Department C
Consumer &
Family Science

All entries must be pre-entered on a General Entry Form at the York County Extension Office by the first Friday of July. All Exhibits will be judged on Tuesday of fair week in the Home Ec Building. Entries must receive a Purple ribbon at county fair and be selected to advance to State Fair.

Human Development
Pay Code 200

The term Human Development includes child care, family life, personal development and character development.

To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: https://unl.box.com/s/eoigrjsuq67yvtq1def160mmjuhozvck - What It Takes To Be Your Teen Babysitter. In addition another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines: http://www.education.ne.gov/OEC/elg.html

Information Sheets

Classes 1 - 6 & Class 8 - Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet

Information sheets for Classes 1 - 6 should include:

1. Where did I get the idea for this exhibit?
2. What decisions did I make to be sure exhibit is safe for child to use?
3. What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 mths; Toddlers, 18 mths-3 yrs; Preschoolers, 3-5 yrs or Middle Childhood, 6-9 yrs.) 4-H'ers must give at least 2 examples that help in understanding the appropriateness of this exhibit for the age

of the child (see project manuals).

4. How is the toy, game or activity intended to be used by the child?

Information sheet for Class 8 (Babysitting Kit) should include:

1. What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
2. What will the child learn or what skills will they gain by using the kit?
3. What item(s) were made by the 4-H'er. 4-H'er should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included). Exhibitors in the Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children. Categories are based on the Early Learning Guidelines in Nebraska which identify the important areas in which our children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual. http://www.education.ne.gov/OEC/elg.html

4-H'ers taking I HAVE WHAT IT TAKES TO BE A BABYSITTER may enter:

Toy, game, or activity made for a selected and identified age group. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. For example a game that is developed to help youth learn language and literacy skills would be an exhibit for class 2. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6. **Score Sheet SF30**

C200001 - Social Emotional Development(

C200002 - Language and Literacy Development

C200003 - Science

C200004 - Health and Physical Development

C200005 - Math

C200006 - Creative Arts

C200007 - **Activity with a Younger Child.** Poster or scrapbook showing 4-H'er working with a child age 0 to 8 years. May show making something with the child, or child care or child interactions. May include photos, captions, story or essay. Size of exhibit is your choice. Other people may take photos so 4-H'er can be in the photos. 4-H'er must make scrapbook or poster. No information sheet needed for class 7. (Scoresheet – SF 115)

C200008 - **Babysitting Kit.** Purpose of the kit is for the 4-H'er to take this with them when they babysit in someone else's home. Do not make kit for combination of ages or for your own family to use. 4-H'er should make one or more items in the kit, but purchased items are also allowed. A list of items in the kit is suggested to be included.   Display in box or bag suitable for what it contains. Approximate size not larger than 12"x15"x10". All items in kit must be safe for child to handle. *Information sheet for Class C200008 should include: 1) State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. 2) What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age. 3) What will the child learn or what skills will they gain by using the kit? 4) What item(s) were made by the 4-H'er.* Most importantly the kit should serve a defined purpose, not just be a catch all for several items. (Scoresheet – SF85)

4-H'ers taking any of the projects in DEPARTMENT C may enter:

C200009 - Family Involvement Entry. Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feed bunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event. (Scoresheet – SF 115)

4-H'ers taking GROWING ALL TOGETHER (2 or 3) may enter:

C200010 - Growing with Others Scrapbook or Poster. Examples - How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interests. (Scoresheet – SF 115)

C200011 - Growing in Communities. Scrapbook or poster. Examples: A career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community

profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playground safety check. (Scoresheet – SF 115)

Clothing Exhibits

All entries must be pre-entered on a Clothing Form at the York County Extension Office by the first Friday of July. All Exhibits will be judged on the Friday prior to fair week in the Cornerstone Building. Entries must receive a Purple ribbon at county fair and be selected to advance to State Fair.

Rules

Clothing and construction exhibits must be listed and described on pre-entry sheet. Entry tags will be provided by Extension Office on Clothing & Construction Judging Day or earlier. Please call the office for availability.

- A. **Clothing & Construction Exhibit and Interview** Judging will be held for all sewing, crochet and knitting exhibits as well as Quilt Quest exhibits on Construction Judging Day. See pre-fair schedule for dates, times, and pre-fair entry information. Interview judging is encouraged, and includes all sewing projects. If the 4-Her has a conflict, he/she must make arrangements to have project judged on this day.
- B. **Entry Tags** – ALL clothing exhibits must be described on an entry tag accompanying it. For example: dark blue wool skirt and jacket; red and white figured shirt. 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
- C. **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.

D. **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 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.

E. **General:** Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 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.

F. **Criteria for Judging:** Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book.

GENERAL CLOTHING

4-H members in all skill levels may exhibit in this area.

C220001 - **Clothing Portfolio** - Scoresheet SF20 – 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 1/2 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.

C220002 - **Textile Science Scrapbook** - Scoresheet SF20– 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 1/2 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 project manual for fabric suggestions.

C220003 - **Sewing For Profit** - Scoresheet SF63- Using page 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″.

Beyond the Needle
Pay Code 200
4-H members must show their original creativity.

C221001 - **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 1/2 x 11, 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.

C221002 - **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″.

C221003 - **Embellished Garment with Original Design:** 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.

C221004 - **Original Designed Fabric Yardage:** Fabric yardage is designed using techniques such as those found in 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 one ribbon placing.

C221005 - **Item Constructed From Original Designed Fabric**: Fabric yardage is designed first, then a garment 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.

C221006 - Textile Arts Garment or Accessory: A garment or accessory constructed using new unconventional materials. Examples: rubber bands, 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.

C221007 - Beginning Fashion Accessory: 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.

C221008 - Advanced Fashion Accessory (Not eligible for State Fair Fashion Show)- Scoresheet SF23 - An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, and etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

C221009 - Wearable Technology Garment (Garment eligible for State Fair Fashion Show) – Scoresheet TBD - Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.)

C221010 - **Wearable Technology Accessory** (Not eligible for State Fair Fashion Show) – Scoresheet TBD - An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.)

County Fair Only Classes

C221901 - **Beginning embellished garment**

C221902 - **Beginning Textiles clothing accessory**

Steam 1 - FUNdamentals
Pay Code 200

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing level 1.

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.

County Fair Only Classes

C900901 - **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 1/2 x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 9-10 for portfolio formatting.

C900902 - **Sewing kit** Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

C900903 - **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 1/2 x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C900904 - **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.

C900905 - **Clothing service project** Can include pillows or pillow cases but are not limited too. Exhibit (not to exceed 22″ x 30′) a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" pg 124-125.

C900906 - **Pincushion**

C900907 - **Pillowcase**

C900908 - **Simple pillow No larger than 18″ x 18″.**

C900909 - **Bag/Purse No zippers or button holes.**

C900910 - **Simple top**

C900911 - **Simple bottom pants, shorts, or skirt**

C900912 - **Simple dress**

C900913 - **Other** Using skills learned in project manual. (apron, vest, etc.)

C900914 - **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.

C900915 - **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 2: Simply Sewing
Pay Code 170

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 appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing1.

C222001 - **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 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″.

C222002 - **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.

C222003 - **Upcycled Garment.:** 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.

C222004 - **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 this project. A "before" picture and a description of the redesign process must accompany the entry.

C222005 - **Textile Clothing Accessory:** 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.)

C222006 - **Top (vest acceptable)**

C222007 - **Bottom (pants or shorts)**

C222008 - **Skirt**

C222009 - **Lined or Unlined Jacket**

C222010 - **Dress (not formal wear)**

C222011 - **Romper or Jumpsuit**

C222012 - **Two-Piece Outfit**

C222013- **Alter Your Pattern** - Scoresheet TBD (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) Garments 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, adding a lining.

C222014 - **Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers** (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) Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of unconventional items themselves should be exhibited under Beyond the Needle.

County Fair Only Classes
C222901 - Second Outfit

STEAM 3: A Stitch Further
Pay Code 140
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.

C223001 - Upcycled Garment (not eligible for State Fair Fashion Show) - Scoresheet SF21 – 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.

C223002 - Upcycled Clothing Accessory (not eligible for State Fair Fashion Show) - Scoresheet SF22 – 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.

C223003 - Textile Clothing Accessory (not eligible for State Fair Fashion Show) - Scoresheet SF23 - 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 base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

C223004 - **Dress or Formal** (Eligible for State Fair Fashion Show) - Scoresheet SF28

C223005 - **Skirted Combination** (Eligible for State Fair Fashion Show)- Scoresheet SF28 - (skirt with shirt, vest or jacket OR jumper and shirt)

C223006 - **Pants or Shorts Combination** (Eligible for State Fair Fashion Show)- Scoresheet SF28 - (pants or shorts with shirt, vest or jacket)

C223007 - **Romper or Jumpsuit** (Eligible for State Fair Fashion Show)- Scoresheet SF28

C223008 - **Specialty Wear** (Eligible for State Fair Fashion Show)- Scoresheet SF28 - (includes: swim wear, costumes, hunting gear, or chaps)

C223009 - **Lined or Unlined Jacket** (Eligible for State Fair Fashion Show) - Scoresheet SF28 - (non-tailored)

C223010 - **Coat, Blazer, Suit Jacket or Outerwear** (Eligible for State Fair Fashion Show)- Scoresheet 29 - 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.

C223011 - **Alter/Design Your Pattern** - Scoresheet TBD (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) 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, designing your own pattern)

C223012 - **Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (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) Fabric/Fibers used in this garment have to 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.

Fiber Arts: Knitting & Crocheting

All entries must be pre-entered on a General Entry Form at the York County Extension Office by the first Friday of July. All Exhibits will be judged on Tuesday of fair week in the Home Ec Building. Entries must receive a Purple ribbon at county fair and be selected to advance to State Fair.

All knitted and crocheted items will be displayed in the clothing area.

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

A. **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.

B. **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.

C. **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 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.

D. **Removal of Entries:** Entries may not be removed for use in any other State Fair activity including State Fair Fashion Show.

E. **General:** Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 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 Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.

F. **Criteria for Judging:** Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules

and regulations as set forth in the current Nebraska State Fair Book.

G. **Special Recognition:** Premier 4-H Science Award is available in this area. Please see General Rules for more details. All garments with at least 60% wool content are eligible for the "Make It With Wool" Award. All items exhibited in the fiber arts area are eligible for the "Fiber Arts" Award.

Knitting
Pay Code 200

All knitted items will be displayed in the clothing area. Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings, and Constructions Finishes. Scoresheet SF60. Information Sheet must be included for all classes in 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, finger knitted, arm knitted, loom or machine knitted 6. Kind of yarn – weight and fiber content. 7. Names of stitches used. 8. Copy of directions.

Level 1 - County Only Classes
C225901 - Purse
C225902 - Holiday Bell
C225903 - Cap, Scarf or Mittens
C225904 - Ski Band
C225905 - Covered Hangers
C225906 - Dish Cloth
C225907 - Teddy Bear Sweater
C225908 - Other Comparable Article

Level 2

C225001 - Level 2 Knitted Clothing (Garment eligible for State Fair Fashion Show) – Knitted garment using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns

C225002 - Level 2 Knitted Home Environment Item - Knitted Item using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.

Any Level

C225003 - Arm or Finger Knitted Item (Clothing or Home Environment Item)

C225004 - Loom Knitted Item (Clothing or Home Environment Item)

Level 3

C225005 - Level 3 Knitted Clothing (Garment eligible for State Fair Fashion Show) - Knitted garment 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.

C225006 - Level 3 Knitted Home Environment Item - Knitted item 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.

C225007 Level 3 Machine Knitting

County Fair Only Classes

C225909 - Second Knitted Item

Crochet

All crochet items will be displayed in the clothing area. Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes. Scoresheet SF61 Information Sheet must be included for all classes in 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 or type of crocheting tool. 5. Kind of yarn – weight and fiber content or other material used. 6. Names of stitches used. 7. Copy of directions.

Level 1
C226901 - Place Mat
C226902 - Crocheted Bag
C226903 - Cap/ Scarf/ Mittens
C226904 - Hot pad
C226905 - Pillow
C226906 - Other Comparable Article

Level 2
C226001 - **Level 2 Crocheted Clothing** (Garment eligible for State Fair Fashion Show) - Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns
C226002 - **Level 2 Crocheted Home Environment Item** - Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns

Level 3
C226003 - **Level 3 Crocheted Clothing** (Garment eligible for State Fair Fashion Show) -

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

C226004 - Level 3 Crocheted Home Environment 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.

County Fair Only Classes
C226907   Second Crochet Item

Accessories
Pay Code 200
Can be fabric based, but not knitted or crocheted.
County Only Classes
C227901 - Necklace
C227902 - Bracelet
C227903 - Earrings
C227904 - Jewelry Set
C227905 - Purse
C227906 - Pin/Brooch
C227907 - Hat
C227908 - Hair accessory
C227909 - Clips
C227910 - Belt
C227911 - Scarf
C227912 - Other

Quilt Quest

All entries must be pre-entered on a Clothing Form at the York County Extension Office by the first Friday of July. All Exhibits will be judged on the Friday prior to fair week in the Cornerstone Building. Entries must receive a Purple ribbon at county fair and be selected to advance to State Fair.

A. In Quilt Quest, 4-Hers 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.

B. In the Premier class, the 4-Her 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-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.

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

D. When judging Quilt Quest exhibits, the judges consider SF209 "Standards for Judging Quilts and Quilted Items.

E. For all classes, 4-Hers can choose fabrics for the quilt by selecting fabric from fabric bolts.   4-Hers 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, 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 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 and may be tied up with a string or scrap of fabric.
- **Candies** are 2 1/2″ 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″ 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 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 quilted or tied through all layers.

- Fleece blankets not eligible in this div.
- Quilts must have a permanent label on the back in the bottom right corner with quilter's name and date of completion.

C229010 - Exploring Quilts (SF208C Scoresheet for Education Exhibits and Computer Exploration) Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to: language arts, quilts of different cultures, chemistry, design, preservation, and history, and 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 or Amish quilts. Exhibit may be a 14 x 22 inch 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.

Guidelines for Quilt Design other than Fabric

Supporting information is required for this exhibit. Information must also include elements or principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is in the Home Environment information sheet: http://4h.unl.edu/fairbook#tab3 Exhibits without supporting information will be dropped a ribbon placing.

C229020 - Two or three dimensional item with quilt design made using medium other than fabric, such as stained glass, paper, etc. SF208B

Guidelines for Barn Quilts

Supporting information is required for this exhibit. Information must also include elements or

principles of design used and steps taken to complete project. Tag templates can be found on the 4-H State Fair website, please note this is the Home Environment information sheet: http://4h.unl.edu/fairbook#tab3 Exhibits without supporting information will be dropped a ribbon placing. A barn quilt is a large piece of wood that is painted to look like a quilt block. SF208B

C229021 – **Barn Quilt** created that is less than 4′x4′.

C229022 – **Barn Quilt** created that is 4′x4′ or larger.

C229030 - **Computer Exploration (**SF208C Quilt Quest Scoresheet for Education Exhibits and Computer Exploration) Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt 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.

C229040 - **Wearable Art -** (SF208A Scoresheet for Quilts and Quilted Items) 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. 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.

C229041 - **Inter-Generational Quilt -** (SF208E Scoresheet for Quilt Quest Intergenerational Quilt) A quilt made by a 4-H member 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.? C) What did you learn that you can use on your next project?

C229042 - **Service Project Quilt - (**SF208D Scoresheet for 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? D) What did you learn that you can use on your next project?

Quilted Exhibits: Guidelines for Classes 50–83

A. In classes 50–83, counties may enter a total of 3 items distributed within the classes as the county chooses.

B. Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project.

C. A quilted exhibit consists of 3 or more layers.

D. All quilted exhibits must be quilted (machine or hand) or tied

E. 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.

F. No pre-quilted fabric may be used.

G. Wall quilts must have a hanging sleeve on the back of the quilt or some method for hanging.

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H. All quilted exhibits must be clean and finished for intended purpose.

I. On a half sheet of 8 ½ x 11 inch 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 you can use on your next project?

Quilted Exhibit

Classes 50 – 52 Pieced quilts made up of squares and/or rectangles. SF208A Scoresheet for Quilts and Quilted Items.

C229050 - 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.

C229051 - Medium - length + width = 61″ to 120″

C229052 - Large - length + width = over 120″

Classes 60 – 62 In addition to any of the methods in classes 50–52, quilts may have triangles, and/or may be embroidered.(SF208A Scoresheet for Quilts and Quilted Items)

C229060 - 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.

C229061 - Medium - length + width = 61″ to 120″

C229062 - Large - length + width = over 120″

Classes 70 – 72 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 handing 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. (SF208A Scoresheet for Quilts and Quilted Items)

C229070 - 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.

C229071 - Medium - length + width = 61" to 120"

C229072 - Large - length + width = over 120"

Premier Quilt

Classes 80 – 83 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. (SF208A Scoresheet for Quilts and Quilted Items)

C229080 - Hand quilted

C229081 - Sewing machine quilted

C229082 - Long arm quilted—non-computerized/ hand guided

C229083 - Long arm quilted—computerized

Fashion Show

All entries must be pre-entered on a General Entry Form at the York County Extension Office by the first Friday of July. All Exhibits will be judged on Tuesday of fair week in the Home Ec Building. Entries must receive a Purple ribbon at county fair and be selected to advance to State Fair. Garments should be age appropriate

4-H members may model up to three outfits in the Fashion Show. Participation in the Fashion Show includes BOTH modeling for a judge during the day and participation in the public show in the evening. Advanced registration should be submitted via entry form to the Extension Office two weeks before the contest. One entry form should be submitted for each outfit. During judging a panel of judges will select outstanding models from each category and overall champion models. Models selected for State Fair will be recognized during the public fashion show. Garments should be the complete work of the 4-H member. Garments modeled must be entered for construction judging.

Age Limits:
Senior: Ages 13-18 as of 1/1 current year.
Junior: Ages 8-12 as of 1/1 current year.

1) Fashion Show Entry Forms and written narratives are due two weeks prior to Clothing & Construction Judging Day.
2) All garments in Fashion Show must be judged in construction also. Extension staff reserves the right to disallow a 4-Her from participating in the Public Fashion Show if the garment is deemed inappropriate.
3) Limits: One exhibit per class. You many model in up to three classes.
4) Accessories – No accessories will be judged in modeling. Accessories entered may be modeled if they are part of an ensemble, but no ribbon will be awarded.
5) State Fair Eligibility –The following items can NOT be entered in the State Fair 4-H

Fashion Show. All entries must receive a purple ribbon at county fair to be eligible for State Fair.

A. Decorate Your Duds embellished purchased garments or embellished purchased garments with original design, for example, purchased garments that are then tie-dyed or purchased garments that are then embellished with rhinestones (In this constructed fashion show class, the fabric first must be made, then a garment is constructed from the newly made fabric.

B. Textile clothing accessories, Upcycled Garments

C. Nightshirt/loungewear, for example, flannel lounging pants

FS - Clover Kid Showcase
Pay Code 240

Clover Kids may participate in the Fashion Show with their Decorate Your Duds Project at the Public Fashion Show. Limited to one entry per Clover Kid. No premiums will be awarded. Items will not modeled on Clothing Judging Day. Pre-entry required.

C425980 - Clover Kid Item Modeled

Bed Turning
Pay Code 240

Any 4-Her May enter 1 (one) quilt from quilt Quest Project in the bed turning activity. This will be During the Public Fashion Show the Friday prior to Fair. All quilts will be on display and each 4-H'er will tell the audience about there quilt in 5 short sentences.

C425990 - Bed Turning

FS - STEAM Clothing 1 – Fundamentals
Pay Code 200

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number. 4-H'ers who have

enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1. 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

County Only Classes:

C425901 - **Tote Bag** – to be modeled with outfit of choice

C425902 - **Drawstring apron/barbecue apron**

C425903 - **Dirndl skirt**

C425904 -**Simple Pull-on Pants or shorts**

C425905 - **Simple Pull-on Skirt**

C425906 - **Simple Pull-over Top/Shirt or Vest**

C425907 - **Simple Dress or Jumper**

C425908 - **Simple Top and Bottom** – for those who have sewn two items that make a complete outfit)

C425909 - **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.

FS - STEAM Clothing 2 - Simply Sewing
Pay Code 200

4-Hers who have enrolled in or who have completed Sewing For You or Tailoring projects are not eligible. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts. Nightshirts, flannel lounging pants or any other type of loungewear cannot be modeled.

C425020 - **Top (vest acceptable)**

C425021 - **Bottom (pants or shorts)**

C425022 - **Skirt**

C425023 - **Unlined Jacket**

C425024 - **Dress (not formal wear)**
C425025 - **Romper or Jumpsuit**
C425026 - **Two-Piece Outfit**
C425927 - **Upcycled Garment** – 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.
C425928 - **Alter / Design Your Pattern**
C425929 - **Sustainable or Unconventional Fibers**

FS - STEAM Clothing 3 - A Stitch Further
Pay Code 200
　　Garments as listed may be made from any
pattern or any fabric. Nightwear or loungewear
cannot be modeled.
C425030 - **Dress or Formal**
C425031 - **Skirted Outfit.** (skirt with shirt, vest or
　　　　　jacket OR jumper and shirt)
C425032 - **Pants or shorts Outfit.** (pants or shorts
　　　　　with shirt, vest or jacket)
C425033 - **Romper or Jumpsuit**
C425034 - **Specialty Wear**. (includes: swim wear,
　　　　　costumes, hunting gear, wear or chaps)
C425035 - **Unlined Jacket** (non-tailored)
C425036 - **Coat, Blazer, Suit Jacket or Outerwear**
　　　　　- 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.
C425937 - **Upcycled Garment -** 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 entry.

C425938 - **Alter / Design Your Pattern**

C425939 - **Sustainable or Unconventional Fibers**

FS - Beyond the Needle
Pay Code 200

C425010 - **Embellished Garment With Original Design**: Create a garment using 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. (Intermediate or advanced techniques are eligible for State Fair.)

C425011 - **Garment Constructed From Original Designed Fabric**: Fabric yardage is designed first, then a garment 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.

C425012 - **Textile Arts Garment:** A garment constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process must accompany the entry.

C425013 - **Wearable Technology Accessory** an accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.)

FS - Knitting or Crochet
Pay Code 200

C425050 - **Knitted or Crocheted Clothing** (Level 2 or 3): 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. Garment needs to be a complete outfit as in a dress, coat, or two piece ensemble (bottom and top).

FS - Attention Shoppers
Pay Code 200

4-Her enrolled in the Attention Shoppers project may enter this class in the fashion show. Targeted for 4-H'ers ages 8-9. Additional information sheet must be submitted along with written narrative.

C425960 - **Model Purchased Outfit** (from Class 3 Attention Shoppers)

FS - Shopping in Style
Pay Code 200

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.

Additional information sheet must be submitted along with written narrative.

C425070 - **Model Purchased Outfit** (from Class 1 Shopping in Style) and written report

Consumer Management

All entries must be pre-entered on a General Entry Form at the York County Extension Office by the first Friday of July. All modelling will be done on the Friday prior to Fair. All Exhibits will be judged on Tuesday of fair week in the Home Ec Building. Entries must receive a Purple ribbon at county fair and be selected to advance to State Fair. Garments should be age appropriate

Posters should be on 14″ x 22″ poster board. Three-ring binders should be 8 ½″x 11″x 1″. Videos should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.

Attention Shoppers
Pay Code 170

All clothing exhibits will be judged on the Friday prior to Fair in the Cornerstone Building. Exhibits will be judged on Tuesday of fair week in the Home Ec Building.

Attention Shoppers is targeted toward 4-Hers ages 8-9 years old. Exhibits may be a poster (22″ x 28″), a video, a written story, audio tape, etc. Consider creativity and style in your presentation. County Only Classes:

C244901 - **Clothing Wardrobe Inventory** – List 5 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 and style in your presentation.

C244902 - **Clothing Interview** - Ideas for an interview include: 1) Interview an older person and talk about the fads and fashions of the time when they were young; 2) Interview a person from another culture and find out how their dress and fashions may differ at school,

special occasions (weddings, graduations, birthdays, religious events, etc.) How do those items differ, or are they the same as what you wear? Or, 3) 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 their job, what makes them different, why are they necessary to wear, etc. Include a picture of the person you interviewed in their special type of clothing.

C244903 - **Buymanship Book** – Experience buying 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. Do not include the clothing as part of your entry.

Shopping In Style
Pay Code 170

All clothing exhibits will be judged on the Friday prior to Fair in the Cornerstone Building. Exhibits will be judged on Tuesday of fair week in the Home Ec Building.

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″x 1″. 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 QuickTime Player.

C240001 - **Best Buy for Your Buck** (Ages 10-13 before January 1 of the current year) Scoresheet SF 84 Provide details of the best buy you made for your 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). *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. Suggested for Ages 10-13 Provide details about wardrobe inventory which indicates the following:

- Why you selected the garment you did
- Clothing budget
- Cost of garment
- Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck."

Provide 3 color photos of you wearing the garment

- front view, side views, back view

C240002 - **Best Buy for Your Buck** (Ages 14-18 before January 1 of the current year) Scoresheet SF 84 Provide details of the best buy you made for your 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). ***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.* Suggested for Ages 14-19 Provide details listed for those ages 10-13 plus include the following additions:

- Body shape discussion
- Construction quality details
- Design features that affected your selection
- Cost per wearing
- Care of garment
- Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck."

Provide 3 color photos of you wearing the garment

- front view, side views, back view

C240003 - Revive Your Wardrobe Scoresheet SF

88 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 a binder, poster, or video (see general information).

C240004 - **Show Me Your Colors** Scoresheet SF 89 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).

C240005 - **Clothing 1st Aid Kit** Scoresheet SF 64 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.

C240006 - **Mix, Match, & Multiply** Scoresheet SF 90 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 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)

My Financial Future
Pay Code 200

General Information: 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.

Beginner / Intermediate

C247001 - **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.

C247002 - **Income Inventory** - Using page 13 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.

C247003 - **Tracking Expenses** - Use an app or chart like the one on page 17 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.

C247004 - **Money Personality Profile** - Complete the money personality profile found on pages 21-22. 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 the money personality profile. Compare and contrast (how are you alike how are you different) your money personality profile with theirs.

C247005 - **Complete Activity 8** "What Does It Really Cost?" on pages 39-40.

C247006 - **My Work**; **My Future** – Interview three adults in your life about their careers or jobs using the questions on page 51 and record these 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?

Intermediate / Advanced

C247007 - **Interview someone** who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have.

- What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)?
- What are some negative outcomes for getting paid the way you do?
- Does your pay keep pace with inflation? Why do you think this?

Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.

C247008 - **The Cost of Not Banking** - Type your answers to the questions about Elliot on page 50.

C247009 - **Evaluating Investment Alternatives** - complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page.

C247010 - **Understanding Credit Scores** - Watch the video and read the resource listed on page 71. Answer the following questions.

- Name 3 prudent actions that can reduce a credit card balance.
- What are the main factors that drive the cost of credit?

- List one personal financial goal that you could use credit or collateral to purchase.

Discuss possible consequences that might happen with improper use of credit for your purchase.

C247011 - **You Be the Teacher** – Create an activity, story board, game or display that would teach another youth about "Key Terms" listed on page 62. Activity/display must include at least five (5) of the terms.

Home Environment

All entries must be pre-entered on a General Entry Form at the York County Extension Office by the first Friday of July. All Exhibits will be judged on Tuesday of fair week in the Home Ec Building. Entries must receive a Purple ribbon at county fair and be selected to advance to State Fair. Home Environment Exhibits are evaluated by these criteria:

Rules

A. **Home Environment Exhibits** are evaluated by these criteria:
   1. Items must be designed to be used for home decorating, home furnishing or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
   2. Accessories should be of high quality (as compared to quick, simple crafts), **suitable for use in the home several months throughout the year. Holiday-specific items are discouraged.**
   3. Items should show creativity and originality, along with the application of design elements and principles. Youth are required to include the design elements and principles they used along with simple directions for how they made their project with their exhibit. Information on the elements and principles of design may be found in the Design Decisions manual, as

well as Portfolio Pathways and Sketchbook Crossroads.

4. Entered in correct class: What medium was changed or manipulated? What medium is the majority of your exhibit made from?

5. Items should be ready for display in the home: pictures framed, wall hangings and pictures ready to hang etc. No single mat board or artist canvas panels allowed. Wrapped canvas (if staples not visible on edge) is accepted without framing. Make sure hangers are strong enough to support the item. Command strips are not adequate hangers. Items not ready for display will be dropped one ribbon placing.

6. All static exhibits must have received a purple ribbon at the county fair to advance to state fair.

B. **Size of Exhibits** - Exhibits may be no taller than 7 feet and no wider than 6 feet. All exhibits must be easily lifted by two 4-H staff.

C. **Number of Entries per Individual** - One entry per exhibitor per class. Limit of two entries in ALL home environment projects per exhibitor.

D. **Entry Tags** - An entry tag which includes a clear description of the entry must be securely attached to each Home Environment exhibit. Use color, pattern or picture descriptions to aid in identification. No straight pins.

E. **Identification** - In addition to the entry tag, a label with the exhibitor's name and county should be attached to **each** separate piece of the exhibit.

F. **Supporting Information** - Supporting information is required for all Home Environment exhibits. Information must include elements or principles of design used and steps taken to complete project. Tag templates can be found on the York County Extension website or picked up at the Extension Office. Exhibits without supporting information will be dropped a ribbon placing.

Design Decisions

Pay Code 140

Attach information to explain steps taken. Information must also include element or principle of design used (p. 9-12)

Scoresheet SF201: Classes 1-3, 5
Scoresheet SF200: Classes 4, 6-18, 23-25
Scoresheet SF207: Classes 19-20
Scoresheet SF203: Classes 21-22

C257001 - **Design board for a room.** Include: color scheme, wall treatment, floor treatment, etc. OR floor plan for a room. Posters, 22 x 28, or multimedia presentation (on CD). Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.

C257002 - **Problem solved,** Energy savers OR Career exploration – Identify a problem (as problem windows, storage needs, inconvenient room arrangement, cost comparison, energy conservation, waste management, etc.) OR, explore a career related to home environment. (What would it be, what education is needed, what would you do, etc.) Using poster, notebook, multimedia presentation (on CD) or other method, describe the problem and how it was solved OR your career exploration. (p. 74-93)

C257003 - **Solar, wind, or other energy** alternatives for the home – Can be models, either an original creation or an adaption of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home. (p. 74-93)

C257004 - **Technology in Design** - Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging.

C257005 - **Community Service Activity**-Show what was done as a community service activity related to this project. In a notebook, photo story, or poster, show the purpose and results of that activity. Ex: painting a mural at a daycare or 4-H building, helping an elderly person paint or clean their home, etc. May be an individual or club activity.

C257006 - **Window Covering** -- May include curtains, draperies, shades, shutters, etc.

C257007 - **Floor covering** – May be woven, braided, painted floor cloth, etc. May be exhibited as a poster or multimedia presentation (on CD).

C257008 - **Bedcover** -- May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibits.) (p. 50-53)

C257009 - **Accessory** – Original Needlework/ Stitchery.

C257010 - **Accessory – Textile – 2D** (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10 minute table runners.)

C257011 - **Accessory – Textile – 3D** pillows, pillow shams, fabric bowls, etc. No fleece tied exhibits.

C257012 - **Accessory – 2D**

C257013 - **Accessory – 3D** (string art, wreaths, etc)

C257014 - **Accessory – Original Floral Design**.

For classes 15-18, determine entry by what medium was manipulated.

C257015 - **Accessory – Original made from Wood** – burn, cut, shape or otherwise manipulate

C257016 - **Accessory – Original made from Glass** – etch, mosaic, stain, molten or otherwise manipulate.

C257017 - **Accessory – Original made from Metal** –cut, shape, punch, sculpt, reassemble or otherwise manipulate.

C257018 - **Accessory – Original made from Ceramic or Tile**. – Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.

C257019 - **Accessory – Recycled/Upcycled Item** for the home - reuse a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.

C257020 - **Furniture – Recycled/Remade,** made or finished by using a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.

C257021 - **Furniture -- Wood Opaque finish** such as paint or enamel.

C257022 - **Furniture – Wood Clear finish** showing wood grain.

C257023 - **Furniture -- Fabric Covered** - May include stool, chair seat, slip-covers, headboard, etc.

C257024 - **Furniture – Outdoor Living** - Furniture made/refurbished suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information.

C257025 - **Accessory – Outdoor Living.** Accessory made/refurbished by 4-H member suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information.

Sketchbook Crossroads

Pay Code 200

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used.

(p. 8-9) Scoresheet SF200: Classes 1 – 10

C260001 - **Original pencil or chalk drawing** ready to hang. Scratch art accepted here. (p. 10-21)

C260002 - **Original ink drawing** ready to hang. (p. 22-28)

C260003 - **Home accessory made with fiber** (p. 29)

C260004 - **Home accessory made with felted wool** (p.29-33)

C260005 - **Home accessory made with cotton linter** (p. 34-36)

C260006 - **Home accessory using batik** (p. 37-39)

C260007 - **Home accessory made by weaving** (p. 40-47)

C260008 - **Home accessory made with fabric exhibitor has dyed** (p. 48- 50)

C260009 - **Original sculpted or thrown** home accessory made with clay (no purchased items) (p. 53-62)

C260010 – **Nebraska Life Exhibit** An art exhibit using one of the techniques in the above classes to show how art can define a sense of place, or life in Nebraska. For example - a pencil or ink drawing depicting life in Nebraska, using natural resources such as native grasses to make a weaving, using natural fibers for felting, or using roots, nuts, plants or flowers to dye fabric. Include the required information listed above and how this project represents life in Nebraska.

Portfolio Pathways

Pay Code 200

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used. (p. 8-9).

Scoresheet SF200: Classes 1-7

C261001 - **Original acrylic painting** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 12-13)

C261002 - **Original oil painting** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 26-33)

C261003 - **Original watercolor** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 14-17)

C261004 - **Original sand painting** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 20-21)

C261005 - **Original encaustic painting** based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (p. 34-35)

C261006 - **Home accessory made with any printing technique** in Pathways Unit II. (p. 36-56)

C261007 – **Nebraska Life Exhibit** An art exhibit using one of the techniques in the above classes to show how art can define a sense of place or life in Nebraska. For example – solar printing; making prints using shed snakeskin or plant; an acrylic, oil; watercolor painting of scenes of your community or the surrounding area; or using objects from nature to make the painting. Include the required information listed above and how this project represents Nebraska life.

Heirloom Treasures / Family Keepsakes
Pay Code 110

This project area is for items with historic, sentimental or antique value that are restored, repurposed or refinished to keep their original look and value. It is not for "recycled" items. For example, a bench would be considered an heirloom if the original finish is restored, but if decorated by painting it would be considered recycled. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases.

NOTE: Resources to support this project area are available on the 4-H website.

Attach information including:

- List of steps taken to complete your project. Before and after pictures encouraged.
- Keepsakes documentation: how you acquired the item and the history of the item may be written, pictures, audio or video tape of interview with family member, etc.
- Scoresheet SF206: Class 1
- Scoresheet SF205: Classes 2-4

C256001 - Trunks, including doll-sized trunks or wardrobes.

C256002 - An Article - either a repurposed "treasure" (accessory) from an old item or an old "treasure" (accessory) refinished or renovated. May include a display of a collection or collectibles, being careful not to destroy value of the collection.

C256003 - Furniture-either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

C256004 - Cleaned and Restored Heirloom Accessory or Furniture A reconditioned and cleaned old piece of furniture or accessory that is functional for use or display. Item might be cleaned and

waxed, and simple repairs made. Item would not be refinished or repainted, but reconditioned to restore it to its original look or to prevent it from further damage as a valuable heirloom. Consult extension publication Care and Conservation of Heirloom Textiles, G1682 for information on textiles. (Refinished items go in classes 2 – 3.) This class is for situations where it may be best to do very little to the item to maintain its antique value. Item or article should be of complexity suited to an advanced project.

Design My Place
Pay Code 200

Attach information to explain steps taken. Information must also include element or principle of design used.

County Fair Only Classes

C251901 - **Needlework Item** (made with yarn or floss)

C251902 - **Simple accessory** made by 4-H'er using wood, plastic, glass, clay, paper

C251903 - **Batik** - May be a 1-color; multi-color; quilted; combination of tie - die and batik or nine-patch design and batik

C251904 - **Metal Tooling or Metal Punch** - item for room or home

C251905 - **Storage box or rack** made or recycled by 4-H'er

C251906 - **Simple fabric accessory**

C251907 - **Tie-Dye accessory**

C251908 - **Bulletin or Message Board**

C251909 - **Problem Solved**: Use creative method to show how you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)

C251910 - **Video** showing how to make a bed

C251911 - **Fair Theme** room accessory

Celebrate Arts
Pay Code 200

Each exhibit consists of a finished item for the home (no clothing items accepted) that incorporates the art elements and/or design principles in its creation. Exhibits may include, but are not limited to those on page 6 of the Celebrate Art manual, and on page 4 of the Art In Your Future manual. Entries must be made by applying or manipulating one of the media listed below. Be sure the entry fits the category! Ask this question to determine the appropriate class: What media was used to create the design? (For example, painted clay flower pots should be entered as pigment, not clay.

County Fair Only Classes

C262901 - **Fiber**
C262902 - **Clay**
C262903 - **Textiles**
C262904 - **Wood**
C262905 - **Glass**
C262906 - **Ceramic**
C262907 - **Paper**
C262908 - **Metal**
C262909 - **Chalk**
C262910 - **Carbon/Ink**
C262911 - **Pigment/Water Color**
C262912 - **Nature Materials**
C262913 - **Mixed Media** (4-Her must manipulate
         each media used.

NOTES