



HOME DESIGN AND RESTORATION

Superintendent: Cindy Brandt



GENERAL ENTRY INFORMATION

All Home Design and Restoration entries must be items designed to be used for home decorating, home furnishing, or home management. No clothing, purses, note cards, scrapbooks/photo albums.

Apply color and design principles using different materials and display objects for your home; develop original designs; plan a comfortable, clean, attractive home; make connections between visual arts and other disciplines; explore ways to make your house more green; learn new painting techniques; design or select furniture, fabric, and storage items for your room; accessorize a room-design or select unique items such as wall art, wall arrangements, or lamps; recognize factors that make antiques valuable; refurbish and restore heirloom or heritage furnishings and accessories; preserve family heirlooms.

Accessories should be ones of high quality (as compared to quick, simple crafts), that are suitable for use in the home several months throughout the year. Items entered that are not for home decorating (clothing, purses, note cards, necklaces, key chains, scrapbooks, or photo albums, etc.) are not judged. Holiday decorations will not be accepted at State Fair but can be entered as county only exhibits. Exhibits using kits are also discouraged as kits limit decision-making in the design process.

Items should show creativity and originality, along with the application of design elements and principles. Youth are required to include the design elements and principles they used, along with simple explanation of how they designed their project with their project with their exhibit. Information on the elements and principles of design may be found in the Design Decisions manual.

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 allowed. Wrapped canvas (if staples not visible on edge) are acceptable without framing. Make sure hangers are strong enough to support the entry. Command Strips are not adequate hangers. Items not ready to display will be lowered one ribbon placing.

Items should not be made for beginning level or other projects (ex: simple 10-minute) table runners or woodworking). Exhibits from the beginning level project Design My Place, are county only and not state fair eligible.

EXHIBIT SIZE

Exhibits may be no taller than 7' and no wider than 6'. All exhibits must be easily lifted by two staff members.

EXHIBIT IDENTIFICATION

In addition to the entry tag, all exhibits must be labeled with the exhibitor's name and county. This can be a piece of masking tape, label, or small piece of paper affixed to the exhibit.

SUPPORTING INFORMATION IS REQUIRED

Supporting information is required for all Home Design & Restoration exhibits for the Saline County Fair and the state fair. The information must include elements or principles of design used and steps taken to complete the project. The tag templates can be found at: <https://go.unl.edu/ne4hhomedesignrestoration> All exhibits must receive a purple ribbon to advance to the state fair if chosen. Failure to include the Design Tag will result in being lowered a ribbon placing.

ENTRY LIMIT

One entry per class.

INTERVIEW JUDGING: Interview judging is available. Please read 4-H static exhibit general information on page 59.

DESIGN MY PLACE - Division 250 COUNTY ONLY ENTRIES in MY SPACE/DESIGN MY PLACE

1. **+Needlework accessory** - (made with yarn or floss)
2. **+Simple fabric accessory** - (pillow, table runner, laundry bag, pillowcase, etc.)
3. **+Accessory** - made with original batik or tie dye
4. **+Simple accessory** - using wood, plastic, glass, clay, or paper
5. **+Storage Item** - made, decorated or up-cycled
6. **+Bulletin Board** - (any type - cork, chalkboard, fabric, or combination)
7. **+Metal tooling or metal punch accessory**
8. **+Handmade Bath Salts, Lotion, Scrub, Soap, Linen Spray, etc.**
9. **+Miscellaneous exhibit** - must be an exhibit for the home

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HEIRLOOM TREASURES/FAMILY KEEPSAKES Division 256

GENERAL ENTRY INFORMATION

This project area is for items with historic, sentimental, or antique value that are restored, repurposed, or refurbished 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.

Supplemental Information for Exhibits:

1. List of steps taken to complete your project. The information must also include the element or principle of design used. Before and after pictures encouraged.
2. Keepsakes documentation: how you acquired the item and the history of the item – may be written, pictures, audio, or video tape of interview with family member, etc.

1. **Trunks** - including doll-sized trunks or wardrobes.
2. **An Article** - either a newly made "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 the value of the collection.
3. **Furniture** - either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.
4. **Cleaned and Restored Heirloom Accessory or 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 publication can be found at: <https://go.unl.edu/gcnh> 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.

PREMIUM CODE 6



DESIGN DECISIONS - Division 257

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

2. Problem Solved, Energy savers, OR Career Exploration - identify a problem (as problem windows, storage needs, inconvenient room arrangement, etc.) OR explore a career related to home environment. Using a poster, notebook, multimedia presentation (on CD), or other method, describe the problem and how it was solved or your career exploration. (Pages 74-93 of project manual.)

3. Solar, Wind, or Other Energy Alternative for the Home - can be models, either an original creation or an adaptation of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home. (Pages 74-93 of project manual.)

4. Technology in Design - incorporate technology into a project related to home design or use technology to develop the design; for example, using conductive thread to create a circuit that enhances a wall hanging.

6. Window Covering - may include curtains, draperies, shades, shutters, etc.

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

8. Bedcover - may include quilt, comforter, bedspread, dust ruffle, pillow sham, canopy, etc. For quilts, state who did the quilting. (No tied fleece blankets in this class). (Pages 50-53 of the project manual.)

9. Accessory-Original Needlework/Stitchery - made by 4-H member. Judging is based on workmanship and wise application of art elements and design principles in both the picture and frame.

Definitions of 2D and 3D - A two-dimensional (2D) object is an object that only has two dimensions, such as a length and a width, and no thickness or height. A three-dimensional (3D) object is an object with three dimensions: a length, a width, and a height.

10. Accessory Textile 2D - tablecloth or runner, dresser scarf, wall hanging, etc. (No tied fleece blankets and no 10-minute beginning items in this class).

11. Accessory Textile 3D - pillows, pillow shams, fabric bowls, etc. No STEAM 1 pillows. (No fleece tied exhibits in this class.)

12. Accessory - 2D

13. Accessory - 3D - (string art, wreaths, macrame, etc.)

14. Accessory - Original Floral Design - arranged by 4-H'er.

15. Accessory - Original made from Wood - burn, cut, shape, or otherwise manipulate. Simply painting a wooden item does not belong in this class.

DESIGN DECISION CLASSES CONTINUED ON THE NEXT PAGE.

16. Accessory - Original Made From Glass - etch, mosaic, stain, molten or otherwise manipulated. Simply painting a glass item does not belong in this class.

17. Accessory - Original Made From Metal - cut, shape, punch, sculpt, reassemble, or otherwise manipulated.

18. Accessory - Original Made From Ceramic or Tile - treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.

19. Accessory - Recycle/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.

20. 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.

21. Furniture - Wood Opaque Finish - such as paint or enamel.

22. Furniture - Wood Clear Finish - showing wood grain.

23. Furniture - Fabric Covered - may include stool, chair seat, slipcovers, headboard, etc.

24. Furniture - Outdoor Living - furniture made or refurbished by 4-H member suitable for outdoor use. Entry may be displayed outside at the fair. Include description of what was done to recycle or reuse item in your attached information.

25. Accessory - Outdoor Living - accessory made/refurbished by 4-H member suitable for outdoor use. Entry may be displayed outside at the fair. Include description of what was done to recycle or reuse item in your attached information.

COUNTY ONLY ENTRIES FOR DESIGN DECISIONS

27. +Wall Hanging

28. +Tied Blanket

29. +Tied Pillow

PREMIUM CODE 13

COUNTY ONLY ENTRIES FOR SEASONAL DÉCOR Division 275

(For anyone enrolled in the Home Design & Restoration project.)

These exhibits should be well thought out exhibits. Paper cut-out decorations or coloring pages will be exhibits will not be accepted. These should be 2-D or 3-D exhibits. The exhibits could be centerpieces, wall décor, or even yard décor for these holidays.

ENTRY LIMIT

One entry per class.

Winter Décor

1. +Winter Décor Exhibit 1

2. + Winter Décor Exhibit 2

Valentine's Day Décor

3. +Valentine's Day Exhibit 1

4. +Valentines' Day Exhibit 2

Easter Décor

5. +Easter Décor Exhibit 1

6. +Easter Décor Exhibit 2

Spring or Summer Décor

7. +Spring or Summer Décor Exhibit 1

8. +Spring or Summer Décor Exhibit 2

July 4 or Patriotic Décor

9. +July 4 or Patriotic Décor Exhibit 1

10. +July 4 or Patriotic Décor Exhibit 2

Fall, Halloween or Thanksgiving Décor

11. +Fall, Halloween or Thanksgiving Décor Exhibit 1

12. +Fall, Halloween or Thanksgiving Décor Exhibit 2

Christmas Décor

13. +Christmas Décor Exhibit 1

14. +Christmas Décor Exhibit 2

Other Holiday Décor Not Fitting in Other Classes

15. +Other Holiday Décor Exhibit 1

16. +Other Holiday Décor Exhibit 2

COUNTY ONLY ENTRIES - Division 258 (For anyone enrolled in the Home Design & Restoration project.)

1. +A Gift for the Home - accessory, etc.

2. +Yard Art Item - stepping stone, sign, etc.

3. +Front Porch Item(s) - sign, decorated planter, etc.

4. +Wall Hanging - door sign, house number sign, etc.

PREMIUM CODE 14



VISUAL ARTS

Superintendent: Cindy Brandt



GENERAL ENTRY INFORMATION

The purpose of the 4-H Visual Arts projects is to practice using design elements and principles while exploring and experimenting with various mediums and techniques. In addition, youth should practice self-expression and work to communicate their personal voice through their work with an emphasis on originality.

Project goals include: practicing drawing, fiber arts, and sculpting; developing artistic talents and skills; understanding the visual arts in relation to history or culture; learn painting, printing, and graphic design techniques; make connections between visual arts and disciplines; create original artwork; practice using design elements and principles; explore and experiment with various mediums and techniques; practice self-expression; learn to communicate a personal voice through artwork.

All work must be the original works of the 4-H member and should show creativity and originality. No copyrighted images or master studies.

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 item. All exhibits should include an explanation of how the piece reflects the item and what ideas or thoughts the artist was attempting to express or communicate.

All exhibits must be ready for professional display. All exhibits must be presented appropriately for the medium(s) used and ready to be professionally displayed. 2-dimensional pieces should be ready to hang using a sawtooth or wire hanger.

Exhibits must be entered in the appropriate class based on the medium(s) used or them. Exhibits in inappropriate classes may be dropped a ribbon placing.

EXHIBIT IDENTIFICATION

In addition to the entry tag, all exhibits must be labeled with the exhibitor's name and county. This can be a piece of masking tape, label, or small piece of paper affixed to the exhibit.

ENTRY DESCRIPTION

At the time of fair entry in the fair entry website, you **MUST** enter a description that includes a visual description of the exhibit, including size, dominant color, and subject to aid in identification. Ex: painting in gold frame, 8"x10", purple grapes.

SUPPORTING INFORMATION IS REQUIRED

Supporting information is required for all Visual Arts exhibits. Information must include responses to all questions and steps taken to complete the project. Supporting information must be securely attached to the back of the exhibit. Supporting information tag templates can be found at: <https://go.unl.edu/ne4hvisualarts>

Exhibits with missing or incomplete supporting information will be lowered one ribbon placing.

ENTRY LIMIT

One entry per class.

All exhibits must receive a purple ribbon to advance to the state fair if chosen.

VISUAL ART MEDIUMS - Division 260

1. **Original Acrylic Painting**
2. **Original Oil Painting**
3. **Original Watercolor Painting**
4. **Original Pencil Drawing**
5. **Original Charcoal Drawing**
6. **Original Ink Drawing**
7. **Original Fiber Art** - could include weaved art, dyed fabric, felted wool, cotton linter, etc.
8. **Original Sculpture** - could include Styrofoam, wood, cardboard, paper, metal, wire, etc.
9. **Original Ceramic Pottery** - 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.
10. **Original Painting on Purchased Ceramic Surface** - no hand-built or wheel thrown pottery. May be functional or non-functional. Could include figurines, cups, bowls, etc.
11. **Original Single Media Not Listed** - could include digital art, leathercrafting, printmaking, stained glass, pastels, scratchboard, sand painting, encaustic painting, chalk, etc.
12. **Original Mixed Media** - could include any combination of two or more other mediums or materials.



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VISUAL ART THEMES - Division 261

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

2. Original Art Inspired by Landscapes - 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.

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

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

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