DEPT. B / DIV. 152
POSTERS
GENERAL INFORMATION *[Scoresheet CF83]***:**
The purpose of the poster is to call attention to a subject. Every poster must be created to catch the viewer's attention quickly. Each must present only one specific message clearly. The poster should clearly feature some aspect of 4-H.

Class 901   <u>Photo Poster</u> – The poster should focus on a 4-H theme of your choice, using one large, eye-catching photo.
Class 902   <u>4-H Promotion</u> – The poster should promote the 4-H program.
Class 903   <u>4-H Topic</u> – The poster should highlight some aspect of 4-H, other than Promotion.

THEATRE

(NOT Eligible for State Fair)

DEPT. B / DIV. 159
THEATRE
GENERAL INFORMATION *[Scoresheet WCF Theatre Arts]***:**
In theatre, youth will learn about tone, overcoming stage fright, making puppets, setting up a stage.
- Scoresheet can be found at: https://extension.unl.edu/statewide/washington/UPDATED%201.20%20COUNTY%20ONLY%20SCORESHEETS.pdf

- Educational resources can be found at: https://4hcurriculum.unl.edu/index.php/main/data_dump/2

Class 901   <u>Puppet</u> – Exhibit consists of a puppet made by the 4-H Member for use in theatre arts.
Class 902   <u>Script</u> – A script written by a 4-H Member for a play, musical skit, puppet show or other production.
Class 903   <u>Costume</u> – Made or decorated by 4-H Member for use in a theatre arts production. Made for self or others.
Class 904   <u>Acting Portfolio</u> – A collection of photographs of the 4-H Member acting in a play. Include a description of the photos.
Class 905   <u>Portfolio</u> – A collection of photographs, sketches or other samples illustrating learnings such as costume design, stage make-up, written scripts, set design or other learnings.
Class 906   <u>Stage Set Photography Display</u> – A display of photos of a stage set that was made by the 4-H member. Include descriptions of the photos.
Class 907   <u>You Be the Teacher</u> – Share with others what you learned in this project. Exhibit may consist of poster, notebook, display, audio file or video file.

CONSUMER & FAMILY SCIENCES

CLOTHING

CLOTHING GUIDELINES
- 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 Members will learn more about clothing and application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants.
- **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 pins or safety pins on the right side of the garment and the hook of the hanger to the left.
- **Identification Labels:** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.
- **Preparation of Exhibits:** Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag 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 pointing 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.
- **Design Data Card:** A Design Data Card must be included with all Beyond the Needle Division 221, Classes 3-8; STEAM 2 Division 222, Classes 3 & 4; and STEAM 3 Division 223, Classes 1 & 2. 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.
- **General:** Garments as listed may be made for self (4-H member) or another person. 4-H Members 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. i.e. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.
- **Data card**, scoresheets, forms, contest study materials and additional resources can be found at: https://go.unl.edu/ne4hclothing https://go.unl.edu/ne4hcitizenship
- Educational resources can be found at: https://4hcurriculum.unl.edu/index.php/main/program_project/37

SPECIAL AWARDS
- **4-H Design Gallery:** All garments and accessories will be juried to be selected for the 4-H Design Gallery at the Nebraska State Fair.
- **Make It With Wool Award:** All garments with at least 60% wool content are eligible for this award.

DEPT. C / DIV. 220
GENERAL CLOTHING
GENERAL INFORMATION *[Scoresheet SF20]***:**
4-H members in all skill levels may exhibit in this area.

Class 1 <u>Clothing Portfolio:</u> Complete at least four different

samples/activities from Chapters 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.

Class 2   Textile Science Scrapbook: Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing project manual to identify fabric swatches. Completed textile cards should be placed in an 8 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 fabric suggestions.

Class 3   Sewing For Profit Using pages 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".

DEPT. C / DIV. 221
CLOTHING - BEYOND THE NEEDLE

GENERAL INFORMATION *[Scoresheets 20 & 26]*:
- 4-H members must show their own original creativity.

(NOT Eligible for State Fair)

Class 901   Beginning Embellished Garment *[SF26]*: Create a garment using beginning techniques as defined in the Beyond the Needle project manual. Designs are the original idea of the 4-H Member using the elements and principles of design to make an original statement.

Class 902   Beginning Textile Clothing Accessory *[SF26]*: Accessory is constructed and/or decorated using techniques as defined in the Beyond the Needle project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc.

(Eligible for State Fair)

Class 1   Design Portfolio *[SF20]*: A portfolio consisting of at least three 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 Needle project manual for portfolio formatting.

Class 2   Color Wheel *[SF20]*: Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the Beyond the Needle project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

Class 3   Embellished Garment with Original Design *[SF26]***:** (Garment is eligible for State Fair Fashion Show) Create a garment using techniques as defined in the Beyond the Needle project manual. Designs are the original idea of the 4-H Member using the elements and principles of design to make an original statement.
A Design Data Card must be included with this project. If the card is not included, exhibit will be lowered one ribbon placing.

Class 4   Original Designed Fabric Yardage *[SF26]*: Fabric yardage is designed using techniques such as those found in the Beyond the Needle project manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric.
A Design Data Card must be included with this project. If the card is not included, exhibit will be lowered one ribbon placing.

Class 5   Item (garment or non-clothing item) Constructed From Original Designed Fabric *[SF26]*: (Garment is eligible for State Fair Fashion Show) 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. If the card is not included, exhibit will be lowered one ribbon placing.

Class 6   Textile Arts Garment or Accessory *[SF26]*: (Garment eligible for State Fair Fashion Show) A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.
A Design Data Card must be included with this project. If the card is not included, exhibit will be lowered one ribbon placing.

Class 7   Fashion Accessory *[SF26]*: (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 bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A description of the design process <u>must</u> accompany the entry.
A Design Data Card must be included with this project. If the card is not included, exhibit will be lowered one ribbon placing.

Class 8   Wearable Technology Garment or Accessory *[SF26]*: – (Garment is eligible for State Fair Fashion Show) Technology is integrated into the garment or accessory in some way (Example: LEDs, charging capabilities, sensors, etc.).
A Design Data Card must be included with this project. If the card is not included, exhibit will be lowered one ribbon placing.

DEPT. C / DIV 211
CLOTHING 1 – FUNDAMENTALS

GENERAL INFO: *[Scoresheets SF20-22, SF28, SF182, CF50-53]*:
- Exhibits will be simple articles requiring minimal skills. Follow suggested skills in the STEAM Clothing 1 project manual. 4-H Members who have enrolled in or completed STEAM Clothing 2 projects are not eligible to exhibit in STEAM Clothing 1.

(NOT Eligible for State Fair)

Class 901   Clothing Portfolio *[SF20]*: Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the STEAM Clothing 1 project manual. 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 9-10 for portfolio formatting.

Class 902   Sewing Kit *[SF20]*: Include a list of sewing notions and purpose for each included item. (pg. 12-17 in project manual)

Class 903   Fabric Textile Scrapbook *[SF20]*: Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in STEAM Clothing 1 project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½" x 11", 3 ring binder. Include an appropriate cover. See STEAM Clothing 1 project manual for fabric suggestions.

Class 904   What's the Difference *[SF20]*: Exhibit (not to exceed 22"x30") a notebook, poster, or small display sharing a project comparison and price point. See project activity, "What's the Difference?" pages 118-119.

Class 905   Clothing Service Project *[SF182 - Citizenship]*: Exhibit (not to exceed 22" x 30") a notebook, poster, or small display sharing information you generated in the project activity "Serving A Purpose" pages 124-125.

Beginning Sewing Exhibits:
Class 906   Pincushion *[CF50]*
Class 907   Pillowcase *[CF51]*
Class 908   Simple Pillow *[CF52]*: No larger than 18"x18"
Class 909   Bag/Purse *[CF53]*
Class 910   Simple Top *[SF28]*
Class 911   Simple Bottom *[SF28]*: Pants, shorts, or skirt
Class 912   Simple Dress *[SF28]*
Class 913   Other *[SF28]*: Using skills learned in project manual. (i.e. apron, vest, etc.)
Class 914   Upcycled Simple Garment *[SF21]*: The original used item must be redesigned (not just decorated) in some way to

create a new wearable piece of clothing. A "before" picture and a description of the redesign process must accompany the entry or it will be disqualified.

Class 915   Upcycled Accessory *[SF22]*: A wearable accessory made from a used item. The original item used must be changed in some way in the redesign process. A "before" picture and a description of the redesign process must accompany the entry or it will be disqualified.

DEPT. C / DIV. 222
CLOTHING 2 – SIMPLY SEWING
GENERAL INFORMATION *[Scoresheets 20 & 28]***:**
- Exhibits entered in this project must reflect at least one new skill learned from the STEAM Clothing 2 project manual. Garments as listed 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 1   Design Basics, Understanding Design Principles *[SF20]*: Exhibit sharing a learning experience from pages 17-20 in the STEAM Clothing 2 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"x30".
Class 2   Pressing Matters *[SF20]*: Exhibit of a ham, seam, or sleeve roll from pages 21-25, "A Pressing Matter" in the STEAM Clothing 2 project manual. Exhibit should include answers to lesson questions that are most appropriate to exhibit.

Eligible for State Fair Fashion Show
Class 3   Upcycled Garment *[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) 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 and a Design Data Card must be included with this project including a "before" picture no larger than 4.25"x5.5".** If the card is not included, exhibit will be lowered one ribbon placing.

Not eligible for State Fair Fashion Show
Class 4   Upcycled Clothing Accessory *[SF28]*: A wearable accessory made from used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished item must reflect at least one skill learned in this project.
A list of skills and a Design Data Card must be included with this project including a "before" picture no larger than 4.25"x5.5". If the card is not included, exhibit will be lowered one ribbon placing.
Class 5   Textile Clothing Accessory *[SF28]*: Textile accessory is constructed with appropriate materials using at least one skill learned in the STEAM Clothing 2 project manual. Entry examples include: hats, bags, scarves, gloves. No metal plastic, paper or rubber-based items allowed (barrettes, headbands, flip flops, duct tape, etc.).
Class 6   Top (vest acceptable) *[SF28]*
Class 7   Bottom (pants or shorts) *[SF28]*
Class 8   Skirt *[SF28]*
Class 9   Lined or Unlined Jacket *[SF28]*

Eligible for State Fair Fashion Show
Class 10   Dress (not formal wear) *[SF28]*
Class 11   Romper or Jumpsuit *[SF28]*
Class 12   Two-Piece Outfit *[SF28]*

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)
Class 13   Alter Your Pattern: *[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 2 include: moving

darts, merging two patterns together, altering a pattern for a woven or knit material, and adding a lining.
Class 14   Garment Constructed from Sustainable or Unconventional fibers (natural or synthetic) *[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.

DEPT. C / DIV. 223
CLOTHING 3 - A STITCH FURTHER
GENERAL INFORMATION *[Scoresheet 28]***:**
- Exhibits entered in this project must reflect at least one new skill learned from the STEAM Clothing 3 project manual. Garments 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 1   Upcycled Garment: Create a garment from used textile-based items. The original used item must be redesigned (not just decorated) 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 and a Design Data Card must be included with this project including a "before" picture no larger than 4.25"x5.5". If the card is not included, exhibit will be lowered one ribbon placing.

Not eligible for State Fair Fashion Show
Class 2   Upcycled Clothing Accessory: 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 the STEAM Clothing 3 project.
A list of skills and a Design Data Card must be included with this project including a "before" picture no larger than 4.25"x5.5". If the card is not included, exhibit will be lowered one ribbon placing.
Class 3   Textile Clothing Accessory: 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-based items allowed (barrettes, headbands, flip flops, duct tape, etc.).

Eligible for State Fair Fashion Show
Class 4   Dress or Formal
Class 5   Skirted Combination (skirt with shirt, vest or jacket OR jumper and shirt)
Class 6   Pants or Shorts Combination (pants or shorts with shirt, vest or jacket)
Class 7   Romper or Jumpsuit
Class 8   Specialty Wear (includes: swim wear, costumes, hunting gear, or chaps)
Class 9   Lined or Unlined Jacket (non-tailored)
Class 10   Coat, Blazer, Suit Jacket or Outerwear: A tailored blazer, 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 (State Fair).

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)
Class 11   Alter/Design Your Pattern: 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, and designing your own pattern.
Class 12   Garment Constructed from Sustainable or Unconventional

Fibers (natural or synthetic): 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.

CONSUMER MANAGEMENT

CONSUMER MANAGEMENT GUIDELINES:
- Consumer management helps participants learn more about how to make smart fiscal decisions and how to improve financial literacy. The different exhibits provide a variety of learning experiences for 4-H Members. Participants in this category will emphasize setting smart goals and keeping a spending plan.
- Scoresheets, forms, contest study materials and additional resources can be found at: https://go.unl.edu/ne4hconsumermanagement
- Educational resources can be found at: https://4hcurriculum.unl.edu/index.php/main/program_project/41

DEPT. C / DIV. 240
SHOPPING IN STYLE
GENERAL INFO *[Scoresheets SF84, SF88, SF89, SF64, SF90]*:
- If exhibit is a poster, it should be 14" x 22" poster board. If a 3-ring binder is used it should be 8 ½"x11"x1". Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or Quick Time Player.
- Identify your body shape and select clothing to enhance it; Learn how clothing prices are determined and how to comparison shop; Analyze advertising; Experiment with removing stains.

Class 1   Best Buy for Your Buck *[SF84]* (Ages 8-13 before January 1 of the current year): Provide details of the best buy for your buck you made 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 please (see general information above). **DO NOT** include the Shopping In Style Fashion Show Information Sheet in your entry for this class. Although both entries do share some information, there are differences in content and format for this class. Provide details about wardrobe inventory which indicates the following:
o   Why you selected the garment you did
o   Clothing budget
o   Cost of garment
o   Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck"
o   Provide 3 color photos of you wearing the garment (front view, side view, back view)
Class 2   Best Buy for Your Buck *[SF84]* (Ages 14-18 before January 1 of the current year): Provide details of the best buy for your buck you made 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 please (see general information above). **DO NOT** include the Shopping In Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class. Provide details listed for Class 1 PLUS include the following additions:
o   Body shape discussion
o   Construction quality details
o   Design features that affected your selection
o   Cost per wearing
o   Care of garment
Class 3   Revive Your Wardrobe *[SF88]*: Take at least two items in

your wardrobe that still fit 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 include before and after photos and a description of what was done. Put in a binder, poster or video (see general information).
Class 4   Show Me Your Colors *[SF89]*: 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 Shopping in Style project manual page 23 for more information. Entry should be a poster (see general information).
Class 5   Clothing First Aid Kit *[SF64]*: Refer to page 73 of the Shopping in Style manual and complete a clothing first aid kit. Include a list of items in the kit and a brief discussion of why each was included. Put in appropriately sized box or tote with a lid. No larger than a shoe box.
Class 6   Mix, Match, & Multiply *[SF90]*: 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 clothesline, 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).

DEPT. C / DIV. 247
MY FINANCIAL FUTURE
GENERAL INFORMATION *[Scoresheet SF247]*:
- Learn about financial literacy; Set SMART goals; Set financial goals; Keep a spending plan.
- Entries should be typed and then attached to a piece of colored card stock or colored poster board (limit the size of the poster board or card stock to 14" x 22" or smaller). You may use the front and back of the poster board.

Class 1   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.
Class 2   Income Inventory: Using page 13 in the My Financial Future: Beginner project manual 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.
Class 3   Tracking Expenses: Use an app or chart like the one on page 17 in the My Financial Future: Beginner project manual 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.
Class 4   Money Personality Profile: Complete the money personality profile found on pages 21-22 in the My Financial Future: Beginner project manual. 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 their own money personality profile. Compare and contrast your money personality profile with theirs (how are you alike, how are you different).
Class 5   What Does It Really Cost?: Complete Activity 8 on pages 39-40 in the My Financial Future: Beginner project manual.
Class 6   My Work; My Future: Interview three adults in your life about their careers or jobs using the questions on page 51 in the My Financial Future: Beginner project manual and record their answers. In addition, answer the following questions on your display. What did you find most interesting about these jobs? Were there any positions you might want to pursue as your career? Why/Why not? What careers interest you at this point in your life? What are three steps you need to do now to prepare for this career?
Class 7   Interview: Interview someone who is paid a salary; someone