CLOTHING, NEEDLEWORK AND QUILT QUEST

All entries in the STEAM Clothing Projects, Shopping in Style, Quilt Quest, Knitting and Crocheting are judged at Conference Judging - Fashion Show Day, Thursday, July 21. These exhibits will not be judged on entry day, Tuesday, July 26.

Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits that are not suitable for hanging should be entered in a plastic bag. 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. Use safety pins to fasten skirts, shorts, and pants to hangers. Each piece is to 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. 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. Garments as listed may be made for self or another person. All clothing exhibits must be exhibited at the fair to receive premium.

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 2, you are not eligible to exhibit in STEAM Clothing 1.
You may enter up to two items per class but must use different patterns. Only one item per class may go to State Fair, if chosen.

CLOTHING IDENTIFICATION LABEL

Each item entered as 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, Number of years enrolled in project, in the project exhibited.
- Wool entries must have the fiber content listed on the identification label. All garments constructed with at least 60% "sustainable" or "unconventional" [natural or synthetic fibers] are eligible for the "Sustaining for the Future" Award at State Fair.
- *Attach label on every component of the outfit using safety pins or baste. Not responsible for unlabeled items.*

Scoresheets, forms, contest study materials, and additional resources can be found at
https://go.unl.edu/ne4hclothing
Premier 4-H Science Award is available in this area.

AWARD AREAS:
Clothing Construction:
STEAM Clothing: Beginning – Cool Kids
STEAM Clothing 1: Fundamentals
STEAM Clothing 2: Simply Sewing
STEAM Clothing 3: A Stitch Further
STEAM Clothing - Beyond the Needle: Junior & Senior
Shopping in Style: Junior & Senior
Needlework: Junior & Senior- Knitting, Crocheting, Quilt Quest

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. (SF20)

*C220002 **Textile Science Scrapbook** - Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. Textile Science Scrapbook should build upon itself each year (additional pages can be added each year but should be dated). See project manual for fabric suggestions. (SF20)

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

STEAM CLOTHING - BEYOND THE NEEDLE
Purple $3.00   Blue $2.00   Red $1.00   White $ .50
 4-H members in all skill levels may exhibit in this area. 4-H members must show their own original creativity.

*C221001 **Design Portfolio** –A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8 ½ x 11, 3-ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 for portfolio formatting. (SF20)

*C221002 **Color Wheel** – Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30". (SF20)

*C221003 **Embellished Garment with Original Design** – Create a garment using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement. (SF26)

*C221004 **Original Designed Fabric Yardage** – Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of a least one yard of finished fabric. Include information on how the fabric was designed – describe the process and material used and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing. (SF27)

*C221005 **Item (garment or non-clothing item) Constructed from Original Designed Fabric** – Fabric yardage is designed first, then an item 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. (SF20)

*C221006 **Textile Arts Garment or Accessory** – 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. (SF25)

*C221007 **Beginning Fashion Accessory** - An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing. (SF23)

*C221008 **Advanced Fashion Accessory** (Not eligible for State Fair Fashion Show) (SF23) - An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, etc. A

description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

*C221009 **Wearable Technology Garment** (Eligible for State Fair Fashion Show) (SF33) - Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, etc.)

*C221010 **Wearable Technology Accessory** (Not eligible for State Fair Fashion Show) (SF33) - An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, etc.)

STEAM CLOTHING 1- FUNDAMENTALS

Purple $3.00   Blue $2.00   Red $1.00   White $ .50

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1.   These are not eligible for State Fair.

C900001 **Clothing Portfolio** – Complete at least three different samples/activities from Chapters 1, 2 or 3 of the project manuals. The Portfolio should be placed in an 8 ½ x 11, 3-ring binder. (Additional pages can be added each year but should be dated.) See page 9-10 for portfolio formatting.

C900002 **Sewing Kit** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

C900003 **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.   See project manual for fabric suggestions.

C900004 **What's the Difference** – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" pages 118-119. Exhibits should include pictures. NO actual pillows.

C900005 **Clothing Service Project** – Can include pillows or pillowcases but are not limited too. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" pages 124 -125.

Beginning Sewing Exhibits: Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED, or JERSEY KNIT. Patterns should be simple without darts, set-in sleeves, buttonholes, zippers, and collars. Raglan and kimono sleeves are acceptable.

C900006 **Pincushion**
C900007 **Pillowcase**
C900008 **Simple Pillow** – No larger than 18" x 18".
C900009 **Bag/Purse** – No zippers or buttonholes.
C900010 **Simple Top**
C900011 **Simple Bottom** – pants, shorts, or skirt.
C900012 **Simple Dress or Apron**
C900013 **Other** – Using skills learned in project manual. (Apron, vest, etc.)
C900014 **Upcycled Simple Garment** – The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. A "before" picture and a description of the redesign process **must** accompany the entry, or it will be disqualified.
C900015 **Upcycled Accessory** – A wearable accessory made from a used item. The item used must be changed in some way in the "redesign" process. A "before" picture and a description of the redesign process must accompany the entry, or it will be disqualified.

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.

*C222001   **Design Basics, Understanding Design Principles –** 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. Include answers to questions found on page 20 of the manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30". (SF20)

*C222002   **Pressing Matters –** 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25. "A Pressing Matter" in the project manual.   Exhibit should include answers to lesson questions that are most appropriate to include. (SF20)

*C222003   **Upcycled Garment –** 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. *Not eligible for State Fair Fashion Show. (*SF21)

*C222004   **Upcycled Clothing Accessory –** 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. *Not eligible for State Fair Fashion Show.* (SF23)

*C222005   **Textile Clothing Accessory -** 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.) *Not eligible for State Fair Fashion Show (*SF23)

*C222006   **Top** (vest acceptable) *Not eligible for State Fair Fashion Show. (*SF28)
*C222007   **Bottom** (pants or shorts) *Not eligible for State Fair Fashion Show (*SF28)
*C222008   **Skirt** *Not eligible for State Fair Fashion Show. (*SF28)
*C222009   **Lined or Unlined Jacket** *Not eligible for State Fair Fashion Show. (*SF28)
*C222010   **Dress (not formal wear)** *(*SF28)
*C222011   **Romper or Jumpsuit** *(*SF28)
*C222012   **Two-Piece Outfit** *(*SF28)
*C222013   **Alter Your Pattern** - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e., Dress, Romper or Jumpsuit, or Two-piece Outfit) - Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern.
   Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining) *(*SF31)

*222014   **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) *(*SF32) 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.

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 Clothing 2. Entry consists of complete constructed garments only. **Wool entries must have the fiber content listed on the identification label.**

*C223001   **Upcycled Garment –** 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. *Not eligible for State Fair Fashion Show.* (SF21)

*C223002   **Upcycled Clothing Accessory –** 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. *Not eligible for State Fair Fashion Show.* (SF22)

*C223003   **Textile Clothing Accessory -** 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.) *Not eligible for State Fair Fashion Show.* (*SF23)

*C223004   **Dress or Formal (**SF28)

*C223005   **Skirted Combination** (Skirt with shirt, vest or jacket OR jumper and shirt) (SF28)

*C223006   **Pants or Shorts Combination** (Pants or shorts with shirt, vest, or jacket) (SF28)

*C223007   **Romper or Jumpsuit** Scoresheet SF28

*C223008   **Specialty Wear** (Includes: swim wear, costumes, hunting gear, or chaps) (SF28)

*C223009   **Lined or Unlined Jacket or Vest** (Non-tailored). *Not eligible for State Fair Fashion Show* (SF28)

*C223010   **Coat, Blazer, Suit Jacket or Outerwear -** 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.*** (SF28)

*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) (SF31)

*223012   **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) (SF32) 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.

KNITTING AND CROCHETING

Purple $3.00 Blue $2.00 Red $1.00 White $ .50

Every exhibit must be described on the appropriate entry tag accompanying it (for example: blue afghan,

yellow sweater, crocheted gray elephant). Attach the entry tag securely to the exhibit using straight pin or safety pins (no paper clips).

4-H'ers may enter more than one exhibit per class. (Must be different patterns) Each entry in knitting and crocheting projects must include the following information with the entry tag or exhibit will be lowered one ribbon placing. Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings, and Construction Finishes. (SF60)

Premier 4-H Science Award is available in this area.
Scoresheets, forms contest study materials, and additional resources can be found at
https://go.unl.edu/ne4hknitting-crocheting

KNITTING INFORMATION SHEET
Each middle and advanced knitting exhibit must include the following information placed with the entry tag.

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 or other material used.
7. Names of stitches used.
8. Copy of directions.

KNITTING LEVEL I
Entries would include simple patterns using only knit and purl stitches.
C225008   **Level 1 Knitted Simple Accessory (County Only)**
C225009   **Level 1 Knitted Simple Home Environment Item (County Only)**
C225010   **Level 1 Loom Knitted Item (County Only)**

KNITTING LEVELS II and III
*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 (yo)] to form patterns.
*C225002   **Level 2 Knitted Home Environment Item** - Knitted Item using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.
*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 Environment Item** - Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

*C225007   Level 3 Machine Knitting

CROCHETING
Purple $3.00 Blue $2.00 Red $1.00 White $ .50

4-H'ers may enter more than one exhibit per class. (Must be different patterns). Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes. (SF61)

CROCHET INFORMATION SHEET
Each crocheted exhibit must include the following information placed with the entry tag. Exhibits not having supporting information will be lowered one ribbon.

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.

CROCHETING LEVEL I
Entries would include simple patterns.
C226005   Level 1 Crocheted Clothing (County Only) - Simple Accessory, Slippers, Hats, Other
C226006   Level 1 Crocheted Home Environment Item (County Only) - Pot Holder, Dish Cloth, Other

CROCHETING LEVELS II and III
*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 Environment 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 Environment Item - Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

QUILT QUEST
Purple $3.00   Blue $2.00   Red $1.00   White $ .50

In Quilt Quest, 4-H'ers 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 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-H'er must finish the quilt by "squaring it up," put binding on the edge, and placing a label on the quilt which provides details about the quilt making process for historical purposes.

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

When judging Quilt Quest exhibits, the judges consider SF209 "Standards for Judging Quilts and Quilted Items."

For all classes, 4-H'ers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-H'ers 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-H'ers 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.
- 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 two 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-H'er must cut out all the smaller squares, rectangles, etc. to make the quilt top according to the pattern directions.

After fabric selection, youth can use a variety tool for cutting the fabric and completing the quilt. Cutting into pattern pieces may include hand roller die cutting machines that cut 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. Fleece blankets are not eligible in this division. Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.

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

C229001	**My First Quilt -** 4-H'er may enter their first quilt in this class, any size.
C229002	**One Block Project** - Fabric block made and finished, with a border, into a table mat or other small project.
C229003	**Hand quilting -** Small project on plain fabric, finished into a useable item hand quilted by the 4-H'er. Templates may be used for the quilt design, or they may be hand drawn or traced from other sources. May make into a pillow, wall hanging, or other finished item.
C229004	**Community Service** - Photograph of 4-H'ers and the quilt or quilts they made as a community service project. Indicate where or to whom the quilt or quilts were given.

C229005 **Other**

*C229010 **Exploring Quilts** - Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to, language arts, quilts of different cultures, chemistry, design, preservation, history, 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 or Amish quilts. Exhibit may be a 14" x 22" 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. (SF 208C)

*C229020 **Quilt Designs Other Than Fabric** - Two - or three-dimensional item with quilt design made using medium other than fabric – such as wooden quilt block, stained glass, paper, etc. (208B)

*C229021 **Barn Quilt Created less than 4 x 4** (SF208B)

*C229022 **Barn Quilt Created larger than 4 x 4** (SF208B)

*C229030 **Computer Exploration - Notebook or poster** with a minimum of 6 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. (SF208C)

*C229040 **Wearable Art** - Quilted clothing or garment 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" paper, tell how you selected the design and fabrics including whether you used a kit, jelly roll, charm squares, etc. (SF208A)

*C229041 **Inter-Generational Quilt** - A quilt made by a 4-H member and family members or friends of different generations. On a half-sheet 8 ½" x 11" paper includes 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 you used a kit, jelly roll, charm squares, etc.? (SF208E)

*C229042 **Service Project Quilt** - A quilt constructed by 4-H member or group to be donated to a worthy cause. On a half sheet of 8 ½" x 11" 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 you used a kit, jelly roll, charm squares, etc.? C) What did you do and what was done by others? (SF208D)

Guidelines for entries Classes 50 - 83.

Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project. A quilt consists of 3 or more layers. All quilted exhibits must be quilted (hand or machine) or tied. 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. 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. All quilted exhibits must be clean and finished for intended purpose.

On a half sheet of 8 ½" x 11" paper, include an explanation answering the following questions.

1. How did you select the design and fabrics including whether you used a kit, jelly roll, charm squares, etc.?
2. What did you do and what was done by others?
3. What did you learn you can use on your next project?

Quilt sizes:

Small - length + width = less than 60" This class includes miniature quilts, wall hangings, table runners, placemats (4), 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"

Level 1 Quilted Exhibit - Pieced quilts made up of squares or rectangles. (SF208A)
*C229050   Small
*C229051   Medium
*C229052   Large

Level 2 Quilted Exhibits - In addition to squares and/or rectangles, quilts may have triangles, and/or may be embroidered. (SF208A)
*C229060   Small
*C229061   Medium
*C229062   Large

Level 3 Quilted Exhibits - In addition to any of the methods in classes 50 - 62, 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. (SF208A)
*C229070   Small
*C229071   Medium
*C229072   Large

Premiere Quilt - Entire quilt is the sole work of the 4-H member, including quilting (hand or machine). Tied quilts are not eligible for this class. (SF208A)
*C229080   Hand Quilted
*C229081   Sewing Machine Quilted
*C229082   Long Arm Quilted - Non computerized/hand guided
*C229083   Long Arm Quilted – Computerized