








DEPARTMENT: CONSUMER & FAMILY SCIENCE
AREA: CLOTHING

 CURRICULUM & RESOURCES

STEAM Clothing: Beyond the Needle **B** **I** **A**
 STEAM Clothing 1: Fundamentals **B**
 STEAM Clothing 2: Simply Sewing **I**
 STEAM Clothing 3: A Stitch Further **A**

»» AREA RULES – CLOTHING

1.  **Youth can ONLY enter exhibits into ONE STEAM Clothing Division (STEAM 1, 2, or 3).**
 - a. Youth enrolled in clothing projects should continue their skill development. Once they have exhibited in a higher level, they are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM Clothing 1.
2.  **Each exhibit must have an “Identification Label” which includes Johnson County, exhibitor’s name and age, project name and class in which garment is entered, and number of years enrolled in project exhibiting.** Attach a label on every component of the outfit using safety pins or by basting.
3.  **Bring all wearable exhibits on wire hangers or hangers with a swivel hook. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag hung on a hanger.** Use safety pins to fasten skirts, shorts, and pants to hangers. 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. Non-sewing exhibits can be a notebook, poster, or small display unless otherwise specified. Notebooks should be in 3 ring binders and include an appropriate cover, table of contents. And dividers. Posters and displays should not exceed 22” x 30”.
5. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>.
6. A Design Data Card must be included with all Beyond the Needle Classes 003-008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

 *Clothing exhibitors have the option to participate in clothing interview judging. They will pick one exhibit to share with the judge what they did and learned. Sign up for a time during static check-in.*

DEPARTMENT C - DIVISION 220 – GENERAL CLOTHING

	<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
	220	All Classes	\$3.00	\$2.50	\$2.00	\$1.00
SF) 001	Clothing Portfolio (SF20) – Complete at least four different samples/activities from Chapters 2, 3, or 4 of the project manual. Portfolio should build upon itself each year and pages can be added each year (please date pages). (Simply Sewing, p. 9-11)					
SF) 002	Textile Science Scrapbook (SF20) – Must include at least 10 different textile samples in binder. See project manual “Textile Information Card” temple and for fabric suggestions. Scrapbook should build upon itself each year and pages can be added each year (please date pages). (Simply Sewing, p. 39)					
SF) 003	Sewing For Profit (SF63) – Display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. (Simply Sewing, p. 161-167)					

DEPARTMENT C - DIVISION 221 – BEYOND THE NEEDLE

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
221	001-010	\$3.00	\$2.50	\$2.00	\$1.00
221	901-903	\$3.00	\$2.50	\$2.00	\$1.00



- SF) 001** **Design Portfolio** (SF 20) – A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. Portfolio should build upon itself each year and pages can be added each year (please date pages). (Beyond the Needle, p. 14-16)
- SF) 002** **Color Wheel** (SF 20) – Create your own color wheel, complimentary color bar or color scheme. (Beyond the Needle, p. 27-39)
- SF) 003** **Embellished Garment with Original Design** (SF26) – - Create a garment using techniques as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing. (SF26) (Eligible for State Fair Fashion Show)
- SF) 004** **Original Designed Fabric Yardage** (SF 28) – Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. The exhibit consists of at least one yard of finished fabric. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing.
- SF) 005** **Item Constructed from Original Designed Fabric** (SF 26) – 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. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing.
- SF) 006** **Textile Arts Garment or Accessory** (SF 25) – 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. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing. (SF265) (Garment eligible for State Fair Fashion Show)
- SF) 007** **Fashion Accessory** (SF 26) – An accessory designed and 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, and etc. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing. (Not eligible for State Fair Fashion Show)
- SF) 008** **Wearable Technology Garment** (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. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing. (Garment is eligible for State Fair Fashion Show)
- C) 901-903** **Other Item Made in this Project** (SF26)

DEPARTMENT C – DIVISION 220 – STEAM CLOTHING 1: FUNDAMENTALS

	<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
	220	All Classes	\$3.00	\$2.50	\$2.00	\$1.00
C) 901	Sewing Kit (SF20) – Include a list of sewing notions and purpose for each included. (Fundamentals, p. 12-17)					
C) 902	What’s The Difference (SF20) – Share a project comparison and price point. Exhibits should include pictures. (Fundamentals, p. 118-119)					
C) 903	Clothing Service Project (SF20) – Share information you generated in the project activity “Serving A Purpose”. Service project can include pillows or pillowcases, but are not limited to these items. (Fundamentals, p. 124-125)					
C) 904	Simple Top (SF23)					
C) 905	Simple Bottom (SF23) – pants, shorts or skirt.					
C) 906	Simple Dress (SF23)					
C) 907	Upcycled Simple Garment (SF21) – The original used item must be redesigned (not just decorate) in some way to create a new wearable piece of clothing. 🖱️ A “before” picture and a description of the redesign process must accompany the entry, or it will be disqualified. A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing . If additional information is not included, the exhibit will be lowered one ribbon placing.					
C) 908	Upcycled Accessory (SF22) – 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. A Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing . If additional information is not included, the exhibit will be lowered one ribbon placing.					
C) 909-911	Other Item Made in this Project					

DEPARTMENT C - DIVISION 222 — STEAM CLOTHING 2: SIMPLY SEWING

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
222	001-014	\$4.00	\$3.25	\$2.50	\$1.75
222	901-903	\$4.00	\$3.25	\$2.50	\$1.75


- SF) 001** **Design Basics, Understanding Design Principles** (SF20) – Share learning experiences. Project should include answers to questions found on page 20 of the manual. (Simply Sewing, p. 17-20)
- SF) 002** **Pressing Matters** (SF20) – Hem or sleeve roll exhibit. The exhibit should include answers to lesson questions that are most appropriate to include. (Simply Sewing, p. 21-25)
- SF) 003** **Upcycled Garment** (SF2) – 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.** A list of skills is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing. (Eligible for State Fair Fashion Show)
- SF) 004** **Upcycled Clothing Accessory** (SF2) – 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 list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A “before” picture and a description of the redesign process must accompany the entry. (Not eligible for State Fair Fashion Show)
- SF) 005** **Textile Clothing Accessory** (SF23) – Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e., barrettes, headbands, flip flops, duct tape, etc.) (Not eligible for State Fair Fashion Show)
- SF) 006** **Top** (SF28) – Can be a vest
- SF) 007** **Bottom** (SF28) – Can be pants or shorts
- SF) 008** **Skirt** (SF28)
- SF) 009** **Unlined Jacket** (SF28) (Not eligible for State Fair Fashion Show)
- SF) 010** **Dress** (SF28) – Does not include formal wear
- SF) 011** **Romper or Jumpsuit** (SF28)
- SF) 012** **Two-Piece Outfit** (SF28)
- SF) 013** **Alter Your Pattern** (SF28) –  **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)
- SF) 014** **Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (SF28) – Fabric/Fibers used in this garment have to be manufactured or 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.
- C) 901-903** **Other Item Made in this Project**

DEPARTMENT C - DIVISION 223 – STEAM CLOTHING 3: A STITCH FURTHER

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
223	001-012	\$5.00	\$4.00	\$3.00	\$2.00
223	901-903	\$5.00	\$4.00	\$3.00	\$2.00

- SF) 001** **Upcycled Garment** (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 list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <https://go.unl.edu/ne4hclothing>. If

additional information is not included, the exhibit will be lowered one ribbon placing. (Not eligible for State Fair Fashion Show)

- SF) 002** **Upcycled Clothing Accessory** (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 list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing. (Not eligible for State Fair Fashion Show)
- SF) 003** **Textile Clothing Accessory** (SF23) – Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper, or rubber base items allowed (i.e., barrettes, headbands, flip flops, duct tape, etc.) (Not eligible for State Fair Fashion Show)
- SF) 004** **Dress or Formal** (SF28)
- SF) 005** **Skirted Combination** (SF28) – Skirt with shirt, vest or jacket OR jumper and shirt
- SF) 006** **Pants or Shorts Combination Outfit** (SF28) – Pants or shorts with shirt, vest, or jacket
- SF) 007** **Romper or Jumpsuit** (SF28)
- SF) 008** **Specialty Wear** (SF28) – Swim wear, costumes, hunting gear, or chaps
- SF) 009** **Lined or Unlined Jacket** (SF28) – Non-tailored
- SF) 010** **Blazer, Suit Jacket or Outerwear Coat** (SF29) – Tailored blazer, suit jacket, or coat
- SF) 011** **Alter/Design Your Pattern** (SF28) –  **Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted.** Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern
- SF) 012** **Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (SF28) – Fabric/Fibers used in this garment have to be manufactured or 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.
- C) 901-903** **Other Item Made in this Project**

DEPARTMENT C - DIVISION 410 –FASHION SHOW

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
410		4.00	3.00	\$2.00	\$1.00

ENTRY LIMITS - A participant is allowed a maximum of SEVEN entries with NO more than:

- 1 entry in First Year Fashion, STEAM Clothing 1, STEAM Clothing 2, and STEAM Clothing 3
- 1 entry in Knitting
- 1 entry in Crochet
- 1 entry in Beyond the Needle (formerly Decorate Your Duds)
- 1 entry in Make One Buy One
- 1 entry in Upcycled Garment/Accessory
- 1 entry in Garment Made for Someone Else
- 1 entry in Shopping in Style
- 1 entry in \$15 Outfit Challenge

2. **PRE-ENTRY** – Participants must pre-enter by completing the appropriate entry forms.

3. **PUBLIC FASHION SHOW** - Participants are expected to participate in the Public Fashion Show; participants may only be excused from the public show by the fashion show superintendent and/or Extension staff.

4. **AWARDS** - Special awards will be given to the top three individuals in:

- Beyond the Needle – Junior Division (ages 8 to 11 as of December 31st)
- Beyond the Needle – Senior Division (ages 12 and over as of December 31st)
- Shopping in Style – Junior Division (ages 8 to 11 as of December 31st)
- Shopping in Style – Senior Division (ages 12 and over as of December 31st)
- \$15 Dollar Outfit Challenge
- STEAM Clothing 1
- STEAM Clothing 2

- STEAM Clothing 3
- Knitting & Crochet
- Make One Buy One
- Upcycled Garment/Accessory

STATE FAIR – The judge will select a top exhibitor from the STEAM Clothing 2 and STEAM Clothing 3 classes to represent Johnson County at the Nebraska State Fair 4-H Fashion Show. Also, the top exhibitor in the Shopping in Style – Senior Division will be chosen to represent Johnson County at the Nebraska State Fair 4-H Shopping in Style Fashion Show.

5. LEVEL REQUIREMENTS

- **FIRST YEAR FASHION** – 4-H members who are enrolled in their first year of the STEAM Clothing 1 project. 4-H members who have enrolled in or completed STEAM Clothing 2 or STEAM Clothing 3 projects may not participate in this class. Check the Construction Skills Checklist and acceptable fabrics list in the manual.
- **STEAM CLOTHING 1** – 4-H members who have enrolled in or completed STEAM Clothing 2 or STEAM Clothing 3 projects may not participate in this class. Check the Construction Skills Checklist and acceptable fabrics list in the manual. A firm, medium weight woven fabric is appropriate. In-seam or patch pockets, simple lined vests, or flat constructed sleeves are acceptable. Plaids and striped fabric, garments with collars, set-in sleeves, waistbands, and zipper are NOT accepted.
- **STEAM CLOTHING 2** – 4-H members who have enrolled in or who have completed the STEAM Clothing 3 project are not eligible to enter this class. Check the manual for further guidance on acceptable patterns, fabrics, etc.
- **STEAM CLOTHING 3** - Check the manual for further guidance on acceptable patterns, fabrics, etc.

6. ACCEPTABLE ENTRIES

- **FIRST YEAR FASHION** – Simple pillow, pillowcase, laundry bag, or bag/purse.
- **STEAM CLOTHING 1** – Simple dress, simple skirted outfit (skirt with shirt or vest), simple pants/shorts outfit (pants or shorts with shirt or vest). ALL items modeled must be constructed by the exhibitor, except a purchased top can be worn to complete a simple skirted or pants/shorts outfit that includes a vest.
- **STEAM CLOTHING 2** – Dress; skirted outfit (skirt with shirt, vest or jacket); pants/shorts outfit (pants or shorts with shirt, vest or jacket). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts.
- **STEAM CLOTHING 3** – Dress; skirted outfit (skirt with shirt, vest, or jacket); formal (dress or tuxedo for prom, wedding or other formal occasion); pants/shorts outfit (pants or shorts with shirt, vest, or jacket); specialty wear (costume, western wear (chaps, chinks, or riding attire)); sportswear (jogging outfit, swimwear, aerobic wear, or ski wear); or coat/outerwear/jacket (lined or unlined, non-tailored). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.
- **MAKE ONE – BUY ONE** - 4-H members enrolled in STEAM Clothing 1, STEAM Clothing 2, or STEAM Clothing 3 may enter this class. Sewn garment(s) should be combined with a purchased item to make a complete wearable outfit.
- **UPCYCLED GARMENT OR ACCESSORY** - Create a garment or accessory 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 item must reflect at least one skill learned in this project.
- **GARMENT MADE FOR SOMEONE ELSE** - 4-H members enrolled in STEAM Clothing 1, STEAM Clothing 2, STEAM Clothing 3, Knitting and Crochet may enter this class. The 4-H member should use the skills learned in the 4-H project they are enrolled in to make an outfit/garment for someone else. The individual for whom the outfit/garment was constructed will model in this class.
- **SHOPPING IN STYLE** - In the Shopping in Style classes the 4-H member will model the outfit purchased in their project. Participants will also be required to fill out a written report and submit it with their entry forms prior to the Fashion Show.

\$15 OUTFIT CHALLENGE – The outfit must be selected and purchased from garage sales, thrift stores, consignment or resale shops, clearance, etc. The total cost of the outfit may not exceed \$15 (excluding the cost of shoes worn while modeling), The exhibit can be worn as purchased, or may be altered or remade (example: a denim skirt could have a ruffle added or jeans could be cut off to a Capri length and have a band of fabric added). Participants will be required to fill out a written report and submit it with their entry prior to the Fashion Show.

CLASS 900	Beyond the Needle	Junior Division (ages 8 to 11)
CLASS 905	Beyond the Needle	Senior Division (ages 12 and over)
CLASS 910	First Year Fashion	
CLASS 915	STEAM Clothing 1	
CLASS 920	STEAM Clothing 2	
CLASS 925	STEAM Clothing 3	
CLASS 930	Knitted Garment/Accessory	
CLASS 935	Crocheted Garment/Accessory	
CLASS 940	Make One – Buy One	
CLASS 945	Upcycled Garment/Accessory	
CLASS 950	Garment Made for Someone Else	
CLASS 955	Shopping in Style – Junior Division	(4-Hers 8 to 11 years of age)
CLASS 960	Shopping in Style – Senior Division	(4-Hers 12 years of age and over)
CLASS 965	\$15 Outfit Challenge	



DEPARTMENT: CONSUMER & FAMILY SCIENCE
AREA: QUILT QUEST



CURRICULUM & RESOURCES

Quilt Quest



AREA RULES – QUILT QUEST

1. **Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.**
2. **All entry cards and supporting information must be attached using a safety pin.**
3. Expectations
 - a. In Quilt Quest, 4-Hers 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.
 - b. In the Premier class, the 4-Her 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-Her 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.
 - c. For all classes, 4-Hers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-Hers may also use "fabric collections" offered by manufacturers in a particular designer or fabric line. 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.
 - d. A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.
4. Non-quilt exhibits can be a notebook, poster, or small display unless otherwise specified. Notebooks should be in 3 ring binders and include an appropriate cover, table of contents, and dividers. Posters and displays should not exceed 14" x 22". Multimedia exhibits should be on CD or link to Prezi or YouTube site.
5. When judging Quilt Quest exhibits, the judges consider SF209 "Standards for Judging Quilts and Quilted Items."

DEPARTMENT C - DIVISION 229 - QUILT QUEST

<i>Division</i>	<i>Class</i>	<i>Pay</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
229	010-062		\$4.00	\$3.25	\$2.50	\$1.75
229	070-083		\$4.00	\$3.25	\$2.50	\$1.75

SF) 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,

construction, math-conversion of quilt patterns, textiles/fabrics, computerization, and entrepreneurship. History may include the history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts or Amish quilts.

- SF) 020** **Quilt Design other than Fabric (SF208b)** –  **Supporting information must include elements or principles of design used and steps taken to complete project.** Use “Home Environment Supporting Information” tag located on appendix I.
- SF) 021** **Small Barn Quilt (SF208b)** – Less than 4’x4’
- SF) 022** **Large Barn Quilt (SF208b)** – More than 4’x4’
- SF) 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 type of program used, process used to generate designs, or how you used color to create different quilt designs.
- SF) 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 4-H member.  **On a half sheet of 8 ½ x 11 inch paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.**
- SF) 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 ½ x 11 inch paper, include an explanation answering the following questions: A) how was the quilt planned and who did what in the construction of the quilt? B) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? C) What did you learn that you can use on your next project?**
- SF) 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 ½ x 11 inch paper, include an explanation answering the following questions: A) Why was the quilt constructed and who will receive the donated quilt? B) How did you select the design and fabrics used including whether or not you used a kit, jelly roll, charm squares, etc.? C) What did you do and what was done by others? D) What did you learn that you can use on your next project?**
- Level I – *Pieced quilts are made up of squares or rectangles.*
- SF) 050** **Small (SF208a)** – length + width = less than 60”
- SF) 051** **Medium (SF208a)** – length + width = 61 – 120”
- SF) 052** **Large (SF208a)** – length + width = over 120”
- Level II – *In addition to squares or rectangles, quilts may have triangles, and/or maybe embroidered.*
- SF) 060** **Small (SF208a)** - length + width = less than 60”
- SF) 061** **Medium (SF208a)** - length + width = 61 – 120”
- SF) 062** **Large (SF208a)** - length + width = over 120”
- Level III – *In addition to any of the methods in classes 50-62, quilts may have curved piecing, appliqué, Celtic style, stained glass style, paper piecing, art quilt style, or other non- traditional styles.*
- SF) 070** **Small (SF208a)** - length + width = less than 60”
- SF) 071** **Medium (SF208a)** - length + width = 61 – 120”
- SF) 072** **Large (SF208a)** - length + width = over 120”
- Premiere Quilt – *Entire quilt is the sole work of the 4-Her, including quilting (hand or machine).*
- SF) 080** **Hand Quilted (SF208a)**
- SF) 081** **Sewing Machines Quilted (SF208a)**
- SF) 082** **Long Arm Quilted (SF208a)** – non-computerized/hand-guided
- SF) 083** **Long Arm Quilted (SF208a)** – computerized



DEPARTMENT: CONSUMER & FAMILY SCIENCE
 AREA: Knitting and Crochet



CURRICULUM & RESOURCES

- ABC of Knitting **B** **I** **A**
- Knitting Made Easy [CD] **B** **I** **A**
- ABC of Crochet (Right Hand or Left Hand) **B** **I** **A**

DEPARTMENT C – DIVISION 225 – KNITTING

»» DIVISION RULES – KNITTING

1. Criteria for judging Knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings and Construction Finishes
2. Each knitted exhibit must include the following information with the entry tag or the exhibit will be lowered one ribbon placing:
 - a. Why did you choose to create this exhibit?
 - b. What steps did you take as you created your exhibit?
 - c. What were the most important things you learned?
 - d. Gauge – Number of rows per inch; number of stitches per inch
 - e. Size of needles, finger knitted, arm knitted, loom or machine knitted.
 - f. Kind of yarn – weight and fiber content.
 - g. Names of stitches used.

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
225	001-007	\$3.00	\$2.50	\$2.00	\$1.50
225	901-903	\$3.00	\$2.50	\$2.00	\$1.50

- SF) 001** **Level 2 Knitted Clothing (SF__)** – Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.
- SF) 002** **Level 2 Knitted Home Environment Item (SF__)** – Knitted Item using basic stitches to form patterns.
- SF) 003** **Arm or Finger Knitted Item (SF__)**
- SF) 004** **Loom Knitted Item (SF60)**
- SF) 005** **Level 3 Knitted Clothing (SF__)** – Knitted item or garment made from advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, Germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle. Made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.
- SF) 006** **Level 3 Knitted Home Environment Item (SF__)** – Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.
- SF) 007** **Level 3 Machine Knitting (SF__)**
- C) 901-903** **Other Item Made in this Project (SF__)**

DEPARTMENT C - DIVISION 226 – CROCHET

»» DIVISION RULES – CROCHET

1. Please include the following information on a separate piece of paper:
 - a. 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)?)
 - b. What steps did you take as you worked toward your goal(s)?
 - c. What were the most important things you learned as you worked toward your goal(s)?
 - d. Gauge – Number of rows per inch; number of stitches per inch.
 - e. Size of needles, finger knitted, arm knitted, loom or machine knitted
 - f. Kind of yarn – weight and fiber content.
 - g. Names of stitches used.
 - h. Copy of directions.

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
226	001-004	\$3.00	\$2.50	\$2.00	\$1.50
226	901-903	\$3.00	\$2.50	\$2.00	\$1.50

- SF) 001** **Level 2 Crocheted Clothing (SF__)** – Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns.

- SF) 002 **Level 2 Crocheted Home Environment Item** (SF__) – Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns.
- SF) 003 **Level 3 Crocheted Clothing** (SF__) – Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.
- SF) 004 **Level 3 Crocheted Home Environment Item** (SF__) – Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.
- C) 901-903 **Other Item Made in this Project** (SF__)



DEPARTMENT: CONSUMER & FAMILY SCIENCE
 AREA: CONSUMER MANAGEMENT



CURRICULUM & RESOURCES

- Shopping in Style **B** **I** **A**
- Making Cents of It **B**
- My Financial Future: Beginner Notebook **B** **I**
- My Financial Future: Advanced Notebook **I** **A**

DEPARTMENT C – DIVISION 240 – SHOPPING IN STYLE



DIVISION RULES – SHOPPING IN STYLE

1. If exhibit is a poster, it should be on 14" x 22" poster board. If a three-ring binder is used it should be 8 1/2"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.

Division	Class	Purple	Blue	Red	White
240	001-006	\$4.00	\$3.25	\$2.50	\$1.75
240	901-903	\$4.00	\$3.25	\$2.50	\$1.75


- SF) 001 **Best Buy for Your Buck** (SF84) – For exhibitors ages 10-13. Provide details of the best buy you made for your buck this year! Include wardrobe inventory which includes why you selected the garment you did, clothing budget, and cost of garment. Provide 3 color photos of you wearing the garment (front, side, back views). Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, 2, 3, etc. Put the story in a binder or video, no posters please.
- SF) 002 **Best Buy For Your Buck** (SF84) – For exhibitors ages 14-18. Provide details of the best buy you made for your buck this year! Include wardrobe inventory which includes why you selected the garment you did, clothing budget, and cost of garment; plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, and care of garment. Provide 3 color photos of you wearing the garment (front, side, back views). Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, 2, 3, etc. Put the story in a binder or video, no posters please.
- SF) 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.
- SF) 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.
- SF) 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 appropriately sized box or tote with a lid. No larger than a shoe box.
- SF) 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 clothes line, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a binder, poster, or video.
- C) 901-903 **Other Item Made in this Project**

DEPARTMENT C – DIVISION 247 – MY FINANCIAL FUTURE

»» DIVISION RULES – MY FINANCIAL FUTURE

1. 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). May use the front and back of the poster board.

<i>Division</i>	<i>Class</i>	<i>Pay</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
247	001-007		\$2.50	\$2.00	\$1.50	\$1.00
247	008-011		\$2.50	\$2.00	\$1.50	\$1.00
247	901-903		\$2.50	\$2.00	\$1.50	\$1.00

- SF) 001** **Goal Setting** (SF247) – Write 3 SMART financial goals for yourself (one should be short term, one intermediate, and one long term.) Explain how you intend to reach each goal you set.
- SF) 002** **Income Inventory** (SF247) – 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. (My Financial Future: Beginner, p. 13)
- SF) 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.
- SF) 004** **Money Personality Profile** (SF247) – Complete the money personality profile. 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. (My Financial Future: Beginner, p. 21-22)
- SF) 005** **What Does It Really Cost** (SF247) – Complete Activity 8 “What Does It Really Cost?” (My Financial Future: Beginner, p. 39-40)
- SF) 006** **My Work; My Future** (SF247) – Interview three adults in your life about their careers or jobs 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?** (My Financial Future: Beginner, p. 51)
- SF) 007** **Interview** (SF247) – Interview someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have. Questions include: (1) What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)? (2) What are some negative outcomes for getting paid the way you do? (3) Does your pay keep pace with inflation? Why do you think this? Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.
- SF) 008** **The Cost of Not Banking** (SF247) – Type your answers to the questions about Elliot. (My Financial Future: Advanced, p. 50)
- SF) 009** **Evaluating Investment Alternatives** (SF247) – Complete the case study of Jorge. Answer all three questions found at the bottom of the page. (My Financial Future: Advanced, p. 64)
- SF) 010** **Understanding Credit Scores** (SF247) – Watch the video and read the resource. Answer the following questions. (1) Name 3 prudent actions that can reduce a credit card balance. (2) What are the main factors that drive the cost of credit? (3) 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. (My Financial Future: Advanced, p. 71)
- SF) 011** **You Be the Teacher** (SF247) – Create an activity, story board, game or display that would teach another youth about “Key Terms”. Activity/display must include at least 5 of the terms. (My Financial Future: Advanced, p. 62)
- C) 901-903** **Other Item Made in this Project**





DEPARTMENT: CONSUMER & FAMILY SCIENCE
 AREA: HERITAGE



CURRICULUM & RESOURCES
 Genealogy **B** **I** **A**

DEPARTMENT A – DIVISION 101 – HERITAGE (4 years or less)

»» **AREA RULES – HERITAGE**


1.  **Displays should not be larger than 22" x 28" wide. Pictures and other hanging items must have a wire hanger for display purposes. Display collections securely in an attractive container no larger than 22" x 28".**
2.  **Exhibits must include Name, County, and Years in Project on the back of the exhibit. All items must have documentation included.**
3. An exhibit of items, pictures, maps, charts, slide/tapes, drawings, illustrations, writings, or displays that depict the heritage of the member's family or community or 4-H history.
4. Exhibits are entered at 4-H'ers own risk. The County Ag Society and the Extension Office will not be responsible for loss or damage to family heirloom items or any items in this department.


<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
101	001-015	\$3.00	\$2.50	\$2.00	\$1.50

- SF) 001** **Heritage Poster or Flat Exhibit** (SF71) – Entries may be pictures, items that depict family heritage. Exhibits must be supported by a written explanation.
- SF) 002** **Family Genealogy/History Notebook** (SF71) – Include pedigree charts/family group sheets, with documentation for two-three generations of one family line, explaining each year. If multiple books included in exhibit, only bring book with most current year's work.
- SF) 003** **Local History Scrapbook or Notebook** (SF71) – Depicts history of local community or Nebraska that helps youth appreciate their heritage.
- SF) 004** **Framed Family Groupings (or Individuals)** (SF71) – Showing family history. Pictures should be supported by a written explanation.
- SF) 005** **Other Exhibits** (SF71) – Depicting the heritage of the member's family or community, Exhibit should be supported by a written explanation. May include biographical album of themselves or another family member, family cookbooks, etc.
- SF) 006** **4-H History Scrapbook** (SF71) – A scrapbook relating to the 4–H history of local club or county. Must be work of an individual 4-H member, no club project. If multiple books are included in exhibit, only bring book with most current year's work.
- SF) 007** **4-H History Poster** (SF71) – Relating to the 4–H history of local club, county, or individual.
- SF) 008** **Story or Illustration about a Historical Event** (SF71)
- SF) 009** **Book Review** (SF71) A book about local, Nebraska or regional history.
- SF) 010** **Other Historical Exhibits** (SF71) – Attach an explanation of historical importance.
- SF) 011** **Family Traditions Book** (SF71) – Scrapbook depicting family traditions of the past.
- SF) 012** **Family Traditions Exhibit** (SF71) – Story or illustration of a family tradition or event.  **Exhibits must be supported by a written explanation.**
- SF) 013** **4-H Club/County Scrapbook** (SF71) – Relating to the 4–H history of local club or county compiled by club historian. If multiple books are included in the exhibit, only bring a book with most current year's work.
- SF) 014** **4-H Member Scrapbook** (SF71) – Relating to individual 4-H member's 4-H history. If multiple books are included in the exhibit, only bring a book with most current year's work.
- SF) 015** **Special Events Scrapbook** (SF71) – Relating to a 4-H special event, such as Congress or CWF or a person or family special event, such as a trip, family reunion, etc.

DEPARTMENT A – DIVISION 102– HERITAGE (4 years or more)

<i>Division</i>	<i>Class</i>	<i>Pay</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
102	001-017	3	\$3.00	\$2.50	\$2.00	\$1.50

- SF) 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.**
- SF) 002** **Family Genealogy/History Notebook** (SF71) – Include pedigree charts/family group sheets, with documentation beyond two-three generations of one family line, expanding each year. If multiple books are included in exhibit, only bring most current year's work.
- SF) 003** **Local History Scrapbook/Notebook** (SF71) – Scrapbook or notebook that depicts history of local community or Nebraska that helps youth appreciate their heritage.
- SF) 004** **Framed Family Groupings (or Individuals)** (SF71) – Pictures showing family history. Pictures should be supported by a written explanation.

- SF) 005** **Other Exhibits** (SF71) – Depicting the heritage of the member’s family or community. The exhibit should be supported by a written explanation. May include biographical album of themselves or another family member, family cookbooks, etc.
- SF) 006** **4-H History Scrapbook** (SF71) – A scrapbook relating to the 4–H history of local club or county. Must be work of individual 4-H member, no club project. If multiple books are included in exhibit, only bring book with most current year’s work.
- SF) 007** **4-H History Poster** (SF71) – Relating to 4–H history of local club, county or individual.
- SF) 008** **Story or Illustration** (SF71) – About a historical event.
- SF) 009** **Book Review** (SF71) – About local, Nebraska or regional history.
- SF) 010** **Other Historical Exhibits** (SF71) – attach an explanation of historical importance.
- SF) 011** **Landmark** (SF71) – depicting the importance of a community or Nebraska landmark.
- SF) 012** **Community Report** (SF71) - Documenting something of historical significance from past to present.
- SF) 013** **Historic Collection** (SF71) – Displayed securely and attractively in a container no larger than 22” x 28”.
- SF) 014** **Video Documentary** (SF71) – A family or a community event. DVD or USB  **Must be produced and edited by the 4-H member.**
- SF) 015** **4-H Club/County Scrapbook** (SF71) – Relating to the 4–H history of local club or county compiled by club historian. If multiple books are included in exhibit, only bring book with most current year’s work.
- SF) 016** **4-H Member Scrapbook** (SF71) – Relating to individual 4-H member’s 4-H history. If multiple books are included in exhibit, only bring book with most current year’s work.
- SF) 017** **Special Events Scrapbook** (SF71) – Relating to a 4-H special event, such as Congress or CWF or a personal or family.



DEPARTMENT: CONSUMER & FAMILY SCIENCE
 AREA: HOME ENVIRONMENT



<u>CURRICULUM & RESOURCES</u>			
Sketchbook Crossroads	I	A	
Portfolio Pathways	I	A	
Preserving Heirlooms	I	A	
Design Decisions	I	A	



DIVISION RULES – VISUAL ARTS

- 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.
- FRAMED AND READY FOR DISPLAY** – All 2-dimensional pieces must be ready for display, framed, ready to hang, using a sawtooth or wire hanger. Stretched canvases do not need frames as long as staples are not visible on the edges. All other 2-dimensional pieces must be framed.
- ENTRIES PER EXHIBITOR** – One entry per class.
- ENTRY DESCRIPTIONS** – Entry tags should include a visual description of the exhibit, including size, dominant color and subject to aid in identification.
- SUPPORTING INFORMATION** – Supporting information is required for all Visual Arts exhibits. Information must include responses to all questions and steps taken to complete the project. Supporting information must be securely attached to the back of the piece. Supporting Information tag templates can be found at <https://go.unl.edu/ne4hvisualarts>. Exhibits without supporting information will be dropped a ribbon placing.

DEPARTMENT C – DIVISION 260 – SKETCHBOOK CROSSROADS


<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
260	001-010	\$3.00	\$2.50	\$2.00	\$1.00
260	901-903	\$3.00	\$2.50	\$2.00	\$1.00

- SF) 001** **Original Pencil or Chalk Drawing** (SF200) – Original pencil drawing. Scratch art accepted here. (Sketchbook Crossroads, p. 10 - 21)
- SF) 002** **Original Ink Drawing** (SF200) – Original ink (Sketchbook Crossroads, p. 22-28).
- SF) 003** **Fiber Home Accessory** (SF200) – Home accessory made with fiber (Sketchbook Crossroads, p. 29)

- SF) 004 Felted Wool Home Accessory (SF200)** – Home accessory made with felted wool (Sketchbook Crossroads, p. 29-33)
- SF) 005 Cotton Linter Home Accessory (SF200)** – Home accessory made with cotton linter (Sketchbook Crossroads, p. 34-36)
- SF) 006 Batik Home Accessory (SF200)** – Home accessory using batik (Sketchbook Crossroads, p. 37-39)
- SF) 007 Loom Woven Home Accessory (SF200)** – Home accessory made by weaving on a loom (Sketchbook Crossroads, p. 40-47)
- SF) 008 Dyed Fabric Home Accessory (SF200)** – Home accessory made with fabric exhibitor has dyed (Sketchbook Crossroads, p. 48-50)
- SF) 009 Home Accessory made with Clay (SF200)** – Original sculpted or thrown home accessory made of clay (no purchased pots) (Sketchbook Crossroads, p. 53-62).
- SF) 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. 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.**
- C) 901-903 Other Item Made in this Project (SF200)**

DEPARTMENT C – DIVISION 261 – PORTFOLIO PATHWAYS

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
261	001-007	\$3.00	\$2.50	\$2.00	\$1.00
261	901-903	\$3.00	\$2.50	\$2.00	\$1.00

- SF) 001 Original Acrylic Painting (SF200)** – Original acrylic painting, framed and ready to hang (PP, p. 10 - 35)
- SF) 002 Original Oil Painting (SF200)** – Original oil painting, framed and ready to hang (PP, p. 10 - 35)
- SF) 003 Original Watercolor (SF200)** – Original watercolor, framed and ready to hang (PP, p. 10 - 35)
- SF) 004 Original Sand Painting (SF200)** – Original sand painting, framed and ready to hang (PP, p. 10 - 35)
- SF) 005 Original encaustic painting (SF200)** – Original encaustic painting, framed and ready to hang (PP, p. 10 - 35)
- SF) 006 Home Accessory (SF200)** – (PP, p. 36-56)
- SF) 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)
- SF) 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; 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.**
- C) 901-903 Other Item Made in this Project (SF200)**



DIVISION RULES – PRESERVING HEIRLOOMS

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. Exhibit only items for the home.
3. Additional Information Needed: (1) List of steps taken to complete your project. Before and after pictures encouraged; and (2) 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.
4. 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.
5. Exhibit only items for the home.
6. Additional Information Needed: (1) List of steps taken to complete your project. Before and after pictures encouraged; and (2) 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.


DEPARTMENT C – DIVISION 256 – PRESERVING HEIRLOOMS

<i>Division</i>	<i>Class</i>	<i>Pay</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
256	001-004		\$3.00	\$2.50	\$2.00	\$1.00
256	901-903		\$3.00	\$2.50	\$2.00	\$1.00


- SF) 001** **Trunks** (SF206) – Including doll-sized trunks or wardrobe.
 - SF) 002** **An 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.
 - SF) 003** **Furniture** (SF205) – Either a repurposed “treasure” from an old item or an old “treasure” refinished or renovated. May include doll-sized furniture.
 - SF) 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.
- C) 901-903 Other Item Made in this Project**

Department C – DIVISION 257 – DESIGN DECISIONS

»» DIVISION RULES – DESIGN DECISIONS

1.  **Supporting information is required ALL Home Environment exhibits. Attach information to explain steps taken to complete project. Information must also include element or principle of design used.**
See Appendix I for “Home Environment Static Project Write Up” template.

<i>Division</i>	<i>Class</i>	<i>Pay</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
257	001-025		\$3.00	\$2.50	\$2.00	\$1.00
257	901-905		\$3.00	\$2.50	\$2.00	\$1.00

- SF) 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.**
- SF) 002** **Problem Solved, Energy Savers or Career Exploration** (SF201) – 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 or other method, describe the problem and how it was solved OR your career exploration. (Design Decisions, p. 74-93)
- SF) 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 exterior of home. (Design Decisions, p. 74-93)
- SF) 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.
- SF) 006** **Window Covering** (SF200) – May include curtains, draperies, shades, shutters, etc.
- SF) 007** **Floor Covering** (SF200) – May be woven, braided, painted floor cloth, etc.
- SF) 008** **Bedcover** (SF200) – May include quilt, comforter, bedspread, dust ruffle, or canopy. For quilts, state who did the quilting. No fleece tied exhibits. (Design Decisions, p. 50-53)
- SF) 009** **Original Needlework/Stitchery Accessory** (SF200)
- SF) 010** **2D Textile Accessory** (SF200) – Tablecloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning 10 minute table runners.
- SF) 011** **3D Textile Accessory** (SF200) – Pillows, pillow shams, fabric bowls, etc. No fleece tied exhibits.
- SF) 012** **2D Accessory** (SF200)
- SF) 013** **3D Accessory** (SF200) – String art, etc.
- SF) 014** **Original Floral Design Accessory** (SF200)
- SF) 015** **Original made from Wood Accessory** (SF200) – Burn, cut, shape, or otherwise manipulate.

- SF) 016 **Original made from Glass Accessory** (SF200) – Etch, mosaic, stain, molten or otherwise manipulate.
- SF) 017 **Original made from Metal Accessory** (SF200) – Cut, shape, punch, sculpt, reassemble, or otherwise manipulate.
- SF) 018 **Original made from Ceramic or Tile Accessory** (SF200) – Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.
- SF) 019 **Recycled/Upcycled Item for the Home Accessory** (SF207) – 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.
- SF) 020 **Recycled/Remade Furniture** (SF207) – Made or finished furniture 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.**
- SF) 021 **Wood Opaque Finish Furniture** (SF203) – Such as paint or enamel.
- SF) 022 **Wood Clear Finish Furniture** (SF203) – Showing wood grain.
- SF) 023 **Fabric Covered Furniture** (SF200) – May include stool, chair seat, slip-covers, headboard, etc.
- SF) 024 **Outdoor Living Furniture** (SF200) – Furniture which was made/refurbished and suitable for outdoor use. (NOTE: May be displayed outside). **Include description of what was done to recycle or reuse item in your attached information.**
- SF) 025 **Outdoor Living Accessory** (SF200) – Accessory which was made/refurbished and suitable for outdoor use. (NOTE: May be displayed outside). **Include description of what was done to recycle or reuse item in your attached information.**
- C) 901 **Solar Lights/Glow in the Dark** (SF200) – They are to be exhibited on the fairgrounds for view of the public. Be sure to tell Extension Staff where they are placed. Place the exhibit where you want them to be displayed when you bring them to the fairgrounds.
- C) 902-906 **Other item made in this project.**



DEPARTMENT: CONSUMER & FAMILY SCIENCE
 AREA: HUMAN DEVELOPMENT



CURRICULUM & RESOURCES

I Have What it Takes to be a Babysitter! **B** **I** **A**
 Child Development 1: Growing on My Own **B**
 Child Development 2: Growing with Others **I**
 Child Development 3: Growing in Communities **A**

»» AREA RULES – HUMAN DEVELOPMENT

1. **Requirements for Classes 1 – 6**
 - a. Toy, game, or activity made for a selected and identified age group. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing. Games must include instructions for playing the game.
 - b. Must be made by the 4-H'er. Possible purchased parts are acceptable such as dice for a grade school child to play a game, but the significant part of the exhibit must be made by the 4-H'er. Not acceptable: Items for display in child's room (which is a home environment item), container but not the contents made by the 4-H'er, or group of items assembled for a purpose but not made by the 4-H'er.
 - c. To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: <http://go.unl.edu/babysitting>: What It Takes to Be Your Teen Babysitter. In addition, another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines -<http://www.education.ne.gov/OEC/elg.html>.
 - a. **Information Sheets – Each exhibit in classes 1- 6 must include the required information:**
 - i. **Where did I get the idea for this exhibit?**
 - ii. **What decisions did I make to make sure exhibit is safe for child to use?**
 - iii. **What age is this toy, game, or activity appropriate for and why? (Infant, Birth-18 months; Toddlers, 18 months-3 years; Preschoolers, 3-5 years 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).**
 - iv. **How is the toy, game or activity intended to be used by the child?**

DEPARTMENT C – DIVISION 200 – HUMAN DEVELOPMENT

<i>Division</i>	<i>Class</i>	<i>Purple</i>	<i>Blue</i>	<i>Red</i>	<i>White</i>
200	001-011	\$2.50	\$2.00	\$1.50	\$1.00
200	901-903	\$2.50	\$2.00	\$1.50	\$1.00

- SF) 001** **Social Emotional Development (SF30)**
- SF) 002** **Language and Literacy Development (SF30)**
- SF) 003** **Science (SF30)**
- SF) 004** **Health and Physical Development (SF30)**
- SF) 005** **Math (SF30)**
- SF) 006** **Creative Arts (SF30)**
- SF) 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 other child care or child interactions. May include photos, captions, story, or essay. The size of the exhibit is your choice. Other people may take photos so that 4-H'er can be in the photo. 4-H'er must make the poster or scrapbook. No information sheet is needed for class 7.
- SF) 008** **Babysitting Kit (SF85)** – State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. The purpose of the kit is for the 4-H'er to take it with them when they baby sit in someone else's home. Do not make the kit for combination of ages or for your own family to use. See The Sitter manual (4H266 revised 2002) for appropriate items to include. 4-H'er should make one or more items in the kit, but purchased items are also allowed. A list of items in the kit is suggested to be included. Display in a box or bag suitable for what it contains. Approximate size not larger than 12" x 15"x 10". All items in the kit must be safe for child to handle. 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 allowed. (It is highly suggested that an inventory list of items in the kit be included).
- SF) 009** **Family Involvement (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.
- SF) 010** **Growing with Others (SF115)** – Scrapbook or poster. Examples: How to decide if it's time you can be home alone and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interest.
- SF) 011** **Growing in Communities (SF115)** – Scrapbook, poster, Examples: A career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playgrounds safety check.
- C) 901-903** **Other Item Made in this Project**