

**CONSUMER & FAMILY
SCIENCE**

FASHION SHOW

Premiums: Purple \$4.00, Blue \$3.00, Red \$2.00, White \$1.00
Fashion Show Superintendents: Julie Henkel, Keri Fangmeyer



AWARDS

- Special Interests Champion *Landgren Dental Clinic*
Dave Landgren, DDS., Red Cloud
- Special Interests Reserve Champion *Simonson/Williams Funeral Home*
Dayre & Lu Williams, Red Cloud
- STEAM 3 Champion..... *Glenwood Telephone Membership Cooperation*
- STEAM 3 Reserve Champion..... *Olson’s Enterprises, Gary Olson, Red Cloud*
- STEAM 2 Champion,..... *Blue Hill Community Club/Commerce Club*
- STEAM 2 Reserve Champion,..... *Four Corners 4-H Club*
- STEAM 1 Champion..... *Main Street Clinic, Red Cloud*
- STEAM 1 Reserve Champion..... *Calico Cottage & S & A Quilting,*
Sue Brown, Hastings

*Modeling Exhibitors (\$5 per exhibitor)..... *Webster County Youth Foundation*
 *The Webster County Youth Foundation will award a onetime added purse of \$5.00 to each clothing construction exhibitor that also models their exhibit in the fashion show.

FASHION SHOW JUDGING. All garments in the Fashion Show must be judged in construction also. Garments entered in construction as extra garments are not to be modeled in the Fashion Show. Garments should be age appropriate. 4-Hers must model at both the fashion show judging and the public fashion show to receive ribbons and premiums. Sewing For Fun participants may parade at the public fashion revue and will receive participation ribbons. Narration Form – One copy of this form must be submitted to the Extension Office. This form officially enters the 4-H’er in the Fashion Show. As with all exhibits, 1 Entry Tag must be submitted for each Fashion Show entry.

MODELED “BEYOND THE NEEDLE”

***C-410-910 – Modeled Beginning Embellished Garment**

***C-410-911 – Modeled Beginning Textile Clothing Accessory**

C-410-010 – 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. Upcycled garments are NOT accepted.

C-410-015 – 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.

C-410-020 – Modeled “Beyond the Needle” Textile Arts Garment(s) – Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

MODELED “STEAM 1”

- *C-410-901 - Simple top
- *C-410-902 - Simple Bottom
- *C-410-903 - Simple Dress
- *C-410-904 - Other Garment
- *C-410-905 – Upcycled Garment
- *C-410-906 – Upcycled Accessory

MODELED CONSTRUCTED “STEAM CLOTHING 2”

A purchased top can be worn to complete a skirt, pants, or short outfit with a vest or unlined jacket. 4-H Members who have enrolled in or who have completed STEAM 3 projects are not eligible to enter STEAM 2. Sleepwear can be modeled on county level only.

C-410-030 - Modeled Constructed STEAM Clothing 2 Garment(s)

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

- Dress; OR
- Romper or Jumpsuit; OR
- Two-Piece Outfit Combination, (skirt with top, vest, or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or lined/unlined jacket.

MODELED CONSTRUCTED “STEAM CLOTHING 3”

C-410-040 - Modeled Constructed STEAM 3 Garment(s)

Possible types of STEAM Clothing 3 garments include:

- Dress or Formal; OR
- Skirted Outfit Combination (skirt with top, vest, lined/unlined 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, lined/unlined jacket) A purchased top can be worn to complete a vest or jacket outfit with skirt, pants or shorts; OR
- Romper or Jumpsuit; OR
- Specialty Wear (swim wear, costumes, western wear-chaps, chinks, 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.
- Nightwear or loungewear can NOT be modeled.

MODELED KNITTED OR CROCHETED CLOTHING

C-410-050 – Modeled Knitted or Crocheted Clothing (Level 2 or 3) –

Knitted garment using pattern stiches such as diamond, block, twist or seed/moss stiches or advanced knitting stiches such as pass slip stich 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 stiches such as texture, shell, cluster or mesh stiches or advance crochet stiches such as texture, shell, cluster or mesh

stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

Garment needs to be complete outfit as in a dress, coat, or two piece ensemble (bottom and top).

MODELED SHOPING IN STYLE

C-410-060 – Modeled Shopping In Style Purchased Outfit and Written

Report – 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.

MODELED SEWN AND WORN

***C-410-927 – Sewn and Worn** – Open to any 4-Her enrolled in a clothing project. This garment cannot have been entered in any previous 4-H project. A 2 piece outfit will be judged as one garment.

MODELED MAKE ONE/BUY ONE

4-Hers must also exhibit in Clothing Level 2, Sewing For You, Knitting, Crocheting or Tailoring to enter this class. (It is okay to combine knitted or crocheted garment with a garment that the 4-Her has also sewn. Please indicate this on the entry form.)

***C-410-980 - Make One/Buy One** - Combine sewn, knitted or crocheted garment(s) with a purchased item to make a complete wearable outfit. Both items must be modeled.

MODELED SHOPPING WITH SENSE

***C-410-926** – Participants must be enrolled in the Shopping with Sense 4-H Project to enter. Participants must model a complete outfit – all parts of the outfit must be purchased. The outfit must be purchased for one of the following themes: Husker Mania, Dream Vacation (no swimsuits), Weekend Leisure or 4-Hers choice.

***C-410-983 – KNITTED GARMENT**

***C-401-984 – CROCHETED GARMENT**

CLOTHING CONSTRUCTION

Clothing Superintendents: Melanie Engelhardt, Sandi Herbeck

AWARDS

Senior Division 12 and Over, Junior Division 11 and Under.

- STEAM 3 Clothing Construction Champion *Ron’s Pharmacy
Ron Karmazin, Blue Hill*
- STEAM 3 Clothing Construction Reserve Champion..... *Krull Agency Inc.,
Kenesaw*
- STEAM 2 Clothing Construction Champion *Simonson/Williams Funeral Home
Dayre & Lu Williams, Red Cloud*
- STEAM 2 Clothing Construction Reserve Champion *Mary Lanning HealthCare*
- STEAM 1 Clothing Construction Champion *Geneva Lewis, Bladen*
- STEAM 1 Clothing Construction Reserve Champion..... *Emily & Abigail Meyer
Blue Hill*

Premier 4-H Science Award is available in this area. Please see General Rules for more details.

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 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 and age, project name and class in which garment is entered, and number of years enrolled in project in which exhibiting. **Wool entries must have the fiber content listed on the identification label to be considered for the Make It With Wool Award. Attach a label on every component of the outfit using safety pins or by basting.** Not responsible for unlabeled items.

Preparation of Exhibits - Have wearable entries 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 hood of the hanger to the left. Fasten skirts, shorts and pants to skirt/pant hangers or safety pin on hanger. **If more than one hanger is used for any entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.**

General – Garments as listed may be made for self (4-H member) or another person. 4-H'ers 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. Ex. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.

SPEED SEWING

Premiums: Purple \$4.00, Blue \$3.50, Red \$3.00, White \$2.50

***C-234-905 - Speed Sewing Exhibit** - open to any 4-Her enrolled in a clothing project. The exhibit will consist of one garment. It will be judged on neatness and durability plus choice of pattern, fabric and techniques for speed work. The amount of time taken to sew this garment must be written on the entry tag.

SEWN AND WORN GARMENT

Premiums: Purple \$4.00, Blue \$3.50, Red \$3.00, White \$2.50

***C-234-906 - Sewn and Worn Garment** - open to any 4-Her enrolled in a clothing project. This class is to encourage 4-H'ers to sew all year long. This garment cannot have been entered in any previous 4-H project. A 2 piece outfit will be judged as one garment.

BEYOND THE NEEDLE

Premiums: Purple \$4.00, Blue \$3.00, Red \$2.00, White \$1.00

4-H members must show their own original creativity.

AWARDS

Gift certificate for Top Project in Beyond The Needle, Senior Division

Cornerstone Bank, Guide Rock

Gift certificate for Top Project Beyond The Needle, Junior Division.....

Catherland Auto, Red Cloud

***C-221-901 – Beginning Embellished Garment** – Create a garment using beginning techniques as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement.

***C-221-902 – Beginning Textile Clothing Accessory** – Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include hats, bags, scarves, gloves, aprons, etc.

C-221-001 – Design Portfolio – A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8 1/2x11, 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 for portfolio formatting. SF20

C-221-002 – 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”. SF20

C-221-003 - 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-Her using the elements and principles of design to make an original statement. SF26.

C-221-004 - Original Designed Fabric Yardage - Fabric yardage is designed using techniques such as those found I 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 on ribbon placing. SF27

C-221-005 – Item Constructed from Original Designed Fabric (Garment 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. SF26

C-221-006 – Textile Arts Garment or Accessory (Garment eligible for State Fair Fashion Show) – A garment or accessory constructed using new unconventional materials. Examples: rubber band, plastic, duct tape. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing. SF25

C-221-007 – Fashion Accessory (Not eligible for State Fair Fashion Show) An accessory designed and constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing. SF23

STEAM CLOTHING 1-FUNDamentals

Premiums: Purple \$5.00, Blue \$4.00, Red \$3.00, White \$2.00

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. SF25 for all classes.

***C-212-901 – 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 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.

***C-201-902 – Sewing Kit** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual).

***C-212-903 – Fabric Textile 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 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

***C-212-904 – 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.

***C-212-905 – Clothing Service Project** – Can include pillows or pillow cases but are not limited to. 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, and collars. Raglan and kimono sleeves are acceptable.

***C-212-906 – Pincushion**

***C-212-907 – Pillowcase**

***C-212-908 – Simple Pillow** – No larger than 18" x 18"

***C-212-909 – Bag/Purse** – No zippers or button holes.

***C-212-910 - Simple Top**

***C-212-911 - Simple Bottom** – pants, shorts, or skirt

***C-212-912 - Simple Dress**

***C-212-913 – Other** – Using skills learned in project manual. (apron, vest, etc.)

***C-212-914 – 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 or it will be disqualified.

***C-212-915 – 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 or it will be disqualified.

STEAM CLOTHING 2-SIMPLY SEWING

Premiums: Purple \$5.00, Blue \$4.00, Red \$3.00, White \$2.00

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 below may be made from any woven or knit fabric appropriated to the garment’s design and should demonstrate sewing skills beyond STEAM Clothing 1.

C-222-001 – 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, 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 9-11 for portfolio formatting. SF20

C-222-002 – Expanded Textile Science Scrapbook – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in 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 project manual for fabric suggestions. SF20

C-222-003 – 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 the 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”. SF20

C-222-004 – 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. SF20

C-222-005 – Entrepreneurial Sewing – Using page 161-167 in the 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”. SF63

C-222-006 – Upcycled Garment (not 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. SF21

C-222-007 – 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. SF22

C-222-008 – Textile Clothing Accessory (not eligible for State Fair Fashion Show) – Textile accessory is constructed using a least one skill learned in this project. 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.). SF23
Scoresheet SF28 for the following classes

C-222-009 – Top (not eligible for State Fair Fashion Show) (vest acceptable)

C-222-010 – Bottom (not eligible for State Fair Fashion Show) (pants or shorts)

C-222-011 – Skirt (not eligible for State Fair Fashion Show)

C-222-012 – Lined or Unlined Jacket (not eligible for State Fair Fashion Show)

C-222-013 – Dress (eligible for State Fair Fashion Show) (not formal wear)

C-222-014 – Romper or Jumpsuit (eligible for State Fair Fashion Show)

C-222-015 – Two-Piece Outfit (eligible for State Fair Fashion Show)

STEAM CLOTHING 3 – A STICH FURTHER

Premiums: Purple \$8.00 Blue \$5.00 Red \$3.00 White \$1.50

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.**

C-223-001 – Clothing Portfolio – Complete at least four different samples/activities from Chapter 2, Chapter 3 OR Chapter 4 of the 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 11-13 for portfolio formatting. SF20

C-223-002 – Expanded Textile Science Scrapbook – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in 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 project manual for fabric suggestions. SF20

C-223-003 – Advanced Entrepreneurial Sewing – Using lessons learned in Chapter 5 of the manual, display one sample product with at business plan that includes a business ID and logo. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22” x 30”. SF63

C-223-004 – Upcycled Garment (not 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. SF21

C-223-005 – 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. SF22

C-223-006 – Textile Clothing Accessory (not eligible for State Fair Fashion Show)– Textile accessory is constructed using at least one skill learned in this project. 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.). SF23

Scoresheet SF28 for the following classes

C-223-007 – Dress or formal (eligible for State Fair Fashion Show)

C-223-008-Skirted Combination (eligible for State Fair Fashion Show)
(skirt with shirt, vest or jacket OR jumper and shirt).

C-223-009 - Pants or Shorts Combination (eligible for State Fair Fashion Show) – (pants or shorts with shirt, vest or jacket).

C-223-010 – Romper or Jumpsuit (eligible for State Fair Fashion Show)

C-223-011-Specialty Wear (eligible for State Fair Fashion Show) (includes: swim wear, costumes, hunting gear, or chaps)

C-223-012 – Lined or Unlined Jacket (Not Eligible for State Fair Fashion Show)– (non-tailored).

C-223-013 – 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*. SF29

FIBER ARTS - KNITTING AND CROCHETING

Premiums: Purple \$4.00, Blue \$3.00, Red \$2.00, White \$1.00

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



KNITTING

INFORMATION SHEET FOR KNITTING - Each knitted 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 - Number of rows per inch; number of stitches per inch.
5. Size of needles
6. Kind of yarn - weight and fiber content
7. Names of stitches used
8. Copy of directions

BEGINNING UNIT KNITTING

***C-225-900 – Level 1 Knitted Clothing or Home Environment Item –**
Knitted item or garment using beginning unit stitches. SF60

MIDDLE UNIT KNITTING

C-225-005 - Level 2 Knitted Clothing or Home Environment Item
(Garment eligible for State Fair Fashion Show) - Knitted item or garment
sing pattern stitches such as diamond, block, twist or seed/moss stitches. SF60

ADVANCED UNIT KNITTING

C-225-015 - Level 3 Knitted Clothing or Home Environment Item
(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. SF60

CROCHETING

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.
5. Kind of yarn - weight and fiber content or other material used.
6. Names of stitches used.
7. Copy of directions.

CROCHET I

Each must illustrate the following skills: beginning chain, single or double
crochet, correct gauge, even stitches.

***C-226-900 – Level 1 Crocheted Clothing or Home Environment Item**
(recommended size is 6" square - rug yarn is the recommended yarn.)

CROCHET II

C-226-005 - Level 2 Crocheted Clothing or Home Environment Item
(Garment eligible for State Fair Fashion Show) Crocheted item or
garment using pattern stitches such as texture, shell, cluster or mesh stitches.
SF61

CROCHET III

C-226-015 - Level 3 Crocheted Clothing or Home Environment Item (Garment eligible for State Fair Fashion Show) Crocheted item or garment using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. SF61

PATCHWORK

Premiums: Purple \$4.00, Blue \$3.00, Red \$2.00, White \$1.00

***C-226-916 - Poster** (size 14" x 22") with a completed patchwork design or block. This is to be accompanied by a history of patchwork, including the history of this selected design.

***C-226-917 - Patchwork room accessory**

***C-226-920 - Quilted patchwork**

***C-226-918 - Patchwork clothing article**

***C-226-921 - Other comparable article**

***C-226-919 - Patchwork toy**

QUILT QUEST

Premiums: Purple \$5.00, Blue \$4.25, Red \$3.75, White \$3.25

Premier 4-H Science Award is available in this area. Please see General Rules for more details.



In Quilt Quest, 4-H'ers 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 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.

All entry cards and support information must be attached using a safety pin. No straight pins!

For all classes, 4-Hers can choose fabrics for the quilt by selecting fabric from bolts. 4-Hers may also use "fabric collections" offered by manufactures 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 for 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 of

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.
- **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 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-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 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 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.

C-229-010 - 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, Amish quilts, other. Exhibit may include 14”x22” poster, notebook, CD, Powerpoint, Prezi, DVD, YouTube, or other technique. All items must be attached together and labeled. NO quilted items should be entered in this class. SF208C Scoresheet for Education Exhibits and Computer Exploration

C-229-020 - Quilt Designs Other Than Fabric - Two or three dimensional item with quilt design made using medium other than fabric such as wooden quilt block, stained glass, paper, etc. SF208B Scoresheet for Quilt Design Other Than Fabric

C-229-030 - Computer Exploration - Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information of type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook - suitable for the exhibit. SF208C Quilt Quest Scoresheet for Education Exhibits and Computer Exploration

C-229-040 - Wearable Art. - Quilted clothing or 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. SF208A Scoresheet for Quilts and Quilted Items

C-229-041 – Inter-Generational Quilt – A quilt made by a 4-H youth 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.? SF208E Scoresheet for Quilt Quest Intergenerational Quilt

C-229-042 – 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? SF208D Scoresheet for Service Project Quilt

GUIDELINES FOR CLASSES 50-83 QUILTED EXHIBITS

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. On a half sheet of 8 ½ “ x 11” 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 that you can use on your next project? SF208A

Quilted exhibit sizes:

A. Small – length + width=less than 60”. This size includes miniature quilts, wall hanging, table runners, placemats (4), and pillows. All items must be quilted. Pillows must have a quilted top, not just pieced patchwork.

B. Medium – length + width=61” to 120”

C. Large - length + width = over 120”

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

C-229-050. Small

C-229-051. Medium

C-229-052. Large

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

C-229-060. Small

C-229-061. Medium

C-229-062. Large

Level III Quilted Exhibits - In addition to any of the methods in class 50-62, quilts may have curved piecing, appliqué, Celtic style, stained glass style, paper piecing, art quilt style, or other non-traditional styles.

C-229-070. Small

C-229-071. Medium

C-229-072. Large

Premiere Quilt - Entire quilt is the sole work of the 4-H'er, including quilting (hand or machine). No tied quilts in this class.

C-229-080. Hand Quilted

C-229-081. Sewing machine quilted

C-229-082. Long arm quilted - non computerized/hand guided

C-229-083. Long arm quilted - computerized

***C-229-909. Photography** - Photographs of a quilt or quilts. May be part of a history of one quilt, showing the quilt and quilt maker, or may be a series of photographs taken at a quilt show or other event. Captions are encouraged. Mount on poster board, black preferred, in size appropriate for the photos and exhibit.

***C-229-910 - My First Quilt** - 4-H'er may enter their first quilt in this class, any size.

***C-229-911 - One Block Project** - Fabric block made and finished, with a border, into a table mat or other small object.

***C-229-912 - Hand Quilting** - Small project on plain fabric, finished into a usable item, hand quilted by the 4-H'er. Templates may be used for the quilt design, or they may be hand drawn or traced from other sources. May make into a pillow, wall hanging, or other finished item.

***C-229-913 - Club Quilt** - Quilt made as a club project. Indicate plans for the completed quilt.



CONSUMER MANAGEMENT

SHOPPING IN STYLE

Premiums: Purple \$5.50, Blue \$5.00, Red \$4.00, White \$3.00

AWARDS

Top Project Shopping In Style (Gift Card)*Farmers & Merchants Bank
Lawrence*

If exhibit is a poster it should be on 14" x 22" poster board. If a three-ring binder is used, it should be 8 ½" x 11". 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.

C-240-001 – Best Buy for Your Buck - (Ages 10-13 before January 1 of the current year). Provide details of the best buy you made for 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 please (see general information above). Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, and cost of garment. Provide 3 color photos of you wearing the garment (front, side, back views). SF84

C-240-002 – Best Buy for Your Buck – (Ages 14-18 before January 1 of the current year). Provide details of the best buy you made for 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 please (see general information above). Provide details listed for those ages 10-13 plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, and care of garment. Provide 3 color photos of you wearing the garment (front, side, back views). SF84

C-240-003 - Revive Your Wardrobe – 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 includes before and after photos and a description of what was done. Put in binder, poster, or video (see general information). SF88

C-240-004 – 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). SF89

C-240-005 – 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. SF64

C-240-006 – Mix, Match, & Multiply – Using this concept from page 32 of the manual take a look 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). SF90

SHOPPING WITH “SENSE”

Premiums: Purple \$5.00, Blue \$4.00, Red \$3.00, White \$2.00

AWARDS

Top Project Shopping with Sense (Gift Card)..... *Farmers & Merchants Bank
Lawrence*

The 4-Her is to use savvy shopping skills to purchase a complete wearable outfit (purchase price does not include accessories such as shoes, jewelry, etc.) for \$20.00 or less. The outfit may be purchased for the following themes:

- *C-249-001 – **Husker Mania**
- *C-249-002 – **Dream Vacation (NO SWIMSUITS)**
- *C-249-003 – **Weekend Leisure**
- *C-249-004 – **4-Hers Choice**

ATTENTION SHOPPERS

(Age - under 12)

Premiums: Purple \$5.00, Blue \$4.00, Red \$3.00, White \$2.00

***C-244-001 - Clothing Wardrobe Inventory.** List five items in your clothing wardrobe. What one garment would you add to your wardrobe that would help you to mix and match what you already have to extend your wardrobe? Explain what you need to think about and consider when you select this item. Consider creativity & style in your story. Your wardrobe inventory entry may be a picture poster, a video style show with explanation, a written story, an audio tape, etc.

***C-244-002 - Clothing Interview.** A. Interview an older person and talk about the fads and fashions of the time when they were young. Or B. Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions, (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear? Or C. Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from the job, what makes them different, why are they necessary to wear, etc. Consider creativity and style in your story. Include a picture of the person you interviewed in their special type of clothing. Your interview entry may be a picture poster, a written story, audio tape, video tape with explanation, etc.

***C-244-003 - Buy a complete wearable outfit for less than \$75.** Your entry must include the hang tags (if available), information from fiber content and care labels and a story about what you considered when you purchased the outfit. Consider creativity and style in explaining your story. Do not include the clothing as part of your entry. Your buying experience may be a picture poster, a video tape, a written story or an audio tape, etc.

***C-244-004 - You Be The Teacher** - Suggested ideas include: Sort before you was clothing first aid, fad or fashion, etc.
