PUBLIC SPEAKING

Public speaking rules, guidelines, and PSA themes are available at: 4h.unl.edu/regionalpublicspeaking

DEPARTMENT C - CONSUMER & FAMILY SCIENCE

HUMAN DEVELOPMENT

AWARDS	Purple	Blue	Red	White
	$3.00	$2.50	$2.00	$1.50

The term Human Development includes childcare, family life, personal development, and character development. To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: go.unl.edu/babysitting - What It Takes To Be Your Teen Babysitter. In addition, another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines: www.education.ne.gov/oec/early-learning-guidelines/

GENERAL RULES

INFORMATION SHEETS - Each exhibit must include the required information placed with the entry tag.

Information sheets for classes 1- 6 should include:

1. Where did I get the idea for this exhibit?
2. What decisions did I make to make sure exhibit is safe for child to use?
3. What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 mos.; Toddlers, 18 mos-3 yrs.; Preschoolers, 3-5 yrs. or Middle Childhood, 6-9 yrs.) 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).
4. How is the toy, game or activity intended to be used by the child?

Information sheet for Class 8 should include:

1. What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
2. What will the child learn or what skills will they gain by using the kit?
3. What item(s) were made by the 4-H'er. 4-H'er 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 that meet the different needs of children. Categories are based on the Early Learning Guidelines in Nebraska which identify the important areas our children should grow and develop. Use the Nebraska Department of Education website (www.education.ne.gov/oec/early-learning-guidelines/) 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.

4-H'ers taking I HAVE WHAT IT TAKES TO BE A BABYSITTER may enter: Toy, game, or activity made for a selected and identified age group. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

CLASSES

C200001   SOCIAL EMOTIONAL DEVELOPMENT

C200002   LANGUAGE and LITERACY DEVELOPMENT

C200003   SCIENCE

C200004   HEALTH and PHYSICAL DEVELOPMENT

C200005   MATH

C200006   CREATIVE ARTS

C200007   ACTIVITY WITH A YOUNGER CHILD - Poster or scrapbook showing 4-H'er working with a child aged 0 to 8 years. May show making something with the child, or childcare or child interactions. May include photos, captions, story, or essay. Size of exhibit is your choice. Other people may take photos so 4-H'er can be in the photos. 4-H'er must make scrapbook or poster. No information sheet needed for class 7.

C200008   BABYSITTING KIT - State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. Purpose of the kit is for the 4-H'er to take 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 must 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"x15"x10". 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. Information sheet for Class C200008 should include:

1. What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
2. What will the child learn or what skills will they gain by using the kit?
3. What item(s) were made by the 4-H'er. 4-H'er 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).

4-H'ers taking any of the projects in Department C-200 may enter:

C200009   FAMILY INVOLVEMENT ENTRY: Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feed bunk. 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.

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.

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.

CLOTHING

AWARDS	Purple	Blue	Red	White
	$4.00	$3.00	$2.00	$1.00

GENERAL RULES

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 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 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.

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 and hung on hangers with a swivel hook. Wool garments and garments with narrow straps hang better on other hangers, i.e., wood or notched plastic hangers. 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.***

D. **STATE RULE**- A Design Data Card must be included with all Beyond the Needle Classes C221003-C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at http://go.unl.edu/ne4hclothing. If the data card is not included, the exhibit will be lowered one ribbon placing.

E. **Removal of Entries (refers to entries selected to be exhibited at State Fair).** Entries may not be removed for use in any other State Fair activity including State Fair Fashion Show.

F. **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. (Example - Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2)

G. **JUDGING - ALL ITEMS CONSTRUCTED IN KNITTING, CROCHETING, BEYOND THE NEEDLE, BEGINNING SEWING EXHIBITS, STEAM CLOTHING 1, 2, AND 3, PROJECTS MUST BE JUDGED AT THE COUNTY STYLE REVUE AND CONSTRUCTION JUDGING DAY OR THEY WILL BE DROPPED ONE RIBBON PLACING.**

Judge's evaluation for BEYOND THE NEEDLE is based on quality of workmanship, creativity, quality of design, and neatness of workmanship. Evaluation for Clothing Level I, Clothing 2, and Clothing 3 is based on general appearance/design, quality of workmanship, and neatness. Evaluation for Tailoring is based on general appearance/design, quality of workmanship, neatness, and creating a completed outfit.

No parents will be allowed in with the 4-H'er during interview judging.

STEAM CLOTHING 1 – FUNdamentals (Not eligible for State Fair)

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. Youth 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. Printed youth materials available at marketplace.unl.edu/ne4h/steam-1-fundamentals.html

BEGINNING SEWING EXHIBIT: 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. Reglan and kimono sleeves are acceptable.

CLASSES

C220006L   **Pincushion**

C220007L   **Pillowcase**

C220008L   **Simple Pillow** - No larger than 18" x 18"

C220009L   **Bag/Purse** - No zippers or buttonholes

C220010L   **Simple Top**

C220011L   **Simple Bottom** – pajamas, pants, shorts, or skirt

C220012L   **Simple Dress**

C220013L   **Other** – Using skills learned in project manual.

C220014L   **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 of it will be disqualified.

C220015L   **Upcycled Simple 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.

GENERAL CLOTHING: 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 manuals. 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.

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.

C220003   **Sewing for Profit**-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".

BEYOND THE NEEDLE

4-H members must show their own original creativity. Printed youth materials: https://marketplace.unl.edu/ne4h/curriculum/fcs/4h2220a-7678.html

CLASSES

C221001   **Design Portfolio** – A portfolio consisting of at least three design samples or activities. Refer to the Beyond the Needle project manual for activity ideas. The Portfolio should be placed in an 8 1/2 x 11 inch, 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 in the Beyond the Needle project manual for portfolio formatting.

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".

C221003   **Embellished Garment with Original Design (eligible for State Fair Fashion Show)** - Create a garment using 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. A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

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. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

C221005   **Garment or Non clothing item, Constructed from Original Designed Fabric** (eligible for State Fair Fashion Show) - Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

C221006   **Textile Arts Garment or Accessory** (eligible for State Fair Fashion Show) - A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

C221007   **Fashion Accessory -** (Not eligible for State Fair Fashion Show) - (SF26) - An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Data Card must be included with this project. The data card is available at http://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

C221008   **Wearable Technology Garment or Accessory -** (Garment is eligible for State Fair Fashion Show) **-** Technology is integrated into the garment or accessory in some way (For example: LEDs, charging capabilities, sensors, etc.) A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing**.**

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. Printed Youth Materials: https://marketplace.unl.edu/ne4h/curriculum/fcs/4h2220a.html. 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

CLASSES

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".

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.

C222003 **Upcycled Garment** (Eligible for State Fair Fashion Show) Create a garment from used textile-based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (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 Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at https://go.unl.edu/ne4hclothing.

C222004 **Upcycled Clothing Accessory** (not eligible for State Fair Fashion Show)- A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at https://go.unl.edu/ne4hclothing.

C222005 **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 2. A list of skills by project is available at https://go.unl.edu/ne4hclothing. 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)- (vest acceptable)

C222007 **Bottom** (pants or shorts) (NOT eligible for State Fair Fashion Show)

C222008 **Skirt** (NOT eligible for State Fair Fashion Show)

C222009 **Lined or Unlined Jacket** (NOT eligible for State Fair Fashion Show

C222010 **Dress** (not formal wear, eligible for State Fair Fashion Show)

C222011 **Romper or Jumpsuit** (eligible for State Fair Fashion Show)

C222012 **Two-Piece Outfit** (eligible for State Fair Fashion Show)

C222013 **Alter Your Pattern**- (eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e., Dress, Romper or Jumpsuit, or Two-piece Outfit)-Garment

constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern.   Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining)

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

A list of skills by project is available at https://go.unl.edu/ne4hclothing.

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 as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing2. Entry consists of complete constructed garments only. Wool entries must have the fiber content listed on the identification label.

CLASSES

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 list of skills by project is available at http://go.unl.edu/ne4hclothing. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" inches x 5.5" inches. The data card is available at http://go.unl.edu/ne4hclothing.

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 list of skills by project is available at http://go.unl.edu/ne4hclothing. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" inches x 5.5" inches. The data card is available at http://go.unl.edu/ne4hclothing.

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.)

C223004 **Dress or Formal** (Eligible for State Fair Fashion Show)

C223005 **Skirted Combination** (Eligible for State Fair Fashion Show)-skirt with shirt, vest or jacket OR jumper and shirt

C223006 **Pants or Shorts Combination** (Eligible for State Fair Fashion Show)- pants or shorts with shirt, vest or jacket

C223007 **Romper or Jumpsuit** (Eligible for State Fair Fashion Show)

C223008 **Specialty Wear** (Eligible for State Fair Fashion Show)- includes swim wear, costumes, hunting gear, or chaps

C223009 **Lined or Unlined Jacket** (Eligible for State Fair Fashion Show) -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.

C223011 **Alter/Design 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 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** (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.

FIBER ARTS - KNITTING AND CROCHET

AWARDS	Purple	Blue	Red	White
	$3.00	$2.50	$2.00	$1.50

Criteria for judging knitting and crocheting: design and color, neatness, knitting mechanics or crocheting mechanics, trimmings, and construction finishes.

KNITTING

KNITTED ITEM - Each crocheted exhibit must include the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon placing:

1. Why did you choose to create this exhibit?
2. What steps did you take as you created your exhibit?
3. What were the most important things you learned?
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 stiches used.

CLASSES

C225001L **Beginning Knitting** (may enter 4 items, NOT eligible for State Fair Fashion Show)

C225001 **Level 2 Knitted Clothing** (Garment eligible for State Fair 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 (you)] to form patterns.

C225002 **Level 2 Knitted Home Design and Restoration 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.

C225003 **Arm or Finger Knitted Item** (Clothing or Home Environment Item)

C225004 **Loom Knitted Item** (Clothing or Home Environment Item)

C225005 **Level 3 Knitted Clothing** (Garment eligible for State Fair 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.

C225006 **Level 3 Knitted Home Design and Restoration 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.

C225007 **Level 3 Machine Knitting**

CROCHET

CROCHETED ITEM - Any item may be entered by those enrolled in the crochet project. Each knitted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:

1. Why did you choose to create this exhibit?
2. What steps did you take as you created this exhibit?
3. What were the most important things you learned?
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.

CLASSES

C226001L **Beginning Crocheted** (may enter 4 items, NOT eligible for State Fair Fashion Show)

C226001 **Level 2 Crocheted Clothing** (Garment eligible for State Fair Fashion Show) -Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns

C226002 **Level 2 Crocheted Home Design and Restoration Item**-Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns.

C226003 **Level 3 Crocheted Clothing** (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.

C226004 **Level 3 Crocheted Home Design and Restoration 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.

QUILT QUEST

AWARDS	Purple	Blue	Red	White
	$5.00	$4.00	$3.00	$2.00

All entry cards and support information must be attached using a safety pin. No straight pins!

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 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.

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 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.
- Honey Buns are made like the Jelly Rolls with 1 ½" 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.
- Candies are 2 1/2" squares of fabric from a manufactured designer or fabric line.
- Turnover is a collection of coordinating fabrics that are cut into 6" triangles.
- 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.
- 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 appliqued to fabric. This is allowed in the construction of the quilt.

A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers. Quilts exhibited must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.

Quilts will be judged by clothing/style revue judge, NOT on entry day, and will be lowered a ribbon placing if judged on entry day!

CLASSES

C229010 **Exploring Quilts** –Exhibits and Computer Exploration. 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, and construction, math conversion of patterns, textiles/fabrics, computerization, and entrepreneurship. History may include history of an old quilt or a newly made quilt, or history/research of a particular style of quilt (such as Baltimore album quilts, Amish quilts, other). Exhibit may include 14"x22" poster, notebook, CD, Power point, 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.

C229020 **Quilt Design other than Fabric**: Two- or three-dimensional item with quilt design made using medium other than fabric, such as stained glass, paper, etc. Quilt Designs 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. Exhibits without supporting information will be dropped a ribbon placing. Tag templates can be found at https://extension.unl.edu/statewide/centralsandhills/pdfs/Fairbook/Home%20Environment%20Tag.pdf and click on Home Environment Exhibit Tags link.

C229021 **Barn Quilt** created that is less than 4'x 4'. Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Exhibits without supporting information will be dropped a ribbon placing.

C229022 **Barn Quilt** created that is 4'x 4'or larger. Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Exhibits without supporting information will be dropped a ribbon placing.

C229030 **Computer Exploration** - Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information of type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook - suitable for the exhibit.

C229040 **Wearable Art** – Quilted clothing or accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H'er. 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.

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 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.? What did you learn that you can use on your next project?

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 ½ × 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 Levels I, II, III, and Premier Quilt classes: Please note the description of classes. They denote degree of difficulty in construction, not the number of years in the project. All quilts must

be clean and finished for intended purpose. A quilted exhibit consists of three or more layers. All quilts must be quilted (hand or machine) or tied. All quilt piecing and finishing must be the sole work of the current 4-H member. Quilting, whether machine or hand quilted, may be done by another individual except for the premier quilt class. No pre-quilted fabric may be used. Wall quilts must have a hanging sleeve on the back of the quilt, or some method for hanging. On a half sheet of 8 ½ × 11" paper, include an explanation answering the following questions:

A. How did you select the design and fabrics including whether 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 that you can use on your next project?

For award distribution, judging quilts will be within the following quilt sizes.

a. **Small** - maximum length + width = 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.
b. **Medium** - maximum length + width = from 61" to120"
c. **Large** - length + width over 120"

Level I Quilted Exhibits - Pieced quilts are made up of squares or rectangles.

CLASSES

C229050   Small

C229051   Medium

C229052   Large

Level II Quilted Exhibits - In addition to squares or rectangles, quilts may have triangles, and/or may be embroidered.

CLASSES

C229060   Small

C229061   Medium

C229062   Large

Level III Quilted Exhibits - In addition to any of the methods in Level I and II, quilts may have curved piecing, applique, 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.

CLASSES

C229070   Small

C229071   Medium

C229072   Large

Premier Quilt - Entire quilt is the sole work of the 4-H'er, including quilting (hand or machine). The youth may receive guidance but no one else may work on the quilt. No tied quilts in this class.

CLASSES

C229080   Hand Quilted

C229081   Sewing Machine Quilted

C229082   Long Arm Quilted -- non computerized/hand quilted

C229083   Long Arm Quilted – computerized

CONSUMER MANAGEMENT

AWARDS	Purple	Blue	Red	White
	$2.50	$2.00	$1.50	$1.00

SHOPPING IN STYLE (Age: 12 & Over): THIS PROJECT WILL BE JUDGED STYLE REVIEW JUDGING DAY. ITEMS JUDGED ON FAIR CHECK-IN DAY WILL BE LOWERED ONE RIBBON PLACING.

GENERAL INFORMATION: Posters should be on 14" x 22" poster board. If a three-ring binder is used it should be 8 ½"x 11"x 1". Videos 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.

CLASSES

C240001   Best Buy for Your Buck (Ages 8-13 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 (see general information). 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. Ages 10-13 Provide details about wardrobe inventory which indicates the following: why you selected the garment you did, clothing budget, and 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, side, back views).

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. 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, 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, side, back views).

C240003   Revive Your Wardrobe. Take at least two items in your wardrobe that still fits 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).

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).

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 a brief discussion of why each was included. Put in appropriately sized box or tote with a lid. No larger than a shoe box.

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 clothesline, 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).

MY FINANCIAL FUTURE (formerly Money Fundamentals)

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. Curriculum available at https://shop4-h.org/collections/business-citizenship-curriculum

CLASSES - Beginner/Intermediate

C247001   **Write 3 SMART financial goals for yourself** (one short term, one intermediate, and one long-term.). Explain how you intend to reach each goal you set.

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.

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.

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   **Complete Activity 8 "What Does It Really Cost?"** on pages 39-40.

C247006   **My Work; My Future** – Interview three adults in your life about their careers or jobs using the questions on page 51 and record these 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?

CLASSES - Intermediate/Advanced

C247007   **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.

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.

C247010   **Understanding Credit Scores**—Watch the video and read the resource listed on page 71. Answer the following items.

- 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.

FASHION SHOW - FASHION REVUE

AWARD	Purple	Blue	Red	White
	$5.00	$4.00	$3.00	$2.00

Beyond the Needle - 4-H members must show their own original creativity. One entry per clothing class (see page C-5) with a limit of three entries per 4-H'er.

CLASSES

C410009L   **Embellished Garment with Original Design** - Patterns are not used. Designs of original idea of the 4-H'er and have not been produced before. Ideas from pictures as starting points for designs are acceptable when 4-H'er modifies the design or combines ideas to make an original statement. Embellishments are applied to a purchased or constructed garment.

C410010   **Modeled Constructed "Beyond the Needle" Garment from 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.

C410011L   **Embellished Garment** - Any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, appliqué, braid, buttons, and fabric pieces. Patterns or ideas from magazines may be used. Commercial Iron-on appliqués or any

prepackaged item where the materials are predetermined by the manufacturer WILL NOT be accepted.

C410015   **Modeled "Beyond the Needle"**- 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   **Modeled "Beyond the Needle" Textile Arts Garment(s)** - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

C410025   **Modeled "Beyond the Needle" Wearable Technology Garment**- Garment has integrated technology into its design.

C410030   **Modeled 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

C410040   **Modeled Constructed STEAM Clothing 3 Garment(s)** - Possible types of STEAM Clothing 3 garments include:

- Dress or formal; OR
- 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.; OR
- Pants or Shorts Outfit Combination (pants or shorts with top, vest, lined/unlined jacket) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR
- Romper or Jumpsuit; OR
- Specialty Wear (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear); OR
- Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased.; OR
- Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased.

C410050   **Modeled Knitted or Crocheted 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. 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 cardigan, dress, coat, a top and bottom, or a two-piece ensemble.

C410060   **Modeled Shopping In Style Purchased Outfit and Written Report** - Participants must be enrolled in the Shopping In Style 4-H Project to enter. The curriculum is developed and designed for youth ages 8 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.

STEAM CLOTHING 1 FASHION REVUE - NOT ELIGIBLE FOR STATE FAIR

CLASSES

C410001L   **Beginning Sewing Project** - Pillows, pillowcase, tote bag and laundry bag, purse, may be modeled. Limit of one (1) item per exhibitor

C410002L   **Upcycled Garment** - Limit of one (1) garment per exhibitor

C410003L   **Other Sewing** – Apron, Vest Limit of one (1) item per exhibitor

C410004L   **Simple Garments** - Limit of two (2) garments per exhibitor (one bottom and one top) or Dress.

C410005L   **Upcycled Accessory** - Limit one accessory per exhibitor

AWARDS	Purple	Blue	Red	White
	$2.50	$2.00	$1.50	$1.00

ALL EXHIBITS MUST BE ABLE TO BE EASILY MOVED BY 2 PEOPLE.

GENERAL RULES

A. **HOME DESIGN AND RESTORATION EXHIBITS are evaluated by these criteria**:
   1. Items must be designed to be used for home decorating, home furnishing or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
   2. 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.
   3. 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 directions for how they made 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.
   4. Entered in correct class: What medium was changed or manipulated? What medium is most of your exhibit made from?
   5. Items should be ready for display in the home (pictures framed, wall hangings and pictures ready to hang, etc.). No single matboard or artist canvas panels. Wrapped canvas (if staples not visible on edge) is accepted without framing, but still needs to include hanger. 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.
   6. Items should not be ones made for beginning level or other projects (ex: simple (10 minute) table runners or woodworking). Exhibits from beginning level, Design My Place, are county only and not state fair eligible.
   7. Items should NOT be made from beginning level or other projects (ex: simple (10 minute) table runners or woodworking). Exhibits from the beginning level project, Design My Place, are county only and not state fair eligible.

B. **ENTRY TAGS**: An entry tag which includes a clear description of the entry must be securely attached to each Home DESIGN AND RESTORATION exhibit. Use color names or pattern or picture descriptions to aid in identification. No straight pins. Home Environment tags can be found here: https://go.unl.edu/ne4hhomeenvironment

C. **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.

D. **SUPPORTING INFORMATION:** Supporting information is required for all Home DESIGN AND RESTORATION exhibits. Information must include the elements and principles of design used and steps taken to complete project. Tag templates can be found on our Fair website: https://extension.unl.edu/statewide/centralsandhills/2023-fair-book-for-central-sandhills-area/ Exhibits without supporting information will be dropped a ribbon placing.

DESIGN MY PLACE

CLASSES

C251001L   Needlework item (made with yarn or floss)

C251002L   Simple Fabric accessory (pillow, pillowcase, table runner, etc.)

C251003L   Accessory made with original batik or tie dye.

C251004L   Simple accessory made by using wood

C251005L   Simple accessory made using plastic

C251006L   Simple accessory made using glass

C251007L   Simple accessory made using clay

C251008L   Simple accessory made using paper

C251009L   **Video** showing how to make a bed, organize a room, or the steps you used to make your simple accessory

C251010L   Storage item made or recycled

C251011L   Bulletin or message board

C251012L   Metal Tooling or Metal Punch Accessory

C251013L   **Problem Solved**: Use creative method to show how you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)

<mark>LEATHER CRAFTING – NOT ELIGIBLE FOR STATE FAIR</mark>

CLASS

C254002L   **Leather Craft**

DESIGN DECISIONS

Resource: https://marketplace.unl.edu/ne4h/design-decisions.html

CLASSES

C257001   **Design Board for a Room**: Include: color scheme, wall treatment, floor treatment, etc. OR floor plan for a room- Poster (22" x 28") or a multi-media presentation (on CD) showing what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.

C257002   **Problem solved OR Career exploration** – Identify a problem (as problem windows, storage needs inconvenient room arrangement, 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)

C257003   **Solar, wind, or other energy alternatives for the home** – Can be models, either an original creation or an adaption 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)

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.

C257005<mark>L</mark>   **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.

C257006 **Window Covering** - May include curtains, draperies, shades, shutters, etc.

C257007 **Floor covering** – May be woven, braided, painted floor cloth, etc.

C257008 **Bedcover**-May include quilt, comforter, bedspread, dust ruffle, pillow sham, canopy, etc. For quilts, state who did the quilting. (No fleece tied blankets, p. 50-53)

C257009 **Accessory -Framed Original Needlework/Stitchery** made by 4-H members. May be commercially framed.

C257010 **Accessory – Textile – 2D** (tablecloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or 10-minute table runners.)

C257011 **Accessory – Textile – 3D** (pillows, fabric bowls, etc. no fleece tied exhibits)

C257012 **Accessory – 2D**

C257013 **Accessory – 3D** (string art, wreaths, etc.)

C257014 **Accessory – Original Floral Design**

FOR CLASSES 13-16, DETERMINE ENTRY BY WHAT MEDIUM WAS MANIPULATED.

C257015 **Accessory – Original made from Wood** – burn, cut, shape or otherwise manipulated.

C257016 **Accessory – Original made from Glass** – etch, mosaic, stain, molten or otherwise manipulate.

C257017 **Accessory – Original made from Metal** – cut, shape, punch, sculpt, reassemble or otherwise manipulate.

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.

C257019 **Accessory – Recycled/Upcycled Item** for the home, reuse a common object or material in a creative way. Include a description of what was done to recycle or reuse item in your attached information.

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.

C257021 **Furniture - Wood Opaque finish** such as paint or enamel.

C257022 **Furniture - Wood Clear finish** showing wood grain.

C257023 **Furniture - Fabric Covered** - May include stool, chair seat, slipcovers, headboard, etc.

C257024 **Furniture - Outdoor Living** – Furniture made/refurbished by 4-H member suitable for outdoor use. NOTE: May be displayed outside. Include description of what was done to recycle or reuse item in your attached information.

C257025 **Accessory - Outdoor Living**. Accessory made/refurbished by 4-H member suitable for outdoor use. Note: May be displayed outside. Include description of what was done to recycle or reuse item in your attached information.

HEIRLOOM TREASURES/FAMILY KEEPSAKES

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. Exhibit only items for the home. Include a sheet including this information:

1. List of steps taken to complete your project. Before and after pictures are encouraged.
2. Keepsake's 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.

CLASSES

C256001   **Trunks**, including doll-sized trunks and wardrobes.

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.

C256003   **Furniture** - either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

C256004   **Cleaned and Restored Heirloom Accessory or Old 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 repairs 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. (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.

C256005   **Cleaned &/or Restored Heirloom Home Furnishings Textile** - Consult extension publication Care and Conservation of Heirloom Textiles, Nebraska Cooperative Extension NF93-137 for information.

VISUAL ARTS

AWARDS	Purple	Blue	Red	White
	$2.50	$2.00	$1.50	$1.00

ALL EXHIBITS MUST BE ABLE TO BE EASILY MOVED BY 2 PEOPLE.

The purpose of the Visual Arts projects is to learn design principles and develop design techniques. In addition, youth should work to communicate a personal voice, with intention, through their work. Be sure to take note of the rules section to develop a successful project. By completing supporting documentation, youth will examine their choices and demonstrate an understanding of the elements of art and principles of design.

GENERAL RULES

Visual Arts exhibits are evaluated by these criteria:

A. **Original Work -** Items must be the original work of the 4-H member and should show creativity and originality. No copyrighted images or master studies.
B. **Display** - Ready for Professional Display - All exhibits must be presented appropriately for the medium(s) used and ready to be professionally displayed. 2-dimensional pieces on paper must be framed behind glass/plexiglass. Canvas boards should be framed but glass/plexiglass is not necessary. Stretched canvases do not need frames as long as staples are not visible on the edges. All 2-dimensional pieces must be ready to hang using a sawtooth or wire hanger.
C. **Entries per Exhibitor**: See general rules.
D. **ENTRY TAGS**: Entry tags should include a visual description of the exhibit, including size, dominant color, and subject to aid in identification.
E. **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.
F. **Supporting Information:** Supporting information is required for all Visual Arts exhibits. Information must include responses to at least two reflection questions and steps taken to complete the project. Supporting Information tag templates can be found at https://go.unl.edu/ne4hvisualarts. Exhibits without supporting information will be dropped a ribbon placing.
G. Exhibits may utilize any medium or combination of mediums on any surface. All exhibits must be appropriately presented and ready to be professionally displayed. Artwork should depict the artist's own interpretation of the theme. All exhibits should include an explanation of how the piece reflects the theme and what ideas or thoughts the artist was attempting to express or communicate.

VISUAL ART MEDIUMS

Resource: https://4hcurriculum.unl.edu/index.php/main/program_project/51

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used. (p. 8-9)

CLASSES

C260001   **Original acrylic painting**

C260002   **Original oil painting**

C260003   **Original watercolor**

C260004   **Original Pencil Drawing**

C260005   **Original Charcoal Drawing**

C260006   **Original Ink Drawing**

C260007   **Original Fiber Art** - Could include weaved art, dyed fabric, felted wool, cotton linter, batik, etc.

C260008   **Original Sculpture** - Could include Styrofoam, wood, cardboard, paper, metal, wire, etc.

C260009   **Original Ceramic Pottery** - No purchased ceramic pottery. Must be glazed and fired. May be any hand-built technique or wheel thrown. May be functional or non-functional. Could include slab built, pinch pots, coil built, wheel thrown, etc.

C260010   **Original Painting on Purchased Ceramic Surface** - No hand-built or wheel thrown pottery. May be functional or non-functional. Could include figurines, cups, bowls, etc.

C260011   **Original Single Media Not Listed** - Could include digital art, leathercrafting, printmaking, stained glass, pastels, scratchboard, sand painting, encaustic painting, chalk, etc.

C260012   **Original Mixed Media** - Could include any combination of two or more other mediums or materials.

VISUAL ART THEMES

Resource: https://4hcurriculum.unl.edu/index.php/main/program_project/51

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used. (p. 8-9)

CLASSES

C261001 - Original Art Inspired by Plants or Animals - could involve but is not limited to domestic animals, pets, agriculture, wild animals, wildlife conservation, house plants, fruit, vegetables, flowers, native plants, trees, etc.

C261002 - Original Art Inspired by Landscapes - could involve but is not limited to rural landscapes, natural environments, man-made environments, urban landscapes, extraterrestrial landscapes, oceanic scenes, buildings, fantasy landscapes, agricultural landscapes, etc.

C261003 - Original Art Inspired by People- could involve but is not limited to cultural art, modern society, portraits, daily life, careers, families, emotions, etc.

C261004 - Original Art Inspired by Artist's Choice - could involve but is not limited to food, cars, fantasy worlds, imaginary characters, science-fiction, history, etc.