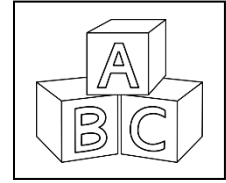


DEPARTMENT C- CONSUMER & FAMILY SCIENCES



HUMAN DEVELOPMENT Superintendent: Christi Aycock

The term Human Development includes child care, family life, personal development and character development.

1. Exhibitors in the Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children.
2. 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 the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual. <http://www.education.ne.gov/OEC/elg.html>
3. Eligibility: All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

Information sheets for Classes 1-6 should include: (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 be sure the exhibit is safe for children to use?
- 3) What age is this toy, game or activity appropriate for and why?
(Infant, Birth-18 mos.; Toddlers, 18 mos-3 yrs.; Preschoolers, 3-5 yrs. or Middle Childhood, 6-9 yrs.) 4-H'ers must give at least 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).
4. How is the toy, game or activity intended to be used by the child?

Information sheet for Class 8 should include:

- 1) What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
- 2) What will the child learn or what skills will they gain by using the kit?
- 3) What item(s) were made by the 4-H'er. 4-H'er should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included).

	PREMIUM	Purple	Blue	Red	White
Classes 1-7, 9-11, 901,902		\$3.00	\$2.75	\$2.25	\$1.75
Class 8		\$4.00	\$3.75	\$3.25	\$2.75

HUMAN DEVELOPMENT

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.

C200-001 Social Emotional Development (SF30)

C200-002 Language and Literacy Development (SF30)

C200-003 Science (SF30)

C200-004 Health and Physical Development (SF30)

C200-005 Math (SF30)

C200-006 Creative Arts (SF30)

C200-007 Activity with a Younger Child (SF115) Poster or scrapbook showing 4-H'er working with a child age 0 to 8 years. May show making something with the child, or child care or child interactions. May include photos, captions, story or essay. Size of the exhibit is your choice. Other people may take photos so 4-H'er can be in the photos. 4-H'er must make scrapbook or poster. No information sheet needed for class 7.

C200-008 Babysitting Kit (SF85) 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 a kit for a combination of ages or for your own family to use. 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"x15"x10". All items in the kit must be safe for the 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 catch all for several items.

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

C200-009 Family Involvement Entry (SF115) Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feed bunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event.

4-H'ers taking GROWING ALL TOGETHER (2 or 3) may enter:

C200-010 Growing with Others Scrapbook or Poster (SF115) 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.

C200-011 Growing in Communities Scrapbook or poster (SF115) 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. (

TOYS FOR CHRISTMAS CHEER SERVICE PROJECT

These toys will receive participation ribbons instead of a placing. They will be donated to a local civic organization to give to needy children at Christmas.

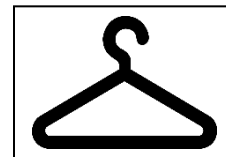
C207-901 Refurbished Toy (SF 30) Restore any kind of doll or toy.

C207-902 Make-Your-Own-Toy (SF 30) Make any type of doll or toy. With each entry, you'll need to include an index card (3"x5") telling what you did. You may also want to include a "before" picture so the judge can see what the toy looked like before you fixed it up.

CLOTHING

Superintendent: Beth Andrews

Participants in the clothing category will demonstrate their knowledge through the creation of garments using STEAM (science, technology, engineering, arts and mathematics) techniques. Through the creation of garments 4-H'ers will learn more about clothing and application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants.



Rules

- 1. Entry Tags:** Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
- 2. Identification Labels:** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items
- 3. Preparation of Exhibits:** Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger pointing to the left. Fasten skirts, shorts and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.
- 4. Removal of Entries:** Entries may not be removed for use in any activity except County Fair Fashion Show.
- 5. General:** 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 in a higher level, you are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.
- 6. Criteria for Judging:** Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book which can be found here <https://4h.unl.edu/fairbook/general/rules>

Eligibility

All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

(An article of clothing chosen for State Fair in both construction and fashion show can only be shown in one at the state level, exhibitor must choose)

STEAM BEYOND THE NEEDLE

4-H members must show their own original creativity

C221-001 Design Portfolio (SF20) 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.

C221-002 Color Wheel (SF20) 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".

C221-003 Embellished Garment with Original Design (SF26) 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.

C221-004 Original Designed Fabric Yardage (SF27) 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 how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing

C221-005 Item (garment or non-clothing item) Constructed from Original Designed Fabric (SF26) Fabric yardage is designed first, then a garment 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, the exhibit will be lowered one ribbon placing.

C221-006 Textile Arts Garment or Accessory (SF25) 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

C221-007 Beginning Fashion Accessory (SF23) an accessory designed and 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, the exhibit will be lowered one ribbon placing.

C221-008 Advanced Fashion Accessory (Not eligible for State Fair Fashion Show) (SF23) An accessory designed and/or constructed using elements and principles of Design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, 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.

C221-009 Wearable Technology Garment (Eligible for State Fair Fashion Show) (SF33) Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, etc.)

C221-010 Wearable Technology Accessory (Not eligible for State Fair Fashion Show) (SF33) An accessory constructed integrating technology into the accessory (For Example: Charging Backpack, Fitness Tracker, etc.

PREMIUM	Purple	Blue	Red	White
	\$4.25	\$4.00	\$3.50	\$3.00

C221-901 A Garment Constructed, Purchased or Upcycled with Decorative Art (Simple techniques, kits, iron-ons that are changed in some way)

C221-902 Beginning Embellished Garment with Original Design - Create a garment using beginning 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

C221-903 Beginning Textile Clothing Accessory constructed or decorated using beginning techniques as defined in the project manual. Entry examples include hat, bag, scarf, gloves, apron, etc.

PREMIUM	Purple	Blue	Red	White
	\$4.50	\$4.25	\$3.75	\$3.25

GENERAL CLOTHING

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

C220-001 Clothing Portfolio (SF20) 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.

C220-002 Textile Science Scrapbook (SF20) 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.

C220-003 Sewing For Profit (SF63) 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".

PREMIUM	Purple	Blue	Red	White
Classes 906-911, 917	\$3.50	\$3.25	\$2.75	\$2.25
All other classes	\$4.50	\$4.25	\$3.75	\$3.25

STEAM Clothing 1

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in the project manual. May exhibit one item per class number. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1.

C900-901 Clothing Portfolio (SF 20) 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 1/2 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 9-11 for portfolio formatting.

C900-902 Sewing Kit (SF 20) Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

C900-903 Fabric Textile Scrapbook (SF 20) Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in the 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. See project manual for fabric suggestions.

C900-904 What's The Difference (SF 20) 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 118-121. Exhibits should include pictures, NO actual pillows.

C900-905 Clothing Service Project (SF 20) Can include pillows or pillowcases but are not limited to. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 122 and 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 one-way designs, plaids, stripes, napped or jersey knit. Patterns should be simple without darts, set-in sleeves, or collars. Raglan and kimono sleeves are acceptable.

C900-906 Pincushion and Needle Book (CF 50)

C900-907 Pillowcase (CF 51)

C900-908 Simple Pillow (CF 52) No larger than 18" x 18".

C900-909 Bag/Purse (CF53) No zippers or buttonholes.

C900-910 Laundry Bag (CF 48)

C900-911 Table Runner (SF 20)

C900-912 Simple Top (SF 28)

C900-913 Simple Bottom (SF 28) (pants, shorts, or skirt)

C900-914 Simple Dress (SF 28)

C900-915 Other Using skills learned in project manual (apron, vest, etc.)

C900-916 Upcycled Simple Garment (SF 28) 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.

C900-917 Upcycled Accessory (SF 28) 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.

PREMIUM	Purple	Blue	Red	White
	\$5.00	\$4.75	\$4.25	\$3.75

UNIT 2 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 Clothing1.

C222-001 Design Basics, Understanding Design Principles (SF20) 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".

C222-002 Pressing Matters (SF20) 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.

C222-003 Upcycled Garment (not eligible for the State Fashion Show) **(SF21)** 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.

C222-004 Upcycled Clothing Accessory (not eligible for the state fashion show) **(SF22)** 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.

C222-005 Textile Clothing Accessory (SF23) (not eligible for the State Fair Fashion Show) Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM2. 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.)

C222-006 Top (SF28) (not eligible for State Fair Fashion Show) (vest acceptable)

C222-007 Bottom (SF28) (not eligible for State Fair Fashion Show) (pants or shorts)

C222-008 Skirt (SF28) (not eligible for State Fair Fashion Show)

C222-009 Lined or Unlined Jacket (SF28) (not eligible for State Fair Fashion Show)

C222-010 Dress (SF28) (eligible for State Fair Fashion Show) (not formal wear)

C222-011 Romper or Jumpsuit (SF28) (eligible for State Fair Fashion Show)

C222-012 Two-Piece Outfit (SF28) (eligible for State Fair Fashion Show)

C222-013 Alter Your Pattern (SF31) (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)

C222-014 Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers (SF32) (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

PREMIUM

Purple	Blue	Red	White
\$6.00	\$5.75	\$5.25	\$4.75

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.

C223-001 Upcycled Garment (not eligible for the state fashion show) **(SF21)** 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.

C223-002 Upcycled Clothing Accessory (not eligible for the State Fashion Show) **(SF22)** 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.

C223-003 Textile Clothing Accessory (SF23) (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.)

SF28 for the following classes

C223-004 Dress or Formal (eligible for the State Fair Fashion Show) **(SF28)**

C223-005 Skirted Combination (eligible for State Fashion Show) (skirt with shirt, vest or jacket OR jumper and shirt) **(SF28)**

C223-006 Pants or Shorts Combination (eligible for State Fair Fashion Show) (pants or shorts with shirt, vest or jacket) **(SF28)**

C223-007 Romper or Jumpsuit (eligible for State Fair Fashion Show) **(SF28)**

C223-008 Specialty Wear (eligible for State Fashion Show) (includes: swimwear, costumes, hunting gear, or chaps)

(SF28)

C223-009 Lined or Unlined Jacket (not eligible for State Fashion Show) (non-tailored) **(SF29)** 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.

PREMIUM	Purple	Blue	Red	White
	\$8.00	\$7.00	\$6.00	\$5.00

C223-010 Coat, Blazer, Suit Jacket or Outerwear (SF29) (eligible for State Fair Fashion Show) A tailored blazer or suit jacket or coat.

C223-011 Alter/Design Your Pattern (SF31) (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.

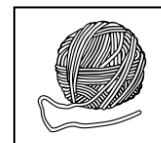
Include an information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern)

C223-012 Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers (SF32)

(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 & CROCHETING

The purpose of this category is to establish basic to advanced crochet and knitting skills. In addition, projects in this category require 4-H'ers to select adequate yarn and make design decisions.



KNITTING

Rules

- 1. Entry Tags:** 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).
- 2. Identification Labels:** Each item entered as a knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which exhibit is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the exhibit using safety pins or by basting. Not responsible for unlabeled items.
- 3. Preparation of Exhibits:** Knitted and Crocheted exhibits should be entered in the most appropriate manner for the exhibit.
- 4. General:** Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in knitted and crocheted 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 Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.

Each knitted 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. 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.

PREMIUM	Purple	Blue	Red	White
	\$3.50	\$3.25	\$2.75	\$2.25

Level 1 (SF60)

- C225-901** **Stretch Slippers from Manual**
- C225-902** **Simple Hat**
- C225-903** **Mittens**
- C225-904** **Other Knitted Item**

PREMIUM	Purple	Blue	Red	White
	\$4.50	\$4.25	\$3.75	\$3.25

C225-001 Level 2 Knitted Clothing (SF60) (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 pattern

C225-002 Level 2 Knitted Home Environment Item (SF60) 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.

C225-003 Arm or Finger Knitted Item (SF60) (Clothing or Home Environment Item)

C225-004 Loom Knitted Item (SF60) (Clothing or Home Environment Item)

C225-005 Level 3 Knitted Clothing or Home Environment Item (SF60) (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, Tamera, 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.

C225-006 Level 3 Knitted Home Environment Item (SF60) 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.

C225-007 Level 3 Machine Knitting (SF60)

C225-905 Level 2 Knit One/Add One (SF60) Knitted garment made using Level 2 stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

C225-906 Level 3 Knit One/Add One (SF60) Knitted garment made using level 3 stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

CROCHET for all classes

Information Sheet for Crochet. Each crocheted 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. Gauge and size of hook.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of stitches used.
7. Copy of directions.

PREMIUM	Purple	Blue	Red	White
	\$3.50	\$3.25	\$2.75	\$2.25

Crochet Level 1 (SF61)

C226-901 Hot Pad

C226-902 Place Mat

C226-903 An Accessory (hat, scarf, purse)

C226-904 Other Crocheted Item

PREMIUM	Purple	Blue	Red	White
	\$4.50	\$4.25	\$3.75	\$3.25

C226-001-Level 2 Crocheted Clothing (SF61) (Garment eligible for State Fair Fashion Show) Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns

C226-002-Level 2 Crocheted Home Environment Item (SF61) Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns

C226-003-Level 3 Crocheted Clothing (SF61) (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.

C226-004-Level 3 Crocheted Home Environment Item (SF61) Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

C226-905 Level 2 Crochet One/Add One (SF61) A crocheted garment made using Level 2 pattern stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

C226-906 Level 3 Crochet One/ Add One (SF61) A crocheted garment made using Level 3 advanced crochet stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

DIVISION 227 WEAVING

All woven items will be displayed in the clothing area. Criteria for judging weaving: Design and Color, Neatness, weaving Mechanics and Construction Finishes. Information Sheet must be included for all classes in Weaving. 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.

C227-901 Level 1 Woven Garment with a plain or balanced weave using a rigid heddle loom. Such as: Scarf, shawl, Belt

CONSUMER MANAGEMENT

Superintendent: Beth Andrews

Consumer management helps participants learn more about how to make smart fiscal decisions and how to improve financial literacy. The different exhibits provide a variety of learning experiences for 4-H'ers. Participants in this category will emphasize setting smart goals and keeping a spending plan.

All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.



PREMIUM	Purple	Blue	Red	White
	\$3.00	\$2.75	\$2.25	\$1.75

My Financial Future

Rules: General Information: Entries should be typed and then attached to a piece of colored card stock or colored poster board (limit the size of the poster board or card stock to 14" x 22" or smaller). You may use the front and back of the poster board.

C247-001 Write 3 SMART financial goals for yourself (SF247) (one should be short term, one intermediate, and one long term.) Explain how you intend to reach each goal you set.

C247-002 Income Inventory (SF247) 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.

C247-003 Tracking Expenses (SF247) 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.

C247-004 Money Personality Profile (SF247) 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.

C247-005 Complete Activity 8 "What Does It Really Cost?" (SF247) on pages 39-40.

C247-006 My Work; My Future (SF247) 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?

C247-007 Interview- Methods of Payment (SF247) someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have.

*What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)? *What are some negative outcomes for getting paid the way you do? *Does your pay keep pace with inflation? Why do you think this? Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.

C247-008 The Cost of Not Banking (SF247) Type your answers to the questions about Elliot on page 50.

C247-009 Evaluating Investment Alternatives Complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page.

C247-010 Understanding Credit Scores (SF247) 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.

C247-011 You Be the Teacher (SF247) 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.

PREMIUM	Purple	Blue	Red	White
	\$3.50	\$3.25	\$2.75	\$2.25

SHOPPING IN STYLE

Rules: If the exhibit is a poster it should be on a 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.

C240-001 Best Buy for Your Buck (SF84) (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:

-why you selected the garment you did

-clothing budget

-cost of garment.

-Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck"

-Provide 3 color photos of you wearing the garment (front, side, back view).

C240-002 Best Buy for Your Buck (SF84) (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:

-body shape discussion

-construction quality details

-design features that affected your selection

-cost per wearing

-care of garment

-conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck"

-provide 3 color photos of you wearing the garment (front, side, back view).

C240-003 Revive Your Wardrobe (SF88) 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).

C240-004 Show Me Your Colors (SF89) 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).

C240-005 Clothing 1st Aid Kit (SF64) 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 an appropriately sized box or tote with a lid. No larger than a shoe box.

C240-006 Mix, Match, & Multiply (SF90) Using this concept from page 32 of the manual take at least 5 pieces of clothing and create new outfits. Use your imagination to show various looks (i.e. on a clothesline, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a binder, poster, or video (see general information).

FASHION SHOW

Event Superintendent, Jaime Pachta



The Fashion Show is open to all members of clothing projects. At the county level members may model multiple outfits in their current STEAM level and STEAM Beyond the Needle. Fashion Show participants **must** model in the public Fashion Show to receive ribbon and premium money unless personally excused by the Extension Educator. The Public Fashion Show is held on Thursday, July 28, 2022 at 6 PM.

All clothing entries and the Fashion Show Judging will be Monday, July 25 during the day in the Ag Auditorium. Details will be sent via mail or email. A youth cannot show the same article of clothing in both fashion show and construction at the state level. If the article of clothing is chosen for both, they must choose one.

4-H FASHION SHOW

Fun Parade – Items made but not modeled or judged as a part of Fashion Show. To participate in this event, 4-H'ers must submit a brief description of the items to be carried across the stage. Participation Ribbon and \$1.25
C410-901 Item You Made in STEAM Clothing 1 C900-907 TO C900-911
C410-902 Quilted Item from Quilt Quest

PREMIUM	Purple	Blue	Red	White
	\$4.00	\$3.50	\$3.00	\$2.50

C410-903-Modeled STEAM Beyond the Needle Beginning Embellished Garment with Original Design (SF26)
 Create a garment using beginning 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.

C410-010 Modeled "Beyond the Needle" Original Designed Garment 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.

C410-015 Modeled "Beyond the Needle" Original Designed Fabric Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

C410-020 Modeled "Beyond the Needle" Textile Arts Garment Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

C-410-025. Modeled "Beyond the Needle" Wearable Technology Garment Garment has integrated technology into its design.

PREMIUM	Purple	Blue	Red	White
	\$4.00	\$3.50	\$3.00	\$2.50

STEAM CLOTHING LEVEL 1

C410-905 Modeled Simple Top

C410-906 Modeled Simple Bottom – pants, shorts, or skirt

C410-907 Modeled Simple Dress

C410-908 Modeled Other – Using skills learned in project manual (apron, vest, etc.)

C410-909 Modeled Upcycled Simple Garment from C900-916

STEAM LEVEL 2

4-H members who have enrolled in or who have completed STEAM Level 3 are not eligible to enter STEAM Level 2.

C410-030 Modeled Constructed STEAM Clothing 2 Garment(s) 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. - Possible types of STEAM Clothing 2 garments include:

- Dress; OR
- Romper or Jumpsuit; OR
- Two-Piece Outfit Combination (skirt with top, vest, or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or lined/unlined jacket

C410-910 Upcycled Garment from C222-003

C410-911 Modeled Top (vest acceptable)

C410-912 Modeled Bottom (pants or shorts)

C410-913 Modeled Skirt

C410-914 Modeled Unlined Jacket

PREMIUM	Purple	Blue	Red	White
	\$4.00	\$3.50	\$3.00	\$2.50

STEAM Level 3

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

C410-040 Modeled Constructed STEAM Clothing 3 Garment(s) Possible types of STEAM Clothing 3 garments include:

- Dress or formal; OR
- Skirted Outfit Combination (skirt with top, vest, lined/unlined jacket OR jumper and shirt) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR
- Pants or Shorts Outfit Combination (pants or shorts with top, vest, lined/unlined jacket) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR
- Romper or Jumpsuit; OR
- Specialty Wear (swimwear, costumes, western wear-chaps, chinks, riding attire or hunting gear); OR
- Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased.; OR
- Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased.
 Nightwear or loungewear can NOT be modeled.

C410-050 Modeled Knitted or Crocheted Clothing (Level 2 or 3) Knitted garment using pattern stitches such as diamond, block, twist or seed/moss stitches or advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, Tamera, plait, Germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle. Crocheted garment using pattern stitches such as texture, shell, cluster or mesh stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. Garment can be a cardigan, dress, coat, a top and bottom, or a two-piece ensemble.

C410-915 Modeled Upcycled Garment from C223-004

PREMIUM	Purple	Blue	Red	White
	\$4.00	\$3.50	\$3.00	\$2.50

CONSUMER MANAGEMENT

C410-060 Modeled Shopping in Style Purchased Outfit and Written Report (SF 184) 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 them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the garment must be purchased

- Note: The form- SF 184 must be included when modeling Shopping in Style (contact Extension office for the form)

PREMIUM	Purple	Blue	Red	White
	\$4.00	\$3.50	\$3.00	\$2.50

C440-912 \$15 CHALLENGE Open to any 4-H member.

Rules for the \$15 Challenge:

- Purchase an outfit that represents the 4-H'ers intended use for the selected outfit.
- Outfits must be selected and purchased from a garage sale, thrift store, consignment store, or resale shop including Goodwill, Salvation Army or other secondhand stores (Garage sale "free box" items would qualify.)
- Cost of outfit must be \$15 or less, not including shoes, accessories or undergarments.
- Complete a report form to be entered when the garment is modeled. (Pick up at Extension Office)
- Receipt(s) - including garage sale purchases - MUST be attached to the report form.
- Model outfit for fashion revue judging July 25.

(This contest is adapted with permission from Iowa State 4-H.)

HERITAGE

Superintendent: Christi Aycocock

The purpose of the 4-H Heritage project is to acquire knowledge, develop a connection to the past and share the story of a 4-H member's heritage and history around them. An exhibit may include items, pictures, maps, charts, drawings, illustrations, writings or displays that depict the heritage of the member's family or community or 4-H history.



Rules

- Exhibits are entered at 4-H'ers own risk. We will not be responsible for loss or damage to family heirloom items or any items in this division.
- Displays should not be larger than 22" x 28" wide. If the size needs to be a different size because the historical item is larger than 22"x28" please contact the superintendents for approval. Display collections securely in an attractive container no larger than 22" x 28".
- Exhibits must include NAME, COUNTY, AGE & PAST EXPERIENCE (years in Explore Your Heritage projects) on the back of the exhibit.
- All entries must have documentation included.

Eligibility: All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

PREMIUM	Purple	Blue	Red	White
	\$3.00	\$2.50	\$2.00	\$1.50

LEVEL 1: BEGINNING

Rules: Division 101, Level 1: Beginning (1-4 years in project)

A101-001 Heritage Poster or Flat Exhibit (SF71) Entries may be pictures, posters, items that depict family heritage. Exhibits must be supported by a written explanation.

A101-002 Family Genealogy/History Notebook (SF71) Include pedigree charts/family group sheets, with documentation for two to three generations of one family line, expanding each year. If multiple books are included in the exhibit, only bring book with most current year's work.

A101-003 Local History Scrapbook/Notebook (SF71) Scrapbook or notebook that depicts history of local community or Nebraska that helps youth appreciate their heritage.

A101-004 Framed Family Groupings (SF71) (or individuals) of pictures showing family history. Pictures must be

supported by a written explanation.

- A101-005 Other Exhibits Depicting the Heritage of the Member's Family or Community (SF71)** Exhibit must be supported by a written explanation. May include, biographical album of themselves or another family member, family cookbooks, etc.
- A101-006 4-H History Scrapbook (SF71)** A scrapbook relating 4-H history of local club or county. Must be work of individual 4-H'er - no club project. If multiple books are included in the exhibit, only bring book with most current year's work.
- A101-007 4-H History Poster (SF71)** Poster relating 4-H history of local club or county or individual.
- A101-008 Story or Illustration (SF71)** about a historical event.
- A101-009 Book Review** about local, Nebraska or regional history.
- A101-010 Other Historical Exhibits (SF71)** Attach an explanation of historical importance
- A101-011 Family Traditions Book (SF71)** Exhibitor scrapbook depicting family traditions of the past.
- A101-012 Family Traditions Exhibit (SF71)** Story or illustration of a family tradition or event. Exhibits must be supported by a written explanation.
- A101-013 4-H Club/County Scrapbook (SF71)** Scrapbook relating 4-H history of local club or county compiled by club historian. If multiple books are included in the exhibit, only bring book with most current year's work.
- A101-014 4-H Member Scrapbook (SF71)** Scrapbook relating to individual 4-H members' 4-H history. If multiple books are included in the exhibit, only bring book with most current year's work.
- A101-015 Special Events Scrapbook (SF71)** A scrapbook relating to a 4-H special event, such as Congress or CWF or a personal or family special event, such as a trip, family reunion, etc.
- A101-901 Club Secretary Book (SF71)** Club secretaries may exhibit their books showing the records of the club for the current club year.
- A101-902 Club News (SF71)** Each club news reporter may make one exhibit of not less than three clippings. These three clippings are to be attached to a poster board or cardboard 8 ½ x 11" in size. On the exhibit, the name of paper, date of issue, name of news reporter, age and address are to appear

PREMIUM	Purple	Blue	Red	White
	\$3.50	\$3.00	\$2.50	\$2.00

LEVEL 2: ADVANCED

Rules: Division 102, Level 2: Advanced (Over 4 years in project)

- A102-001 Heritage Poster or Flat Exhibit (SF71)** Entries may be pictures, posters, items, etc. that depict family heritage. Exhibits must be supported by a written explanation.
- A102-002 Family Genealogy/History Notebook (SF71)** Include pedigree charts/family group sheets, with documentation beyond two to three generations of one family line, expanding each year.
- A102-003 Local History Scrapbook/Notebook (SF71)** Scrapbook or notebook that depicts history of local community or Nebraska that helps youth appreciate their heritage. If multiple books are included in the exhibit, only bring book with most current year's work.
- A102-004 Framed Family Groupings (SF71)** (or individuals) of pictures showing family history. Pictures must be supported by a written explanation.
- A102-005 Other Exhibits (SF71)** depicting the heritage of the member's family or community. Exhibit must be supported by a written explanation. May include, biographical album of themselves or another family member, family cookbooks, etc.
- A102-006 4-H History Scrapbook (SF71)** A scrapbook relating 4-H history of local club or county. Must be work of individual 4-H'er - no club project.
- A102-007 4-H History Poster (SF71)** Poster relating 4-H history of local club or county or individual.
- A102-008 Story or Historical Illustration (SF71)** about a historical event.
- A102-009 History Book Review (SF71)** about local, Nebraska or regional history.
- A102-010 Other Historical Exhibits (SF71)** Attach an explanation of historical importance.
- A102-011 Community or State Landmark (SF71)** depicting the importance of a community or Nebraska historic landmark.
- A102-012 Community Report (SF71)** documenting something of historical significance from past to present.
- A102-013 Historic Collection (SF71)** (displayed securely and attractively in a container no larger than 22" x 28").
- A102-014 Video Documentary of a Family or Community Event (SF71)** Must be produced and edited by 4-H member. (Must be entered as a DVD or USB.)
- A102-015 4-H Club/County Scrapbook (SF71)** Scrapbook relating 4-H history of local club or county compiled by club historian. If multiple books are included in the exhibit, only bring book with most current year's work.
- A102-016 4-H Member Scrapbook (SF71)** Scrapbook relating to individual 4-H member's 4-H history. If multiple books included in exhibit, only bring book with most current year's work
- A102-017 Special Events Scrapbook (SF71)** A scrapbook relating to a 4-H special event, such as Congress or CWF or a personal or family special event, such as a trip, family reunion, etc.

HOME ENVIRONMENT

Superintendent: TBA

Assistant Superintendent: TBA

The purpose of Home Environment is to learn design principles and develop graphic design techniques. In addition, activities in this category encourage well-thought-out design plans and diverse artistic techniques. Be sure to take note of the rules section to develop a successful project.



Rules

HOME ENVIRONMENT EXHIBITS are evaluated by these criteria:

1. Items must be designed to be used for home decorating, home furnishing or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
2. Accessories should be of high quality (as compared to quick, simple crafts), suitable for use in the home several months throughout the year. Holiday specific items are discouraged. Exhibits made from kits are also discouraged as kits limit decision making in the design process.
3. Items should show creativity and originality, along with the application of design principles and elements. Youth are required to include the design elements and principles they used, along with a simple explanation of how they designed their project with their exhibit. Information on the elements and principles of design may be found in the Design Decisions manual, as well as Portfolio Pathways and Sketchbook Crossroads.
4. Entered in correct class: What medium is the majority of your accessory made from? What was changed or manipulated?
5. Items should be ready for display in the home: pictures framed wall hangings and pictures ready to hang etc. No single mat board or artist canvas panels allowed. Wrapped canvas (if staples not visible on edge) is accepted without framing. Make sure hangers are strong enough to support the item. Command Strips are not adequate hangers. Items not ready for display will be dropped one ribbon placing.
6. All static exhibits must have received a purple ribbon at the county fair to advance to the state fair.
7. Items should not be ones made for beginning level or other projects (ex: simple (10 minute) table runners or woodworking. Exhibits from the beginning level, Design My Place, are county only and not state fair eligible.
8. Size of Exhibits: Exhibits may be no taller than 7 feet and no wider than 6 feet. All exhibits must be easily lifted by two 4-H staff.
9. Number of Entries per Individual: One entry per exhibitor per class.
10. Entry Tags: An entry tag which includes a clear description of the entry must be securely attached to each Home Environment exhibit. Use color, pattern or picture descriptions to aid in identification. No straight pins.
11. Identification: In addition to the entry tag, a label with the exhibitor's name and county should be attached to each separate piece of the exhibit.
12. Supporting Information: Supporting information is required for all Home Environment exhibits. Information must include elements or principles of design used and steps taken to complete the project. Tag templates can be found on the 4-H State Fair website. Exhibits without supporting information will be dropped a ribbon placing.

PREMIUM	Purple	Blue	Red	White
	\$3.00	\$2.75	\$2.25	\$1.75

DESIGN MY PLACE

For classes C251-901 to C251-913 Attach information to explain steps taken. Information must also include elements or principles of design used.

C251-901 Simple Needlework Item (SF200) (made with yarn or floss)

C251-902 Simple Fabric Accessory (SF200) (pillow, pillowcase, laundry bag, table runner)

C251-903 Accessory made with original batik, dye or pigment (SF200)

C251-904 Simple Accessory using Wood (SF200)

C251-905 Simple Accessory using Fiber or Wool (SF200)

C251-906 Simple Accessory using Plastic (SF200)

C251-907 Simple Accessory using Glass (SF200)

C251-908 Simple Accessory using Clay or Ceramic (SF200)

C251-909 Simple Accessory using Paper (SF200)

C251-910 Simple Accessory Using Metal Tooling or Metal Punch (SF200)

C251-911 Bulletin or Message Board (SF200)

C251-912 Color Wheel (Be Creative) (SF200)

C251-913 Table Accessories (SF200) set of 2 or more (such as: placemats, napkins, napkin rings, potholders, coasters, mug rugs, etc.)

C251-914 Chore Chart (SF200) make and complete for 1 month showing how each chore was marked off the list when completed.

C251-915 Notebook of 4 or more Checklists from the Manual (SF200) (such as: Lighting Detective Chart, Shopping for Light Bulbs Chart, Shopping for a Lamp Chart, Home Inspection Checklist, Sound Chart, Are You Safe Checklist, Health Begins at Home Chart)

C251-916 Fire Escape Plan (SF200) refer to information in the manual

C251-917 Room Floor Plan (SF200) following instructions given in the manual

C251-918 Tornado Safety Plan (SF200)

C251-919 Disaster or Emergency Kit (SF200) for the home.

C251-920 Cleaning Kit (SF200) make a cleaning kit for the home.

C251-921 Problem Solved (SF200) Use creative method to show how you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)

C251-922 Video or Poster (SF200) showing how to make a bed or organize a room or the steps you used to make your simple accessory.

PREMIUM	Purple	Blue	Red	White
	\$5.00	\$4.75	\$4.25	\$3.75

DESIGN DECISION

Rules: Attach information to explain steps taken. Information must also include elements or principles of design used.

C257-001 Design Board for a Room (SF201) Include: color scheme, wall treatment, floor treatment, etc. - OR floor plan for a room – Posters, 22" x 28" or multimedia presentation (on CD). Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.

C257-002 Problem Solved (SF201) Energy savers OR Career exploration – Identify a problem (as problem windows, storage needs, inconvenient room arrangement, cost comparison, energy conservation, waste management, etc.) OR, explore a career related to home environment (what would it be, what education is needed, what would you do, etc.). Using poster, notebook, multimedia presentation (on CD) or other method, describe the problem and how it was solved OR your career exploration. (pages 74-93)

C257-003 Solar, Wind or Other Energy Alternatives for the Home (SF201) Can be models, either an original creation or an adaption of kit. If kit, label and explain what was learned and how the item could be used in or on the exterior of home. (pages 74-93)

C257-004 Technology in Design (SF200) Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging.

C257-006 Window Covering (SF200) May include curtains, draperies, shades, shutters, etc.

C257-007 Floor Covering – May be woven, braided, painted floor cloth, etc.

C257-008 Bedcover (SF200) May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibits) (pages 50-53)

C257-009 Accessory (SF200) Original Needlework/Stitchery

C257-010 Accessory (SF200) Textile 2D (tablecloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10-minute table runners.)

C257-011 Accessory (SF200) Textile 3D (pillows, pillow shams, fabric bowls, etc.) NO FLEECE TIED EXHIBITS

C257-012 Accessory (SF200) 2D

C257-013 Accessory (SF200) 3D (string art, wreaths, etc.)

C257-014 Accessory Original Floral Design (SF200)

For classes 15-18, determine entry by what medium was manipulated.

C257-015 Accessory Original made from Wood (SF200) burn, cut, shape or otherwise manipulate

C257-016 Accessory Original made from Glass (SF200) etched, mosaic, stain, molten or otherwise manipulate

C257-017 Accessory Original made from Metal (SF200) cut, shape, punch, sculpt, reassemble or otherwise manipulate.

C257-018 Accessory Original made from Ceramic or Tile (SF200) Treatment to exhibit must go through a process that permanently alters the medium Painting alone is not sufficient.

C257-019 Accessory Recycled/Upcycled Item (SF207) for the home- reuse a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information. Reuse the item.

C257-020 Furniture Recycled/Remade (SF207) made or finished by using a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.

C257-021 Furniture Wood Opaque Finish (SF203) such as paint or enamel.

C257-022 Furniture Wood Clear Finish (SF203) showing wood grain.

C257-023 Furniture Fabric Covered (SF200) May include stool, chair seat, slip-covers, headboard, etc.

C257-024 Furniture Outdoor Living (SF200) Furniture made/refurbished suitable for outdoor use. (NOTE: will be displayed outside at the State Fair). Include description of what was done to recycle or reuse item in your attached information.

C257-025 Accessory Outdoor Living (SF200) Accessory made/refurbished suitable for outdoor use. (NOTE: May be displayed outside.) Include description of what was done to recycle or reuse item in your attached information.

PREMIUM	Purple	Blue	Red	White
	\$10.00	\$9.75	\$9.25	\$8.75

HEIRLOOM TREASURES/FAMILY KEEPSAKES

Rules

1. This project area is for items with historic, sentimental or antique value that are restored, repurposed or refinished to keep their original look and value. It is not for "recycled" items. For example, a bench would be considered an heirloom if the original finish is restored, but if decorated by painting it would be considered recycled. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases.
2. NOTE: Resources to support this project area are available on the 4-H website. Attach information including:
 1. List of steps taken to complete your project. Before and after pictures are encouraged.
 2. Keepsakes documentation: how you acquired the item and the history of the item may be written, pictures, audio or video tape of interview with family member, etc.

C256-001 Trunks (SF206) including doll-sized trunks or wardrobes.

C256-002 Article (SF205) either a repurposed "treasure" (accessory) from an old item or an old "treasure" (accessory) refinished or renovated. May include a display of a collection or collectibles, being careful not to destroy the value of the collection.

C256-003 Furniture (SF205) either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

C256-004 CLEANED AND RESTORED HEIRLOOM ACCESSORY OR FURNITURE (SF205) A reconditioned and cleaned old piece of furniture or accessory that is functional for use or display. Item might be cleaned and waxed, and simple repairs made. Item would not be refinished or repainted but reconditioned to restore it to its original look or to prevent it from further damage as a valuable heirloom. Consult extension publication Care and Conservation of Heirloom Textiles, G1682 for information on textiles. (Refinished items go in classes 2 – 3.) This class is for situations where it may be best to do very little to the item to maintain its antique value. Item or article should be of complexity suited to an advanced project.

VISUAL ARTS Superintendent: Assistant Superintendent:



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

Rules

1. Original Work - Items must be the original work of the 4-H member and should show creativity and originality. No copyrighted images or master studies
2. Display - Items should be ready for display, framed, ready to hang, etc. No single mat board or artist canvas panels allowed. Wrapped canvas (if staples not visible on edge) is accepted without framing. Make sure hangers are strong enough to support the item. Command Strips are not adequate hangers. Items not ready for display will be dropped one ribbon placing
3. Entries per Exhibitor: 4-H members may enter up one exhibit per class.
4. Entry Descriptions: Entry tags should include a clear, visual description of the exhibit, such as colors, size, or subject to aid in identification.
5. Supporting Information: Supporting information is required for all Visual Arts exhibits. Information must include responses to at least two reflection questions and steps taken to complete the project. Supporting Information tag templates can be found at <https://go.unl.edu/ne4hvisualarts>. Exhibits without supporting information will be dropped a ribbon placing.

Eligibility

All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

PREMIUM	Purple	Blue	Red	White
	\$4.00	\$3.75	\$3.25	\$2.75

PORTFOLIO PATHWAYS

Rules:

1. Use techniques from manual or comparable techniques.
2. Attach information to explain steps taken. Information must also include elements or principles of design used.

- C261-001 Original Acrylic Painting (SF200)** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 12-13)
- C261-002 Original Oil Painting (SF200)** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 26-33)
- C261-003 Original Watercolor (SF200)** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 14-17)
- C261-004 Original Sand Painting (SF200)** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 20-21)
- C261-005 Original Encaustic Painting (SF200)** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 34-35)
- C261-006 Home Accessory Made with Any Printing Technique (SF200)** in Pathways Unit II. (p. 36-56)
- C261-007 Original mixed media accessory (SF200)** An art exhibit using a combination of two or more different media or materials. One media must be included in another Portfolio Pathways class. (ex. watercolor and graphite)
- C261-008 Nebraska Life Exhibit (SF200)** An art exhibit using one of the techniques in the above classes to show how art can define a sense of place or life in Nebraska. For example – solar printing; making prints using shed snakeskin or plant; an acrylic, oil or watercolor painting of scenes of your community or the surrounding area; or using objects from nature to make the painting. Include the required information listed above and how this project represents Nebraska life.

PREMIUM	Purple	Blue	Red	White
	\$4.00	\$3.75	\$3.25	\$2.75

SKETCHBOOK CROSSROADS

Rules:

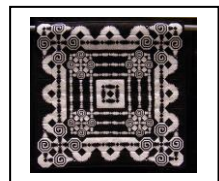
1. Use techniques from manual or comparable techniques.
2. Attach information to explain steps taken. Information must also include elements or principles of design used. (p. 8-9)

- C260-001 Original Pencil or Chalk Drawing framed and ready to hang. (SF200)** Scratch art accepted here.(p.10 - 21)
- C260-002 Original Ink Drawing (SF200)** framed and ready to hang (p 22 - 28)
- C260-003 Home Accessory Made with Fiber (SF200)** (p. 29)
- C260-004 Home Accessory Made with Felted Wool (SF200)** (p.29-33)
- C260-005 Home Accessory Made with Cotton Linter (SF200)** (p. 34-36)
- C260-006 Home Accessory Using Batik (SF200)** (p. 37-39)
- C260-007 Home Accessory Made by Weaving (SF200)** (p. 40-47)
- C260-008 Home Accessory Made with Fabric that the Exhibitor has dyed (SF200)** (p. 48- 50)
- C260-009 Original sculpted or thrown home accessory made with clay (SF200)** (no purchased items) (p. 53-62)
- C260-010 Nebraska Life Exhibit (SF200)** An art exhibit using one of the techniques in the above classes to show how art can define a sense of place, or life in Nebraska. For example - a pencil or ink drawing depicting life in Nebraska, using natural resources such as native grasses to make a weaving, using natural fibers for felting, or using roots, nuts, plants or flowers to dye fabric. Include the required information listed above and how this project represents life in Nebraska.

QUILT QUEST

EXHIBIT GUIDELINES

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.

Rules: Eligibility- All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

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

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

For all classes, 4-H'ers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-H'ers may also use "fabric collections" offered by manufacturers in a particular designer or fabric line. Examples of fabric collections include:

- **Jelly Rolls** are made of (up to) 40 different strips of 2 ½" wide fabric laying on top of one another and rolled up to look like a jelly roll. The fabric is created by one designer or fabric line and compliments each other. In many cases, less skilled 4-H'ers find it difficult to cut narrow strips with a rotary cutter and ruler, so this fabric selection may make it easier as they learn.
- **Honey Buns** are made like the Jelly Rolls with 1 ½" strips of fabrics.
- **Layer Cakes** are 10" squares of fabric from a manufactured designer or fabric line with different pieces of fabric "layered" on top of one another to look like a piece of cake.
- **Charm Packs** are made of 5" squares of coordinating fabric and may be tied up with a string or scrap of fabric.
- **Turnover** is a collection of coordinating fabrics that are cut into 6" triangles.
- **Fat Quarters** are ½ yard cuts of fabric which are cut in half to make a rectangle that is approximately 18" x 21". (One half yard of fabric yields 2 fat quarters). The "fat quarter" can be more economical to purchase for a smaller quilt because the purchaser does not have to buy the entire yardage width.
- **Fabric Kit** is a collection of fabrics cut in large pieces to accommodate the requirements of a particular quilt pattern. The 4-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 of tools for cutting the fabric and completing the quilt. Cutting into pattern pieces may include hand roller die cutting machines that cut particular shapes which can be 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

PREMIUM	Purple	Blue	Red	White
\$7.00	\$6.50	\$6.00	\$5.50	

Barn Quilts

Rules

1. 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.

C229-021 Barn Quilt (SF208B) created that is less than 4'x4'.

C229-022 Barn Quilt (SF208B) created that is 4'x4' or larger.

Exploring Quilts

C229-010 Exploring Quilts (SF208C) 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 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 x 22-inch poster, notebook, CD, PowerPoint, 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.

C229-030 Computer Exploration (SF208C) Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information on the 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.

Quilt Design Other than Fabric

Rules

1. 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 in the Home Environment information sheet. Exhibits without supporting information will be dropped a ribbon placing.

C229020 - Quilt Design Other Than Fabric (SF208B) Two or three-dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc.

Quilted Exhibits

Rules

1. Please note the description of classes. They denote the degree of difficulty in construction and not the number of years in the project. A quilted exhibit consists of 3 or more layers. All quilted exhibits must be quilted (machine or hand) 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 1/2 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?

C229-040 Wearable Art (SF208A) Quilted clothing or clothing accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by the 4-H member. On a half sheet of 8 1/2 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.

C229-041 Inter-Generational Quilt (SF208E) A quilt made by a 4-H member and family members or friends of different generations. On a half sheet of 8 1/2 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, jellyroll, charm squares, etc.

C229-042 Service Project Quilt (SF208D) A quilt constructed by a 4-H member or group to be donated to a worthy cause. On a half sheet of 8 1/2 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 including whether or not you used a kit, jellyroll, charm squares, etc.

PREMIUM	Purple	Blue	Red	White
CLASSES 50, 60, 70	\$5.00	\$4.50	\$4.00	\$3.50
CLASSES 51, 61, 71	\$7.00	\$6.50	\$6.00	\$5.50
CLASSES 52, 62, 72 and 80-83	\$10.00	\$8.50	\$7.00	\$6.50

Classes 50 – 52 (SF208A)

Pieced quilts made up of squares and/or rectangles

Class C229-050 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.

Class C229-051 Medium - length + width = 61" to 120"

Class C229-052 Large - length + width = over 120"

Classes 60 – 62 (SF208A)

In addition to any of the methods in classes 50–52, quilts may have triangles, and/or may be embroidered.

Class C229-060 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.

Class - C229-061 Medium - length + width = 61" to 120"

Class - C229-062 Large - length + width = over 120"

Classes 70 – 72 (SF208A)

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.

Class C229-070 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.

Class C229-071 Medium - length + width = 61" to 120"

Class C229-072 Large - length + width = over 120"

Premiere Quilt 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. Tied quilts are not eligible for this class.

C229-080 Hand Quilted (SF208A)

C229-081 Sewing Machine Quilted (SF208A)

C229-082 Premiere Quilt: Long Arm Quilted (SF208A) non computerized/hand guided.

C229-083 Premiere Quilt: Arm Quilted (SF208A) computerized.

PREMIUM	Purple	Blue	Red	White
\$7.00	\$6.50	\$6.00	\$5.50	

C229-901 Quilt Theme Photography Exhibit – a single matted 8" x 10" print with a definite quilt theme OR a quilt photo story on 14" x 22" black poster board.

C229-902 Framed Quilt or Quilt Block – must be mounted, framed, and ready to hang, glass optional.

C229-903 Quilted Accessories for the Home or a Toy (two or three-dimensional) – examples: table runners and place mats, play mat, toy, soft sculpture. This class does not include wall hangings.

C229-904 Accessory Made from the 1932 Kansas City Star 4-H Quilt Block.

C229-905 Quilt Theme Diorama – dimensions not to exceed 12" x 15" x 10".

C229-906 First Quilt made by 4-H'er.

C229-907 Special Occasion Quilt – quilt constructed to celebrate a special event or to preserve a memory. May be a t-shirt quilt, photo quilt, autograph friendship quilt or exchange quilt or other means of preserving a memory in a quilt. Attach explanation of why a quilt was made to preserve the memory.