

CONSUMER AND FAMILY SCIENCES

Clothing Department C

Superintendents: Julie Schommer, Jessica Fisher, & Tami Tollman

Junior Superintendents: Garrett Tollman, Bailey Sellman, & Miranda Betson

CLOTHING GUIDELINES AND RULES:

*****ALL CLOTHING PROJECTS (SEWING, KNITTING, CROCHET, SHOPPING & MODELING) WILL BE JUDGED AT PRE-FAIR DAY ON THURSDAY, JULY 25th. NO CLOTHING WILL BE JUDGED DURING FAIR.*****

- A. **Entry Tags:** Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
- B. **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.
- C. **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 pointing 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.
- D. **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 E. All clothing exhibits must be displayed at the County Fair to receive premium money.
- E. **General:** Youth may exhibit in all levels even after exhibiting in a higher level. (Dawes County only) Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 4-H'ers enrolled in clothing projects should continue their skill development. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
- F. **Design Data Card:** Must be included with all Beyond the Needle Classes C221003-C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <http://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing. The data card is only required for the classes listed above.

DIVISION 220: GENERAL CLOTHING

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

C220001. Clothing Portfolio. (SF 20) Complete at least four different samples/activities from Chapters 2, 3 OR 4 of the STEAM Clothing 2 project manuals. The Portfolio should be placed in an 8 1/2 x 11 inch, 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.

C220002. Textile Science Scrapbook. (SF 20) Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11 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. (SF) Using page 161-167 in the STEAM Clothing 2: Simply Sewing project manual, display what products you posted online and analyze the cost of goods purchased to determine the

appropriate selling price for your product. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22 inches x 30 inches.

DIVISION 221: STEAM: BEYOND THE NEEDLE

4-H members must show their own original creativity.

C221001. Design Portfolio. (SF 20) A portfolio consisting of at least three design samples or activities. Refer to the Beyond the Needle project manual for activity ideas. The portfolio should be placed in an 8 1/2 x 11inch, 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. (SF 20) Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the Beyond the Needle 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. (SF 26) 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. (SF26) 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. 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.

C221005. Item (garment or non-clothing item) Constructed from Original Designed Fabric. (SF 26) Fabric yardage is designed first, then a garment 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/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

C221006. Textile Arts Garment or Accessory. (SF 25) A garment or accessory constructed using new unconventional materials. Examples include rubber bands, plastic, and duct tape. 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.

C221007. Fashion Accessory. (SF 23) (Not eligible for State Fair Fashion Show)- An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Example: shoes, bracelets, scarves, flip flops, design 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. (SF 23) (Eligible for State Fair Fashion Show) - 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/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

Division 211- STEAM CLOTHING 1 - Not State Fair Eligible – County Only

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number.

C211901. 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.

C211902. Sewing Kit. Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

C211903. Fabric Textile Scrapbook. Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½" x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C211904. 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.

C211905. Clothing Service Project. Can include pillows or pillowcases but are not limited too. Exhibit (not to exceed 22" x 30") a notebook, poster, or small display sharing information you generated in the project activity "Serving A Purpose" page 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, buttonholes, zippers, and collars.

Raglan and kimono sleeves are acceptable

C211906. Pincushion.

C211907. Pillowcase.

C211908. Simple Pillow. – No larger than 18" x 18". **C211909. Bag/Purse.** – No zippers or buttonholes.

C211910. Simple Top.

C211911. Simple Bottom. – Pants, shorts, or skirt **C211912. Simple Dress.**

C211913. Other. – Using skills learned in project manual. (Apron, vest, etc.) Sewing for your animal items go here.

C211914. 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.

C211915. 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.

DIVISION 222: STEAM CLOTHING 2 – SIMPLY SEWING

Exhibits entered in this project must reflect skills 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. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>.

C222001. Design Basics, Understanding Design Principles. (SF 20) 4-H members 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. (SF 20) 4-H Members may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the STEAM Clothing 2 project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

C222003. Upcycled Garment. (SF 28) (Eligible for State Fair Fashion Show)- 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 by project and the Design Data Card are available at <https://go.unl.edu/ne4hclothing>.

C222004. Upcycled Clothing Accessory. (SF 28) (Eligible for State Fair Fashion Show)- 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 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” x 5.5”. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

C222005. Textile Clothing Accessory. (SF 28) (Eligible for State Fair Fashion Show)- 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, gloves. No metal, plastic, paper or rubber base items allowed (i.e., barrettes, headbands, flip flops, duct tape, etc.)

SF 28 for following classes:

C222006. Top. (Eligible for State Fair Fashion Show – vest acceptable) (SF 28)

C222007. Bottom. (Eligible for State Fair Fashion Show – pants or shorts) (SF 28)

C222008. Skirt. (Eligible for State Fair Fashion Show) (SF 28)

C222009. Lined or Unlined Jacket. (Eligible for State Fair Fashion Show) (SF 28)

C222010. Dress. (Eligible for State Fair Fashion Show – not formal wear) (SF 28)

C222011. Romper or Jumpsuit. (Eligible for State Fair Fashion Show) (SF 28)

C222012. Two-Piece Outfit. (Eligible for State Fair Fashion Show) (SF 28)

C222013. Alter Your Pattern. (SF 28) Garments constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include information sheet that describes: 1) how the pattern was altered or changed; 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining.

C222014. Garment Constructed from Sustainable or Unconventional 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 (SF 28) Fabric/Fibers used in this garment must be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of unconventional items themselves should be exhibited under Beyond the Needle.

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.

DIVISION 223: STEAM CLOTHING 3 – A STITCH FURTHER

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list). Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of complete constructed garments only. Wool entries must have the fiber content listed on the identification label. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>.

C223001. Upcycled Garment. (SF 28) 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 <http://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 <http://go.unl.edu/ne4hclothing>.

C223002. Upcycled Clothing Accessory. (SF 28) (Not eligible for State Fair Fashion Show). A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A list of skills by project is available at <http://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 <http://go.unl.edu/ne4hclothing>.

C223003. Textile Clothing Accessory. (SF 28) (Not eligible for State Fair Fashion Show). Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. 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.)

SF 28 for following classes:

C223004. Dress or Formal.

C223005. Skirted Combination. (Skirt with shirt, vest or jacket OR jumper and shirt)

C223006. Pants or Shorts Combination. (Pants or shorts with shirt, vest or jacket)

C223007. Romper or Jumpsuit.

C223008. Specialty Wear. (includes: swim wear, costumes, hunting gear, or chaps)

C223009. Lined or Unlined jacket. (non-tailored)

C223010. Coat, Blazer, Suit Jacket or Outerwear. (SF 28) 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. (SF 28) Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern)

C223012. Garment Constructed from Sustainable or Unconventional Fibers. (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 <http://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.

DIVISION 225: KNITTING (SF 60 for all classes)

- A. All knitted and crocheted items will be displayed in the clothing area.
- B. Criteria for judging knitting and crochet: Design and Color, Neatness, Knitting or Crochet Mechanics, Trimmings, and Construction Finishes.
- C. Information Sheet for Knitting. 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>
 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-Number of rows per inch; number of stitches per inch.
 5. Size of needles, finger knitted, arm knitted, loom or machine knitted.
 6. Kind of yarn – weight and fiber content.
 7. Names of stitches used.

C225001. Level 2 Knitted Clothing. (SF60) Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns

C225002. Level 2 Knitted Home 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.

C225003. Arm or Finger Knitted Item. (SF60) (Clothing or Home Design & Restoration Item)

C225004 Loom Knitted Item. (SF60) (Clothing or Home Design & Restoration Item)

C225005. 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.

C225006. 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.

C225007. Level 3 Machine Knitting. (SF60)

DIVISION 226: CROCHET (SF 61 for all classes)

- A. Information Sheet for Crochet. 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 stiches used.

C226001. Level 2 Crocheted Clothing. (SF60) 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) 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.

CONSUMER AND FAMILY SCIENCES
Consumer Management Department C

Superintendents: Julie Schommer, Lisa Briggs, Tami Tollman, & Jessica Fisher

DIVISION 240: SHOPPING IN STYLE (Age 8 and over)

General Information:

- A. Posters should be on 14" x 22" poster board. Three-ring binders should be 8 ½"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 QuickTime Player. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

C240001. Best Buy for Your Buck. (SF 84) (Ages 8-13 before January 1st of the current year) - Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). **Do not include the Shopping in Style Fashion Show Information Sheet in your entry for this class.** Although both entries do share some information, there are differences in content and format for this class.

- Provide details about wardrobe inventory which indicates the following: -
 - Why you selected the garment you did
 - Clothing budget
 - Cost of garment
 - Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck."
 - Provide 3 color photos of you wearing the garment - front view - side view - back view

C240002. Best Buy for Your Buck. (SF 84) (Ages 14-18 before January 1st of the current year) Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). **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.

- Provide details listed for those ages 8-13 plus include the following additions: -
 - Body shape discussion
 - Construction quality details -
 - Design features that affected your selection
 - Cost per wearing
 - Care of garment
 - Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck."
 - Provide 3 color photos of you wearing the garment - front view - side view - back view

C240003. Revive Your Wardrobe. (SF 88) Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with something new to make them wearable once again. Create a photo story, which includes before and after photos and a description of what was done. Put in a binder, poster, or video (see general information).

C240004. Show Me Your Colors. (SF 89) Select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster (see general information).

C240005. Clothing 1st Aid Kit. (SF 64) Refer to page 73 of the manual and complete some 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 shoebox.

C240006. Mix, Match, & Multiply. (SF 90) 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 clothesline, 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).

Rules

1. If exhibit is a poster it should be on 14 inch x 22 inch poster board. If a three-ring binder is used it should be 8 ½ inches x 11 inches x 1 inch. Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.

DIVISION 247: MY FINANCIAL FUTURE

General Information:

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

C247001. Write 3 SMART Financial Goals for Yourself. (SF247) One should be short term, one intermediate, and one long term. Explain how you intend to reach each goal you set.

C247002. Income Inventory. (SF247) Using page 13 as a guideline, list sources and amounts of income you earn/receive over a six-month period. Answer the following questions: What were your income sources? Were there any steady income sources? What did you do with the income you received? Include your income inventory in the exhibit.

C247003. Tracking Expenses. (SF247) Use an app or chart like the one on page 17 to track your spending over 2 months. Answer the following questions: What did you spend most of your money on? What did you learn about your spending habits? Will you make any changes in your spending based upon what you learned? Why or why not? Include your chart in your exhibit.

C247004. Money Personality Profile. (SF247) Complete the money personality profile found on pages 21-22. Answer the following questions: What is your money personality? How does your money personality affect the way you spend/save money? Have a friend or family member complete the money personality profile. Compare and contrast (how are you alike, how are you different) your money personality profile with theirs.

C247005. Complete Activity 8 "What Does It Really Cost?" (on pages 39-40). (SF247)

C247006. My Work; My Future. (SF247) Interview three adults in your life about their careers or jobs using the questions on page 51 and record these answers. In addition, answer the following questions on your display. What did you find most interesting about these jobs? Were there any positions you might want to pursue as your career? Why/Why not? What careers interest you at this point in your life? What are three steps you need to do now to prepare for this career?

C247007. Interview. (SF247) Interview someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have. 1) What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)? 2) What are some negative outcomes for getting paid the way you do? 3) Does your pay keep pace with inflation? Why do you think this? Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.

C247008. The Cost of Not Banking. (SF247) Type your answers to the questions about Elliot on page 50.

C247009. Evaluating Investment Alternatives. (SF247) Complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page.

C247010. Understanding Credit Scores. (SF247) Watch the video and read the resource listed on page 71. Answer the following questions. 1) Name 3 prudent actions that can reduce a credit card balance. 2) What are the main factors that drive the cost of credit? 3) List one personal financial goal that you could use credit or collateral to purchase. Discuss possible consequences that might happen with improper use of credit for your purchase.

C247011. You Be the Teacher. (SF247) Create an activity, storyboard, game or display that would teach another youth about "Key Terms" listed on page 62. Activity/display must include at least five (5) of the terms.

Rules

1. **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 inches x 22 inches or smaller. You may use the front and back of the poster board. Scoresheet:

CONSUMER AND FAMILY SCIENCES

Fashion Show Department C

Superintendents: Julie Schommer, Jessica Fisher, & Tami Tollman

DIVISION 410: FASHION SHOW GENERAL INFORMATION:

- A. Judging will be at Consumer & Family Sciences Day on Thursday, July 25th. Check in will be at 8:30-9:30 a.m. Public Fashion Show will be Thursday, July 25th, 7 p.m.
- B. Each contestant should choose or make accessories to complete the outfit modeled.
- C. All garments must remain on display during the County Fair.
- D. Boys and girls are encouraged to enter with separate dressing rooms provided.
- E. All garments styled before the judges must be entered for clothing judging.
- F. Garments should be age appropriate.
- G. **All modeling narrations are due the Tuesday before clothing day.** Narrations are available in the office or online.

CLASSES:

C410001. Modeled Clover Kids & Sewing for Fun Favorite Outfit – Not State Fair Eligible.

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'er 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.

C410026 Modeled Constructed “STEAM 1” Garment (s). – Not State Fair Eligible. Possible types of garments include simple top, bottom (pants, shorts, or skirt), or dress, which required minimal skills to construct. May also model an apron or vest over a purchased outfit.

C410030. Modeled Constructed “STEAM 2” Garment(s). (SF117) Possible types of garments include: Dress; Romper or Jumpsuit; Skirted Outfit – skirt with top, vest, or lined/unlined jacket – must have sewn two pieces; Jumper and Shirt – must have sewn both pieces; Pants or Shorts Outfit – pants or shorts with top, vest, or lined/unlined jacket – must have sewn two pieces 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). Nightshirts, flannel lounging pants or any other types of loungewear can NOT be modeled.

C410040. Modeled Constructed “STEAM 3” Garment(s). (SF117) Possible types of garments include: Dress or formal; Skirted Outfit - skirt with shirt, vest, or lined/unlined jacket – must have sewn two pieces; Jumper and Shirt – must have sewn both pieces; Pants or Shorts Outfit (pants or shorts with shirt, vest or jacket); Romper or Jumpsuit; Specialty Wear (Swim wear, costumes, western wear-chaps, chinks, riding attire, or hunting gear); Non-tailored Lined or Unlined Jacket or Coat – Additional pieces with jacket or coat may either be constructed or purchased; Tailored Coat, Blazer, Suit Jacket or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased; Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress). can be worn to complete a vest or lined/unlined jacket outfit with a skirt, pants or shorts. Nightwear or loungewear can NOT be modeled.

C410050. Modeled Knitted or Crocheted Clothing (Level 2 or 3). (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. Garment needs to be a complete outfit as in a dress, coat or two-piece ensemble (bottom and top).

C410060. Modeled Shopping in Style Purchased Outfit and Written Report. (SF 184) Participants must be enrolled in the Shopping in Style 4-H Project to enter. The curriculum is developed and designed for youth ages 10 and older to help them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the garment must be purchased. **Youth must submit 4-H Shopping in Style Fashion Show Form. Form SF184 online can be found under the 4-H State Fair Book.**

CONSUMER AND FAMILY SCIENCES
Home Design & Restoration Department C
Superintendent: Lisa Briggs

Junior Superintendent: Garrett Tollman, Bailey Sellman, & Miranda Betson

GUIDELINES AND RULES:

HOME DESIGN & RESTORATION EXHIBITS are evaluated by these criteria:

- A. Items must be designed to be used for home decorating, home furnishing or home management (No clothing, purses, note cards, scrapbooks/photo albums, etc.)
- B. 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. Exhibits made from kits are also discouraged as kits limit decision making in the design process.
- C. Items should show creativity and originality, 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).
- D. Entered in correct class: What medium is the majority of your accessory made from? What was changed or manipulated?
- E. **Items should be ready for display in the home** (pictures framed, wall hangings and pictures ready to hang, etc.). No single mat board or artist canvas panels. Wrapped canvas (if staples not visible on edge) is accepted without framing, but still needs to include hanger. **MAKE SURE HANGERS ARE STRONG ENOUGH TO SUPPORT THE ITEM!! Items not ready for display will be dropped a ribbon placing.**
- F. All static exhibits must have received a purple ribbon at the county fair to advance to state fair.
- G. Items should not be made for beginning level or other projects (ex: simple (10 min) table runners or woodworking). Exhibits from the beginning level project, Design My Place, are county only and not state fair eligible.
- H. **Number of entries per individual** – One entry per exhibitor per class. Limit of two entries in ALL home design and restoration projects per exhibitor.
- I. **Entry tag needs to include a clear description of item** (example, blue, 3 drawer dresser). In addition, a label with the exhibitor's name and county should be attached to each separate piece of the exhibit.
- J. **Size of Exhibits** – Exhibits may be no taller than 7 feet and no wider than 6 feet.
- K. **All SUPPORTING INFORMATION** – Supporting information is required for all exhibits. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on 4-H State Fair website: <https://go.unl.edu/ne4hhomeenvironment>
Exhibits without supporting information will be dropped a ribbon placing.

DIVISION 255: DESIGN MY PLACE Not State Fair Eligible

C255001. Needlework item (made with yarn or floss).

C255002. Simple fabric accessory, like a pillow, laundry bag, pillowcase, table runner, etc.

C255003. Accessory made with original batik or tie-dye.

C255004. Simple accessory made using wood.

C255005. Simple accessory made using plastic.

C255006. Simple accessory made using glass.

C255007. Simple accessory made using clay.

C255008. Simple accessory made using paper.

C255009. Simple accessory made using metal tooling or metal punch.

C255010. Storage item made or recycled.

C255011. Bulletin or message board.

C255012. Problem solved: Use a creative method to show you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)

C255013. Video showing how to make a bed, organize a room, or the steps you used to make your simple accessory.

DIVISION 257: DESIGN DECISIONS

- A. Attach information to explain steps taken. Information must also include element or principle of design used.

Scoresheet SF201: Classes 1 – 3, 5

Scoresheet SF200: Classes 4, 6-18, 23 - 25

Scoresheet SF207: Classes 19 - 20

Scoresheet SF203: Classes 21 - 22

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

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

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

C257004. Technology in Design. Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging.

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

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

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

C257009. Accessory. Framed Original Needlework/Stitchery May be commercially framed.

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

C257011. Accessory. Textile – 3D (pillows, pillow shams, fabric bowls, etc.

C257012. Accessory. 2D.

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

C257014. Accessory. Original Floral Design.

For classes 15-18, determine entry by what medium was manipulated.

C257015. Accessory. Original made from Wood. Burn, cut, shape, or otherwise manipulate.

C257016. Accessory. Original made from Glass. Etch, mosaic, stain, molten or otherwise manipulate.

C257017. Accessory. Original made from Metal. Cut, shape, punch, sculpt, reassemble, or otherwise manipulate.

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

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

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

C257021. Furniture. Wood Opaque finish such as Paint or Enamel.

C257022. Furniture. Wood Clear finish showing Wood Grain.

C257023. Furniture. Fabric Covered. May include stool, chair seat, slipcovers, headboard, etc.

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

C257025. Accessory. Outdoor Living. Accessory made/refurbished by 4-H member suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information.

DIVISION 256: HEIRLOOM TREASURES/FAMILY KEEPSAKES

Scoresheet SF 206: Class 1

Scoresheet SF 205: Classes 2-4

- A. This project area is for items with historic, sentimental or antique value that are restored, repurposed or refinished to keep their original look and value. It is not for “recycled” items. For example, a bench would be considered an heirloom if the original finish is restored, but if decorated by painting it would be considered recycled. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases.
- B. NOTE: new resources to support this project area are on the 4-H website.
- C. Attach information including:
 - List of steps taken to complete your project. Before and after pictures are encouraged.
 - Keepsake’s documentation: how you acquired the item and the history of the item (may be written, pictures, audio or video tape of interview with family member, etc.)

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

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

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

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

CONSUMER AND FAMILY SCIENCES

Visual Arts Department C

Superintendent: Lisa Briggs

Junior Superintendent: Garrett Tollman, Bailey Sellman, & Miranda Betson

GUIDELINES AND RULES:

VISUAL ARTS EXHIBITS are evaluated by these criteria:

- A. **Original Work** – Items must be the original work of the 4-H member and should show creativity and originality. No copyrighted images or master studies.
- B. **Ready for Professional Display** – All exhibits must be presented appropriately for the medium (s) displayed. 2-dimensional pieces on paper should be framed behind glass/plexiglass. Canvas boards should be framed but glass/plexiglass is not necessary. Stretched canvases do not need frames as long as staples are not visible on the edges. All 2-dimensional pieces should be ready to hang using a sawtooth or wire hanger.
- C. **Number of entries per individual** – No limit of entries in ALL visual arts projects per exhibitor.
- D. **Entry Descriptions** - Entry tag needs to include a visual description of the exhibit, including, size, dominant color, and subject to aid in identification.
- E. All static exhibits must have received a purple ribbon at the county fair to advance to state fair.
- F. Exhibitors in Sketchbook Crossroads and Portfolio Pathways should be utilizing the mediums, skills, and techniques they have developed in their visual arts project, especially topics covered in the Sketchbook Crossroads or Portfolio Pathways manual.
- G. **ALL SUPPORTING INFORMATION** – Supporting information is required for all Visual Arts exhibits. Information must also include responses to all questions and steps taken to complete the project. Supporting information must be securely attached to the back of the piece. Supporting Information tag templates can be found on 4-H State Fair website: <https://go.unl.edu/ne4hvisualarts>. **Exhibits with missing or incomplete supporting information will be dropped a ribbon placing.**
- H. Class Changes: Exhibits must be entered in the appropriate class based on the medium(s) used or theme. No class changes will be made after check-in. Exhibits in inappropriate classes may be dropped a ribbon placing. Supporting information may provide evidence or justification for the piece being entered in a specific class.

DIVISION 260: SKETCHBOOK CROSSROADS

Score sheet SF 200: Classes 1 – 9

- A. Use techniques from manual or comparable techniques.
- B. Attach information to explain steps taken. Information must also include element or principle of design used.

C261001. Original Art Inspired by Plants or Animals. (SF200) - could involve but is not limited to domestic animals, pets, agriculture, wild animals, wildlife conservation, house plants, fruit, vegetables, flowers, native plants, trees, etc.

C261002. Original Art Inspired by Landscapes. (SF200) - could involve but is not limited to rural landscapes, natural environments, man-made environments, urban landscapes, extraterrestrial landscapes, oceanic scenes, buildings, fantasy landscapes, agricultural landscapes, etc.

C261003. Original Art Inspired by People. (SF200) - could involve but is not limited to cultural art, modern society, portraits, daily life, careers, families, emotions, etc.

C261004. Original Art Inspired by Artist's Choice. (SF200) - could involve but is not limited to food, cars, fantasy worlds, imaginary characters, science-fiction, history, etc.

DIVISION 261: PORTFOLIO PATHWAYS

Scoresheet SF 200: Classes 1-6

- A. Use techniques from manual or comparable techniques.
- B. Attach information to explain steps taken. Information must also include element or principle of design used.

- C260001. Original Acrylic Painting.** (SF200)
- C260002. Original Oil Painting.** (SF200)
- C260003. Original Watercolor Painting.** (SF200)
- C260004. Original Pencil Drawing.** (SF200)
- C260005. Original Charcoal Drawing.** (SF200)
- C260006. Original Ink Drawing.** (SF200)
- C260007. Original Fiber Art.** (SF200) - Could include weaved art, dyed fabric, felted wool, cotton linter, batik, etc.
- C260008. Original Sculpture.** (SF200) - Could include Styrofoam, wood, cardboard, paper, metal, wire, etc.
- C260009. Original Ceramic Pottery.** (SF200) - No purchased ceramic pottery. Must be glazed and fired. May be any hand-built technique or wheel thrown. May be functional or non-functional. Could include slab built, pinch pots, coil built, wheel thrown, etc.
- C260010. Original Painting on Purchased Ceramic Surface.** (SF200) - No hand-built or wheel thrown pottery. May be functional or non-functional. Could include figurines, cups, bowls, etc.
- C260011. Original Single Media Not Listed.** (SF200) - Could include digital art, leathercrafting, printmaking, stained glass, pastels, scratchboard, sand painting, encaustic painting, chalk, etc.
- C260012. Original Mixed Media.** (SF200) - Could include any combination of two or more other mediums or materials.

Rules

Exhibits may utilize any medium or combination of mediums on any surface. All exhibits must be appropriately presented and ready to be professionally displayed. Artwork should depict the artist's own interpretation of the theme. All exhibits should include an explanation of how the piece reflects the theme and what ideas or thoughts the artist was attempting to express or communicate.

CONSUMER AND FAMILY SCIENCES
Human Development Department C
Superintendent: Lisa Briggs

Junior Superintendents: Garrett Tollman, Bailey Sellman, & Miranda Betson

GUIDELINES AND RULES:

- A. The term Human Development includes childcare, family life, personal development, and character development.
- B. To learn characteristics of suitable and unsuitable toys and characteristics of children at various stages of development, please refer to the new 4-H online resource:
<https://unl.box.com/s/eoigrjsuq67yvtq1def160mmjuhozvck> - What It Takes to Be Your Teen Babysitter. In addition, another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines – <https://go.unl.edu/dpg9>.
- C. **Information sheets for Classes 1 - 6 should include:** Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet.
 - 1. Where did I get the idea for this exhibit?
 - 2. What decisions did I make to be sure exhibit is safe for a child to use?
 - 3. What age is this toy, game, or activity appropriate for and why? (Infant, Birth – 18 mos.; Toddlers, 18 mos. – 3 yrs.; Preschoolers, 3-5 yrs. or Middle Childhood, 6-9 yrs.) Give 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).
 - 4. How is the toy, game or activity intended to be used by the child?

Information sheet for Class 8 (Babysitting Kit) should include:

- 1. What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
- 2. What will the child learn or what skills will they gain by using the kit?
- 3. What item(s) was made by the 4-H'er. 4-H'er should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included).
- D. Exhibitors in the Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children. Categories are based on the Early Learning Guidelines in Nebraska, which identify the important areas in which our children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual.
<https://www.education.ne.gov/oec/earlylearning-guidelines/>
- E. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

DIVISION 200:

Toy, game or activity made for a selected and identified age group. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. For example, a game that is developed to help youth learn language and literacy skills would be an exhibit for class 2. Each area is a different class.

Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

4-H'ers taking I HAVE WHAT IT TAKES TO BE A BABYSITTER may enter:

C200001- Social Emotional Development. (SF 30)

C200002- Language and Literacy Development. (SF 30)

C200003- Science. (SF 30)

C200004- Health and Physical Development. (SF 30)

C200005- Math. (SF 30)

C200006- Creative Arts. (SF 30)

C200007- Activity with a Younger Child. (SF 115) Poster or scrapbook showing 4-H'er working with a child age 0 to 8 years. May show making something with the child, or childcare, 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 7.

C200008- Babysitting Kit. (SF 85) Purpose of the kit is for the 4-H'er to take this 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 must 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 inches x15 inches x10 inches. All items in kit must be safe for child to handle. Information sheet for Class C200008 should include: 1) State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. 2) What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age. 3) What will the child learn or what skills will they gain by using the kit? 4) What item(s) were made by the 4-H'er. Most importantly the kit should serve a defined purpose, not just be a catch all for several items.

C200009- Family Involvement Entry. (SF 115) Scrapbook, poster or story describing an activity the family did together. It might include making something such as a dollhouse or feed bunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event.

4-H'ers taking GROWING ALL TOGETHER (2 OR 3) may enter:

C200010- Growing with Others. (SF 115) 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. (SF 115) 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.

CONSUMER AND FAMILY SCIENCES

Leather Department C

Superintendent: Lisa Briggs

Junior Superintendents: Garrett Tollman, Bailey Sellman, & Miranda Betson

All leather projects are COUNTY ONLY.

DIVISION 252: LEATHER

C252001. Tooled.

C252002. Stamped.

C252003. Tooled and Stamped.

C252004. Other.

CONSUMER AND FAMILY SCIENCES

Quilt Quest Department C

Superintendents: Julie Schommer, Jessica Fisher, & Tami Tollman

Junior Superintendents: Garrett Tollman, Bailey Sellman, & Miranda Betson

EXHIBIT GUIDELINES:

- A. In Quilt Quest, 4-H'ers learn skills as they progress through the project. The least experienced 4-H exhibitor will select fabric, cut, and sew together only squares or rectangles in making the quilt top. They may have additional guidance in piecing the quilt block and layering together the quilt top, inner batting and the quilt bottom. Another person can do the quilting for them.
- B. 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.
- C. All entries will be judged on Clothing Day, Thursday July 25th, at the High School.
- D. **All entry cards and support information must be attached using a safety pin. No straight pins.** When judging Quilt Quest exhibits, the judges consider SF209 "Standards for Judging Quilts and Quilted Items."
- E. 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 inches wide fabric laying on top of one another and rolled up to look like a jellyroll. The fabric is created by one designer or fabric line and compliments each other. In many cases, less skilled 4-H'ers find it difficult to cut narrow strips with a rotary cutter and ruler, so this fabric selection may make it easier as they learn.
 - **Honey Buns** are made like the Jelly Rolls with 1 ½ inches strips of fabrics.
 - **Layer Cakes** are 10 inches 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 inches squares of coordinating fabric and may be tied up with a string or scrap of fabric.
 - **Candies** are 2 ½ inches squares of fabric from a manufactured designer or fabric line.
 - **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 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-H'er must cut out all of the smaller squares, rectangles, etc. to make the quilt top according to the pattern directions.
- F. After fabric selection, youth can use a variety of tools for cutting the fabric and completing the quilt. Cutting into pattern pieces may include hand roller die cutting machines that cut particular shapes, which can be applied, to fabric. This is allowed in the construction of the quilt.
- G. A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.
- H. Fleece blankets are not eligible in this division.
- I. **Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.**
- J. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

CLASSES 10–42

C229010- Exploring Quilts. (SF 208C) Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to: language arts, quilts of different cultures, chemistry, design, preservation, and history, and 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 inches x 22 inches 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. (SF 208B) Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is in the Home Environment information sheet: <https://4h.unl.edu/fairbook/general/scoresheets-forms>. Exhibits without supporting information will be dropped a ribbon placing. Two or three-dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc.

Barn Quilts – (SF208B) Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is the Home Environment information sheet:

<https://4h.unl.edu/fairbook/general/scoresheets-forms>. Exhibits without supporting information will be dropped a ribbon placing. A barn quilt is a large piece of wood that is painted to look like a quilt block.

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

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

C229030- Computer Exploration. (SF 208C) Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information on type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook to be suitable for the exhibit.

C229040- Wearable Art. (SF 208A) Quilted clothing or clothing accessory, which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. On a half sheet of 8 ½" x 11" paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.

C229041- Inter-Generational Quilt. (SF 208E) A quilt made by a 4-H member and family members or friends of different generations. On a half sheet of 8 ½" x 11" paper, include an explanation answering the following questions: A) How was the quilt planned and who did what in the construction of the quilt? B) How did you select the design and fabrics including whether or not you used a kit, jellyroll, charm squares, etc.? C) What did you learn that you can use on your next project?

C229042- Service Project Quilt. (SF 208D) A quilt constructed by a 4-H member or group to be donated to a worthy cause. On a half sheet of 8 ½" x 11" paper, include an explanation answering the following questions: A) Why was the quilt constructed and who will receive the donated quilt? B) How did you select the design and fabrics used including whether or not you used a kit, jellyroll, charm squares, etc.? C) What did you do and what did others do? D) What did you learn that you can use on your next project?

GUIDELINES FOR CLASSES 50–83 QUILTED EXHIBITS

SF208A Scoresheet for Quilts and Quilted Items

- A. In classes 50–83, counties may enter a total of 3 items distributed within the classes as the county chooses.
- B. Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project.
- C. A quilted exhibit consists of 3 or more layers.
- D. All quilted exhibits must be quilted (machine or hand) or tied.
- E. 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.
- F. No pre-quilted fabric may be used.
- G. Wall quilts must have a hanging sleeve on the back of the quilt or some method for hanging.

- H. All quilted exhibits must be clean and finished for intended purpose.
- I. On a half sheet of 8 ½" x 11" paper, include an explanation answering the following questions: A) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? B) What did you do and what did others do? C) What did you learn you could use on your next project?
- J. 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"

CLASSES

Quilted Exhibits. (SF208A) Pieced quilts made up of squares and/or rectangles.

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.

Quilted Exhibits. (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.

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

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

Quilted Exhibits. (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 "patter". Is 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 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.

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

C229072- Large - length + width = over 120 inches.

Premier Quilt. (SF208A) 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.

C229080- Hand quilted.

C229081- Sewing machine quilted.

C229082- Long arm quilted—non-computerized/hand guided.

C229083- Long arm quilted—computerized.