C200009.* **FAMILY INVOLVEMENT ENTRY -** Scrapbook, poster or story describing an activity other family did together. It might include making something such as a doll house or feedbunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event. (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. Under standing 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

Fashion Show and Clothing Judging will take place on
Tuesday, July 18 - 9:30 a.m. at Nance County Fairgrounds

- All clothing exhibits, except Division 221 - Beyond The Needle, must be interview judged. Exhibits will be entered at the time of your interview.
- ENTRY TAGS - Every clothing exhibit must be described on the appropriate entry tag accompanying it, (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment, place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
- IDENTIFICATION LABELS-Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label.
- Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.
- PREPARATION OF EXHIBITS- Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger pointing 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 the current Nebraska State Fair Book which can be found here https://4h.unl.edu/fairbook/general/rules
- 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.
- STATE FAIR SPECIAL RECOGNITION: All garments and accessories will be considered for the juried "4-H Design Gallery" to be displayed at the Nebraska State Fair only.

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.

C219006. **PINCUSHION** (SF50)
C219007. **PILLOWCASE** (SF51)
C219008. **SIMPLE PILLOW** – No larger than 18" x 18". (SF53)
C219009. **BAG/PURSE** – No zippers or button holes. (SF49)
C219010. **SIMPLE TOP** - (SF28)
C219011. **SIMPLE BOTTOM** – pants, shorts, or skirt (SF28)
C219012. **SIMPLE DRESS -** (SF28)
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. (SF21)
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. (SF22)

DIVISION 219 - MAKER'S GUIDE TO SEWING STUFF

PREMIUMS: Purple-$4.00; Blue-$3.50; Red-$3.00; White-$2.00

- Exhibits will be simple articles guided by the Maker's Guide to Sewing Stuff (4H 2240).
- 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-$4.00; Blue-$3.50; Red-$3.00; White-$2.00

- 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-$4.00; Blue-$3.50; Red-$3.00; White-$2.00

- 4-H members must show their own original creativity.

C221001.* **DESIGN PORTFOLIO** (SF20) - 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.

C221002.* **COLOR WHEEL** (SF20) - 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".

C221003.* **EMBELLISHED GARMENT WITH ORIGINAL DESIGN** (eligible for State Fair Fashion Show) SF26 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.

C221004.* **ORIGINAL DESIGNED FABRIC YARDAGE** SF27 - 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.

C221005.* **ITEM CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC** (Only garments are eligible for State Fair Fashion Show) - SF26 - 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.

C221006.* **TEXTILE ARTS GARMENT OR ACCESSORY** (Garment eligible for State Fair Fashion Show) SF25 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.

C221007.* **FASHION ACCESSORY** (Not eligible for State Fair Fashion Show SF23 - 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 infor mation is not included, exhibit will be lowered one ribbon placing.

C221008.* **ADVANCED FASHION ACCESSORY** (Not eligible for State Fair Fashion Show SF23 - An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or nontextile 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.

C221009.* **WEARABLE TECHNOLOGY GARMENT** - (Garment eligible for State Fair Fashion Show) SF33 Technology is integrated into the garment is some way (For example: LEDs, charging capabilities, sensors, and etc.)

C221010.* **WEARABLE TECHNOLOGY ACCESSORY** (Not eligible for State Fair Fashion Show) An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.) SF33

C221011. **EMBELLISHED GARMENT** (Not eligible for State Fair Fashion Show - SF26 - 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 appliqués or any prepackaged item where the materials are predetermined by the manufacturer will not be accepted.

C221012. **EMBELLISHED GARMENT WITH ORIGINAL DESIGN #2** (Not eligible for State Fair Fashion Show - SF26 - 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.

DIVISION 222 - STEAM CLOTHING 2 SIMPLY SEWING

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

- **Exhibits entered in this project must reflect <u>at least one new </u>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** – SF20 - 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".

C222002.* **PRESSING MATTERS** - SF20 - 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.

C222003.* **UPCYCLED GARMENT** (not eligible for State Fair Fashion Show) SF21 - 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.

C222004.* **UPCYCLED CLOTHING ACCESSORY** (not eligible for State Fair Fashion Show) SF23 - 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.

C222005.* **TEXTILE CLOTHING ACCESSORY** (not eligible for State Fair Fashion Show) SF22 -
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.)

C222006.* **TOP** (not eligible for State Fair Fashion Show) SF28 (vest acceptable)

C222007.* **BOTTOM** (not eligible for State Fair Fashion Show) SF28 (pants or shorts)

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) SF28 (not formal wear)

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** SF31 (eligible for State Fair Fashion Show in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. *Include information sheet that describes:* 1) how the pattern was altered or changed; 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining).

C222014.* **GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL [natural or synthetic] FIBERS** SF32 (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed, i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

DIVISION 223 - STEAM CLOTHING 3 A STITCH FURTHER

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

- **Exhibits entered in this project must reflect <u>at least one new skill</u> 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) - SF28 (pants or shorts with shirt, vest or jacket)

C223007.* **ROMPER OR JUMPSUIT** (Eligible for State Fair Fashion Show) - SF28

C223008.* **SPECIALTY WEAR** (Eligible for State Fair Fashion Show) - SF28 (Includes: swimwear, costumes, hunting gear, or chaps)

C223009.* **LINED or UNLINED JACKET** (Eligible for State Fair Fashion Show) - SF28 (non-tailored)

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 YOUR PATTERN** SF31 (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 patter in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern).

C223012.* **GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL [NATURAL OR SYNTHETIC] FIBERS** SF32 (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.

<u>DEPARTMENT KNITTING & CROCHET</u>

PREMIUMS: Purple-$4.00; Blue-$3.50; Red-$3.00; White-$2.00

- 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.

DIVISION 224 - LEVEL 1 KNITTING & CROCHET

C224001.   **LEVEL 1 SLIPPERS** - Knitted items using simple pattern stitches such as knit & pearl. 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
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

DIVISION 225 - LEVEL 2 & 3 KNITTING

C225001.*   **LEVEL 2 KNITTED CLOTHING ITEM** (Garment eligible for State Fair Fashion Show) - Knitted garment using BASIC STITCHES [INCLUDING: Knit (K), Pur (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns. -SF60.
C225002.*   **LEVEL 2 HOME ENVIRONMENT ITEM -** Knitted item using basic stitches [including: Knit (K), Pur (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns. SF60.
C225003.*   **LEVEL 2 ARM/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 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 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 226 - 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) Crochet 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.

DEPARTMENT CONSUMER MANAGEMENT

- All classes of Attention Shoppers and Shopping in Style are to be entered on **Tuesday, July 20**, at the time of your interview. Location Nance County Fairgrounds

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. **BUYMANSHIP -** 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 experience may be a picture poster, a video tape, a written story or an audio tape, etc.

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 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 on a 14" x 22" poster.

DIVISION 240 - SHOPPING IN STYLE

- 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.