FAMILY & CONSUMER SCIENCE
HUMAN DEVELOPMENT
Unlimited entries per class number may be made per exhibitor.
Premium Code: STATIC ITEMS

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

Exhibitors in Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children.

Categories are based on the Early Learning Guidelines in Nebraska which identify the important areas in which our children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guideline to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual.

Information sheets for Classes 1-6 & Class 8: (Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet.)

Information sheets for Classes 1-6 should include:
1. Where did I get the idea for this exhibit?
2. What decisions did I make to be sure the 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; Pre-schoolers, 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?

Information sheet for Class 8 (Babysitting Kit) should include:
1. State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for.
2. What are children this age like? Give 2 examples 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-Her. 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.

4-Hers enrolled in project area "I have what it takes to be a babysitter" *may enter*: Toy, game, or activity made for a selected and identified age group. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. For example: a game that is developed to help youth learn language and literacy skills would be an exhibit for Class 2. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for

classes 1-6.

Dept C Division 200
Classes:
1   **Social Emotional Development-** Scoresheet SF30
2   **Language and Literacy Development-** Scoresheet: SF30
3   **Science-** Scoresheet: SF30
4   **Health and Physical Development-** Scoresheet: SF30
5   **Math-** Scoresheet SF30
6   **Creative Arts-** Scoresheet SF30
7   **Activity with A Younger Child**- Scoresheet: SF115- Poster or
     scrapbook showing 4-H'er working with a child ages 0 to 8 years. May
     show making something with the child, or childcare or child
     interactions. May include photos, captions, story, or essay. Size of
     exhibit is your choice. Other people may take photos so 4-H'er can be
     in the photos. 4-H'er must make scrapbook or poster. No information
     sheet needed for this class/exhibit.
8   **Babysitting Kit**- Scoresheet: SF85- Purpose of the kit is for the 4-
     H'er to take with them when they baby-sit in someone else's home.
     Do not make kit for combination of ages or for your own family to use.
     4-H'er MUST make one or more items in the kit, but purchased
     additional 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"x15"x10". All items in the kit must
     be safe for child to handle. Information sheet for class 8 should
     include: 1) State which ONE age group (infant, toddler, preschooler,
     middle childhood) the kit was prepared for. 2) What are children this
     age like? Give 2 Examples 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 items(s) were made by the 4-Her.

***4-H'ers enrolled in any of the projects in Human Development may
enter:***
9   **Family Involvement Entry-** Scoresheet SF115- Scrapbook, poster or
     story describing an activity the family did together. It might include
     making something such as a doll house or feed bunk. Items may be
     exhibited if desired. Other possibilities include a house or farm
     cleanup project, a family reunion, a celebration of a family milestone,
     a trip or vacation, moving, a community service project. Photographs
     are encouraged. Visuals should show family participation.
     Participation by all family members is important. Include a list of family
     members and what each person did to participate in the event.
4-H'ers enrolled in Growing All Together (2 or 3) may enter:
10   **Growing with Others Scrapbook or Poster-** Scoresheet: SF115-
     Examples: How to decide if it's time you can be home alone, and
     related activities. How responsibilities and privileges are related.
     Friendships. Working with others. Understanding rules and

boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interests.

11 Growing in Communities Scrapbook or Poster- Scoresheet: SF115- Examples: A career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playground safety check.

CLOTHING & FASHION SHOW
Unlimited entries per class number may be made per exhibitor.
Clothing/Item: Premium Code: STATIC ITEMS
Fashion Show: Premium Code: CONTESTS

Participants in the clothing category will demonstrate their knowledge through the creation of garments using STEAM (science, technology, engineering, arts and mathematics) techniques. Through the creation of garments 4-H'ers will learn more about clothing and the application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants.

CLOTHING RULES
1. **Clothing Judging & Interview Judging-** Will be held for all clothing construction, crochet, and knitting, projects: including Beyond the Needle, Attention Shoppers, and Shopping in Style. See pre-fair schedule for dates and times.
2. **Forms-** Look at the schedule at front of fairbook to determine when ALL Fashion Show forms & Clothing Pre-Entry forms are due in the Extension Office. Clothing exhibits must be listed and described on the pre-entry form. Entry tags will be provided by office on clothing judging day or earlier. Forms are also available at: https://extension.unl.edu/statewide/southernplains/contests-0/
3. **Entry Tags-** Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag securely using straight or safety pins on the right side of the garment and the hook of the hanger to the left.
4. **Identification Labels-** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name & age, project name, class in which garment is entered, and the number of years enrolled in the project. *Wool entries must have 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.

5. **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 and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden, or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger to the left. Fasten skirts, shorts, and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.

6. **A Design Data Card** must be included with Beyond the Needle Classes C221003-C221008 AND STEAM 2 & 3 upcycled exhibits. The data card is available at http://go.unl.edu/ne4hclothing or on the Southern Plains website: If the data card is not included, the exhibit will be lowered one ribbon placing. The data card is only required for the classes listed above

7. **Criteria for Judging-** Refer to the Nebraska 4-H website for current score sheets https://4hfairbook.unl.edu/fairbookview.php/exhibits. In addition, all entries must conform to rules and regulations as set forth in this fairbook. An incomplete exhibit will be lowered one ribbon placing.

8. **Skill Levels-** 4-Her's 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 1.

9. **General-** Garments may be made for self (4H Member) or another person.

10. **My Choice Entry-** These exhibits do not need to be a human garment but may not be a decorated item for the home that could be entered in Home Environment. Examples might be an item for a pet, a flag, book bag, laundry bag, garment/travel bag, school banner, etc. All items in this class are not eligible for the State Fair.

11. **All Exhibits-** Must be displayed at the fair to receive ribbon and premium. The exhibitor is responsible for bringing garments to the fair.

FASHION SHOW (MODELING) RULES

The fashion show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment contestants are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

1. **Entry Forms & Written Narratives-** IN ORDER TO MODEL, a written form *must be received in the Extension Office by/on pre-*

entry day. Check due dates in County Fair schedules. All garments in Fashion Show MUST be judged in construction also.

2. **4-H Member Must Model**- at both Fashion Show Judging & Public Fashion Show to receive a ribbon and premium. An exception may be granted if a member/leader presents circumstances to Clothing Superintendent/Extension Staff to see if it warrants an exception. Superintendent/Extension Staff reserve the right to limit the number of garments modeled at Public Fashion Show due to entry numbers.

3. **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).

4. **Restrictions -** *Beyond the Needle* - No accessories will be judged in the Fashion Show. Accessories can be modeled if they are part of an ensemble that you have decorated but no ribbon will be given for them. Exhibits made for a person other than 4-Her may only be modeled at the County Fashion Show and are not eligible for State Fashion Show.
   *Only human wearing apparel may be modeled.
   *Garments should be age appropriate.
   *Sleepwear/swimwear cannot be modeled at Public Fashion Show.
   *Garments with inappropriate language OR images are not permitted.

GENERAL CLOTHING
(All Sewing Skill Levels Eligible)

General Clothing Dept. C Division 220 Classes		
1	**Clothing Portfolio-** Scoresheet SF20- Complete at least four different samples/activities from Chapter 2, 3 OR 4 of the STEAM Clothing 2 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.	
2	**Textile Science Scrapbook-** Scoresheet 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 ½ X 11, 3 ring binder. Include an appropriate cover. Textile Science Scrapbook should build upon itself each year (additional pages can be added each year but should be dated). See the STEAM Clothing 2 project manual for suggestions.	
3	**Sewing for Profit-** Scoresheet SF??- 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 project. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" X 30" in size.	

BEYOND THE NEEDLE
4-H members must show their own original creativity.
A completed **Design Data Card** must be included with each entry for classes 3 through 8.

Beyond the Needle Dept. C Division 221 Classes		Fashion Show Dept. C Division 410 Classes
1	**Design Portfolio-** Scoresheet SF20- A portfolio consisting of at least 3 design samples or activities. Refer to the Beyond the Needle project manual for activity ideas. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 in the Beyond the Needles project manual for portfolio formatting.	
2	**Color Wheel-** Scoresheet 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".	
3	**Embellished Garment with Original Design-** Scoresheet SF26- Create a garment using 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. A Design Data Card must be included with this project.	10
4	**Original Designed Fabric Yardage-** Scoresheet SF27- Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. The exhibit consists of at least one yard of finished fabric. A Design Data Card must be included	

	with this project.	
5	**Item (garment or non-clothing item) Constructed from Original Designed Fabric-** Scoresheet SF26- Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project or item will be lowered one ribbon.	15
6	**Textile Arts Garment or Accessory-** Scoresheet SF26– A garment or accessory constructed using new unconventional materials, Examples: rubber bands, plastic, duct tape. A Design Card must be included with this project. If the card is not included, the exhibit will be lowered one ribbon. ONLY Garment may be modeled.	20
7	**Fashion Accessory-** Scoresheet SF23- An accessory designed and/or constructed using elements and principles of design: can be textile or non-textile based. Examples: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Data Card must be included with this project to prevent exhibit being lowered one ribbon placing.	16*
8	**Wearable Technology Garment or Accessory-** Scoresheet SF26- Technology is integrated into the garment in some way. For example: LEDs, charging capabilities, sensors, etc. A Design Data Card must be included with this project to prevent exhibit being lowered one ribbon placing.	25

STEAM- CLOTHING 1

Scoresheet SF20 Classes 1-5; Scoresheet SF28 Classes 6-13
Scoresheet SF21 Class 14; Scoresheet SF22 Class 15
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.

Steam- Clothing 1	Fashion Show
Dept. C Division 210	Dept. C Division 410
Classes	Classes

1*	**Clothing Portfolio-** Complete at least three different samples/activities from Chapter 2 OR 3 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 9-10 for portfolio formatting.	
2*	**Sewing Kit-** Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual.)	
3*	**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.	
4*	**What's The Difference? -** 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22' x 30") in a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" page 118-119. Exhibits should include pictures. NO actual pillows.	
5*	**Clothing Service Project-** Can include pillows or pillowcases but are not limited to. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 124 & 125.	
6*	**Pincushion**	
7*	**Pillowcase**	
8*	**Simple Pillow-** No larger than 18" x 18".	
9*	**Bag/Purse-** No zippers or buttonholes.	
10*	**Simple Top**	*1
11*	**Simple Bottom-** Pants, shorts, or skirt	*2
12*	**Simple Dress**	*3
13*	**Other Garment -** Using skills learned in project manual. (Apron, vest, etc.)	*4
14*	**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 garment, or it will be disqualified.	*7

15*	**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 garment, or it will be disqualified.	8*

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.) 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.

STEAM 2 Simply Sewing **Dept. C Division 222** **Classes**	**Fashion Show** **Dept. C Division 410** **Classes**
1 **Design Basics, Understanding Design Principles-** Scoresheet SF20- 4-H Members 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".	
2 **Pressing Matters-** Scoresheet SF20- 4-H Members may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the STEAM Clothing 2 project manual. The exhibit should include answers to lesson questions that are most appropriate to include.	
3 **Upcycled Garment-** Scoresheet SF28- 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 Design Card must be included with this project including a "before" picture no larger than 4/25" x 5.5". If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at https://go.unl.edu/ne4hclothing	**30**
4 **Upcycled Clothing Accessory-** Scoresheet SF28- A wearable accessory made from a used item. The original item used must be redesigned using skills	**31***

	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 Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". If the additional information is not included, the exhibit will be lowered one ribbon placing. If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at https://go.unl.edu/ne4hclothing	
5	**Textile Clothing Accessory-** Scoresheet SF28- 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.).	32*
6	**Top (Vest acceptable)-** Scoresheet SF28	33*
7	**Bottom (pants or shorts)-** Scoresheet SF28	34*
8	**Skirt-** Scoresheet SF28	35*
9	**Lined or Unlined Jacket-** Scoresheet SF28	36*
10	**Dress (not formal wear) -** Scoresheet SF28	37
11	**Romper or Jumpsuit-** Scoresheet SF28	38
12	**Two-piece Outfit-** Scoresheet SF28	39
13	**Alter Your Pattern-** Scoresheet SF28- Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and 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, add a lining, etc.	40
14	**Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers-** Scoresheet SF28- 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.	41

| 16* | **My Choice** – See description in Clothing rules | 42* |

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 completely constructed garments only. **Wool entries must have fiber content listed on the identification label.**

STEAM 3- A Stitch Further Dept. C Division 223 Classes		Fashion Show Dept. C Division 410 Classes
1	**Upcycled Garment-** Scoresheet SF28- 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 and the Design Data Card are 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".	50*
2	**Upcycled Clothing Accessory-** Scoresheet SF28- 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".	51*
3	**Textile Clothing Accessory-** Scoresheet SF28- 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 A Design Data Card must be included with this project 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.)	52*
4	**Dress or Formal-** Scoresheet SF28	53
5	**Skirted Combination-** Scoresheet SF28- (skirt with shirt, vest or jacket OR jumper and shirt)	54

6	**Pants or Shorts Combination-** Scoresheet SF28- (pants or shorts with shirt, vest or jacket)	55
7	**Romper or Jumpsuit-** Scoresheet SF28	56
8	**Specialty Wear-** Scoresheet SF28- (includes swim wear, costumes, hunting gear or chaps.)	57
9	**Lined or Unlined Jacket-** Scoresheet SF28- (non-tailored)	58
10	**Coat, Blazer, Suit Jacket or Outerwear-** Scoresheet SF28- 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._**	59
11	**Alter/Design Your Pattern-** Scoresheet SF28- 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.	60
12	**Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers-** Scoresheet SF28- Fabric/Fibers used in this garment must 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.	61
13*	**Altered Purchased Garment-** Scoresheet TBA- Purchased garment, new or used, altered to fit appropriately, or change garment style. The exhibitor must include a photo of the exhibitor wearing garment prior to alteration and a photo wearing the garment after the alteration. A story telling details of what was involved in the alteration is required.	62*
14*	**My Choice-** See description in Clothing rules	63*

FIBER ARTS- KNITTING & CROCHETING
Unlimited entries per class number may be made per exhibitor.
The purpose of this category is to establish basic to advanced crochet, weaving and knitting skills. In addition, projects in this category require 4-

H'ers to select adequate yarn and make design decisions.
Rules:
1. Entry tags: Every exhibit must be described on the appropriate entry tag accompanying it. EX: Blue afghan, or yellow sweater. Attach the entry tag securely to the exhibit using straight pin or safety pins. No paper clips allowed.
2. Identification Labels: Each item entered as a knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which exhibit is entered, and the number of years enrolled in the project exhibited. Wool entries must have fiber content listed on the identification label. Attach a label to every component of the exhibit using safety pins or by basting.
3. Garments as listed may be made for self or another person.
4. Once the exhibitor has exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex: Once you exhibit in Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.
5. All wearable items will be displayed in the clothing area.
6. Criteria for judging knitting, crochet, and weaving: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes.

KNITTING
Scoresheet: SF60

Learn about types of yarn and yarn weights. Develop basic to advanced knitting skills. Combine knitting with garment making. Knit with double-pointed needles.

See General Clothing, Division 243, for additional classes.

Knitting Information Sheet- Each knitted item must include the following information with the entry tag or exhibit will be lowered one ribbon.
1. Why did you choose to create this exhibit?
2. What steps did you take as you created this exhibit?
3. What were the most important things you learned?
4. Gauge-Number of rows per inch; number of stitches per inch.
5. Size of needles, finger knitted, arm knitted, loom or machine knitted.
6. Kind of yarn - weight and fiber content.
7. Names of stitches used.

Knitting- Level 1	Fashion Show
Dept. C Division 225	Dept. C Division 410
Classes	Knitting Classes

10*	Hat	70*
11*	Ski Band	71*
12*	Purse	72*
13*	Teddy Bear Sweater	
14*	Covered Hangers	
15*	Dish Cloth	
16*	Holiday Ornament	
17*	**Loom Knitted-** Clothing or Home Environment	79*
18*	**Other Comparable Article**	

Knitting– Level 2 Dept. C Division 225 Classes		Fashion Show Dept. C Division 410 Clothing Classes
1	**Knitted Clothing**– Knitted item or garment using pattern stitches such as diamond, block, twist, or seed/moss stitches. Basic stitches (including Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo) to form pattern.	73
2	**Knitted Home Design 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 pattern.	
3	**Arm or Finger Knitted-** Clothing or Home Design item. Clothing may be modeled	74
4	**Loom Knitted-** Clothing or Home Design item. Clothing may be modeled.	75

Knitting- Level 3 Dept. C Division 225 Classes		Fashion Show Dept. C Division 410 Clothing Classes
5	**Knitted Clothing-** Knitted item or garment made from advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, Germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.	76
6	**Knitted Home Design 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.	
7	**Machine Knitted Garment/Item-** Garment may be modeled.	77

CROCHET

Scoresheet SF60

See General Clothing, Division 243, for additional classes.
Learn basic to advanced crochet stitches. Select yarn/thread for crocheting.
Learn about blocking and changing colors. Design a new stitch or pattern.
Work with other media such as leather, wood, and beads.

Crocheting Information Sheet - Each crocheted item must include the following information with the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon.
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.

Crochet- Level 1 Dept. C Division 226 Classes		Fashion Show Dept. C Division 410 Crochet Classes
10*	Cap/Scarf/Mittens	85*
11*	Crocheted Bag	86*
12*	Hot Pad	
13*	Place Mat	
14	Pillow	
15*	Other Comparable Article	
Crochet- Level 2 Dept. C Division 226 Classes		Fashion Show Dept. C Division 410 Clothing Classes
1	**Crocheted Garment-** Crochet garment using basic stitches (including chain, single, double, half-double, treble) to form patterns.	87
2	**Crocheted Home Design Item-** Crochet item using basic stitches (including chain, single, double, half-double, treble) to form patterns.	
Crochet- Level 3 Dept. C Division 226 Classes		Fashion Show Dept. C Division 410 Clothing Classes
3	**Crocheted Garment-** Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.	88

| 4 | **Crocheted Home Design 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. | |

QUILT QUEST
Unlimited entries per class number may be made per exhibitor.
Premium Code: STATIC ITEMS

In Quilt Quest, 4-Hers learn skills as they progress through the project. The least experienced 4-H exhibitor will select fabric, cut, and sew together only squares or rectangles in making the quilt top. They may have additional guidance in piecing the quilt block and layering together the quilt top, inner batting, and the quilt bottom. Another person can do the quilting for them.

In the Premier class, the 4-Her has developed skills to be able to do all of the work by himself/herself. This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together, and quilting. Quilting may be done by hand, by sewing machine, or by a commercial-grade quilting machine. After quilting, the 4-Her must finish the quilt by "squaring it up", putting binding on the edges, and placing a label on the quilt which provides details about the quilt making process for historical purposes.

Rules:
1. All entry cards and support information must be attached using a safety pin. **NO straight pins.**
2. When judging Quilt Quest exhibits, the judges consider SF209 "*Standards for Judging Quilts and Quilted Items.*"
3. 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:
   a. **Jelly Rolls** are made of (up to) 40 different strips of 2 1/2" 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 selection makes it easier as they learn.
   b. **Honey Buns** are made like Jelly Rolls with 1 1/2" fabric strips.
   c. **Layer Cakes** are 10" squares of fabric from a manufactured designer of fabric line with different pieces of fabric "layered" on top of one another to look like a piece of cake.
   d. **Charm Packs** are made of 5" squares of coordinating fabric and may be tied up with a string or scrap of fabric.
   e. **Candies** are 2 ½" squares of fabric from a manufactured designer or fabric line.

    f. **Turnover** is a collection of coordinating fabrics that are cut into 6" triangles.

    g. **Fat Quarters** are 1/2-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.

    h. **A 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 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 appliquéd to fabric. This is allowed in the construction of the quilt.

4. A quilted exhibit is made up of at least 3 layers. Quilts or quilted items must be quilted or tied through all layers.
5. Fleece blankets are not eligible in this division.
6. **Quilts must have a permanent label on the back in the bottom right corner with the quilter's name and date of completion.**

BARN QUILTS
Scoresheet SF208B

Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete the project. Please note this is the Home Design & Restoration information sheet. Exhibits without supporting information will be dropped a ribbon placing. Tag templates can be found on the 4H State Fair website, please note this in the Home Environment information sheet: https://extension.unl.edu/statewide/southernplains/family-consumer-science/ Exhibits without supporting information will be dropped a ribbon placing. A barn quilt is a large piece of wood that is painted to look like a quilt block.

Dept C Division 229
Classes
21 Small Barn Quilt created that is less than 4' x 4'.
22 Large Barn Quilt created that is 4' x 4' or larger.

EXPLORING QUILTS
Dept C Division 229
Classes
10 Exploring Quilts- Scoresheet SF208C- 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 the history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts, or Amish quilts. The exhibit may be a 14" x 22" poster, notebook, CD, Powerpoint, Pregi, DVD, YouTube, or other techniques. All items in an exhibit must be attached together and labeled. NO quilted items should be entered in this class.

30 Computer Exploration- Scoresheet SF208C- 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.

PREMIER QUILTS
Scoresheet SF208A

Entire quilt is the **sole work** of the 4-H member, including quilting (hand or machine). The youth may receive guidance but no one else may work on the quilt. Tied quilts are not eligible in these classes.
Dept. C Division 229
Classes
80 Hand quilted
81 Sewing machine quilted
82 Long arm quilted- non-computerized/hand guided
83 Long arm quilted- computerized

QUILT DESIGN OTHER THAN FABRIC

Supporting information is required for this exhibit.   Information must also include elements or principles of design used and steps taken to complete the project. Please note the Home Environment information sheet: https://extension.unl.edu/statewide/southernplains/family-consumer-science/ Exhibits without supporting information will be dropped a ribbon placing.
Dept C   Division 229
Class
20 Quilt Designs other than Fabric- Scoresheet SF208B- Two or three-dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc.

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 quilt exhibits must be clean and finished for intended purposes. On a half sheet of 8 ½" x 11" paper, include an explanation answering the following questions:

> A) How did you select the design and fabrics including whether you used a kit, jelly roll, charm squares, etc.
> B) What did you do and what was done by others?
> C) What did you learn you can use on your next project?

Dept C   Division 229
Classes
40 Wearable Art- Scoresheet SF208A- Quilted clothing or clothing accessory, which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. On a half sheet of 8 1/2" x 11" paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.

41 Inter-Generational Quilt- Scoresheet SF208E- 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" 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?

42 Service Project Quilt- Scoresheet SF208D- 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" 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?

Classes 50-52- Pieced quilts made of squares and/or rectangles.
Dept. C Division 229
Classes
50   Small Quilt Exhibit- Scoresheet SF208A- length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. <u>Pillows must have a quilted top, not just pieced patchwork.</u>

51   Medium Quilt Exhibit- Scoresheet SF208A- length + width = 61" to 120".

52   Large Quilt Exhibit- Scoresheet SF208A- length + width = over 120".

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

Dept. C Division 229
Classes
60   Small Quilt Exhibit- Scoresheet SF208A- length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. <u>Pillows must have a quilted top, not just pieced patchwork.</u>

61   Medium Quilt Exhibit- Scoresheet SF208A- length + width = 61" to 120".

62   Large Quilt Exhibit- Scoresheet SF208A- length + width = over 120".

Classes 70-72- In addition to any of the methods in classes 50-62, quilts may have curved piecing, applique, Celtic style, stained glass style, paper piecing, art quilt style (An art quilt is an original exploration of a concept or idea rather that the handing down of a "pattern". It experiments with textile manipulation, color, texture and/or a diversity of mixed media. An Art Quilt often pushes quilt work boundaries), or other non-traditional styles.

Dept. C Division 229
Classes
70   Small Quilt Exhibit- Scoresheet SF208A- length + width = less than 60". This size includes miniature quilts, wall hangings, table runners, placemats (4), and pillows. All items must be quilted. <u>Pillows must have a quilted top, not just pieced patchwork</u>.

71   Medium Quilt Exhibit- Scoresheet SF208A**-** Scoresheet SF208A- length + width = 61" to 120".

72   Large Quilt Exhibit- Scoresheet SF208A- length + width = over 120".

HOME DESIGN & RESTORATION

Unlimited entries per class number may be made per exhibitor.
The purpose of Home Design and Restoration is to learn design principles and develop graphic design techniques. In addition, activities in this category encourage well-thought-out design plans and diverse artistic techniques.

Home Design & Restoration Exhibits are evaluated by these criteria:
- Items must be designed to be used for home decorating, home furnishing or home management- no clothing, purses, note cards, scrapbooks, photo albums, etc.

- Accessories should be of high quality (as compared to quick, simple crafts) suitable for use in the home for 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.
- 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 project with 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.
- Entered in the correct class - What medium was changed or manipulated? What medium is the majority of your exhibit made from?
- 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 the 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.
- All static exhibits must have received a purple ribbon at the county fair to advance to the state fair.
- Items should not be made for beginning level or other projects (ex: Simple 10-minute table runners or woodworking). Exhibits from the beginning level project, Design My Place, are county only and not state fair eligible.

Rules:
1. **General-** Sending delicate, breakable, or valuable items to County and State Fair is entered at exhibitor's risk and highly discouraged.
2. **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!
3. **Entry Tags-** An entry tag which includes a clear description of the entry must be securely attached to each Home Design and Restoration exhibit. Use color, pattern, or picture descriptions to aid in identification. NO straight pins.
4. **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.
5. **Supporting Information-** Supporting information is required for all Home Design and Restoration exhibits. Exhibits without supporting information will be dropped a ribbon placing. Information must

include the elements and principles of design use and steps taken to complete the project. Tag templates can be found: https://extension.unl.edu/statewide/southernplains/family-consumer-science/

DESIGN DECISIONS
Premium Code: STATIC ITEMS

Explore ways to make your house more attractive. 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 arrangement, or lamps.

General information: Attach information to explain steps taken. Information must also include the element or principle of design used. Find "Home Environment Information Tags"

https://extension.unl.edu/statewide/southernplains/family-consumer-science/

Dept C   Division 257
Classes

1   **Design Board for a Room-** Scoresheet SF201- Include: color scheme, wall treatment, floor treatment, etc.- OR floor plan for a room. Posters, 22" x 28", or multimedia presentation (on flash drive). Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.

2   **Problem Solved Energy Savers OR Career Exploration -** Scoresheet SF201- 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. (Pages 74-93)

3   **Solar, Wind, or Other Energy Alternatives for the Home-** Scoresheet SF201- Can be models, either an original creation or an adaption of the 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)

4   **Technology in Design–** Scoresheet SF200- Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging.

6   **Window Covering**- Scoresheet SF200- May include curtains, draperies, shades, shutters, etc.

7   **Floor Covering-** Scoresheet SF200- May be woven, braided, painted floor cloth, etc.

8   **Bedcover**- Scoresheet SF200- May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibits.) (Pages 50-53)

9   **Accessory- Original Needlework/Stitchery-** Scoresheet SF200

10 **Accessory Textile 2D -** Scoresheet SF200- tablecloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning 10-minute table runners.

11 **Accessory Textile 3D–** Scoresheet SF200- Pillows, pillow shams, fabric bowls, etc. (No fleece tied exhibits.)

12 **Accessory- 2D-** Scoresheet SF200

13 **Accessory- 3D-** Scoresheet SF200- String art, wreaths, etc.

14 **Accessory-** Scoresheet SF200- Original Floral Design.

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

15 **Accessory- Original made from Wood.** Scoresheet SF200- burn, cut, shape, or otherwise manipulate.

16 **Accessory- Original made from Glass** Scoresheet SF200- etch, mosaic, stain, molten or otherwise manipulate.

17 **Accessory- Original made from Metal** Scoresheet SF200- Cut, shape, punch, sculpt, reassemble, or otherwise manipulate.

18 **Accessory- Original made from Ceramic or Tile** Scoresheet SF200- Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.

19 **Accessory- Recycled/Upcycled Item for the Home-** Scoresheet SF207- Reuse a common object or material in a creative way. Include description of what was done to recycle or reuse items in your attached information.

20 **Furniture- Recycled/Remade** Scoresheet SF 207- 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.

21 **Furniture-Wood Opaque–** Scoresheet SF203- Finish such as paint or enamel.

22 **Furniture- Wood Clear–** Scoresheet SF203- Finish showing wood grain.

23 **Furniture- Fabric Covered-** Scoresheet SF200- May include stool, chair seat, slipcovers, headboard, etc.

24 **Furniture- Outdoor Living**- Scoresheet SF200- Made/refurbished by 4-H member suitable for outdoor use. Include description of what was done to recycle or reuse items in your attached information. Item may be displayed outside.

25 **Accessory- Outdoor Living**- Scoresheet- SF200- Made/refurbished by 4-H member suitable for outdoor use. Include description of what was done to recycle or reuse items in your attached information. Item may be displayed outside.

26* **Entry of 4-Hers Choice-** Using principle of design learned in this project.

DESIGN MY PLACE

Premium Code: STATIC ITEMS

Dept C   Division 251
Classes
1* Needlework Item – made with yarn or floss
2* Simple Fabric Accessory – like a pillow, laundry bag, pillowcase, table runner, etc.
3* Original Batik or Tie Dye Accessory
4* Simple Wood Accessory – made using wood
5* Simple Plastic Accessory – made using plastic
6* Simple Glass Accessory – made using glass
7* Simple Clay Accessory – made using clay
8* Simple Paper Accessory – made using paper
9* Simple Metal Accessory – using metal tooling or metal punch
10* Storage Item - made or recycled
11* Bulletin or Message Board
12* Problem Solved – Use a creative method to show you solved problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)
13* Video – Show how to make a bed, organize a room, or the steps used to make your simple accessory.
14* Entry of 4-Hers Choice- Using principle of design learned in this project

HEIRLOOM TREASURES/FAMILY KEEPSAKES
Premium Code: STATIC ITEMS
        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 4-H website.
Attach information including:
A) List of steps taken to complete your project. Before and after pictures are encouraged.
B) Keepsakes documentation: how you acquired the item, and the history of the item may be written, pictures, audio, or video of interview with family member, etc.
Dept C Division 256
Classes
1   Trunks- Scoresheet SF206- Including doll-sized trunks or wardrobes.

2 **An Article-** Scoresheet SF205- 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 the value of the collection.

3 **Furniture-** Scoresheet SF205- Either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

4 **Cleaned & Restored Heirloom or Furniture-** Scoresheet SF205- 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 have to 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 Textile 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.

VISUAL ARTS
Scoresheet SF200
Premium Code: STATIC ITEMS

With an emphasis on originality, the purpose of the 4-H Visual Arts projects is to practice using design elements and principles while exploring and experimenting with various mediums and techniques. In addition, youth should practice self-expression and work to communicate their personal voice through their work.

Practice drawing, fiber arts, and sculpting; Develop artistic talents and skills; Understand the visual arts in relation to history and culture; Learn painting, printing, and graphic design techniques; Make connections between visual arts and other disciplines; create original artwork; practice using design elements and principles; explore and experiment with various mediums and techniques; proactive self-expression; learn to communicate a personal voice through artwork.

Rules:
1. Original Work- Items must be the original work of the 4-H member and should show creativity and originality. No copyright images or master studies.
2. Ready for Professional Display- All exhibits must be presented appropriately for the medium(s) used and ready to be professionally displayed. 2-dimentional pieces on paper should be framed behind glass/plexiglass. Stretched canvases do not need frames as long as staples are not visible on the edges. All 2-dimentional pieces should be ready to hang using a sawtooth or wire hanger.

3. <u>Entry Descriptions-</u> Entry tags should include a visual description of the exhibit, including size, dominant color, and subject to aid in identification.
4. <u>Supporting Information-</u> Supporting information is required for all Visual Arts exhibits. Information must include responses to all questions and steps taken to complete the project. Supporting information must be securely attached to the back of the piece. Supporting Information tag template can be found at https://go.unl.edu/ne4hvisualarts. Exhibits with missing or incomplete supporting information will be dropped a ribbon placing.
5. Class Changes: Exhibits must be entered in the appropriate class based on the medium(s) used or theme. No class changes will be made after

Medium Classes
Dept C   Division 260
Classes
   1 **Original Acrylic Painting**
   2 **Original Oil Painting**
   3 **Original Watercolor Painting Print**
   4 **Original Pencil Drawing**
   5 **Original Charcoal Drawing**
   6 **Original Ink Drawing**
   7 **Original Fiber Art –** Could include weaved art, dyed fabric, felted wool, cotton linter, batik, etc.
   8 **Original Sculpture-** Could include Styrofoam, wood, cardboard, paper, metal, wire, etc.
   9 **Original Ceramic Pottery-** No purchased ceramic pottery. Must be glazed and fired. Ma be any hand-built technique or wheel thrown. May be functional or non-functional. Could include slab built, pinch pots, coil built, wheel thrown, etc.
   10 **Original Painting on Purchased Ceramic Surface-** No hand-built or wheel thrown pottery. May be functional or non-functional. Could include figurines, cups, bowls, etc.
   11 **Original Single Media Not Listed-** Could include digital are, leathercrafting, printmaking, stained glass, pastels, scratchboard, and painting, encaustic painting, chalk, etc.
   12 **Original Mixed Media-** Could include any combination of two or more other mediums or materials.

Theme Classes
Rules:
   Exhibits may utilize any medium or combination of mediums on any surface. All exhibits must be appropriately presented and ready to be professionally displayed. Artwork should depict the artist's own interpretation of the theme. All exhibits should include an explanation

of how the piece reflects the theme and what ideas or thoughts the artist was attempting to express or communicate.

Dept C   Division 261
Classes

  1 **Original Art Inspired by Plants or Animals-** Could involve but is not limited to domestic animals, pets, agriculture, wild animals, wildlife conservation, house plants, fruit, vegetables, flowers, native plants, trees, etc.

  2 **Original Art inspired by Landscapes-** Coul involve but is not limited to rural landscapes, natural environments, man-made environments, urban landscapes, extraterrestrial landscapes, oceanic scenes, building, fantasy landscapes, agricultural landscapes, etc.

  3 **Original Art Inspired by People-** Could involve but is not limited to cultural art, modern society portraits, daily life, careers, families, emotions, etc.

  4 **Original Art Inspired by Artist's Choice-** Could involve but is not limited to food, cars, fantasy worlds, imaginary characters, science-fiction, history, etc.