

This award is given to the 4-H Rabbit exhibitor who has excelled in 4-H rabbit exhibition. It is determined in the following way:

Each county fair ribbon earned at the Colfax County 4-H Rabbit Show is given the following values: Purple - 4, Blue - 3, Red - 2, White - 1

These point values will be earned for all classes, including showmanship, market, breeding and other. The exhibitor (intermediate or senior) with the most points earned will be the recipient of this award. Ties will be broken by the most first places.

The recipient of the Katie Brown Memorial Outstanding 4-H Rabbit Exhibitor Award will have his/her name engraved on a plaque which has been donated by the Brown family and Kountry Kids 4-H Club and will hang in the 4-H Building during the Fair and at the Extension Office the rest of the year. He/she will also receive a certificate to keep. This award will be given each year, in loving memory of Katie Brown, who loved rabbits and demonstrated what it means to participate in the 4-H Rabbit project.

#### **EXHIBIT BUILDING 4-H TROPHIES ARE SPONSORED BY THE FOLLOWING:**

Colfax County Ag Society will sponsor a trophy to the winner of the Junior & Senior Champions in the following areas: Foods, Cake Decorating, Home Environment and Fashion Revue.

Bluebird Nursery of Clarkson will sponsor a trophy to the Junior & Senior Champions of Plant Science.

Bailey Ag Supply will sponsor a trophy to the Miscellaneous Best of Show and Photography Best of Show, Junior and Senior Champions of Miscellaneous.

Cada Electric, LLC will sponsor a trophy to the Junior & Senior Champions of Ag Engineering.

Family of Shirley Svec will sponsor a trophy to the Outstanding Photo Exhibitor.

Kobza Ag & Home Real Estate will sponsor a trophy to the Grand & Reserve Champion Quilt.

Colfax County FCE Council will sponsor a trophy to the Junior & Senior Champions of Clothing & Textiles.

### **DEPARTMENT C - CLOTHING & TEXTILES EXHIBITS**

#### **All items must be on wire hangers or swivel hook hangers.**

Members may exhibit only one entry per class number. The same article may not be entered in more than one class. Please double check specific instructions in each area regarding exhibits, labeling, supporting information, etc. No information sheets are needed except for knitting and crochet.

All clothing entries (including Sewing for Fun, Clothing, Knitting, Crocheting and Beyond the Needle) must be labeled with name of exhibitor, age as of January 1, county, number of years exhibitor is enrolled in project exhibited, project name and class in which garment is entered. Labels are available from the Extension Office. Labels should be attached using safety pins or basting to the back of the neckline or back waistband of each garment. **DO NOT USE STRAIGHT PINS TO ATTACH LABEL, ENTRIES NOT PROPERLY LABELED WILL NOT**

BE ACCEPTED. Place label separately from your entry tag. SF indicates eligibility for State Fair Competition.

All clothing exhibits will be judged on Wednesday, July 15. Clothing exhibits must be entered between 9:00 a.m. - 1:00 p.m. Entries will not be accepted after 1:00 p.m. Exhibitors may only interview judge three clothing/textile items.

**DEPARTMENT C, DIVISION 220 - GENERAL CLOTHING**  
**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$1.70**

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

**CLASS 1** - 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. SF

**CLASS 2** - 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. SF

**CLASS 3** - Sewing For Profit - Using pages 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". SF

**DEPARTMENT C, DIVISION 221 - BEYOND THE NEEDLE**  
**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$1.70**

4-H members must show their own original creativity. **All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 1** - 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 1/2 x 11, 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 for portfolio formatting. SF

**CLASS 2** - 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". SF

**CLASS 3** - 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-H'er using the elements and principles of design to make an original statement. (Tie Dye Shirts are

entered into this class.) SF

**CLASS 4** - Original Designed Fabric Yardage - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. Include information on how the fabric was designed - describe the process and materials used and how the fabric will be used. If additional information is not included, exhibit will be lowered on ribbon placing. SF

**CLASS 5** - 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. SF

**CLASS 6** - 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. SF

**CLASS 7** - Beginning Fashion Accessory - An accessory designed and/or constructed using elements and principles of design and basic skills; can be textile or non-textile based. Examples: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, and etc. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing. SF

**CLASS 8** - Advanced Fashion Accessory - 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. SF

**CLASS 9** - Wearable Technology Garment -Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.) SF

**CLASS 10** - Wearable Technology Accessory - An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.) SF

**CLASS 11** - Embellished Garment - Any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, applique, braid, buttons, fabric pieces. May use patterns or ideas from magazines. Commercial iron-on appliques or any prepackaged item where the materials are predetermined by the manufacturer will not be accepted.

**CLASS 12** - Wearable Textile & Art Accessory - Accessory is constructed from fiber or non-fiber based materials. Examples include shoes, hats, bags, flip flops, barrettes, headbands, scarves, gloves, aprons, etc.

#### **DEPARTMENT C, DIVISION 231 - CROCHET (BEGINNING UNIT)**

**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$1.70**

ONLY ONE EXHIBIT PER CLASS NUMBER. Use basic stitches. **All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing**

**or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

#### WEARABLE ARTICLES

**CLASS 1** - Garment (ex. sweater, vest, cape)

**CLASS 2** - Two or more coordinated articles (ex. cap, scarf, mittens)

**CLASS 3** - Accessory (ex. a hat and/or purse)

**CLASS 4** - Other

#### NON-WEARABLE ARTICLE

**CLASS 5** - Afghan or bedspread

**CLASS 6** - Pillow or doily

**CLASS 7** - Rug or toys

**CLASS 8** - Hanging towel

**CLASS 9** - Other

#### **DEPARTMENT C, DIVISION 226 - CROCHET (MIDDLE UNIT)**

**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$2.00**

ONLY ONE EXHIBIT PER CLASS NUMBER. Each Crocheted exhibit must include the following information 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 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.

Wearable Articles - Use basic stitches including chain, single, double, half-double, treble to form patterns.

A crocheted garment or accessories to wear. Garments include a sweater, vest or jacket. Accessories include a set of items such as a scarf and mittens, cap and mittens, cap and scarf. A pair of slippers or suspenders will not be accepted. Only human wearing apparel will be accepted in classes 1 - 4.

**All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 5** - Two or more coordinated articles (ex. cap, scarf, mittens). SF

**CLASS 6** - Garment (ex. sweater, vest). SF

**CLASS 7** - One accessory (ex. a hat). SF

**CLASS 8** - Other. SF

Non-wearable articles - Use basic stitches including chain, single, double, half-double, treble to form patterns.

**CLASS 9** - Afghan or bedspread. SF

**CLASS 10** - Pillow or doily. SF

**CLASS 11** - Rug or toy. SF

**CLASS 12** - Other. SF

**DEPARTMENT C, DIVISION 226 - CROCHET (ADVANCED UNIT)**

**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$2.00**

ONLY ONE EXHIBIT PER CLASS NUMBER. Each Crocheted exhibit must include the following information 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 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.

Wearable Articles - Use stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs and multiple pattern stitches.

A crocheted garment or accessories to wear. Garments include a sweater, vest or jacket. Accessories include a set of items such as a scarf and mittens, cap and mittens, cap and scarf. A pair of slippers or suspenders will not be accepted. Only human wearing apparel will be accepted in classes 11- 14.

**All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 13** - Two or more coordinated articles (ex. cap, scarf, mittens). SF

**CLASS 14** - Garment (ex. sweater, vest). SF

**CLASS 15** - One accessory (ex. a hat). SF

**CLASS 16** - Other. SF

Non-wearable articles - Use stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs and multiple pattern stitches.

**CLASS 17** - Afghan or bedspread. SF

**CLASS 18** - Pillow or doily. SF

**CLASS 19** - Rug or toy. SF

**CLASS 20** - Other. SF

**DEPARTMENT C, DIVISION 232 - KNITTING (BEGINNING UNIT)**

**Premiums: Purple - \$4.00; Blue, \$3.00; Red, \$2.50; White, \$1.70**

ONLY ONE EXHIBIT PER CLASS. Use basic stitches. **All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 1** - Slippers

**CLASS 2** - Head hugger or long scarf

**CLASS 3** - Mittens

**CLASS 4** - Non-wearable article

**CLASS 5** - Other

**DEPARTMENT C, DIVISION 225 - KNITTING (MIDDLE UNIT)**

**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$2.00**

ONLY ONE ENTRY PER CLASS NUMBER. Each knitted exhibit must include the following information 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 7) Names of stitches used 8) Copy of directions.

Possible stitches for knitted items entered in the middle unit include pattern stitches such as diamond, block, twist or seed/moss stitches.

A knitted garment or accessories to wear. Garments include a sweater, vest or jacket. Accessories include a set of items such as scarf and mittens, cap and mittens, cap and scarf. A pair of slippers or suspenders will not be accepted.

**All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 1** - Knitted Clothing - Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form pattern. SF

**CLASS 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 pattern. SF

**CLASS 3** - Arm or Finger Knitted Item (Clothing or Home Environment Item). SF

**CLASS 4** - Loom Knitted Item (Clothing or Home Environment Item). SF

**DEPARTMENT C, DIVISION 225 - KNITTING (ADVANCED UNIT)**

**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$2.00**

ONLY ONE ENTRY PER CLASS NUMBER. Each knitted exhibit must include the following information 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 7) Names of stitches used 8) Copy of directions.

Possible stitches for knitted items entered in the advanced unit include 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.

A knitted garment or accessories to wear. Garments include a sweater, vest or jacket. Accessories include a set of items such as scarf and mittens, cap and mittens, cap and scarf. A pair of slippers or suspenders will not be accepted.

**All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 5** - Knitted Clothing - Knitted item or garment made from advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle. Made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting. SF

**CLASS 6** - 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. SF

**CLASS 7** - Machine Knitting SF

**DEPARTMENT C, DIVISION 230 - SEWING FOR FUN**  
**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$1.70**

ONLY ONE ENTRY PER CLASS NUMBER. Use patterns in project manual (except for class 21). Not eligible for State Fair. Sergers cannot be used in Sewing for Fun. WOVEN OR FELT FABRICS ONLY. Wool, knits or comparable fabrics will NOT be accepted. These exhibits are due on Wednesday, July 15.

**All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 11** - Square Pincushion

**CLASS 12** - Needlebook

**CLASS 13** - Tote bag

**CLASS 14** - Patchwork pillow

**CLASS 15** - Striped pillow

**CLASS 16** - Laundry bag

**CLASS 17** - Diagonal patchwork pillow

**CLASS 18** - Pillowcase

**CLASS 19** - Rail fence pillow

**CLASS 20** - You Be the Teacher Exhibit. Share with others what you learned in this project. Exhibit may be poster or foam core board (not to exceed 22" x 30"), a notebook or a small display of an educational nature. Examples include: information on textile fibers, illustrate art elements (line, shape, space, texture and color), art principals (proportion, balance, rhythm, emphasis and unity), coordinating a wardrobe, seam finishes, press testing, shrink testing of fabrics, knit stitches, crochet stitches, gauge, etc.

**CLASS 21** - Any simple sewing item (no clothes). You do not need to use patterns in manual for this class.

**DEPARTMENT C, DIVISION 227 - STEAM CLOTHING 1 - FUNDAMENTALS**  
**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$2.00**

Exhibits will be simple, articles requiring minimal skills.

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

**All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 1** - Clothing Portfolio - Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 9-10 for portfolio formatting.

**CLASS 2** - Sewing Kit - Include a list of sewing notions and purpose for each included (pages 12-17 in project manual).

**CLASS 3** - Fabric Textile Scrapbook - Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

**CLASS 4** - 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?" page 118-119. Exhibits should include pictures NO actual pillows.

**CLASS 5** - 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" page 124 & 125.

**CLASS 6** - Simple Top.

**CLASS 7** - Simple Bottom - pants, shorts or skirt.

**CLASS 8** - Simple Dress.

**CLASS 9** - Other - Using skills learned in project manual (apron, vest, etc.).

**CLASS 10** - Upcycled Simple Garment - The original used item must be redesigned (not just decorate) 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.

**CLASS 11** - 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.

**DEPARTMENT C, DIVISION 222 - STEAM CLOTHING 2 - SIMPLY SEWING**  
**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$2.00**

Exhibits entered in this project must reflect at least one new skill learned from this manual. 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.

LIMIT OF 1 ENTRY PER CLASS NUMBER. All garments must be made by the exhibitor. **All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

**CLASS 1** - 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”. SF

**CLASS 2** - 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. SF

**CLASS 3** - 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. SF

**CLASS 4** - 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. SF

**CLASS 5** - 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.). SF

**CLASS 6** - Top (vest acceptable). SF

**CLASS 7** - Bottom (pants or shorts). SF

**CLASS 8** - Skirt. SF

**CLASS 9** - Lined or Unlined Jacket. SF

**CLASS 10** - Dress (not formal wear). SF

**CLASS 11** - Romper or Jumpsuit. SF

**CLASS 12** - Two-Piece Outfit. SF

**CLASS 13** - Alter Your Pattern - 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. SF

**CLASS 14** - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers - 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. SF

**DEPARTMENT C, DIVISION 223 - STEAM CLOTHING 3 - A STITCH FURTHER**  
**Premiums: Purple, \$5.00; Blue, \$5.00; Red, \$4.00; White, \$3.00**

**All entries must include pictures of assembly and/or 4-H member wearing clothing item(s) or holding non-clothing item(s). Items made from new bolt material need pictures of 4-H member wearing or holding finished product. If item is an upcycled garment, 4-H member must include pictures of the item before deconstruction, during construction and of final product worn or held by the 4-H member.**

Exhibits entered in this project must reflect at least one new skill learned from this manual.

Garments as listed may be made for self or another person. They 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 sewing label. ONE ENTRY PER CLASS NUMBER.

**CLASS 1** - 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. SF

**CLASS 2** - 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. SF

**CLASS 3** - 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.). SF

**CLASS 4** - Dress or Formal SF

**CLASS 5** - Skirted Combination. (skirt with shirt, vest or jacket OR jumper and shirt) SF

**CLASS 6** - Pants or Shorts Combination. (pants or shorts with shirt, vest or jacket) SF

**CLASS 7** - Romper or Jumpsuit. SF

**CLASS 8** - Specialty Wear. (includes: swim wear, costumes, hunting gear, or chaps) SF

**CLASS 9** - Lined or Unlined Jacket. (non-tailored). SF

**CLASS 10** - 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. SF

**CLASS 11** - Alter/Design Your Pattern - 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. SF

**CLASS 12** - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers - 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. SF

**DEPARTMENT C, DIVISION 229 - QUILT QUEST**  
**Premiums: Purple, \$5.00; Blue, \$5.00; Red, \$4.00; White, \$3.00**

Quilt Quest exhibits should be entered Wednesday, July 15, from 9:00 a.m. - 1:00 p.m.

A quilted exhibit is made up of at least 3 layers. Quilts or quilted items must be quilted or tied through all layers. No fleece blankets, please. Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.

**CLASS 10** - 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, construction, math conversion of quilt patterns, textiles/fabrics, computerization, and entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt (such as Baltimore album quilts or Amish quilts). Exhibit may be a 14"x22" poster, notebook, CD, PowerPoint (slides printed on paper), Prezi, DVD, YouTube, or other technique. All items must be attached to the exhibit and labeled. NO quilted items should be entered in this class. SF

**CLASS 20** - Quilt Design 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. Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is in the Home Environment information sheet: <http://4h.unl.edu/fairbook#tab3>. Exhibits without supporting information will be dropped a ribbon placing. SF

**CLASS 21** - Barn Quilt created that is less than 4' x 4'. A barn quilt is a large piece of wood that is painted to look like a quilt block. Supporting information is required for this class. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is in the Home Environment information sheet: <http://4h.unl.edu/fairbook#tab3>. Exhibits without supporting information will be dropped a ribbon placing. SF

**CLASS 22** - Barn Quilt created that is 4' x 4' or larger. A barn quilt is a large piece of wood that is painted to look like a quilt block. Supporting information is required for this class. Information must also include elements or principles of design used and steps taken to complete project. Tag

templates can be found on the 4-H State Fair website, please note this is in the Home Environment information sheet: <http://4h.unl.edu/fairbook#tab3>. Exhibits without supporting information will be dropped a ribbon placing. SF

**CLASS 30** - Computer Exploration. Notebook or poster with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information on type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook to be suitable for the exhibit. SF

**CLASS 40** - Wearable Art. Quilted clothing or clothing accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. On a half sheet of 8 ½ x 11 inch paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc. SF

**CLASS 41** - Inter-Generational Quilt. A quilt made by a 4-H member and family members or friends of different generations. On a half-sheet of 8½ x 11 inch paper, include an explanation answering the following questions: a) How was the quilt planned and who did what in the construction of the quilt? b) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? c) What did you learn that you can use on your next project? SF

**CLASS 42** - Service Project Quilt. A quilt constructed by a 4-H member or group to be donated to a worthy cause. On a half sheet of 8½ x 11 inch paper, include an explanation answering the following questions: a) Why was the quilt constructed and who will receive the donated quilt? b) How did you select the design and fabrics used including whether or not you used a kit, jelly roll, charm squares, etc.? c) What did you do and what was done by others? d) What did you learn that you can use on your next project? SF

**Guidelines for classes 50 - 83 Quilted Exhibits:**

Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project. A quilted exhibit consists of three 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. All quilted exhibits must have a permanent label on the back in the bottom right corner with quilters name and date of completion.

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

Sizes of Quilted Exhibits.

- a. Small: length + width = less than 60"  
This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
- b. Medium: length + width = 61" to 120"
- c. Large: length + width = over 120"

## **QUILTED EXHIBITS:**

Classes 50-52 - Pieced quilts made up of squares and/or rectangles. SF

**CLASS 50** - Small

**CLASS 51** - Medium

**CLASS 52** - Large

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

**CLASS 60** - Small

**CLASS 61** - Medium

**CLASS 62** - Large

Classes 70-72 - 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. SF

**CLASS 70** - Small

**CLASS 71** - Medium

**CLASS 72** - Large

## **PREMIER QUILT:**

Classes 80-83 - Entire quilt is the **sole work** of the 4-H member, including quilting (hand or machine). The youth may receive guidance but no one else may work on the quilt. No tied quilts in this class. SF

**CLASS 80** - Hand quilted

**CLASS 81** - Sewing machine quilted

**CLASS 82** - Long arm quilted - non computerized/hand guided

**CLASS 83** - Long arm quilted - computerized

## **DEPARTMENT C, DIVISION 240 - SHOPPING IN STYLE**

**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$2.00**

A fun and educational project for all teens who buy clothing. Workmanship of clothing, fit, evaluating present wardrobe to determine needs, comparison shopping and much more is considered in the exhibits in this project. This project is for 4-H'ers 10 years and over. These exhibits are due on Wednesday, July 15.

If an 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 Quick Time Player.

**CLASS 1** - Best Buy for Your Buck (Ages 10-13 before January 1 of the current year) - Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, 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.

Provide details about wardrobe inventory which indicates the following: 1) Why you selected the garment you did 2) Clothing budget 3) Cost of garment 4) Conclusion or summary

statement(s) stating your final comments on why you selected your “best buy for your buck”. Provide 3 color photos of you wearing the garment (front view, side view, back view). SF

**CLASS 2** - (Ages 14-18 before January 1 of the current year). Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). Do not include the Shopping in Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class.

Provide details listed for those ages 10-13 plus include the following additions: 1) Body shape discussion 2) Construction quality details 3) Design features that affected your selection 4) Cost per wearing 5) Care of garment 6) Conclusion or summary statement(s) stating your final comments on why you selected your “best buy for your buck”. Provide 3 color photos of you wearing the garment (front view, side view, back view). SF

**CLASS 3** - Revive Your Wardrobe - Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with a new garment or garments to make them wearable once again. Create a photo story which includes before and after photos and a description of what was done. Put in a binder, poster, or video (see general information). SF

**CLASS 4** - 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). SF

**CLASS 5** - Clothing 1<sup>st</sup> 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. SF

**CLASS 6** - 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 the 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). SF

## **DEPARTMENT B - PHOTOGRAPHY**

**Premiums: Purple, \$4.00; Blue, \$3.00; Red, \$2.50; White, \$1.70**

**Please note: Photography exhibits (except Clover Kids) are to be entered on Wednesday, July 15.**

4-H Photography Units II and III will be allowed to exhibit at the State Fair. 4-H'ERS ARE ALLOWED ENTRIES IN ONLY ONE UNIT OF COMPETITION. 4-H'ers who win a purple at the State Fair are encouraged to advance to the next Unit level the following year.

An image may only be used on one exhibit with the exception of Portfolios which may include images entered in other classes. Photos may be taken with any type of film or digital camera, including phones, tablets, and drones. Photos must be shot by the 4-H member during the current project year with the exception of Portfolios which may include images captured and/or exhibited in previous years.

Do not use photo corners, borders or place coverings over the exhibits. **Securely attach**