

CONSUMER & FAMILY SCIENCES

HUMAN DEVELOPMENT

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The term Human Development includes childcare, family life, personal development, and character development. Scoresheets, forms, contest study materials, and additional resources can be found at <http://go.unl.edu/ne4hhumandevlopment>

HUMAN DEVELOPMENT INFORMATION SHEET

Information sheets for Classes 1-6 must include the required information (Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet.)

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 months, toddlers, 18 mths-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 sheets for Class 8 should include:

1. State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for.
2. What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
3. What will the child learn or what skills will they gain by using the kit?
4. 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).

RULES: Exhibitors in the Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children. Categories are based on the Early Learning Guidelines in Nebraska which identify the important areas in which our children should grow and develop. Use the Nebraska Department of Education website and 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. <http://education.ne.gov/oec/early-learning-guidelines/>

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. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. For example, a game that is developed to help youth learn language and literacy skills would be an exhibit for class C200002. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

- *C200001 **Social Emotional Development** (SF30)
- *C200002 **Language and Literacy Development** (SF30)
- *C200003 **Science** (SF30)
- *C200004 **Health and Physical Development** (SF30)
- *C200005 **Math** (SF30)
- *C200006 **Creative Arts** (SF30)
- *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 5. (SF115)
- *C200008 **Babysitting Kit** - Purpose of the kit is for the 4-H'er to take this 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. Items to include. 4-H'er should 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" x 15" x 10". All items in kit must be safe for child to handle. Information sheet for Class C200008 should include: 1) State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. 2) What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age. 3) What will the child learn or

what skills will they gain by using the kit? 4) What item(s) were made by the 4-H'er? Most importantly the kit should serve a defined purpose, not just be a catchall for several items. (SF85)

4-H'er taking any project in Department C200 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 dollhouse 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. (SF115)

4-H'ers taking Growing All Together (2 or 3) may enter:

***C200010 Growing with Others- Scrapbook or poster.** Examples - How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. 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. (SF115)

***C200011 Growing In Communities** - Scrapbook or Poster. Examples: a career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playground safety check. (SF115)

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 20. These exhibits will not be judged on entry day, Monday, July 24.

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.

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.

Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited at 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 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 labels 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 a ing 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

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4-H members in all skill levels may exhibit in this area. 4-H members must show their own original creativity. 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.

- *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 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. (SF28)
- *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. (SF26)
- *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. (SF26)

- ***C221007 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. (SF26)
- ***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.) (SF26)

STEAM CLOTHING 1- FUNDAMENTALS

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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**
- 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** – (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 list of skills is available at <https://go.unl.edu/ne4hclothing>. 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. (SF28)
- *C222004 **Upcycled Clothing Accessory** – (Not eligible for State Fair Fashion Show) A wearable accessory made from a used item. The item used must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. 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. A list of skills is available at <https://go.unl.edu/ne4hclothing>. 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. (SF28)
- *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 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.) (SF28)
- *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) (SF28)
- *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) (SF28) 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** – (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 and Design Data Card are available at <https://go.unl.edu/ne4hclothing>. 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. (SF28)

- *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 and Design Data Card are available at <https://go.unl.edu/ne4hclothing>. 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. (SF28)
- *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.) A list of skills by project is available at <http://go.unl.edu/ne4hclothing> (SF28)
- *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). (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.*** (SF29)
- *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) (SF28)
- *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) 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. (SF28)

KNITTING AND CROCHETING

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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.

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 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 your 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 or other material used.
7. Names of stitches used.

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

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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.

CROCHET INFORMATION SHEET

Each crocheted exhibit must include the following information on the fiber arts data card with placed with the entry tag. Exhibits not having supporting information will be lowered one ribbon.

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 stitches used.

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

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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 1/2" wide fabric laying on top of one another and rolled up to look like a jelly roll. The fabric is created by one designer or fabric line and compliments each other. In many cases, less skilled 4-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 1/2" strips of fabrics.
- Layer Cakes are 10" squares of fabric from a manufactured designer or fabric line with different pieces of fabric "layered" on top of one another to look like a piece of cake.
- Charm Packs are made of 5" squares of coordinating fabric and may be tied up with a string or scrap of fabric.
- Turnover is a collection of coordinating fabrics that are cut into 6" triangles.
- Fat Quarters are 1/2-yard cuts of fabric which are cut in half to make a rectangle that is approximately 18" x 21". (One half yard of fabric yields 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 of 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 applied 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>.

Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Please note this is the Home Environment information sheet. Exhibits without supporting information will be dropped a ribbon placing.

- 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**

FASHION SHOW

FASHION SHOW

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

Clothing and Fashion Show judging will be held prior to County Fair on Thursday, July 20, 2023. All garments which are worn in the show must be entered in the clothing exhibits so they can be judged for workmanship. Participants will be allowed to model in both the construction fashion show and Shopping in Style fashion show.

To be eligible for State Fair Fashion Show, 4-H'ers must model clothing items from the following projects: STEAM 2 – Simply Sewing, STEAM 3 - A Stitch Further, Beyond the Needle, Knitting or Crochet, plus Special County clothing 4-H projects. Garments should be age appropriate.

Scoresheets, forms, contest study materials, and additional resources can be found at <https://go.unl.edu/ne4hfashionshow>.

Exhibitor must sign up for the number of outfits they plan on modeling regardless of project area. Participants modeling for Fashion Show must also model (up to 2 outfits) in the Public Fashion Show on Thursday, July 27.

****A completed 4-H Fashion Show and/or Shopping in Style Script(s) must be turned into the Extension Office by July 13.**

****A purchased top can be worn to complete a skirt, pants or shorts outfit with a vest or unlined jacket.**

A 4-H'er must be 10 by January 1, 2023, or become 11 years of age during 2023 to be eligible for the State Fair Fashion Show.

Entries that **CANNOT** be entered in the State Fair Fashion Show are:

1. Textile clothing accessories
2. Garments containing inappropriate language or images

Acceptable Items for State Fair in Beyond the Needle Project.

1. Embellished Garments with an Original Design. Garment is created using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.
2. Garment constructed from original designed fabric. Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

3. Garment is constructed using new unconventional materials. Ex: rubber bands, plastic, duct tape.

C410072 **Junior Division** - 8, 9, 10 years old
C410073 **Intermediate Division** - 11, 12, 13 years old
C410074 **Senior Division** - 14 and older

SHOPPING IN STYLE FASHION SHOW

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

Participants must be enrolled in the Shopping in Style 4-H Project to enter. The curriculum is developed and designed for youth ages 10 and older to help strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the garment must be purchased.

The written report, Form SF 184, is worth 50% of the total score and is judged on content, completeness, accurate information, and neatness. It must include a photo on Form SF 184 (Print, Digital, or Photocopy is acceptable) While on stage in Shopping in Style Fashion Show, the 4-H'er will be judged for modeling skill, fit, and appearance of the outfit and accessories. Judging on stage is worth 50% of the score. 4-H'er must model a complete outfit - All pieces of the garment must be purchased.

C425004 **Junior (10, 11 & 12) Shopping In Style Fashion Show-** Model Purchased Outfit & Written Report
C425005 **Senior (13 & Older) Shopping In Style Fashion Show-** Model Purchased Outfit & Written Report