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**WELCOME TO  
2022 MERRICK COUNTY FAIR  
JULY 30, 31 AUGUST 1-3  
4-H, FFA & OPEN CLASS EXHIBITS**

Merrick County Fairboard-308-940-0884

Merrick County Extension Office-308-946-3843

**YOUR MERRICK COUNTY AGRICULTURAL  
AND FAIR ASSOCIATION**

Russ Kucera.....President  
Isaac Jefferson.....Vice President  
Troy Wells.....Secretary  
Brad Wells.....Treasurer

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Kara L. Wells, Extension Assistant  
Sherry Siwinski, Office Aide

**FAIR SUPERINTENDENTS**

Tammy Stuhr – 4-H Division  
Steve and Darla Belitz – Open Class Farm Produce  
Theresa Lawrence and Eddra Ritta – Open Class Floral, Domestic & Education  
Karen Knight-Kutschkau and Jean Waggoner – Open Class Needlework, Fine Arts & Misc.

**2022 4-H LEADERS EXECUTIVE COUNCIL**

Anna Detlefsen, President  
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Makenna Mottl, Jr. Leader West Representative  
Emma Brandes, Jr. Leader Central Representative  
Lane Mottl, Jr. Leader At-Large Representative

**RULES AND REGULATIONS  
MERRICK COUNTY'S 69th  
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 31, 1:00 - 4:00 p.m.**
3. 4-H static exhibits will be entered on **Thursday, July 28, 1:00 p.m. - 5:00 p.m., Friday July 29, 8:00 a.m.-5:00 p.m., and Saturday, July 30, 8:00 a.m. - 12:00 p.m.**  
Livestock exhibits will be entered Sunday, July 31
  - Youth poultry and rabbits must be in place by 10:00 a.m.
  - 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 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 and 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.

**IF YOU WANT SPACE** - Either for exhibits or commercial booths, arrangements must be made at once! Even if you had a booth or exhibit last year, you must make a new reservation this year. Contact Russ Kucera 308-940-1013.

## 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 11.
- 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 60.

- 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 specifications, 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 Extension 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 December 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:
    - i) Names of persons involved.
    - ii) Nature of concerns.
    - iii) Situation and documentation.
    - iv) Recommendations for correction.
    - v) Specific action, rule, etc. in question.
    - vi) Additional persons committee may contact for further clarification. **(two Fairboard, two 4-H Council)**
    - vii) 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.

**4-H PRE-FAIR ACTIVITIES AND  
2022 MERRICK COUNTY FAIR**

**All dates, times, and contest/show formats are subject to change. Stay up to date on changes at [merrick.unl.edu](http://merrick.unl.edu).**

Feb. 10 (Thurs.)	6 p.m.	Junior Indoor Archery Contest - 4-H Building
Feb. 26 (Sat.)	1 p.m.-3 p.m.	Market Beef Weigh-in & Rate-of-Gain - Central City Veterinary Clinic
Feb. 17 (Thurs.)	6 p.m.	Intermediate & Senior Indoor Archery Contest - 4-H Building
April 4 (Mon.)	6:30 p.m.	Public Speaking & Presentation Contests - 4-H Building
April 23 (Sat.)	1 p.m.	Shotgun Contest - Sportsman's Club
May 6 (Fri.)	5 p.m.	ALL District/State Horse Entry Forms, ID's, and Levels Testing <b>DUE</b> to Extension Office
May 19 (Thurs.)	5 p.m.-7 p.m.	Market Sheep & Goat Weigh-in & Rate-of-Gain Contest - Indoor Arena
June 6 (Mon.)	5 p.m.-7 p.m.	Market Beef Weigh-in ( <i>last one</i> ) - Central City Veterinary Clinic
June 13 (Mon.)	5 p.m.-7 p.m.	Market Sheep & Goat Weigh-in ( <i>last one</i> ) - Indoor Arena
June 15 (Wed.)	5 p.m.	<b>ALL 4-H and FFA</b> Required County Animal ID's <b>DUE</b> to the Extension Office
		<b>ALL 4-H and FFA</b> State Fair Livestock DNA Envelopes <b>DUE</b> to the Extension Office
July 11 (Mon.)	5 p.m.	<b>ALL 4-H and FFA</b> Static, Animal, Clothing Pre-entries <b>DUE</b> to the Extension Office
		<b>ALL 4-H and FFA</b> YQCA training complete
		Vaccination records <b>DUE</b> for cats, dogs and ferrets
July 23 (Sat.)	10 a.m.	Ice Cream Roll Contest - 4-H Building
July 26 (Tue.)	8:00 a.m.	Clothing Construction & Fashion Show Judging - 4-H Building
	7:30 p.m.	4-H Night - 4-H Building
	7:30 p.m.	Performing Arts - 4-H Building
July 28 (Thurs.)	1 p.m.-5 p.m.	Static Check-in - 4-H Building
July 29 (Fri.)	8 a.m.-5 p.m.	Static Check-in - 4-H Building
July 30 (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 a.m.	Horse Show - Indoor Arena
	8 a.m.-12 p.m.	Static Check-in - 4-H Building
July 31 (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 a.m.-10 a.m.	Poultry & Rabbit Check-in - Poultry and Rabbit Barn
	11 a.m.	Poultry & Rabbit Show - Indoor Arena
	11 a.m.-1 p.m.	Goat & Sheep Weigh-in & Check-in - Southside Livestock Barn
	1 p.m.-2:30 p.m.	Market Beef Weigh-in & Check-in - Northside Livestock Barn
	1 p.m.-4 p.m.	Open Class Exhibit Check-in - 4-H Building
	2:30-3:30 p.m.	Breeding Beef Check-in, DUE Beef Production Books - Northside Livestock Barn
	3:30-4 p.m.	Bucket Calf Check-in, DUE Clover Kids Record/Story - Northside Livestock Barn
	4 p.m.	Livestock Judging Contest - Indoor Arena
August 1 (Mon.)	7 a.m.-9 p.m.	4-H Food Stand Open, 4-H Building Open
	7:30 a.m.	Hog Show: 4-H Showmanship, Clover Kids, FFA Showmanship, Market, Breeding - Indoor Arena
	1:30 p.m.	Meat Goat Show: 4-H Showmanship, Clover Kids, FFA Showmanship, Market, Breeding
	3:00 p.m.	Sheep Show or immediately following Meat Goat Show: 4-H Showmanship, Clover Kids, FFA Showmanship, Market, Breeding - Indoor Arena
August 2 (Tue.)	7 a.m.-9 p.m.	4-H Food Stand Open, 4-H Building Open
	8 a.m.	Beef Show: 4-H Showmanship, FFA Showmanship, Clover Kids, Bucket Calves, Feeder Calves, Market, Breeding - Indoor Arena
August 3 (Wed.)	7 a.m.-9 p.m.	4-H Food Stand Open
	8 a.m.	Dog Show & Check-in - Annex Building
	10 a.m.	Bicycle Rodeo Contest - Airport
	11 a.m.	Dog Agility - Indoor Arena
	12 p.m.	County Kid's Pet Show Sponsored by Merrick County 4-H Jr. Leaders.
		Any child may bring any <b>pet</b> to show. Show will be held at the Annex Building. Please register pet 15 minutes prior to the show. Pets must be taken home immediately after.
	12:30 p.m.	Cat & Companion Animal Check-in - Indoor Arena
	1 p.m.	Cat & Companion Animal Show - Indoor Arena
	2 p.m.	4-H Overall Livestock Showman Contest - Indoor Arena
	5:45 p.m.	4-H & FFA Member Group Picture - Indoor Arena
	6 p.m.	Livestock Sale - Indoor Arena
	8 p.m.	Release ALL Static Exhibits - 4-H Building
August 4 (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 CC Area Chamber of Commerce
	8 a.m.-10 a.m.	Release ALL Static Exhibits
	12 p.m.	Extension Office Closed - Fair Recovery
August 5 (Fri.)	8 a.m.-5 p.m.	Extension Office Closed - Fair Recovery

## SUPERINTENDENTS

- Foods – Angela Blomstedt
- Sew for Fun, STEAM Clothing 1, 2, 3, Quilt Quest – Amy Greving & Nicole Greving
- Beyond the Needle, Knitting, Crochet, Weaving – Darcy Ray & Candice Muller
- Fashion Show – Kendra Jefferson & Jamie Wright
- Home Environment – Kelly & Doug McHargue
- Consumer & Family Sciences – Nikki Ferraro
- Clover Kids – Jr. Leaders
- SET, Ag & Earth Sciences – Beth Johnson
- Plant Science – Bailey Jefferson
- Horse – Russ & Carolyn Kucera
- Hog – Brian Jefferson & Isaac Jefferson
- Meat Goat & Sheep – Craig Nelson & Jon Root
- Beef – Kane Brandes & Ryan Kucera
- Poultry & Rabbits – Mollie Nielsen
- Herdsmanship – Dylan Ferris
- Overall Livestock Showman – Mikaela Stuart & Alex Stocker
- Cat & Companion Animal – Mollie Nielsen
- Dog – Kim & Travis Stuhmer
- Bicycle Rodeo – Jen Myers
- Livestock Judging Contest – Payden Woodruff, Darcy Ray & Jen Myers
- FFA – Juliana Kroger, Payden Woodruff, Jessica Brondel, Alex Stocker, Katie Hornung
- Shotgun – Craig Nelson & Aaron Heins
- Indoor Archery – Sara Umstead & Brian Thomas
- Outdoor Archery – Aaron Blanchard
- Air Pistol & Small Bore – TBD
- BB Gun & Rifle – TBD
- Hunting Skills – TBD

## THANK YOU TO THE FOLLOWING BUSINESSES & INDIVIDUALS FOR SPONSORING 2022 AWARDS & INCENTIVES

- AKRS
- Bader & Sons' Feedyard
- Bank of Clarks
- Bill and Missy Hillmer Family
- Bill's Volume Sales
- Brandes Brothers
- Brian and Kendra Jefferson
- Central Car Wash
- Central City FFA
- Central City Mall
- Central City Scale
- Central True Value Hardware
- Charlie & Lois Schank Memorial
- Christensen Insurance
- Citizens Bank & Trust Co.
- Cornerstone Bank
- Darrel Widman In Memory of Twila Widman
- Dennis Valentine
- Dinsdale Bros. Inc.
- Dr. Jerome and Doris Gacke
- Eagles Club
- Earl & Harriet Meyer Family Memorial
- Equitable Bank
- Eye Care Associates
- Farm Bureau Insurance - Shannon Hannappel
- Farm Credit Services of America
- Fontanelle - Glen Larson
- Four Seasons Ag, Inc.
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- Gavilon Grain
- Green Plains Renewable Energy Central City
- Greg & Karen Senkbile
- Grosshans, Inc.
- Hans Service LLC
- JAG Acres, Inc.
- Janovec Memorial
- Judi Samuelson Family In Memory of Dan Samuelson
- Justin & Hillary Ferris Family
- Linda Gilson Memorial
- Marilyn Heins
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- Merrick Foundation
- Merrick Medical
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- Miller Cattle Co.
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- R.A.D. Shop
- Silver Creek Insurance Agency
- State Farm Insurance
- Stoltenberg Irrigation, Inc.
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- Tom & Eve Reimers
- Trav's U-Save Pharmacy
- Vlcek Gardens, Inc
- Walts Aerial Spraying

## CLOTHING

### Superintendents Sew for Fun, STEAM Clothing 1, 2, 3 & Quilt Quest – Amy Greving & Nicole Greving Superintendents Beyond the Needle, Knitting, Crocheting & Weaving – Darcy Ray & Candice Muller

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-entry forms should be submitted to the Extension Office by July 11, 2022. Items must be entered on Tuesday, July 26, 2022 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. Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 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 project manual. The Portfolio should be placed in an 8 1/2 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 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 8 ½ 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.

**\*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” x 30”.

**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 – A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8 1/2 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.

**\*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 22” x 30”.

**\*C-221-003.** Embellished Garment with Original Design – Create a garment using intermediate or advanced 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.

**\*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. Include information on how the fabric was designed – describe the process and materials used and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing.

**\*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. Include information on how the fabric was designed – describe the process and materials used. If additional information is not included, exhibit will be lowered one ribbon placing.

**\*C-221-006.** Textile Arts Garment or Accessory - A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

**\*C-221-007.** Beginning Fashion Accessory - An accessory designed and constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

**\*C-221-008.** Advanced Fashion Accessory - An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, and etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

**\*C-221-009.** Wearable Technology Garment - Technology is integrated into the garment in some way (for example: LEDs, charging capabilities, sensors, etc)

**\*C-221-010.** Wearable Technology Accessory - An accessory constructed integrating technology into the accessory (for example: Charging Backpack, Fitness Tracker, etc.)

**\*\*\*\*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. Exhibitors are limited to 3 entries.

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. Check the Construction Skills Checklist in the member’s manual for acceptable construction skills and for acceptable fabrics. 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. Exhibitors are limited to 3 total entries.

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 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”.

**\*C-222-002.** Pressing Matters – 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.

**\*C-222-003.** 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 “before” picture and a description of the redesign process must accompany the entry.

**\*C-222-004.** 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 “before” picture and a description of the redesign process must accompany the entry.

**\*C-222-005.** Textile Clothing Accessory- Constructed using at least one skill learned in this project from materials appropriate for STEAM 2. Ex. of entries: 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) (10-18 years) (8-9 years)

**\*C-222-007.** Bottom (pants or shorts) (10-18 years) (8-9 years)

**\*C-222-008.** Skirt (10-18 years) (8-9 years)

**\*C-222-009.** Lined or Unlined Jacket (10-18 years) (8-9 years)

**\*C-222-010.** Dress (10-18 years) (8-9 years)

**\*C-222-011.** Romper or Jumpsuit (10-18 years) (8-9 years)

**\*C-222-012.** Two-Piece Outfit (10-18 years) (8-9 years)

**\*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. Exhibitors are limited to 3 total entries.

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 “before” picture and a description of the redesign process must accompany the entry.

**\*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 “before” picture and a description of the redesign process must accompany the entry.

**\*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.



**FIBER ARTS-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. All knitted and crocheted items will be displayed together or by county. 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. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?
  - b. What steps did you take as you worked toward your goal(s)?
  - c. What were the most important things you learned as you worked toward your goal(s)?
  - d. Gauge-Number of rows per inch; number of stitches per inch.
  - e. Size of needles, finger knitted, arm knitted, loom or machine knitted.
  - f. Kind of yarn – weight and fiber content.
  - g. Names of stitches used.
  - h. Copy of directions.

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 patterns.

**\*C-225-002**, 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.

**\*C-225-003**, Arm or Finger Knitted Item (Clothing or Home Environment Item)

**\*C-225-004**, Loom Knitted Item (Clothing or Home Environment 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 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 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. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?
  - b. What steps did you take as you worked toward your goal(s)?
  - c. What were the most important things you learned as you worked toward your goal(s)?
  - d. Gauge 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.
  - g. Copy of directions.

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

**C-226-000**, Level 1 Crocheted Clothing or Home Environment 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 Environment 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 Environment 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.