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**WELCOME TO
2019 MERRICK COUNTY FAIR
JULY 27-31
4-H, FFA & OPEN CLASS EXHIBITS**

**YOUR MERRICK COUNTY AGRICULTURAL
AND FAIR ASSOCIATION**

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Isaac Jefferson.....Vice President
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Tammy Stuhr, Extension Educator
Steve Melvin, Extension Educator
Cindie Hostler, Office Manager
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Sherry Siwinski, Office Aide

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Abbi Wegner, JL At-Large Representative

Merrick County Fairboard Office-308-940-0884

Merrick County Extension Office-308-946-3843

**RULES AND REGULATIONS
MERRICK COUNTY'S 66th
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 exhibits will be entered on Sunday, July 28, 1:00 p.m. - 4:00 p.m.
 - Youth hogs must be in place by 11:00 a.m.
 - Youth poultry and rabbits must be in place by 1:00 p.m.
 - Youth sheep and goats must be in place by 1:00 p.m.
 - Youth market beef must be in place by 3:00 p.m.
 - Youth breeding beef and bucket calves must be in place by 4:00 p.m.
4. Individuals or firms will be permitted to enter as many animals as they wish in any one Open Class.
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 7:00 a.m. each day and put pen cleanings in the designated area.
7. Articles or livestock shown at previous fairs or not handcrafted by the exhibitor will not be eligible for exhibit.
8. Exhibit building will be open Monday, Tuesday and Wednesday from 8:00 a.m. - 10:00 p.m.
9. 4-H and Open Class exhibits will be released from 7:00 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 Laurie Johnson (308-940-3121) at once!

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 on the basis of 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 fair as a 4-H, FFA or Open Class project it is NOT eligible for competition in Merrick County. It will be disqualified.
4. Judges will place awards on the basis of 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.

Purple - Superior
Orange- Flops

Blue - Excellent
Lime Green- Afterschool Project

Red - Good

White - Needs Improvement

- The judges decision will be final in all classes. Awards will be given according to the rules and regulations set forth in this premium list.
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 before Jan. 1 of the current year (turn 9 during the current year) and the last year of eligibility is 4-H age 18 on Jan. 1 (or the calendar year the member becomes 19).
 6. FFA members may exhibit livestock until the age of 21.
 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:

- 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 or group competition in such activities as booth, herdsmanship or performing arts contest.
- d) Clover Kids have a section where all of the projects are appropriate for their age, this section can be found on page 63.

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 divisions and sections other than livestock have only one entry per class number.**
10. Premiums will be paid when the 4-H member submits a completed Record Book/Career Portfolio to the Extension Office. Records are DUE in the Extension Office, 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. In classes where presence of the 4-Her is required for judging purposes, such as animal exhibits, judging contests, presentations, and fashion show, a 4-H member must be 10 years of age by January 1, of the current year, or become 11 years of age during the current year. The last year of eligibility is the calendar year the member becomes 19 years of age.
12. All exhibitors showing beef, dairy, meat goat, sheep, hogs, rabbits, poultry, cats, dogs and other small animals are required to wear the required 4-H/FFA T-Shirt. Exhibitors in the horse show will wear a white long sleeve shirt or blouse, and a 4-H armband. The 4-H armband may be purchased for \$3.00. Exhibitors of beef, dairy, meat goat, sheep, hogs, dogs, rabbits, poultry, cats and other small animals will show without any hats, caps or other headgear.
13. An exhibit or exhibitor must be at least blue 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.
 - c. Written protests must be submitted to the Extension Educator. He/She will then convene the committee for their deliberation.
 - d. 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.
 - vii. Procedures and/or steps carried out by person involved prior to submission to the Extension Educator.
 - e. The committee will review the written protest. They may discuss the situation with affected persons and show official 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.

- f. 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.
- g. The management reserves the right to withhold premium and/or award. The exhibitor may also be excluded from the show if action warrants.
- h. The appeals process is limited to the 4-H exhibitor, parent or volunteer leader.
- i. Protests will not be accepted after the exhibit is released from the 4-H Division.

4-H PRE-FAIR ACTIVITIES AND 2019 MERRICK COUNTY FAIR

Feb. 7 (Thurs.)	6:00 p.m.	Junior Indoor Archery Contest - 4-H Building
Feb. 14 (Thurs.)	6:00 p.m.	Intermediate & Senior Indoor Archery Contest - 4-H Building
April 8 (Mon.)	6:30 p.m.	Public Speaking & PSA Contest - 4-H Building
April 14 (Sun.)	4:00 p.m.	BB Gun, Air Rifle and Air Pistol Contests - 4-H Building
April 15 (Sun.)	5:00 p.m.	DUE State Fair/Ak-Sar-Ben Market Beef DNA Envelopes - Extension Office
April 27 (Sat.)	1:00 p.m.	Shotgun Contest - Sportsman's Club
May 10 (Fri.)	5:00 p.m.	DUE State/District Horse Entry Forms, ID's and Levels Testing - Extension Office
May 20 (Mon.)	6:00 p.m.	Performing Arts & Presentation Contests - Cottonwood Estates, Central City
June 14 (Fri.)	5:00 p.m.	DUE ALL State Fair Livestock DNA Envelopes (except Market Beef) - Extension Office
	5:00 p.m.	DUE ALL Required County Animal ID's, YQCA (Youth for the Quality Care of Animals) - Extension Office
July 10 (Wed.)	5:00 p.m.	DUE ALL Static, Animal, Clothing Pre-entries - Extension Office
July 13 (Sat.)	8:00 a.m.	Hunting Skills Contest - Fairgrounds
July 13 (Sat.)	9:00 a.m.	Outdoor Archery Contest - Fairgrounds
July 20 (Sat.)	9:00 a.m.	Bicycle Rodeo Contest - Fairgrounds
	1:00 p.m.	Ice Cream Roll Contest - 4-H Building
	3:00 p.m.	Culinary Challenge (Favorite Foods Revue) Contest - 4-H Building
July 23 (Tue.)	8:00 a.m.	Clothing Construction & Fashion Show Judging - 4-H Building
	7:30 p.m.	4-H Night - 4-H Building
July 27 (Sat.)	7:00 a.m.	4-H Horse Show - Indoor Arena
July 28 (Sun.)	8 a.m.-11 a.m.	Hog Weigh-in & Check-in
	11 a.m.-1 p.m.	Poultry & Rabbit Check-in
	11 a.m.-1 p.m.	Sheep & Goat Weigh-in & Check-in
	1 p.m.-3 p.m.	Market Beef Weigh-in & Check-in
	1 p.m.-4 p.m.	Static Exhibit Check-in
	1 p.m.-4 p.m.	Bucket Calf Check-in, DUE Clover Kids Record/Story
	1 p.m.-4 p.m.	Breeding Beef Check-in, DUE Beef Production Books
	5:00 p.m.	Livestock Judging Contest
July 29 (Mon.)	7:30 a.m.	Hog Show: 4-H Showmanship, Clover Kids, FFA Showmanship, Market, Breeding - Indoor Arena
	9:00 a.m.	Rabbit Show, Poultry Show immediately following - Poultry & Rabbit Barn
	1:30 p.m.	Sheep Show: 4-H Showmanship, Clover Kids, FFA Showmanship, Market, Breeding - Indoor Arena
		Meat Goat Show immediately following: 4-H Showmanship, Clover Kids, FFA Showmanship, Market, Breeding - Indoor Arena
	4:00 p.m.	Dairy Show: 4-H Showmanship, Clover Kids, FFA Showmanship, Breeding - Indoor Arena
July 30 (Tue.)	7:30 a.m.	Beef Production Judging - Extension Office & Livestock Barn
	8:00 a.m.	Beef Show: 4-H Showmanship, FFA Showmanship, Clover Kids, Bucket Calves, Market, Feeder Calves, Breeding, Fitting Contest - Indoor Arena
July 31 (Wed.)	8:00 a.m.	4-H Dog Show - Check in begins in the Annex Building
	9:30 a.m.	FFA Tractor Driving Contest - Northwest corner of Fairgrounds
	11:00 a.m.	County Kid's Pet Show Sponsored by Merrick County 4-H Jr. Leaders. Any child may bring any pet to show. Show will be held on the concrete of the indoor arena. Please register pet 15 minutes prior to the show. Pets must be taken home immediately after the show.
	1:00 p.m.	Frog/Toad Jumping Contest Sponsored by Merrick County 4-H Jr. Leaders in front of old 4-H Building
	2:00 p.m.	4-H Cat Show, 4-H Companion Animal Show immediately following - Indoor Arena
	4:00 p.m.	4-H Overall Livestock Showman Contest - Indoor Arena
	5:45 p.m.	4-H & FFA Member Group Picture - Indoor Arena
	6:00 p.m.	Livestock Sale - Indoor Arena
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
August 2 (Fri.)	8 a.m.-5 p.m.	Fair Recovery Extension Office Closed
Tentatively September 7 (Sat)	8:30 a.m.	Small Bore Rifle (.22) Contest and Pistol Pistol (.22) Contest - Sportsman's Club

SUPERINTENDENTS

Foods – TBD

Beyond the Needle – TBD

STEAM Clothing 1 & 2 – Candice Muller

STEAM Clothing 3 & Quilt Quest – Darcy Ray

Fashion Show – Kendra Jefferson & Jamie Wright

Home Environment – Lana Bushhousen & Sydney Bushhousen

Consumer & Family Sciences – Janice Stuhmer

Clover Kids – Nikki Ferraro

Agriculture, Environmental Science, Plant Science – Larry & Tracy Myers, Doug & Kelly McHargue

Horse – Russ & Carolyn Kucera

Trail Class – Violet Crouch

Hogs – Brian Jefferson & Isaac Jefferson

Sheep & Meat Goat – Craig Nelson & Jon Root

Beef – Kane Brandes & Ryan Kucera

Poultry & Rabbits – Gaylene & Wayne Bennett

Herdsmanship – Dylan Ferris

Cats & Companion Animal – Gaylene & Wayne Bennett

Dog – Kim & Travis Stuhmer

Overall Livestock Showman – Mikaela Wilshusen & Sara Umstead

Bicycle Rodeo – Brian Jefferson

BB Gun & Rifle – Ryan Zmek & Aaron Wells

Air Pistol & .22 Pistol – Brock Ekhoﬀ & Buck Umstead

Shotgun – Craig Nelson & Aaron Heins

Indoor Archery – Sara Umstead, Mike Siwinski & Aaron Blanchard

Outdoor Archery – Aaron Blanchard & Scott Goyette

Hunting Skills – Renee Ekhoﬀ

FFA Tractor Driving Contest – Gary Maresh

Livestock Judging Contest – Dennis Mottl, Juliana Kroeger, Darcy Ray & Jen Myers

FFA – Gary Maresh, Dennis Mottl, Juliana Kroger & Jessica Brondel

Air Pistol & Small Bore - Brock Ekhoﬀ & Buck Umstead

Indoor Archery - Sara Umstead, Mike Siwinski & Aaron Blanchard

Outdoor Archery - Aaron Blanchard & Scott Goyette

BB Gun & Rifle - Aaron Wells & Ryan Zmek

Hunting Skills - Renee Ekhoﬀ

Shotgun - Craig Nelson & Aaron Heins

**THANK YOU TO THE FOLLOWING BUSINESSES AND INDIVIDUALS FOR
SPONSORING TROPHIES, INCENTIVES AND SPECIAL AWARD**

- Aurora Cooperative
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- Bill's Volume Sales
- Brandes Brothers
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- JAG Acres
- Kent and Lynda Frenzen
- Lone Tree Antique Tractor Club
- Marilyn Heins
- Lone Tree Towing
- Matt and Becky Mottl
- Merrick County 4-H Council
- Mid Nebraska Feeds
- Mr. K Angus, Kurt Kuhn
- NNTC Clarks
- Palser Service, Inc
- Silver Creek Insurance
- Subway
- Sullivan Agency

CONSUMER & FAMILY SCIENCE

Superintendent Janice Stuhmer

HARD LUCK CLASS CONSUMER AND FAMILY SCIENCE

HL-900-01. An exhibit and a written story about any exhibit that did not turn out the way it was planned. Include what happened, what you learned and what you will do differently next time.

HUMAN DEVELOPMENT- Only one entry per class number.

The term Human Development includes child care, family life, personal development and character development.

To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: <https://unl.box.com/s/eoigrjsuq67yvtq1def160mmjuhozvck> What It Takes To Be Your Teen Babysitter. In addition another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines- <http://www.education.ne.gov/OEC/elg.html>

Information sheets for Classes 01 - 06:

- 1.) Where did I get the idea for this exhibit?
- 2.) What decisions did I make to be sure exhibit is safe for child to use?
- 3.) What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 mths; Toddlers, 18 mths-3 yrs; Preschoolers, 3-5 yrs or Middle Childhood, 6-9 yrs.) 4-Hers must give at least 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).
- 4.) How is the toy, game or activity intended to be used by the child?

Information sheet for Class 08:

- 1.) What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
- 2.) What will the child learn or what skills will they gain by using the kit?
- 3.) What item(s) were made by the 4-Her. 4-Her should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included)

Exhibitors in the Human Development project area will be asked to focus on designing toys that meet the different needs of children. Categories are based on the Early Learning Guidelines in Nebraska which identify the important areas our children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual. <http://www.education.ne.gov/OEC/elg.html>

4-Hers taking **I HAVE WHAT IT TAKES TO BE A BABYSITTER** may enter:

Toy, game, or activity made for a selected and identified age group. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. For example a game that is developed to help youth learn language and literacy skills would be an exhibit for class 2.

Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

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

***C-200-001.** SOCIAL EMOTIONAL DEVELOPMENT

***C-200-002.** LANGUAGE and LITERACY DEVELOPMENT

***C-200-003.** SCIENCE

***C-200-004.** HEALTH and PHYSICAL DEVELOPMENT

***C-200-005.** MATH

***C-200-006.** CREATIVE ARTS

***C-200-007.** Activity with a Younger Child- Poster or Scrapbook - showing 4-Her working with a child age 0 to 8 years. May show something with the child, or other child care or child interactions. May include photos, captions, story, or essay. Size of exhibit is your choice. Other people may take photos so 4-Her can be in the photo. 4-Her must make the poster or scrapbook. No information sheet needed.

***C-200-008.** Babysitting Kit - Purpose of kit is for the 4-Her to take this with them when they babysit in someone else's home. Do not make kit for combination of ages or for your own family to use). 4-Her should make one or more items in the kit, but purchased items are also allowed. A list of items in the kit is suggested to be included. Display in box or bag suitable for what it contains. Approximate size not larger than 12" x 15" x 10". All items in kit must be safe for child to handle.

Information sheet for class 8 should include:

- 1.) State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for.
- 2.) What are children this age like? Give 2 examples that show how the kit would be appropriate for children this age.
- 3.) What will the child learn or what skills will they gain by using the kit.
- 4.) What item(s) were made by the 4-Her. 4-Her should make one or more items in the kit but purchased items are also allowed. Most importantly the kit should serve a defined purpose, not just be a catch all for several items.

4-Hers taking any of the Human Development projects may enter:

***C-200-009.** Family Involvement Entry - Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feed bunk. Item may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in

the event.

4-Hers taking Growing All Together may enter the following classes:

***C-200-010.** Growing with Others – Scrapbook or poster. Examples: How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interests.

***C-200-011.** Growing in Communities - Scrapbook or poster. Examples: A career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playground safety check.

COMMUNITY SERVICE - one entry per class number.

Any 4-Her may participate in the Christmas of Sharing program by bringing a toy or a doll to the fair on entry day. All who participate will receive a special ribbon. The items will be given to the Christmas of Sharing program after the Fair. No premium money will be awarded. Toys and dolls should be made by the 4-Her or recycled from the toy box. No newly purchased toys or dolls are to be entered.

Toys for Christmas of Sharing:

C-210-001. Toy made by 4-Her.

C-210-002. Toy refurbished (cleaned or painted, etc.)

Dolls for Christmas of Sharing:

C-210-003. Dress up-doll dressed with purchased or "used" clothing

C-210-004. Make-Your-Own Clothes - doll dressed with clothes made by 4-Her

C-210-005. Make-Your-Own Doll - 4-Her makes the doll and the clothes.

CONSUMER MANAGEMENT-Entries in Consumer Management are due Sunday, July 28.

GENERAL INFORMATION: Entries shall be posters or notebooks. Posters should be on 14" x 22" poster board. If a three-ring binder is used it should be 8 1/2"x 11"x 1". Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Realplayer, or QuickTime Player.

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

ATTENTION SHOPPERS - one entry per class number. Exhibitors must be 8 or 9 as of Jan. 1

C-230-001 Clothing Wardrobe Inventory - 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.

C-230-002. Clothing Interview – A) Interview an older person and talk about the fads and fashions of the time when they were young. OR B) Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear? OR C) Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from the job, what makes them different, why are they necessary to wear, etc. Consider creativity and style in your story. Include a picture of the person you interviewed in their special type of clothing. Your interview entry may be a picture poster, a written story, audio tape, video tape with explanation.

C-230-003. Buymanship - Experience buying a complete wearable outfit for less than \$75. 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 experience may be a picture poster, a video tape, a written story or an audio tape, etc.

SHOPPING IN STYLE- one entry per class number. Exhibitors must be 10 or older as of Jan. 1.

***C-240-001.** Best Buy for Your Buck (Ages 10-13 before January 1 of the current year) - 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

- 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, side, back views).

***C-240-002.** Best Buy for Your Buck (Ages 14-18 before January 1 of the current year) - 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. Suggested for Ages 14-19 Provide details listed for those ages 10-13 plus include the following additions:

- body shape discussion
- construction quality details
- design features that affected your selection

- d. cost per wearing
- e. care of garment
- f. 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, side, back views).

***C-240-003.** Revive Your Wardrobe - Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with a 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).

***C-240-004.** Show Me Your Colors 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).

***C-240-005.** Clothing 1st Aid Kit 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.

***C-240-006.** Mix, Match, & Multiply 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 - one entry per class number.

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

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.

Beginner/Intermediate

***C-247-001.** 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.

***C-247-002.** 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.

***C-247-003.** 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.

***C-247-004.** 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.

***C-247-005.** Complete Activity 8 “What Does It Really Cost?” on pages 39-40.

***C-247-006.** 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?

Intermediate/Advanced

***C-247-007.** Interview someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have.

1. What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)?
2. What are some negative outcomes for getting paid the way you do?
3. Does your pay keep pace with inflation? Why do you think this?
4. Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.

***C-247-008.** The Cost of Not Banking-Type your answers to the questions about Elliot on page 50.

***C-247-009.** Evaluating Investment Alternatives— complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page.

***C-247-010.** Understanding Credit Scores—Watch the video and read the resource listed on page 71. Answer the following questions.

1. Name 3 prudent actions that can reduce a credit card balance.
2. What are the main factors that drive the cost of credit?
3. List one personal financial goal that you could use credit or collateral to purchase. Discuss possible consequences that might happen with improper use of credit for your purchase.

***C-247-011.** You Be the Teacher – Create an activity, storyboard, game or display that would teach another youth about “Key Terms” listed on page 62. Activity/display must include at least five (5) of the terms.

CLOTHING

Superintendents- Beyond the Needle- Billy Jo Tomasek, STEAM Clothing 1 & 2- Candice Muller, STEAM Clothing 3 & Quilt Quest- Darcy Ray

- 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!
- All garments must have a label safety pinned or basted in back neckline facing or back waistband. Label should include exhibitor's name, project name and class in which garment is exhibited. 4-Hers are encouraged to use permanent care labels in all garments sewn and entered.
- Garments as listed may be made for self (4-H member) or another person. 4-Hers 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.
- Pre-entry forms should be submitted to the Extension Office by July 10, 2019. Items must be entered on Tuesday, July 23, 2019 at the 4-H Building for interview judging. Additional entries must be made at least 30 minutes before scheduled interview or modeling.

SEWING FOR FUN - one entry per class number.

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-219-001, One (1) easy item. Ex. Needlebook, Square Pin Cushion, Pillow Case.

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

C-219-002, 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-219-003, One (1) more difficult item. Ex. Diagonal Pillow, Patchwork Pillow, Rail Fence Pillow.

C-219-004, Any one (1) other item from any difficulty level.

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 1/2 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".

STEAM CLOTHING: BEYOND THE NEEDLE - one entry per class number.

STEAM= Science, Technology, Engineering, Art and Math

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**, Garment or Accessory 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, and etc)

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

*****The three following levels are not determined by years in the project, but by difficulty level of the entry.**

Garment 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.

STEAM= Science, Technology, Engineering, Art and Math

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

UNIT 2- STEAM CLOTHING 2- SIMPLY SEWING - one entry per class number. Exhibitors are limited to 3 total entries.

STEAM= Science, Technology, Engineering, Art and Math

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- 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.)

***C-222-006.** Top (vest acceptable) (10-18 years)

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

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

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

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

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

***C-222-012.** Two-Piece Outfit (10-18 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.

C-222-015. Top (vest acceptable) (8-9 years)

C-222-016. Bottom (pants or shorts) (8-9 years).

C-222-017. Skirt (8-9 years).

C-222-018. Lined or Unlined Jacket or Vest (8-9 years).

C-222-019. Dress (not formal) (8-9 years).

C-222-020. Romper or Jumpsuit (8-9 years)

C-222-021. Two-Piece Outfit (8-9 years).

UNIT 3- STEAM- A STITCH FURTHER - one entry per class number. Exhibitors are limited to 3 total entries.

STEAM= Science, Technology, Engineering, Art and Math

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 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. Wool entries must have the fiber content listed on the id label to be considered for the *Make it with Wool Award*.
- ***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.

KNITTED ITEM

Each knitted 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.) 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
- 8.) 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.

Each crocheted 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.) 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
- 7.) 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.

QUILT QUEST - one entry per class number.

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 making process for historical purposes.

All entry cards and support information must be attached using a safety pin. No straight pins

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 a string or scrap of fabric.
- Candies are 2 1/2" 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" x 21". (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. 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.

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 8"x10" print with a definite quilt theme OR a quilt photo story on 14"x22" 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 (two or three dimensional) - 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.

***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 14"x22" 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-229-020.** Quilt Designs Other than Fabric. Two or three dimensional item with quilt design made using medium other than fabric – such as stained glass, paper, etc.

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

***C-229-022** –Barn Quilt created that is 4'x4' or larger

***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.

***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 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.

***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 8 ½ x 11 inch paper, include an explanation answering the following questions: A) How was the quilt planned and who did what in the construction of the quilt? B) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? C)What did you learn that you can use on your next project?

***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 8 ½ x 11 inch paper, include an explanation answering the following questions: A) Why was the quilt constructed and who will receive the donated quilt? B) How did you select the design and fabrics used including whether or not you used a kit, jelly roll, charm squares, etc.? C) What did you do and what was done by others? D) What did you learn that you can use on your next project?

Guidelines for entries in the following classes - Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project. A quilt consists of three or more layers. All quilted exhibits must be quilted (hand or machine) 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 X 11 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 you can use on your next project?

Indicate size (a, b, or c) with each entry number.

Quilt sizes:

- a. Small - length + width =less than 60" - this size includes miniature quilts, wall hangings, table runners, placemats (4) and pillow. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.
- b. Medium - length + width = 61" to 120"
- c. Large - length + width over 120"

Quilted exhibits

Classes 50 –52- Pieced quilts made up of squares or rectangles.

***C-229-050.** Small

***C-229-051.** Medium

***C-229-052.** Large

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

***C-229-060.** Small

***C-229-061.** Medium

***C-229-062.** Large

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

***C-229-071.** Medium

***C-229-072.** Large

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