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2024 MERRICK COUNTY FAIR
JULY 27 - 31
4-H, FFA & OPEN CLASS EXHIBITS

Merrick County Fairboard-308-940-0884   Merrick County Extension Office-308-946-3843

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AND FAIR ASSOCIATION

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    Needlework, Fine Arts & Misc.
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RULES AND REGULATIONS
MERRICK COUNTY'S 73rd
FREE FAIR

1) Exhibits will get their entry card at each department where they wish to enter articles.
2) Open Class entries should be made **Sunday, July 28, 1:00 - 4:00 p.m.**
3) 4-H static exhibits will be entered on **Thursday, July 25, 1:00 p.m. - 5:00 p.m., Friday July 26, 8:00 a.m.-5:00 p.m., and Saturday, July 27, 8:00 a.m. - 12:00 p.m.**
4) Livestock exhibits will be entered **Sunday, July 28**
   - Youth poultry and rabbits must be in place by 4:00 p.m. on **Saturday, July 27.**
   - Youth hogs must be in place by 11:00 a.m.
   - Youth sheep and goats must be in place by 1:00 p.m.
   - Youth market beef must be in place by 2:30 p.m.
   - Youth breeding beef must be in place by 3:30 p.m.
   - Youth bucket calves must be in place by 4:00 p.m.
5) No ribbon will be given out until animals are properly checked-in with the superintendent of that area. Animals are judged according to merit.
6) All livestock owners will have their pens cleaned by 8:00 a.m. each day and put pen cleanings in the designated area.
7) Exhibit building will be open Monday, Tuesday, and Wednesday from 8:00 a.m. - 9:00 p.m.
8) 4-H Static Exhibits may begin release at 8 p.m. on Wednesday. 4-H Livestock must not be removed until after midnight. Open Class exhibits will be released from 8:00 a.m. - 10:00 a.m. on Thursday. Premiums will be paid at that time for Open Class only.

4-H AND FFA DEPARTMENT

1) It is the policy of the University of Nebraska - Lincoln, Institute of Agriculture and Natural Resources and Merrick County 4-H Council not to discriminate based on sex, age, handicap, race, color, religion, marital status, veteran status, national or ethnic origin or sexual orientation.
2) All exhibits are at the exhibitor's risk. The Merrick County Ag Society and Merrick County 4-H Council are not responsible for any damage, loss or death to an exhibit or animal.
3) If a project item or animal is shown at another county's fair as a 4-H or FFA project, it is **NOT** eligible for competition in Merrick County. It will be disqualified.
4) Judges will place awards based on merit. They will be instructed to use the group method similar to the plan followed by the Nebraska State Fair, whereby exhibits of nearly equal merit will receive equal ribbons. The judge's decision will be final in all classes. Awards will be given according to the rules and regulations set forth in this premium list.

   Purple - Superior   Blue - Excellent   Red - Good   White - Needs Improvement   Orange- Flops   Lime Green- Afterschool Project
5) **4-H AGE REGULATIONS** - The age regulations for Merrick County 4-H membership as determined by the Merrick County 4-H Executive Council shall be that a member must be 8 years of age on December 31st of the previous year (turn 9 during the current year) and the last year of eligibility is 4-H age 18 on December 31st (or the calendar year the member becomes 19).
6) FFA members may exhibit livestock until the age of 21. Enrollment must be confirmed with the FFA Advisor. Annual quality assurance training through Youth for the Quality Care of Animals (YQCA) must be completed online at yqca.org by July 10.
7) 4-H and FFA members show together in livestock, crops, and plant science. The total number of animals shown is indicated at the beginning of each species area. 4-H and FFA will follow the rules according to this fairbook.

CLOVER KIDS GUIDELINES: Clover Kids classes can be found on page 66.
   a) The 4-H Clover Kid Program is for youth between the ages 5-7 years old by January 1 of the current calendar year. 4-H Clover Kid exhibitors must be enrolled as a 4-H member by June 15.
   b) Clover Kid animal exhibits are to be no more than six months of age and no more than 350 pounds at time of show, with the exception of small animals (dog, cat, etc.) Age, size, and temperament of animal projects must be appropriate for the exhibitor's age and size. Clover Kids will only show in showmanship classes, no market or breeding classes. The horse project is not available for Clover Kids.
   c) Clover Kids may exhibit at the county fair and participate in 4-H contests receiving special ribbons with a premium of $1.00. However, they will not be eligible for participation in the Livestock Sale, and will not be considered for any incentive, championship, trophy, medal, or plaque competition on an individual basis. They will be considered as part of a club competition in such activities as herdsmanship, performing arts or club contest.

ELIGIBILITY REQUIREMENTS FOR EXHIBITORS: An exhibitor must be a 4-H member enrolled in the project they are exhibiting.
8) All 4-H exhibits that do not conform to the specs, rules and regulations set forth in this premium list will drop one ribbon placing.
9) Be sure to check the number of entries per project and entry number for each division. **All projects other than livestock have only one entry per class number.**
10) Premiums will be paid when the 4-H member submits a completed Achievement Application to the Ext. Office **by October 1**. Premium money will be available at the year-end 4-H Achievement Celebration. If premium money is not picked up by Dec 1, monies will be turned back to the Merrick County Ag Society.
11) An ***** indicates an exhibit is eligible for State Fair. All items eligible for State Fair must receive a purple ribbon. The last year of eligibility is the calendar year the member becomes 19 years of age.
12) All exhibitors showing any animals are required to wear the required 4-H/FFA T-Shirt, black/blue jeans, and closed toe shoes. Hats, caps or other headgear are prohibited. Exhibitors in the horse show will wear a long white sleeve shirt or blouse, dark blue jeans, boots, hat and a 4-H armband. The 4-H armband may be purchased for $3.00.
13) An exhibit or exhibitor must be at least purple ribbon quality before a rosette or award is awarded, and the judge must deem it worthy of the award.
14) Substance Abuse - Use or possession of tobacco, alcoholic beverages, or drugs (except for medical purposes) by any exhibitor who is participating in 4-H/FFA at the Merrick County Fair will result in immediate disqualification of that exhibitor's entry.
15) PROTESTS
   a) The respective division superintendent has the authority to make appropriate decisions based on the Premium List, and these will be adhered to by all.
   b) A committee shall be appointed to serve as a protest group. They will meet daily if needed to act upon concerns. All protests must be submitted in writing and signed. Written protests must be submitted to the Extension Educator. He/She will then convene the committee for their deliberation.
   c) The written protest must include: **1)**Names of persons involved. **2)**Nature of concerns. **3)**Situation and documentation. **4)**Recommendations for correction. **5)**Specific action, rule, etc. in question. **6)**Additional persons committee may contact for further clarification. (**two Fairboard, two 4-H Council) 7)**Procedures and/or steps carried out by person involved prior to submission to the Extension Educator.
   d) The committee will review the written protest. They may discuss the situation with affected persons and show officials to include county fair management if appropriate, to make a final decision. The committee will recommend appropriate action to management in writing. The recommendations will be followed and communicated both verbally and in writing to the group or individual affected.
   e) In case of protest the exhibitor may be allowed to show but results of showing will be subject to change based on the outcome of the protest process. This allows for smooth operation of the show and facilitates appropriate processing.
   f) The management reserves the right to withhold premium and/or award. The exhibitor may also be excluded from the show if action warrants.
   g) The appeals process is limited to the 4-H/FFA exhibitor, 4-H/FFA parent or registered 4-H volunteer leader.
   h) Protests will not be accepted after the exhibit is released from the 4-H Division.

16) **Member/Parent Code of Conduct-**Character Development is the cornerstone of the 4-H program, and therefore we expect all people involved with the 4-H program to exemplify the six pillars of character, which are Trustworthiness, Respect, Responsibility, Fairness, Caring, and Citizenship. Please make yourself aware of these expectations.
- Treat members, parents, Extension staff, judges and others with respect, courtesy and consideration. Avoid and prevent put-downs, insults, name-calling, yelling and other verbal and non-verbal conduct likely to offend, hurt or set a bad example.
- Model kindness and compassion for others and be a team member, discouraging selfishness.
- Practice fair-mindedness by being open to ideas, suggestions, and opinions of others.
- Obey laws and rules as an obligation of being a good citizen, and promote the responsible treatment of animals and stewardship of the environment.
- Provide and maintain a safe environment, not carelessly or intentionally harming youth or adults in any way: verbally, mentally, or physically.

UNIVERSITY OF NEBRASKA - LINCOLN ACCOMMODATIONS
The University of Nebraska-Lincoln is committed to providing accommodations necessary to allow individuals with disabilities to function effectively and safely while participating in 4-H events. If you believe you may need accommodation, please contact Faculty/Staff Disability Services at acces@unl.edu or call 402-472-3417.

UNIVERSITY OF NEBRASKA - EEO STATEMENT
Nebraska Extension is a Division of the Institute of Agriculture and Natural Resources at the University of Nebraska-Lincoln cooperating with the Counties and the United States Department of Agriculture. The 4-H Youth Development program abides with the nondiscrimination policies of the University of Nebraska - Lincoln and the United States Department of Agriculture.

4-H PRE-FAIR ACTIVITIES AND
2024 MERRICK COUNTY FAIR
All dates, times, and contest/show formats are subject to change.

February
13 (Tues.)   6:00 p.m.   Junior Indoor Archery Contest - 4-H Building
18 (Sun.)   1:30 p.m.-4:30 p.m.   Market Beef Rate-of-Gain Weigh-Day - Central City Vet Clinic
20 (Tues.)   6:00 p.m.   Intermediate & Senior Indoor Archery Contest - 4-H Building

March
2 (Sat.)   2:00 p.m.   Air Rifle Contest - 4-H Building

April
1 (Mon.)   6:30 p.m.   Communication Contest - 4-H Building
27 (Sat.)   1:00 p.m.   Shotgun Contest - Sportsman's Club

May
16 (Thurs.)   5 p.m.-7 p.m.   Market Sheep & Goat Rate-of-Gain Contest Weigh-in - Indoor Arena
31 (Fri.)   5:00 p.m.   State Horse ID's and Levels Testing **DUE** to the Ext. Office

June
1 (Sat.)   5:00 p.m.   State Horse Entry Forms **DUE ONLINE**
14 (Thur.)   5:00 p.m.   **ALL 4-H and FFA** County Animal ID's **DUE** to the Extension Office
   ALL 4-H and FFA State Fair Livestock DNA Envelopes **DUE** to the Extension Office
29 (Sat.)   9:00 a.m.   Outdoor Archery Contest - Fairgrounds

Pre-entries

July
10 (Mon.)   5:00 p.m.   **ALL 4-H and FFA** Static, Animal, Clothing Pre-entries **DUE** to the Extension Office
   ALL 4-H and FFA YQCA training complete Vaccination records **DUE** for cats, dogs and ferrets

July continued

20 (Sat.)	9:00 a.m.	Fair Cleanup **-** Fairgrounds
	9:00 a.m.	Bicycle Rodeo Contest **-** Fairgrounds
	11:00 a.m.	Ice Cream Roll Contest **-** 4-H Building
23 (Tue.)	9:00 a.m.	Clothing Construction & Fashion Show Judging **-** 4-H Building
	7:30 p.m.	4-H Night and Performing Arts Contes**t -** 4-H Building
25 (Thurs.)	1 p.m.-5 p.m.	4-H Static Check-in **-** 4-H Building
26 (Fri.)	8 a.m.-5 p.m.	4-H Static Check-in **-** 4-H Building
27 (Sat.)	6:30 a.m.-4 p.m.	4-H Food Stand Open
	6 a.m.-7 a.m.	Horse Show Check-in **-** Indoor Arena
	7:00 a.m.	Horse Show **-** Indoor Arena
	8 a.m.-12 p.m.	4-H Static Check-in **-** 4-H Building
	5 p.m.-7 p.m.	**Poultry & Rabbit Check-in - Annex Building**
28 (Sun.)	8 a.m.-8 p.m.	4-H Food Stand Open, 4-H Building closed for Judging
	8 a.m.-11 a.m.	Hog Weigh-in & Check-in **-** Hog Barn
	8:00 a.m.	**Rabbit Show -** Indoor Arena
	11:00 a.m.	**Poultry Show** *or 30-minutes after Rabbit Show* **-** Indoor Arena
	11 a.m.-1 p.m.	Goat & Sheep Weigh-in & Check-in **-** Southside Livestock Barn
	1 p.m.-4 p.m.	Open Class Exhibit Check-in **-** 4-H Building
	1 p.m.-2:30 p.m.	Market Beef Weigh-in & Check-in **-** Northside Livestock Barn
	2:30-3:30 p.m.	Breeding Beef Check-in **-** Northside Livestock Barn
	3:30-4 p.m.	Feeder & Bucket Calf Check-in, **DUE** Bucket Calf Project Record Book **-** Northside Livestock Barn
	4:30 p.m.	Livestock Judging Contest **-** Indoor Arena
29 (Mon.)	7 a.m.-9 p.m.	4-H Food Stand Open, 4-H Building Open
	7:00 a.m.	**Hog Show -** Indoor Arena
	1:00 p.m.	**Meat Goat Show -** Indoor Arena
	4:00 p.m.	**Sheep Show** *or 30-minutes after Meat Goat Show* **-** Indoor Arena
30 (Tue.)	7 a.m.-9 p.m.	4-H Food Stand Open, 4-H Building Open
	8:00 a.m.	Beef Show **-** Indoor Arena
31 (Wed.)	7 a.m.-9 p.m.	4-H Food Stand Open
	7:30 a.m.	Dog Check-in **-** Vendor and Exhibitor Building
	8:00 a.m.	Dog Show **-** Vendor and Exhibitor Building
	10:30 a.m.	**Dog Agility -** Indoor Arena
	11:30 p.m.	**Cat & Companion Animal Check-in Indoor Arena**
	12:00 p.m.	**Cat & Companion Animal Show** *or immediately following the Dog Agility Show* **- Indoor Arena**
	1:30 p.m.	4-H Overall Livestock Showman Contest **-** Indoor Arena
	4:45 p.m.	**4-H & FFA Member Group Picture -** Indoor Arena
	5:00 p.m.	**Livestock Sale -** Indoor Arena
	8:00 p.m.	Release ALL Static Exhibits **-** 4-H Building

August

1 (Thur.)	1 a.m.-10 a.m.	Release ALL Livestock
	6 a.m.-10 a.m.	Release ALL Poultry & Rabbit
	7 a.m.-8:30 a.m.	FREE EXHIBITOR & FAMILY BREAKFAST sponsored by Central City Area Chamber of Commerce
	8 a.m.-10 a.m.	Release ALL Static Exhibits
	12:00 p.m.	Extension Office Closed **-** Fair Recovery
2 (Fri.)	8 a.m.-5 p.m.	Extension Office Closed **-** Fair Recovery

4-H AND FFA SUPERINTENDENTS

- Air Pistol, Small Bore, Hunting Skills – *TBD*
- BB Gun & Rifle – *Matt Douglass, Phillip Johnson*
- Beef – *Kane Brandes, Ryan Kucera*
- Beyond the Needle, Fiber Arts, Quilt Quest – *Darcy Ray*
- Bicycle Rodeo – *Jen Myers*
- Cat & Companion Animal – *Mollie Nielsen*
- Clover Kids – *Jr. Leaders*
- Consumer & Family Science, Citizenship & Entrepreneurship, Safety, Photography – *Nikki Ferraro*
- Dog – *Kim & Travis Stuhmer*
- Fashion Show – *Kendra Jefferson, Jamie Wright*
- FFA – *Payden Woodruff, Jessica Brondel, Alex Stocker, Katie Hornung*
- Food & Nutrition – *Angela Blomstedt*
- Herdsmanship – *TBD*
- Hog – *Brian Jefferson, Isaac Jefferson*
- Home Environment – *Kelly & Doug McHargue*
- Horse – *Russ & Carolyn Kucera*
- Indoor Archery – *Sara Umstead, Brian Thomas*
- Livestock Judging Contest – *Payden Woodruff, Darcy Ray, Alex Stocker*
- Meat Goat & Sheep – *Craig Nelson, Jon Root*
- Outdoor Archery – *AAron Blanchard*
- Overall Livestock Showman – *Alex Stocker, Chase Samuelson*
- Plant Science – *Bailey Jefferson*
- Rabbits & Poultry – *Mollie Nielsen*
- Sewing for Fun, STEAM Clothing 1, 2, 3, – *Amy Greving, Nicole Greving*
- Shotgun – *Craig Nelson, Aaron Heins*
- STEM & Conservation – *Beth Johnson*

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- Agricultural Institute of Nebraska Husker Harvest Days
- Nelson Brothers Fencing
- Palmer Local Market
- Platte River Riders 4-H Horse Club
- Nona Lechtenberg
- Root-Collins Club Lambs
- Runza Attn: Rex and Noah Luebbe
- Schank Memorial
- Silver Creek Mini Mart
- Simonson Show Goats
- State Farm Insurance
- Stoltenberg Irrigation, Inc.
- Sullivan Agency
- Supernaw Law Office
- The Dentist
- Tom & Eve Reimers
- Trav's U-Save Pharmacy
- Trico Heating and Air
- Vlcek Gardens, Inc.
- Walts Aerial Spraying
- Wegner Monument
- Wert Show Lambs
- You Are Worth It LLC

CLOTHING, FIBER ARTS, QUILT QUEST
Superintendents Sew for Fun, STEAM Clothing 1, 2, 3 – Amy Greving & Nicole Greving
Superintendents Beyond the Needle, Fiber Arts, Quilt Quest – Darcy Ray

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

1) Pre-entries must be submitted to the Extension Office by **July 10**. Items must be entered on **Tuesday, July 23** at the 4-H Building for interview judging. Additional entries must be made at least 30 minutes before scheduled interview or modeling.
2) Always check your 4-H manuals for which type of fabric you can use in your exhibit. Study and work through your 4-H manual to become the best sewer you can be!
3) Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.
4) Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger pointing to the left. Fasten skirts, shorts and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.
5) A Design Data Card must be included with all Beyond the Needle Classes C221003-C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at http://go.unl.edu/ne4hclothing . If the data card is not included, the exhibit will be lowered one ribbon placing
6) Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM CLOTHING 2, you are not eligible to exhibit in STEAM CLOTHING 1.

GENERAL CLOTHING- 4-H Members in all skill levels may exhibit in this area.

PREMIUM: Purple $2.00; Blue $1.50; Red $1.00; White $.50

*C-220-001. Clothing Portfolio – 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 8½ x 11, 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year, but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.

*C-220-002. Textile Science Scrapbook – 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 8½x11, 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.

*C-220-003. Sewing for profit – Using page 161-167 in the STEAM Clothing 2: Simply Sewing project manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The Exhibit may be a notebook, poster or small display. Exhibits should not exceed 22"x30".

SEWING FOR FUN - one entry per class number.
1) 4-Hers enrolled in Sewing for Fun are encouraged to sew a variety of items using the project instruction leaflet. The project items are grouped according to difficulty levels: easy, intermediate, more difficult.

PREMIUM: Purple $1.00; Blue $.75; Red $.50; White $.25
C-215-001. One (1) easy item. Ex. Needlebook, Square Pin Cushion, Pillowcase.

PREMIUM: Purple $1.50; Blue $1.25; Red $1.00; White $.50
C-215-002. One (1) intermediate item. Ex. Laundry Bag, Tote Bag, Three-Striped Pillow.

PREMIUM: Purple $2.00; Blue $1.50; Red $1.00; White $.50
C-215-003. One (1) more difficult item. Ex. Diagonal Pillow, Patchwork Pillow, Rail Fence Pillow.
C-215-004. Anyone (1) other item from any difficulty level.

STEAM CLOTHING: BEYOND THE NEEDLE - one entry per class number.
   1) Members are encouraged to be creative, use art elements and principles, and try new techniques as they advance through this project.

PREMIUM: Purple $2.00; Blue $1.50; Red $1.00; White $.50

*C-221-001. Design 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 8½x11, 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.

*C-221-002. Color Wheel – Create your own color wheel, complementary 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 22x30".

*C-221-003. Embellished Garment with Original Design – 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.

*C-221-004. Original Designed Fabric Yardage - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. A Design Data Card must be included with this project.

*C-221-005. Item **(**garment or non-clothing item) Constructed from Original Designed Fabric **-** Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project.

*C-221-006. Textile Arts Garment or Accessory - constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A Design Data Card must be included with this project.

*C-221-007. Fashion Accessory - designed and/or constructed using elements and principles of design; can be textile or non-textile based. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Data Card must be included with this project.

*C-221-008. Wearable Technology Garment -Technology is integrated into the garment in some way (for example: LEDs, charging capabilities, sensors, etc). A Design Data Card must be included with this project.

    ****The following classes are not determined by years in the project, but by difficulty level of the entry. Garments may be made for 4-H member or another person. Refer to manuals!

UNIT 1- STEAM CLOTHING 1- FUNDAMENTALS - one entry per class number.
   1) 4-Hers who have enrolled in or completed UNIT 2-STEAM CLOTHING 2-SIMPLY SEWING are not eligible. The entry is a single garment - either a top OR a bottom.Inseam or patch pockets, flat constructed sleeves, and simple lined vests are acceptable.

PREMIUM: Purple $2.00; Blue $1.50; Red $1.00; White $.50

C-205-001. Simple pull-on pants or shorts or split skirt

C-205-002. Simple skirt or wrap skirt.

C-205-003. Simple pull-over top/shirt

C-205-004. Vest

C-205-005. Other simple garment

C-205-006. Upcycled Simple Garment – Create a garment from used textile-based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.

C-205-007. Upcycled Simple Clothing Accessory – A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.

UNIT 2- STEAM CLOTHING 2- SIMPLY SEWING - one entry per class number.
   1) 4-Hers who have enrolled in or completed Unit 3-STEAM CLOTHING 3-A STITCH FURTHER are not eligible. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). Garments as listed below may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM CLOTHING 1.

PREMIUM: Purple $3.00; Blue $2.50; Red $2.00; White $1.00

*C-222-001. Design Basics, Understanding Design Principles – 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 22x30".

*C-222-002. Pressing Matters – 4-H Members 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.

*C-222-003. Upcycled Garment – 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 4½x 5½". A list of skills and the Design Data Card are available at https://go.unl.edu/ne4hclothing.

*C-222-004. Upcycled Clothing Accessory – A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a "before" picture no larger than 4½x 5½". A list of skills by project and the Design Data Card are available at https://go.unl.edu/ne4hclothing.

*C-222-005. Textile Clothing Accessory- Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at https://go.unl.edu/ne4hclothing. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

*C-222-006. Top (vest acceptable)

*C-222-007. Bottom (pants or shorts)

*C-222-008. Skirt

*C-222-009. Lined or Unlined Jacket

*C-222-010. Dress

*C-222-011. Romper or Jumpsuit

*C-222-012. Two-Piece Outfit

*C-222-013. Alter Your Pattern–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)

*C-222-014. Garment Constructed from Sustainable or Unconventional (natural or synthetic) fibers – Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

UNIT 3- STEAM- A STITCH FURTHER - one entry per class number.
1) Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list).
2) 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 list on the identification label.

PREMIUM: Purple $4.00, Blue $3.00, Red $2.00, White $1.00

*C-223-001. Upcycled Garment – Create a garment from used textile-based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A list of skills by project is available at http://go.unl.edu/ne4hclothing A Design Data Card must be included with this project including a "before" picture no larger than 4¼x5½"

*C-223-002. Upcycled Clothing Accessory – A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A list of skills by project is available at http://go.unl.edu/ne4hclothing A Design Data Card must be included with this project including a "before" picture no larger than 4¼x5½"

*C-223-003. Textile Clothing Accessory - 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.)

*C-223-004. Dress or Formal

*C-223-005. Skirted Combination – (skirt with shirt, vest, jacket, or jumper & shirt)

*C-223-006. Pants or Shorts Combination – (pants or shorts with shirt, vest, or jacket)

*C-223-007. Romper or Jumpsuit

*C-223-008. Specialty Wear – (includes swimwear, costumes, hunting gear or chaps)

*C-223-009. Lined or Unlined Jacket or Vest – (non-tailored)

*C-223-010. Coat, Blazer, Suit Jacket or Outerwear - A tailored blazer or suit jacket or coat.

*C-223-011. Alter/Design Your Pattern – 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.

*C-223-012. Garment Constructed from Sustainable or Unconventional (natural or synthetic) fibers – Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

KNITTING & CROCHET-Only one entry per class number.
1) 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.
2) Every exhibit must be described on the appropriate entry tag accompanying it (for example: blue afghan, yellow sweater, crocheted gray elephant). Attach the entry tag securely to the exhibit using straight pin or safety pins (no paper clips).
3) Each item entered as a knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which exhibit is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the exhibit using safety pins or by basting. Not responsible for unlabeled items.
4) Knitted and Crocheted exhibits should be entered in the most appropriate manner for the exhibit.
5) Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in knitted and crocheted projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex. Once you exhibit in Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.

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

PREMIUM: Purple $1.50; Blue $1.25; Red $1.00; White $.50

C-225-000. Level 1 Knitted Clothing

*C-225-001. Level 2 Knitted Clothing - Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form pattern

*C-225-002. 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

*C-225-003. Arm or Finger Knitted Item - (Clothing or Home Design & Restoration Item)

*C-225-004. Loom Knitted Item - (Clothing or Home Design & Restoration Item)

*C-225-005. Level 3 Knitted Clothing - Knitted item or garment made from advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle. made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting

*C-225-006. 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 garment such as argyle knitting and chart knitting.

*C-225-007. Level 3 Machine Knitting

CROCHETED ITEM - one entry per class number.
1) All crochet items will be displayed in the clothing area.
2) Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes.
3) Each crocheted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:
   a. Why did you choose to create this exhibit?
   b. What steps did you take as you created your exhibit?
   c. What were the most important things you learned?
   d. Gauge and size of hook or type of crocheting tool.
   e. Kind of yarn - weight and fiber content or other material used.
   f. Names of stitches used.

PREMIUM: Purple $2.00; Blue $1.50; Red $1.00; White $.50

C-226-000. Level 1 Crocheted Clothing

C-226-100. Level 1 Crocheted Home Design & Restoration Item

*C-226-001. Level 2 Crocheted Clothing-Crochet garment using basic stitches (including: chain, single, double, half-double, treble) to form patterns

*C-226-002. Level 2 Crocheted Home Design & Restoration Item - Crochet item using basic stitches (including: chain, single, double, half-double, treble) to form patterns

*C-226-003. Level 3 Crocheted Clothing - Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

*C-226-004. Level 3 Crocheted Home Design & Restoration Item - Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

WEAVING - one entry per class number.
Each woven exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing.
1) What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?
2) What steps did you take as you worked toward your goal(s)?
3) What were the most important things you learned as you worked toward your goal(s)?
4) Type of Loom.
5) Kind of yarn – weight and fiber content or other material used.
6) Name of weave structures used.
7) Copy of directions.

PREMIUM: Purple $2.00; Blue $1.50; Red $1.00; White $.50

C-227-001. Level 1 Woven Garment with a plain or balanced weave using a rigid heddle loom. Such as: Scarf, Shawl, Belt.

C-227-002. Level 2 Woven Garment using basic weaving techniques and threading patterns with a four-harness loom.

C-227-003. Level 3 Woven Garment using advanced weaving techniques and threading patterns with any loom. Such as lace, overshot, tapestry.

QUILT QUEST - one entry per class number.
1) 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.
2) All entry cards and support information must be attached using a safety pin. No straight pins.
3) 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 collection include:
   a) Jelly Rolls are made of (up to) 40 different strips of 2½" 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.
   b) Honey Buns are made like the Jelly Rolls with 1½" strips of fabrics.
   c) 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.
   d) Charm Packs are made of 5" squares of coordinating fabric and may be tied up with a string or scrap of fabric.
   e) Candies are 2.5" squares of fabric from a manufactured designer or fabric line.
   f) Turnover is a collection of coordinating fabrics that are cut into 6" triangles.
   g) Fat Quarters are ½ yard cuts of fabric which are cut in half to make a rectangle that is approximately 18x21". (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.
   h) 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.
4) After fabric selection, youth can use a variety 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 appliqued to fabric. This is allowed in the construction of the quilt.
   a) A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.
   b) Fleece blankets are not eligible in this division.
   c) Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.
5) Supporting information is required for all exhibits. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is the Home Environment information sheet: https://4h.unl.edu/fairbook/general/scoresheets-forms Exhibits without supporting information will be dropped a ribbon placing.

PREMIUM: Purple $2.00; Blue $1.50; Red $1.00; White $.50

C-229-001. Quilt History/Research - Essay and photograph of a particular quilt and its history (may be either an old quilt or newly made quilt) OR history/research of a particular style of quilt (i.e. Baltimore album quilts, Pennsylvania Amish quilts).
C-229-002. Quilt theme photography exhibit - a single matted 8x10" print with a definite quilt theme OR a quilt photo story on 14x22" black poster board.
C-229-003. Framed quilt or quilt block - must be mounted and framed and ready to hang, glass optional.
C-229-004. Quilted accessories for the home or a toy (2D or 3D) - examples: table runner and placemats, play mat, toy, soft sculpture. This class does not include wall hangings.
C-229-005. Accessory made from the 1932 Kansas City Star 4-H Quilt Block.
C-229-006. Quilt Theme diorama - dimensions not to exceed 12"x15"x10".
C-229-007. First quilt made by 4-Her.
C-229-008. Special occasion quilt - quilt constructed to celebrate a special event or to preserve a memory. May be a t-shirt quilt, photo quilt, autograph friendship quilt or exchange quilt or other means of preserving a memory in a quilt. Attach explanation of why a quilt was made to preserve the memory.

EXPLORING QUILTS
*C-229-010. Exploring Quilts - 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 patterns, textiles/fabrics, computerization, and entrepreneurship. History may include history of an old quilt or a newly made quilt, or history/research of a particular style of quilt (such as Baltimore album quilts or Amish quilts). Exhibit may be a 14x22" poster, notebook, CD, power point, Prezi, DVD, YouTube, or other technique. All items must be attached to the exhibit and labeled. No quilted item should be entered in this class.
*C-229-030. Computer exploration. Notebook or poster 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 - suitable for the exhibit.

QUILT DESIGN OTHER THAN FABRIC
1) Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Please note this is the Home Design & Restoration Information Sheet.

*C-229-020. Quilt Designs Other than Fabric. 2D or 3D item with quilt design made using medium other than fabric – such as stained glass, paper, etc.

BARN QUILTS
1) Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Please note this is the Home Design & Restoration Information Sheet.

*C-229-021. Barn Quilt created that is less than 4'x4'.
*C-229-022. Barn Quilt created that is 4'x4' or larger.

QUILTED EXHIBITS
C-229-040. Wearable art. 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 8½x11" paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.

C-229-041. Inter-Generational Quilt - A quilt made by a 4 H member and family members or friends of different generations. On a half sheet of 8½x11" 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?

C-229-042. Service Project Quilt - A quilt constructed by 4-H member or group to be donated to a worthy cause. Please include the following: On a half sheet of 8½x11" 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?

Classes 50 –52- Pieced quilts made up of squares or rectangles.
*C-229-050. Small - length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
*C-229-051. Medium - length + width = 61" to 120"
*C-229-052. 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.
*C-229-060. Small - length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
*C-229-061. Medium - length + width = 61" to 120"
*C-229-062. Large - length + width = over 120"

Classes 70 –72- In addition to any of the methods in classes 50–62, quilts may have curved piecing, applique, Celtic style, stained glass style, paper piecing, art quilt style (An art quilt is an original exploration of a concept or idea rather than the handing down of a "pattern". It experiments with textile manipulation, color, texture and/or a diversity of mixed media. An Art Quilt often pushes quilt world boundaries), or other non-traditional styles.
*C-229-070. Small - length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
*C-229-071. Medium - length + width = 61" to 120"
*C-229-072. Large - length + width = over 120"

PREMIER QUILT-In the Premier class, the 4-Her has developed skills to be able to do all of the work by himself/herself. This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together, and quilting. Quilting may be done by hand, by sewing machine or by a commercial-grade quilting machine. After quilting, the 4-Her must finish the quilt by "squaring it up," put binding on the edge, and placing a label on the quilt which provides details about the quilt making process for historical purposes.

Classes 80 –83 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.
*C-229-080. Hand quilted
*C-229-081. Sewing machine quilted
*C-229-082. Long arm quilted - non computerized/hand guided.
*C-229-083. Long arm quilted – computerized.