

**COUNTY ONLY EXHIBIT OPEN TO LEVEL 3 (\*\*Denotes NOT State Fair Eligible)**

**\*\*B182908 My Favorite Other Print – Scoresheet SF87**

Entry will consist of any other favorite print 8 inches x 10 inches mounted in 11 inches x 14 inches (outside size) cut matting with a sandwich mat board backing. (See more info under Print Exhibits)

**\*\*B182909 County Challenge Print or Display - “Favorite Place in Knox County”–Scoresheet SF87**

Photo or display will consist of photo(s) demonstrating your “Favorite Place in Knox County”. Print may range in size from 4 inches x 6 inches to 8 inches x10 inches mounted in appropriate size cut matting (no frames) with a sandwich backing. A display will consist of **3 different pictures of 3 different subjects** mounted on 11 inches x 14 inches black or white poster or matting board.

**CLUB EXHIBIT**

This is an exhibit that will be displayed on the Fairgrounds and not in the 4-H exhibit building. Examples of this are decorated hay bales, decorated and planted flower barrels, decorated trash barrels, etc. Make sure these exhibits are waterproof. They also need a weatherproof sign on the display indicating the club’s name. Help celebrate the national campaign “Inspire Kids To Do” by showing how 4-H has inspired our kids in Knox County! The club is responsible for bringing the exhibit to the Fairgrounds, setting it up and taking it down, and notifying the 4-H Office where your exhibit is located.

PREMIUMS: \$5.00 (to each club participating)

**\*\*B800901 CLUB EXHIBIT**

**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.

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

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

Premier 4-H Science Award is available in this area. Please see General Rules for more details.

Scoresheets and additional resources can be found at <https://go.unl.edu/ne4hclothing>.

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. Example: Once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM Clothing 1.

**CRITERIA FOR JUDGING** - Refer to the Nebraska 4-H website for current scoresheets at <https://4h.unl.edu/fairbook/static/clothing>. In addition, all entries must conform to rules and regulations as set forth in the current fairbook.

**JUDGING OF EXHIBITS** - All clothing exhibits will be entered on Wednesday and judged Thursday of the fair.

**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 fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting.

**DESIGN DATA CARD:** A Design Data Card must be included with all Beyond the Needle Classes C221003 through C221008 and STEM 1, 2 and 3 upcycled exhibits. The data card is also 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.



## BEYOND THE NEEDLE

### **STEAM CLOTHING: BEYOND THE NEEDLE CLASSES (\*\*Denotes NOT State Fair Eligible)**

4-H members must show their own original creativity.

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

#### **C221001      Design Portfolio - Scoresheet SF20**

A portfolio consisting of at least three design samples or activities. Refer to the Beyond the Needle project manual for activity ideas. The Portfolio should be placed in an 8 ½ inches x 11 inches, 3-ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 in the Beyond the Needle project manual for portfolio formatting.

#### **C221002      Color Wheel - Scoresheet SF20**

Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the Beyond the Needle project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22 inches x 30 inches.

#### **C221003      Embellished Garment With Original Design – Scoresheet 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-Her 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, exhibit will be lowered one ribbon placing.**

#### **C221004      Original Designed Fabric Yardage - Scoresheet 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 (finished edges on all 4 sides). **A Design Data Card must be included with this project. If additional information is not included, exhibit will be lowered one ribbon placing.**

#### **C221005      Item (Garment or Non-Clothing Item) Constructed From Original Designed Fabric – Scoresheet SF26 (Only garments are eligible for State Fair Fashion Show)**

Fabric yardage is designed first, then an item 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, exhibit will be lowered one ribbon placing.**

#### **C221006      Textile Arts Garment or Accessory - Scoresheet SF26 (Garment 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, exhibit will be lowered one ribbon placing.**

#### **C221007      Fashion Accessory - Scoresheet SF26 (NOT eligible for State Fair Fashion Show)**

An accessory designed and/or constructed using elements and principles of design and basic skills; can be textile or non-textile based. Examples: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. **A Design Data Card must be included with this project. If additional information is not included, exhibit will be lowered one ribbon placing.**

**C221008      Wearable Technology Garment or Accessory– Scoresheet SF26  
(Eligible for State Fair Fashion Show)**

Technology is integrated into the garment or accessory in some way (For example: LED's, 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.**

**\*\*C221901      County Only Exhibit**

**SEWING FOR FUN**

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

**SEWING FOR FUN CLASSES (\*\*Denotes NOT State Fair Eligible)**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

**\*\*C218901      Sewing Kit – Scoresheet SF20**

Include a list of sewing notions and purpose for each included. (pg. 12-17 in the STEAM Clothing 1 project manual)

**\*\*C218902      Fabric Textile Scrapbook – Scoresheet SF20**

Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in the STEAM Clothing 1 project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 inches x 11 inches, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

**Beginning Sewing Exhibits:** Exhibits must be made from medium weight woven fabrics that will sew and press smoothly. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED, FLEECE or JERSEY KNIT. (Must use patterns available from Extension Office)

**\*\*C218903      Needlebook & Pincushion - Scoresheet CF50**

**\*\*C218904      Pillow - Scoresheet CF52 (Patchwork or Stripe Pillow either hand stitched closure or envelope closure)**

**\*\*C218905      Tote Bag or Laundry Bag – Scoresheets CF48, CF49**

**\*\*C218906      Pillow – Scoresheet CF52**

(Diagonal Patchwork or Rail Fence either hand stitched or envelope closure)

**\*\*C218907      Pillowcase – Scoresheet CF51**

**\*\*C218908      Other – Using skills learned in project manual (apron, etc.) Scoresheet SF28**

**STEAM CLOTHING 1**

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

**STEAM CLOTHING 1: FUNDAMENTALS CLASSES (\*\*Denotes NOT State Fair Eligible)**

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number, with a limit of 4 entries. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are **NOT** eligible to exhibit in STEAM Clothing 1.

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

**\*\*C219901      Clothing Portfolio – Scoresheet SF20**

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

**\*\*C219902      Sewing Kit – Scoresheet SF20**

Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

**\*\*C219903      Fabric Textile Scrapbook – Scoresheet SF20**

Must include at least 5 different textile samples. Use Textile Information Cards template on page 40 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 inches x 11 inches, 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.

**\*\*C219904 What's The Difference? – Scoresheet SF20**

The exhibit may be a notebook, poster, small display sharing a project comparison and price point (not to exceed 22 inches x 30 inches). See project manual, 'What's the Difference?' pages 116-119. Exhibits should include pictures, NO actual pillows.

**\*\*C219905 Clothing Service Project – Scoresheet SF20**

Can include pillows or pillowcases but are not limited too. Exhibit (not to exceed 22 inches x 30 inches) can be a notebook, poster, small display sharing information you generated in the project activity "Serving a Purpose" pages 120-123.

**\*\*C219906 Upcycled Simple Garment – Scoresheet SF28**

The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. **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.**

**\*\*C219907 Upcycled Accessory – Scoresheet SF28**

A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 1 (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 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.**

**STEAM Clothing 1 FUNDAMENTALS (Beginning) Sewing Exhibits:**

It is recommended exhibits be made from medium weight woven fabrics that will sew and press smoothly. Solid color fabrics or those having an overall print are recommended. Patterns should be simple **without** darts, set-in sleeves, collars, and zippers. Raglan and kimono sleeves are acceptable.

**Scoresheet SF28 for the following classes:**

- \*\*219908 Simple Top (vest acceptable)**
- \*\*219909 Simple Bottom – pants, shorts, or skirt**
- \*\*219910 Simple Dress**

**GENERAL CLOTHING**

4-H members in all skill levels may exhibit in this area. All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

**C220001 Clothing Portfolio - Scoresheet 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 inches x 11 inches, 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.

**C220002 Textile Science Scrapbook - Scoresheet 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 8½ inches x 11 inches, 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.

**C220003 Sewing for Profit - Scoresheet SF20**

Using pages 161-167 in the STEAM Clothing 2: Simply Sewing project manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22 inches x 30 inches.

**STEAM CLOTHING 2**

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

**STEAM CLOTHING 2 - SIMPLY SEWING CLASSES**

**Exhibits entered in this project must reflect at least one new skill learned from this manual (visit <http://go.unl.edu/ne4hclothing> or see project manual or contact the office for the skill level list).**

Garments as listed below may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1.

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

**C222001 Design Basics, Understanding Design Principles - Scoresheet SF20**

4-H members 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.

**C222002 Pressing Matters - Scoresheet SF20**

4-H members may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the STEAM Clothing 2 project manual. **The exhibit should include answers to lesson questions that are most appropriate to include.**

**C222003 Upcycled Garment (Eligible for State Fair Fashion Show) - Scoresheet 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 inches x 5.5 inches. If additional information is not included, the exhibit will be lowered one ribbon placing.**

**C222004 Upcycled Clothing Accessory (NOT eligible for State Fair Fashion Show)-Scoresheet 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 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.**

**C222005 Textile Clothing Accessory (NOT eligible for State Fair Fashion Show)-Scoresheet SF28**

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.)

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00 (**Scoresheet SF28 for classes 6-12**)

**C222006 Top** (vest acceptable) (NOT eligible for State Fair Fashion Show)

**C222007 Bottom** (pants or shorts) (NOT eligible for State Fair Fashion Show)

**C222008 Skirt** (Not eligible for State Fair Fashion Show)

PREMIUMS: Purple, \$5.00; Blue, \$4.00; Red, \$3.00; and White, \$2.00

**C222009 Lined or Unlined Jacket** (NOT eligible for State Fair Fashion Show)

**C222010 Dress (not formal wear)** (Eligible for State Fair Fashion Show)

**C222011 Romper or Jumpsuit** (Eligible for State Fair Fashion Show)

**C222012 Two-Piece Outfit** (Eligible for State Fair Fashion Show)

- C222013** **Alter Your Pattern – Scoresheet 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 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.
- C222014** **Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers Scoresheet SF28** (Eligible for SF 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 in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

### **STEAM CLOTHING 3**

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

#### **STEAM CLOTHING 3: A STITCH FURTHER CLASSES**

**Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual or contact the office for skill-level list).** A list of skills 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 complete constructed garments only. Wool entries must have the fiber content listed on the identification label.

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

- C223001** **Upcycled Garment (Eligible for State Fair Fashion Show) - Scoresheet 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.**
- C223002** **Upcycled Clothing Accessory (NOT eligible for State Fair Fashion Show)-Scoresheet 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.**
- C223003** **Textile Clothing Accessory (NOT eligible for State Fair Fashion Show)-Scoresheet SF28**  
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.)

PREMIUMS: Purple, \$6.00; Blue, \$5.00; Red, \$4.00; and White, \$3.00

- C223004** **Dress or Formal** (Eligible for State Fair Fashion Show) - **Scoresheet SF28**
- C223005** **Skirted Combination** (skirt with shirt, vest or jacket OR jumper and shirt) (Eligible for State Fair Fashion Show) - **Scoresheet SF28**
- C223006** **Pants or Shorts Combination** (pants or shorts with shirt, vest, or jacket) (Eligible for State Fair Fashion Show) - **Scoresheet SF28**
- C223007** **Romper or Jumpsuit** (Eligible for State Fair Fashion Show) - **Scoresheet SF28**
- C223008** **Specialty Wear** (includes: swim wear, costumes, hunting gear, or chaps) (Eligible for State Fair Fashion Show) - **Scoresheet SF28**
- C223009** **Lined or Unlined Jacket** (non-tailored) (Eligible for State Fair Fashion Show) - **Scoresheet SF28**

- C223010 Coat, Blazer, Suit Jacket or Outerwear** (Eligible for State Fair Fashion Show) - **Scoresheet SF28** 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.
- C223011 Alter/Design Your Pattern – Scoresheet 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 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.
- C223012 Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers Scoresheet 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 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.
- PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00
- \*\*C223901 Make One/Buy One – Scoresheet SF28** (Not eligible for State Fair Fashion Show) The exhibit is a purchased garment with a constructed garment(s) to make a complete wearable outfit. **Both constructed and purchased items must be included in the exhibit.** An incomplete exhibit will be disqualified.

### KNITTING AND CROCHET

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.

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

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

Premier 4-H Science Award is available in this area. Please see General Rules for more details

Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in knitted and crocheted projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Example: Once you exhibit in Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.

**CRITERIA FOR JUDGING** – Scoresheets and additional resources can be found at <https://go.unl.edu/ne4hknitting-crocheting>. In addition, all entries must conform to rules and regulations as set forth in the current fair book.

**JUDGING OF EXHIBITS** - All knitting and crochet exhibits will be entered on Wednesday and judged on Thursday of the fair.

**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 garment is entered, and the number of years enrolled in the project exhibited. Wool entries must have fiber content listed on the identification label. Attach a label to every component of the exhibit using safety pins or by basting.



**EXTENSION**



#### Fiber Arts Data Card-Knitting

Name \_\_\_\_\_ Age \_\_\_\_ County \_\_\_\_\_

Class Name and Number \_\_\_\_\_ Years in Project \_\_\_\_

**This card must be included with All Knitting Projects**

1. Why did you choose to create this exhibit?
  
2. What steps did you take as you created this exhibit?
  
3. What were the most important things you learned?
  
4. Gauge-Number of rows per inch; number of stitches per inch.
  
5. Size of needles, finger knitted, arm knitted, loom or machine knitted
  
6. Kind of yarn – weight and fiber content.
  
7. Names of stitches used.



## **KNITTING:**

**Judging Criteria:** Design and Color, Neatness, Knitting Mechanics, Trimmings, and Construction Finishes.

**Information Sheet** - Each knitted exhibit must include the following information on the fiber arts data card with the exhibit or exhibit will be lowered one ribbon placing:

1. Why did you choose to create this exhibit?
2. What steps did you take as you created this exhibit?
3. What were the most important things you learned?
4. Gauge-Number of rows per inch; number of stitches per inch.
5. Size of needles, finger knitted, arm knitted, loom or machine knitted.
6. Kind of yarn - weight and fiber content.
7. Names of stitches used.

## **KNITTING CLASSES:**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00 (\*\*Denotes NOT State Fair Eligible)  
\*\*C225901 **Level 1 Knitted Article - Beginning Knitting (Scoresheet SF60)**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00 - **Scoresheet SF60**  
C225001 **Level 2 Knitted Clothing (Garment eligible for State Fair Fashion Show)**  
Knitted 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.

C225002 **Level 2 Knitted Home Design & Restoration Item**  
Knitted item using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.

C225003 **Arm or Finger Knitted Item** – Clothing or Home Design & Restoration item.

C225004 **Loom Knitted Item** – Clothing or Home Design & Restoration item.

C225005 **Level 3 Knitted Clothing (Garment eligible for State Fair Fashion Show)** - Knitted 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. Knitted garment made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

C225006 **Level 3 Knitted Home Design & Restoration Item** – Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the item such as argyle knitting and chart knitting.

C225007 **Level 3 Machine Knitting**  
\*\*C225902 **County Only Exhibit (any level)**

## **CROCHET:**

**Criteria for judging crochet:** Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes.

**Information Sheet** - Each crocheted exhibit must include the following information on the fiber arts data card with the exhibit or exhibit will be lowered one ribbon placing:

1. Why did you choose to create this exhibit?
2. What steps did you take as you created your exhibit?
3. What were the most important things you learned?
4. Gauge and size of hook or type of crocheting tool.
5. Kind of yarn - weight and fiber content or other material used.
6. Names of stitches used.

## **CROCHET CLASSES:**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00 (\*\*Denotes NOT State Fair Eligible)  
\*\*C226901 **Level 1 Crocheted Article (Scoresheet SF60)**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00 - **Scoresheet SF60**

C226001 **Level 2 Crocheted Clothing (Garment eligible for State Fair Fashion Show)** - Crocheted garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns.

C226002 **Level 2 Crocheted Home Design & Restoration Item** – Crocheted item using basic stitches [including: chain, single, double, half-double, treble] to form patterns.

C226003 **Level 3 Crocheted Clothing (Garment eligible for State Fair Fashion Show)** - Crocheted garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs and multiple pattern stitches.

C226004 **Level 3 Crocheted Home Design & Restoration Item** – Crocheted item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs and multiple pattern stitches.

\*\*C226902 **County Only Exhibit** (any level)

**N** EXTENSION



Fiber Arts Data Card-Crochet

Name \_\_\_\_\_ Age \_\_\_\_ County \_\_\_\_\_

Class Name and Number \_\_\_\_\_ Years in Project \_\_\_\_

**This card must be included with All Crochet Projects**

1. Why did you choose to create this exhibit?
2. What steps did you take as you created this exhibit?
3. What were the most important things you learned?
4. Gauge-Number of rows per inch; number of stitches per inch.
5. Size of hook or type of crochet tool.
6. Kind of yarn – weight and fiber content or other material used.
7. Names of stitches used.

**QUILT QUEST**

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.

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 process for historical purposes.

All 4-H members are limited to one (1) exhibit per entry number and four (4) exhibits per project.

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

Please see General Rules for more details.

Scoresheets and additional resources can be found at <https://go.unl.edu/ne4hquilting>.

**EXHIBIT GUIDELINES:**

- All entry cards and support information must be attached using a safety pin. **No straight pins.**
- When judging Quilt Quest exhibits, the judges consider SF209 ‘Standards for Judging Quilts and Quilted Items.’
- For all classes, 4-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.

Examples of fabric collections include:

**Jelly Rolls** are made of (up to) 40 different strips of 2 ½ inches wide fabric laying on top of one another and rolled up to look like a jelly roll. The fabric is created by one designer or fabric line and compliments each other. In many cases, less skilled 4-Hers find it difficult to cut narrow strips with a rotary cutter and ruler, so this fabric selection may make it easier as they learn.

**Honey Buns** are made like the Jelly Rolls with 1 ½ inch strips of fabrics.

**Layer Cakes** are 10 inch squares of fabric from a manufactured designer or fabric line with different pieces of fabric “layered” on top of one another to look like a piece of cake.

**Charm Packs** are made of 5 inch squares of coordinating fabric and may be tied up with string or scrap of fabric.

**Candies** are 2 ½ inch squares of fabric from a manufactured designer or fabric line.

**Turnover** is a collection of coordinating fabrics that are cut into 6 inch triangles.

**Fat Quarters** are ½ yard cuts of fabric which are cut in half to make a rectangle that is approximately 18 inches x 21 inches. (One half yard of fabric yields 2 fat quarters). The “fat quarter” can be more economical to purchase for a smaller quilt because the purchaser does not have to buy the entire yardage width.

**Fabric Kit** is a collection of fabrics cut in large pieces to accommodate the requirements of a particular quilt pattern. The 4-Her must cut out all of the smaller squares, rectangles, etc. to make the quilt top according to the pattern directions.

- After fabric selection, youth can use a variety of tools for cutting the fabric and completing the quilt. Cutting into pattern pieces may include hand roller die cutting machines that cut particular shapes which can be applied to fabric. This is allowed in the construction of the quilt.
- A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.
- Fleece blankets are not eligible in this division.
- Quilts must have a permanent label on the back in the bottom right corner with quilter’s name and date of completion.

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; White, \$1.00

C229010 **Exploring Quilts - Scoresheet 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 history of an old quilt, or history/research of a particular style of quilt such as Baltimore album quilts or Amish quilts. Exhibit may be a 14 inches x 22 inches poster, notebook, CD, PowerPoint, Prezi, DVD, YouTube, or other technique. All items in an exhibit must be attached together and labeled. NO quilted items should be entered in this class.

C229030 **Computer Exploration - Scoresheet 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. Size of poster or notebook to be suitable for the exhibit.

C229020 **Quilt Designs Other than Fabric - Scoresheet SF208B**

Two- or three-dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc. Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps to complete project. Tag templates can be found at <https://extension.unl.edu/statewide/knox/4-h-home-environment-project/>. **Please note this is the Home Environment Supporting Information Sheet.** Exhibits without supporting information will be dropped a ribbon placing.

**Barn Quilts** - A Barn Quilt is a large piece of wood that is painted to look like a quilt block. Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found at <https://extension.unl.edu/statewide/knox/4-h-home-environment-project/>. **Please note this is the Home Environment Supporting Information Sheet.** Exhibits without supporting information will be dropped a ribbon placing.

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

C229021 **Barn Quilt** – created that is less than 4 feet x 4 feet. (Scoresheet SF208B)

C229022 **Barn Quilt** – created that is 4 feet x 4 feet or larger. (Scoresheet SF208B)

**QUILTED EXHIBITS**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

C229040 **Wearable Art - Scoresheet 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 8½ inches x 11 inches paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.

C229041 **Inter-Generational Quilt - Scoresheet SF208E**

A quilt made by a 4-H member and family members or friends of different generations. On a half-sheet of 8½ inches x 11 inches 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?

C229042 **Service Project Quilt - Scoresheet SF208D**

A quilt constructed by a 4-H member or group to be donated to a worthy cause. On a half sheet of 8½ inches x 11 inches 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?

**Home Environment Supporting Information**

Name \_\_\_\_\_ County \_\_\_\_\_

Check elements and principles used in your exhibit

**Elements of Design**- The building blocks of design.

\_\_\_\_Color \_\_\_\_Texture

\_\_\_\_Shape/Form \_\_\_\_Line \_\_\_\_Space

**Principles of Design**- How you used the elements to make your project.

\_\_\_\_Rhythm/Repetition \_\_\_\_Balance

\_\_\_\_Emphasis \_\_\_\_Unity \_\_\_\_Proportion

**Steps taken to complete this exhibit:**

(Use back of card)

**Guidelines for Classes 50–83 Quilted Exhibits**

- **Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project.**
- A quilted exhibit consists of at least 3 layers.
- All quilted exhibits must be quilted (machine or hand) or tied.
- All quilt piecing and finishing must be the sole work of the 4-H member. Quilting, whether machine or hand quilted, may be done by another individual except for the Premier Quilt class.
- No pre-quilted fabric may be used.
- Wall quilts must have a hanging sleeve on the back of the quilt or some method for hanging.
- All quilted exhibits must be clean and finished for intended purpose.
- On a half sheet of 8½ x11 inch paper, include an explanation answering the following questions: A) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? B) What did you do and what was done by others? C) What did you learn that you can use on your next project?

**Classes 50-52** - Pieced quilts made up of squares and/or rectangles. **Scoresheet SF208A**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

C229050 **Small:** length + width = less than 60 inches. This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

C229051 **Medium:** length + width = from 61 inches to 120 inches

C229052 **Large:** length + width = over 120 inches

**Classes 60-62** - In addition to any of the methods in classes 50-52, quilts may have triangles, and/or may be embroidered. **Scoresheet SF208A**

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00

C229060 **Small:** length + width = less than 60 inches. This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

C229061 **Medium:** length + width = from 61 inches to 120 inches

C229062 **Large:** length + width = over 120 inches

**Classes 70-72** - In addition to any of the methods in class 50-62, quilts may have curved piecing, applique, Celtic style, stained glass style, paper piecing, art quilt style (An art quilt is an original exploration of a concept or idea rather than the handing down of a "pattern". It experiments with textile manipulation, color, texture and/or a diversity of mixed media. An Art Quilt often pushed quilt world boundaries.), or other non-traditional styles. **Scoresheet SF208A**

PREMIUMS: Purple, \$5.00; Blue, \$4.00; Red, \$3.00; and White, \$2.00

C229070 **Small:** length + width = less than 60 inches. This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

C229071 **Medium:** length + width = from 61 inches to 120 inches

C229072 **Large:** length + width = over 120 inches

**PREMIER QUILT** – For classes 80-83, the entire quilt is the **sole work** of the 4-H member, including quilting (hand or machine). The youth may receive guidance but no one else may work on the quilt. Tied quilts are not eligible for this class. (**Scoresheet SF208A**)

PREMIUMS: Purple, \$5.00; Blue, \$4.00; Red, \$3.00; and White, \$2.00

C229080 Hand Quilted

C229081 Sewing Machine Quilted

C229082 Long Arm Quilted - non-computerized/hand guided

C229083 Long Arm Quilted – computerized

## FASHION SHOW

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment exhibitors are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping In Style and \$20 Shopping Challenge exhibitors are judged on garment fit, the overall look of the outfit and poise, as well as the written report.

Each exhibitor is eligible to model a maximum of **five** different outfits with NO more than:

- 2 entries in STEAM Clothing Construction
- 1 entry in STEAM Beyond the Needle
- 1 entry in Shopping In Style
- 1 entry in \$20 Shopping Challenge

**Participants are only allowed to model in ONE level of Constructed STEAM Garments.** Judging will take place at the Fashion Show held on Thursday, August 1, 2024.