

C200006 - *Creative arts

C200007 - *Activity with a younger child

- ◆ Poster or scrapbook showing 4-H'er working with a child age 0-8 years. May show making something with the child, or child care or child interactions. May include photos, captions, story, or essay. Size of exhibit is your choice. Other people may take photos so 4-H'er can be in the photos. 4-H'er must make scrapbook or poster. No information sheet needed for class 5.

C200008 - *Babysitting Kit

- ◆ **State which ONE age group (infant, toddler, preschooler, middle childhood)** the kit was prepared for. Purpose of the kit is for the 4-H'er to take with them when they babysit in someone else's home. Do not make kit for combination of ages or for your own family to use. See The Sitter manual (4H266 revised 2002) for appropriate items to include. 4-H'er should make one or more items in the kit, but purchased items are also allowed. Display in box or bag suitable for what it contains. Approximate size not larger than 12" x 15" x 10". All items in kit must be safe for child to handle. **Information sheet for Class 6 should include:**

- ◆ What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
- ◆ What will the child learn or what skills will they gain by using the kit?
- ◆ 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. Most importantly the kit should serve a defined purpose, not just be a catch all for several items.

C200012 - Growing On My Own - Scrapbook or Poster - Examples: How you will use critical thinking skills. What makes you unique and special? Your roles and responsibilities in your family. Exploring home and personal safety.

- 4-H'ers taking any of the Human Development projects may enter:

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

- 4-H'ers taking Growing Together may enter:

C2000010 - *Growing With Others - Scrapbook or poster. Examples: How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories and special interests.

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

DEPARTMENT CLOTHING

Tuesday, June 28, 9:00 a.m., Fullerton Public School

• **All clothing exhibits, except Division 221 - Beyond The Needle**, must be interview judged. Exhibits will be entered at the time of your interview.

• **Identification Labels** - Each item entered as a 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.

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•**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 hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers. 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. 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.**

• **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 in a higher level, you are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM Clothing 1.

•**Criteria For Judging** - Refer to the Nebraska 4-H website for current state fair score sheets. In addition, all entries must conform to rules and regulations as set forth in this Premium Guide.

•All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

•**Special Recognition at State Fair** - After state fair judging, Clothing exhibits will be juried for selection to participate in the Robert Hillestad Textiles Gallery - Celebration of Youth. Jurors are artists or designers who are independent from 4-H judging. Approximately 10 clothing items will be selected along with 3 alternates. Award winners will be displayed in a special area.

•Premier 4-H Science Award is available in this area.

•All garments with at least 60% wool content are eligible for the Make It With Wool Award.

•It will be acceptable to use the serger for any of the clothing projects; however, the use of serger machines is not recommended for use in the STEAM Clothing 1 project. An exhibitor will not be judged on whether or not the serger was used, but rather on how appropriately and successfully it was used on the particular garment or item.

DIVISION 219 – STEAM CLOTHING 1 - FUNDAMENTALS

PREMIUMS: Purple-\$4.50, Blue-\$4.00, Red-\$3.50, White-\$2.50

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

•May exhibit one item per class number.

Classes:

C219001 - 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.

C219002 - Sewing Kit - Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

C219003 - 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.

C219004 - 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.

C219005 - 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" pages 124 and 125.

Beginning Sewing Exhibits: 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.

C219006 - Pincushion

C219007 - Pillowcase

C219008 - Simple Pillow - No larger than 18" x 18".

C219009 - Bag/Purse - No zippers or button holes.

C219010 - Simple Top

C219011 - Simple Bottom - pants, shorts, or skirt

C219012 - Simple Dress

C219013 - Other - Using skills learned in project manual. (apron, vest, etc.)

C219014 - 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 lowered one ribbon placing.

C219015 - 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 lowered one ribbon placing.

DIVISION 221 - STEAM Clothing: BEYOND THE NEEDLE

PREMIUMS: Purple-\$4.00, Blue-\$3.50, Red-\$3.00, White-\$2.00

•Beyond The Needle exhibits **WILL NOT** be interview judged. For those not modeling, bring your exhibits to the extension office prior to July 5 **OR** have them at the Fullerton School Commons Area **NO LATER than 9:00 a.m. on June 28**. ALL exhibits will be kept after judging.

•4-H members must show their own original creativity. Garment may be made for self (4-H member) or another person.

Classes:

C221001 - *Design Portfolio - A portfolio consisting of at least three design sample or activities.

The Portfolio should be placed in an 8 1/2" x 11", 3 ring binder. Include an appropriate cover (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.

C21005 - *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 - constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process **must** accompany the entry or it will be lowered one ribbon placing.

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- C221007 - *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 - 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 prepackaged item where the materials are predetermined by the manufacturer will not be accepted.
- C221009 - Embellished Garment** - Create a garment using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4Her using the elements and principles of design to make an original statement.

DIVISION 222 - STEAM Clothing 2 - SIMPLY SEWING

PREMIUMS: Purple-\$5.50, Blue-\$4.50, Red-\$4.00, White-\$3.00

- Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list).
- Garments as listed below may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1.

Classes:

- C222001 - *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. (Additional pages can be added each year but should be dated.) See pages 9-11 for portfolio formatting.
- C222002 - *Expanded Textile Science Scrapbook** - Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2" x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
- C222003 - *Design Basics, Understanding Design Principles** - 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. Include answers to questions found on page 20 of the manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- C222004 - *Pressing Matters** - 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25, "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.
- C222005 - *Entrepreneurial Sewing** - Using page 161-167 in the manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- C222006 - *Upcycled Garment** - Create a garment from used textile based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.
- C222007 - *Upcycled Clothing Accessory** - A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.
- C222008 - *Textile Clothing Accessory** - 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.)

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- C222009 - *Top - (vest acceptable)
- C222010 - * Bottom - (pants or shorts)
- C222011 - * Skirt
- C222012 - *Unlined Jacket
- C222013 - *Dress - (not formal wear)
- C222014 - *Romper or Jumpsuit
- C222015 - *Two-Piece Outfit

DIVISION 223 - STEAM Clothing 3 - A STITCH FURTHER

PREMIUMS: Purple-\$6.50, Blue-\$5.50, Red-\$4.50, White-\$3.50

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

Classes:

- C223001 - *Clothing Portfolio** - Complete at least four different samples/activities from Chapter 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, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 11-13 for portfolio formatting.
- C223002 - *Expanded Textile Science Scrapbook** - Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2" x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
- C223003 - *Advanced Entrepreneurial Sewing** - Using lessons learned in Chapter 5 of the manual, display one sample product with a business plan that includes a business ID and logo. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- C223004 - *Upcycled Garment** - 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.
- C223005 - *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.
- C223006 - *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.)
- C223007 - *Dress or Formal**
- C223008 - *Skirted Combination** - (skirt with shirt, vest or jacket OR jumper and shirt)
- C223009 - *Pants or Shorts Combination** - (pants or shorts with shirt, vest or jacket)
- C223010 - *Romper or Jumpsuit**
- C223011 - *Specialty Wear** - (Includes: swimwear, costumes, hunting gear, or chaps)
- C223012 - *Lined or Unlined, Jacket or Vest** - (non-tailored)
- C223013 - *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*.**

DEPARTMENT KNITTING AND CROCHET

PREMIUMS: Purple-\$4.00, Blue-\$3.50, Red-\$3.00, White-\$2.00

- All classes of Knitting and Crochet are to be entered on **Tuesday, June 28**, at the time of your interview at the Fullerton School.
- Criteria for judging knitting and crochet: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes.

DIVISION 225 - KNITTING

•**Information Sheet for Knitting:** Each knitted exhibit must include the following information or exhibit will be lowered one ribbon placing:

- ◆ 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))
- ◆ What steps did you take as you worked toward your goal(s)?
- ◆ What were the most important things you learned as you worked toward your goal(s)?
- ◆ Gauge-Number of rows per inch; number of stitches per inch
- ◆ Size of needles
- ◆ Kind of yarn – weight and fiber content
- ◆ Names of stitches used
- ◆ Copy of pattern

Classes:

C225001 - Potholder - Knitted item using simple pattern stitches such as knit and pearl.

C225002 - Dish Cloth - Knitted item using simple pattern stitches such as knit and pearl.

C225003 - Skiband, Necktube Or Scarf - Knitted item using simple pattern stitches such as knit and pearl.

C225004 - Other Knitted Item - Knitted item using simple pattern stitches such as knit and pearl.

C225005 - *Knitted Clothing Item or Garment - Level 2 - Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.

C225006 - *Knitted Home Environment Item - Level 2 - Knitted item using pattern stitches such as diamond, block, twist or seed/moss stitches.

C225015 - *Knitted Clothing Item or Garment - Level 3 - 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.

C225016 - *Knitted Home Environment Item - Level 3 - 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.

C225017 - Knitted Item Made With a Simple Loom - items can be made from a store bought kit.

DIVISION 226 - CROCHET

•**Information Sheet For Crochet:** Each crocheted exhibit must include the following information or exhibit will be lowered one ribbon placing:

- ◆ 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))
- ◆ What steps did you take as you worked toward your goal(s)?
- ◆ What were the most important things you learned as you worked toward your goal(s)?
- ◆ Gauge and size of hook
- ◆ Kind of yarn – weight and fiber content or other material used
- ◆ Names of stitches used
- ◆ Copy of pattern

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Classes:

C226001 - Potholder - Crocheted item using simple pattern stitches such as single, double or triple crochet.

C226002 - Dish Cloth - Crocheted item using simple pattern stitches such as single, double or triple crochet.

C226003 - Skiband, Necktube or Scarf - Crocheted item using simple pattern stitches such as single, Double or triple crochet.

C226004 - Other crocheted item using simple pattern stitches such as single, double or triple crochet.

C226005 - *Crocheted Clothing Item or Home Environment Item - Crocheted item or garment using pattern stitches such as texture, shell, cluster or mesh stitches.

C226015 - *Crocheted Clothing Item or Home Environment Item - Crocheted item or garment using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

DEPARTMENT CONSUMER MANAGEMENT

•All classes of Attention Shoppers and Shopping in Style are to be entered on **Tuesday, June 28**, at the time of your interview at the Fullerton School.

PREMIUMS: Purple-\$3.00, Blue-\$2.00, Red-\$1.50, White-\$1.00

DIVISION 244 - ATTENTION SHOPPERS (Ages 8 and 9)

Classes:

C244001 - Clothing Wardrobe Inventory - List five items in your clothing wardrobe. What one garment would you add to your wardrobe that would help you to mix and match what you already have to extend your wardrobe? Explain what you need to think about and consider when you select this item. Consider creativity and style in your story. Your wardrobe inventory entry may be a picture poster, a video style show with explanation, a written story, an audio tape, etc.

C244002 - Clothing Interview -

A. Interview an older person and talk about the fads and fashion of the time when they were young **OR**

B. Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear? **OR**

C. Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from the job, what makes them different, why are they necessary to wear, etc. Consider creativity and style in your story. Include a picture of the person you interviewed in their special type of clothing. Your interview entry may be a picture poster, a written story, audio tape, or video tape with explanation.

C244003 - Buymanship - Experience buying a complete wearable outfit for less than \$75. Your entry must include the hang tags (if available), information from fiber content and care labels and a story about what you considered when you purchased the outfit. Consider creativity and style in explaining your story. Do not include the clothing as part of your entry. Your buying experience may be a picture poster, a video tape, a written story or an audio tape, etc.

C244004 - You Be The Teacher - Share with others what you learned in this project. Exhibit may be a poster (not to exceed 22"x 28"), a notebook or a small display of an educational nature. Examples include information on: sort before you wash, clothing first aid, fad or fashion, etc.

C244005 - \$20.00 Challenge - Enter a complete outfit that was purchased (clearance racks, garage sale, etc.) for under \$20.00. Shoes are not included in the \$20.00 limit. 4-H members can use a pair of shoes from their current wardrobe to compliment the outfit. Include documentation of all purchases, their prices, and a photo of yourself in the newly acquired outfit in a 8-1/2" x 11" binder or on a 14" x 22" poster.

DIVISION 240 - SHOPPING IN STYLE (Ages 10 -18)

GENERAL INFORMATION:

- All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
- Posters should be on 14" x 22" poster board. Three-ring binders should be 8 1/2" x 11" x 1". Videos should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or Quick Time Player.

Classes:

- C240001 - *Best Buy for Your Buck** - Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please. Please do not include the Shopping in Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class.
- ♦Suggested for ages 10-13-Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, and cost of garment. Provide 3 color photos of you wearing the garment (front, side, back views).
 - ♦Suggested for ages 14-19-Provide details listed for those ages 10-13 plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, and care of garment. Provide 3 color photos of you wearing the garment (front, side, back views).
- C240002 - *Revive Your Wardrobe** - Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with a new garment 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).
- C240003 - *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).
- C240004 - *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** - 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).
- C240008 - \$20.00 Challenge** - Enter a complete outfit that was purchased (clearance racks, garage sale, etc.) for under \$20.00. Shoes are not included in the \$20.00 limit. 4-H members can use a pair of shoes from their current wardrobe to compliment the outfit. Include documentation of all purchases, their prices, and a photo of yourself in the newly acquired outfit in a 8-1/2" x 11" binder or on a 14" x 22" poster.

DIVISION 242 - MAKING CENTS OF IT

PREMIUMS: Purple-\$3.00, Blue-\$2.00, Red-\$1.50, White-\$1.00

Classes:

- C242001 - Complete page 13 of the manual OR color our state quarter** - located at the web site (4h.unl.edu.makingcentsofit) under the tab for Lesson 1.
- C242002 - Read the story** - listed on page 8 and draw and label on an 8-1/2" x 11" sheet at least 5 different objects used as money before coins and paper currency were made.
- C242003 - Make a wants/needs poster** - (14"x 22") using the information on page 16 of the manual.
- C242004 - Make a decorated bank** - (see page 28 of the manual).

DIVISION 247 - MY FINANCIAL FUTURE

•**General Information:** Entries should be typed and then attached to a piece of colored card stock or colored poster board (limit the size of the poster board or card stock to 14"x22" or smaller). You may use the front and back of the poster board.

Beginner/Intermediate:

Class 247001 - *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.

Class 247002 - *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? What did you do with the income you received? Include your income inventory in the exhibit.

Class 247003 - *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 to your spending based upon what you learned? Why or why not? Include your chart in your exhibit.

Class 247004 - *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) you money personality profile with theirs.

Class 247005 - *Complete Activity 8 "What does it really cost?" - pages 39-40.

Class 247006 - *My Work: My Future - Interview three adults in your life about their careers or jobs using the questions on page 51 and record their 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?

Intermediate/Advanced:

Class 247007 - *Interview someone who is paid a salary; someone who is paid 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.

Class 247008 - *The Cost of Not Banking - Type your answers to the questions about Elliot on page 50.

Class 247009 - *Evaluating Investment Alternatives - complete the case study of Jorge on page 64. Answer all three questions listed after Class 10.

Class 247010 - *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 for collateral to purchase. Discuss possible consequences that might happen with improper use of credit for your purchase.

Class 247011 - *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 of the terms.

DEPARTMENT FASHION SHOW

DIVISION 410 - FASHION SHOW

PREMIUMS: Purple-\$5.50, Blue-\$4.50, Red-\$4.00, White-\$3.00

- To be eligible for premiums, 4-H member must model their own project.
- Fashion revue judging will be held prior to the county fair with a public fashion show held during the fair. If modeling, the 4-H'er must participate in both the pre-fair clothing day and the public style revue held during the fair, unless a release is granted by the 4-H Council. Participant must pre-register on the county fair entry sheet by June 1. Completion of 4-H Fashion Show Form SF24 must be returned to the Extension Office by June 24.

STEAM CLOTHING 1 - FUNDAMENTALS

- C410001 - Model Bag/Purse**
- C410002 - Model Simple Top**
- C410003 - Model Simple Bottom**
- C410004 - Model Simple Dress**
- C410005 - Model Other - (apron, vest, etc.)**
- C410006 - Model Upcycled Simple Garment**
- C410007 - Model Upcycled Simple Accessory**

BEYOND THE NEEDLE

- 4-H members must show their own original creativity on a garment in which the design is created through the Structure such as color blocks, fabric strips, texturizing fabric pieces, etc. Garments should be age appropriate.

- C410008 - Model Embellished Garment**
- C410009 - Model Textile Arts Accessory**
- C410010 - *Model Beyond The Needle Embellished Garment(s) With An Original Design** - Garment is created using inter mediate 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.
- C410020 - *Model Beyond The Needle Textile Arts Garment(s)** - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

STEAM CLOTHING 2 - SIMPLY SEWING

- A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or unlined jacket. Nightshirts, flannel lounging pants, or any other types of loungewear can NOT be modeled.
- 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2.

Classes:

- C410023 - Model Upcycled Garment**
- C410024 - Model Upcycled Clothing Accessory**
- C410025 - Model Textile Clothing Accessory**
- C410026 - Model Top - (vest acceptable)**
- C410027 - Model Bottom - (pants or shorts)**
- C410028 - Model Skirt**
- C410029 - Model Unlined Jacket**
- C410030 - *Model Dress - (not formal wear)**
- C410031 - *Model Romper or Jumpsuit**
- C410032 - *Model Two-Piece Outfit - (skirt with top, vest or jacket; pants or shorts with shirt)**

STEAM CLOTHING 3 - A STITCH FURTHER

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

Classes:

C410037 - Model Upcycled Garment

C410038 - Model Upcycled Clothing Accessory

C410039 - Model Textile Clothing Accessory

C410040 - *Model Dress or Formal

C410041 - *Model Skirted Combination - (skirt with top, vest, or lined/unlined jacket OR jumper and shirt)

C410042 - *Model Pants Or Shorts Combination - (pants or shorts with shirt, vest or jacket)

C410043 - *Model Romper or Jumpsuit

C410044 - *Model Specialty Wear - (swimwear; costumes, hunting gear, or chaps)

C410045 - *Model Non-Tailored Jacket - (additional pieces with jacket or coat may either be constructed or purchased)

C410046 - *Model Coat, Blazer, Suit Jacket, or Outerwear - A tailored blazer or suit jacket or coat. Additional pieces with blazer, jacket or coat may either be constructed or purchased.

KNITTED OR CROCHETED CLOTHING

- 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).

C410050 - *Model Knitted Or Crocheted Clothing (Level 2 or 3)

ATTENTION SHOPPERS

Class:

C410051 - Model and Interview Judging of Purchased Complete Wearable Outfit For Less Than \$75 -

(Bring required information for this entry to the interview; listed under Dept. Attention Shoppers, Division 244, Class 3)

C410052 - Model \$20.00 Challenge Outfit - Model your complete purchased outfit.

SHOPPING IN STYLE

- Participants must be enrolled in the Shopping In Style or Attention Shoppers 4-H Project to enter.
- Participants will be allowed to model in both the constructed fashion show and the purchased garment fashion show. Participants must model a complete outfit – all parts of the garment must be purchased.
- Shopping in Style – Judging of the completed entry for will be done prior to the fashion show. Only the most current written report with narration will be accepted. Must include a photo on Form SF 184 (print, digital, or photocopy is acceptable). This entry form is worth 50% of the total score and is judged on completeness, accurate information, and neatness. The 4-H Shopping In Style Fashion Show Written Report with Narration Form SF 184 is available at: <http://4h.unl.edu/web/4h/nebraskastatefair4hscoresheets> under Shopping Style 4-H Fashion Show Scoresheet Index. While on stage of the fashion show, the 4-H'er will be judged for modeling skill, fit, and appearance of the outfit and accessories. Judging on stage is worth 50% of the score.

Class:

C410060 - *Model Shopping In Style Purchased Outfit and Written Report SF184

C410061 - \$20.00 Challenge Outfit - Model your complete purchased outfit.

DEPARTMENT QUILT QUEST

DIVISION 229

PREMIUMS: Purple-\$6.50, Blue-\$5.50, Red-\$4.50, White-\$3.50

- All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
- Premier 4-H Science Award is available in this area. Please see General Rules for more details. After they are judged, Quilt Quest exhibits will be juried for selection to participate in the Robert Hillstead Textile Gallery - Celebration of Youth. Jurors are artists or designers who are independent from 4-H judging. Approximately 6 quilts will be selected along with 3 other alternates.

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-H'er has developed skills to be able to do all of the work by himself/herself. This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together, and quilting. Quilting may be done by hand, by sewing machine or by a commercial-grade quilting machine. After quilting, the 4-H'er must finish the quilt by "squaring it up," put binding on the edge, and placing a label on the quilt which provides details about the quilt making process for historical purposes.
- All support information must be attached using a safety pin. No straight pins.
- When judging Quilt Quest exhibits, the judges consider SF209 "Standards for Judging Quilts and Quilted Items."
- For all classes, 4-H'ers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-H'ers may also use "fabric collections" offered by manufacturers in a particular designer or fabric line. Examples of fabric collections include:
 - ♦**Jelly Rolls** are made of (up to) 40 different strips of 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-H'ers find it difficult to cut narrow strip 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-H'er 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 applied to fabric. This is allowed in the construction of the quilt.
- A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.
- Fleece blankets are not eligible in this division.
- Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion. Attach entry card using a safety pin. No straight pins.

(CONTINUED →)

Classes:

- C229010 - *Exploring Quilts** - 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, and entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts or Amish quilts. Exhibit may be a 14 x 22 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.
- C229020 - *Quilt Designs other than Fabric** - Two or three dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc.
- C229021 - 2nd Quilt Designs other than Fabric** - Two or three dimensional item with quilt design made using medium other than fabric, such as wood quilt block, stained glass, paper, etc.
- C229030 - *Computer Exploration** - Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information 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 need to be suitable for the exhibit.
- C229040 - *Wearable Art** - Quilted clothing or accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. On a half sheet of 8 ½ x 11 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 8-1/2 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.
- C229042 - *Service Project Quilt** - A quilt to 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?

GUIDELINES FOR CLASSES 50-83 QUILTED EXHIBITS

- In classes 50-83, counties may enter a total of 3 items distributed within the classes as the county chooses.
- Please note the description of classes. They denote 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 (hand or machine) 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 intended purpose.
- 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?

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Sizes of Quilted Exhibits:

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

Medium: length + width = 61" to 120"

Large: length + width = over 120"

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

Classes:

C229050 - *Small

C229051 - *Medium

C229052 - *Large

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

Classes:

C229060 - *Small

C229061 - *Medium

C229062 - *Large

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

Classes:

C229070 - *Small

C229071 - *Medium

C229072 - *Large

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

Classes:

C229080 - *Hand quilted

C229081 - *Sewing machine quilted

C229082 - *Long arm quilted - non computerized/hand guided

C229083 - *Long arm quilted – computerized

DEPARTMENT HOME ENVIRONMENT

•Only one item per entry number is allowed.

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

- 1) Items must be designed to be used for home decorating, home furnishing, or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
- 2) Accessories should be of high quality (as compared to quick, simple crafts) suitable for use in the home several months throughout the year. Holiday specific items are discouraged.
- 3) Items should show creativity, along with the application of design principles and elements. Ask yourself: How have I shown creativity and applied the design principles and elements in this accessory? Youth are required to include this information.
- 4) Entered in correct class: What medium is the majority of your accessory made from? What was changed or manipulated? (CONTINUED →)
- 5) Items should be ready for display in the home: pictures framed, wall hangings and pictures ready to hang.