

**The following entries (on pages 23-31) will be judged on Saturday, June 25<sup>th</sup> at Pre-Fair Day**

## CONSUMER & FAMILY SCIENCE

All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

### CLOTHING

#### RULES – CLOTHING

- A. 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.
- B. 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 number of years enrolled in 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.
- C. 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 hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers. As you look at the garment, place the hook of the hanger pointing to the left. Fasten skirts, shorts, and pants to skirt/pants 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.
- D. GENERAL** – Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 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.
- F. CRITERIA FOR JUDGING** Refer to the Nebraska 4-H website for current state fair score sheets at [www.4h.unl.edu](http://www.4h.unl.edu). In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book
- G. SPECIAL AWARDS** – Premier 4-H Science Award is available in this area. Please see General Rules for more details.  
All garments with at least 60% wool content are eligible for the Make It with Wool Award.

#### GENERAL CLOTHING

4-H members in all skill levels may exhibit in this area.

**SF) C220001 Clothing Portfolio (SF20)** - Complete at least four different samples/activities from Chapter 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.

**SF) C220002 Expanded Textile Science Scrapbook (SF20)** - 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

**SF) C220003 Sewing for Profit (SF63)** - Using page 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".

**C) C220901 Other Item** Made in this Project

**C) C220902 Other Item** Made in this Project

#### BEYOND THE NEEDLE

4-H members must show their own original creativity.

**SF) 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.

**SF) 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".

**SF) C221003 Embellished Garment with Original Design** (eligible for SF 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.

**SF) 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.

**SF) C221005 Item (garment or non-clothing item) Constructed from Original Designed Fabric** (garment eligible for SF 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.

**SF) C221006 Textile Arts Garment or Accessory** (garment eligible for SF Fashion Show) (*SF25*) – A garment or accessory 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

**SF) C221007 Beginning Fashion Accessory** (Not eligible for SF Fashion Show) (*SF23*) – An accessory designed and/or constructed using elements and principles of design and basic skills; can be textile or non-textile based. Examples: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, 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.

**SF) C221008 Advanced Fashion Accessory** (Not eligible for SF Fashion Show) (*SF23*) – 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.

**SF) C221009 Wearable Technology Garment** (Not eligible for SF Fashion Show) (*SF33*) – Technology is integrated into the garment in some way (For example: LEDs charging capabilities, sensors, and etc.)

**SF) C221010 Wearable Technology Accessory** (Not eligible for SF Fashion Show) (*SF33*) – An accessory constructed integrating Technology into the accessory ((For example: Charging Backpacks, Fitness Tracker, and etc.)

**C) C221901 Other Item** Made in this Project (*SF28*)

**C) C221902 Other Item** Made in this Project (*SF28*)

## **BEGINNING CLOTHING CONSTRUCTION**

### **STEAM Clothing 1 Fundamentals**

Exhibits will be simple articles requiring minimal skills. Follow the suggested skills in the project manual. May exhibit one item per class number. Sewing for Fun patterns are available at the Extension Office. 4-Her's who have enrolled or completed STEAM 2 projects are not eligible to exhibit in SREAM Clothing 1.

#### **Level I Non-sewn Exhibits:**

**C) C205901 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 ½x11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. (Additional page can be added each year but should be dated). See page 9-10 for portfolio formatting.

**C) C205902 Sewing Kit** – Include a list of sewing notions and purpose for each included. (pg, 12 – 17 in project manual)

**C) C205903 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 8½ x11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

**C) C205904 What's the Difference** – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22"x30"), 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.

**C) C205905 Clothing Service Project** – Can include pillows or pillowcases but are not limited to. Exhibit (not to exceed 22"x30") a notebook, poster, small display sharing information you generated in the project activity "Serving a Purpose" page 124 and 125.

### Sewing Exhibits:

- C) **C205906 Needle Book and Pincushion** (have together in a plastic bag with a twist tie)
- C) **C205907 Pillow case**
- C) **C205908 Simple pillow- Pillow of Choice** (diagonal, patchwork, stripe or rail fence)
- C) **C205909 Bag/Purse** – No zipper or button holes
- C) **C205910 Simple Top**
- C) **C205911 Simple Bottom** – pants, shorts, or skirt
- C) **C205912 Simple Dress/Romper**
- C) **C205913 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 re-designed process must accompany the entry or it will be disqualified.
  
- C) **C205914 Other Item** made in this Project
- C) **C205915 Other Item** made in this Project
- C) **C205916 Other Item** made in this Project

### **STEAM Clothing 2 – Simply Sewing**

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.

### Non-Sewn Exhibits

**SF) 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 the 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”.

**SF) 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.

### Sewing Exhibits

**SF) C222003 Upcycled Garment** (not eligible for SF 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.

**SF) C222004 Upcycled Clothing Accessory** (not eligible for SF Fashion Show) (SF22) - 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.

**SF) C222005 Textile Clothing Accessory** (not eligible for SF Fashion Show) (SF23) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. 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.)

**SF) C222006 Top** (not eligible for SF Fashion Show) (vest acceptable) (SF28)

**SF) C222007 Bottom** (not eligible for SF Fashion Show) (pants or shorts) (SF28)

**SF) C222008 Skirt** (not eligible for SF Fashion Show) (SF28)

**SF) C222009 Lined or Unlined Jacket** (not eligible for SF Fashion Show) (SF28)

**SF) C222010 Dress** (eligible for SF Fashion Show) (not formal wear) (SF28)

**SF) C222011 Romper or Jumpsuit** (eligible for SF Fashion Show) (SF28)

**SF) C222012 Two-Piece Outfit** both items need to be sewn by the 4-H'er (eligible for SF Fashion Show) (SF28)

**SF) C222013 Alter Your Pattern (SF31)** (Eligible for SF Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece 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 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining)

**SF) C222014 Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** (Eligible for SF Fashion Show in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit.) (SF32) Fabrics/Fibers use 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.

C) **C222901 Other Item** Made in this Project

C) **C222902 Other Item** Made in this Project

## INTERMEDIATE AND ADVANCED CLOTHING CONSTRUCTION

### STEAM Clothing 3 – A Stitch Further

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list) Garments 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.

#### Sewing Exhibits

**SF) C223001 Upcycled Garment** (not eligible for SF 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.

**SF) C223002 Upcycled Clothing Accessory** (not eligible for SF Fashion Show) (*SF22*) - 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.

**SF) C223003 Textile Clothing Accessory** (not eligible for SF Fashion Show) (*SF23*) - 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.)

**SF) C223004 Dress or Formal** (eligible for SF Fashion Show) (*SF28*)

**SF) C223005 Skirted Combination**-(eligible for SF Fashion Show) Skirt with shirt vest or jacket OR jumper and shirt (*SF28*)

**SF) C223006 Pants or Shorts Combination** - (eligible for SF Fashion Show) Pants or shorts with shirt, vest or jacket

**SF) C223007 Romper or Jumpsuit** (eligible for SF Fashion Show) (*SF28*)

**SF) C223008 Specialty Wear**-(eligible for SF Fashion Show) Swim wear, costumes, hunting gear, or chaps (*SF28*)

**SF) C223009 Lined or Unlined Jacket** (eligible for SF Fashion Show) (**Non-tailored**) (*SF28*)

**SF) C223010 Coat, Blazer, Suit Jacket or Outerwear** (eligible for SF Fashion Show) (*SF29*) – 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.

**SF) C223011 Alter Your Pattern** (*SF31*) – Eligible for SF 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 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)

**SF) C223012 Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** (*SF*) Eligible for SF Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two- piece Outfit)(*SF32*) Fabrics/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.

**C) C223901 Other Item** Made in this Project

**C) C223902 Other Item** Made in this Project

## FASHION SHOW

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment exhibitors are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping in Style exhibitors are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

### **RULES – FASHION SHOW**

- A. ENTRY FORMS** – To participate in the 4-H Fashion Show, a 4-Her must submit the required Fashion Show Entry form(s) and narratives. Narratives must be ELECTRONICALLY submitted to [megan.hanfefeldt@unl.edu](mailto:megan.hanfefeldt@unl.edu) no later than **June 20**. Narrations the day of the Fashion Show will not be accepted and the 4-H member will not be allowed to model the garment.
- B. CLOVER KIDS** are welcome to participate in the Public Fashion Show that day. They will receive a Clover Kid ribbon for participation but will not be judged. Narrations will be filled out prior to the Fashion Show and do not need to be submitted electronically.
- C. ENTRY LIMITS** - A participant is allowed a maximum of SEVEN entries with NO more than:
  - 2 entries in Clothing Construction which is STEAM Clothing 1-Fundamentals; STEAM Clothing 2-Simply Sewing; STEAM 3-A Stitch Further
  - 1 entry in Beyond the Needle
  - 1 entry in Crochet or Knitting
  - 1 entry in Shopping in Style
  - 1 entry in \$ 15.00 Challenge
  - 1 entry in 4-H Sewing Workshop

- D. PUBLIC FASHION SHOW** – Will be held on June 25 at a time TBA at the Trinity Lutheran Church following the judging that day. 4-H members who fail to participate in the Public Fashion Show will sacrifice their ribbon and premium money and not be allowed to represent their respective garments at the State Fair.
- E. AGE DIVISION** – Junior division includes ages 8-10. Senior division includes ages 11 and older.

**STEAM Clothing 1- Fundamentals Fashion Show**

- C) C410901 Pillowcase
- C) C410902 Simple Pillow
- C) C410903 Bag/Purse
- C) C410904 Simple Top
- C) C410905 Simple Bottom
- C) C410906 Simple Dress
- C) C410907 Upcycled Simple Garment

**STEAM Clothing 2-Simple Sewing Fashion Show**

**SF) C410030 Constructed STEAM Clothing 2 Garment(s) (SF117)**

- Dress;
  - 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) Or a purchased top can be worn to complete a vest or lined/unlined jacket outfit with a constructed bottom or
  - Upcycled outfit Combination – must contain a complete constructed outfit(example; if the top is upcycled, must include a constructed bottom, upcycled dress)
- C) C410910 Second Complete outfit (same garments as above)

**STEAM Clothing 3-A Stitch Further Fashion Show**

**SF) C410040 Constructed STEAM Clothing 3 Garment(s) (SF117)**

- Dress or formal,
- Skirted outfit Combination (skirt with top,vest, 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;
- Romper or Jumpsuit,
- Speciality Wear, (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear)
- Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased;
- Tailored Coat, Blazer, Suit Jacket or Outerwear. Additional pieces with coat, blazer, jacket or outwear may either be constructed or purchased.
- Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

- C) C410912 Second Complete outfit (same garments as above)

**Beyond the Needle Fashion Show**

- SF) C410010 Embellished Garment(s) with an Original Design
- SF) C410015 Garment Constructed from Original Designed Fabric
- SF) C410020 Textile Arts Garment(s)
- SF) C410025 Wearable Technology Garment

**Knitted or Crocheted Clothing Fashion Show (Level 2 or 3)**

- SF) C410050 Knitted or Crocheted Clothing – Coordination of garments worn will also be evaluated.

**Shopping in Style Fashion Show** – The Shopping in 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. Participants must model a complete outfit. All pieces of the garment must be purchased. Participants will also be required to fill out a written report SF184 and submit it with their entry forms prior to the Fashion Show. Judging on stage is worth 60% of the score. The written report is worth 40% of the total score and is judged on content, completeness, accurate information and neatness.

- SF) C410060 Shopping in Style Purchased Outfit and Written Report Sr. Div. SF184 (12 years of age and older)
- C) C410920 Shopping in Style – Junior Division (under 12 years of age) must be 10 years to model at State Fair.

**\$ 15.00 SHOPPING CHALLENGE FASHION SHOW**

- C) C410930 \$ 15.00 Shopping Challenge (Under 12)
- C) C410940 \$ 15.00 Shopping Challenge (12 and Over)

**Cedar County 4-H Sewing Workshop Fashion Show**

- C) C410913 Miscellaneous Wearable Item

# CONSUMER MANAGEMENT

## SHOPPING IN STYLE

**All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.**

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 ½"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 QuickTime Player.

**Best Buy for Your Buck (SF84)** – 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). 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.

**SF) C240001 Ages 10-13** before Jan 1 of the current year. Provide details about wardrobe inventory which indicates the following: Why you selected the garment you did, clothing budget, cost of garment and a conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck". Provide 3 color photos of you wearing the garment (front view, side view, back view).

**SF) C240002 Ages 14-18** before Jan 1 of the current year. Provide details listed for those 10-13 plus include the following additions: body shape discussion, construction quality details, design features that affected your selection, cost per wearing, and care of garment, and a conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck" Provide 3 color photos of you wearing the garment (front view, side view, back view).

**SF) C240003 Revive Your Wardrobe (SF88)** – 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 or garments 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).

**SF) C240004 Show Me Your Colors (SF89)** – 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).

**SF) C240005 Clothing 1st Aid Kit (SF64)** – 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.

**SF) C240006 Mix, Match, & Multiply (SF90)** – 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).

**C) C240901 County Only** - Other Item Made in this Project

**C) C240902 County Only** - Other Item Made in this Project

## KNITTING AND CROCHET

Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings and Construction Finishes. (SF60 for all classes)

**INFORMATION SHEET** – Each knitted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:

1. 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)?)
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Gauge-Number of rows per inch; number of stitches per inch.
5. Size of needles, finger knitted, arm knitted, loom or machine knitted
6. Kind of yarn – weight and fiber content.
7. Names of stitches used.
8. Copy of directions.

### **BEGINNING UNIT—LEARN TO KNIT (Level 1)**

**C) C225901** Item made in this project

### **MIDDLE UNIT KNITTING (Level 2)**

**SF) C225001 Knitted Clothing (SF60)** (garment eligible for SF Fashion Show) Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form pattern.

**SF) C225002 Knitted Home Environment Item (SF60)** - 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.

- SF) C225003 **Arm or Finger Knitted Item** (SF60) (Clothing or Home Environment Item)  
SF) C225004 **Loom Knitted Item** (SF60) (Clothing or Home Environment Item)

### ADVANCED UNIT KNITTING (Level 3)

SF) C225005 **Knitted Clothing** (SF60) (Garment eligible for SF Fashion Show) Knitted item or garment made from 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 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.

SF) C225006 **Knitted Home Environment Item** (SF60) – Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

SF) C225007 **Machine Knitting** (SF60)

### CROCHET

Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes (SF61)

**INFORMATION SHEET** must be included for all classes for Crochet.. Each crocheted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:

1. 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)?)
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Gauge and size of hook or type of crocheting tool.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of stitches used.
7. Copy of directions.

### BEGINNING UNIT—LEARN TO CROCHET (Level 1)

C) C226901 **Item** made in this project

### MIDDLE UNIT CROCHET (Level 2)

SF) C226001 **Crocheted Clothing** (SF60)- (Garment eligible for SF Fashion Show) Crocheted items using basic stitches such as [including: chain, single, double, half-double, treble] to form patterns.

SF) C226002 **Crocheted Home Environment Item** (SF60) - Crocheted items using basic stitches such as [including: chain, single, double, half double, treble] to form patterns.

### ADVANCED UNIT CROCHET (Level 3)

SF) C226003 **Crocheted Clothing** (SF60) -(Garment eligible for SF 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.

SF) C226004 **Crochet Home Environment Item** (SF60)– Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

## QUILT QUEST – Sewn Exhibits

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-H'er 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.

### RULES

A. **ENTRY LIMITS** – 4-H members may only enter one exhibit per class.

B. **EXHIBIT GUIDELINES** –

1. All entry cards and support information must be attached using a safety pin. No straight pins.
2. When judging Quilt Quest exhibits, the judges consider SF209 “Standards for Judging Quilts and Quilted Items.”
3. 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:
  - a. **Jelly Rolls** are made of (up to) 40 different strips of 2 ½” 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.
  - b. **Honey Buns** are made like the Jelly Rolls with 1 ½” strips of fabrics.

- c. **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.
  - d. **Charm Packs** are made of 5" squares of coordinating fabric and may be tied up with a string or scrap of fabric.
  - e. **Candies** are 2 ½" squares of fabric from a manufactured designer or fabric line.
  - f. **Turnover** is a collection of coordinating fabrics that are cut into 6" triangles.
  - g. **Fat Quarters** are ½ 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.
  - h. **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.
4. 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 appliquéd to fabric. This is allowed in the construction of the quilt.
- a. A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.
  - b. Fleece blankets are not eligible in this division.
  - c. As the quilt is turned over with the back showing, quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.

#### CLASSES 10–42

**SF) C229010 Exploring Quilts (SF208C)** – 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 inch 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.

**Quilt Design other than Fabric and Barn Quilts (SF208B)** – require supporting information for these exhibits.

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. Tag templates can be found on our website and the example is on page 41 of this book. Exhibits without supporting information will be dropped a ribbon placing.

**SF) C229020 Quilt Designs other than Fabric** - Two or three dimensional item with quilt design made using medium other than fabric, such as stained glass, paper, etc. **See page 35 these are judged at fair**

A Barn Quilt is a large piece of wood that is painted to look like a quilt block.

**SF) C229021 Barn Quilt** created that is less than 4' x 4'. **See page 35 these are judged at fair**

**SF) C229022 Barn Quilt** created that is 4' x 4' or larger. **See page 35 these are judged at fair**

**SF) C229030 Computer Exploration (SF208C)** – 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.

**SF) C229040 Wearable Art (SF208A)** – 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 ½ x 11 inch paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.

**SF) C229041 Inter-Generational Quilt (SF208E)** – A quilt made by a 4-H member and family members or friends of different generations. On a half-sheet of 8 ½ x 11 inch 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?

**SF) C229042 Service Project Quilt (SF20D)** – A quilt constructed by a 4-H member or group to be donated to a worthy cause. On a half sheet of 8 ½ x 11 inch paper, include an explanation answering the following questions:

- A) Why was the quilt constructed and who will receive the donated quilt?
- B) How did you select the design and fabrics used including whether or not you used a kit, jelly roll, charm squares, etc.?
- C) What did you do and what was done by others?
- D) What did you learn that you can use on your next project?

#### **Guidelines for Entries in Classes 50 – 83 (SF208A):**

1. Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project.
2. A quilted exhibit consists of 3 or more layers.
3. All quilted exhibits must be quilted (machine or hand) or tied.
4. All quilt piecing and finishing must be the sole work of the 4-H member. Quilting, whether machine or hand quilted, may be done by another individual except for the Premier Quilt class.
5. No pre-quilted fabric may be used.
6. Wall quilts must have a hanging sleeve on the back of the quilt or some method for hanging.
7. All quilted exhibits must be clean and finished for intended purpose.



8. On a half sheet of 8 ½ x 11 inch paper, include an explanation answering the following questions: A) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? B) What did you do and what was done by others? C) What did you learn you can use on your next project?

**Quilted Exhibits**

- 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.
- Medium:** length + width = 61" to 120"
- Large:** length + width = over 120"

**Classes 50 - 52** Pieced quilts are made up of squares or rectangles.

- SF) C229050 **Small**  
SF) C229051 **Medium**  
SF) C229052 **Large**

**Classes 60 – 62** In addition to any of the methods in classes 50-52, quilts may have triangles, and/or may be embroidered.

- SF) C229060 **Small**  
SF) C229061 **Medium**  
SF) C229062 **Large**

**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 boundaries), or other non-traditional styles.

- SF) C229070 **Small**  
SF) C229071 **Medium**  
SF) C229072 **Large**

**Premiere Quilt** - Entire quilt is the sole work of the 4-er, including quilting (hand or machine). The youth may receive guidance but no one else may work on the quilt. Tied quilts are not in this class.

- SF) C229080 **Hand quilted**  
SF) C229081 **Sewing machine quilted**  
SF) C229082 **Long arm quilted – non-computerized/hand-guided**  
SF) C229083 **Long arm quilted – computerized**

**Quilted Accessories** – Examples include pot holders, toy, soft sculpture. Does not include wall hangings.

- C) C229901 **County Only** - Other Item made in this project  
C) C229902 **County Only** - Other Item made in this project  
C) C229903 **County Only – Quilt Photography** – photographs of a quilt or quilts. May be part of a history of one quilt, showing the quilt and quilter or may be a series of photographs taken at a quilt show or other event. Captions are encouraged. Mount on posterboard, black preferred, in size appropriate for the photos and exhibit.

~~~**END OF PRE-FAIR DAY ENTRIES**~~~