

# 2022 SIOUX COUNTY FAIR BOOK



# SIoux COUNTY FAIR YOUTH DIVISION

## GENERAL RULES AND GUIDELINES

Revised: 2022

### I. ELIGIBILITY: Youth Division

- a. ALL 4-H DIVISIONS except OPEN YOUTH LIVESTOCK CLASSES and FFA CLASSES.
- b. Must be enrolled in the Sioux County 4-H program
- c. Must be enrolled in the appropriate project.
- d. Non-4-H youth can enter in the Open Class division.

### II. SIOUX COUNTY 4-H YOUTH HORSE SHOW

- a. Open to 4-H Exhibitors from any county.
- b. Show will adhere to Nebraska 4-H Horse Show Rules

### III. OPEN YOUTH LIVESTOCK SHOW

- a. Show is open to all youth ages 5-18 by January 1st of the current year. Those youth ages 5-7 will be allowed to participate in given that an adult assists them and stays with them in the ring.
- b. Sioux County exhibitors will receive premiums based on their ribbon grouping.
- c. Out-of-county exhibitors will receive premiums based on their placing within a class. Premiums will be paid at the following rates:

	First	Second	Third	Fourth
Showmanship				
PeeWee & Junior	\$5.00	\$3.00	\$2.00	\$1.00
Intermediate	\$8.00	\$6.00	\$3.00	\$2.00
Senior	\$10.00	\$8.00	\$5.00	\$3.00
Other Classes	\$10.00	\$8.00	\$5.00	\$3.00

## FAIR ENTRIES

### I. LIVESTOCK

- a. All animals must be owned by the youth exhibitor or by the family or in the name of the ranch or farm.
- b. Each exhibitor shall be responsible for herdsmanship of their own exhibits, stall, or pen space and alley space.
- c. No professional groomers are permitted to help exhibitors.
- d. Animals should be shown by the exhibitor when possible. Substitute youth showmen must be approved by the show superintendent. Only animals entered by the exhibitor can be used for showmanship contests.

- e. Dress Code – Exhibitors showing beef, dairy, dairy goat, sheep, and swine are required to wear western clothing and hard sole shoes or boots. Horse exhibitors: See Horse Show Section.

## II. GENERAL

- a. Any exhibitor who is found to have tampered with, doctored, or entered an exhibit that is his not his/her work will forfeit any premium, ribbon, and cash prizes and exhibitor will be placed on probation. A second offense will cause disqualification from further competition or participation in the youth division of the Sioux County Fair.
- b. All entries must be entered and in place by the deadlines set by each division. This information is available at the County Extension Office and it will also be publicized BUT it is the exhibitor's responsibility to obtain information.
- c. The judges will place all creditable exhibits in each class into four ribbon groups according to excellence. These ribbon groupings include:
  - i. Purple – Superior
  - ii. Blue – Excellent
  - iii. Red – Good
  - iv. White – Satisfactory
- d. In case of no competition, the judge will decide which ribbon placing the exhibit deserves. Trophy winners and/or exhibits designated for State Fair should be purple ribbon quality.
- e. Fair prizes will be awarded to 4-H members at the Annual Fun Feed. Prizes will be considered for the following categories: Family and Consumer (home environment, heritage, consumer management, human development), Healthy Living (cooking, safety, food preservation), Clothing (shopping in style, beyond the needle, sewing), Visual Arts (photography, sketchbook crossroads, portfolio pathway), SET (entomology, welding, wood science, conservation, computers, robotics, rockets, etc.), and Plant Science (horticulture and range). Final discretion is up to the 4-H Council.
- f. For livestock shows, 4-H prizes will be awarded to Sioux County 4-H members at the Annual Fun Feed. The ribbons received will be turned into a point value (Champion 5 points plus points for ribbon color, Reserve 3 points plus points for ribbon color, Purple =5, Blue =3, Red =2, and White=1) then added together for a total and divided by maximum points possible to create a percentage. The Champion and Reserve Champion points will be added if a youth member receives a Champion or Reserve Champion designation for the division. For example: Champion Stocker Feeder, Breeding Heifer, Breeding Bull, Market Beef, Bucket Calf, Breeding Lamb, Market Lamb, Top Bird, etc.). The member with the highest percentage will receive the prize. If there is a tie, the member that placed the best in Showmanship will be the recipient.
- g. The superintendent will determine eligibility/ineligibility of an exhibit in their division. All ineligible items will not be judged or displayed.
- h. A member cannot enroll in the same 4-H project area in more than one county or state in the same year.
- i. State Fair Eligibility Requirements for Exhibitors: Only classes with an asterisk (\*) in front of the number are eligible for State Fair entry. An exhibitor must be a 4-H member enrolled in the project in which they are exhibiting in the county which he/she represents. 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 age 10 by January 1st of the current year. For classes where the presence of the 4-Her is not required, the exhibitor must be age 8 by January 1st of the current year.
- j. Interview Judging will be conducted on all 4-H Static Exhibit Projects.

**III. NUMBER OF EXHIBITS PER CLASS**

- a. Livestock and Horse – No limit on number of entries BUT an exhibitor cannot earn more than two premiums in each class.
- b. Home Economics – No limit at county level, but State fair entries are limited by the State Fair rules.

**IV. EXHIBITOR RELEASE TIMES**

- a. Art Hall – Released at 3:00 pm on the Sunday of Fair.
- b. Horses, livestock, and other animals released after respective shows.

**V. PREMIUMS**

- a. Premiums will be paid at the following rates to county youth.

Division	Purple	Blue	Red	White
Beef	\$15.00	\$12.00	\$7.00	\$3.00
Horse	\$5.00	\$3.00	\$2.00	\$1.00
Dairy Cattle	\$15.00	\$12.00	\$7.00	\$3.00
Sheep & Goats	\$5.00	\$3.00	\$2.00	\$1.00
Swine	\$8.50	\$6.50	\$3.50	\$2.00
Small Animals	\$5.00	\$4.00	\$3.00	\$2.00
Static Exhibits	\$5.00	\$4.00	\$3.00	\$2.00

Clover Kid Exhibits will each receive a \$1.00 premium.

**VI. Protest Committee**

- a. The respective division committee has the authority to make appropriate decisions based on the Sioux County Fair book, and these will be adhered to by all.
- b. A committee shall be appointed to serve as a grievance committee. They will meet when needed, to act upon concerns. All protests must be submitted in writing and signed.
- c. Written protests must be submitted to the county fair division committees.
- 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 person committee may contact for further clarification
  - vii. Procedures and/or steps carried out by person involved prior to submission to the fair superintendent
- e. 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, prior to making 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 cases 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 premiums and/or awards. The exhibitor may also be excluded from the show if action warrants.
  - h. Protests will not be accepted after the exhibit is released from the Sioux County Fair.

**VII. Disclaimer of Responsibility for Exhibits at the Sioux County Fair**

- a. Exhibits at the Sioux County Fair are entered and displayed at the risk of the exhibitor. University of Nebraska-Lincoln Extension in Sioux County, in association with the Sioux County Agricultural Society, accepts exhibits and will exercise due care to protect them. However, University of Nebraska-Lincoln Extension or the Sioux County Agricultural Society or the Sioux County 4-H Council cannot accept responsibility for loss or damage due to the conditions imposed by crowds, the arrangement of the buildings in which displays are housed and the number of exhibits. People who have exhibits of great sentimental and/or monetary value should carefully consider whether such exhibits should be exposed to the hazards of fair.
- b. While the greatest possible care will be exercised by the management to protect patrons of the county fair, each individual will be held personally responsible for any injury.

**VIII. Drugs and Alcohol Policy**

- a. Use or possession of alcoholic beverages or drugs (except for medical purposes) by any exhibitor who is participating in the youth section of the Sioux County Fair will result in immediate disqualification of that exhibitor's entry.

# CLOTHING

Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits that are not suitable for hanging should be entered in a plastic bag. Wool garments and garments with narrow straps hang better on other hangers, i.e. wooden or notched plastic hangers. As you look at the garment place the hook of the hanger pointing to the left. Use safety pins to fasten skirts, shorts, and pants to hangers. Each piece is to 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. Entry tag placement: as you look at the garment place the entry tag on the right side of the garment and the hook of the hanger to the left. Garments as listed may be made for self or another person.

4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex: Once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM Clothing 1.

## GENERAL CLOTHING

4-H members in all skill levels may exhibit in this area.

- \*C220001** **Clothing Portfolio** - (SF20) – 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 manual for portfolio formatting.
- \*C220002** **Textile Science Scrapbook** - (SF20) – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing project manual to identify fabric swatches. Completed textile cards should be placed in an 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.
- \*C220003** **Sewing For Profit** - (SF63) - 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

4-H members must show their own original creativity.

- \*C221001** **Design Portfolio** – (SF20) - 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.
- \*C221002** **Color Wheel** – (SF20) - Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- \*C221003** **Embellished Garment with Original Design** – (SF26) - 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.
- \*C221004** **Original Designed Fabric Yardage** – (SF27) - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of a least one yard of finished fabric. Include information on how the fabric was designed – describe the process and material used and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing.
- \*C221005** **Item (garment or non-clothing item) Constructed from Original Designed Fabric** – (Only garments are eligible for State Fair Fashion Show) - (SF26) - Fabric yardage is designed first, then an item 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.

- \*C221006 **Textile Arts Garment or Accessory** – (Garment eligible for state Fair Fashion Show) - (SF25) - 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.
- \*C221007 **Beginning Fashion Accessory** – (Not eligible for State Fair Fashion Show - (SF23) - An accessory designed and/or 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.
- \*C221008 **Advanced Fashion Accessory** (Not eligible for State Fair Fashion Show) - (SF23) - 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, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.
- \*C221009 **Wearable Technology Garment** (Eligible for State Fair Fashion Show) - (SF33) - Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, etc.)
- \*C221010 **Wearable Technology Accessory** (Not eligible for State Fair Fashion Show) – (SF33) - An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, etc.)
- C221011 **Other STEAM Beyond the Needle**

## STEAM CLOTHING 1 - FUNDAMENTALS

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1. These are not eligible for State Fair.

**Beginning Sewing Exhibits:** Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED or JERSEY KNIT. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable.

- C211001 **Clothing Portfolio** – Complete at least three different samples/activities from Chapters 1, 2 or 3 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3-ring binder. (Additional pages can be added each year but should be dated.) See page 9-10 for portfolio formatting.
- C211002 **Sewing Kit** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)
- C211003 **Fabric Textile Scrapbook** – Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. See project manual for fabric suggestions.
- C211004 **What's the Difference** – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" pages 118-119. Exhibits should include pictures. NO actual pillows.
- C211005 **Clothing Service Project** – Can include pillows or pillowcases but are not limited too. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" pages 124 -125.

**Beginning Sewing Exhibits:** Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED, or JERSEY KNIT. Patterns should be simple without darts, set-in sleeves, buttonholes, zippers, and collars. Raglan and kimono sleeves are acceptable.

- C211006 **Pincushion**
- C211007 **Pillowcase**
- C211008 **Simple Pillow** – No larger than 18" x 18".
- C211009 **Bag/Purse** – No zippers or buttonholes.
- C211010 **Simple Top**
- C211011 **Simple Bottom** – pants, shorts, or skirt.
- C211012 **Simple Dress or Apron**
- C211013 **Other** – Using skills learned in project manual. (Apron, vest, etc.)

- C211014 Upcycled Simple Garment** – The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. A “before” picture and a description of the redesign process **must** accompany the entry, or it will be disqualified.
- C211015 Upcycled Accessory** – A wearable accessory made from a used item. The item used must be changed in some way in the “redesign” process. A “before” picture and a description of the redesign process must accompany the entry, or it will be disqualified.
- C211016 Other Beginning Sewing Item**

## STEAM CLOTHING 2 - SIMPLY SEWING

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.**

- \*C222001 Design Basics, Understanding Design Principles** – (SF20) - 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. Include answers to questions found on page 20 of the manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22” x 30”.
- \*C222002 Pressing Matters** – (SF20) - 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25. “A Pressing Matter” in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.
- \*C222003 Upcycled Garment** – (Not eligible for State Fair Fashion Show) - (SF21) - 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.
- \*C222004 Upcycled Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF22) - 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.
- \*C222005 Textile Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF23) - 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.)
- \*C222006 Top** – (Not eligible for State Fair Fashion Show) - (SF28) - (vest acceptable)
- \*C222007 Bottom** - (Not eligible for State Fair Fashion Show) - (SF28) - (pants or shorts)
- \*C222008 Skirt** - (Not eligible for State Fair Fashion Show) - (SF28)
- \*C222009 Lined or Unlined Jacket** - (Not eligible for State Fair Fashion Show) - (SF28)
- \*C222010 Dress (not formal wear)** - (SF28)
- \*C222011 Romper or Jumpsuit** - (SF28)
- \*C222012 Two-Piece Outfit** - (SF28)
- \*C222013 Alter Your Pattern** – (SF31) - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. *Include information sheet that describes:* 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining)
- \*C222014 Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - (SF32) - 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.



## STEAM CLOTHING 3 – A STITCH FURTHER

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual 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 listed on the identification label.**

- \*C223001 **Upcycled Garment** – (Not eligible for State Fair Fashion Show) - (SF21) - 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.
- \*C223002 **Upcycled Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF22) - 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.
- \*C223003 **Textile Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF23) - 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.)
- \*C223004 **Dress or Formal** - (SF28)
- \*C223005 **Skirted Combination** - (SF28) - (Skirt with shirt, vest or jacket OR jumper and shirt)
- \*C223006 **Pants or Shorts Combination** - (SF28) - (Pants or shorts with shirt, vest, or jacket)
- \*C223007 **Romper or Jumpsuit** - (SF28)
- \*C223008 **Specialty Wear** - (SF28) - (Includes: swim wear, costumes, hunting gear, or chaps)
- \*C223009 **Lined or Unlined Jacket or Vest** - (SF28) - (Non-tailored).
- \*C223010 **Coat, Blazer, Suit Jacket or Outerwear** - (SF29) - A tailored blazer or suit jacket or coat. **Wool entries must have the fiber content listed on the identification label to be considered for the Make It with Wool Award.**
- \*C223011 **Alter/Design Your Pattern** - (SF31) - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) – Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. *Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern)*
- \*C223012 **Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - (SF32) - 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.

## OTHER SEWING

Items made in any sewing project that do not fit into another class.

- C900017 **Item Made for an Animal**
- C900018 **Stuffed Animal**
- C900019 **Other**

Resources:

- STEAM Clothing: Beyond the Needle – Learn design basics; create embellishments and treatments; learn about the art of clothing construction. [https://4hcurriculum.unl.edu/index.php/main/program\\_project/36](https://4hcurriculum.unl.edu/index.php/main/program_project/36)
- STEAM Clothing 1: Fundamentals – understand the basic of sewing; understand textiles through science experiments; learn about how textiles are engineered into garments. [https://4hcurriculum.unl.edu/index.php/main/program\\_project/37](https://4hcurriculum.unl.edu/index.php/main/program_project/37)
- STEAM Clothing 2: Simply Sewing – Build upon the sewing basics learned in STEAM 1; focus on advanced engineering techniques; learn about finishing touches and style to garments; learn the basics on how to build a business. [https://4hcurriculum.unl.edu/index.php/main/program\\_project/38](https://4hcurriculum.unl.edu/index.php/main/program_project/38)

- STEAM Clothing 3: A Stitch Further – Learn new technological options available in sewing; discover the science behind textiles and fabrics; learn about complex patterns and difficult fabrics; market garments as a business. [https://4hcurriculum.unl.edu/index.php/main/program\\_project/39](https://4hcurriculum.unl.edu/index.php/main/program_project/39)