

**DEPARTMENT C  
FAMILY & CONSUMER SCIENCES**

**HUMAN DEVELOPMENT**

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

To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new online 4-H manual: What It Takes To Be Your Teen Babysitter. <http://go.unl.edu/babysitting>. 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 1 - 6 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 be sure exhibit is safe for child to use?
- 3) What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 mths; Toddlers, 18 mths-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 8 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).

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>

**DIVISION 200 - CHILD DEVELOPMENT**  
**Premiums: \$2.00, \$1.75, \$1.50, \$1.25**

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 1-6.

**C200001 SOCIAL EMOTIONAL DEVELOPMENT**

**C200002 LANGUAGE and LITERACY DEVELOPMENT**

**C200003 SCIENCE**

**C200004 HEALTH and PHYSICAL DEVELOPMENT**

**C200005 MATH**

**C200006 CREATIVE ARTS**

4-H'er taking any of the above projects or The Sitter may enter:

**C200007 ACTIVITY WITH A YOUNGER CHILD: POSTER OR SCRAPBOOK**

showing 4-H'er working with a child age 0-8 years. May show a specific activity such as making something with a child, or other child care and interactions as the 4-H'er chooses. May include photos, captions, story or essay. Size of poster or scrapbook large enough to tell the story. Other people may take photos so that 4-H'er may be in the photo. 4-H'er must make the poster or scrapbook. No information sheet needed for Class 5.

**C200008 THE SITTER: 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. Appropriate items to include are emergency numbers, items 4-H'er might need for safety or emergency, age appropriate books, toys, games, and/or activities. Kit MUST NOT be a catch all of found items. 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. See The Sitter 4-H manual 4H266 revised 2002 for appropriate items to include.

Information sheet for Class 6 should include: 1) What are children this age like? Give two examples that 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) was/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 Human Development project may enter in the following classes:

- 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.
- 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.

## **CLOTHING**

All clothing, knitted and crocheted exhibits will be entered for judging on July 22nd according to individual time schedule and information received by mail. All clothing exhibits are judged individually, not as a group. Narration sheets are due in the Extension Office no later than **Friday, July 18th**. **IF YOU DO NOT HAVE A TIME APPOINTMENT, YOUR ENTRIES FROM ALL CLOTHING PROJECTS ARE DUE BY NOON ON MONDAY, JULY 22nd AT MIDWEST COVENANT HOME IN STROMSBURG.**

**ENTRY TAGS** Every clothing exhibit must be described on the entry tag accompanying it. (Example: dark blue wool skirt and jacket, red and white figured blouse). Each item and any additional cards must include the exhibitor's name. Entry tag placement: as you look at the garment place the entry tag on the right side of the garment and the hook of the hanger to the left.

**PREPARATION OF EXHIBITS** Have entries on hangers with hook toward right shoulder of garment. Please bring all garments on wire hangers only. As you look at the garment place the hook of the hanger to the left. Use safety pins to fasten skirts, shorts, and pants to hangers. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items. (OPTIONAL) If you have used a unique method or technique in creating your exhibit (drew your own design, wove your own fabric, etc.), indicate that on a half sheet of 8 1/2 x 11" paper placed with the entry tag. Criteria for judging exhibits are described in "Quality Standards in Clothing Construction PNW 0197". Refer to the Nebraska 4-H website for current state fair scoresheets at [www.4h.unl.edu](http://www.4h.unl.edu). In addition, all entries must conform to rules and regulations as set forth in this Premium List.

**Premier 4-H Science Award is available in this area.** Please see General Rules for more details.

\* ***Designates County Project Only – not eligible for State Fair Competition.***

**DIVISION 220 - GENERAL CLOTHING**  
**Premiums: \$2.50, \$2.25, \$2.00, \$1.75**

4-H members in all skill levels may exhibit in this area.

**CLASS 220001** **CLOTHING PORTFOLIO** Complete at least four different samples/activities from Chapters 2, 3 OR 4 of the project manual. The Portfolio should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year, but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.

**CLASS 220002** **Textile Science Scrapbook** Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. Textile Science Scrapbook should build upon itself each year (additional pages can be added each year, but should be dated). See project manual for fabric suggestions.

**CLASS 220003** **SEWING FOR PROFIT** Using page 161-167 in the STEAM Clothing 2: Simply Sewing project 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".

**DIVISION 221 – BEYOND THE NEEDLE**  
*(Formerly known as Decorate Your Duds)*  
**Premiums: \$2.50, \$2.25, \$2.00, \$1.75**

4-H members must show their own original creativity \* **Designates County Project Only – not eligible for State Fair Competition.**

- C221001 DESIGN PORTFOLIO** Complete at least three different samples/activities from the project manual. The Portfolio should be placed in an 8 1/2 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 27-39 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** Create a garment using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement.
- C221004 ORIGINAL DESIGNED FABRIC YARDAGE** 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. If additional information is not included, exhibit will be lowered one ribbon placing.
- C221005 GARMENT OR ACCESSORY CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC**  
Fabric yardage is designed first, then a garment 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** 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.*
- C221007 BEGINNING FASHION ACCESSORY** An accessory designed and 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
- C221008 ADVANCED FASHION ACCESSORY** An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting,

- resin, and etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.
- C221009** **WEARABLE TECHNOLOGY GARMENT TECHNOLOGY** is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.)
- C221010** **WEARABLE TECHNOLOGY ACCESSORY** An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.)
- \*C221901** **EMBELLISHED GARMENT.** Any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, applique, braid, buttons, fabric pieces. May use patterns or ideas from magazines. Commercial Iron-on appliques or any prepared item where materials are predetermined by the manufacturer will not be accepted.
- \*C221902** **DECORATED GARMENT.** This could be a purchased or constructed garment to which a purchased iron-on applique has been applied, or a tie-dye t-shirt. Up to 2 items may be entered in this category.
- \*C221903** **WEARABLE ART ACCESSORY.** This is constructed from or decorated on a textile fiber base. Entry examples include fabric shoes, hat bag, and fabric necklaces, and hair accessories. Other acceptable items are those made from metal barrette bases, button pins, wooden leather necklaces and other non-fabric base.
- \*C221904** **WEARABLE ART JEWELRY** Beaded or natural material jewelry made by the 4-H'er to complement an outfit. May be necklaces, bracelets, earrings, etc. Up to three items may be entered.

## FIBER ARTS

**CRITERIA FOR JUDGING** Design and color, Neatness, Knitting Mechanics or Crocheting Mechanics, Trimmings, and Construction Finishes.

**INFORMATION CARD** Each knitting or crocheting exhibit must include the following information on a half sheet of 8 ½ x 11" paper placed with the entry tag: 1) What was your goal(s) in making this exhibit? (Example: Learn how to block a garment or learn how to use two different yarn(s), 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) What ideas or plans do you have for the future based on what you learned or discovered?

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## KNITTING

**KNITTED ITEM** Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings, and Constructions Finishes. Information Sheet must be included for all classes in Knitting. Each knitted exhibit must include 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 yarn(s)? 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, finger knitted, arm knitted, loom or machine knitted 6. Kind of yarn – weight and fiber content. 7. Names of stitches used. 8. Copy of directions.

**DIVISION 225 LEARN TO KNIT**  
**PREMIUMS: \$2.00, \$1.75, \$1.50, \$1.25**

- \*C225901   **SLIPPERS**
- \*C225902   **HEAD HUGGER OR LONG SCARF**
- \*C225903   **MITTENS**
- \*C225904   **OTHER KNITTED ARTICLE**

**DIVISION 225 – UNIT 2 & 3 KNITTING - KNITTING**  
**Premiums: \$2.50, \$2.25, \$2.00, \$1.75**

- C225001   **LEVEL 2 KNITTED CLOTHING** (Garment eligible for State Fair Fashion Show) – Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns
- C225002   **LEVEL 2 KNITTED HOME ENVIRONMENT ITEM** Knitted Item using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.
- C225003   **Arm or Finger Knitted Item** (Clothing or Home Environment Item)
- C225004   **Loom Knitted Item** (Clothing or Home Environment Item)
- C225005   **Level 3 Knitted Clothing** 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. made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.
- C225006   **LEVEL 3 KNITTED HOME ENVIRONMENT ITEM** Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.
- C225007   **LEVEL 3 MACHINE KNITTING**

**CROCHET**

**CROCHETED ITEM** Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes. Information Sheet must be included

for all classes in For Crochet. Each crocheted exhibit must include 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 yarn(s)? 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 and size of hook or type of crocheting tool. 5. Kind of yarn – weight and fiber content or other material used. 6. Names of stitches used. 7. Copy of directions.

### **DIVISION 226 - BEGINNING CROCHETING**

**Premiums: \$2.00, \$1.75, \$1.50, \$1.25**

Use stitches in manual in Beginning Unit.

Wearable entries:

\***C226901 TWO OR MORE COORDINATED ARTICLES** (ex. cap & scarf, cap & mittens)

\***C226902 GARMENT** (ex. Sweater, vest, cap)

\***C226903 ACCESSORY** (ex. Hat or purse)

Non-wearable entries:

\***C226904 AFGHAN OR SIMILAR ARTICLE**

\***C226905 PILLOW AND/OR DOILY**

\***C226906 RUG AND/OR TOY**

### **DIVISION 226 – LEVEL 2 or 3 CROCHETING**

**Premiums: \$2.50, 2.25, \$2.00, \$1.75**

**C226001 LEVEL 2 CROCHETED CLOTHING** Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns

**C226002 LEVEL 2 CROCHETED HOME ENVIRONMENT ITEM** Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns

**C226003 LEVEL 3 CROCHETED CLOTHING** Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

**C226004 LEVEL 3 CROCHETED HOME ENVIRONMENT ITEM** Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

### **CLOTHING CONSTRUCTION**

#### **DIVISION 220 – FUNDAMENTALS: STEAM CLOTHING LEVEL 1**

*(Formerly known as Sewing For Fun AND Clothing Level 1)*

**Premiums: \$1.50, \$1.25, \$1.00, \$.75**

4-H'ers may enter any number of the following items, made according to project

manual. 4-H'ers may also enter any other simple sewing project that involves the same beginning principles learned in STEAM Clothing Level 1 project, including projects sewing straight seams, simple pillows, mittens, scarves, and other stuffed items. \*

***Designates County Project Only – not eligible for State Fair Competition.***

- \*C220901 **CLOTHING PORTFOLIO** Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual. The Portfolio should be placed in an 8 1/2 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.
- \*C220902 **SEWING KIT** Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)
- \*C220903 **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 1/2 x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
- \*C220904 **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?" page 118-119. Exhibits should include pictures NO actual pillows
- \*C220905 **CLOTHING SERVICE PROJECT** Can include pillows or pillow cases but are not limited too. Exhibit (not to exceed 22" x 30') a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 124 and 125.
- \*C220906 **PINCUSHION**
- \*C220907 **PILLOWCASE**
- \*C220908 **SIMPLE PILLOW – NO LARGER THAN 18" X 18".**
- \*C220909 **BAG/PURSE – NO ZIPPERS OR BUTTON HOLES.**
- \*C220910 **SIMPLE SEWING PROJECT** – Any simple sewing project not designated with straight seam stitching. No buttons or zippers, etc.

**DIVISION 220 – FUNDAMENTALS: STEAM CLOTHING LEVEL 1**  
**Premiums: \$3.00, \$2.75, \$2.50, \$3.25**

Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/ 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

- \*C220910  **SIMPLE TOP**

- \*C220911 **SIMPLE BOTTOM – PANTS, SHORTS, OR SKIRT**
- \*C220912 **SIMPLE DRESS**
- \*C220913 **OTHER** – Using skills learned in project manual. (apron, vest, etc.)
- \*C220914 **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.
- \*C220915 **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.

## **DIVISION 222 – SIMPLY SEWING: STEAM CLOTHING LEVEL 2**

*(Formerly known as Clothing Level 2)*

**Premiums: \$4.00, \$3.75, \$3.50, \$3.25**

Exhibits entered in this project must reflect skills learned from this manual including skills previously learned. **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 **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".
- C222002 **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.
- C222003 **UPCYCLED GARMENT** 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..
- C222004 **UPCYCLED CLOTHING ACCESSORY** 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..
- C222005 **TEXTILE CLOTHING ACCESSORY** 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.)

<b>C222006</b>	<b>TOP</b> (Vest Acceptable)
<b>C222007</b>	<b>BOTTOM</b> (Pants or Shorts)
<b>C222008</b>	<b>SKIRT</b>
<b>C222009</b>	<b>UNLINED JACKET</b>
<b>C222010</b>	<b>DRESS</b> (Not Formal Wear)
<b>C222011</b>	<b>ROMPER OR JUMPSUIT</b>
<b>C222012</b>	<b>TWO-PIECE OUTFIT</b>
<b>C222013</b>	<b>ALTER YOUR PATTERN</b> Garments constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include information sheet that describes: 1) how the pattern was altered or changed; 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining.
<b>C222014</b>	<b>GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL (NATURAL OR SYNTHETIC) FIBERS</b> Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of unconventional items themselves should be exhibited under Beyond the Needle.
<b>*C222915</b>	<b>EXTRA GARMENT</b> 4-H'er may bring up to 2 extra garments that uses skills learned. May be extra dress, top and/or bottom. Novelty fabrics with more difficult matching prints will be accepted as an extra garment.
<b>*C222916</b>	<b>ACCESSORY</b> - Any matching accessory to the project - hair bow, hair scrunchies, tote bag or purse, etc., OR item made using skills learned in project (scarves, mittens, aprons, etc.)

### **DIVISION 223 - A STITCH FURTHER: STEAM CLOTHING LEVEL 3**

**Premiums: \$4.00, \$3.75, \$3.50, \$3.25**

Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing2. Entry consists of complete constructed garments only. **Wool entries must have the fiber content listed on the identification label.**

<b>C223001</b>	<b>UPCYCLED GARMENT</b> 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..
<b>C223002</b>	<b>UPCYCLED CLOTHING ACCESSORY</b> 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..

- C223003** **TEXTILE CLOTHING ACCESSORY** 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.)
- C223004** **DRESS OR FORMAL**
- C223005** **SKIRTED COMBINATION** (skirt with shirt, vest or jacket OR jumper and shirt)
- C223006** **PANTS OR SHORTS COMBINATION** (pants or shorts with shirt, vest or jacket)
- C223007** **ROMPER OR JUMPSUIT**
- C223008** **SPECIALTY WEAR** (includes: swim wear, costumes, hunting gear, or chaps)
- C223009** **LINED OR UNLINED JACKET or VEST** (non-tailored).
- C223010** **COAT, BLAZER, SUIT JACKET OR OUTERWEAR** 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.**
- C223011** **ALTER YOUR PATTERN** Garments constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include information sheet that describes: 1) how the pattern was altered or changed; 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern)
- C223012** **GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL (NATURAL OR SYNTHETIC) FIBERS**  
Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of unconventional items themselves should be exhibited under Beyond the Needle.

**FUN WITH FLEECE**  
**DIVISION 235 – GENERAL**  
**Premiums: \$3.00, \$2.75, \$2.50, \$2.25**

4-H members must show their own original creativity. Garment may be made for self or others. \* **Designates County Project Only – not eligible for State Fair Competition.**

- \***C235901** **TIE PILLOW** – One fleece tie pillow, any size.
- \***C235902** **TIE BLANKET** - One fleece tie blanket, any size.
- \***C235903** **EXTRA FLEECE ITEM** – 4-H'er may bring up to three items made from fleece. This may include extra items in classes 901 and 902, fleece garments, or any other fleece item.

## CONSUMER MANAGEMENT

\* **Designates County Project Only – not eligible for State Fair Competition.**

### **DIVISION 240 – SHOPPING IN STYLE**

**Premiums: \$2.00, \$1.50, \$1.00, \$.75**

- C240001      BEST BUY FOR YOUR BUCK (Ages 10 – 13)** 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. Provide details about wardrobe inventory which indicates the following: 1. Why you selected the garment you did; 2. Clothing budget; 3. Cost of garment; 4. Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck." Provide 3 color photos of you wearing the garment showing the front, side and back views.
- C240002      BEST BUY FOR YOUR BUCK (Ages 14 – 18)** 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. Provide details about wardrobe inventory which indicates the following: 1. Body shape discussion; 2. Construction quality details; 3. Design features that affected your selection; 4. Cost per wearing; 5. Care of garment; 6. Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck." Provide 3 color photos of you wearing the garment showing the front, side and 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 something new 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 1ST 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 SCORESHEET** 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)

## DIVISION 247 – MY FINANCIAL FUTURE

Premiums: \$2.00, \$1.50, \$1.00, \$.75

**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.

### BEGINNER/INTERMEDIATE

- C247001 **SMART GOALS** 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: What were your income sources? Were there any steady income sources? 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: What did you spend most of your money on? What did you learn about your spending habits? 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: What is your money personality? 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 **WHAT DOES IT REALLY COST?** (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. What did you find most interesting about these jobs? Were there any positions you might want to pursue as your career? Why/Why not? What careers interest you at this point in your life? What are three steps you need to do now to prepare for this career?
- C247007 **INTERMEDIATE/ADVANCED**
- INTERVIEW** someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them

answer the following questions plus any additional questions you may have. \*What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)? \*What are some negative outcomes for getting paid the way you do? \*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 questions about Elliot on page 50.
- C247009** **EVALUATING INVESTMENT ALTERNATIVES** complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page.
- C247010** **UNDERSTANDING CREDIT SCORES** Watch the video and read the resource listed on page 71. Answer the following questions.  
\*Name 3 prudent actions that can reduce a credit card balance.  
\*What are the main factors that drive the cost of credit?  
\*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.

#### **4-H MODELING SHOW**

*\* Designates County Project Only – not eligible for State Fair Competition.*

**DIVISION 410 – BEYOND THE NEEDLE**  
**Premiums: \$2.00, \$1.75, \$1.50, \$1.25**

A purchased, constructed, original design, or recycled garment to which surface embellishment has been applied or a garment in which the design is created through the structure such as color blocks, fabric strips, texturizing fabric pieces, etc.

- C410010** **MODELED BEYOND THE NEEDLE EMBELLISHED GARMENT(S)** 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.

**SEWING FUNDAMENTALS: STEAM CLOTHING LEVEL 1**  
**Premiums \$2.00, \$1.50, \$1.00, \$.75**

- \***C410901 SIMPLE SEWING** 4-H'ers will not model before the judge, but can model at the public style review, carrying up to 2 of their entries from the project. This will give them some experience in modeling without the pressure. Participation ribbon only.
- \***C410902 MODELING - CLOTHING LEVEL 1** 4-H'ers will model garments made in the Sewing Fundamentals: Steam Clothing Level 1 Project.

**SIMPLY SEWING: STEAM CLOTHING LEVEL 2**  
**Premiums \$2.00, \$1.50, \$1.00, \$.75**

- C410030 MODELED CONSTRUCTED STEAM CL 2 GARMENT(S)** Possible types of garments include: dress; romper or jumpsuit; or two-piece outfit (skirt with shirt, vest, or jacket; jumper and shirt; pants or shorts outfit (pants or shorts with shirt, vest, or unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or unlined jacket. 4-H members who have enrolled in or who have completed Steam 3 projects are not eligible to enter Steam 2.

**A STITCH FURTHER: STEAM CLOTHING LEVEL 3**  
**Premiums \$2.00, \$1.50, \$1.00, \$.75**

- C410040 MODELED CONSTRUCTED STEAM CL 3 GARMENT(S)** Possible types of garments include: dress or formal; skirted outfit (skirt with shirt, vest, or jacket or jumper and shirt); pants or shorts outfit (pants or shorts with shirt, vest, or jacket); romper or jumpsuit; specialty wear (swim wear, costumes, western wear-chaps, chinks, or riding attire); or jacket (non-tailored). Tailored blazer, suit jacket, or coat. Additional pieces with blazer, jacket or coat may either be constructed or purchased. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts. Nightwear or loungewear cannot 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, Tamerna, 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).

#### **SHOPPING IN STYLE**

**Premiums \$2.00, \$1.50, \$1.00, \$.75**

Participants must be enrolled in the Shopping In Style 4-H project to enter. Participants must model a complete outfit. All pieces of the garment must be purchased.

**C410060 MODELED SHOPPING IN STYLE PURCHASED OUTFIT AND WRITTEN REPORT (AGES 12 AND UP)**

**\*C410903 MODELED SHOPPING IN STYLE PURCHASED OUTFIT AND WRITTEN REPORT (AGES 8 – 11)**

#### **DIVISION 425 - FASHION 4 FIFTEEN**

**Premiums: \$3.00, \$2.50, \$2.00, \$1.75**

Any 4-H'er may model a Fashion 4 Fifteen outfit. Each Fashion 4 Fifteen outfit will consist of a thrift store, consignment store, or garage sale purchase which makes a completely wearable outfit for under \$15, not including shoes or accessories. The outfit can be worn as purchased or can be altered or remade for fashion (anyone may do the altering). For example, a denim skirt could have a ruffle attached or jeans could be made into capris. A narration sheet must accompany the entry. Consider why the outfit is needed and how it fills a void in your wardrobe. Take into account the fit, quality and care of the garment. The project will be modeled at Clothing Day on July 24<sup>th</sup> at the Midwest Covenant Home in Stromsburg. Registration for \$15 Fashion entries are due by Friday, July 21<sup>st</sup>. All participants will be included in the public 4-H Modeling Show on Monday, July 24<sup>th</sup> that begins at 7:00 p.m.

**\*C425902 FASHION 4 FIFTEEN** 12 years and up

**\*C425901 FASHION 4 FIFTEEN** 11 years old and younger

#### **DIVISION 410 – FUN WITH FLEECE**

**Premium- \$1.00**

Items made at the Fun with Fleece Workshop

**\*C410907 FUN WITH FLEECE ITEMS**

**\* Designates County Project Only – not eligible for State Fair Competition.**

## **HOME ENVIRONMENT**

**ALL HOME ENVIRONMENT ENTRIES** must be items designed to be used for home decorating or home furnishing. Accessories should be ones that are suitable for use in the home several months throughout the year. Sending delicate, breakable, or valuable items is highly discouraged. Articles made from kits must be identified. Kits are defined

as any prepackaged item where the materials and the design are predetermined by the manufacturer. All wall hangings and framed exhibits must include a means for hanging.

**HOME ENVIRONMENT EXHIBITS** are evaluated by these criteria:

- 1) Items must be designed to be used for home decorating or home furnishing (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
- 2) Accessories should be of high quality (as compared to quick, simple crafts like dryer vent pumpkins and tied fleece blankets), ones that are suitable for use in the home several months throughout the year.
- 3) 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.
- 4) Items should be ready for display in the home (pictures framed, wall hangings and pictures ready to hang, etc.). No single mat board or artist canvas panels. Wrapped canvas (if staples not visible on edge) is accepted without framing, but still needs to include hanger. **MAKE SURE HANGERS ARE STRONG ENOUGH TO SUPPORT THE ITEM!!**

**ENTRY TAGS** must include a clear description of the entry must be securely attached to each Home Environment exhibit. Use color names or pattern/picture descriptions to aid in identification. A label with the exhibitor's name and county should be attached to each separate piece of the exhibit.

**SUPPORTING INFORMATION** Supporting information required for **ALL EXHIBITS!**  
Attach information to explain steps taken. Information must also include element or principle of design used.

**BEGINNING UNIT HOME ENVIRONMENT**

**DIVISION 251 - DESIGN MY SPACE**

Premiums: \$2.50, \$2.25, \$2.00, \$1.75

*\*Designates County Project Only – not eligible for State Fair Competition.*

- \*C251001 NEEDLEWORK ITEM made with yarn or floss.
- \*C251002 SIMPLE FABRIC ACCESSORY like a pillow, laundry bag, pillow case, table runner, etc.
- \*C251003 ACCESSORY MADE WITH ORIGINAL BATIK OR TIE DYE
- \*C251004 SIMPLE ACCESSORY MADE USING WOOD
- \*C251005 SIMPLE ACCESSORY MADE USING PLASTIC \*C251006 SIMPLE ACCESSORY MADE USING GLASS
- \*C251007 SIMPLE ACCESSORY MADE USING CLAY
- \*C251008 SIMPLE ACCESSORY MADE USING PAPER

- \*C251009 SIMPLE ACCESSORY MADE USING METAL TOOLING OR METAL PUNCH**
- \*C251010 STORAGE ITEM MADE OR RECYCLED**
- \*C251011 BULLETIN or MESSAGE BOARD**
- \*C251012 PROBLEM SOLVED:** Use a creative method to show you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)
- \*C251013 VIDEO** showing how to make a bed, organize a room, or the steps you used to make your simple accessory 4-H'ers room.
- \*C251014 EXTRA HOME ITEM** Any other home environment project using skills learned in DESIGN YOUR SPACE.

## **MIDDLE UNIT HOME ENVIRONMENT**

### **DIVISION 229 - Quilt Quest** **Premiums: \$3.50, \$3.25, \$3.00, \$2.75**

A quilted exhibit is made up of at least 3 layers. Quilts or quilted items must be quilted or tied through all layers. No fleece blankets, please. Items in classes 4, 5, 6, 7 and 8 should have a card attached to the lower left corner of the back of the quilt with quilt maker, date, and answers to the following questions: a. Describe how you selected the design and fabrics used for your project. b. Tell what you did and what was done by others. c. Tell what you learned that you can use on your next project.

## **EXHIBIT GUIDELINES**

In Quilt Quest, 4-Hers 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-Her 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-Her 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.

For all classes, 4-Hers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-Hers 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 2 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-Hers find it difficult to cut narrow strips with a rotary cutter and ruler, 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-Her must cut out all of the smaller squares, rectangles, etc. to make the quilt top according to the pattern directions.

After fabric selection, youth can use a variety 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 appliqued to fabric. This is allowed in the construction of the quilt.

C229010	<b>EXPLORING QUILTS</b> Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to, language arts, quilts of different cultures, chemistry, design, preservation, history, construction, math-conversion of quilt patterns, textiles/fabrics, computerization, entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts, Amish quilts, other. Exhibit may include a 14x22" poster, notebook, CD, powerpoint, VCR tape, or other technique. All items in an exhibit must be attached together and labeled.
C229020	<b>QUILT DESIGNS OTHER THAN FABRIC</b> Two or three dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc.
C229021	<b>BARN QUILT</b> created that is less than 4' x 4'
C229033	<b>BARN QUILT</b> created that is more than 4' x 4'
C229030	<b>COMPUTER EXPLORATION</b> Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information of type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook - suitable for the exhibit.
C229040	<b>WEARABLE ART</b> Quilted clothing or accessory. Must have a recognizable amount of quilting. May include fabric manipulation. Quilting

must be done by 4-H'er. On a half sheet of 8 ½ x 11 inch 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 inch 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 to be donated that has been constructed by a 4-H member. On a half sheet of 8 ½ x 11 inch 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** 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 current 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. All quilted exhibits must have a permanent label on the back in the bottom right corner with quilters name and date of completion. On a half sheet of 8 ½ x 11 inch 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?

**Indicate size (a, b, or c) with each entry number.**

**Quilted exhibit sizes**

- A. **Small – maximum length + width = 60"** This class includes miniature quilts, wall hangings, table runners, placemats (4), pillow.
- B. **Medium - length + width = 61" x 120"**
- C. **Large - length + width over 120"**

**Level I Quilted Exhibits** - Pieced quilts are made up of squares or rectangles.

**C229050 LEVEL I QUILTED EXHIBITS – Small**

**C229051 LEVEL I QUILTED EXHIBITS – Medium**

**C229052 LEVEL I QUILTED EXHIBITS – Large**

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

- C229060   **LEVEL II QUILTED EXHIBIT – Small**  
C229061   **LEVEL II QUILTED EXHIBIT – Medium**  
C229062   **LEVEL II QUILTED EXHIBIT – Large**

**Level III Quilted Exhibits** - In addition to any of the methods in class 5 or 6, quilts may have curved piecing, applique, celtic style, stained glass style, paper piecing, art quilt style, or other non-traditional styles. Attach card.

- C229070   **LEVEL III QUILTED EXHIBITS – Small.**  
C229071   **LEVEL III QUILTED EXHIBITS – Medium.**  
C229072   **LEVEL III QUILTED EXHIBITS – Large.**

**Premiere Quilt** Entire quilt is the sole work of the 4-H'er, including quilting (hand or machine). No tied quilts in this class. Attach card.

- C229080   **PREMIERE QUILT – Hand quilted**  
C229081   **PREMIERE QUILT – Sewing machine quilted**  
C229082   **PREMIERE QUILT – Long arm quilted – non computerized, hand guided**  
C229083   **PREMIERE QUILT – Long arm quilted - computerized**

**DIVISION 257 - Design Decisions**  
**Premiums: \$3.50, \$3.25, \$3.00, \$2.75**

**Middle Unit - 1-3 Years in Project. Advanced Unit - 4 years and up in Project. \***  
**Designates County Project Only – not eligible for State Fair Competition.**

- 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, 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, OR 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   **TECHNOLOGY IN DESIGN** Incorporate technology into a project related

- to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging.
- 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, pillow sham, canopy, etc. For quilts, state who did the quilting. (No tied fleece blankets.)
- C257009** **ACCESSORY - ORIGINAL NEEDLEWORK/STITCHERY** May be commercially framed.
- C257010** **ACCESSORY – TEXTILE – 2D** (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets.)
- C257011** **ACCESSORY – TEXTILE – 3D** (pillows, fabric bowls, etc.)
- C257012** **ACCESSORY – 2D**
- C257013** **ACCESSORY – 3D** (string art, wreaths, etc.)
- C257014** **ACCESSORY – ORIGINAL FLORAL DESIGN**
- 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 recycle or reuse 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 for outdoor use. (NOTE: Will be displayed outside). Include 3 x 5 card describing what was done to recycle or reuse item.
- 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** **PICTURE** Item is judged for workmanship and wise application of art elements and design principles.
- \*C257902** **EXTRA ACCESSORY OR ITEM FOR HOME** - Show techniques learned in Design Decisions project.
- \*C257903** **EXTRA WALL HANGING - 2 DIMENSIONAL.**
- \*C257904** **EXTRA WALL HANGING 3 DIMENSIONAL.**
- \*C257905** **EXTRA DIMENSIONAL SURFACE ACCESSORY** that will set on table, dresser or floor.
- \*C257906** **EXTRA BEDCOVER** May include quilt, comforter, bedspread, dust ruffle, pillow sham, canopy, etc. For quilts, state who did the piecing, quilting.
- \*C257907** **EXTRA FABRIC ACCESSORY** Pillow, table cloth or runner, dresser scarf, etc.
- \*C257908** **OUTDOOR LIVING GARDEN PLANT/CONTAINER** – Potted plant in container decorated by 4-H'er.

**ADVANCED UNIT HOME ENVIRONMENT**  
**DIVISION 256 - HEIRLOOM TREASURES**  
**Premiums: \$3.50, \$3.25, \$3.00, \$2.75**

Exhibit only items for the home. 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. Exhibit only items for the home. Attach supporting information to entry tag including:

1). List of steps taken to complete your project. Before and after pictures are encouraged; 2). 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 and wardrobes.
- C256002** **AN 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 AND RESTORED HEIRLOOM OR OLD FURNITURE OR ACCESSORY** A reconditioned and cleaned old piece of furniture or accessory so that the item or furniture 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.

This class is for situations where it may be best to do very little to the item to maintain its antique value. Consult E.C. Family Keepsakes extension publication RP272 for more information. Item or article should be of complexity suited to an advanced project. (Refinished items go in classes C256002 and C256003).

- \*C256901 **EXTRA HEIRLOOM EXHIBIT**-Any extra item for the home using skills from the Heirloom Treasures project.

**DIVISION 260 -261 SKETCHBOOK CROSSROADS & PORTFOLIO PATHWAYS**  
Premiums: \$3.00, \$2.75, \$2.50, \$2.25

*\* Designates County Project Only – not eligible for State Fair Competition.*

**SKETCHBOOK CROSSROADS**

- C260001 **ORIGINAL PENCIL OR CHALK DRAWING** framed and ready to hang  
C260002 **ORIGINAL INK DRAWING** framed and ready to hang.  
C260003 **HOME ACCESSORY MADE WITH FIBER**  
C260004 **HOME ACCESSORY MADE WITH FELTED WOOL**  
C260005 **HOME ACCESSORY MADE WITH COTTON LINTER**  
C260006 **HOME ACCESSORY USING BATIK**  
C260007 **HOME ACCESSORY MADE BY WEAVING**  
C260008 **HOME ACCESSORY MADE WITH FABRIC EXHIBITOR HAS DYED**  
C230009 **ORIGINAL SCULPTED HOME ACCESSORY MADE WITH CLAY** (no purchased pots)  
C260010 **NEBRASKA LIFE EXHIBIT** 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. .
- C260901\* **FIBER**  
C260902\* **CLAY**  
C260903\* **TEXTILES**  
C260904\* **WOOD**  
C260905\* **GLASS**  
C260906\* **CERAMIC**  
C260907\* **PAPER**  
C260908\* **METAL**  
C260909\* **CHALK**  
C260910\* **CARBON/INK**  
C260911\* **PIGMENT/WATER COLOR**  
C260912\* **NATURE MATERIALS**  
C260913\* **MIXED MEDIA** (4-H'er must have manipulated each media. Example - cut

- C260914\* out wood, paint surface.)  
**EXTRA ART ITEM** Any extra item for the home using skills from the project.

## PORTFOLIO PATHWAYS

- C261001** **ORIGINAL ACRYLIC PAINTING** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang
- C261002** **ORIGINAL OIL PAINTING** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang.
- C261003** **ORIGINAL WATERCOLOR** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang.
- C261004** **ORIGINAL SAND PAINTING** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang.
- C261005** **ORIGINAL ENCAUSTIC PAINTING** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang.
- C261006** **HOME ACCESSORY** made with any printing technique in Pathways Unit II.
- C261007** **NEBRASKA LIFE ACCESSORY** 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.