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 18. These exhibits will not be judged on entry day, Tuesday, July 23.

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 hooks of the hanger 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. Premier 4-H Science Award is available in this area.

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.*

AWARD AREAS:

Clothing Construction:
STEAM Clothing: Beginning
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 manual. The Portfolio should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year, but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting. Scoresheet 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. Scoresheet 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". Scoresheet SF63

STEAM CLOTHING - BEYOND THE NEEDLE

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

4-H members must show their own 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. (Scoresheet 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". (Scoresheet 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. (Scoresheet 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. (Scoresheet SF27)

*C221005   **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. (Scoresheet 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. (Scoresheet 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. (Scoresheet SF23)

*C221008   **Advanced Fashion Accessory** (Not eligible for State Fair Fashion Show) - Scoresheet 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, and etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

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

*C221010   **Wearable Technology Accessory** (Not eligible for State Fair Fashion Show) - Scoresheet? - An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and 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 manual. 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 pillow cases but are not limited too. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" 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 button holes.
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". Scoresheet 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. Scoresheet 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.* Scoresheet 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.* Scoresheet 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.* Scoresheet SF23
*C222006	**Top** (vest acceptable) *Not eligible for State Fair Fashion Show.* Scoresheet SF28
*C222007	**Bottom** (pants or shorts) *Not eligible for State Fair Fashion Show* Scoresheet SF28
*C222008	**Skirt** *Not eligible for State Fair Fashion Show.* Scoresheet SF 28)
*C222009	**Lined or Unlined Jacket** *Not eligible for State Fair Fashion Show.* Scoresheet SF28
*C222010	**Dress (not formal wear)** Scoresheet SF28
*C222011	**Romper or Jumpsuit** Scoresheet SF28
*C222012	**Two-Piece Outfit** Scoresheet SF28
*C222013	**Alter Your Pattern** - Scoresheet TBD (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)

*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) 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.* Scoresheet 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.* Scoresheet 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.* Scoresheet SF23

*C223004 **Dress or Formal** Scoresheet SF28
*C223005 **Skirted Combination** (Skirt with shirt, vest or jacket OR jumper and shirt) Scoresheet SF28
*C223006 **Pants or Shorts Combination** (Pants or shorts with shirt, vest or jacket) Scoresheet SF28
*C223007 **Romper or Jumpsuit** Scoresheet SF28
*C223008 **Specialty Wear** (Includes: swim wear, costumes, hunting gear, or chaps) Scoresheet SF28
*C223009 **Lined or Unlined Jacket or Vest** (Non-tailored). *Not eligible for State Fair Fashion Show* Scoresheet 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.*** Scoresheet SF28

*223011 **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)

*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.

KNITTING AND 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) 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 Constructions Finishes. Score sheet SF60.

Premier 4-H Science Award is available in this area. Please see General Rules for more details. All garments with at least 60% wool content are eligible for the "Make It with Wool" Award at the State Level. All items exhibited in the textiles area are eligible for the "Textiles" Award at State Fair.

KNITTING INFORMATION SHEET

Each middle and advanced knitting exhibit must include the following information placed with the entry tag. (This information is in place of the information required for other clothing exhibits.)

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

C225001	**Ribbed Hat**
C225002	**Simple Accessory**
C225003	**Item for the home**
C225004	**Toy**
C225007	**Loom Knitting**
C225008	**Other**

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. Scoresheet SF61

CROCHET INFORMATION SHEET

Each crocheted exhibit must include the following information placed with the entry tag. (This information is in place of the information required for other clothing exhibits.)

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.

Exhibits not having supporting information will be lowered one ribbon.

CROCHETING LEVEL I
Entries would include simple patterns.

C226001   **Pot Holder**
C226002   **Dish Cloth**
C226003   **Simple Accessory**
C226004   **Item for the home**
C226007   **Slippers**
C226008   **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.

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

4-H'ers may enter more than one exhibit per class. Criteria for judging weaving: Design and Color, Neatness, Weaving Mechanics and Construction Finishes.

Weaving Information Sheet: Each woven exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:

1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Type of Loom.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of weave structures used.
7. Copy of directions.

C227001   **Level 1 Woven Garment** with a plain or balanced weave using a rigid heddle loom. Such as: Scarf, Shawl, Belt (County Fair Only)
*C227002   **Level 2 Woven Garment** using basic weaving techniques and threading patterns with a four harness loom
*C227003   **Level 3 Woven Garment** using advanced weaving techniques and threading patterns with any loom. Such as lace, overshot, tapestry.

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 of the work by himself/herself.   This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together, and quilting. Quilting may be done by hand, by sewing machine or by a commercial-grade quilting machine. After quilting, the 4-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 pins. NO straight pins.

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 of the smaller squares, rectangles, etc. to make the quilt top according to the pattern directions.

After fabric selection, youth can use a variety 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. 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. Premier 4-H Science Award is available in this area.

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. Scoresheet 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. Scoresheet 208B	
*C229021	**Barn Quilt Created less than 4 x 4**	
*C229022	**Barn Quilt Created larger than 4 x 4**	

*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. Scoresheet 208C

*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 or not you used a kit, jelly roll, charm squares, etc. Scoresheet 208A

*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 or not you used a kit, jelly roll, charm squares, etc.? Scoresheet 208E

*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 or not you used a kit, jelly roll, charm squares, etc.? C) What did you do and what was done by others? Scoresheet 208D

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 or not 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. Scoresheet 208A
*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. Scoresheet 208A
*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, or other non-traditional styles. Scoresheet 208A
*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. Scoresheets 208A
*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 18, 2019. 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.

In order 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.

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 18.

**A completed 4-H Fashion Show and/or Shopping in Style Script(s) must be turned into the Extension Office by July 15.
**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, 2019, or become 11 years of age during 2019 in order 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.   Upcycled garments

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   **Shopping In Style Fashion Show**- Model Purchased Outfit & Written Report; 10 and Older

CONSUMER MANAGEMENT

If exhibit is a poster it should be on 14" x 22" poster board. If a three-ring binder is used it should be 8 ½" x 11" x 1". Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player. Premier 4-H Science Award is available in this area.

SHOPPING IN STYLE - Ages 10 and older
Purple $3.00   Blue $2.00   Red $1.00   White $ .50

*C240001   **Best Buy for Your Buck** – (Ages 10-13) 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 for this class. Although both entries do share some information, there are differences in content and format for this class. Suggested for ages 10-13. Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, cost of garment and a conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck." Provide 3 color photos of you wearing the garment (front view, side view, back view). Scoresheet SF84

*C240002   **Best Buy for Your Buck** - (Ages 14-18 before January 1 of the current year) Scoresheet SF 84 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, care of garment and conclusion of summary statement(s) stating your final comments on why you selected your "best buy for your buck." Provide 3 color photos of you wearing the garment (front view, side view, back view). Scoresheet SF84

*C240003   **Revive Your Wardrobe** - Take at least two items in your wardrobe that still fit 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). Scoresheet SF88

*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). Scoresheet SF89

*C240005   **Clothing 1st 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 brief discussion of why each was included. Put in appropriately sized box or tote with a lid. No larger than a shoe box. Scoresheet SF640

*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 clothes line, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a binder, poster, or video (see general information). Scoresheet SF90

My Financial Future
Purple $3.00   Blue $2.00   Red $1.00   White $ .50

General Information: Entries should be typed and then attached to a piece of colored cardstock 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. Scoresheet SF247

Beginner/Intermediate
*C247001   **Write 3 SMART Financial Goals** for yourself (one should be 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?

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.

    1.   What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)?
    2.   What are some negative outcomes for getting paid the way you do?
    3.   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? Explain 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 questions.
- 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, storyboard, 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.