or another person. 4-H Members enrolled in knitted and crocheted 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 Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.

- Each exhibit must include the following information on the Fiber Arts Data Card with the entry tag or the exhibit will be lowered one ribbon placing.
 - Why did you choose to create this exhibit?
 - What steps did you take as you created your exhibit?
 - What were the most important things you learned?
 - Crochet: Gauge and size of hook or type of crochet tool Knit: Number of rows per inch and number of stitches per inch.
 5) Crochet: Size of hook
 - Knit: Size of needles; finger, arm, loom, or machine knitted.
 - Kind of yarn: weight and fiber content or other material used.
 - 7) Names of stitches used.
- Data card, scoresheets, forms, contest study materials and additional resources can be found at: https://go.unl.edu/ne4hknitting-crocheting and https://go.unl.edu/ne4hclothing
- 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
- Make It With Wool Award: All garments with at least 60% wool content are eligible for this award.

DEPT. C / DIV. 225 KNITTING

LEVEL 1 (NOT Eligible for State Fair)

Class 901 - Slippers

Class 902 - Mittens

Class 903 - Hat or Head Cover

Class 904 - Neck Scarf

Class 905 - Other Item of Wearing Apparel

Class 906 - Item Other Than Human Wearing Apparel

LEVEL 2 (Exhibit is Eligible for State Fair; Garment is Eligible for State Fair Fashion Show)

- Class 1 Level 2 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 patterns.
- Level 2 Knitted Home Design Item: Knitted Item using Class 2 basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.
- Class 3 Level 2 Arm or Finger Knitted Item: Clothing or Home Design Item
- Level 2 Loom Knitted Item: Clothing or Home Design Item

LEVEL 3 (Exhibit is Eligible for State Fair; Garment is Eligible for State Fair Fashion Show)

Class 5 Level 3 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.

Level 3 Knitted Home Design Item: Knitted item made Class 6 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.

Class 7 Level 3 Machine Knitting

DEPT. C / DIV. 226 CROCHET

LEVEL 1 (NOT Eligible for State Fair)

Class 901 - Slippers

Class 902 - Mittens

Class 903 - Hat or Head Cover

Class 904 - Neck Scarf

Class 905 - Other Item of Wearing Apparel Class 906 - Item Other Than Human Wearing Apparel

LEVEL 2 (Exhibit is Eligible for State Fair; Garment is Eligible for State Fair Fashion Show

Class 1 Level 2 Crocheted Clothing: Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns

Class 2 Level 2 Crocheted Home Design Item: Crochet item using basic stitches [including: chain, single, double, halfdouble, treble] to form patterns.

LEVEL 3 (Exhibit is Eligible for State Fair; Garment is Eligible for State Fair Fashion Show

Class 3 Level 3 Crocheted Clothing: Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

Level 3 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

QUILT QUEST GUIDELINES

- Learn about design elements, design principles, and applications; Construct a quilt from start to finish; Explore quilt science applications in other media.
- In Quilt Quest, 4-H Members learn skills as they progress through the project. The beginner 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 guilt 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-H Member 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-H Member 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.
- All entry cards and support information must be attached using a safety pin. No straight pins.
- For all classes, 4-H Members can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-H Members 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, beginning 4-H Members 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 1/2" strips of 0
- 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 0 and may be tied up with a string or scrap of fabric.
- Candies are 21/2" 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"x21". (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.
- Fabric Kit is a collection of fabrics cut in large pieces to accommodate the requirements of a particular quilt pattern. The 4-H Member must cut out all of the smaller squares, rectangles, etc. to make the quilt top according to the pattern
- 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 appliqued 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 guilted 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.
- Scoresheets, forms, contest study materials, and additional resources can be found at:
- Quilt Quest: https://go.unl.edu/ne4hquilting
- Home Design & Restoration: https://go.unl.edu/ne4hhomeenvironment
- Educational Resources can be found at:
- Quilt Quest:
 - https://4hcurriculum.unl.edu/index.php/main/program_project/37
- Home Design & Restoration: https://4hcurriculum.unl.edu/index.php/main/program_project/48

DEPT. C / DIV. 229 QUILT QUEST

EXPLORING QUILTS [Scoresheets SF208B & SF208C]:

- Class 10 Exploring Quilts [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 history of an old quilt or history/research of a particular style of quilt such as Baltimore album guilts or Amish guilts. Exhibit may be a 14"x22" poster, notebook, CD, PowerPoint, 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.
- Class 20 Quilt Design Other than Fabric [SF208B]: Two or threedimensional item with quilt design made using medium other than fabric, such as wooden quilt block, 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 project. Please note this is in the Home Design & Restoration Information Sheet. Exhibits without supporting information will be dropped a ribbon placing.
- Class 30 Computer Exploration [SF208C]: Poster or notebook with a minimum of six computer generated quilt designs or color

variations on a guilt 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.

BARN QUILTS [Scoresheet SF208B]:

A Barn Quilt is a large board 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. Please note this is in the Home Design & Restoration Information Sheet. Exhibits without supporting information will be dropped a ribbon placing.

Class 21 Barn Quilt created that is less than 4'x4'

Class 22 Barn Quilt created that is 4'x4' or larger

QUILTED EXHIBITS [Scoresheets SF208A, SF208D, SF208E]:

- 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 quilted exhibits must be clean and finished for intended purpose.
- Include on a half sheet of 8 ½" x 11" paper, 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? D) (for Class 42 only) Why was the quilt constructed and who will receive the donated quilt?
- Class 40 Wearable Art [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.
- Class 41 Inter-Genérational Quilt [SF208E]: A quilt made by a 4-H member and family members or friends of different generations.
- Class 42 Service Project Quilt [SF208D]: A quilt constructed by a 4-H member or group to be donated to a worthy cause.

QUILTED EXHIBITS - PIECED QUILTS MADE UP OF SQUARES AND/OR RECTANGLES [Scoresheet SF208A]:

- Class 50 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.
- Class 51 Medium: Length + Width = 61" to 120'
- Class 52 Large: Length + Width = over 120'

QUILTED EXHIBITS - ADDITIONAL METHODS [SF208A]:

- In addition to any of the methods in Classes 50-52, quilts may have triangles, and/or may be embroidered.
- Class 60 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.
- Class 61 Medium: Length + Width = 61" to 120"
- Class 62 Large: Length + Width = over 120"
- 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 handling down of a "pattern". It experiments with textile manipulation, color, texture and/or a diversity of mixed media. An Art Quilt often pushes quilt world boundaries), or other non-traditional styles.
- Class 70 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.
- Class 71 Medium: Length + Width = 61" to 120"
- Class 72 Large: Length + Width = over 120'

PREMIER QUILT [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 for this

Class 80 Hand quilted

Class 81 Sewing machine quilted

Class 82 Long arm quilted: Non computerized/hand guided

Class 83 Long arm quilted: Computerized

ENVIRONMENTAL EDUCATION & EARTH SCIENCE

CONSERVATION, WILDLIFE & SHOOTING SPORTS

CONSERVATION, WILDLIFE & SHOOTING SPORTS GUIDELINES

- Conservation, wildlife and shooting sports give 4-H members an opportunity to share their knowledge and field experience about conservation, wildlife and shooting sports. When creating an exhibit make sure to pay close attention to the rules while taking into account the different laws that surround those areas.
- Show What You Did and Learned: All exhibitors must show evidence of their personal field experiences, studies or observations that relate to their exhibit. This helps judges understand what the 4-H Member did and learned in the process that led to the exhibit.
- Proper Credit: Show proper credit by listing the sources of plans or other supporting information used in exhibits.
- Exhibitor Info: The exhibitor's name, county, and age must be on the back or bottom of all displays.
- Wildlife and Wildlife Laws: "Animal" or "wildlife" in the following classes includes wild fish, amphibians, reptiles, birds, or mammals. Please make sure you are following all wildlife laws. Domestic animal (i.e. domestic livestock or house pets) and insect exhibits are not appropriate for this area.
- Project Materials: Related project booklets include Exploring Your Environment Series, 4-H Shooting Sports, Amphibians, Bird Behavior (EC 59381), Fishing for Adventure Project Manuals, Wildlife Conservation (4-H 125), Geology, and Outdoor Adventure. Other resources include: Outdoor Skills: Learning Science in the Outdoors series (Science Signature Outcome Program), www.outdoornebraska.gov/afterschool/
- and www.whep.org
- **Nebraska Extension Publications:** https://extensionpubs.unl.edu/
- Board and Poster Exhibits: Mount all board exhibits on 1/4" plywood, Masonite, or similar panel no larger than 24" high by 24" wide. Poster exhibits should be on regular poster sheets, no larger than standard size (22" by 28") but half size, 22" by 14", is recommended.
- Exhibit Size: Exhibits other than poster/display board should not exceed 48" x 48" and be able to be moved by two people.
- Scoresheets, forms, contest study materials, and additional resources can be found at https://go.unl.edu/ne4hconservationwildlife-shooting
- Educational Resources can be found at:
- 22 Rifle:
 - https://4hcurriculum.unl.edu/index.php/main/program_project/186
- Air Pistol:
 - https://4hcurriculum.unl.edu/index.php/main/program_project/187
- Air Rifle:
 - https://4hcurriculum.unl.edu/index.php/main/program_project/188
- - https://4hcurriculum.unl.edu/index.php/main/program_project/189

- - https://4hcurriculum.unl.edu/index.php/main/program_project/190
- Hunting Skills:
 - https://4hcurriculum.unl.edu/index.php/main/program_project/191
- Muzzleloader:
 - https://4hcurriculum.unl.edu/index.php/main/program_project/203
- Shotgun:
 - https://4hcurriculum.unl.edu/index.php/main/program_project/192
- - https://4hcurriculum.unl.edu/index.php/main/program_project/193

DEPT. D / DIV. 340 WILDLIFE AND HOW THEY LIVE

GENERAL INFORMATION [Scoresheets SF154-163]:

Classes 1-4 are board or poster exhibits. Display may show any aspect of wildlife habitat, or related conservation. No domestic livestock, pets, or insects allowed. Examples: life history or other facts about one type of wildlife; how to manage wildlife on a farm or in town; managing habitat for one kind of wildlife; life requirements for one kind of wildlife during one season or through the year; wildlife behavior and habitats.

- Class 1 Mammal Display [SF154]
- Class 2 Bird Display [SF154]
- Class 3 Fish Display [SF155]
- Class 4 Reptile or Amphibian Display [SF156]: Class 5
 - Wildlife Connections [SF157]: Board or Poster Exhibit. The purpose of this display is to show interconnections and related aspects among animals, plants, and other habitat components. All displays should show two or more interactions (connections) that occur between/among animals or between animals and their habitat. Display might show how animals interact with other animals, with people, or with their habitat. Examples:
 - Food chain display: Use pictures, drawings, or other items to illustrate the source of food energy and where it goes - who eats whom or what. Use arrows to show the direction of the energy (food) flow.
 - Show the role of predators, scavengers, insect eaters, or others in nature.
 - Show how wildlife numbers (populations) change through the year.
 - Show predation, competition, or other behavioral interactions of wildlife.
 - Choose one kind of wildlife and make observations through a season or year, keep notes of interactions, then make a display of what you saw.
- Class 6 Wildlife Tracks [SF158]: Board or diorama-type exhibit. Make a display of animal tracks using plaster-of-paris casts. There are 3 options. For all options, include a brief description of your experiences in making the tracks so the judges better understand what you did and learned. Positive casts (impressions as they would be in nature) are preferred, but not required.
 - Option 1: Show plaster-of-paris tracks of five or more kinds of wildlife along with a picture or illustration of each kind of animal. OR
 - Option 2: Show two or more plaster-of-paris tracks of one specific kind of wildlife and include a picture or illustration of the animal, what the animal may eat, and what may eat the animal OR