

DEPARTMENT B - 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

CONSUMER & FAMILY SCIENCE

CLOTHING & TEXTILES

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 Clothing Exhibits will be kept in the extension office after judging and taken to the fair by extension staff.

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

Scoresheets and 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 judged on the day specified for Clothing Judging. If they are not judged that day, the exhibit will be dropped a ribbon placing.

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-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.

BEYOND THE NEEDLE

Division 221, STEAM CLOTHING: BEYOND THE NEEDLE

4-H members must show their own original creativity.

C221001 Design Portfolio - Scoresheet SF20

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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

C221002 Color Wheel - Scoresheet SF20

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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

C221003 Embellished Garment With Original Design – Scoresheet SF26 (Eligible for State Fair Fashion Show)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

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 SF28

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

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)

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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)

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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 SF263 (Eligible for State Fair Fashion Show)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

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, exhibit will be lowered one ribbon placing.**

SEWING FOR FUN

DIVISION 218, SEWING FOR FUN (Denotes NOT State Fair Eligible)**

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

****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 x 11, 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

STEAM CLOTHING 1: FUNDAMENTALS (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. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are **NOT** eligible to exhibit in STEAM Clothing 1.

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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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

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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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

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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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 x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30'). The exhibit may be a notebook, poster, small display sharing a project comparison and price point. See project manual, 'What's the Difference?' pages 116-119. Exhibits should include pictures, NO actual pillows.

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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

Can include pillows or pillowcases but are not limited too. Exhibit (not to exceed 22" x 30') 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**

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

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” x 5.5”.** If additional information is not included, exhibit will be lowered one ribbon placing.

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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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” x 5.5”.** If additional information is not included, 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.

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

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 STEAM Level 2 and STEAM Level 3 may exhibit in this area.

C220001 Clothing Portfolio - Scoresheet SF20

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

Complete at least four different samples/activities from Chapters 2, 3, OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x11, 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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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 x 11, 3-ring binder. Include an appropriate cover. Textile Science Scrapbook should build upon itself each year (additional pages can be added each year but should be dated). See project manual for fabric suggestions.

C220003 Sewing for Profit - Scoresheet SF

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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

STEAM CLOTHING 2

STEAM CLOTHING 2 - SIMPLY SEWING

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

C222001 Design Basics, Understanding Design Principles - Scoresheet SF20

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. **Include answers to questions found on page 20 of the manual.** The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

C222002 Pressing Matters - Scoresheet SF20

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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

C222003 Upcycled Garment (Eligible for State Fair Fashion Show) - Scoresheet SF28

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

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" x 5.5". If additional information is not included, exhibit will be lowered one ribbon placing.**

C222004 Upcycled Clothing Accessory (NOT eligible for State Fair Fashion Show)-Scoresheet SF28

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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" x 5.5".**

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

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70 (**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, \$3.75; Red, \$2.50; and White, \$1.25

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

STEAM CLOTHING 3: A STITCH FURTHER

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

C223001 Upcycled Garment (Eligible for State Fair Fashion Show) - Scoresheet SF28

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

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” x 5.5”.**

C223002 Upcycled Clothing Accessory (NOT eligible for State Fair Fashion Show)-Scoresheet SF28

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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” x 5.5”.**

C223003 Textile Clothing Accessory (NOT eligible for State Fair Fashion Show)-Scoresheet SF28

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

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, \$4.50; Red, \$3.00; and White, \$1.50

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 SF29** A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed on the identification label to be considered for the Make It With Wool Award.

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.

****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.

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 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 judged on the day specified for Clothing Judging. If they are not judged that day, the exhibit will be dropped a ribbon placing.

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 on every component of the exhibit using safety pins or by basting.

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

Information Sheet - Each knitted exhibit must include the following information 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.

N 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.

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40 (**Denotes NOT State Fair Eligible)

****C225901 Level 1 Knitted Article - Beginning Knitting (Scoresheet SF60)**

PREMIUMS: Purple, \$3.50; Blue, \$2.75; Red, \$1.80; and White, \$.90 - **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 Environment Item

Knitted item using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.

C225003

Arm or Finger Knitted Item – clothing or home environment item.

C225004

Loom Knitted Item – clothing or home environment 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 Environment Item – Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the item such as argyle knitting and chart knitting.

C225007

Level 3 Machine Knitting

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.

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40 (**Denotes NOT State Fair Eligible)

C226901 **Level 1 Crocheted Article (Scoresheet SF61)

PREMIUMS: Purple, \$3.50; Blue, \$2.75; Red, \$1.80; and White, \$.90 - **Scoresheet SF61**

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 Environment 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 Environment 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.

Fiber Arts Data Card-Crochet

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 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 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 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" 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" strips of fabrics.
 - Layer Cakes** are 10" squares of fabric from a manufactured designer or fabric line with different pieces of fabric “layered” on top of one another to look like a piece of cake.
 - Charm Packs** are made of 5" squares of coordinating fabric and may be tied up with string or scrap of fabric.
 - Candies** are 2 ½" squares of fabric from a manufactured designer or fabric line.
 - Turnover** is a collection of coordinating fabrics that are cut into 6" triangles.
 - Fat Quarters** are ½ yard cuts of fabric which are cut in half to make a rectangle that is approximately 18"x21". (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, \$2.50; Blue, \$1.75; Red, \$1.40; White, \$.70

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"x22" 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 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 information sheet.** Exhibits without supporting information will be dropped a ribbon placing.

C229021 **Barn Quilt** – created that is less than 4'x4'. (Scoresheet SF208B)

C229022 **Barn Quilt** – created that is 4'x4' or larger. (Scoresheet SF208B)

QUILTED EXHIBITS

PREMIUMS: Purple, \$3.00; Blue, \$2.25; Red, \$1.50; and White, \$.75

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 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.

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 8½x11 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?

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 8½x11 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?

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 8 ½ 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, \$3.00; Blue, \$2.25; Red, \$1.50; and White, \$.75

- C229050 **Small:** length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
- C229051 **Medium:** length + width = from 61" to 120"
- C229052 **Large:** length + width = over 120"

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". 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" to 120"
- C229062 **Large:** length + width = over 120"

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, \$3.75; Red, \$2.50; and White, \$1.25

- C229070 **Small:** length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
- C229071 **Medium:** length + width = from 61" to 120"
- C229072 **Large:** length + width = over 120"

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, \$3.75; Red, \$2.50; and White, \$1.25

- 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 \$15 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 \$15 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 3, 2023.

STATE FAIR ELIGIBILITY: To be eligible for State Fair, an exhibitor must be enrolled in the project they are modeling in and must be 9 by December 31 of the previous year or become 10 years of age during the current year. **Garments should be age appropriate.** Garments worn in the 4-H Fashion Show cannot be entered as clothing exhibits. Entries **not accepted** for State Fair: 1) Textile clothing accessories; 2) Garments containing inappropriate language or images.

TROPHIES: See Knox County 4-H Trophy or Award List in front of this book.

Scoresheets can be found at <https://go.unl.edu/ne4hfashionshow>.

FASHION SHOW CLASSES (Denotes NOT State Fair Eligible)**

- **C410901 MODELED CONSTRUCTED SEWING FOR FUN** - (Participation Ribbon, \$1.00)
Carry or wear a project item from classes C218903 to C218908
- **C410902 MODELED CONSTRUCTED STEAM CLOTHING 1 GARMENT(S) Scoresheet SF117**
PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70
Simple Top, Simple Bottom, or Simple Dress reflecting STEAM Clothing I skills (loungewear pants allowed).
- **C410903 MODELED CONSTRUCTED ACCESSORY(S) Scoresheet SF117**
PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70
Any wearable accessory exhibit made in Beyond the Needle and/or STEAM Clothing Levels 1-3. Must be modeled with a purchased outfit not modeled in another class.
- C410030 MODELED CONSTRUCTED STEAM CLOTHING 2 GARMENT(S) Scoresheet SF117**
PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00
4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. Possible types of STEAM Clothing 2 garments include:
- Dress; OR
 - Romper or Jumpsuit; OR
 - Two-Piece Outfit Combination (skirt with top, vest or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket). Or a purchased top can be worn to complete a vest or lined/unlined jacket outfit with a constructed bottom; OR
 - Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).
- C410040 MODELED CONSTRUCTED STEAM CLOTHING 3 GARMENT(S) Scoresheet SF117**
PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00
Possible types of STEAM Clothing 3 garments include:
- Dress or Formal; OR
 - Skirted Outfit Combination (skirt with top, vest, or lined/unlined jacket OR jumper and

- shirt). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR
- Pants or Shorts Outfit Combination (pants or shorts with top, vest, or lined/unlined jacket). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR
- Romper or Jumpsuit; OR
- Specialty Wear (swim wear, costumes, western wear-chaps, chinks, or riding attire or hunting gear); OR
- Non-Tailored Lined or Unlined Jacket or Coat – Additional pieces with jacket or coat may either be constructed or purchased; OR
- Tailored Coat, Blazer, Suit Jacket, or Outerwear - Additional pieces with coat, blazer, jacket or outerwear may either by constructed or purchased; OR
- Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

C410050 MODELED KNITTED OR CROCHETED CLOTHING (LEVEL 2 OR 3) Scoresheet SF117

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

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

MODELED STEAM BEYOND THE NEEDLE – Scoresheet SF117

Classes Include:

- **C410010 - Embellished Garment(s) with an Original Design** – garment is created using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H member using the elements and principles of design to make an original statement.
Upcycled garments are not accepted.
- **C410015 - Garment Constructed From Original Designed Fabric** – Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.
- **C410020 - Textile Arts Garment(s)** – Garment is constructed using new, unconventional materials. Examples: rubber bands, plastic, duct tape.
- **C410025 - Wearable Technology Garment** – Garment has integrated technology into its design.

4-H members must model a top and/or bottom. The above classes are eligible for State Fair, but must be 9 by December 31st of the previous year.

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

**C410903 Modeled Beyond the Needle (ages 8-9 on December 31 of previous year)

**C410904 Modeled Beyond the Needle (ages 10-12 on December 31 of previous year)

**C410905 Modeled Beyond the Needle (ages 13 & over on December 31 of previous year)

MODELED CONSTRUCTED UPCYCLED, MAKE ONE/BUY ONE, & QUILT QUEST WEARABLE ART GARMENT(S)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; and White, \$.70

4-H members enrolled in STEAM Clothing Level 1, STEAM Clothing Level 2 or STEAM Clothing Level 3 may model in this class. The exhibit is a purchased garment with a constructed garment(s) to make a complete wearable outfit. Both items must be modeled. **This is NOT eligible for State Fair.** Possible entries include:

- Upcycled Simple Garment from STEAM Clothing 1 Class C219006 combined with a purchased garment to make a complete wearable outfit.
- Upcycled Garment from STEAM Clothing 2 Class C222003 combined with a purchased garment to make a complete wearable outfit.
- Upcycled Garment from STEAM Clothing 3 Class C223001 combined with a purchased garment to make a complete wearable outfit.
- STEAM Clothing 2 Top/Vest C222006, Bottom C222007, Skirt C222008, or Lined/Unlined Jacket C222009 with a purchased garment(s) to make a complete wearable outfit.

- Quilt Quest Wearable Art – Quilted garment. C229040, must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. Combine the quilted garment with a purchased garment(s) to make a complete wearable outfit.
- STEAM Clothing 3 Make One/Buy One Class C223901

**C410906 - Modeled Upcycled/Make One/Buy One Garments (ages 8-9 on December 31 of previous year)

**C410907 - Modeled Upcycled/Make One/Buy One Garments (ages 10-12 on December 31 of previous year)

**C410908 - Modeled Upcycled/Make One/Buy One Garments (ages 13 & over on December 31 of previous year)

SHOPPING IN STYLE FASHION SHOW

The Shopping In Style Fashion Show is open to all 4-H members, but participants **must be enrolled** in either the Attention Shoppers (age 8) or the Shopping In Style (ages 9 & over) 4-H Project to participate. The curriculum is developed and designed to help youth strengthen their consumer skills when purchasing clothing. Participants **must purchase and model a complete outfit...all pieces of the garment must be purchased**. Make-One/Buy One outfits are not allowed.

Judging: Judging of the completed written report SF184 and interview is worth 40% of the total score and is judged on content, completeness, accurate information, and neatness. While modeling the outfit, the 4-H'er will be judged for modeling skill, fit, and appearance of the outfit and accessories. Judging while modeling is worth 60% of the score.

TROPHIES will be awarded to the winner in each division.

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

CLASSES (Exhibitors age 8 are NOT State Fair Eligible) (Age on December 31 of previous year)

C425901 Model Purchased Outfit and Written Report SF184 (ages 8-9)

C425902 Model Purchased Outfit and Written Report SF184 (ages 10-12)

C425903 Model Purchased Outfit and Written Report SF184 (ages 13 & over)

\$15 SHOPPING CHALLENGE FASHION SHOW

The \$15 Shopping Challenge Fashion Show is open to all 4-H members. Participants are limited to one entry. Participants are allowed to model in both the Shopping In Style and the \$15 Challenge.

Guidelines for the \$15 Challenge:

- Purchase an outfit (all pieces of the garment must be purchased)
- Outfits must be selected and purchased from garage sale, thrift store, consignment store or resale shop (such as Goodwill, Salvation Army)
- Cost of outfit must be \$15 or less (the \$15 does not include shoes & accessories)
- Consider why the outfit is needed and how it fits into your wardrobe
- Consider fit, quality, and care of garment(s)
- Model the outfit at the 4-H Fashion Show

TROPHIES will be awarded to the winner in each division.

Judging: Judging of the completed written report and interview is worth 40% of the total score and is judged on content, completeness, accurate information, and neatness. While modeling the outfit, the 4-H'er will be judged for modeling skill, fit, and appearance of the outfit and accessories. Judging while modeling is worth 60% of the score.

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

CLASSES (Denotes NOT State Fair Eligible) (Age on December 31 of previous year)**

**C426901 Model \$15 Challenge Outfit and Written Report (ages 8-9)

**C426902 Model \$15 Challenge Outfit and Written Report (ages 10-12)

**C426903 Model \$15 Challenge Outfit and Written Report (ages 13 & over)

CONSUMER MANAGEMENT

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

Scoresheets can be found at <https://go.unl.edu/ne4hconsumermanagement>.

ATTENTION SHOPPERS - Age 8 (Denotes NOT State Fair Eligible)**

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; White, \$.70

****C244901 Clothing Wardrobe Inventory (Scoresheet CF118)**

List five items in your clothing wardrobe. What one garment would you add to your wardrobe that would help you to mix and match what you already have to extend your wardrobe? Explain what you need to think about and consider when you select this item. Consider creativity and style in your story. Your wardrobe inventory entry may be a picture poster, a video style show with explanation, a written story, an audio tape, etc.

****C244902 Clothing Buymanship (Scoresheet CF118)**

Provide details of the best buy you made for a complete wearable outfit this year. Your entry must include the hang tags (if available), information from fiber content and care labels and a story about what you considered when you purchased the outfit. Consider creativity and style in explaining your story. Do not include the clothing as part of your entry. Your buying entry may be a picture poster, a video tape, a written story or an audio tape, etc.

SHOPPING IN STYLE (Ages: 9 and over)

- All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
- 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 ½" x 11" x 1". Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or Quick Time Player.

C240001 - Best Buy for Your Buck (ages 9-13 before January 1 of the current year)

PREMIUMS: Purple, \$3.00; Blue, \$2.25; Red, \$1.50; and White, \$.75 (**Scoresheet SF84**)

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

- why you selected the garment you did;
- clothing budget;
- cost of garment;
- conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck".
- Provide 3 color photos of you wearing the garment (front view, side view, back view).

C240002 – Best Buy for Your Buck (ages 14-18 before January 1 of the current year)

PREMIUMS: Purple, \$4.00; Blue, \$3.00; Red, \$2.00; and White, \$1.00 (**Scoresheet SF84**)

Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, **no posters please** (see general information above). **Do not include the *Shopping In Style Fashion Show Information Sheet* in your entry.** Although both entries do share some information, there are differences in content and format for this class. Provide details listed for those ages 9-13 plus include the following additions:

- body shape discussion;
- construction quality details;
- design features that affected your selection;
- cost per wearing;
- care of garment;

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

C240003 – Revive Your Wardrobe (Scoresheet SF88)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; White, \$.70

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

C240004 - Show Me Your Colors (Scoresheet SF89)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; White, \$.70

Select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster (see general information).

C240005 - Clothing 1st Aid Kit (Scoresheet SF64)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; White, \$.70

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.

C240006 - Mix, Match, & Multiply (Scoresheet SF90)

PREMIUMS: Purple, \$2.50; Blue, \$1.75; Red, \$1.40; White, \$.70

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

MY FINANCIAL FUTURE

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

MY FINANCIAL FUTURE - (Scoresheet SF247 for all classes)

PREMIUMS: Purple, \$1.25; Blue, \$1.00; Red, \$.75; and White, \$.40

- C247001 **Financial Goals** – 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.
- C247002 **Income Inventory** - Using page 13 as a guideline, list sources and amounts of income you earn/receive over a six-month period. Answer the following questions: What were your income sources? Were there any steady income sources? What did you do with the income you received? Include your income inventory in the exhibit.
- C247003 **Tracking Expenses** - 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.
- C247004 **Money Personality Profile** – Complete the money personality profile found on pages 21-22. Answer the following questions: What is your money personality? How does your money personality affect the way you spend/save money? Have a friend or family member complete the money personality profile. Compare and contrast (how are you alike/how are you different) your money personality profile with theirs.
- C247005 **What Does It Really Cost**–Complete Activity 8 “What Does It Really Cost?” on pages 39-40.
- C247006 **My Work; My Future** – Interview three adults in your life about their careers or jobs using the questions on page 51 and record these answers. In addition, answer the following questions on your display. What did you find most interesting about these jobs? Were there any positions you might want to pursue as your career? Why/Why not? What careers interest you at this point in your life? What are three steps you need to do now to prepare for this career?