

Clothing

- A. **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.
- B. **Preparation Of Exhibits** - Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with swivel hook. 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.
- C. **Garments as listed** may be made for self (4-H member) or others another person.
- D. **Criteria For Judging** - Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book. 4-H'ers enrolled in clothing projects should continue their skill development.
- E. **Level advancement** - Once you have exhibited in Level 2 you may not exhibit in Level 1.

Divisions 220 – General Clothing

CLASS

- 220001 – 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 three ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year but should be dated.) STEAM Clothing 2 p. 9-11, Simply Sewing project manual for portfolio formatting.
- 220002 – 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 ½ x 11 three 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.
- 220003 – 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".

Division 221 – Beyond The Needle

4-H members must show their own original creativity.

CLASS

- C221001 – Design Portfolio** – Complete at least three design samples/activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8 ½" x 11", three ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated). See pages 14-16 for portfolio formatting.
- C221002 – Color Wheel** – Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the project manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- C221003 - Embellished Garment With Original Design- eligible for State Fair Fashion Show** – Create a garment using intermediate or advanced 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.

- C221004 – Original Designed Fabric Yardage** – Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. Include information on how the fabric was designed – describe the process and materials used and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing.
- C221005 – Item (garment or non-clothing item) Constructed From Original Designed Fabric** (garment or non-clothing item– only garments are eligible for State Fair Fashion Show) – Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. Include information on how the fabric was designed – describe the process and materials used. If additional information is not included, exhibit will be lowered one ribbon placing.
- C221006 - Textile Arts Garment or Accessory** – (only garments are eligible for State Fair Fashion Show) – A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process must accompany the entry.
- C221007 – Beginning Fashion Accessory** – (NOT eligible for State Fair Fashion Show) – An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, strung bracelets/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A description of the design process **MUST** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.
- C221008 – Advanced Fashion Accessory** (NOT eligible for State Fair Fashion Show) – An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.
- C221009 – Wearable Technology Garment** (eligible for State Fair Fashion Show) – Technology is integrated into the garment in some way. For example: LED's, charging capabilities, sensors, etc.
- C221010 – Wearable Technology Accessory** (NOT eligible for State Fair Fashion Show) – An accessory constructed integrating technology into the accessory. For example: charging backpack, fitness tracker, etc.

Division 211- STEAM Clothing 1 - Fundamentals

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

- C211001 - 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 1/2 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.
- C211902 - Sewing Kit** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)
- C211002 – Textile Science 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 1/2 x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
- C211904 - What's The Difference** – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30') a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" page 118-119. Exhibits should include pictures NO actual pillows.

C211905 - Clothing Service Project – Can include pillows or pillowcases but are not limited too. Exhibit (not to exceed 22" x 30') a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 124 and 125.

Beginning Sewing Exhibits: Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/ fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED or JERSEY KNIT. Patterns should be simple without darts, set-in sleeves, zippers, no buttonholes and collars. Raglan and kimono sleeves are acceptable. **See "Maker's Guide to Sewing Stuff" curriculum** for patterns and ideas. Patterns other than what is in the Maker's Guide to Sewing Stuff may be used.

Difficulty Guide: Easy *, **Medium ****, **Hard *****

C211906 – Pincushion, Shears holder, Needle book* each item will be judged separately.

C211907 – Pillowcase*

C221908 – Placemat*

C211909 - Simple Pillow**

C211910 - Bean Bag Game**

C211911 - Crayon Roll**

C211912 - Book Cover**

C211913 - Wallet**

C211914 - Scrunchie**

C211915 - Headband**

C211916 - Bag/Purse/Pouch – No zippers or buttonholes.

C211917 - Belt***

C211918 - Apron***

C211919 - Oven Mitt***

C211920 – Bag/Purse/Pouch*** – May have Zipper or Buttonholes.

C211921 - Simple Top***

C211922 - Simple Bottom*** – pants, shorts, or skirt

C211923 - Simple Dress***

C211924 - Other – Using skills learned in project manual. Sewing for your animal items go here.

C211925 - 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.

C211926 - Upcycled Accessory – A wearable accessory made from a used item. The item used must be changed in some way in the "redesign" process. A "before" picture and a description of the redesign process must accompany the entry.

Division 222 – Steam Clothing 2 – Simply Sewing - Exhibits entered in this project must reflect at least one new skill learned from this manual. 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.

CLASS

C222001 - 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".

C222002 - Pressing Matters – 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

C222003 - Upcycled Garment – (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 "before" picture and a description of the redesign process must accompany the entry.

- C222004 - 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 “before” picture and a description of the redesign process must accompany the entry.
- C222005 – 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. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)
- C222006 - Top** – (NOT eligible for State Fair Fashion Show) - vest acceptable
- C222007 - Bottom** – (NOT eligible for State Fair Fashion Show) - pants or shorts
- C222008 – Skirt** – (NOT eligible for State Fair Fashion Show)
- C222009 – Lined or Unlined Jacket – (NOT eligible for State Fair Fashion Show)**
- C222010 – Dress** – (Eligible for State Fair Fashion Show) - not formal wear
- C222011 – Romper or Jumpsuit** – (Eligible for State Fair Fashion Show)
- C222012 - Two-Piece Outfit** – (Eligible for State Fair Fashion Show)
- C222013 - Alter Your Pattern** - Scoresheet TBD (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern.
Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining)
- C222014 - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit)
 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.

Division 223 - STEAM Clothing 3 – A STITCH FURTHER

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill – level list). Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of complete constructed garments only. Wool entries must have the fiber content listed on the identification label.

CLASS

- C223001 - Upcycled Garment** – (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 “before” picture and a description of the redesign process must accompany the entry.
- C223002 - 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 “before” picture and a description of the redesign process must accompany the entry.
- C223003 - 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. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed.
- C223004 - Dress or Formal** – (Eligible for State Fair Fashion Show)
- C223005 - Skirted Combination** – (Eligible for State Fair Fashion Show) - skirt with shirt, vest or jacket OR jumper and shirt
- C223006- Pants or Shorts Combination** – (Eligible for State Fair Fashion Show) - pants or shorts with shirt, vest or jacket

- C223007 - Romper or Jumpsuit** – (Eligible for State Fair Fashion Show)
- C223008 - Specialty Wear** – (Eligible for State Fair Fashion Show) - includes: swim wear, costumes, hunting gear, or chaps)
- C223009 – Lined or Unlined Jacket-** (Eligible for State Fair Fashion Show) - non-tailored
- C223010 - Coat, Blazer, Suit Jacket or Outerwear** – (Eligible for State Fair Fashion Show) - A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed on the identification label to be considered for the Make It With Wool Award.
- C223011 - Alter/Design Your Pattern** - Scoresheet TBD (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) – Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern.
Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern)
- C223012 - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

Fiber Arts –Knitting and Crocheting

Criteria for judging knitting and crochet: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes.

Division 225 - Knitting – Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings and Constructions Finishes. Each knitted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:

Information Sheet for Knitting.

1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?)
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Gauge-Number of rows per inch; number of stitches per inch.
5. Size of needles, finger knitted, arm knitted, loom or machine knitted.
6. Kind of yarn – weight and fiber content.
7. Names of stitches used.
8. Copy of directions.

CLASS

- C225901 – Level 1 Knitted Clothing or Home Environment Item** – (NOT eligible for State Fair Fashion Show) - Knitted items or garment using beginning stitches.
- C225001 - Level 2 Knitted Clothing** (Garment eligible for State Fair Fashion Show) – 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 Tow Together (K2tog), Yarn Over (yo), to form patterns.
- C225002 – Level 2 Knitted Home Environment Item** - Knitted item Basic stitches including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Tow Together (K2tog), Yarn Over (yo), to form patterns.
- C225003 – Arm or Finger Knitted Item** - clothing or home environment.
- C225004 – Loom Knitted Item** - clothing or home environment item.
- C225005 - Level 3 Knitted Clothing** – (Garment eligible for State Fair Fashion Show) – 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.

C225006 – Level 3 Home Environment Item Knitted item made from advanced knitting stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the item such as argyle knitting and chart knitting.

C225007 – Level 3 Machine Knitting

Division 226 - Crochet – Criteria for judging Crochet: Design and Color, Neatness, Knitting Mechanics, Trimmings and Constructions Finishes.

Information Sheet For Crochet. Each crocheted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing.

1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?)
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Gauge and size of hook or type of crocheting tool.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of stitches used.
7. Copy of directions.

CLASS

C226901 – Level 1 Crocheted Clothing or Home Environment Item – (Not eligible for State Fair Fashion Show) - Crocheted item or garment using beginning stitches.

C226001 - Level 2 Crocheted Clothing – (Garment eligible for State Fair Fashion Show)- Crocheted garment using basic stitches including: chain, single, double, half-double, treble to form patterns.

C226002 - Level 2 Crocheted Home Environment Item - Crocheted item using basic stitches including: chain, single, double, half-double, treble to form patterns.

C226003 - Level 3 Crocheted Clothing – (Garment eligible for State Fair Fashion Show)- Crocheted garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

C226004 - Level 3 Home Environment Item - Crocheted 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

Division 229 – Quilt Quest

EXHIBIT GUIDELINES

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

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

For all classes, 4-Hers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-Hers may also use "fabric collections" offered by manufacturers in a particular designer or fabric line. Examples of fabric collections include:

- **Jelly Rolls** are made of (up to) 40 different strips of 2 ½" wide fabric laying on top of one another and rolled up to look like a jelly roll. The fabric is created by one designer or fabric line and compliments each other. In many cases, less skilled 4-Hers find it difficult to cut narrow strips with a rotary cutter and ruler, so this fabric selection may make it easier as they learn.
- **Honey Buns** are made like the Jelly Rolls with 1 ½" strips of fabrics.
- **Layer Cakes** are 10" squares of fabric from a manufactured designer or fabric line with different pieces of fabric "layered" on top of one another to look like a piece of cake.
- **Charm Packs** are made of 5" squares of coordinating fabric and may be tied up with a string or scrap of fabric.
- **Candies** are 2 ½" squares of fabric from a manufactured designer or fabric line.
- **Turnover** is a collection of coordinating fabrics that are cut into 6" triangles.
- **Fat Quarters** are ½ yard cuts of fabric which are cut in half to make a rectangle that is approximately 18" x 21". (One half yard of fabric yields 2 fat quarters). The "fat quarter" can be *785-4more 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 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.

CLASS

C229010 - 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, Power Point, 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.

C229020 - 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. Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete the project. Tag templates can be found on the 4-H State Fair website, please note this project needs the Home Environment information sheet.
4h.unl.edu/fairbook#tab3 Exhibits without supporting information will be dropped a ribbon placing.

C229021 – Barn Quilt - created that is less than 4'x4'. A barn quilt is a large piece of wood that is painted to look like a quilt block. Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete the project. Tag templates can be found on the 4-H State Fair website, please note this project needs the Home Environment information sheet.
4h.unl.edu/fairbook#tab3 Exhibits without supporting information will be dropped a ribbon placing.

C229022 – Barn Quilt created that is 4'x4' or larger. A barn quilt is a large piece of wood that is painted to look like a quilt block. Supporting information is required for this exhibit. Information

must also include elements or principles of design used and steps taken to complete the project. Tag templates can be found on the 4-H State Fair website, please note this project needs the Home Environment information sheet. 4h.unl.edu/fairbook#tab3 Exhibits without supporting information will be dropped a ribbon placing.

- C229030 - 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.
- C229040 - Wearable Art** - Quilted clothing or clothing accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. On a half sheet of 8 ½ x 11 inch paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.
- C229041 - 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?
- C229042 - 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. Then 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 you can use on your next project?

Sizes of Quilted Exhibits

- **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.
- **Medium:** length + width = 61" to 120"
- **Large:** length + width = over 120"

Level I Quilted Exhibits - Pieced quilts made up of squares and/or rectangles.

CLASS

C229050 - Small

C229051 - Medium

C229052 - Large

Level II Quilted Exhibits - In addition to squares and/or rectangles, quilts may have triangles, and/or may be embroidered.

CLASS

C229060 - Small

C229061 - Medium

C229062 - Large

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 or texture and/or a diversity of mixed media. An Art Quilt often pushes the quilt world boundaries), or other non-traditional styles.

CLASS

C229070 – Small

C229071 - Medium

C229072 - Large

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

CLASS

C229080 - Hand quilted

C229081 - Sewing machine quilted

C229082 - Long arm quilted—non-computerized/hand guided

C229083 - Long arm quilted— computerized

Fashion Show

Fashion Show

This is modeling only. If you wish to have your garment judged on construction, enter it again under Clothing. Members may model all garments. Exhibitor must be enrolled in that project. Fashion show contestants must be in the contest and the public fashion show to qualify for premiums.

The entries not accepted at State Fair 4-H Fashion Show but are accepted in the County level Fashion Show.

- Textile clothing accessories
- Nightshirt/loungewear for example, flannel lounging pants

Beyond the Needle

C221011- Modeled “Beyond the Needle” Embellished Garment(s) with an Original Design -

Garment is created using intermediate or advanced 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.

C221015 - 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.

C221020 - Modeled “Beyond the Needle” Textile Arts Garment(s) or Accessory- Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

Modeled accessory is not eligible for State Fair modeling

C221025 - Modeled “Beyond the Needle” Wearable Technology Garment - Garment has integrated technology into its design.

STEAM 1 -- 4-H members who have completed Clothing Levels above STEAM 1 are not eligible. A purchased top or bottom may be worn. For additional information, see Clothing Exhibits.

C211950 – STEAM 1 Garment – Simple Top or Simple Bottom

C211951 – STEAM 1 non garment – pillows, bags, etc.

C211952 – Upcycled Garment or Accessory not eligible for State Fair Fashion Show

STEAM 2

C222030 - Modeled Constructed STEAM Clothing 2 Garment(s) – All STEAM 2 garment exhibits can be modeled at the county fashion show. Only outfits meeting this criteria are eligible for State Fair: Dress; Romper or Jumpsuit; OR Two-Piece Outfit (skirt with shirt, vest, or jacket; jumper and shirt; pants or shorts Outfit (pants or shorts with shirt, vest, or unlined jacket). Or a purchased top can be worn to complete a vest or lined/unlined jacket outfit with a constructed bottom. OR Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

C222930 – Upcycled Garment or Accessory -not eligible for State Fair Fashion Show

STEAM 3

C223040 - Modeled Constructed STEAM Clothing 3 Garment(s) - Possible types of garments include: Dress or formal; Skirted Outfit Combination (skirt with top, vest, or lined/unlined jacket OR jumper and shirt); Pants or Shorts Outfit (pants or shorts with shirt, vest, or jacket); Romper or Jumpsuit; Specialty Wear (swim wear, costumes, western wear-chaps, chinks, hunting gear or riding attire); Non-tailored lined or unlined jacket or coat, additional pieces with jacket or coat may either be constructed or purchased. Or, Tailored coat, blazer, suit jacket or outerwear. Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

C223940 – Upcycled Accessory - not eligible for State Fair Fashion Show

Knitted or Crocheted

C226050 - Modeled Knitted or Crocheted Clothing or Accessory.

Level 1-knitted or crocheted accessory (not eligible for State Fair).

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 can be a sweater, cardigan, dress, coat, a top and bottom, or a two-piece ensemble.

Shopping In Style

C240060 - Modeled Shopping In Style Purchased Outfit and Written Report SF184 - Participants must be enrolled in the Shopping In Style 4-H Project to enter. The curriculum is developed and designed for youth ages 10 and older to help them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the garment must be purchased.

Consumer Management

General Information – 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.

Division 224 - Shopping in Style - only ages 10-18 eligible for State Fair

CLASS

C240001 - Best Buy for Your Buck- (ages 10-13 as of Jan 1 of current year) Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters. See general information above. Do not include the Shopping In Style

Fashion Show Information Sheet in in your entry. Although both entries do share some information, there are differences in content and format for this.

Provide details about wardrobe inventory which indicates the following:

- Why you selected the garment you did
- Clothing budget
- Cost of garment
- Conclusion or summary statement your final comments on why you selected your “best buy for your buck”.
- Provide 3 color photos of you wearing the garment (one each of front, side and back views).

C240002 - Best Buy for Your Buck- (ages 14-18 as of Jan 1 of current year) Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters. See general information above. Do not include the Shopping In Style Fashion Show Information Sheet in in your entry. Although both entries do share some information, there are differences in content and format for this.

Provide details listed for those ages 10-13 plus include the following additions:

- Body shape discussion
- Construction quality details
- Design features that affected your selection
- Cost per wearing
- Care of garment and conclusion or summary statement your final comments on why you selected your “best buy for your buck”
- Provide 3 color photos of you wearing the garment (one each of front, side and, back views).

C240003 – Revive your Wardrobe - Take at least two items in your wardrobe that still fits but that you don’t wear anymore and pair them with a 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).

C240004 - 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).

C240005 - 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.

C240006 - 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).

Division 247 – My Financial Future – Entries should be typed and then attached to a piece of colored card stock or colored poster board no bigger than 14”x22”. You may use the front and back of the poster board.

CLASS

C247001 – 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

C247002 – 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.

C247003 – 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.

C247004 – 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.

C247005 – “What Does It Really Cost?”- Complete activity 8 “What Does It Really Cost?” on pages 39-40.

C247006 – 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? Where 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?

C247007 - 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.

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

C247008 – The Cost of Not Banking – Type your answers to the questions about Elliot on page 50.

C247009 – Evaluating Investment Alternatives – complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page.

C247010 – Understanding Credit Scores – Watch the video and read the resources listed on page 71. Answer the following questions.

- Name 3 prudent actions that can reduce a credit card balance.
- What are the main factors that drive the cost of credit?
- 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.

C247011 – You Be the Teacher – Create and activity, story board, game or display that would teach another youth about “Key Terms” listed on page 62. Activity/display must include at least 5 of the terms.