Textiles Department- Clothing, Knitting, Crocheting, Weaving, Quilting, and Fashion Show

All exhibits in this department for Cherry County will be judged on Clothing Day in June

Participants in the clothing category will demonstrate their knowledge through the creation of garments using STEAM (science, technology, engineering, arts, and mathematics) techniques. Through the creation of garments, 4-H'ers will learn more about clothing and the application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants. For more resources and materials in this category refer to the resource section at the bottom of the page.

1. Identification Labels: Labels will be available at Clothing Day check-in, or you can make your own. Each item entered as an article of clothing, knitting, or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.

2. Preparation of Exhibits: 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 and 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 pointing to the left. Fasten skirts, shorts, and pants to skirt/pant hangers or safety pin on a 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 or rubber bands.

3. A Design Data Card must be included with all Textile Classes. The data card is available at https://4hfairbookmanage.unl.edu/fairbookview.php/exhibits/30#:~:text=is%20available%20at-,http%3A//go.unl.edu/ne4hclothing,-.%20If%20the%20data

4. General: Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in clothing projects should continue their skill development. **Once you have exhibited at a higher level, you are not eligible to exhibit at a lower level. Ex. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.**

5. Criteria for Judging: Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book which can be found in the general rules at URL: https://4hfairbook.unl.edu/fairbookview.php/rules.

6. If a clothing item is eligible for both State Fair Fashion Show and a static exhibit, the 4-H member must choose between the two options.

Scoresheets, Forms, and Contest Study Materials

Scoresheets, forms, contest study materials, and additional resources can be found at https://go.unl.edu/ne4hclothing.

Special Awards

- Premier 4-H Science Award is available in this area. Please see visit this site for more details https://4h.unl.edu/fairbook/premier-science-award.
- All garments and accessories will be considered for the juried "4-H Design Gallery" to be displayed at the Nebraska State Fair only.
- All garments with at least 60% wool content are eligible for the "Make It with Wool" Award.

Divisions

Beyond the Needle

Class

22161L – Embellished Purchased Garments – NOT ELIGIBLE FOR STATE FAIR – Patterns, kits, and pre-designed decoration allowed. First-year only.

22162L – Beginning Textile Clothing Accessory – NOT ELIGIBLE FOR STATE FAIR – Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include hats, bags, scarves, gloves, aprons, etc.

C221001 - Design Portfolio - (SF20) – A portfolio consisting of at least three design samples or activities. Refer to the Beyond the Needle manual for activity ideas. The Portfolio should be placed in an 8 1/2 inches x 11 inches, 3-ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 in the Beyond the Needle project manual for portfolio formatting.

C221002 - Color Wheel - (SF20)– Create your own color wheel, complementary 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 inches x 30 inches.

C221003 - Embellished Garment with Original Design (Eligible for State Fair Fashion Show) - (SF26) - Create a garment using 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 A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

C221004 - Original Designed Fabric Yardage - (SF28) - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. The exhibit consists of at least one yard of the finished fabric. A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4clothing. If additional information is not included, the exhibit will be lowered one ribbon placing.

C221005 - Item (garment or non-clothing item) Constructed from Original Designed Fabric - (Only garments are eligible for State Fair Fashion Show) - (SF26) - Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4clothing. If additional information is not included, the exhibit will be lowered one ribbon placing.

C221006 - Textile Arts Garment or Accessory - (Garment eligible for State Fair Fashion Show) - (SF26) - A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4clothing. If additional information is not included, the exhibit will be lowered one ribbon placing.

C221007 - Fashion Accessory – (Not eligible for State Fair Fashion Show) – (SF26) – An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, strung bracelet/necklaces, wire wrapping, scarves, flip flops, designs on tennis shoes, etc. A Design Data Card must be included with this project. The data card is available at: https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

C221008 - Wearable Technology Garment or Accessory- (Garment is eligible for State Fair Fashion Show) - (SF263) - Technology is integrated into the garment or accessory in some way (For example LEDs, charging capabilities, sensors, etc.). A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4clothing. If additional information is not included, the exhibit will be lowered one ribbon placing.

Rules

>   **1.** 4-H members must show their own original creativity.

General Clothing

Class

C220001 - Clothing Portfolio - (SF20) – Complete at least four different samples/activities from Chapters 2, 3, OR 4 of the project manuals. The Portfolio should be placed in an 8 ½ inch x 11 inch, 3 ring binder. Include an appropriate cover. The 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.

C220002 - Textile Science Scrapbook - (SF20) – 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 ½ inch x 11 inch, 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 the STEAM Clothing 2 project manual for fabric suggestions.

C220003 - Sewing for Profit - (SF20) - Using pages 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 inches x 30 inches.

Rules

>   1.   4-H Members of all skill levels may exhibit in this area.

Steam Clothing 1 - NOT ELIGIBLE FOR STATE FAIR

Class

90064L – Sewing Kit – Include a list of sewing notions and purpose for each included. Pages 12-17 in the project manual.

90065L – **What is the Difference** – 4-H members enrolled in STEAM clothing 1 may enter an exhibit (not to exceed 22 inches by 30 inches) and 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

90066L – **Pincushion**

90067L – **Pillowcase**

90068L – **Simple Pillow** – No Larger than 18 inches x 18 inches

90069L – **Bag/Purse** – No Zippers or buttonholes

90070L – **Simple Top**

90071L – **Simple Bottom** – pants, shorts, or skirt

90072L – **Simple Dress**

90073L – **Other** – Using skills learned in project manual (apron, vest, etc.)

90074L – **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.

90075L – **Upcycled Accessory** – A wearable accessory made from a used item. The item used the redesign process must accompany the entry or it will be disqualified. A "before" picture and a description of the redesign process must accompany the entry of it will be disqualified.

90076L – **Needle Arts** (Applique, Candlewicking, Embroidery, Needlepoint, tatting, Etc.)

Rules

1. 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 project are not eligible to exhibit in STEAM Clothing 1.

2. Beginning Sewing 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, no stripes, no napped or jersey knit. Patterns should be simple without darts, set in sleeves, and collars. Raglan and kimono sleeves are acceptable.

3. Guidelines for Needle Art. Members must be enrolled in the Needle Art project. Exhibits designed specifically for home decoration should be entered in Home Design & Restoration. Entries must be mounted, framed, or made into a finished article for personal apparel or home decoration.

Steam Clothing 2: Simply Sewing

Class

C222001 - Design Basics, Understanding Design Principles (SF20)– 4-H members 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 inches x 30 inches.

C222002 - Pressing Matters (SF20) – 4-H Members may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the STEAM Clothing 2 project manual. The exhibit should include answers to lesson questions that are most appropriate to include.

C222003 - Upcycled Garment – (Eligible for State Fair Fashion Show) (SF28) – Create a garment from used textile based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (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 Design Data Card must be included with this project including a "before" picture no larger than 4.25 inches x 5.5 inches. If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at https://go.unl.edu.ne4hclothing.

C222004 - Upcycled Clothing Accessory - (Not eligible for State Fair Fashion Show) - (SF28) – A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a "before" picture no larger than 4.25 inches x 5.5 inches. If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills by project and the Design Data Card are available at https://go.unl.edu/ne4hclothing.

C222005 - Textile Clothing Accessory - (Not eligible for State Fair Fashion Show) - (SF28) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at https://go.unl.edu/ne4hclothing. Entry examples include hats, bags, scarves, and gloves. No metal, plastic, paper, or rubber base items are allowed (i.e., barrettes, headbands, flip flops, duct tape, etc.)

C222006 - Top - (Not eligible for State Fair Fashion Show) - (SF28) - (vest acceptable)

C222007 - Bottom - (Not eligible for State Fair Fashion Show) - (SF28) - (pants or shorts)

C222008 - Skirt - (Not eligible for State Fair Fashion Show) - (SF28)

C222009 - Lined or Unlined Jacket - (Not eligible for State Fair Fashion Show) - (SF28)

C222010 - Dress - (Eligible for State Fair Fashion Show) - (SF28) - (Not formal wear)

C222011 - Romper or Jumpsuit - (Eligible for State Fair Fashion Show) - (SF28)

C222012 - Two-Piece Outfit - (Eligible for State Fair Fashion Show) - (SF28)

C222013 - Alter Your Pattern - (SF28) - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e., Dress, Romper, Jumpsuit, or Two-piece Outfit) - Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include an 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, and adding a lining)

C222014 - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - (SF28) - 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 the unconventional items themselves should be exhibited under Beyond the Needle.

Rules

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

   A list of skills by project is available at https://go.unl.edu/ne4hclothing.

   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.

Steam Clothing 3: A Stitch Further

Class

C223001 - Upcycled Garment - (Eligible for State Fair Fashion Show) - (SF28) – 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 list of skills by project is available at https://go.unl.edu/ne4hclothing. A Design Data Card must be included with this project including a "before' picture no larger than 4.25 inches x 5.5 inches. The data card is available at https://go.unl.edu/ne4hclothing.

C223002 - Upcycled Clothing Accessory - (Not eligible for State Fair Fashion Show) - (SF28) – 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 list of skills by project is available at https://go.unl.edu/ne4clothing. A Design Data Card must be included with this project including a "before" picture no larger than 4.25 inches x 5.5 inches. The data card is available at https://go.unl.edu/ne4clothing.

C223003 - Textile Clothing Accessory - (Not eligible for State Fair Fashion Show) - (SF28) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. A list of skills by project is available at https://go.unl.edu/ne4hclothing. 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 - (Eligible for State Fair Fashion Show) - (SF28)

C223005 - Skirted Combination - (Eligible for State Fair Fashion Show) - (SF28) - (skirt with shirt, vest or jacket OR jumper and shirt)

C223006 - Pants or Shorts Combination - (Eligible for State Fair Fashion Show) - (SF28) - (pants or shorts with shirt, vest, or jacket)

C223007 - Romper or Jumpsuit - (Eligible for State Fair Fashion Show) - (SF28)

C223008 - Specialty Wear - (Eligible for State Fair Fashion Show) - (SF28) - (includes: swimwear, costumes, hunting gear, or chaps)

C223009 - Lined or Unlined Jacket - (Eligible for State Fair Fashion Show) - (SF28) - (non-tailored)

C223010 - Coat, Blazer, Suit Jacket or Outerwear - (Eligible for State Fair Fashion Show) - (SF28) - 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/Design Your Pattern - (SF28) - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e., Dress, Romper, or Jumpsuit, or Two-piece Outfit) – Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include an 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 - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e., Dress, Romper or Jumpsuit, or Two-piece Outfit) (SF28) - 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 the unconventional items themselves should be exhibited under Beyond the Needle.

Rules

1. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). A list of skills by project is available at https://go.unl.edu.ne4hclothing.

   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.

Resources

STEAM Clothing 1: Fundamentals
Understand the basics of sewing; Understand textiles through science experiments; Learn about how textiles are engineered into garments. **URL:** https://4hcurriculum.unl.edu/index.php/main/program_project/37

STEAM Clothing 2: Simply Sewing
Build upon the sewing basics learned in STEAM 1; Focus on advanced engineering techniques; learn about finishing touches and style to garments; Learn the basics on how to build a business .
URL: https://4hcurriculum.unl.edu/index.php/main/program_project/38

STEAM Clothing 3: A Stitch Further
Learn new technological options available in sewing; Discover the science behind textiles and fabrics; Learn about complex patterns and difficult fabrics; Market garments as a business
URL: https://4hcurriculum.unl.edu/index.php/main/program_project/39

STEAM Clothing: Beyond the Needle
Learn design basics; Create embellishments and treatments; Learn about the art of clothing construction.
URL: https://4hcurriculum.unl.edu/index.php/main/program_project/36

Knitting, Crocheting, and Weaving

The purpose of this category is to establish basic to advanced crochet and knitting skills. In addition, projects in this category require 4-H'ers to select adequate yarn and make design decisions. For more resources and materials in this category refer to the resource section at the bottom of the page.

Rules

1. **All Knitted and Crocheted items will be judged at Clothing Day in June.**

2. **Identification Labels:** Each item entered as knitting, crochet, or weaving exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which the exhibit is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the exhibit using safety pins or by basting. Not responsible for unlabeled items.

3. **Preparation of Exhibits:** Knitted and Crocheted exhibits should be entered int the most appropriate manner for the exhibit.

4. **Removal of Entries:** Entries may not be removed for use in any other State Fair activity including the State Fair Fashion Show.

5. **General:** Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in knitted, crocheted, and woven projects should continue their skill development. Once you have exhibited at a higher level, you are not eligible to exhibit at a lower level. Ex. Once you exhibit in Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.

Scoresheets, Forms, and Contest Study Materials

Scoresheets, forms, contest study materials, and additional resources can be found at https://go.unl.edu/ne4hknitting-crocheting.

Special Awards

- **Premier 4-H Science Award** is available in this area. Please see General Rules for more details.
- **4-H Design Gallery** All garments and accessories will be juried to be selected for the 4-H Design Gallery at the Nebraska State Fair.
- **Make It with Wool Award** All garments with at least 60% wool content are eligible for this award. See the website for guidelines. https://extension.unl.edu/statewide/dawson/nebreaska-make-it-with-wool-competition/. National website is http://www.makeitwithwool.com/

Divisions

Crochet

Class

22661L - Beginning Level – Not Eligible for State Fair Fashion Show

C226001 - Level 2 Crocheted Clothing - (SF60) - (Garment eligible for State Fair Fashion Show) - Crochet garment using basic stitches [including chain, single, double, half-double, treble] to form patterns

C226002 - Level 2 Crocheted Home Design & Restoration Item - (SF60) - Crochet item using basic stitches [including chain, single, double, half-double, treble] to form patterns.

C226003 - Level 3 Crocheted Clothing - (SF60) - (Garment eligible for State Fair Fashion Show) - 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 Design & Restoration Item - (SF60) - Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

Rules

1. Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes.

2. Each crocheted exhibit must include the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon placing: A Fiber Arts crochet data form is available at: https://go.unl.edu/ne4hclothing

1. Why did you choose to create this exhibit?
2. What steps did you take as you created your exhibit?
3. What were the most important things you learned?
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.

Knitting

Class

22661L - Beginning Level – Not Eligible for State Fair Fashion Show

C225001 - Level 2 Knitted Clothing - (SF60) - (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 a pattern

225002 - Level 2 Knitted Home Design & Restoration Item - (SF60) - 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

225003 - Arm or Finger Knitted Item - (SF60) - (Clothing or Home Design & Restoration Item)

225004 - Loom Knitted Item - (SF60) - (Clothing or Home Design & Restoration Item)

225005 - Level 3 Knitted Clothing - (SF60) - (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. 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

225006 - Level 3 Knitted Home Design & Restoration Item - (SF60) - 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.

225007 - Level 3 Machine Knitting - (SF60)

Rules

1. Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings, and Constructions Finishes.

2. Each knitted exhibit must include the following information on the Fiber Arts data card with the entry tag or exhibit will be lowered one ribbon placing. A Fiber Arts Knitting data card is available at https://go.unl.edu/ne4hclothing.

- Why did you choose to create this exhibit?
- What steps did you take as you created this exhibit?
- What were the most important things you learned?
- Gauge – Number of rows per inch; number of stitches per inch.
- Size of needles, finger knitted, loom or machine knitted
- Kind of yarn = weight and fiber content.
- Names of stitches used.

Weaving

Class

227001L- Woven Garment or Accessory - Not Eligible for State Fair- plain or balance weave using a rigid heddle loom or a basic weaving techniques and threading patterns with a four-harness loom. Such as a scarf, shawl, and belt.

Rules

1. Criteria for judging weaving: Design and Color, Neatness, Weaving Mechanics, and Construction Finishes.

For non-clothing weaving projects, refer to **Visual Arts** class **C26007** or **Home Design & Restoration** options.

Resources

Crochet
Learn basic to advanced crochet stitches; Select yarn/thread for crocheting; Learn about blocking and changing colors; Design a new stitch or pattern; Work with other media such as leather, wood, and beads **URL:** https://4hcurriculum.unl.edu/index.php/main/program_project/44

Knitting
Learn about types of yarn and yarn weights; Develop basic to advanced knitting skills; Combine knitting with garment making; Knit with double-pointed needles **URL:** https://4hcurriculum.unl.edu/index.php/main/program_project/45

Quilt Quest

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," putting the binding on the edge, and placing a label on the quilt which provides details about the quilt-making process for historical purposes.

Rules

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

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

3. For all classes, 4-Hers can choose fabrics for the quilt by selecting the 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 inch 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 complements 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 Jelly Rolls with 1 ½ inch strips of fabric.

- **Layer Cakes** are 10 inch 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-inch squares of coordinating fabric and may be tied up with a string or scrap of fabric.

- **Candies** are 2.5 inch squares of fabric from a manufactured designer or fabric line.

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

- **Fat Quarters** are ½ yard cuts of fabric that are cut in half to make a rectangle that is approximately 18 inches x 21 inches. (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.

4. 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 appliqued to the 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 bottom right corner with the quilter's name and date of completion.

Scoresheets, Forms, and Contest Study Materials

Scoresheets, forms, contest study materials, and additional resources can be found at https://go.unl.edu/ne4hquilting.

Divisions

Barn Quilts

Class

C229021 - (SF208B) - Barn Quilt created that is less than 4 feet x 4 feet.

C229022 - (SF208B) - Barn Quilt created that is 4 feet x 4 feet or larger.

Rules

1. Supporting information is required for this exhibit. The information must also include elements or principles of design used and steps taken to complete the project. Please note that this is the Home Environment information sheet. Exhibits without supporting information will be dropped a ribbon placing.

Exploring Quilts

Class

C229010 - Exploring Quilts (SF208C) - -Illustrate some aspects 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, and entrepreneurship. History may include the history of an old quilt or history/research of a particular style of quilts such as Baltimore album quilts or Amish quilts. Exhibit may be a 14 x 22-inch 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.

C229030 - Computer Exploration (SF208C) - Poster or notebook with a minimum of six computer-generated quilt designs or color variations on a quilt design. Include information on the type of program used, the 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.

Premier Quilt

Class

C229080 - (SF208A)- Hand quilted

C229081 - (SF208A)- Sewing machine quilted

C229082 - (SF208A)- Long arm quilted—non-computerized/hand guided

C229083 - (SF208A)- Long arm quilted—computerized

Rules

1. Entire quilt is the sole work of the 4-H member, including quilting (hand or machine). The youth may receive guidance but no one else may work on the quilt. Tied quilts are not eligible for this class.

Quilt Design Other than Fabric

Class

C229020 - Quilt Design Other Than Fabric (SF208B) - Two or three-dimensional items with quilt design made using mediums other than fabric, such as wooden quilt block, stained glass, paper, etc.

Rules

1. Supporting information is required for this exhibit. The information must also include elements or principles of design used and steps taken to complete the project. Please note that this is in the [Home Environment information sheet](). Exhibits without [supporting information]() will be dropped a ribbon placing.

Quilted Exhibits

Class

Classes 40-42

C229040 - Wearable Art - (SF208A) – Quilted clothing or clothing accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by the 4-H member. On a half sheet of 8 1/2 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.

Home Environment Supporting Information

Name _____ County _____

Check elements and principles used in your exhibit

Elements of Design-The building blocks of design

____Color   ____Texture

____Shape/Form   ____Line   ____Space

Principles of Design- How you used
the elements to make your project.

____Rhythm/Repetition   ____Balance

____Emphasis   ____Unity   ____Proportion

Steps taken to complete this exhibit:
(Use back of card)

C229041 - Inter-generational Quilt - (SF208E) - A quilt made by 4-H member and family members or friends of different generations. **On a half sheet of 8 1/2 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. C) What did you learn that you can use on your next project?**

C229042 - Service Project Quilt - (SF208D) - A quilt constructed by a 4-H member or group to be donated to a worthy cause. **On a half sheet of 8 1/2 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? D) What did you learn that you can use on your next project?**

Quilts of Valor are in this class with the following additional guidelines:

Quilts of Valor

Civic Engagement and community service are a big part of 4-H where youth and adult volunteers do a tremendous amount of benefit in their communities and beyond. We would like to encourage 4-Hers to continue to "make a difference" by making Quilts of Valor that can be entered in the county and Nebraska State Fairs and then donated to area veterans. 4-H members and volunteers can work alone or in groups to make the quilts. Perhaps you can find someone who will help donate fabric, batting, or machine-quilting to complete your project. Contact the Extension Office to connect with local leaders who organize local quilt donations and the QOV ceremony at the Cherry County Fair, as well as group sowing workshops. **Quilts of Valor may also be entered into the Citizenship Project.**

Rules

1. Remember, we are honoring our military personnel who are protecting our freedom, so we want the quilt to be of good quality. Quilt Top Fabric and Thread:
- 100% good-quality cotton fabric with high thread count (preferably quilt shop fabric – (NO cheap or previously used fabrics).
- Soldiers do not want children's fabrics such as cartoons. 10% of the soldiers receiving quilts are women, so consider whether a man or a woman would like the fabric.
- You can but don't have to pre-wash the fabric. Use good quality **cotton** thread for sewing.
- Use a quilt pattern of your choice.

- Piece the top so it will be as its finished size – 55 inches x 65 inches or no larger than 72 inches x 90 inches. A recommended size is 60 inches x 80 inches.

Quilt Backing Fabric: Good quality 100% cotton (NO sheets or bedding). Purchasing "wide" backing fabrics may be more economical. The backing should exceed at least 3 inches on ALL sides to allow for machine quilting and pinning the backing to the machine. (This is a total of 6-8 inches wider and 6-8 inches longer than the quilt top.) If you need to make seams on the back, first removed the selvage. If needed, seams should run across the width of the quilt backing parallel to the top and the bottom.

Machine Quilting: The quilt should be machine quilted. If you have a "long arm quilter" in your area, you could ask them to quilt your project for you.
If you do not have a local long-arm quilter, the Quilts of Valor Foundation has a list of long-arm quilters who will machine quilt it. Fill out the "Request Long-arm Form" at the Quilts of Valor website http://./www.govf.org/req-longarmer.html. Once your machine-quilted partner is assigned to you, communicate with him/her. Be courteous and send top/backing in a timely fashion.

Label: Be sure to add a label to the back of the quilt. The label can be handwritten, embroidered, printed, or purchased. The label **MUST Say "Quilt of Valor."** Include the following information:
- Date range that it took to make the quilt
- Name of the quilt
- Place where the quilt was made. If the long-arm quilter lives in a different place, but both locations
- Name of Quilt-top maker (4-Her first name & last initial, city/state)
- Name of a machine quilter, city/state
- The words "Presented To:" are followed by a blank space. The recipient's name will be added later.
- If writing, you must use a permanent black marker or fabric marker. 4-Hers need to firmly affix the labels to the back of the QOV.

Binding:
- The binding fabric should be an appropriate color for the quilt.
- Straight cut and diagonally seam where necessary (unless the edge of the quilt is scalloped which requires bias binding).
- Corners mitered.
- Neatly applied by hand and/or machine.

Classes 50 – 52 - (SF208A)

Pieced quilts made up of squares and/or rectangles.Afg

C229050 - Small - length + width = less than 60 inches. 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.

C229051 - Medium - length + width = 61 inches to 120 inches

C229052 - Large - length + width = over 120 inches

Classes 60 – 62 - (SF208A)

In addition to any of the methods in classes 50–52, quilts may have triangles, and/or may be embroidered.

C229060 - Small - length + width = less than 60 inches. 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.

Class - C229061 - Medium - length + width = 61inches to 120 inches

Class - C229062 - Large - length + width = over 120 inches

Classes 70 – 72 - (SF208A)

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 (An art quilt is an original exploration of a concept or idea rather than the handing down of a "pattern". It experiments with textile manipulation, color, texture, and/or a diversity of mixed media. An Art Quilt often pushes quilt world boundaries), or other non-traditional styles.

C229070 - 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.

C229071 - Medium - length + width = 61" to 120"

C229072 - Large - length + width = over 120"

Rules

1. Please note the description of classes. They denote the degree of difficulty in construction and not the number of years in the project. 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. All quilted exhibits must be clean and finished for the intended purpose. **On a half sheet of 8 1/2 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?**

Resources
Quilt Quest

Learn about design elements, design principles, and applications; Construct a quilt from start to finish; Explore quilt science applications in other media
URL: https://4hcurriculum.unl.edu/index.php/main/program_project/46

Fashion Show

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment contestants are judged on fit, construction, poise, and overall look of

the garment on the individual. Shopping in Style contestants are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

Rules - County

1. Fashion Show will be judged on clothing construction on Clothing Day in June. All sewing/clothing members may participate in the Fashion Show.

2. Pre-Entry is required for Fashion Show entries and all Clothing/Sewing exhibits. The construction of all clothing and sewing exhibits will be interview judged. Exhibits will be entered at Cherry County Fair on entry day to be eligible for ribbon and premium.

3. No limit of styled garments or outfits on the COUNTY LEVEL. A garment or a piece from a unit cannot be worn more than once for modeling; for example, NOT permitted- Class 64L or 65L for an outfit in Class 66L. The number of entries that can be selected for the State Fair is determined by annual enrollment numbers.

4. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts.

5. Entries not accepted at State Fair- Textile Clothing Accessories, nightshirts, flannel lounging pants, or any other type of loungewear, garments containing inappropriate language or images.

6. Nightwear, if in good taste (modest) may be modeled at the county fashion show.

Scoresheets, Forms, and Contest Study Materials

Scoresheets, forms, contest study materials, and additional resources can be found at https://go.unl.edu/ne4hfashionshow.

Special Awards

4-H Design Gallery - Up to 4 constructed garments will be selected for display in the 4-H Design Gallery at the Nebraska State Fair.

Make It with Wool Award - All garments with at least 60% wool content will be considered for the Make It with Wool Award. See the website for guidelines.
https://extension.unl.edu/statewide/dawson/nebraska-make-it-with-wool-competition/
National website is http://www.makeitwithwool.com/

Shopping in Style Fashion Show Award – Up to 2 Shopping in Style exhibitors will be selected to receive top awards at State Fair.

Class

C410010 - Modeled "Beyond the Needle" Embellished Garment(s) with an Original Design - (SF117) - Garment is created using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H member using the elements and principles of design to make an original statement.

C410015 - Modeled "Beyond the Needle" Garment Constructed from Original Designed Fabric - (SF117) - 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) - (SF117) - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

C410025 - Modeled "Beyond the Needle" Wearable Technology Garment - (SF117) - Garment has integrated technology into its design.

C410030 - Modeled Constructed STEAM Clothing 2 Garment(s) - (SF117) - 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. Possible types of STEAM Clothing 2 garments include:
- Dress; OR
- 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) OR
- A purchased top can be worn to complete a vest or lined/unlined jacket outfit with a constructed bottom. OR
- Upcycled Outfit Combination- must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

C410040 - Modeled Constructed STEAM Clothing 3 Garment(s) - (SF117) - Possible types of STEAM Clothing 3 garments include:

- Dress or formal; OR
- Skirted Outfit Combination (skirt with top, vest, lined/unlined jacket OR jumper and shirt) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts.; OR
- Pants or Shorts Outfit Combination (pants or shorts with top, vest, lined/unlined jacket) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts.; OR
- Romper or Jumpsuit; OR
- Specialty Wear (swimwear, costumes, western wear-chaps, chinks, riding attire, or hunting gear); OR
- Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased.; OR
- Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket, or outerwear may either be constructed or purchased. OR
- Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

C410050 - Modeled Knitted or Crocheted Clothing (Level 2 or 3) - (SF117) - 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. The garment can be a sweater, cardigan, dress, coat, a top and bottom, or a two-piece ensemble.

C410060 - Modeled Shopping in Style Purchased Outfit and Written Report - (SF184) - Participants must be enrolled in the Shopping in Style 4-H Project to enter. The curriculum is developed and designed for youth ages 8 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.

Fashion Show Other – Not eligible for State Fair

61261L – Clover Kid Entry

61262L – Embellished purchased Garment

61263L – Learn to Crochet or Knit – Beginning

61264L – Steam Clothing 1 item – simple top or vest, simple bottom, top and bottom outfit, simple dress, upcycled simple garments, beginning textile clothing accessory, upcycled accessory, needle arts item, other (pincushions, tote bags, pillows, pillowcases, etc.)

61265L – Steam Clothing 2 items – upcycled clothing accessory, textile clothing accessory, top, bottom, (pants and shorts), skirt, lined or unlined jacket.

61266L – Steam Clothing 3 items – upcycled clothing accessory, textile clothing accessory

61267L – Beyond the Needle – embellished purchased garment, fashion accessory

61268L – Quilt Quest

Resources

Textiles

URL: http://go.unl.edu/ne4hclothing

URL: https://go.unl.edu/ne4hknitting-crocheting