

- Entries will be judged on: food, menu, table service, and participant.
- Tables need to be set up by 1:30 p.m., **Tuesday, July 7, at the Boone County Event Center, Fairgrounds, Albion.**

- B399001 **JUNIOR FAVORITE FOODS REVUE** (ages 8-11, before January 1, current calendar year)
 B399002 **SENIOR FAVORITE FOOD REVUE** (12-18, before January 1, current calendar year)
 B399003 **NOVICE** (First year in the project) - If not enough entries, Novice members will be combined with the Junior & Senior Entries

CONSUMER & FAMILY SCIENCES

DIVISION - HUMAN DEVELOPMENT

- The term Human Development includes child care, family life, personal development and character development.
- **Scoresheets, forms, contest study materials, and additional resources can be found at: <http://go.unl.edu/ne-4hhumandevlopment>**
- INFORMATION SHEETS: Each exhibit in Classes 1-6 & Class 8 will include the completeness and accuracy of this information sheet).
- Information sheets for Classes 1-6 should include:
 - ◆ Where did I get the idea for this exhibit?
 - ◆ What decisions did I make to make sure exhibit is safe for child to use?
 - ◆ What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 months; Toddlers, 18 months-3 years; Preschoolers, 3-5 years or Middle Childhood, 6-9 years.) 4-H'ers must give at least 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).
 - ◆ How is the toy, game or activity intended to be used by the child?
- Information sheet for Class 8 (Babysitting Kit) should include:
 - ◆ State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for.
 - ◆ What are children this age like? Give 2 examples that show how the kit would be appropriate for children of 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-Her. 4-Her 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).
- All static exhibits must have received a purple ribbon at the county fair to advance to the state fair.
- Exhibitors in the Human Development project area will be asked to focus on designing toys that meet the different needs of children. **Categories** are based on the Early Learning Guidelines in Nebraska which identify the important areas our children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual. <http://www.education.ne.gov/OEC/elg.html>

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

DIVISION 200 - I HAVE WHAT IT TAKES TO BE A BABYSITTER

- ◆ 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.

- C200001* **SOCIAL EMOTIONAL DEVELOPMENT** (Scoresheet SF30)
 C200002* **LANGUAGE and LITERACY DEVELOPMENT** (Scoresheet SF30)
 C200003* **SCIENCE** (Scoresheet SF30)
 C200004* **HEALTH and PHYSICAL DEVELOPMENT** (Scoresheet SF30)
 C200005* **MATH** (Scoresheet SF30)
 C200006* **CREATIVE ARTS** (Scoresheet SF30)
 C200007* **ACTIVITY WITH A YOUNGER CHILD** - Poster or Scrapbook showing 4-Her working with a child age 0 to 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-Her can be in the photos. 4-Her must make the poster or scrapbook. No information sheet needed for Class 7. (Scoresheet SF115)

C200008* **BABYSITTING KIT** - Purpose of 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. 4-H'er should make one or more items in the kit, but purchased items are also allowed. A list of items in the kit is suggested to be included. 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. Most importantly, the kit should serve a defined purpose, not just be a catch all for several items. (Scoresheet SF85)

Information sheet for Class 8 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 member?

- 4-Hers taking any of the projects in Division 200 may enter:

C200009* **FAMILY INVOLVEMENT ENTRY** - Scrapbook, poster or story describing an activity that 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 clean up project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, or a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include list of family members and what each person did to participate in the event. (Scoresheet SF115)

- 4-H'ers taking Growing All Together (2 or 3) may enter:

C200010* **GROWING WITH OTHERS** - Scrapbook or poster. Examples: How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interests. (Scoresheet SF115)

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. (Scoresheet SF115)

DEPARTMENT - CLOTHING

Tuesday, July 7 - 9:30 a.m.—Boone County Event Center, Fairgrounds, Albion

- All clothing exhibits, except Division 221—Beyond The Needle, must be interview judged. Exhibits will be entered at the time of your interview.
- **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.
- **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.
- **PREPARATION OF EXHIBITS**- Please bring all wearable exhibits on wire hangers or hangers with a swivel hook **ONLY**. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger to the left. Fasten skirts, shorts, and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.
- 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 3, you are not eligible to exhibit in STEAM Clothing 2.
- **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 this exhibitor guide and in the current Nebraska State Fair Book.
- 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 projects. 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.

- Scoresheets, forms, contest study materials, and additional resources can be found at: <https://go.unl.edu/ne4Hclothing>
- All garments and accessories will be considered for the juried “4-H Design Gallery” to be displayed at the Nebraska State Fair only.
- All garments with at least 60% wool content are eligible for the “Make It With Wool” Award.

DIVISION 219 - STEAM CLOTHING 1 - FUNDAMENTALS

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

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

- 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” 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, 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 disqualified.
- 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 disqualified.

DIVISION 219 - MAKER’S GUIDE TO SEWING STUFF

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

- Exhibits will be simple articles guided by the Maker’s Guide to Sewing Stuff (4H 2240). Scoresheet CF51
- Follow suggested skills in project manual.
- May exhibit one item per class number.
- 4-H'ers enrolled in STEAM Clothing 1 and/or STEAM Clothing 2 projects are eligible to exhibit.

- C219016 **AMAZING APRON** – (pg. 10)
- C219017 **KITCHEN ACCESSORIES** – Awesome Oven Mitt (pg. 16) **OR** A Mate for Your Plate (pg. 6).
- C219018 **BAGGY BEANS GAME** – (pg. 22).
- C219019 **COOL CRAYON ROLL** – (pg. 26).
- C219020 **SNOOZY PILLOWCASE** – (pg. 34).
- C219021 **CONTAIN YOUR STUFF** – Mighty Wallet (pg. 38), Zippy Zipper Pouch (pg. 54) **OR** Binding Book Cover (pg. 30).

- C219022 **LLAMA'S PAJAMAS** – (pg. 42).
 C219023 **SWEET SEWING SUPPLIES** – (pg. 46).
 C219024 **BIG, BAD BAG** – (pg. 50).
 C219025 **ACCESSORIES** – Stretchy Scrunchie (pg. 58), Handy Headband (pg. 62), **OR** Basic Belt x 2 (pg. 66).

DIVISION 220 - GENERAL CLOTHING

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

- 4-H members in all skill levels may exhibit in this area.
- C220001* **CLOTHING PORTFOLIO** - Complete at least four different samples/activities from Chapters 2, 3 OR 4 of the project manual. The Portfolio should be placed in an 8 1/2" x 11", 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year, but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting. Scoresheet SF20
- C220002* **TEXTILE SCIENCE SCRAPBOOK** – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2" x 11", 3 ring binder. Include an appropriate cover. Textile Science Scrapbook should build upon itself each year (additional pages can be added each year, but should be dated). See project manual for fabric suggestions. Scoresheet SF20
- C220003* **SEWING FOR PROFIT** – Using pages 161-167 in the STEAM Clothing 2: Simply Sewing project manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30". Scoresheet SF63

DIVISION 221 - BEYOND THE NEEDLE

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

- 4-H members must show their own original creativity.
- C221001* **DESIGN PORTFOLIO** - A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. 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. Scoresheet SF20
- 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". Scoresheet SF20
- C221003* **EMBELLISHED GARMENT WITH ORIGINAL DESIGN** (eligible for State Fair Fashion Show) - 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. Scoresheet SF26
- 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 and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing. Scoresheet SF27
- C221005* **ITEM (garment or non-clothing item) CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC** (Only garments are eligible for State Fair Fashion Show) - 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. Scoresheet SF26
- C221006* **TEXTILE ARTS GARMENT OR ACCESSORY** (Garment eligible for State Fair Fashion Show) - A garment constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. **A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.** Scoresheet SF25
- C221007* **BEGINNING FASHION ACCESSORY** (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. 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.** Scoresheet SF23
- C221008* **ADVANCED FASHION ACCESSORY** (Not eligible for State Fair Fashion Show) - An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Examples: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, and etc. **A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.** Scoresheet SF23

- C221009* **WEARABLE TECHNOLOGY GARMENT** - (Garment eligible for State Fair Fashion Show) - Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.) Scoresheet SF33
- C221010* **WEARABLE TECHNOLOGY ACCESSORY** (Not eligible for State Fair Fashion Show) - An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.) Scoresheet SF33
- C221011 **EMBELLISHED GARMENT** (Not eligible for State Fair Fashion Show) - Any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, appliqué, 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. Scoresheet SF26
- C221012 **EMBELLISHED GARMENT WITH ORIGINAL DESIGN #2** (Not eligible for State Fair Fashion Show) - 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. Scoresheet SF26

DIVISION 222 - STEAM CLOTHING 2 - SIMPLY SEWING

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

- 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.
- C222001* **DESIGN BASICS, UNDERSTANDING DESIGN PRINCIPLES** – 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. **Include answers to questions found on page 20 of the manual.** The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30". Scoresheet SF20
- C222002* **PRESSING MATTERS** - 4-H members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25, "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include. Scoresheet SF20
- C222003* **UPCYCLED GARMENT** (not eligible for State Fair Fashion Show) - 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. Scoresheet SF21
- C222004* **UPCYCLED CLOTHING ACCESSORY** (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 "before" picture and a description of the redesign process must accompany the entry. Scoresheet SF22
- C222005* **TEXTILE CLOTHING ACCESSORY** (not eligible for State Fair Fashion Show) - 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.) Scoresheet SF23
- C222006* **TOP** (not eligible for State Fair Fashion Show) - (vest acceptable) Scoresheet SF28
- C222007* **BOTTOM** (not eligible for State Fair Fashion Show) - (pants or shorts) Scoresheet SF28
- C222008* **SKIRT** (not eligible for State Fair Fashion Show) Scoresheet SF28
- C222009* **LINED OR UNLINED JACKET** (not eligible for State Fair Fashion Show) Scoresheet SF28
- C222010* **DRESS** (eligible for State Fair Fashion Show) - (not formal wear) Scoresheet SF28
- C222011* **ROMPER OR JUMPSUIT** (eligible for State Fair Fashion Show) Scoresheet SF28
- C222012* **TWO-PIECE OUTFIT** (eligible for State Fair Fashion Show) Scoresheet SF28
- C222013* **ALTER YOUR PATTERN** (eligible for State Fair Fashion Show in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. *Include 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 [natural or synthetic] FIBERS** (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed, i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - 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.

DIVISION 223 - STEAM CLOTHING 3—A STITCH FURTHER

PREMIUMS: Purple-\$5.00; Blue-\$3.00; Red-\$2.00; White-\$1.00

- 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 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.**

- C223001* **UPCYCLED GARMENT** (not eligible for State Fair Fashion Show) - 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. Scoresheet SF21
- C223002* **UPCYCLED CLOTHING ACCESSORY** (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 “before” picture and a description of the redesign process must accompany the entry. Scoresheet SF22
- C223003* **TEXTILE CLOTHING ACCESSORY** (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.) Scoresheet SF23
- C223004* **DRESS OR FORMAL** (Eligible for State Fair Fashion Show) - Scoresheet SF28.
- C223005* **SKIRTED COMBINATION** (Eligible for State Fair Fashion Show) - (skirt with shirt, vest or jacket OR jumper and shirt) Scoresheet SF28
- C223006* **PANTS OR SHORTS COMBINATION** (Eligible for State Fair Fashion Show) - (pants or shorts with shirt, vest or jacket) Scoresheet SF28
- C223007* **ROMPER OR JUMPSUIT** (Eligible for State Fair Fashion Show) - Scoresheet SF28
- C223008* **SPECIALTY WEAR** (Eligible for State Fair Fashion Show) - (Includes: swimwear, costumes, hunting gear, or chaps) Scoresheet SF28
- C223009* **LINED or UNLINED JACKET** (Eligible for State Fair Fashion Show) - (non-tailored) Scoresheet SF28
- C223010* **COAT, BLAZER, SUIT JACKET or OUTERWEAR** (Eligible for State Fair Fashion Show) - 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. Scoresheet SF29
- C223011* **ALTER/DESIGN YOUR PATTERN** (eligible for State Fair Fashion show if a complete outfit) - 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). Scoresheet SF31
- C223012* **GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL [NATURAL OR SYNTHETIC] FIBERS** (eligible for State Fair Fashion show if a complete outfit) - 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. Scoresheet SF32

DIVISION - KNITTING & CROCHET

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

- Criteria for judging Knitting and Crochet: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes.

INFORMATION SHEET FOR KNITTING - Each knitted exhibit must include the following information with the entry tag 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, finger knitted, arm knitted, loom or machine knitted.
- ◆ Kind of yarn - weight and fiber content.
- ◆ Names of stitches used.
- ◆ Copy of directions.

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

DIVISION 224 - LEVEL 1 KNITTING

- C224001 **LEVEL 1 SLIPPERS** - Knitted items using simple pattern stitches such as knit & pearl. Scoresheet SF60
- C224002 **LEVEL 1 HEAD COVERING** – Bands, Scarf, Hat - Knitted items using simple pattern stitches such as knit & pearl. Scoresheet SF 60
- C224003 **LEVEL 1 MITTENS** - Knitted items using simple pattern stitches such as knit & pearl. Scoresheet SF60
- C224004 **LEVEL 1 SIMPLE PILLOW** - Knitted items using simple pattern stitches such as knit & pearl. Scoresheet SF 60
- C224005 **LEVEL 1 DISH CLOTH/TOWEL** - Knitted items using simple pattern stitches such as knit & pearl. Scoresheet SF60
- C224006 **LEVEL 1 ARM/FINGER KNITTED ITEM** - Knitted items using simple pattern stitches such as knit & pearl. Scoresheet SF60
- C224007 **LEVEL 1 LOOM KNITTED ITEM** - Knitted items using simple pattern stitches such as knit & pearl. Scoresheet SF60

DIVISION 225 - LEVEL 2 & 3 KNITTING

- C225001* **LEVEL 2 KNITTED CLOTHING ITEM** (Garment eligible for State Fair Fashion Show) - Knitted garment using BASIC STITCHES [INCLUDING: Knit (K), Pur (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns. Scoresheet SF60
- C225002* **LEVEL 2 HOME ENVIRONMENT ITEM** - Knitted item using basic stitches [including: Knit (K), Pur (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns. Scoresheet SF60
- C225003* **LEVEL 2 ARM or FINGER KNITTED ITEM** - (Clothing or Home Environment Item) Scoresheet SF60
- C225004* **LEVEL 2 LOOM KNITTED ITEM** - (Clothing or Home Environment Item) Scoresheet SF60
- C225005* **LEVEL 3 KNITTED CLOTHING ITEM** (Garment eligible for State Fair Fashion Show) - Knitted garment made 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. Scoresheet SF60
- C225006* **LEVEL 3 HOME ENVIRONMENT ITEM** - Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting. Scoresheet SF60
- C225007* **LEVEL 3 MACHINE KNITTING** - Scoresheet SF60

INFORMATION SHEET FOR CROCHET - Each crocheted exhibit must include the following information with the entry tag 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 or type of crocheting tool.
- ◆ Kind of yarn - weight and fiber content or other material used
- ◆ Names of stitches used
- ◆ Copy of directions

DIVISION 224 - LEVEL 1 CROCHET

- C224008 **LEVEL 1 SLIPPERS** - Crocheted items using simple pattern stitches such as single, double or triple crochet. Scoresheet SF61
- C224009 **LEVEL 1 HEAD COVERING** – Crocheted items using simple pattern stitches such as single, double or triple crochet. Scoresheet SF61
- C224010 **LEVEL 1 SIMPLE PILLOW** - Crocheted items using simple pattern stitches such as single, double or triple crochet. Scoresheet SF61
- C224011 **LEVEL 1 DISH CLOTH/TOWEL** - Crocheted items using simple pattern stitches such as single, double or triple crochet. Scoresheet SF61
- C224012 **LEVEL 1 OTHER ITEM** - Crocheted items using simple pattern stitches such as single, double or triple crochet. Scoresheet SF61

DIVISION 226 - LEVEL 2 & 3 CROCHET

- C226001* **LEVEL 2 CROCHETED CLOTHING ITEM** (Garment eligible for State Fair Fashion Show) Crocheted garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns. Scoresheet SF61
- C226002* **LEVEL 2 CROCHETED HOME ENVIRONMENT ITEM** - Crocheted item using basic stitches [including: chain, single, double, half-double, treble] to form patterns. Scoresheet SF61
- C226003* **LEVEL 3 CROCHETED CLOTHING ITEM** (Garment eligible for State Fair Fashion Show) Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches. Scoresheet SF61

C226004* **LEVEL 3 CROCHETED HOME ENVIRONMENT ITEM** - Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches. Scoresheet SF61

INFORMATION SHEET FOR WEAVING - Each weaving exhibit must include the following information with the entry tag 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)?
- ◆ Type of Loom
- ◆ Kind of yarn - weight and fiber content or other material used
- ◆ Names of weave structures used
- ◆ Copy of directions

DIVISION 227 - WEAVING

C227001 **LEVEL 1 WOVEN GARMENT** - Woven garment with a plain or balanced weave using a rigid heddle loom. Such as: Scarf, Shawl, Belt.

C227002 **LEVEL 2 WOVEN GARMENT** - Woven garment using basic weaving techniques and threading patterns with a four harness loom.

C227003 **LEVEL 3 WOVEN GARMENT** - Woven garment using advanced weaving techniques and threading patterns with any loom. Such as lace, overshot, tapestry.

C227004 **WOVEN ACCESSORY**

DEPARTMENT - CONSUMER MANAGEMENT

- All classes of Attention Shoppers and Shopping in Style are to be entered on **Tuesday, July 7**, at the time of your interview, at the **Boone Co. Event Center, Fairgrounds, Albion.**

Scoresheets, forms, contest study materials, and additional resources can be found at: <https://go.unl.edu/ne4hconsumermanagement>

DIVISION 244 - ATTENTION SHOPPERS (Age: Under 12)

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

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, or an audio tape.

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 wedding, 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, written story, audio tape, or video tape with explanation.

C244003 **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 entry may be a picture poster, a video tape, a written story or an audio tape.

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 may 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 14" x 22" poster.

DIVISION 240 - SHOPPING IN STYLE

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

- If exhibit is a poster, it should be on 14" x 22" poster board. If a three-ring binder is used, it should be 8 1/2" x 11" x 1". 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 Quick Time Player.
- C240001* **BEST BUY FOR YOUR BUCK** (Ages 10-13 before January 1 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. Scoresheet SF84
- ◆ 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 you "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** (Ages 14-18 before January 1 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.* Scoresheet SF84
- ◆ Suggested for Ages 14-19 - Provide details listed for those ages 10-13 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 you "best buy for your buck".
 - ◆ Provide 3 color photos of you wearing the garment (front view, side view, back view).
- C240003* **REVIVE YOUR WARDROBE**- Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with 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). Scoresheet SF88
- C240004* **SHOW ME YOUR COLORS** - Select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster (see general information). Scoresheet SF89
- C240005* **CLOTHING FIRST 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. Scoresheet SF64
- 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). Scoresheet SF90
- C240007 **\$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 14" x 22" poster.

DIVISION 246 - MAKING CENTS OF IT

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

- C246001 **COMPLETE PAGE 13 OF THE MANUAL OR COLOR OUR STATE QUARTER** – Located at the website (4h.unl.edu.makingcentsofit) under the tab for Lesson 1.
- C246002 **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.
- C246003 **WANTS/NEEDS POSTER** – 11" x 17" using the information on page 16 of the manual.
- C246004 **DECORATED BANK** – See page 28 of the manual.

DIVISION 247 - MY FINANCIAL FUTURE

- 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.

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

Beginner/Intermediate

- C247001* **SMART FINANCIAL GOALS** – Write 3 SMART financial goals for yourself (one should be short term, one intermediate, and one long term.) Explain how you intend to reach each goal you set. Scoresheet SF247
- C247002* **INCOME INVENTORY** – Using page 13 as a guideline, list sources and amounts of income you earn/receive over a six month period. Answer the following questions: What were your income sources? Were there any steady income sources? What did you do with the income you received? Include your income inventory in the exhibit. Scoresheet SF247
- C247003* **TRACKING EXPENSES** – Use an app or chart like the one on page 17 to track your spending over 2 months. Answer the following questions: What did you spend most of your money on? What did you learn about your spending habits? Will you make any changes in your spending based upon what you learned? Why or why not? Include your chart in your exhibit. Scoresheet SF247
- C247004* **MONEY PERSONALITY PROFILE** – Complete the money personality profile found on pages 21-22. Answer the following questions: What is your money personality? How does your money personality affect the way you spend/save money? Have a friend or family member complete the money personality profile. Compare and contrast (how are you alike; how are you different) your money personality profile with theirs. Scoresheet SF247
- C247005* **WHAT DOES IT REALLY COST?** – Complete Activity 8 “What Does It Really Cost?” on pages 39-40. Scoresheet SF247
- C247006* **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? Scoresheet SF247
- C247007* **INTERVIEW** – Interview someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have: What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)? What are some negative outcomes for getting paid the way you do? Does your pay keep pace with inflation? Why do you think this? Summarize: Based upon your interviews, which payment method would suit you the best? Discuss your answer. Scoresheet SF247
- C247008* **THE COST OF NOT BANKING** – Type your answers to the questions about Elliot on page 50. Scoresheet SF247
- C247009* **EVALUATING INVESTMENT ALTERNATIVES** – Complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page. Scoresheet SF247
- C247010* **UNDERSTANDING CREDIT SCORES** – Watch the video and read the resource listed on page 71. Answer the following questions: Name 3 prudent actions that can reduce a credit card balance. What are the main factors that drive the cost of credit? List one personal financial goal that you could use credit or collateral to purchase. Discuss possible consequences that might happen with improper use of credit for your purchase. Scoresheet SF247
- C247011* **YOU BE THE TEACHER** – Create an activity, story board, game or display that would teach another youth about “Key Terms” listed on page 62. Activity/display must include at least five (5) of the terms. Scoresheet SF247

DEPARTMENT - FASHION SHOW

PREMIUMS: Purple-\$5.00, Blue-\$3.00, Red-\$2.00, White-\$1.00

- Fashion show judging will be held prior to the county fair with a public fashion show held during the fair. If modeling, 4-H members **must** participate in both the pre-fair clothing day and the public fashion show held during the fair unless a release is granted by the 4-H Council. Participant must pre-register on the county fair entry sheet.
- The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment contestants re judged on fit, construction, poise, and overall look of the garment on the individual. The Style contestants are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.
- Scoresheets, forms, contest study materials, and additional resources can be found at: <https://go.unl.edu/ne4hfashionshow>

DIVISION 410 - STEAM CLOTHING 1 - FUNDAMENTALS

- C410001 **BAG/PURSE**
C410002 **SIMPLE TOP**

- C410003 **SIMPLE BOTTOM**
- C410004 **SIMPLE DRESS**
- C410005 **OTHER** (apron, vest, etc.)
- C410006 **UPCYCLED SIMPLE GARMENT**
- C410007 **UPCYCLED SIMPLE ACCESSORY**
- C410008 **AMAZING APRON**
- C410009 **LLAMA'S PAJAMAS**
- C410011 **COUNTY FAIR PUBLIC FASHION SHOWCASE** - Showcase your pillow, pillowcase, quilt, or any other non-wearable item

DIVISION 410 - 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.
- C410010* **EMBELLISHED GARMENT(S) WITH AN ORIGINAL DESIGN** – Garment is created using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.
 - C410012 **EMBELLISHED GARMENT**
 - C410013 **TEXTILE ARTS ACCESSORY**
 - C410015* **GARMENT CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC** - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.
 - C410020* **BEYOND THE NEEDLE TEXTILE ARTS GARMENT(S)** - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.
 - C410025* **BEYOND THE NEEDLE WEARABLE TECHNOLOGY GARMENT** - Garment has integrated technology into its design.

DIVISION 410 - 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.
 - 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2.
 - Nightshirts, flannel lounging pants, or any other types of loungewear can NOT be modeled.
- C410021 **UPCYCLED GARMENT**
 - C410022 **UPCYCLED CLOTHING ACCESSORY**
 - C410023 **TEXTILE CLOTHING ACCESSORY**
 - C410026 **TOP** (vest acceptable)
 - C410027 **BOTTOM** (pants or shorts)
 - C410028 **SKIRT**
 - C410029 **UNLINED JACKET**
 - C410030* **DRESS** (not formal wear)
 - C410031* **ROMPER OR JUMPSUIT**
 - C410032* **TWO-PIECE OUTFIT** (skirt with top, vest, or lined/unlined jacket; jumper and top; pants or shorts with top, vest or lined/unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or lined/unlined jacket.

DIVISION 410 - 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.
- C410037 **UPCYCLED GARMENT**
 - C410038 **UPCYCLED CLOTHING ACCESSORY**
 - C410039 **TEXTILE CLOTHING ACCESSORY**
 - C410040* **DRESS OR FORMAL**
 - C410041* **SKIRTED COMBINATION** (skirt with top, vest or lined/unlined jacket OR jumper and shirt). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.
 - C410042* **PANTS OR SHORTS COMBINATION** (pants or shorts with top, vest or lined/unlined jacket). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.
 - C410043* **ROMPER OR JUMPSUIT**
 - C410044* **SPECIALTY WEAR** (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear)
 - C410045* **NON-TAILORED LINED or UNLINED JACKET or COAT** (additional pieces with jacket or coat may either be constructed or purchased)
 - C410046* **TAILORED COAT, BLAZER, SUIT JACKET or OUTERWEAR** (additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased)

DIVISION 410 - KNITTING OR CROCHET

- C410050* **KNITTED CLOTHING (LEVEL 2 OR 3)** Knitted garment using pattern stitches such as diamond, block, twist or seed/moss stitches or advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle. The garment can be a sweater, cardigan, dress, coat, a top and bottom or a two piece ensemble).
- C410051* **CROCHETED CLOTHING (LEVEL 2 OR 3)** Crocheted garment using pattern stitches such as texture, shell, cluster or mesh stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. The garment can be a sweater, cardigan, dress, coat, a top and bottom or a two piece ensemble.

DIVISION 410 - ATTENTION SHOPPERS

- C410052 **FASHION SHOW & INTERVIEW JUDGING OF PURCHASED COMPLETE WEARABLE OUTFIT FOR LESS THAN \$75** - (Bring required information for this entry to the interview; listed under Department Consumer Management, Division 244, Class 3).
- C410053 **\$20.00 CHALLENGE OUTFIT** - Model your complete purchased outfit.

DIVISION 410 - SHOPPING IN STYLE

- Participants must model a complete outfit - all pieces of the garment must be purchased.
 - Shopping in Style - Judging of the completed written report Form SF184, revised 2/2018 - available at the extension office) will be done prior to the fashion show. Must include a photo on Form SF184 (print, digital, or photocopy is acceptable). This entry form is worth 40% of the total score and is judged on content, completeness, accurate information, and neatness.
 - Those 4-H members modeling purchased garments will be judged on stage for modeling skill, fit, and appearance of the outfit and accessories. Judging on stage is worth 60% of the score.
- C410060* **MODEL 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.
- C410061 **\$20.00 CHALLENGE OUTFIT** - Model your complete purchased outfit.

DEPARTMENT - FIBER ARTS - QUILT QUEST

- In Quilt Quest, 4-Hers learn skills as they progress through the project. The least experienced 4-H exhibitor will select fabric, cut, and sew together only squares or rectangles in making the quilt top. They may have additional guidance in piecing the quilt block and layering together the quilt top, inner batting and the quilt bottom. Another person can do the quilting for them.
- In the Premier class, the 4-Her has developed skills to be able to do all of the work by himself/herself. This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together and quilting. Quilting may be done by hand, by sewing machine or by a commercial-grade quilting machine. After quilting, the 4-Her must finish the quilt by "squaring it up," put binding on the edge, and placing a label on the quilt which provides details about the quilt making process for historical purposes.
- 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."
- For all classes, 4-Hers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-Hers may also use "fabric collections" offered by manufacturers in a particular designer or fabric line. Examples of fabric collections include:
 - ♦ **Jelly Rolls** are made of (up to) 40 different strips of 2 1/2" wide fabric laying on top of one another and rolled up to look like a jelly roll. The fabric is created by one designer or fabric line and compliments each other. In many cases, less skilled 4-Hers find it difficult to cut narrow strips with a rotary cutter and ruler, so this fabric selection may make it easier as they learn.
 - ♦ **Honey Buns** are made like the Jelly Rolls with 1 1/2" 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 1/2 yard cuts of fabric which are cut in half to make a rectangle that is approximately 18" x 21". (One half yard of fabric yields 2 fat quarters). The "fat quarter" can be more economical to purchase for a smaller quilt because the purchaser does not have to buy the entire yardage width.
 - ♦ **Fabric Kit** is a collection of fabrics cut in large pieces to accommodate the requirements of a particular quilt pattern. The 4-Her must cut out all of the smaller squares, rectangles, etc. to make the quilt top according to the pattern directions.