
CONSUMER & FAMILY SCIENCE

HERITAGE

State Fair Eligible. Exhibits entered at own risk. Will not be responsible for loss or damage to family heirloom items or any items in this division. The display exhibit should be no larger than 22" x 28" wide. Pictures and other hanging items must have a wire hanger for display purposes. Display collections securely in an attractive container no larger than 22" x 28". Exhibits must include NAME, COUNTY, AGE & PAST EXPERIENCE (years in Explore Your Heritage, Family Folklore or Foodways projects) on back of exhibit. All entries must have documentation included.

Premium: Purple \$2.50; Blue \$2.00; Red \$1.50; White \$1.00

LEVEL I (1-4 Years in Project)

Class No.

A 101 1 HERITAGE POSTER OR FLAT EXHIBIT - Entries may be pictures, posters, items that depict family heritage. Exhibits must be supported by a written explanation.

A 101 2 FAMILY GENEALOGY/HISTORY NOTEBOOK - Include pedigree charts/family group sheets, with documentation for two-three generations of one family line, expanding each year. If multiple books included in exhibit, only bring book with most current year's work.

A 101 3 LOCAL HISTORY SCRAPBOOK/NOTEBOOK - Scrapbook or notebook that depicts history of local community or Nebraska that helps youth appreciate their heritage.

A 101 4 FRAMED FAMILY - Groupings or individuals of PICTURES showing family history. Pictures must be supported by a written explanation.

A 101 5 OTHER EXHIBITS - Depicting the heritage of the member's family or community. Exhibit must be supported by a written explanation. May include, biographical album of themselves or another family member, family cookbooks, etc.

A 101 6 4-H HISTORY SCRAPBOOK - A scrapbook relating 4-H history of local club or county. Must be work of individual 4-H'er - no club project. If multiple books included in exhibit, only bring book with most current year's work.

A 101 7 4-H HISTORY POSTER - Poster relating 4-H history of local club or county or individual.

A 101 8 STORY OR ILLUSTRATION - Story or illustration about a historical event.

A 101 9 BOOK REVIEW - About local, Nebraska or regional history.

A 101 10 OTHER HISTORICAL EXHIBITS - Attach an explanation of historical importance.

A 101 11 FAMILY TRADITIONS BOOK - Exhibitor scrapbook depicting family traditions of the past.

A 101 12 FAMILY TRADITIONS EXHIBIT - Story or illustration of a family tradition or event. Exhibits must be supported by a written explanation.

A 101 13 4-H CLUB/COUNTY SCRAPBOOK - Scrapbook relating 4-H history of local club or county compiled by club historian. If multiple books included in exhibit, only bring book with most current year's work.

A 101 14 4-H MEMBER SCRAPBOOK - Scrapbook relating to individual 4-H members' 4-H history. If multiple books included in exhibit, only bring book with most current year's work.

A 101 15 SPECIAL EVENTS SCRAPBOOK - A scrapbook relating to a 4-H special event, such as Congress or CWF or a personal or family special event, such as a trip, family reunion, etc.

LEVEL II (Over 4 Years in Project)

Class No.

A 102 1 HERITAGE POSTER OR FLAT EXHIBIT - Entries may be pictures, posters, items, etc. that depict family heritage. Exhibits must be supported by a written explanation.

A 102 2 FAMILY GENEALOGY/HISTORY NOTEBOOK - Include pedigree charts/family group sheets, with documentation beyond two-three generations of one family line, expanding each year. If multiple books included in exhibit, only bring book with most current year's work.

A 102 3 LOCAL HISTORY SCRAPBOOK/NOTEBOOK - Scrapbook or notebook that depicts history of local community or Nebraska that helps youth appreciate their heritage.

A 102 4 FRAMED FAMILY - Groupings or individuals of PICTURES showing family history. Pictures must be supported by a written explanation.

A 102 5 OTHER EXHIBITS - Depicting the heritage of the member's family or community. Exhibit must be supported by a written explanation. May include, biographical album of themselves or another family member, family cookbooks, etc.

A 102 6 4-H HISTORY SCRAPBOOK - A scrapbook relating 4-H history of local club or county. Must be work of individual 4-H'er - no club project. If multiple books included in exhibit, only bring book with most current year's work.

A 102 7 4-H HISTORY POSTER - Poster relating 4-H history of local club or county or individual.

A 102 8 STORY OR ILLUSTRATION - Story or illustration about a historical event.

A 102 9 BOOK REVIEW - Book review about local, Nebraska or regional history.

A 102 10 OTHER HISTORICAL EXHIBIT - Attach an explanation of historical importance.

A 102 11 EXHIBIT - Depicting the importance of a community or Nebraska historic landmark.

A 102 12 COMMUNITY REPORT - A report documenting something of historical significance from past to present.

A 102 13 HISTORIC COLLECTION - Displayed securely and attractively in a container no larger than 22" x 28".

A 102 14 DOCUMENTARY - Video documentary of a family or a community event. Must be produced and edited by 4-H member. Must be entered on a DVD or USB drive.

A 102 15 4-H CLUB/COUNTY SCRAPBOOK - Scrapbook relating 4-H history of local club or county compiled by club historian. If multiple books included in exhibit, only bring book with most current year's work.

A 102 16 4-H MEMBER SCRAPBOOK - Scrapbook relating to individual 4-H members' 4-H history. If multiple books included in exhibit, only bring book with most current year's work.

A 102 17 SPECIAL EVENTS SCRAPBOOK - A scrapbook relating to a 4-H special event, such as Congress or CWF or a personal or family special event, such as a trip, family reunion, etc.

HUMAN DEVELOPMENT

State Fair Eligible. The term Human Development includes child care, family life, personal development and character development. **SUPPORT INFORMATION:** Each exhibit must include the following information on a paper placed with the entry tag or exhibit will be dropped a ribbon placing. Please, no plastic binders.

CRITERIA FOR JUDGING: The following score sheets will be used to judge exhibit. Classes C2001-C2004: "SF30"; Class C20006: "85", all other classes: "SF115". 4-H'ers should refer to project manuals for characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development.

4-H'ers taking "I Have What It Takes to Be Your Babysitter" may enter: Toy, game, or activity made for a selected and identified age group. 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 on-line resource: <https://unl.box.com/s/eoigrisuq67yvtq1def160mmjuhozvck>. – I Have What It Takes to Be Your Teen Babysitter. Exhibitors in the Human Development project are will be asked to focus on designing toys that meet the different needs of children. Classes 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 areas and the skills children need to develop to create your exhibit. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. Each area is a different class.

Premium: Purple \$2.50; Blue \$2.00; Red \$1.50; White \$1.00

***For Classes C2001-C2006 the information sheet should include:** 1) Where did I get the idea for this exhibit? 2) What decisions did I make to make sure exhibit is safe for child to use? 3) What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 months; Toddlers, 18 months-3 years; Preschoolers, 3-5 years or Middle Childhood, 6-9 years.) 4-H'ers 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? Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet.

Class No.

C 200 1 SOCIAL EMOTIONAL DEVELOPMENT

C 200 2 LANGUAGE AND LITERACY DEVELOPMENT

C 200 3 SCIENCE

C 200 4 HEALTH AND PHYSICAL DEVELOPMENT

C 200 5 MATH

C 200 6 CREATIVE ARTS

C 200 7 ACTIVITY WITH A YOUNGER CHILD - Poster or Scrapbook showing 4-H'er working with a child age 0-8 years. May show a specific activity such as making something with the child, or other childcare and child interactions. May include photos, captions, story or essay. Size of poster or scrapbook - large enough to tell the story. Other people may take photos so that 4-H'er can be in the photo. 4-H'er must make the poster or scrapbook. No information sheet is needed for this class only.

***For Class C2008 the information sheet should include:** 1) State which ONE age group (infant, toddler, preschool, middle childhood) the kit will be prepared for. 2) What are children this age like? Give 2 examples to 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-H'er. 4-H'er 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.

C 200 8 BABYSITTING KIT - Purpose of kit is for the 4-H'er to take 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-H'er 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.

KIDS ON THE GROW/GROWING ALL TOGETHER

State Fair Eligible. 4-H'er must be enrolled in any of the Child Development projects in order to exhibit in Kids on the Grow/Growing All Together series.

Premium: Purple \$2.50; Blue \$2.00; Red \$1.50; White \$1.00

Class No.

C 200 9 FAMILY INVOLVEMENT ENTRY - Exhibit should show an activity that the family did together. It may be a scrapbook, poster or story describing the process. It might include making something such as a dollhouse 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, not just the completed item. Participation by all family members is important. Include list of family members and what each person did to prepare for the event, to make the item, or to participate in the activity.

C 200 10 GROWING WITH OTHERS - Scrapbook or poster. Examples: How to decide, if it's time you can be home alone and related activities, such as: 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 scrap book showing yourself and your school activities, memories, and special interests.

C 200 11 GROWING WITH COMMUNITIES - Portfolio, 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 or playground safety check.

FIBER ARTS – KNITTING & CROCHETING

BEGINNING UNIT

4-H'er may enter items from 2 of the 3 classes; one per class for the project in which they are enrolled.

Learn to Knit (County Fair Only)

INFORMATION SHEET NOT NEEDED.

Premium: Purple \$2.00; Blue \$1.50; Red \$1.00; White \$1.00

Class No.

X 227 1 SLIPPERS OR SCARF

X 227 2 ACCESSORY FOR THE HOME

X 227 3 TOY

Beginning Crochet (County Fair Only)

Class No.

X 228 1 WEARABLE ITEM

X 228 2 ACCESSORY FOR THE HOME

X 228 3 TOY

MIDDLE/ADVANCE UNIT

Knitting (State Fair Eligible)

INFORMATION SHEET FOR KNITTING. Each knitted exhibit must include the following information on a half sheet of 8 1/2" x 11" paper placed with the entry tag or exhibit may be lowered one ribbon placing.

1. Why did you choose to create this exhibit?
2. What steps did you take as you created your exhibit?
3. What were the most important things you learned?
4. Gauge and size of hook or type of crocheting tool.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of stitches used.

Premium: Purple \$3.00; Blue \$2.50; Red \$2.00; White \$1.50

Class No.

C 225 1 LEVEL 2 KNITTED CLOTHING (Garment eligible for State Fair Fashion Show) - Knitted garment 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 2 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 3 ARM OR FINGER KNITTED ITEM (Clothing or Home Environment Item)

C 225 4 LOOM KNITTED ITEM (Clothing or Home Environment Item)

C 225 5 LEVEL 3 KNITTED CLOTHING (Garment eligible for State Fair Fashion Show) - Knitted garment made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

C 225 6 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 7 LEVEL 3 MACHINE KNITTING

MIDDLE/ADVANCE UNIT

Crochet (State Fair Eligible)

INFORMATION SHEET FOR CROCHET. Each crocheted exhibit must include the following information on a half sheet of 8 1/2" x 11" paper placed with the entry tag or exhibit may be lowered one ribbon placing.

1. Why did you choose to create this exhibit?
2. What steps did you take as you created your exhibit?
3. What were the most important things you learned?
4. Gauge and size of hook or type of crocheting tool.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of stitches used.

Premium: Purple \$3.00; Blue \$2.50; Red \$2.00; White \$1.50

Class No.

C 226 1 LEVEL 2 CROCHETED CLOTHING (Garment eligible for State Fair Fashion Show) - Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns

C 226 2 LEVEL 2 CROCHETED HOME ENVIRONMENT ITEM - Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns

C 226 3 LEVEL 3 CROCHETED CLOTHING (Garment eligible for State Fair Fashion Show) - 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 4 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.

CLOTHING CONSTRUCTION

4-H'ers may exhibit the number of entries per class as stated in each. The same entry may not be entered in more than one class. Entries must be items constructed for the 4-H project in which the member is enrolled. Check the Construction Skills Checklist in the member's manual for acceptable construction skills and acceptable fabrics for the project in which member is enrolled. Sewing units are progressive in skills and 4-H'ers should not go back a unit once they have moved up to the next level unit.

Entry Tags: 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. **Identification Labels:** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating:

County, Exhibitor's name and age, project name and class in which garment is entered, and the number of years enrolled in the project exhibited. **Wool entries must have 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. **Preparation Of Exhibits:** 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. 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 to the left. Use safety pins to fasten skirts, shorts, and pants to hangers. 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.** A Design Data Card must be included with all Beyond the Needle Classes C221003-C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <http://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

Beyond the Needle (County Fair Only)

4-H'er must show some of their own original creativity. One entry per member in own age group.

Premium: Purple \$2.50; Blue \$2.00; Red \$1.50; White \$1.00

Class No.

X 900 1 BEGINNING EMBELLISHED GARMENT - Create a garment using beginning techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

X 900 2 BEGINNING TEXTILE CLOTHING ACCESSORY - Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc.

BEGINNING UNIT

STEAM 1: Fundamentals (County Fair Only)

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1.

Premium: Purple \$3.00; Blue \$2.50; Red \$2.00; White \$1.50

Class No.

X 900 3 CLOTHING PORTFOLIO - Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual. The Portfolio should be placed in an 8 ½ x 11", 3 ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 9-10 for portfolio formatting.

X 900 4 SEWING KIT - Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

X 900 5 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. Completed textile cards should be placed in an 8 ½ x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

X 900 6 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, page 118-119. Exhibits should include pictures NO actual pillows.

X 900 7 CLOTHING SERVICE PROJECT - Can include pillows or pillow cases but are not limited to these examples. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity, page 124 and 125 of manual.

STEAM 1: Beginning Sewing Exhibits (County Fair Only)

4-H'er may enter only in 3 of the following classes. 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.

Premium: Purple \$2.00; Blue \$1.50; Red \$1.25; White \$1.00

Class No.

X 900 8 PINCUSHION

X 900 9 PILLOWCASE

X 900 10 SIMPLE PILLOW - No larger than 18" x 18"

X 900 11 BAG/PURSE

X 900 12 SIMPLE TOP

X 900 13 SIMPLE BOTTOM - pants, shorts, or skirt

X 900 14 SIMPLE DRESS

X 900 15 OTHER - Using skills learned in project manual. (apron, vest, etc.)

X 900 16 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.

X 900 17 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 description of the redesign process must accompany the entry or it will be disqualified.

GENERAL CLOTHING Sewing Exhibits (State Fair Eligible)

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

Premium: Purple \$3.00; Blue \$2.50; Red \$2.00; White \$1.50

C 220 1 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 ½ x 11, 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year, but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.

C 220 2 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 3 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".

Beyond the Needle (State Fair Eligible)

4-H members in all skills levels may exhibit in this area. 4-H'er must show their own original creativity.

Premium: Purple \$3.50; Blue \$3.00; Red \$2.50; White \$2.00

Class No.

C 221 1 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 2 COLOR WHEEL - 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".

C 221 3 EMBELLISHED GARMENT WITH ORIGINAL DESIGN - Create a garment using techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

C 221 4 ORIGINAL DESIGNED FABRIC YARDAGE - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

C 221 5 ITEM CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (Only garments are eligible for State Fair Fashion Show.)

C 221 6 TEXTILE ARTS GARMENT OR ACCESSORY - Garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

C 221 9 WEARABLE TECHNOLOGY GARMENT (Eligible for State Fair Fashion Show) - Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.) A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

MIDDLE UNIT

STEAM 2: Simply Sewing (State Fair Eligible)

Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill level list). A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. 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 \$3.50; Blue \$3.00; Red \$2.50; White \$2.00

Class No.

C 222 1 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 2 PRESSING MATTERS - 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

C 222 3 UPCYCLED GARMENT (Eligible for State Fair Fashion Show) - Create a garment from used textile-based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A list of skills is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at <https://go.unl.edu/ne4hclothing>.

C 222 4 UPCYCLED CLOTHING ACCESSORY (not eligible for State Fair Fashion Show) - A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

C 222 5 TEXTILE CLOTHING ACCESSORY (not eligible for State Fair Fashion Show) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

C 222 6 TOP (vest acceptable) (not eligible for State Fair Fashion Show)

C 222 7 BOTTOM (pants or shorts) (not eligible for State Fair Fashion Show)

C 222 8 SKIRT (not eligible for State Fair Fashion Show)

C 222 9 LINED OR UNLINED JACKET (not eligible for State Fair Fashion Show)

C 222 10 DRESS (not formal wear) (eligible for State Fair Fashion Show)

C 222 11 ROMPER OR JUMPSUIT (eligible for State Fair Fashion Show)

C 222 12 TWO-PIECE OUTFIT (eligible for State Fair Fashion Show)

C 222 13 ALTER YOUR PATTERN (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).

C 222 14 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) - 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.

ADVANCE UNIT

STEAM 3: A Stitch Further (State Fair Eligible)

Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill level list). A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of complete constructed garments only. **Wool entries must have the fiber content listed on the identification label.**

Premium: Purple \$5.00; Blue \$4.00; Red \$3.00; White \$2.00

Class No.

C 223 1 UPCYCLED GARMENT (not eligible for State Fair Fashion Show) - Create a garment from used textile based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at <https://go.unl.edu/ne4hclothing>.

C 223 2 UPCYCLED CLOTHING ACCESSORY (not eligible for State Fair Fashion Show) - A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at <https://go.unl.edu/ne4hclothing>.

C223 3 TEXTILE CLOTHING ACCESSORY (not eligible for State Fair Fashion Show) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

C 223 4 DRESS OR FORMAL (eligible for State Fair Fashion Show)

C 223 5 SKIRTED COMBINATION (skirt with shirt, vest or jacket OR jumper and shirt) (eligible for State Fair Fashion Show)

C 223 6 PANTS OR SHORTS COMBINATION (pants or shorts with shirt, vest or jacket) (eligible for State Fair Fashion Show)

C 223 7 ROMPER OR JUMPSUIT (eligible for State Fair Fashion Show)

C 223 8 SPECIALTY WEAR (includes: swim wear, costumes, hunting gear, or chaps) (eligible for State Fair Fashion Show)

C 223 9 LINED OR UNLINED JACKET OR VEST (non-tailored) (eligible for State Fair Fashion Show)

C 223 10 COAT, BLAZER, SUIT JACKET OR OUTERWEAR - 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*. (eligible for State Fair Fashion Show)

C 223 11 ALTER/DESIGN YOUR PATTERN (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)

C 223 12 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) - 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.

CONSUMER MANAGEMENT

Shopping in Style

Posters should be on 14" x 22" poster board. Three-ring binders should be 8 ½"x 11"x 1". Videos should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.

Premium: Purple \$2.50; Blue \$2.00; Red \$1.50; White \$1.00

Ages 9 -13 before January 1st of the current year

Class No.

C 240 1 BEST BUY FOR YOUR BUCK (4-H age 9 -13) - 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, please no posters (see general information above). Do not include *Shopping In Style Fashion Show Information Sheet* in this entry. Although both entries do share some information, there are differences in content and format of this class. Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, cost of garment and a 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).

Ages 14 -18 before January 1st of the current year

C 240 2 BEST BUY FOR YOUR BUCK (4-H age 14-18) - 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, please no posters (see general information above). Do not include *Shopping In Style Fashion Show Information Sheet* in this

entry. Although both entries do share some information, there are differences in content and format of this class. Suggested for Ages 14-18. Provide details listed for those ages 10-13 plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, care of garment, and a 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 3 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 new garment or garments to make them wearable once again. Create a photo story which includes before and after photos and a description of what was done. Put in a binder, poster, or video (see general information).

C 240 4 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 5 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 6 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 clothes line, 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 (State Fair Eligible)

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. Reference 4-H Curriculum: My Financial Future: Beginner and Advanced Notebooks

Class No.

C 247 1 FINANCIAL GOALS - Write 3 SMART financial goals for yourself (one should be short term, one intermediate, and one long term.) Explain how you intend to reach each goal you set.

C 247 2 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 3 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 4 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 5 WHAT DOES IT REALLY COST - Complete Activity 8 "What Does It Really Cost?" on pages 39-40.

C 247 6 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?

C 247 7 INTERVIEW - 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 8 THE COST OF NOT BANKING - Type your answers to the questions about Elliot on page 50.

C 247 9 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 10 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 11 YOU BE THE TEACHER - Create an activity, story board, 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.

MODELING/FASHION SHOW

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills.

Construction garment exhibitors are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping In Style exhibitors are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

A resource called "4-H Fashion Show" manual is available at the Extension Office. For Beginning, Middle and Advance Clothing units, modeling narration forms must be turned in at judging check-in. See 4-H Entry Schedule for dates and times. Call backs will be held for Middle, Advance and Shopping In Style participants. See 4-H Entry Schedule for more information. 4-H'ers who model for a judge must also follow through with a judging interview for construction (except for Shopping In Style project) to receive their ribbon and premium for either entry. **4-H'ers must attend and participate in the Public Fashion Show to receive their ribbon.** 4-H'er must turn 10 years of age in current year to be eligible to participate in State Fair contests where the individual must attend. **Garments should be age appropriate.**

CLOVER KIDS: 4-H'ers exhibiting in "STITCH IT UP: AN INTRODUCTION TO 4-H CLOTHING may participate by modeling a decorated t-shirt. Modeling narration forms for Clover Kids must be turned in with their decorated t-shirt on Clover Kid check-in day.

NOTE: Top modeling awards will only be awarded to 4-H'ers who themselves model their constructed/purchased items.

NOTE: 4-H'ers may model up to two entries for modeling judging, but must choose one entry for the public fashion show. This may be a combined entry for the public fashion show. For example, if a 4-H'er models a simple pull on pair of pants and a simple pull on shirt for modeling judging, they may combine the two entries for the public fashion show for a complete outfit. Submit additional fashion show narration forms if necessary for the public fashion show.

**CLOVER KID
STITCH IT UP (County Fair Only)**

Premium: Participation Ribbon Only

Class No.

X 410 99 DECORATED T-SHIRT - From Clover Kid Department

CLOTHING PROJECTS

BEGINING UNIT - STEAM 1 (County Fair Only)

4-H'er may model TWO entries providing they are enrolled in the project.

Premium: Purple \$2.50; Blue \$2.00; Red \$1.50; White \$1.00

Class No.

X 410 1 PINCUSHION

X 410 2 PILLOWCASE

X 410 3 SIMPLE PILLOW

X 410 4 BAG/PURSE

X 410 5 SIMPLE TOP

X 410 7 SIMPLE BOTTOM

X 410 9 SIMPLE DRESS

X 410 10 OTHER - Using skills learned in project manual. (examples: apron, vest)

X 410 11 UPCYCLED SIMPLE GARMENT

X 410 12 UPCYCLED ACCESSORY

BEGINING UNIT – BEYOND THE NEEDLE (County Fair Only)

X 410 13 BEGINNING EMBELLISHED GARMENT

X 410 14 BEGINNING TEXTILE CLOTHING ACCESSORY

X 410 15 SECOND GARMENT to be modeled.

MIDDLE UNIT – STEAM 2 (State Fair Eligible)

4-H'er may model TWO outfits for modeling judging in this unit. 4-H'ers who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. They must be from TWO different classes. Nightwear, flannel lounging pants or any other type of loungewear can NOT be modeled.

Premium: Purple \$5.00; Blue \$4.00; Red \$3.00; White \$2.00

C 410 30 MODELED CONSTRUCTED STEAM 2 CLOTHING GARMENT(S) - Possible types of garments include: Dress; OR Romper or Jumpsuit; OR two piece outfit combination (skirt with top, vest, or lined or unlined jacket); Jumper and Top; OR Pants or Shorts Outfit (pants or shorts with top, vest or lined or unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or lined/unlined jacket.

X 410 35 SECOND GARMENT to be modeled from C 222 3 – C 222 14

ADVANCED UNIT – STEAM 3 (State Fair Eligible)

4-H'er may model TWO outfits for modeling judging in this unit. Entries must be complete wearable outfits unless entry is a non-tailored coat or outerwear jacket. Nightwear, flannel lounging pants or any other type of loungewear can NOT be modeled.

Premium: Purple \$6.00; Blue \$5.00; Red \$4.00; White \$3.00

Class No.

C 410 40 MODELED CONSTRUCTED STEAM 3 GARMENT(S) - Possible types of garments include: Dress or Formal or Skirted Outfit combination (skirt with top, vest or lined or unlined jacket OR jumper and shirt - must have sewn two pieces); OR Jumper and Shirt (must have sewn both pieces) [A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.] ; OR Pants or Shorts Outfit combination (pants or shorts with top, vest or lined or unlined jacket); OR Romper or Jumpsuit; OR Specialty Wear (swim wear, costumes, western wear-chaps, chinks, or riding attire); OR Non-Tailored Jacket (additional pieces with jacket or coat may either be constructed or purchased) OR Tailored Blazer, Suit Jacket or Coat (additional pieces with blazer, jacket or coat may either be constructed or purchased). Nightwear and Loungewear can NOT be modeled.

X 410 45 SECOND GARMENT to be modeled from C 223 1- C 223 12

MIDDLE/ADVANCE UNIT – BEYOND THE NEEDLE (State Fair Eligible)

4-H'er may model TWO outfits for modeling judging in this unit. Entry MUST be a complete wearable outfit. Accessories may be purchased. 4-H members who have enrolled in or who have completed Sewing For You or Tailoring projects are not eligible. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts. Nightwear, flannel lounging pants or any other type of loungewear can NOT be modeled.

Premium: Purple \$3.50; Blue \$3.00; Red \$2.50; White \$2.00

Class No.

C 410 10 MODELED BEYOND THE NEEDLE EMBELLISHED GARMENT(S) WITH AN ORIGINAL DESIGN - Garment is created using intermediate or advanced technologies as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

C 410 15 MODELED BEYOND THE NEEDLE GARMENT CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

C 410 20 MODELED BEYOND THE NEEDLE TEXTILE ARTS GARMENT(S) - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

C 410 25 MODELED BEYOND THE NEEDLE WEARABLE TECHNOLOGY GARMENT – Garment has integrated technology into its design.

X 410 25 SECOND GARMENT to be modeled from C 221 5 - C221 10

FIBER ARTS**Middle/Advance Knitting & Crocheting Level 2 or 3 (State Fair Eligible)**

Premium: Purple \$4.00; Blue \$3.00; Red \$2.00; White \$1.00

C 410 50 MODELED KNITTED OR CROCHETED CLOTHING LEVEL 2 OR 3 - Knitted garment using pattern stitches such as diamond, block, twist or seed/moss stitches or advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting cable, Turkish, tamerna, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle. Crocheted garment using pattern stitches such as texture, shell, cluster, or mesh stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. Garment needs to be a complete outfit as in a dress, coat or two-piece ensemble (bottom and top).

X 410 55 SECOND GARMENT to be modeled from C 225 3, C 225 4, C 225 5, C 226 1, C 226 3

CONSUMER MANAGEMENT**\$15 Shopping Challenge (County Fair Only)**

Premium: Purple \$3.00; Blue \$2.50; Red \$2.00; White \$1.50

X 410 65 \$15 SHOPPING CHALLENGE - Spend no more than \$15 to purchase a complete, wearable outfit (feel free to use accessories and shoes you already own), for a specific occasion, purpose or activity. Entry includes a written report (template available on-line and at the Extension Office). 4-H members enrolled in any clothing or consumer management project are eligible. 4-H'ers may model an outfit in this class, in addition to another outfit (either clothing construction or Shopping in Style) during the Public Fashion Show. This is a Fashion Show only entry, outfit will not be displayed.

Shopping In Style (State Fair Eligible)

Premium: Purple \$4.00; Blue \$3.00; Red \$2.00; White \$1.00

Class No.

C 410 60 MODELED SHOPPING IN STYLE PURCHASED OUTFIT AND WRITTEN REPORT - Participants must be enrolled in Shopping In Style 4-H project to enter. The curriculum is developed and designed for youth to help them strengthen their consumer skills when purchasing clothing. 4-H'er may enter a purchased outfit for which they have completed a notebook in the Best Buy for Your Buck class in Consumer Management. Participants must model a complete outfit. All pieces of the garment must be purchased.

QUILT QUEST

State Fair Eligible. 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-H'er 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. 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.
- **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. Exhibits must be quilted or tied through all layers.
- Fleece blankets are not eligible in this division.
- Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion

Premium: Purple \$5.00; Blue \$4.00; Red \$3.00; White \$2.00

Class No.

C 229 10 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 quilt patterns, textiles/fabrics, computerization, and entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts or Amish quilts. Exhibit may be a 14 x 22 inch poster, notebook, CD, PowerPoint, Prezi, DVD,, YouTube, or other technique. All items in an exhibit must be attached together and labeled. NO quilted items should be entered in this class.

Quilt Designs other than Fabric and Barn Quilts - Supporting information is required for these exhibits. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is a Home Environment information sheet: <http://4h.unl.edu/fairbook#tab3> Exhibits without supporting information will be dropped a ribbon placing.

C 229 20 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 21 BARN QUILT SMALL - created that is less than 4'x4'.

C 229 22 BARN QUILT LARGE - created that is 4'x4' or larger.

C 229 30 COMPUTER EXPLORATION - Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information on type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook to be suitable for the exhibit.

C 229 40 WEARABLE ART - Quilted clothing or 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 41 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 42 SERVICE PROJECT QUILT - A quilt constructed by a 4-H member or group to be donated to a worthy cause. 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 CLASSES 50–83 QUILTED EXHIBITS

Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project. A quilted exhibit consists of 3 or more layers. All quilted exhibits must be quilted (machine or hand) or tied. All quilt piecing and finishing must be the sole work of the 4-H member. Quilting, whether machine or hand quilted, may be done by another individual except for the Premier Quilt class. No pre-quilted fabric may be used. Wall quilts must have a hanging sleeve on the back of the quilt or some method for hanging. All quilted exhibits must be clean and finished for intended purpose. On a half sheet of 8 ½ 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 that you can use on your next project?

LEVEL I QUILTED EXHIBITS - Pieced quilts made up of squares and/or rectangles.

C 229 50 Small - length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

C 229 51 Medium - length + width = 61" to 120"

C 229 52 Large - length + width = over 120"

LEVEL II QUILTED EXHIBITS - In addition to any methods in classes 50-52, quilts may have triangles, and/or may be embroidered.

C 229 60 Small - length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

C 229 61 Medium - length + width = 61" to 120"

C 229 62 Large - length + width = over 120"

LEVEL III QUILTED EXHIBITS - 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 diversity of mixed media. An Art Quilt often pushes quilt world boundaries), or other non-traditional styles.

C 229 70 Small - length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

C 229 71 Medium - length + width = 61" to 120"

C 229 72 Large - length + width = over 120"

PREMIER QUILT - Entire quilt is the sole work of the 4-H member, including quilting (hand or machine). Tied quilts are not eligible for this class. Youth may receive guidance but no one else may work on the quilt.

C 229 80 Hand quilted

C 229 81 Sewing machine quilted

C 229 82 Long arm quilted—non-computerized/hand guided

HOME ENVIRONMENT

An interview judging schedule is included in the front of the fair book. All entries NOT interview judged must be entered before 12:00 noon on Home Environment judging day. (See 4-H Entry Schedule)

Members may exhibit only in classes under the project enrolled this year and **only one exhibit per class may be entered**. Please label all items with exhibitor's name and address. **All wall hangings and framed exhibits must include a means for hanging.**

HOME ENVIRONMENT EXHIBITS are evaluated by these criteria:

- 1) Items must be designed to be used for home decorating, home furnishing or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
- 2) Accessories should be of high quality (as compared to quick, simple crafts) suitable for use in the home several months throughout the year. Holiday specific items are discouraged. Exhibits from kits are also discouraged as kits limit decision making in the design process.
- 3) Items should show creativity and originality, along with the application of design elements and principles. Youth are required to include the design elements and principles they used along with simple directions for how they made their project with their exhibit. Information on the elements and principles of design may be found in the Design Decisions manual.
- 4) Entered in correct class: What medium is the majority of your accessory made from? What was changed or manipulated?
- 5) Items should be ready for display in the home: pictures framed, wall hangings and pictures ready to hang etc. No single matboard or artist canvas panels allowed. Wrapped canvas (if staples not visible on edge) is accepted without framing. **MAKE SURE HANGERS ARE STRONG ENOUGH TO SUPPORT THE ITEM!!** Command strips are not adequate hangers. Items not ready for display will be dropped one ribbon placing.
- 6) Items that focus on technology and science for the home are acceptable.
- 7) Items should not be made for beginning level or other projects (ex: simple (10 minute) table runners or woodworking). Prepackaged kits will not be accepted. Kits are defined as any prepackaged item where the materials and the design are predetermined by the manufacturer. Articles that use patterns or pictures from magazines as starting points for designs are acceptable. Valuable exhibits and antiques may be taken home after interview judging if a poster giving steps of construction and photos is made to display at the fair. The items must be designed to be used several months throughout the year.
- 8) In addition to an entry card issued by the Extension Office, be sure to securely attach a label to each piece of exhibit with name, county, class number and description in the event the entry tag becomes separated from the exhibit.

SUPPORTING INFORMATION - Supporting information is required for ALL Home Environment exhibits. Exhibits without supporting information will be dropped one ribbon placing. Attach information to explain steps taken. Information must also include element(s) or principle(s) of design used and steps taken to complete the project. Tag templates can be found at <http://platte.unl.edu>.

BEGINNING UNIT

Groom Your Room (County Fair Only)

Premium: Purple \$2.50; Blue \$2.00; Red \$1.50; White \$1.00

Class No.

X 250 1 BULLETIN BOARD (made and/or decorated)

X 250 2 WASTE BASKET

X 250 3 HANGING FOR WALL - Picture, Decoration, etc.

X 250 4 LAUNDRY BAG

Design My Place (County Fair Only)

Premium: Purple \$3.50; Blue \$3.00; Red \$2.50; White \$2.00

Class No.

X 251 1 NEEDLEWORK ACCESSORY - Made with yarn or floss.

X 251 2 SIMPLE FABRIC ACCESSORY - Pillow, laundry bag, pillow case, table runner, etc.

X 251 3 BATIK/TIE DYE - Accessory made with original batik or tie dye.

X 251 4 SIMPLE ACCESSORY - Made by 4-H'er using wood, plastic, glass, clay or paper.

X 251 5 STORAGE ITEM - Made or recycled.

X 251 6 BULLETIN OR MESSAGE BOARD

X 251 7 METAL TOOLING OR METAL PUNCH - Accessory for room or home.

X 251 8 PROBLEM SOLVED - Use creative method to show how you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)

X 251 9 VIDEO - Showing how to make a bed or organize a room.

MIDDLE UNIT

Design Decisions (State Fair Eligible)

Attach information to explain steps taken. Information must also include element or principle of design used. Refer to pgs. 9-12 in manual.

Class No.

C 257 1 DESIGN BOARD FOR A ROOM - Include: color scheme, wall treatment, floor treatment, etc. OR floor plan for a room. Posters, 22 x 28, or multimedia presentation (on CD). Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.

C 257 2 PROBLEM SOLVED, ENERGY SAVERS OR CAREER EXPLORATION - Identify a problem (as problem windows, storage needs, inconvenient room arrangement, cost comparison, energy conservation, waste management, etc.) OR, explore a career related to home environment. (what would it be, what education is needed, what would you do, etc.) Using poster, notebook, multimedia

presentation (on CD) or other method, describe the problem and how it was solved OR your career exploration.

C 257 3 SOLAR, WIND, OR OTHER ENERGY ALTERNATIVES FOR THE HOME - Can be models, either an original creation or an adaption of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home.

C 257 4 TECHNOLOGY IN DESIGN - Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging.

C 257 6 WINDOW COVERING - May include curtains, draperies, shades, shutters, etc.

C 257 7 FLOOR COVERING - May be woven, braided, painted floor cloth, etc.

C 257 8 BEDCOVER - May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No tied fleece blankets.)

C 257 9 ACCESSORY NEEDLEWORK/STITCHERY - Original Needlework/Stitchery

C 257 10 2D ACCESSORY - Textile - 2D (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10 minute table runners.)

C 257 11 ACCESSORY 3D - Textile - 3D (pillows, pillow shams, fabric bowls, etc.)

C 257 12 ACCESSORY 2D

C 257 13 ACCESSORY 3D - String Art, wreaths, etc.

C 257 14 ACCESSORY FLORAL - Original Floral Design arranged by 4-H member.

For classes 15 – 18, determine entry by what medium was manipulated.

C 257 15 ACCESSORY WOOD - Original made from Wood - burn, cut, shape or otherwise manipulate

C 257 16 ACCESSORY GLASS - Original made from Glass - etch, mosaic, stain, molten or otherwise manipulate

C 257 17 ACCESSORY METAL - Original made from Metal - cut, shape, punch, sculpt, reassemble or otherwise manipulate.

C 257 18 ACCESSORY CERAMIC/TILE - Original made from Ceramic or Tile. Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.

C 257 19 ACCESSORY - RECYCLED ITEM OR UPCYCLED ITEM FOR HOME - Recycled/Upcycled Item for the home - reuse a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.

C 257 20 RECYCLED/REMADE FURNITURE - Recycled/Remade, made or finished by using a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.

C 257 21 OPAQUE FURNITURE - Wood Opaque finish such as paint or enamel.

C 257 22 CLEAR FURNITURE - Wood Clear finish showing wood grain.

C 257 23 FABRIC COVERED FURNITURE - May include stool, chair seat, slip-covers, headboard, etc.

C 257 24 OUTDOOR LIVING FURNITURE - Furniture made/refurbished suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information. **(NOTE: May be displayed outside at State Fair.)**

C 257 25 ACCESSORY OUTDOOR LIVING - Accessory made/refurbished by 4-H member suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information. **(NOTE: May be displayed outside at State Fair.)**

ADVANCE UNIT

Heirloom Treasures/Family Keepsakes (State Fair Eligible)

This project area is for items with historic, sentimental or antique value that are restored, repurposed or refinished to keep their original look and value. It is not for "recycled" items. For example, a bench would be considered an heirloom if the original finish is restored, but if decorated by painting it would be considered recycled. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases. NOTE: Resources to support this project area are available on the State 4-H website.

Attach information including:

1. List of steps taken to complete your project. Before and after pictures encouraged.
2. Keepsakes documentation: how you acquired the item and the history of the item may be written, pictures, audio or video tape of interview with family member, etc.

Class No.

C 256 1 TRUNKS - Including doll-sized trunks or wardrobes.

C 256 2 AN ARTICLE - Either a newly made "treasure" (accessory) from an old item or an old "treasure" (accessory) refinished or renovated. May include a display of a collection or collectibles, being careful not to destroy value of the collection.

C 256 3 FURNITURE - Either a newly made "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

C 256 4 CLEANED AND RESTORED HEIRLOOM ACCESSORY OR FURNITURE - A reconditioned and cleaned old piece of furniture or accessory so that the item or furniture is functional for use or display. Item might be cleaned and waxed, and simple repairs made. Item would not be refinished or repainted, but reconditioned to restore it to its original look or to prevent it from further damage as a valuable heirloom. Consult Extension publication **Care and Conservation of Heirloom Textiles, G1682** for information on textiles. (Refinished items go in classes C2562 or C2563). This class is for situations where it may be best to do very little to the item to maintain its antique value. Item or article should be of complexity suited to an advanced project.

VISUAL ARTS

An interview judging schedule is included in the front of the fair book. All entries NOT interview judged must be entered before 12:00 noon on Home Environment/Visual Arts judging day. (See 4-H Entry Schedule). Members may exhibit only in classes under the project enrolled in and **only one exhibit per class may be entered.**

Items must be the original work of the 4-H member and should show creativity and originality. No copyrighted images or master studies. No single matboard or artist canvas panels allowed. All 2-dimensional pieces must be ready to hang using a sawtooth or wire hanger. Wrapped canvas (if staples not visible on edge) is accepted without framing. All other 2-dimensional pieces must be framed. In addition

to an entry card issued by the Extension Office, be sure to securely attach a label to exhibit with name, county, class number and description in the event the entry tag becomes separated from the exhibit. **All wall hangings and framed exhibits must include a means for hanging.** Items not ready for display will be dropped one ribbon placing.

SUPPORTING INFORMATION - Supporting information is required for ALL Visual Arts exhibits. Exhibits without supporting information will be dropped one ribbon placing. Attach information to explain steps taken. Information must also include element(s) or principle(s) of design used and steps taken to complete the project. Supporting information must be securely attached to the back of the piece. Supporting Information template can be found at <http://platte.unl.edu>.

Sketchbook Crossroads (State Fair Eligible)

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used. (Sketchbook Crossroads Manual p. 8-9)

Premium: Purple \$3.50; Blue \$3.00; Red \$2.50; White \$2.00

Class No.

C 260 1 ORIGINAL PENCIL OR CHALK DRAWING - Based on techniques learned in Unit I Sketchbook Crossroads, ready to hang. Scratch art accepted here. (Crossroads pgs. 10 - 21)

C 260 2 ORIGINAL INK DRAWING - Based on techniques learned in Unit I Sketchbook Crossroads, ready to hang (Crossroads pgs. 22 - 28)

C 260 3 FIBER - Home accessory made with fiber (p. 29)

C 260 4 FELTED WOOL - Home accessory made with felted wool (p.29-33)

C 260 5 COTTON LINTER - Home accessory made with cotton linter (p. 34-36)

C 260 6 BATIK - Home accessory using batik (p. 37-39)

C 260 7 WEAVING - Home accessory made by weaving (p. 40-47)

C 260 8 DYED - Home accessory made with fabric exhibitor has dyed (p. 48- 50)

C 260 9 CLAY - Original sculpted or thrown home accessory made with clay (no purchased items) (p. 53-62)

C 260 10 NEBRASKA LIFE EXHIBIT - An art exhibit using one of the techniques in the above classes to show art can define a sense of place, or life in Nebraska. For example - a pencil or ink drawing depicting life in Nebraska, using natural resources such native grasses to make a weaving, using natural fibers for felting, or using roots, nuts, plants or flowers to dye fabric. Include the required information listed above and how this project represents life in Nebraska.

Portfolio Pathways (State Fair Eligible)

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used. (Portfolio Pathways Manual p. 8-9)

Premium: Purple \$3.50; Blue \$3.00; Red \$2.50; White \$2.00

Class No.

C 261 1 ORIGINAL ACRYLIC PAINTING - based on techniques learned in Unit 1 of Portfolio Pathway, framed and ready to hang (Pathways pgs. 12-13)

C 261 2 ORIGINAL OIL PAINTING - based on techniques learned in Unit 1 of Portfolio Pathway, framed and ready to hang (Pathways pgs. 26-33)

C 261 3 ORIGINAL WATERCOLOR - based on techniques learned in Unit 1 of Portfolio Pathway, framed and ready to hang (Pathways pgs. 14-17)

C 261 4 ORIGINAL SAND PAINTING - based on techniques learned in Unit 1 of Portfolio Pathway, framed and ready to hang (Pathways pgs. 20-21)

C 261 5 ORIGINAL ENCAUSTIC PAINTING - based on techniques learned in Unit 1 of Portfolio Pathway, framed and ready to hang (Pathways pgs. 34-35)

C 261 6 ORIGINAL PRINT - Home accessory made with any printing technique in Pathways Unit II (Pathways pgs. 36-56)

C 261 7 ORIGINAL MIXED MEDIA ACCESSORY – An art exhibit using a combination of two or more different media or materials. One media must be included in another Portfolio Pathways class. (ex. watercolor and graphite)

C 261 8 NEBRASKA LIFE EXHIBIT - An art exhibit using one of the techniques in the above classes to show how art can define a sense of place or life in Nebraska. For example - solar printing; making prints using shed snakeskin or plant; an acrylic, oil; watercolor painting of scenes of your community or the surrounding area; or using objects from nature to make the painting. Include the required information listed above and how this project represents Nebraska life.