



2024 Scotts Bluff County Fair 4-H Fair Book



HOME DESIGN & RESTORATION

Only one entry per class. ^S_F Classes only are State Fair eligible. **All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.** All Home Design & Restoration exhibits will be judged on Static Entry Day at the Mitchell Event Center. Large static items eligible for state fair will be the responsibility of the family to get to the Nebraska State Fair.

- A. Home Design & Restoration 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 made 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 explanation of how they designed their exhibit. Information on the elements and principles of design may be found in the Design Decisions manual, as well as Portfolio Pathways and Sketchbook Crossroads.
 4. Entered in correct class: What medium was changed or manipulated? What medium is the majority of your exhibit made from?
 5. Items should be ready for display in the home: pictures framed, wall hangings and pictures ready to hang, etc. No single mat board 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. Exhibits from the beginning level project, Design My Place, are county only and not state fair eligible.
 7. **SIZE OF EXHIBITS** – Exhibits may be no taller than 7 feet and no wider than 6 feet. **ALL EXHIBITS MUST BE ABLE TO BE EASILY LIFTED BY TWO 4-H STAFF.**
 8. **NUMBER OF ENTRIES PER INDIVIDUAL** – One entry per exhibitor per class.
 9. **ENTRY TAGS:** An entry tag which includes a clear description of the entry must be securely attached to each exhibit. Use color, pattern or picture descriptions to aid in identification. No straight pins.
 10. **IDENTIFICATION-**In addition to the entry tag, a label with the exhibitor's name and county should be attached to each separate piece of the exhibit.
 11. **SUPPORTING INFORMATION-** Supporting information is required for all exhibits. Information must include the elements and principles of design used and steps taken to complete project. Tag templates can be found on 4-H State Fair website: <https://go.unl.edu/ne4hhomeenvironment>. Exhibits without supporting information will be dropped a ribbon placing.
- B. Special exhibits may be selected for the Design Gallery at Nebraska State Fair from this project area.

Scoresheets, forms, contest study materials, and additional resources can be found at <https://go.unl.edu/ne4hhomeenvironment>.





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Design My Place Division 255

Apply color and design principles using different materials to make and display objects for your home; Develop original designs; Plan a comfortable, clean, attractive home; Make connections between visual arts and other disciplines.

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/48

Score sheet SF200

- Class 1 **Needlework Item** – Made with yarn or floss
- Class 2 **Simple Fabric Accessory** – Pillow, Laundry bag, Pillow case, table runner, etc.)
- Class 3 **Accessory** – made with original batik or tie dye
- Class 4 **Simple Accessory – Made using wood**
- Class 5 **Simple Accessory – Made using plastic**
- Class 6 **Simple Accessory – Made using glass**
- Class 7 **Simple Accessory – Made using clay**
- Class 8 **Simple Accessory – Made using paper**
- Class 9 **Simple Accessory – Made using metal tooling or metal punch**
- Class 10 **Storage Item – Made or Recycled**
- Class 11 **Bulletin or Message Board**
- Class 12 **Problem Solved** – Use a creative method to show you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)
- Class 13 **Video** – Showing how to make a bed, organize a room, or steps you used to make your simple accessory
- Class 14 **Other Item** – Using skills learned in project

Design Decisions Division 257

Explore ways to make your house more green; Learn new painting techniques; Design or select furniture, fabric, and storage items for your room; Accessorize a room-design or select unique items such as wall art, wall arrangements, or lamps.

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/48

Attach information to explain steps taken. Information must also include element or principle of design used (p. 9-12).

Score sheet SF201: Classes 1 - 3

Score sheet SF200: Classes 4, 6-18, 23-25

Score sheet SF207: Classes 19-20

Score sheet SF203: Classes 21-22

Class 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.

Class 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. (p. 74-93)

Class 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. (p. 74-93)





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- S_FClass 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.
- S_FClass 6 Window Covering** – May include curtains, draperies, shades, shutters, etc.
- S_FClass 7 Floor covering** – May be woven, braided, painted floor cloth, etc.
- S_FClass 8 Bedcover** – May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibits.) (p 50-53)
- S_FClass 9 Accessory – Original Needlework/Stitchery.**
- S_FClass 10 Accessory – Textile – 2D** (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10-minute table runners.).
- S_FClass 11 Accessory – Textile – 3D** (pillows, pillow shams, fabric bowls, etc. No fleece tied exhibits)
- S_FClass 12 Accessory – 2D**
- S_FClass 13 Accessory – 3D** (string art, wreaths, etc.).
- S_FClass 14 Accessory – Original Floral Design.**

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

- S_FClass 15 Accessory – Original made from Wood** – burn, cut, shape or otherwise manipulate.
- S_FClass 16 Accessory – Original made from Glass** – etch, mosaic, stain, molten or otherwise manipulate.
- S_FClass 17 Accessory – Original made from Metal** – cut, shape, punch, sculpt, reassemble or otherwise manipulate.
- S_FClass 18 Accessory – Original made from Ceramic or Tile** – Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.
- S_FClass 19 Accessory – 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.
- S_FClass 20 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.
- S_FClass 21 Furniture – Wood Opaque finish** such as paint or enamel.
- S_FClass 22 Furniture – Wood Clear finish** showing wood grain.
- S_FClass 23 Furniture – Fabric Covered** - May include stool, chair seat, slip-covers, headboard, etc.
- S_FClass 24 Furniture – Outdoor Living** - Furniture made/refurbished suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information.
- S_FClass 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.

Heirloom Treasures/Family Keepsakes Division 256

Scoresheet SF206: Class 1

Scoresheet SF205: Classes 2-4

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.





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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 are 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.

Recognize factors that make antiques valuable; Refurbish and restore heirloom or heritage furnishings and accessories; Preserve family heirlooms.

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/48

^S_FClass 1 **Trunks** - including doll-sized trunks or wardrobes.

^S_FClass 2 **An Article either a repurposed "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.

^S_FClass 3 **Furniture** - Either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

^S_FClass 4 **Cleaned and Restored Heirloom Accessory or Furniture** - A reconditioned and cleaned old piece of furniture or accessory that 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* for information on textiles. This publication can be found in the Digital Commons at: <https://go.unl.edu/gcnh> (Refinished items go in classes 2 -3). 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.

