

# CONTESTS

## PRE-ENTRY REQUIREMENTS

Contest Online Pre-Entry due by

PRE-ENTRY DEADLINE by 5:00 p.m.

## EXHIBIT RELEASE

Wednesday of Fair at 7:00 a.m.

## ENTRY FOR ROCKET LAUNCH CONTEST ONLY

Friday of Fair from 3:30-7:30 p.m.  
& Saturday of Fair from 8:00-9:30 a.m.  
4-H Exhibit Check-in, Rybin Building

## PREMIUMS

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

## FASHION SHOW

### FASHION SHOW CONTEST

Saturday of Contest Week 9:00 a.m.-3:00 p.m. (by appointment)

### Closed to the Public

Washington County Fairgrounds, Arlington

### PUBLIC FASHION SHOW

Sunday of Fair at 6:00 p.m.

Rybin Building – Washington County Fair, Arlington

## FASHION SHOW GUIDELINES:

- *[Scoresheets SF117 & SF184]*
- ENROLLMENT: 4-H exhibitors must be enrolled in the project area that is being modeled by the June 15 deadline.
- ENTRY LIMITS:
  - 4-H exhibitors are eligible to compete in more than one Fashion Show class provided they are enrolled in the project areas with a maximum of THREE entries.
  - 4-H exhibitors are limited to model ONE outfit per project area (division).
- MODELING:
  - The Fashion Show judging will take place on Saturday of Contest Week (by appointment) and will be located at the Washington County Fairgrounds in Arlington. Each 4-H exhibitor will be assigned a specific time for judging and will be notified of their assigned time.
  - Participants must be checked in at the Fairgrounds 15 minutes prior to being judged.
  - Judging of clothing construction will NOT occur during the Fashion Show judging.
  - 4-H exhibitors participating in the Fashion Show are REQUIRED to model their project on Sunday of Fair at 6:00 p.m. in the Public 4-H Fashion Show.
  - Participants will not be awarded premium money if not modeling at the public 4-H Fashion Show unless a valid reason is given to the Extension staff.
- STATIC EXHIBITING:
  - Constructed clothing garments that are entered in the Fashion Show must be entered as static exhibits and be displayed during the duration of the Washington County Fair.
  - Consumer management garments and report forms (Shopping in Style) that are entered in the Fashion Show must be displayed during the duration of the Washington County Fair. In addition, 4-H exhibitors modeling a consumer management garment are encouraged (not required) to enter a Shopping in Style static exhibit at the Washington County Fair.
- ENTRIES NOT ACCEPTED: The following items can NOT be entered in the Fashion Show.
  - Textile clothing accessories
  - Garments containing inappropriate language or images

- Scoresheets, forms, contest study materials and additional resources can be found at: <https://go.unl.edu/ne4hfashionshow>
- Educational resources can be found at: [https://4hcurriculum.unl.edu/index.php/main/program\\_project/37](https://4hcurriculum.unl.edu/index.php/main/program_project/37)

## SPECIAL AWARDS

- **4-H Design Gallery:** Up to 4 constructed garments will be selected for display in 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.
- **Shopping in Style Fashion Show Award:** Up to 2 Shopping in Style exhibitors at State Fair will be selected to receive top awards.

## DEPT. C / DIV. 410

### STEAM CLOTHING 1-FUNDAMENTALS

- Entry is a simple top or bottom.
- 4-H Members enrolled in or who have completed Steam Clothing 2 or Steam Clothing Level 3 are not eligible to exhibit in Steam Clothing Level 1.

### (NOT Eligible for State Fair)

Class 911 Sewn Accessory

Class 912 Simple Top, Simple Bottom OR Simple Dress

## DEPT. C / DIV. 410

### BEYOND THE NEEDLE

- Class 10 Beyond the Needle Embellished Garment with an Original Design: Garment is created 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.
- Class 15 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.
- Class 20 Beyond the Needle Textile Arts Garment: Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.
- Class 25 Beyond the Needle Wearable Technology Garment: Garment has integrated technology into its design.

## DEPT. C / DIV. 410

### STEAM CLOTHING 2

Class 30 Constructed STEAM Clothing 2 Garment:

- 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2.
- Possible types of garments include:
  - Dress
  - Romper or Jumpsuit

- Two-Piece Outfit Combination – at least one item in the two-piece outfit must be constructed by exhibitor.
- Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

## DEPT. C / DIV. 410 STEAM CLOTHING 3

Class 40 Constructed STEAM Clothing 3 Garment:

- Possible types of STEAM Clothing 3 garments include:
  - Dress or formal; OR
  - Skirted Outfit Combination (skirt with top, vest, jacket OR jumper and shirt); A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts. OR
  - Pants or Shorts Outfit Combination (pants or shorts with top, vest, jacket); A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts. OR
  - Romper or Jumpsuit; OR
  - Specialty Wear (swim wear, costumes, western wear-chaps, riding attire or hunting gear); OR
  - 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. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased; OR
  - Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

## DEPT. C / DIV. 410 KNITTED or CROCHETED

***(NOT Eligible for State Fair)***

Class 921 Knitted or Crocheted Clothing (Level 1)

***(State Fair Eligible)***

Class 50 Knitted or Crocheted Clothing (Level 2 or 3)

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

## DEPT. C / DIV. 410 SHOPPING IN STYLE

Class 60 Purchased Outfit AND Written Report [SF184]

- Participants must be enrolled in the Shopping in Style 4-H Project to enter this Fashion Show class.
- The curriculum is developed and designed to help youth strengthen their consumer skills when purchasing clothing.
- Participants must model a complete outfit. All pieces of the garment must be purchased.
- Participants will be allowed to model in both constructed outfits and a purchased garment (Shopping In Style).
- **Participants modeling in this class are REQUIRED to complete a 4-H Shopping in Style Fashion Show Written Report with Narration.** This form is to be completed and presented at time of Fashion Show check-in on Saturday of Contest Week. Forms are available at: <https://go.unl.edu/ne4hfashionshow>

# FAVORITE FOODS

## FAVORITE FOODS CONTEST

Saturday of Contest Week 9:00 a.m.-3:00 p.m. (by appointment)  
Washington County Fairgrounds, Arlington

- The Favorite Foods Contest will encourage youth to demonstrate healthy decision making through nutrition, food preparation, menu planning, and food safety utilizing foods and nutrition curriculum.
- Youth will apply healthy living knowledge and skills by planning a nutritious menu, demonstrating their understanding of time management skills in the kitchen, and expressing their originality and creativity through an appropriate themed and properly set table.
- To showcase these skills, youth will create a menu, prepare one food item, and choose an appropriate theme for their occasion while expressing their food, nutrition, and food safety knowledge during a live interview with a judge at the contest.
- Scoresheets, forms, contest study materials and additional resources can be found at: <https://go.unl.edu/ne4hculinarychallenge>
- Educational resources can be found at: [https://4hcurriculum.unl.edu/index.php/main/program\\_project/194](https://4hcurriculum.unl.edu/index.php/main/program_project/194) <http://food.unl.edu/4-h-food-projects>

## DRESS CODE:

- **Exhibitors are encouraged** to dress in appropriate clothing, costume, or accessories relevant to their theme. 4-H attire is also acceptable.
- **Regardless of the dress attire, a 4-H chevron or 4-H emblem must be visible on their clothing.**

## DEPT. E / DIV. 475

### FAVORITE FOODS CONTEST

**GENERAL GUIDELINES:** *[Scoresheet WCF Favorite Foods Contest]*

- 4-H exhibitors must be enrolled in at least one Foods and Nutrition project by the June 15 deadline.
- Plan an entire menu and display the menu choices on a 4" x 6" card. *(Use the correct menu form.)*
- Prepare and display ONE of the foods from the menu and provide the recipe for that food item using another 4" x 6" card.
- The prepared "favorite food" may be displayed as the whole product or as one serving. *(Avoid foods that could spoil easily. i.e. ice cream desserts or whipped topping may not hold up during the wait for the judging.)*
- Exhibitors will set a table for the selected menu 10-15 minutes prior to their scheduled interview time. The table setting (for one person) should be complete with linens and a centerpiece. *(Exhibitors should give thought to the appropriate place setting for the meal. i.e. A china place setting is not appropriate for a picnic menu.)* Contestants are encouraged to create an attractive table setting for a special occasion (i.e. birthday, football game, Halloween, a picnic, etc.) **Extension office will provide the card table for the contestants.**
- The judge will sample and critique the displayed food item. Contestants are interviewed judged on the nutritional content and appeal (color, texture, flavor, etc.) of the menu, their knowledge of time management and food preparation skills, the quality of the food and the appropriateness and accuracy of the table setting.

Class 1 Senior Div: 14-18 years old on Jan 1 of current year

Class 2 Intermediate Div: 10-13 years old on Jan 1 of current year

Class 3 Junior Div: 8-9 years old on Jan 1 of current year

Class 4 Clover Kid Div: 5-7 years old on Jan 1 of current year

## DEPT. F / DIV. 500

### CULINARY CHALLENGE – TEAM OF TWO

**GENERAL GUIDELINES:** *[Scoresheet 4-H Culinary Challenge]*

- Teams of two 4-H members.