January 1 of the current year must be enrolled in a clothing construction project or *Shopping in Style*. To be eligible for State Fair, you must be enrolled in Shopping in Style. A purchased outfit for a particular purpose is modeled. The outfit and completed SHOP AND SHOW questionnaire are required to enter.

The outfit on the 4-H'er will be worth 50 points. The information presented in the questionnaire will be worth 50 points. The purchased outfit may or may not

be the same one used for 4-H Shopping In Style, Division 240, Class 001.

*C425940 - **Attention Shoppers**-4-H'ers must be 9 or under.

C425004 - **Shopping in Style Complete Outfit**-all parts of the outfit must be purchased. 4-H'er must be 10 or older.

DEPARTMENT C - HOME ENVIRONMENT

Divisions	Purple	Blue	Red	White
All	\$2.00	\$1.50	\$1.00	\$.50

All home environment entries must be items designed to be used for home decorating, home furnishing, or home management (no clothing, purses, note cards, scrapbooks/photo albums, ect.). Accessories should be of high quality (as compared to quick, simple crafts, NO kits) suitable for use in the home several months throughout the year. Holiday specific items are discouraged. Items should show creativity and originality, along with the application of design elements and principles. Youth are required to include the design elements and principles they used along with simple directions for how they made their project with their exhibit. Information on the elements and principles of design may be found in the Design Decisions manual, as well as Portfolio Pathways and Sketchbook Crossroads. Entered in correct class: What medium was changed or manipulated? What medium is the majority of your exhibit made from? Items should be ready for display in the home (pictures framed, wall hangings and pictures ready to hang, etc.) No single matboard or artist canvas panels allowed. Wrapped canvas (if staples not visible on edge) is accepted without framing. **Make sure hangers are strong enough to support the item!** Items that focus on technology and science for the home are acceptable. For State Fair items should NOT be ones made for beginning level or other projects (ex: simple 10 minute table runners or woodworking). Exhibits from the beginning level, Design My Place, are county only and not State Fair eligible. Knitted or crocheted items for the home will be judged on clothing construction judging day, July 28.

Although the use of "Legos" and other types of products involve creativity they may not be entered as 4-H exhibits in this area (except in Robotics).

Youth are required to include this information. Entered in the correct class: what medium is the majority of your accessory made from? What was changed or manipulated?

An entry tag which includes a clear description of the entry must be securely attached to each exhibit. Use color, pattern or picture descriptions to aid in label identification. No straight pins. In addition to the entry tag, a label with the exhibitors name and county should be attached to EACH separate piece of the exhibit.

Supporting Information- Supporting information is required for all exhibits. Information must include the elements and principles of design used and steps taken to complete project. Blank supporting information tags are available in the Burt County Extension Office. Exhibits without supporting information will be dropped a ribbon placing.

DEPARTMENT C, Division 251 - DESIGN MY SPACE

*C251947 - **Needlework Item** -(made with yarn or floss).

*C251948 - **Simple Fabric Accessory**-like a pillow, laundry bag, pillow case, table runner, etc..

*C251949 - **Batik**-Accessory made with original batik or tie dye.

*C251950 - **Wood**- simple accessory made using wood.

*C251951 - **Plastic**- simple accessory made using plastic.

*C251952 - **Glass**- simple accessory made using glass.

*C251953 - **Clay**- simple accessory made using clay.

*C251954 - **Paper**- simple accessory made using paper.

*C251955 - **Metal Punch**- simple accessory made using metal tooling or metal punch.

*C251956 - **Storage Item**- made or recycled.

*C251957 - **Bulletin or Message Board**.

*C251958 - **Problem solved**: Use a creative method to show you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)

*C251959 - **youtube or DVD** - showing how to make a bed, organize a room, or the steps you used to make your simple accessory.

DEPARTMENT C, Division 257 - DESIGN DECISIONS

C257001 - **Design Board**-for a room, include: color scheme, wall treatment, floor treatment, etc. OR floor plan for a room - Posters, 22 x 28" or multimedia presentation (on CD). Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.

C257002 - **Problem Solved Energy Savers OR Career Exploration**-Identify a problem (as problem windows, storage needs, inconvenient room arrangement, cost comparison, energy conservation, waste management, etc.) OR, explore a career related to home environment, (what would it be, what education is needed, what would you do, etc.) Using poster, notebook, multimedia presentation (on CD) or other method, describe the problem and how it was solved OR your career exploration.

C257003 - **Solar, Wind Other Energy Alternatives**-for the home-Can be models, either an original creation or an adaption of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home.

C257004 - **Science Experiment**-using illustrations or models, illustrate a science experiment related to home environment. Examples: compare energy use such as types of lighting for homes, water efficient processes or products, sun or landscaping to heat or cool homes.

C257005 - **Community Service Activity**-Show what was done as a community service activity related to this project. In a notebook, photo story, or poster, show the purpose and results of that activity. Ex: painting a mural at a daycare or 4-H building, helping an elderly person paint or clean their home, etc. May be an individual or club activity. Non-competitive. Special recognition certificates will be awarded to participants.

C257006 - **Window Covering**-May include curtains, draperies, shades, shutters, etc.

C257007 - **Floor Covering**-May be woven, braided, painted floor cloth, etc. May be exhibited as a poster or multimedia presentation (on CD).

C257008 - **Bedcover**-May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No tied fleece blankets).

C257009 - **Accessory**-Original Needlework/Stitchery.

C257010 - **Accessory-Textile-2D**-(table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning 10 minute table runners).

C257011 - **Accessory-Textile-3D**-(pillows, pillow shams, fabric bowls, etc.).

C257012 - **Accessory - 2D**

C257013 - **Accessory - 3D** (string art, wreaths, etc.)

C257014 - **Accessory-Original Floral Design**-arranged by 4-H member.

For classes 15-18, determine entry by what the majority of the accessory is made from and what medium was manipulated.

C257015 - **Accessory-Original made from Wood** - burn, cut, shape or otherwise manipulate.

C257016 - **Accessory-Original made from Glass** - etch, mosaic, stain, molten or otherwise manipulate.

C257017 - **Accessory-Original made from Metal** - cut shape, punch, sculpt, reassemble or otherwise manipulate.

C257018 - **Accessory-Original made from Ceramic or Tile** - treatment to exhibit must go through process that permanently alters the medium-painting alone is not sufficient.

C257019 - **Accessory-Recycled/Upcycled Item**-for the home. Reuse a common object or material in a creative way. Include description of what was done to reuse or recycle item in your attached information.

C257020 - **Furniture - Recycled/Remade**, made or finished by using a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.

C257021 - **Furniture-Wood Opaque Finish**-such as paint or enamel.

C257022 - **Furniture-Wood Clear Finish**-showing wood grain.

C257023 - **Furniture-Fabric Covered**-May include stool, chair seat, slip-covers, headboard, etc.

C257024 - **Furniture-Outdoor Living**-Furniture made/refurbished suitable for outdoor use (**NOTE: May be displayed outside**). Include description of what was done to recycle or reuse item in your attached information.

C257025 - **Accessory-Outdoor Living**-Accessory made/refurbished by 4-H member suitable for outdoor use. Include description of what was done to

recycle or reuse item in your attached information.

- ***C257901 - Wall Hanging**-for kitchen or bath-2 or 3 dimensional.
- ***C257902 - Wall Hanging**-for living/dining room-2 or 3 dimensional.
- ***C257903 - Wall Hanging**-for your bedroom, 2 or 3 dimensional.
- ***C257904 - 3 Dimensional Surface Accessory**-made by 4-H'er that will set on table, dresser or floor-for kitchen or bath.
- ***C257905 - 3 Dimensional Surface Accessory**-made by 4-H'er that will set on table, dresser or floor-for living/dining room.
- ***C257906 - 3 Dimensional Surface Accessory**-made by 4-H'er that will set on table, dresser or floor-for your bedroom.

DEPARTMENT C, Division 260 - SKETCHBOOK CROSSROADS

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used (p. 8-9).

- C260001 - Original Pencil or Chalk Drawing**-framed and ready to hang.
Scratch art accepted here. (pgs. 10-21)
- C260002 - Original Ink Drawing**- framed and ready to hang (pgs. 22-28)
- C260003 - Home Accessory** -made with fiber (p. 29)
- C260004 - Home Accessory**-made with felted wool (pgs. 29-33)
- C260005 - Home Accessory**-made with cotton linter (pgs. 34-36)
- C260006 - Home Accessory**-using batik (pgs. 37-39)
- C260007 - Home Accessory**-made by weaving on a loom (pgs.40-47)
- C260008 - Home Accessory**-made with fabric exhibitor has dyed (pgs. 48-50)
- C260009 - Original Sculpted or thrown Home Accessory**-made with clay (no purchased items) (pgs. 53-62)
- C260010** - An art exhibit using one of the techniques in the above classes to show how art can define a sense of place, or life in Nebraska. For example - a pencil or ink drawing depicting life in Nebraska, using natural resources such as native grasses to make a weaving, using natural fibers for felting, or using roots, nuts, plants or flowers to dye fabric. Include the required information listed above and how this project represents life in Nebraska.

DEPARTMENT C, Division 261 - PORTFOLIO PATHWAYS

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used (pgs. 8-9).

- C261001 - Original Acrylic Painting**-based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang. (pgs. 12-13)
- C261002 - Original Oil Painting**-based on techniques learned in Unit 1 Portfolio Pathways, framed and ready to hang. (pgs. 26-33)
- C261003 - Original Watercolor**-based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang. (pgs. 14-17)
- C261004 - Original Sand Painting**-based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang. (pgs. 20-21)
- C261005 - Original Encaustic Painting**-based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang. (pgs. 34-35)
- C261006 - Home Accessory**-made with any printing technique in Pathways Unit II. (pgs. 36-56)
- C261007** - An art exhibit using one of the techniques in the above classes to show how art can define a sense of place or life in Nebraska. For example - solar printing; making prints using shed snakeskin or plant; an acrylic, oil; watercolor painting of scenes of your community or the surrounding area; or using objects from nature to make the painting. Include the required information listed above and how this project represents Nebraska life.

DEPARTMENT C, Division 256 - HEIRLOOM TREASURES/FAMILY KEEPSAKES

This project area is for items with historic, sentimental or antique value that are restored, repurposed or refinished to keep their original look and value. It is not for "recycled" items. For example, a bench would be considered an heirloom if the original finish is restored, but if decorated by painting it would be considered recycled. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases. NOTE: Resources to support this project area are available on the 4-H website. Attach information including:

- List of steps taken to complete your project. Before and after pictures encouraged.

- Keepsakes documentation: how you acquired the item and the history of the item - may be written, pictures, audio or video tape of interview with family member, etc.

C256001 - Trunks-including doll-sized trunks or wardrobes.

C256002 - Article-Either a repurposed "treasure" (accessory) from an old item or an old "treasure" (accessory) refinished or renovated. May include a display of a collection or collectibles, being careful not to destroy value of the collection.

C256003 - Furniture-Either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

C256004 - Cleaned Restored Heirloom Accessory or Old Furniture-A reconditioned and cleaned old piece of furniture or accessory that is functional for use or display. Item might be cleaned and waxed, and simple repairs made. Item would not have to be refinished or repainted, but reconditioned to restore it to its original look or to prevent it from further damage as a valuable heirloom. Consult extension publication "Care and Conservaton of Heirloom Textiles G1682" for information on textiles. (Refinished items go in classes 2-3). This class is for situations where it may be best to do very little to the item to maintain its antique value. Item or article should be of complexity suited to an advanced project.

DEPARTMENT C, Division 229 - QUILT QUEST

In Quilt Quest, 4-H'ers learn skills as they progress through the project. The least experienced 4-H exhibitor will select fabric, cut, and sew together only squares or rectangles in making the quilt top. They may have additional guidance in piecing the quilt block and layering together the quilt top, inner batting and the quilt bottom. Another person can do the quilting for them.

In the Premier class, the 4-H'er has developed skills to be able to do all of the work by himself/herself. This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together, and quilting. Quilting may be done by hand, by sewing machine or by a commercial-grade quilting machine. After quilting, the 4-H'er must finish the quilt by "squaring it up," put binding on the edge, and placing a label on the quilt which provides details about the quilt making process for historical purposes.

All entry cards and support information must be attached using a safety pin. No straight pins.

When judging Quilt Quest exhibits, the judges consider SF209 "Standards for Judging Quilts and Quilted Items."

For all classes, 4-H'ers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-H'ers may also use "fabric collections" offered by manufacturers in a particular designer or fabric line. Examples of fabric collections include:

- *Jelly Rolls* are made of (up to) 40 different strips of 1 ½" wide fabric laying on top of one another and rolled up to look like a jelly roll. The fabric is created by one designer or fabric line and compliments each other. In many cases, less skilled 4-H'ers find it difficult to cut narrow strips with a rotary cutter and rules so this fabric selection may make it easier as they learn.

- *Honey Buns* are made like the Jelly Rolls with 1 ½" strips of fabrics.

- *Layer Cakes* are 10" squares of fabric from a manufactured designer or fabric line with different pieces of fabric "layered" on top of one another to look like a piece of cake.

- *Charm Packs* are made of 5" squares of coordinating fabric and may be tied up with a string or scrap of fabric.

- *Turnover* is a collection of coordinating fabrics that are cut into 6" triangles.

- *Fat Quarters* are ½ yard cuts of fabric which are cut in half to make a rectangle that is approximately 18" x 21" (one half yard of fabric yields 2 fat quarters). The "fat quarter" can be more economical to purchase for a smaller quilt because the purchaser does not have to buy the entire yardage width.

- *Fabric Kit* is a collection of fabrics cut in large pieces to accommodate the requirements of a particular quilt pattern. The 4-H'er must cut out all of the smaller pieces to make the quilt top according to the pattern directions.

After fabric selection, youth can use a variety of tools for cutting the fabric and completing the quilt. Cutting into pattern pieces may include hand roller die cutting machines that cut particular shapes which can be applied to fabric. This is allowed in the construction of the quilt.

A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.

Fleece blankets are not eligible in this division. Quilts must have a permanent label on the back in the lower right corner with quilter's name & date completed.

C229010 - Exploring Quilts-Illustrate some aspect of quilts or quilt making.

Examples include, but are not limited to, language arts, quilts or different cultures, chemistry, design, preservation, history, construction, math-conversion of quilt patterns, textiles/fabrics, computerization and entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts or Amish quilts. Exhibit may be a 14" x 22" poster, notebook, CD, PowerPoint, Prezi, DVD, YouTube, or other technique. All items in an exhibit must be attached together and labeled. No quilted items should be entered in this class.

C229020 - Quilt Designs Other than Fabric-Two or three dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc.

C229030 - Computer Exploration-Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information on type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook to be suitable for the exhibit.

C229040 - Wearable Art- Quilted Clothing or Accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. On a half sheet of 8 ½" x 11" paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc..

C229041 - Inter-Generational Quilt-A quilt made by a 4-H member and family members or friends of different generations. On a half sheet of 8 ½" x 11" paper. Include an explanation answering the following questions: A) How was the quilt planned and who did what in the construction of the quilt? B) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.?

C229042 - Service Project Quilt-A quilt constructed by a 4-H member or group to be donated to a worthy cause. On a half sheet of 8 ½" x 11" paper include an explanation answering the following questions: A) Why was the quilt constructed and who will receive the donated quilt? B) How did you select the design and fabrics used including whether or not you used a kit, jelly roll, charm squares, etc.? C) What did you do and what was done by others?

Guidelines for entries in Classes 50-83

Please note the description of classes. They denote degree of difficulty in construction & not the number of years in the project.

All quilted exhibits must be clean and finished for intended purpose. A quilted exhibit consists of 3 or more layers. All quilted exhibits must be quilted (machine or hand), or tied. All quilt piecing and finishing must be the sole work of the 4-H member. Quilting, whether machine or hand quilted, may be done by another individual except for the premier quilt class. No pre-quilted fabric may be used. Wall quilts must have a hanging sleeve on the back of the quilt, or some method for hanging. On a half sheet of 8 ½" x 11" paper, include an explanation answering the following questions: A) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? B) What did you do and what was done by others? C) What did you learn you can use on your next project?

Sizes of Quilted Exhibits

Small: (length + width = less than 60") This size includes miniature quilts, wall hangings, table runners, placemats (4) and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

Medium: (length + width = 61" to 120")

Large: (length + width = over 120")

Level I Quilted Exhibits - pieced quilts made up of squares and/or rectangles.

C229050 - Small

C229051 - Medium

C229052 - Large

Level II Quilted Exhibits - in addition to squares and/or rectangles, quilts may have triangles, and/or may be embroidered.

C229060 - Small

C229061 - Medium

C229062 - Large

Level III Quilted Exhibits - in addition to any of the methods in classes 50-62, quilts may have curved piecing, applique, Celtic style, stained glass style, paper piecing, art quilt style, or other non-traditional styles.

C229070 - Small

C229071 - Medium

C229072 - Large

Premiere Quilt - entire quilt is the sole work of the 4-H member, including quilting (hand or machine). Tied quilts are not eligible for this class.

C229080 - Hand Quilted

C229081 - Sewing Machine Quilted

C229082 - Long Arm Quilted - Non Computerized/Hand Quilted

C229083 - Long Arm Quilted - Computerized