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   Photo Poster – The poster should focus on a 4-H theme of your choice, using one large, eye-catching photo.
Class 902   4-H Promotion – The poster should promote the 4-H program.
Class 903   4-H Topic – 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   Puppet – Exhibit consists of a puppet made by the 4-H Member for use in theatre arts.
Class 902   Script – A script written by a 4-H Member for a play, musical skit, puppet show or other production.
Class 903   Costume – Made or decorated by 4-H Member for use in a theatre arts production. Made for self or others.
Class 904   Acting Portfolio – A collection of photographs of the 4-H Member acting in a play. Include a description of the photos.
Class 905   Portfolio – 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   Stage Set Photography Display – A display of photos of a stage set that was made by the 4-H member. Include descriptions of the photos.
Class 907   You Be the Teacher – 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 Clothing Portfolio: Complete at least four different