

## 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. SF247
- 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. 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.
- 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 your 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.
- 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.
- 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

### DIVISION 410 - FASHION SHOW

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

- Fashion Show judging will be held prior to the county fair with a public style revue held during the fair. If modeling, 4-H members **must** participate in both the pre-fair clothing day and the public style revue held during the fair unless a release is granted by the 4-H Council. Participant must pre-register on the county fair entry sheet.

## 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 PAJAMAS**
- C410011. **COUNTY FAIR PUBLIC FASHION SHOWCASE** - Showcase your non-wearable constructed 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. SF117
- 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. SF117
- C410020.\* **BEYOND THE NEEDLE TEXTILE ARTS GARMENT(S)** - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. SF117
- C410025.\* **WEARABLE TECHNOLOGY GARMENT**- Garment has integrated technology into its design. SF117

## 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 at State Fair.

- C410022. **UPCYCLED GARMENT**
- C410023. **UPCYCLED CLOTHING ACCESSORY**
- C410024. **TEXTILE CLOTHING ACCESSORY**
- C410026. **TOP** (vest acceptable)
- C410027. **BOTTOM** (pants or shorts)
- C410028. **SKIRT**
- C410029. **UNLINED JACKET**
- C410030.\* **CONSTRUCTED STEAM CLOTHING 2 GARMENT(S)** -4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. Possible types of STEAM Clothing 2 garments include: Dress; or romper or jumpsuit; or Two-Piece Outfit Combination (skirt with top, vest, or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, 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 top)
- C410042.\* **PANTS OR SHORTS COMBINATION** (pants or shorts with top, vest or lined/unlined jacket)
- 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. 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. Garment can be a sweater, cardigan, dress, coat, a top and bottom or a two piece ensemble).

## DIVISION 410 - ATTENTION SHOPPERS

- C410052. **MODEL AND INTERVIEW JUDGING OF PURCHASED COMPLETE WEARABLE OUTFIT FOR LESS THAN \$75** - (Bring required information for this entry to the interview; listed under Dept. Attention Shoppers, Division 244, Class 3)
- C410053. **MODEL \$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 2/2019 - 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**

C410061. **\$20.00 CHALLENGE OUTFIT** - Model your complete purchased outfit.

## DEPARTMENT OF QUILT QUEST

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

- 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.

## 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.