

- 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** (ages 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

CULINARY CHALLENGE

4-Hers enrolled in at least one Foods and Nutrition project may enter the State 4-H Culinary Challenge Contest at state fair. Each county is eligible to submit up to 4 teams of two 4-H members for the 4-H Culinary Challenge Contest State Fair Foods Event to be held during the Nebraska State Fair. Selection of such eligible teams shall be at the discretion of the county. A challenge ingredient will be selected each year, highlighting a Nebraska commodity food product. **The 2021 challenge ingredient is honey.**

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).
- 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/early-learning-guidelines>

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 C200002.
- ◆ 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** (SF30)
 C200002* **LANGUAGE and LITERACY DEVELOPMENT** (SF30)
 C200003* **SCIENCE** (SF30)

- C200004* **HEALTH and PHYSICAL DEVELOPMENT** (SF30)
 C200005* **MATH** (SF30)
 C200006* **CREATIVE ARTS** (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. (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. (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. (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. (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. (SF115)

DEPARTMENT - CLOTHING

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

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

- 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 suits 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 with at least 60% wool content are eligible for the "Make It With Wool" Award.
- Copies of the specific pages are available at the extension office.

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]. (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. (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. (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". (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. (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". (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. (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. (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. (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.** (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.** (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.** (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, etc.] (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, etc.] (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. (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. (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". (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. (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. (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. (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.] (SF23)
- C222006* **TOP** (not eligible for State Fair Fashion Show) - [vest acceptable] (SF28)
- C222007* **BOTTOM** (not eligible for State Fair Fashion Show) - [pants or shorts] (SF28)
- C222008* **SKIRT** [not eligible for State Fair Fashion Show] (SF28)
- C222009* **LINED OR UNLINED JACKET** [not eligible for State Fair Fashion Show] (SF28)
- C222010* **DRESS** (eligible for State Fair Fashion Show) - [not formal wear] (SF28)
- C222011* **ROMPER OR JUMPSUIT** [eligible for State Fair Fashion Show] (SF28)
- C222012* **TWO-PIECE OUTFIT** [eligible for State Fair Fashion Show] (SF28)
- C222013* **ALTER YOUR PATTERN** (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. (SF31)

- 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. (SF32)

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. (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. (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.] (SF23)
- C223004* **DRESS OR FORMAL** (Eligible for State Fair Fashion Show) - (SF28)
- C223005* **SKIRTED COMBINATION** (Eligible for State Fair Fashion Show) - [skirt with shirt, vest or jacket OR jumper and shirt] (SF28)
- C223006* **PANTS OR SHORTS COMBINATION** (Eligible for State Fair Fashion Show) - [pants or shorts with shirt, vest or jacket] (SF28)
- C223007* **ROMPER OR JUMPSUIT** [Eligible for State Fair Fashion Show] (SF28)
- C223008* **SPECIALTY WEAR** (Eligible for State Fair Fashion Show) - [Includes: swimwear, costumes, hunting gear, or chaps] (SF28)
- C223009* **LINED or UNLINED JACKET** (Eligible for State Fair Fashion Show) - [non-tailored] (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. (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). (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. (SF32)

DIVISION - KNITTING & CROCHET

The purpose of this category is to establish basic to advanced crochet and knitting skills. In addition, projects in this category require 4-H'ers to select adequate yarn and make design decisions.

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. (SF60)
- C224003 **LEVEL 1 MITTENS** - Knitted items using simple pattern stitches such as knit & pearl. (SF60)
- C224004 **LEVEL 1 SIMPLE PILLOW** - Knitted items using simple pattern stitches such as knit & pearl. (SF60)
- C224005 **LEVEL 1 DISH CLOTH/TOWEL** - Knitted items using simple pattern stitches such as knit & pearl. (SF60)
- C224006 **LEVEL 1 ARM/FINGER KNITTED ITEM** - Knitted items using simple pattern stitches such as knit & pearl. (SF60)
- C224007 **LEVEL 1 LOOM KNITTED ITEM** - Knitted items using simple pattern stitches such as knit & pearl. (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), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns. (SF60)
- C225002* **LEVEL 2 HOME ENVIRONMENT ITEM** - 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. (SF60)
- C225003* **LEVEL 2 ARM or FINGER KNITTED ITEM** - (Clothing or Home Environment Item) (SF60)
- C225004* **LEVEL 2 LOOM KNITTED ITEM** - (Clothing or Home Environment Item) (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. (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. (SF60)
- C225007* **LEVEL 3 MACHINE KNITTING** - (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. (SF61)
- C224009 **LEVEL 1 HEAD COVERING** - Crocheted items using simple pattern stitches such as single, double or triple crochet. (SF61)
- C224010 **LEVEL 1 SIMPLE PILLOW** - Crocheted items using simple pattern stitches such as single, double or triple crochet. (SF61)
- C224011 **LEVEL 1 DISH CLOTH/TOWEL** - Crocheted items using simple pattern stitches such as single, double or triple crochet. (SF61)
- C224012 **LEVEL 1 OTHER ITEM** - Crocheted items using simple pattern stitches such as single, double or triple crochet. (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. (SF61)
- C226002* **LEVEL 2 CROCHETED HOME ENVIRONMENT ITEM** - Crocheted item using basic stitches [including: chain, single, double, half-double, treble] to form patterns. (SF61)
- C226003* **LEVEL 3 CROCHETED CLOTHING ITEM** (Garment eligible for State Fair Fashion Show) - Crocheted garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches. (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. (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**.

Consumer management helps participants learn more about how to make smart fiscal decisions and how to improve financial literacy. The different exhibits provide a variety of learning experiences for 4-H'ers. Participants in this category will emphasize setting smart goals and keeping a spending plan.

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. (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.* (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). (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). (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. (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). (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* **3 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. (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. (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. (SF247)
- C247005* **WHAT DOES IT REALLY COST?** – Complete Activity 8 "What Does It Really Cost?" on pages 39-40. (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? (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 you interviews, which payment method would suit you the best? Discuss your answer. (SF247)
- C247008* **THE COST OF NOT BANKING** – Type your answers to the questions about Elliot on page 50. (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. (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. (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. (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 are 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* **ORIGINAL DESIGNED GARMENT** – 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 **LINED or UNLINED JACKET**
 - C410030* **DRESS** (not formal wear)
 - C410031* **ROMPER OR JUMPSUIT**
 - C410032* **TWO-PIECE OUTFIT COMBINATION** (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 OUTFIT 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 OUTFIT 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.
- 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.
- 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.
 - A quilted exhibit is made up of at least 3 layers. Quilts or quilted items must be quilted or tied through all layers.
 - Fleece blankets are not eligible in this division.
 - Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.

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

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

DIVISION 229 - QUILT QUEST

C229010* **EXPLORING QUILTS** - Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to: language arts, quilts of different cultures, chemistry, design, preservation, history, construction, math conversion of quilt patterns, textiles/fabrics, computerization, and entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts or Amish quilts. Exhibit may be a 14" x 22" 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.** (SF208C)

QUILT DESIGN OTHER THAN FABRIC - 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. Exhibits without supporting information will be dropped a ribbon placing.

C229020* **QUILT DESIGNS OTHER THAN FABRIC** - Two or three dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc. (SF208B)

BARN QUILTS - Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Please note this is the Home Environment information sheet: 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. (SF208B.)

C229021* **BARN QUILT** created that is less than 4' x 4'.

C229022* **BARN QUILT** created that is 4' x 4' or larger.

C229030* **COMPUTER EXPLORATION** - 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. (SF208C)

C229040* **WEARABLE ART** - 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 1/2" x 11" paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc. (SF208A)

C229041* **INTER-GENERATIONAL QUILT** - A quilt made by a 4-H member and family members or friends of different generations. On a half sheet of 8 1/2" x 11" paper, include an explanation answering the following questions:

- A) How was the quilt planned and who did what in the construction of the quilt?
- B) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.?
- C) What did you learn that you can use on your next project? (SF208E)

- C229042* **SERVICE PROJECT QUILT** - A quilt constructed by a 4-H member or group to be donated to a worthy cause. On a half sheet of 8 1/2" x 11" paper, include an explanation answering the following questions:
- Why was the quilt constructed and who will receive the donated quilt?
 - How did you select the design and fabrics used including whether or not you used a kit, jelly roll, charm squares, etc.?
 - What did you do and what was done by others?
 - What did you learn that you can use on your next project? (SF208D)

Quilted Exhibits Classes 50-52 - Pieced quilts made up of squares and/or rectangles. (SF208A)

- C229050* **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.
- C229051* **MEDIUM** - length + width = 61" to 120"
- C229052* **LARGE** - length + width = over 120"

Quilted Exhibits Classes 60-62 - In addition to any of the methods in classes 50-52, quilts may have triangles, and/or may be embroidered. (SF208A)

- C229060* **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.
- C229061* **MEDIUM** - length + width = 61" to 120"
- C229062* **LARGE** - length + width = over 120"

Quilted Exhibits Classes 70-72 - In addition to any of the methods in classes 50—62, quilts may have curved piecing, appliqué, Celtic style, stained glass style, paper piecing, art quilt style (An art quilt is an original exploration of a concept or idea rather than the handing down of a "pattern". It experiments with textile manipulation, color, texture and/or a diversity of mixed media. An Art Quilt often pushes quilt world boundaries), or other non-traditional styles. (SF208A)

- C229070* **SMALL** - length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
- C229071* **MEDIUM** - length + width = 61" to 120"
- C229072* **LARGE** - length + width = over 120"

Premier Quilt Classes 80-83 - 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 in this class.

- C229080* **HAND QUILTED**
- C229081* **SEWING MACHINE QUILTED**
- C229082* **LONG ARM QUILTED**—non-computerized/hand guided
- C229083* **LONG ARM QUILTED**—computerized

DEPARTMENT - HOME ENVIRONMENT

The purpose of Home Environment is to learn design principles and develop graphic design techniques. In addition, activities in this category encourage well-thought-out design plans and diverse artistic techniques.

- **HOME ENVIRONMENT EXHIBITS** are evaluated by these criteria:
 - Items must be designed to be used for home decorating, home furnishing, or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
 - 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.**
 - 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 exhibit. Information on the elements and principles of design may be found in the Design Decisions manual, as well as Portfolio Pathways and Sketchbook Crossroads.
 - Entered in correct class. What medium was changed or manipulated? What medium is the majority of your exhibit made from?
 - 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) is accepted without framing. Make sure hangers are strong enough to support the item. **Command strips are not adequate hangers.** Items not ready for display will be dropped 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, Design My Place, are county only and not state fair eligible.

- **SIZE OF EXHIBITS** - Exhibits may be no taller than 7' and no wider than 6'. All exhibits must be easily lifted by two 4-H staff.
- Sending delicate, breakable, or valuable items is highly discouraged. All static exhibits must have received a purple ribbon at the county fair to advance to the state fair. **ALL EXHIBITS MUST BE ABLE TO BE EASILY LIFTED BY 2 4-H STAFF!**
- **ENTRY TAGS** - An entry tag which includes a clear description of the entry must be securely attached to each Home Environment exhibit. Use color, pattern or picture descriptions to aid in identification. No straight pins.
- **IDENTIFICATION** - In addition to the entry tag, a label with the exhibitor's name and county should be attached to **each** separate piece of the exhibit.
- **SUPPORTING INFORMATION** - **Supporting information is required for all home environment exhibits.** Information must include the elements or principles of design used and steps taken to complete project. Supporting information tags are available at the extension office. Exhibits without supporting information will be dropped a ribbon placing. Example below:

Home Environment Supporting Information				
Check elements and/or principles used in your exhibit				
Elements of Design - The Building Blocks				
___ Color	___ Texture	___ Shape/Form	___ Line	___ Space
Principles of Design-Applying elements to make a pleasing design				
___ Rhythm/Repetition	___ Balance	___ Emphasis	___ Unity	___ Proportion
Steps taken to complete this exhibit:				
(Use back of card if needed)				

DIVISION 251 - DESIGN MY PLACE

Apply color and design principles using different materials to make and display objects for your home: Develop original designs. Plan a comfortable, clean, attractive home: Make connections between visual arts and other disciplines.

- Copies of the specific pages are available at the extension office.
- Please remember to include supporting information with all Design My Place exhibits. Exhibits not eligible for state fair. If you need copies of certain pages from the 4-H manual, we can make them at the Extension Office.

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

- C251001 **COLOR WHEEL** – Activity or Item using a color wheel (Pages 14-15)
- C251002 **QUILT BLOCK** – (Page 16)
- C251003 **PAPER WEAVING** - (Pages 17-18)
- C251004 **SIMPLE SEAM & HEM** - Create an item using a simple seam and/or hem. Items can include curtains, decorative towels, laundry bag, pillow shams, etc. (Pages 23-24)
- C251005 **TERRIFIC TABLE**- Item(s) created to accessorize a table. Can include tablecloth, napkins, placemats, coasters, mug mats, etc.
- C251006 **DESIGN YOUR OWN FABRIC** - Using skills listed on pages 26-29 of the Design My Place manual, create an accessory for your home with fabric you have designed.
- C251007 **SWEDISH WEAVING ITEM** - (Page 31)
- C251008 **CROSS STITCH ITEM** – (Page 32)
- C251009 **NEEDLEPOINT ITEM** – (Page 33)
- C251010 **EMBROIDERY ITEM** - (Pages 34-35)
- C251011 **TIN PUNCH ITEM** - (Page 37)
- C251012 **METAL TOOLING ITEM** – (Page 38)
- C251013 **PAINTED METAL ITEM** - (Pages 39-40)
- C251014 **SANDING, PAINTING, STAINING, VARNISHING** – Exhibit a wooden item where you finished or refinished it with techniques learned on pages 42-45.
- C251015 **BULLETIN BOARD** - (Page 46)
- C251016 **STORAGE RACK** - (Page 47)
- C251017 **BOOKENDS** - (Page 48)
- C251018 **PAPER ACCESSORY ITEM** - (Pages 50-51)
- C251019 **GLASS ACCESSORY ITEM** - (Pages 52-53)
- C251020 **CLAY ACCESSORY ITEM** - (Pages 52-53)
- C251021 **PLASTIC ACCESSORY ITEM** - (Pages 52-53)
- C251022 **LIGHTING DETECTIVE ACTIVITY or EDUCATIONAL EXHIBIT** relating to home lighting (Pages 54-57)
- C251023 **INDOOR AIR QUALITY ACTIVITY or EDUCATIONAL EXHIBIT** relating to the home. (Pages 58-63)
- C251024 **ACTIVITY or EDUCATIONAL EXHIBIT** relating to hearing, loud noises, sound, listening, etc. (Pages 64-69)

- C251025 **HOME SAFETY EXHIBIT** – Exhibit or educational activity relating to the area of safety around your home. Items can include: Fire Escape Plan, Tornado Drill, Home Inspection, etc.
- C251026 **STORAGE ITEM** – Create a storage item to solve a problem area in your home. Item should be different than classes offered in this project (examples: bulletin board, storage rack, etc). (Pages 81-83)

DIVISION 256 - HEIRLOOM TREASURES/FAMILY KEEPSAKES

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

- 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.
- NOTE: Resources to support this project area are available on the 4-H website.
- Attach information including:
 - ◆ List of steps taken to complete your project. Before and after pictures encouraged.
 - ◆ 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.

- C256001* **TRUNKS** - including doll-sized trunks or wardrobes. (SF206)
- 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. (SF205)
- C256003* **FURNITURE** - either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture. (SF205)
- C256004* **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 repair 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. This publication can be found in the Digital Commons at: <https://go.unl.edu/gnh> (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. (SF205)

DIVISION 257 - DESIGN DECISIONS

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

- Use techniques from manual or comparable techniques.
 - Attach information to explain steps taken. Information must also include element or principle of design used.
- 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. (SF201)
- 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. (p. 74-93) (SF201)
- C257003* **SOLAR, WIND, OR OTHER ENERGY ALTERNATIVES 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. (p. 74-93) (SF201)
- 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. (SF200)
- C257005* **COMMUNITY SERVICE ACTIVITY** - Show what was done as a community service activity related to this project. In a notebook, photo story, or poster, show the purpose and results of that activity. Ex: painting a mural at a daycare or 4-H building, helping an elderly person paint or clean their home, etc. May be an individual or club activity. (SF201)
- C257006* **WINDOW COVERING** - May include curtains, draperies, shades, shutters, etc. Scoresheet SF200
- C257007* **FLOOR COVERING** - May be woven, braided, painted floor cloth, etc. May be exhibited as a poster or multimedia presentation (on CD). (SF200)
- C257008* **BEDCOVER** - May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibits). (p. 50-53) (SF200)
- C257009* **ACCESSORY - Original Needlework/Stitchery** (SF200)
- C257010* **ACCESSORY—TEXTILE—2D** - (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10 minute table runners.) (SF200)

- C257011* **ACCESSORY—TEXTILE—3D** - (pillows, pillow shams, fabric bowls, etc) **No fleece tied exhibits.** (SF200)
- C257012* **ACCESSORY—2D** - (SF200)
- C257013* **ACCESSORY—3D** - (string art, wreaths, etc.) - (SF200)
- C257014* **ACCESSORY—ORIGINAL FLORAL DESIGN** - (SF200)

- For classes 15-18, determine entry by what medium was manipulated.
- Supporting information is required.

- C257015* **ACCESSORY—ORIGINAL made from WOOD** - burn, cut, shape or otherwise manipulate. (SF200)
- C257016* **ACCESSORY—ORIGINAL made from GLASS** - etch, mosaic, stain, molten or otherwise manipulate. (SF200)
- C257017* **ACCESSORY—ORIGINAL made from METAL** - cut, shape, punch, sculpt, reassemble or otherwise manipulate. (SF200)
- 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. (SF200)
- 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. (SF207)
- 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. (SF207)
- C257021* **FURNITURE - Wood Opaque Finish** such as paint or enamel. (SF203)
- C257022* **FURNITURE - Wood Clear Finish** showing wood grain. (SF203)
- C257023* **FURNITURE—FABRIC COVERED** - May include stool, chair seat, slipcovers, headboard, etc. (SF200)
- C257024* **FURNITURE—OUTDOOR LIVING** - Furniture made/refurbished suitable for outdoor use. **(NOTE: May be displayed outside at State Fair)**. Include description of what was done to recycle or reuse item in your attached information. (SF200)
- C257025* **ACCESSORY—OUTDOOR LIVING** - Accessory made/refurbished by 4-H member suitable for outdoor use. **(NOTE: May be displayed outside at State Fair)**. Include description of what was done to recycle or reuse item in your attached information. (SF200)
- C257026 **CATCH ALL** - Did you design something fun or unique for your home, but don't see a class for it under Design Decisions? No problem, enter it here in the Catch All class. Include a brief description of how the article was made and technique/process used. (SF200)
- C257027 **OTHER DESIGN DECISIONS EXHIBIT** (Don't forget your supporting information) (SF200)
- C257028 **CATCH ALL OUTSIDE THE HOME EXHIBIT** (Don't forget your supporting information) (SF200)

DIVISION 260 - SKETCHBOOK CROSSROADS

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

- Use techniques from manual or comparable techniques. **Attach information to explain steps taken.** Information must also include element or principle of design used.
 - (SF200) Classes 1-13.
- C260001* **ORIGINAL PENCIL OR CHALK DRAWING** - ready to hang. Scratch art accepted here. (p. 10-21).
 - C260002* **ORIGINAL INK DRAWING** - ready to hang. (p. 22-28).
 - C260003* **HOME ACCESSORY MADE WITH FIBER** - (p. 29).
 - C260004* **HOME ACCESSORY MADE WITH FELTED WOOL** - (p. 29-33).
 - C260005* **HOME ACCESSORY MADE WITH COTTON LINTER** - (p. 34-36).
 - C260006* **HOME ACCESSORY USING BATIK** - (p. 37-39).
 - C260007* **HOME ACCESSORY MADE BY WEAVING** - (p. 40-47).
 - C260008* **HOME ACCESSORY MADE WITH FABRIC EXHIBITOR HAS DYED** - (p. 48-50).
 - C260009* **ORIGINAL SCULPTED OR THROWN HOME ACCESSORY MADE WITH CLAY** - No purchased items. (p. 53-62).
 - C260010* **NEBRASKA LIFE EXHIBIT** - An art exhibit using one of the techniques in the above classes to show how art can define a sense of place, or life in Nebraska. For example - a pencil or ink drawing depicting life in Nebraska, using natural resources such as native grasses to make a weaving, using natural fibers for felting, or using roots, nuts, plants or flowers to dye fabric. Include the required information listed above and how this project represents life in Nebraska.
 - C260011 **RECYCLE: HOME ACCESSORY MADE WITH BOXES OR SCULPTED CARDBOARD** - (p. 63-66).
 - C260012 **HOME ACCESSORY CARVED FROM PLASTER OF PARIS** - (p. 69-70).
 - C260013 **OTHER SKETCHBOOK CROSSROADS EXHIBIT**

DIVISION 261 - PORTFOLIO PATHWAYS

- Use techniques from manual or comparable techniques. **Attach information to explain steps taken.** Information must also include element or principle of design used. (SF200) Classes 1-7.

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

- C261001* **ORIGINAL ACRYLIC PAINTING** - based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; (p. 10-13).
- C261002* **ORIGINAL OIL PAINTING** - based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; (p. 26-33).
- C261003* **ORIGINAL WATERCOLOR** - based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; (p. 14-17).
- C261004* **ORIGINAL SAND PAINTING** - based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; (p. 20-21).
- C261005* **ORIGINAL ENCAUSTIC PAINTING** - based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; (p. 34-35).
- C261006* **HOME ACCESSORY MADE WITH ANY PRINTING TECHNIQUE IN PATHWAYS UNIT II** - (p.36-56).
- C261007* **ORIGINAL MIXED MEDIA ACCESSORY** - An art exhibit using a combination of two or more different media or materials. One media must be included in another Portfolio Pathways class. (ex. Watercolor and graphite).
- C261008* **NEBRASKA LIFE EXHIBIT** - An art exhibit using one of the techniques in the above classes to show how art can define a sense of place or life in Nebraska. For example - solar printing; making prints using shed snakeskin or plant; an acrylic, oil; watercolor painting of scenes of your community or the surrounding area; or using objects from nature to make the painting. Include the required information listed above and how this project represents Nebraska life.

ENVIRONMENTAL EDUCATION/EARTH SCIENCE

DIVISION - CONSERVATION & WILDLIFE

Conservation, Wildlife and shooting sports give 4-H members an opportunity to share their knowledge and field experience about conservation, wildlife, and shooting sports. When creating an exhibit make sure to take close account of the rules while taking into account the different laws that surround those area.

- **Show What You Did and Learned** - All exhibitors will show evidence of their personal field experiences, research, or observations that relate to their exhibit. This helps judges understand what the 4-Her did and learned in the process that led to the exhibit.
- **Proper Credit** - Show proper credit by listing the sources of plans or other supporting information used in exhibits.
- **Whose Exhibit?** - The exhibitor's name, address, and parent's or guardian's name must be on the back or bottom of all displays.
- **Wildlife and Wildlife Laws** - "Animal" or "wildlife" in the following classes include wild fish, amphibians, reptiles, birds, or mammals. Please make sure you are following all appropriate wildlife laws.
- **Project Materials** - Related project booklets include Exploring Your Environment Series, 4-H Shooting Sports, Amphibians, Bird Behavior (EC 59381), Fishing for Adventure Project Manuals, Wildlife Conservation (4-H 125), Geology, and Outdoor Adventure. Other resources include: Outdoor Skills: Learning Science in the Outdoors Series (Science Signature Outcome Program) outdoornebraska.gov/afterschool/ and www.whep.org.
- **Board and Poster Exhibits** - These are displays that show educational information about a topic of interest. Board exhibits can hold objects such as fishing equipment or casts of animal tracks. Mount all board exhibits on 1/4" plywood, Masonite, or similar panel no larger than 24" high by 24" wide. Poster exhibits should be on regular poster sheets, no larger than standard size (22" x 28") but half size, 22" x 14", is recommended.

Scoresheets, forms, contest study materials, and additional resources can be found at: <https://go.unl.edu/ne4hconservation-wildlife-shooting>

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

DIVISION 340 - WILDLIFE

- D340001* **MAMMAL DISPLAY** - Board or poster exhibits. Display may show any aspect of wildlife, wildlife habitat, or related conservation. Examples: life history or other facts about one type of wildlife; how to manage wildlife on a farm or in town; managing habitat for one kind of wildlife; life requirements for one kind of wildlife during one season or through the year; wildlife behavior and habitats. For more ideas, refer to project booklets. (SF154)