Consumer & Family Sciences

Superintendent: Beth Andrews

Clothing

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. Judging day for all Consumer & Family Science exhibits is Monday, July 22, 2024. All exhibits are due by noon on Monday, July 22, 2024. Exhibits turned in after Monday, July 22, 2024 at noon, will be automatically knocked down one ribbon placing and will not be eligible for Grand and Reserve Champions or State Fair. Exhibits turned in late might not be judged due to a Consumer & Family Science judge being unavailable.

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 pins 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. **Design Data Card** must be included with all Beyond the Needle Classes C221003- through C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at http://go.unl.edu/ne4hclothing. If the data card is not included, the exhibit will be lowered one ribbon placing. **The data card is only required for the classes listed above.**
5. Removal of Entries: Entries may not be removed for use in any activity except County Fair Fashion Show.
6. 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.
7. 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)

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 STEAM Clothing 2 project manual. The Portfolio should be placed in an 8 ½ inch x 11 inch, 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 ½ inch x 11 inch, 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 the STEAM Clothing 2 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 inches x 30 inches.

	PREMIUM	Purple	Blue	Red	White
Classes 906-925		$3.50	$3.25	$2.75	$2.25

Hamilton County Sewing Exhibits
C900-906 Pincushion and Needle Book (CF 50)
C900-907 Pillowcase (CF 51)
C900-908 Pillow (CF 52) No larger than 18" x 18"
C900-909 Bag/Purse (CF53) No buttonholes.
C900-910 Laundry Bag or draw-string bag (CF 48)
C900-911 Table Runner (SF 20)
C900-912 Top (SF 28)
C900-913 Bottom (SF 28) (pants, shorts, capri)
C900-914 Dress (SF 28)
C900-915 Kitchen Item (apron, hot pad, kitchen helper, 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.
C900-918 Rail Fence or Disappearing 4-Patch pillow
C900-919 Shaped Pillow
C900-920 Tote Bag
C900-921 Duffle Bag
C900-922 Windsock
C900-923 Chair Caddy
C900-924 Skirt, Wrap Skirt, or Skort
C900-925 Fashion Accessory (scrunchie, belt, headband, etc.)

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

Beyond the Needle
4-H members must show their own original creativity
Design Data Card must be included with all Beyond the Needle Classes C221003- through C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at http://go.unl.edu/ne4hclothing. If the data card is not included, the exhibit will be lowered one ribbon placing. **The data card is only required for the classes listed above.**
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 inch x 11 inch, 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 inch x 30 inch.
C221-003 Embellished Garment with Original Design (SF26) **(Eligible for State Fair Fashion Show)** Create a garment using 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. A Design Data Card must be included with this project. If additional information is not included, the exhibit will be lowered one ribbon placing.
C221-004 Original Designed Fabric Yardage (SF26) 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. A Design Data Card must be included with this project. If additional information is not included, the exhibit will be lowered one ribbon placing.
C221-005 Item (garment or non-clothing item) Constructed from Original Designed Fabric (SF26) **(Only** garments are eligible for State Fair Fashion Show) Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project. If additional information is not included, the exhibit will be lowered one ribbon placing.
C221-006 Textile Arts Garment or Accessory (SF26) **(Eligible for State Fair Fashion Show)** A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A Design Data Card must be included with this project. If additional information is not included, the exhibit will be lowered one

Awards will only be given to the top purple ribbon winner in each of the curriculum areas. Entry must earn a purple ribbon to earn awards and rosettes. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair. Classes that are listed as a "900" number (last 3 digits of the class number) are Hamilton County Fair only exhibits and are not eligible to advance to the Nebraska State Fair, regardless of ribbon placement. County only entries are still eligible for County Awards.

ribbon placing.
C221-007 Fashion Accessory (Not eligible for State Fair Fashion Show) (SF26) An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Data Card must be included with this project. If additional information is not included, the exhibit will be lowered one ribbon placing.
C221-008 Wearable Technology Garment or Accessory (Eligible for State Fair Fashion Show) (SF26) Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, etc.) A Design Data Card must be included with this project. If additional information is not included, the exhibit will be lowered one ribbon placing.
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.
C221-904 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.
C221-905 Advanced Fashion Accessory (SF23) An accessory designed and/or constructed using elements and principles of Design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, etc. A description of the design process must accompany the entry. If additional information is not included, the exhibit will be lowered one ribbon placing.

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

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 ½ inch x 11 inch, 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 ½ inch x 11 inch, 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 inches x 30 inches) 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 inches x 30 inches) a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 122 and 125.

Rules
1. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). A list of skills by project is available at A list of skills by project is available at https://go.unl.edu/ne4hclothing. 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.

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-

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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 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 inches x 30 inches.

C222-002 Pressing Matters (SF20) 4-H Members may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the STEAM 2 project manual. Exhibits should include answers to lesson questions that are most appropriate to include.

C222-003 Upcycled Garment (Eligible for the State Fashion Show) (SF28) Create a garment from used textile-based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable piece of clothing.   The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a "before" picture no larger than 4.25 inch x 5.5 inch. If additional information is not included, exhibit will be lowered one ribbon placing.

C222-004 Upcycled Clothing Accessory (not eligible for the state fashion show) (SF28) A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a "before" picture no larger than 4.25 inches x 5.5 inches. If additional information is not included, the exhibit will be lowered one ribbon placing.

C222-005 Textile Clothing Accessory (SF28) (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 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.)

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 (SF28) (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 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 (SF28) (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.

Rules
1. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). A list of skills by project is available at http://go.unl.edu/ne4hclothing. Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing.
2. Entry consists of completely constructed garments only. Wool entries must have the fiber content listed on the identification label.

	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) A list of skills by project is available at A list of skills by project is available at https://go.unl.edu/ne4hclothing. Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of completely constructed garments only. Wool entries must have the fiber content listed on the identification label.

C223-001 Upcycled Garment (eligible for the state fashion show) (SF28) 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 Design Data Card must be included with this project including a "before" picture no larger than 4.25 inches x 5.5 inches.

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C223-002 Upcycled Clothing Accessory (not eligible for the State Fashion Show) (SF28) 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 Design Data Card must be included with this project including a "before" picture no larger than 4.25 inches x 5.5 inches.

C223-003 Textile Clothing Accessory (SF28) (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 (SF28) (eligible for State Fair Fashion Show) A tailored blazer or suit jacket or coat.

C223-011 Alter/Design Your Pattern (SF28) (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 (SF28) (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.

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 pins 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 to every component of the exhibit using safety pins or by basting. Not responsible for unlabeled items.
3. **A Fiber Arts Data Card** must be included with all Knitting & Crocheting exhibits. The data card is available on our website or copies may be picked up at the Extension Office. If the data card is not included, the exhibit will be lowered one ribbon placing.
4. **Preparation of Exhibits:** Knitted and Crocheted exhibits should be entered in the most appropriate manner for the exhibit.
5. **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 at 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.

Knitting

Awards will only be given to the top purple ribbon winner in each of the curriculum areas. Entry must earn a purple ribbon to earn awards and rosettes. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair. Classes that are listed as a "900" number (last 3 digits of the class number) are Hamilton County Fair only exhibits and are not eligible to advance to the Nebraska State Fair, regardless of ribbon placement. County only entries are still eligible for County Awards.

Rules
1. All knitted items will be displayed in the clothing area.
2. Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings, and Constructions Finishes.
3. Each knitting exhibit must include the following information on the fiber arts data card or exhibit will be lowered one ribbon placing:
   ● Why did you choose to create this exhibit?
   ● What steps did you take as you created this exhibit?
   ● What were the most important things you learned?
   ● Gauge-Number of rows per inch; number of stitches per inch.
   ● Size of needles, finger knitted, arm knitted, loom or machine knitted.
   ● Kind of yarn – weight and fiber content.
   ● Names of stitches used.

	PREMIUM	Purple $3.50	Blue $3.25	Red $2.75	White $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 $4.50	Blue $4.25	Red $3.75	White $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
CI225-002 Level 2 Knitted Home Design & Restoration 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 Design & Restoration Item)
C225-004 Loom Knitted Item (SF60) (Clothing or Home Design & Restoration 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 Design & Restoration 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
Rules
1. All crochet items will be displayed in the clothing area.
2. Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes.
3. Each crocheted exhibit must include the following information on the fiber arts data card or exhibit will be lowered one ribbon placing:
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)?

   ● Why did you choose to create this exhibit?

   ● What steps did you take as you created your exhibit?

   ● What were the most important things you learned?

   ● Gauge and size of hook or type of crocheting tool.

   ● Kind of yarn - weight and fiber content or other material used.

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- Names of stitches used.

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 Design & Restoration 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 Design & Restoration 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.

Weaving

All woven items will be displayed in the clothing area. Criteria for judging weaving: Design and Color, Neatness, weaving Mechanics and Construction Finishes. 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 Woven Item

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 inch x 22 inch poster board. If a three-ring binder is used it should be 8 ½ inch x 11 inch x 1 inch. 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 8-13 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 8-13 plus include the following additions:
-body shape discussion
-construction quality details

Awards will only be given to the top purple ribbon winner in each of the curriculum areas. Entry must earn a purple ribbon to earn awards and rosettes. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair. Classes that are listed as a "900" number (last 3 digits of the class number) are Hamilton County Fair only exhibits and are not eligible to advance to the Nebraska State Fair, regardless of ribbon placement. County only entries are still eligible for County Awards.

-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).