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DEPARTMENT C - CONSUMER & FAMILY SCIENCES

DRESS CODE -

Please follow the dress code for your county as noted in the “General Rules and Regulations” section of this fair book.

ENTRIES PER EXHIBITOR -

County Entries - No limit to number of exhibits per class unless otherwise noted in class description.

State Fair - State Fair has limits to entries per exhibitor and could be different in each division (please refer to the Nebraska State Fair Book).

IMPORTANT: There is **NOT** a **County Only Section** in the Fair book. There will either be a **CF** or **SF** in front of every **Class Number**.

- **CF:** means that exhibit is **ONLY** eligible to be exhibited at the **County Fair**.
- **SF:** means that exhibit if **CHOSEN** at County Fair is eligible to advance to **State Fair**.

DEPARTMENT C - HUMAN DEVELOPMENT

GENERAL INFORMATION:

Please note that 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/eoigrjsug67yvtq1def160mmjuhozvck> - “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 for Classes 1 - 6 and 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 was safe for child to use?

3) What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 mos.; Toddlers, 18 mos-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 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).

All static exhibits **must have received a purple ribbon** at the county fair to advance to the State Fair.

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

Exhibitors in the Human Development project area will be asked to focus on designing toys that meet the different needs of children. **Categories** are based on the Early Learning Guidelines in Nebraska which identify the important areas 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>

DIVISION 200 - HUMAN DEVELOPMENT CLASSES

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. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

SF-C200001 - Social Emotional Development - Scoresheet SF30

SF-C200002 - Language and Literacy Development - Scoresheet SF30

SF-C200003 – Science - Scoresheet SF30

SF-C200004 - Health and Physical Development - Scoresheet SF30

SF-C200005 - Math - Scoresheet SF30

SF-C200006 - Creative Arts - Scoresheet SF30

SF-C200007 - Activity With A Younger Child - Scoresheet SF 115 - 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.

SF-C200008 - Babysitting Kit - Scoresheet SF85 - State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. Purpose of the kit is for the 4-H'er to take 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 SF-C200008 should include: 1) What are children this age like? Give two 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. Most importantly the kit should serve a defined purpose, not just be a catch all for several items.

4-H'ers taking any of the projects in Department C-200 may enter:

SF-C200009 - Family Involvement Entry - Scoresheet SF 115 - Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feedbunk. 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.

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

SF-C200010 - Growing With Others Scrapbook Or Poster - Scoresheet SF 115 - 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.

SF-C200011 - Growing in Communities Scrapbook Or Poster - Scoresheet SF 115 - 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.

CF-C200900 - Human Development - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DEPARTMENT C - CLOTHING

GENERAL INFORMATION:

1. All clothing items will be judged for construction and modeling on Pre-Fair Day. All clothing items will be modeled at the Fashion Show that same evening.

Results - Clothing construction AND modeling results will be announced at the County Fair and ribbons will be displayed at the County Fair. All clothing items will be brought back to the County Fair for display only. If the clothing item is not brought back to the Fair for display then that item will lose the premium money that was awarded to it.

2. Garments must be human wearing apparel for all projects except some in STEAM Clothing 1 and non-wearable sewn item.

3. IDENTIFICATION LABELS - Each item entered as a clothing, knitting or crochet exhibit at Pre-Fair Day **AND** at the County Fair must have a label attached stating: County, Exhibitor's name and age, class in which garment is entered, and number of years enrolled in the project exhibited. Attach label on every component of the outfit using safety pins or basting. **Wool entries must have the fiber content listed on the identification label.** Not responsible for unlabeled items.

4. 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/pants hangers** or use 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.**

5. ENTRY TAGS -

Boyd County - Boyd County Clothing Exhibits **do not need entry tags** on them at Pre-Fair or the County Fair.

Holt County - Holt County Clothing Exhibits **do need an entry tag**. Every Holt County 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.

6. 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.

7. Sleepwear cannot be modeled.

8. 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. Example - Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.

9. State Fair Special Recognition - After they are judged, Clothing exhibits will be juried for selection to participate in the Robert Hillestad Textiles Gallery - Celebration of Youth. Jurors are artists or designers who are independent from 4-H judging. Approximately 10 clothing items will be selected along with 3 alternates. Award winners will be displayed in a special area.

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

All exhibits must have received a purple ribbon at the county fair to advance to the State Fair. Each county should select the exhibits that represent the county's **best** items for State Fair. Entries may not be removed for use in any other State Fair activity.

All garments with at least 60% wool content are eligible for the Make It With Wool Award.

Exhibitors will be interviewed judged at Pre-Fair Day. Parents are allowed in on the interview but they are reminded that the interview is with the exhibitor and the judge. Some of the questions that a judge may ask you are:

1. What was your goal(s) in making this exhibit? 2. What steps did you take as you worked toward your goal? 3. What were the most important things you learned or skills you improved as you worked toward your goal? 4. What

is the fiber content of your fabric and the care required? 5. What type of interfacing did you use (if any) and what was the fiber content?

Beyond The Needle - Some of the questions that a judge may ask you are:

1. Where did you get the idea for your design? 2. How did you create the design to make it original? (i.e. drew your own design, chose original fabrics or colors, manipulated a design, combined different elements to make a new design, etc.) 3. What skills did you learn or improve when working on this project? For garments constructed, add 4. Fiber content of fabric and care required.

In addition, all entries must conform to rules and regulations as set forth in this Premium List.

***Rules for Winning Outstanding Clothing Award**

This award is judged on **70% construction** of an outfit and **30% modeling** of that outfit.

If there are not any projects that meet the requirements to receive this award, there will be no winner in that Division.

No Beyond the Needle Clothing garments are eligible to receive this award.

Junior and **Intermediate Champions** and **Reserve Champions** will be selected from projects exhibited in the following construction classes:

STEAM CLOTHING 1- FUNDamentals

- CF-C900909 - Simple Top**
- CF-C900910 - Simple Bottom**
- CF-C900911 - Simple Dress**
- CF-C900912 - STEAM Clothing 1 - Other**

STEAM CLOTHING 2 - SIMPLY SEWING

- SF-C222009 - Top**
- SF-C222010 - Bottom**
- SF-C222011 - Skirt**
- SF-C222012 - Lined or Unlined Jacket**
- SF-C222013 - Dress (not formal wear)**
- SF-C222014 - Romper or Jumpsuit**
- SF-C222015 - Two-Piece Outfit**

CF-C222900 - STEAM Clothing 2 - Other

Senior Reserve Champion will be selected from projects exhibited in the following construction classes:

STEAM CLOTHING 2 - SIMPLY SEWING

SF-C222012 - Lined or Unlined Jacket

SF-C222013 - Dress (not formal wear)

SF-C222014 - Romper or Jumpsuit

SF-C222015 - Two-Piece Outfit

STEAM CLOTHING 3 - A STITCH FURTHER CLASSES

SF-C223007 - Dress or Formal

SF-C223008 - Skirted Combination

SF-C223009 - Pants or Shorts Combination

SF-C223010 - Romper or Jumpsuit

SF-C223011 - Specialty Wear

SF-C223012 - Lined or Unlined Jacket (non-tailored)

SF-C223013 - Coat, Blazer, Suit Jacket or Outerwear

CF-C223900 - STEAM Clothing 3 - Other

Senior Champion is eligible to win **Portable Sewing Machine if:**

*Sewing Machine can only be Won **Once**.*

1. Garment is exhibited in STEAM Clothing 3 (see below for specific classes).
2. 4-H'er is Senior Division (14 years and older).
3. 4-H'er received champion or reserve champion in construction or modeling.

STEAM CLOTHING 3 - A STITCH FURTHER CLASSES

SF-C223007 - Dress or Formal

SF-C223008 - Skirted Combination

SF-C223009 - Pants or Shorts Combination

SF-C223010 - Romper or Jumpsuit

SF-C223011 - Specialty Wear

SF-C223012 - Lined or Unlined Jacket (non-tailored)

SF-C223013 - Coat, Blazer, Suit Jacket or Outerwear

CF-C223900 - STEAM Clothing 3 - Other

DIVISION 900 - STEAM CLOTHING 1 - FUNdamentals CLASSES

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.

CF-C900900 - 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 8½ x 11 inch, 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.

CF-C900901 - Sewing Kit - Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

CF-C900902 - 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 8½ x 11 inch, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

CF-C900903 - 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.

CF-C900904 - 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" 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.

CF-C900905 - Pincushion

CF-C900906 - Pillowcase

CF-C900907 - Simple Pillow - No larger than 18" x 18".

CF-C900908 - Bag/Purse - No zippers or button holes.

CF-C900909 - Simple Top

CF-C900910 - Simple Bottom - pants, shorts, or skirt.

CF-C900911 - Simple Dress

CF-C900912 - STEAM Clothing 1 - Other - Using skills learned in project manual. (apron, vest, etc.)

CF-C900913 - 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.

CF-C900914 - 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.

DIVISION 221 - STEAM Clothing - BEYOND THE NEEDLE CLASSES

4-H members must show their own original creativity.

SF-C221001 - Design Portfolio - Scoresheet **SF20** - 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 8½ x 11 inch, 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.

SF-C221002 - Color Wheel - Scoresheet **SF20** - 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".

CF-C221901 - Beginning Embellished Garment - Create a garment using **beginning 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.

CF-C221902 - 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.

SF-C221003 - Embellished Garment With Original Design - (Eligible for State Fair Fashion Show) - Scoresheet [SF26](#) - Create a garment 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.

SF-C221004 - Original Designed Fabric Yardage - Scoresheet [SF27](#) - 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.

SF-C221005 - Item Constructed From Original Designed Fabric - (Garment eligible for State Fair Fashion Show) - Scoresheet [SF26](#) - 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.

SF-C221006 Textile Arts Garment or Accessory - (Garment eligible for State Fair Fashion Show) - Scoresheet [SF25](#) - 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.

SF-C221007 - Fashion Accessory - (Not eligible for State Fair Fashion Show) - Scoresheet [SF23](#) - An accessory designed and/or 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.

CF-C221903 - STEAM Beyond the Needle - Other - Examples include: iron on applique, tie dye, kits, etc. with or without original design. Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 222 - STEAM CLOTHING 2 - SIMPLY SEWING

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 Clothing 1.

SF-C222001 - Clothing Portfolio - Scoresheet **SF20** - Complete at least four different samples/activities from Chapter 2, 3 or 4 of the project manual. The Portfolio should be placed in an 8½ x 11 inch, 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.

SF-C222002 - Expanded Textile Science Scrapbook - Scoresheet **SF20**- 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 1/2 x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

SF-C222003 - Design Basics, Understanding Design Principles - Scoresheet **SF20** - 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".

SF-C222004 - Pressing Matters - Scoresheet [SF20](#) - 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.

SF-C222005 - Entrepreneurial Sewing - Scoresheet [SF63](#) - 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”.

SF-C222006 - 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.

SF-C222007 - 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.

SF-C222008 - Textile Clothing Accessory - Scoresheet [SF23](#) - 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.)

SF-C222009 - Top ([not eligible for State Fair Fashion Show](#)) - Scoresheet [SF28](#) - (vest acceptable)

SF-C222010 - Bottom ([not eligible for State Fair Fashion Show](#)) - Scoresheet [SF28](#) - (pants or shorts)

SF-C222011 - Skirt ([not eligible for State Fair Fashion Show](#)) - Scoresheet [SF28](#)

SF-C222012 - Lined or Unlined Jacket ([not eligible for State Fair Fashion Show](#)) - Scoresheet [SF28](#)

SF-C222013 - Dress (eligible for State Fair Fashion Show) - Scoresheet SF28 - (not formal wear)

SF-C222014 - Romper or Jumpsuit (eligible for State Fair Fashion Show) - Scoresheet SF28

SF-C222015 - Two-Piece Outfit (eligible for State Fair Fashion Show) - Scoresheet SF28

CF-C222900 - STEAM Clothing 2 - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 223 - STEAM CLOTHING 3 - A STITCH FURTHER CLASSES

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.**

SF-C223001 - Clothing Portfolio - Scoresheet SF20 - 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 8½ x 11 inch, 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.

SF-C222002 - Expanded Textile Science Scrapbook - Scoresheet SF20 - 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 8½ x 11 inch, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

SF-C223003 - Advanced Entrepreneurial Sewing - Scoresheet SF63 - Using lessons learned in Chapter 5 of the manual, display one sample

product with a 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".

SF-C223004 - 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.

SF-C223005 - 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.

SF-C223006 - 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. 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.)

SF-C223007 - Dress or Formal (eligible for State Fair Fashion Show) - Scoresheet SF28

SF-C223008 - Skirted Combination (eligible for State Fair Fashion Show) - Scoresheet SF28 - (skirt with shirt, vest or jacket OR jumper and shirt)

SF-C223009 - Pants or Shorts Combination (eligible for State Fair Fashion Show) - Scoresheet SF28 - (pants or shorts with shirt, vest or jacket)

SF-C223010 - Romper or Jumpsuit (eligible for State Fair Fashion Show) - Scoresheet SF28

SF-C223011 - Specialty Wear (eligible for State Fair Fashion Show) - Scoresheet SF28 (includes: swim wear, costumes, hunting gear, or chaps)

SF-C223012 - Lined or Unlined Jacket (not eligible for State Fair Fashion Show) - Scoresheet SF28 (non-tailored).

SF-C223013 - Coat, Blazer, Suit Jacket or Outerwear - (eligible for State Fair Fashion Show) - Scoresheet SF29 - 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.**

CF-C223900 - STEAM Clothing 3 - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 234 - GENERAL CLASSES

4-H members do not need to be enrolled in any clothing projects to enter in the following classes:

CF-C234900 - Non-Wearable Sewn Item - This class is for items that have been sewn but DO NOT fit into any other sewing or home environment classes (examples - doll clothes, doll blanket, etc.). On a 4" x 6" card explain to the judge what you did to complete this item and how the item is to be used.

CF-C234901 - Garment Made for Another - Outfit must be a complete wearable outfit. Outfit must reflect moderate to advanced workmanship for the seamstress.

DEPARTMENT C - FIBER ARTS - KNITTING & CROCHETING

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.

Scoresheet SF60 will be used for all knitting classes and Scoresheet SF61 will be used for all crochet classes.

DIVISION 225 - KNITTING CLASSES

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.

CF-C225900 - Level 1 Knitted Clothing or Home Environment Item - Examples include: slippers, hat, mittens, etc.

SF-C225005 - Level 2 Knitted Clothing or Home Environment Item - (Garment eligible for State Fair Fashion Show) - Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.

SF-C225015 - 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.

CF-C225901 - Knitting - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 226 - CROCHET CLASSES

INFORMATION SHEET FOR CROCHET: Each crocheted exhibit must include the following information placed 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.

CF-C226900 - Beginning Crocheted Clothing or Home Environment Item - Examples include: coil purse, scarf, stole, slippers, potholder, etc.

SF-C226005 - Level II 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.

SF-C226015 - Level III 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.

CF-C226901 - Crochet - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 229 - QUILT QUEST CLASSES

All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair. Premier 4-H Science Award is available in this area. Please see Department H for more details.

After they are judged at the State Fair, Quilt Quest exhibits will be juried for selection to participate in the Robert Hillstead Textiles Gallery - Celebration of Youth. Jurors are artists or designers who are independent from 4-H judging. Approximately 6 quilts will be selected along with 3 alternates.

EXHIBIT GUIDELINES

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-H'er has developed skills to be able to do all of the work by himself/herself. This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together, and quilting. Quilting may be done by hand, by sewing machine or by a commercial-grade quilting machine. After quilting, the 4-H'er 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.

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

For all classes, 4-H'ers 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-H'ers 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.
- **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-H'er 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 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.

SF-C229010 - Exploring Quilts - Scoresheet [SF208C](#) - Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to: language arts, quilts of different cultures, chemistry, design, preservation, history, construction, math-conversion of quilt patterns, textiles/fabrics, computerization, and entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album 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.

SF-C229020 - Quilt Designs other than Fabric - Scoresheet **SF208B** -

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

SF-C229030 - Computer Exploration - Scoresheet **SF208C** - 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.

SF-C229040 - Wearable Art - Scoresheet **SF208A** - 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.

SF-C229041 - Inter-Generational Quilt - Scoresheet **SF208E** - A quilt made by a 4-H member and family members or friends of different generations. On a half-sheet of 8½ 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.?

SF-C229042 - Service Project Quilt - Scoresheet **SF208D** - 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?

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 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?

Sizes of Quilted Exhibits

- **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.
- **Medium:** length + width = 61" to 120"
- **Large:** length + width = over 120"

Level I Quilted Exhibits. Pieced quilts made up of squares and/or rectangles. Scoresheet [SF208A](#).

SF-C229050 - Small Level I

SF-C229051 - Medium Level I

SF-C229052 - Large Level I

Level II Quilted Exhibits. In addition to squares and/or rectangles, quilts may have triangles, and/or may be embroidered. Scoresheet [SF208A](#).

SF-C229060 - Small Level II

SF-C229061 - Medium Level II

SF-C229062 - Large Level II

Level III Quilted Exhibits. 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, or other non-traditional styles.

Scoresheet [SF208A](#).

SF-C229070 - Small Level III

SF-C229071 - Medium Level III

SF-C229072 - Large Level III

Premier Quilt. Entire quilt is the sole work of the 4-H member, including quilting (hand or machine). Tied quilts are not eligible for this class.

SF-C229080 - Hand Quilted

SF-C229081 - Sewing Machine Quilted

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

SF-C229083 - Long arm quilted - computerized

CF-C229900 - Quilt Quest - Other - Exhibit needs to relate to project area. Examples may include: 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 posterboard, black preferred, in size appropriate for the photos and exhibit.), One Block Project (Fabric block made and finished, with a border, into a table mat or other small project.), Hand Quilting (Small project on plain fabric, finished into a useable 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.), etc. You can add any additional information that you want the judge to know about your exhibit.

DEPARTMENT C - CONSUMER MANAGEMENT

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

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.

DIVISION 240 - SHOPPING IN STYLE CLASSES

SF-C240001 - Best Buy for Your Buck (Ages 10-13 before January 1 of the current year) - Scoresheet SF84 - 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). Please do not include the Shopping in Style Fashion Show Information Sheet in your entry. Although both entries do share some information, these are differences in content and format for this class.

Suggested for Ages 10-13 - 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).

SF-C240002 - Best Buy for Your Buck (Ages 14-18 before January 1 of the current year) - Scoresheet SF84 - 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). Please 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 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).

SF-C240003 - Revive Your Wardrobe - Scoresheet [SF88](#) - 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 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).

SF-C240003 - Show Me Your Colors - Scoresheet [SF89](#) - 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).

SF-C240005 - Clothing 1st Aid Kit - Scoresheet [SF64](#) - 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.

SF-C240006 - Mix, Match, & Multiply - Scoresheet [SF90](#) - 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).

CF-C240900 - Shopping in Style - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 247 - MY FINANCIAL FUTURE CLASSES

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. Scoresheet [SF247](#).

Beginner/Intermediate

SF-C247001 - SMART Financial Goals - 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.

SF-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.

SF-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.

SF-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.

SF-C247005 - What Does It Really Cost? - Complete Activity 8 “What Does It Really Cost?” on pages 39-40.

SF-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

SF-C247007 - Interview - 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.

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

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

SF-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.

SF-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.

CF-C247900 - My Financial Future - Other - County Only Exhibit. Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DEPARTMENT C - FASHION SHOW

GENERAL INFORMATION: Members must be enrolled in the project in which they model. Garments should be age appropriate. Sleepwear and nightwear cannot be modeled. **Appropriate** flannel nightwear/loungewear can be modeled only for county competition.

Chevrons or Armbands are not required while you are modeling for the judge or during the fashion show for the public. To be eligible to model at the state fair the 4-H'er must become 11 during the current year. It does not matter which sewing project that the exhibitor is enrolled in.

The garment chosen to represent the county at the State Fair as the fashion show exhibit cannot also be a state fair clothing construction exhibit.

After they are judged, Fashion Show exhibits will be juried for selection to participate in the Robert Hillestad Textiles Gallery - Celebration of Youth. The Juror is an artist or designer who is independent from 4-H judging. At least 2 items will be selected.

Those 4-H'ers modeling **constructed garments** will be judged for Construction/Fit and Selection/Creativity, Modeling Skill and Accessories.

Those 4-H'ers modeling **purchased garments** will be judged for modeling skill, fit, and appearance of the outfit and accessories. Modeling is worth 50% of the score.

DIVISION 410 - FASHION SHOW CLASSES

(Held Prior to County Fair)

4-H'ers must be enrolled in the project to model (except Clover Kids). Any item modeled in the Fashion Show must have been judged at Pre-Fair Day. All Narration Forms must be in the Extension Office by the Pre-Fair Day entry deadline. Holt County exhibitors must have an entry tag to present to the Fashion Show Judge.

All 4-H'ers must take part in the Public Fashion Show to receive their premium or any special prizes.

Clover Kids, Please look in the Clover Kid Section (Department K) for classes

Only appropriate items for public viewing can be modeled.

ENTRIES NOT ACCEPTED - The following items can NOT be entered in the State Fair 4-H Fashion Show.

- Textile clothing accessories
- Nightshirt/loungewear, for example, flannel lounging pants
- Upcycled garments

HOLT COUNTY EXHIBITORS - NOTE: OUTSTANDING CLOTHING AWARD: 70% BASED ON CONSTRUCTION 30% MODELING. CHANCE TO WIN PORTABLE SEWING MACHINE. SEE CLOTHING GENERAL INFORMATION FOR MORE DETAILS!

CF-C410900 - Modeled STEAM 1 Constructed Exhibits - Garment is created using techniques as defined in the project manuals such as Simple Top, Simple Bottom, Simple Dress, Upcycled Simple Garment, Upcycled Accessory, Pillowcase, Simple Pillow, Bag/Purse, and Other

SF-C410010 - 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.

SF-C410015 - 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.

SF-C410020 - Modeled Beyond the Needle Textile Arts Garment(s) - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

C410030 - Modeled Constructed STEAM Clothing 2 Garment(s) - 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. Possible types of garments include:

- Dress; 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.

C410040 - Modeled Constructed STEAM Clothing 3 Garment(s) -

Possible types of 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 a 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 at State Fair.

CF-C410901 - Modeled Knitted or Crocheted Clothing (Level 1) -

Simple knitted exhibit may include - slippers, hat, mitten, etc. Simple crocheted exhibit may include coil purse, scarf, stole, slippers, potholder, etc.

SF-C410050 - Modeled 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).

SHOPPING IN STYLE

4-H'ers must be enrolled in the Shopping In Style 4-H Project but do not have to be enrolled in any sewing projects to exhibit in this class. 4-H'ers will be allowed to model in both the constructed fashion show and the purchased garment fashion show. 4-H'ers will model a complete outfit - **all** pieces of the outfit must be purchased. Judging of the completed entry form will be done prior to the 4-H'er modeling their outfit. This entry form is worth 50% of the total score and is judged on content, completeness, accurate information, and neatness. While modeling the 4-H'er will be judged for Modeling Skill, Fit, and Appearance of the outfit and Accessories and is worth 50% of the score. The curriculum is developed and designed for youth to help them strengthen their consumer skills when purchasing clothing. **All Shopping In Style exhibits will need to be brought back to the county fair for display and to receive the modeling ribbon.**

CF-C410902 - Junior Division Modeled Shopping in Style Purchased Outfit and Written Report SF184 - Youth ages 8 & 9 years old prior to Jan. 1 of current year.

SF-C410060 - Modeled Shopping In Style Purchased Outfit and Written Report SF184 - Youth ages 10 and older prior to Jan. 1 of current year.

COUNTY ONLY EXHIBITS

CF-C410903 - Modeled Constructed Garment Made for Another - Outfit must be a complete wearable outfit reflecting moderate to advanced work by the 4-H'er. Both seamstress and person who garment was made for will model. The "seamstress" must dress in an outfit that is appropriate to the "sewn" outfit. Examples, if a summer outfit is sewn, then the seamstress is in a summer outfit; flower girl dress is sewn, then seamstress is wearing a dress appropriate to wear to a wedding. They do not need to match in material or in style. Not eligible for modeling awards.

CF-C4100904 - Modeled Quilt Quest Exhibit

DEPARTMENT C - HOME ENVIRONMENT

GENERAL INFORMATION: ALL 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 matboard 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.
6. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
7. Items should *not* be made for another project (ex: simple (10 minute) table runners or woodworking). Exhibits from the beginning level, Design My Place, are county only and not state fair eligible.
8. Sending delicate, breakable, or valuable items is highly discouraged. **ALL EXHIBITS MUST BE ABLE TO BE EASILY MOVED BY 2 PEOPLE!**
9. **ENTRY TAGS** - An entry which includes a **clear description** of the entry must be securely attached to each exhibit. Use color, pattern or picture descriptions to aid in identification. No straight pins.
10. 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.
11. **SUPPORTING INFORMATION** - Supporting information is **required** for all Home Environment Exhibits. Information must include the elements and principles of design used and steps taken to complete the project.

Tag templates can be found on 4-H State Fair Website:
<https://unl.box.com/s/toup6mp99jpkzepy9bqupwltwu2841yk>. Exhibits without supporting information will be dropped a ribbon placing.

<p>Home Environment Supporting Information</p> <p>Name _____ County _____</p> <p>Check elements and principals used in your exhibit.</p> <p>Elements of Design-The building blocks of design.</p> <p>_____ Color _____ Texture _____ Shape/Form _____ Line _____ Space</p> <p>Principals of Design- How you used the elements to make your project.</p> <p>_____ Rhythm/Repetition _____ Balance _____ Emphasis _____ Unity _____ Proportion</p> <p>Steps taken to complete this exhibit: (Use back of Card)</p>
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ROBERT HILLESTAD TEXTILES GALLERY - After judging, Home Environment exhibits will be juried for selection to participate in the Robert Hillestad Textiles Gallery – Celebration of Youth. Jurors are artists or designers who are independent from 4-H judging. Approximately 6 items will be selected along with 3 alternates.

LOFT GALLERY - State Fair judges will choose 15-20 art exhibits to be displayed in the Loft Gallery located on the third floor of the East Campus Union. These items will be retained by the State Fair Superintendents for display through November and December, and returned to the counties in January.

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

Design Elements - The Building Block of Design -
1. Color 2. Line 3. Shape 4. Texture 5. Space

Art Principles - Used to guide the Design Process -
1. Emphasis 2. Unity 3. Rhythm 4. Proportion 5. Balance

FINISHING TOUCHES FOR NEEDLEWORK AND PICTURES

Preparing needlework for framing:

- *Rinse under running water
- *Wash in cool water using mild soap
- *Roll in towel to dry for 30 minutes
- ***Press** or **Block** while damp

Press: face down over towels with a pressing cloth.

Block if the piece is not square. To **Block** first, try to pull it straight. If you can't pin to a soft board covered with gridded fabric or onto an ironing board. If you don't have gridded fabric, check for "square" with a piece of paper if it is fairly small or with a carpenter's square if it is large. Pin from the centers corners, outside of the stitching or design. Remove pins after it is completely dried.

Mounting Needlework:

- *Mount needlework on a stretcher frame or over a board. The board could be lightly padded if appropriate to the needlework. Hold in place by taping to the back with acid free tape or lace together with thread.

Framing:

- *There are many, many kinds of frames. Try your needlework or picture in several different kinds/colors before making your final selection. The frame should compliment and draw attention to the picture, but not overpower it. You will also want to consider whether or not to add a mat. Will it help the picture? Or detract from it? Which color(s) would look the best?

Glass:

- *If you use glass, non-glare is always your best choice.
- *Guidelines for whether or not to use glass:
 - **Needlework - optional. It protects the needlework, but also hides the stitches. If glass is used, it should never touch the needlework. Use spacers or mat to keep glass from needlework.
 - **Watercolors - Use mat and glass to protect.
 - **Acrylics/Oils - No glass.
 - **Pastels/Charcoals - Glass.
 - **Graphics (Silk Screen, Etching, Lithographs) - Mat and glass.

Finish Backs:

- *Some frames come with covers/stands - use them!
- *Others - Cover the back with paper glued to the frame.

***Don't forget the hanger. If it is meant to hang then you must have a hanger attached. For small pictures, alligator brackets are OK. For larger pictures, use screw eyes and wire.**

Hoops:

*If you are putting needlework in a hoop, be sure to cover the raw edges on the back. This can be done by covering the entire back with paper or covering the edges with some type of trim or lace.

DEPARTMENT C - ART ELEMENTS AND DESIGN PRINCIPLES

DIVISION 200 - ART ELEMENTS AND DESIGN PRINCIPLES CLASSES

Each exhibit consists of a finished item for the home (no clothing items or accessories accepted) that incorporates the art elements and/or design principles in its creation. 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. The design was created by paint, not clay.) Note: Even though supporting information is not required, if there is a special technique, a problem encountered or other pertinent information the member would like to share with the judge that is encouraged and will be accepted.

CF-C200901 - Paper - Paper needs to be manipulated to form design. Examples - making paper then forming it for an accessory; cutting (scherenschnitte), folding (origami) or tearing paper to make design

CF-C200902 - Nature Materials - Design should be made by arranging, manipulating or combining nature materials. Examples - grape vine accessories, seed pictures, dried weeds/flowers.

CF-C200903 - Leather - Any use of leather to make an item for the home. It could be decorative or functional, but not a clothing item or accessory.

CF-C200904 - Plastic - The plastic needs to be manipulated in some way by the exhibitor. Example - cut, melt or re-form plastic into an item for the home.

CF-C200905 - Mobile, Collage, Banner, Wind Chimes

Floral Arrangements

CF-C200906 - Floral Arrangement - Floral arrangements must have been arranged by the exhibitor. The materials may be purchased or grown by the exhibitor. Examples: fresh cut flowers/foilage; dried flower/foilage; artificial flowers/foilage; combination of fresh, dried and/or artificial; Boutonniere or Corsage (artificial and/or natural) (in a see-through container); Wreath – any size (artificial); Topiary.

SCRAPBOOKS/SCRAPBOOK PAGE

CF-C200907 - Scrapbooks - Each scrapbook will be judged on its neatness and arrangement. Each book should have an introductory page which would include name, address, and purpose of scrapbook. Items should be arranged and mounted neatly, securely and in logical sequence. The scrapbook can contain more than one year's entries but only the current year's entries will be judged.

CF-C200908 - Scrapbook Page - A personal scrapbook page with any theme. Exhibit will be judged on its neatness and arrangement. Items must be mounted securely.

CRAFT ITEMS

(Total of 6 exhibits - They can be all Holiday Craft Exhibits; or all Craft Exhibits or any Combination of Holiday or Craft Exhibits)

Exhibit will consist of a craft item. A pair of items is considered one entry. Consider displaying your exhibit in a box or container of appropriate size to keep the exhibit together (especially if it is glass or if it can be easily broken or if it contains a lot of small parts). Exhibits will be judged by age levels, creativity and uniqueness. County Only Exhibit.

CF-C200909 - Holiday Craft Item

CF-C200910 - Craft Item

DIVISION 250 - DESIGN MY PLACE CLASSES

CF-C250900 - Needlework Item (made with yarn or floss)

CF-C250901 - Simple Fabric Accessory (pillow, laundry bag, pillow case, table runner, etc.)

CF-C250902 - Accessory Made with Original Batik or Tie

CF-C250903 - Simple Accessory Made Using Wood

CF-C250904 - Simple Accessory Made Using Plastic

CF-C250905 - Simple Accessory Made Using Glass

CF-C250906 - Simple Accessory Made Using Clay

CF-C250907 - Simple Accessory Made Using Paper

CF-C250908 - Simple Accessory Made Using Metal Tooling or Metal Punch

CF-C250909 - Storage Item Made or Recycled

CF-C250910 - Bulletin or Message Board

CF-C250911 - Problem Solved: Use a creative method to show you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)

CF-C250912 - Video - Showing how to make a bed, organize a room, or the steps you used to make your simple accessory.

CF-C250913 Design My Place Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 256 - HEIRLOOM TREASURES/FAMILY KEEPSAKES CLASSES

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

Attach information including:

1. List of steps taken to complete your project. Before and after pictures encouraged.
2. 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.

SF-C256001 - Trunks - Scoresheet [SF206](#) - including doll-sized trunks or wardrobes.

SF-C256002 - An Article - Scoresheet [SF205](#) - either a newly-made "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.

SF-C256003 - Furniture - Scoresheet [SF205](#) - Either a newly-made "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.

SF-C256004 - Cleaned and Restored Heirloom Accessory or Furniture - Scoresheet [SF205](#) - A reconditioned and cleaned old piece of furniture or old accessory so that the item or furniture 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.

CF-C256900 – Heirloom Treasures/Family Keepsakes - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 257 - DESIGN DECISIONS CLASSES

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

SF-C257001 - Design Board for a Room - Scoresheet [SF201](#) - 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.

SF-C257002 - Problem Solved, Energy Savers OR Career Exploration - Scoresheet [SF201](#) - 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. (pg. 74-93)

SF-C257003 - Solar, Wind, Or Other Energy Alternatives for the Home - Scoresheet [SF201](#) - 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. (pg. 74-93)

SF-C257004 - Science Experiment - Scoresheet [SF201](#) - Using illustrations or models, illustrate a science experiment related to home environment. Examples: compare energy use such as types of lighting for homes, water efficient processes or products, sun or landscaping to heat or cool homes.

SF-C257005 - Community Service Activity - Scoresheet [SF202](#) - 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.

Non-competitive at State Fair. Special recognition certificates will be awarded to State Fair participants.

SF-C257006 - Window Covering - Scoresheet **SF200** - May include curtains, draperies, shades, shutters, etc.

SF-C257007 - Floor Covering - Scoresheet **SF200** - May be woven, braided, painted floor cloth, etc. May be exhibited as a poster or multimedia presentation (on CD).

SF-C257008 - Bedcover - Scoresheet **SF200** - May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No tied fleece blankets.) (pg. 50-53)

SF-C257009 - Accessory - Original Needlework/Stitchery - Scoresheet **SF200**

SF-C257010 - Accessory - Textile - 2D - Scoresheet **SF200** - (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10 minute table runners.)

SF-C257011 - Accessory - Textile - 3D - Scoresheet **SF200** - (pillows, pillow shams, fabric bowls, etc.)

SF-C257012 - Accessory - 2D - Scoresheet **SF200**

SF-C257013 - Accessory - 3D - Scoresheet **SF200** - (string art, wreaths, etc.)

SF-C257014 - Accessory - Original Floral Design - Scoresheet **SF200**

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

SF-C257015 - Accessory - Original made from Wood - Scoresheet **SF200** - burn, cut, shape or otherwise manipulate.

SF-C257016 - Accessory - Original made from Glass - Scoresheet **SF200** - etch, mosaic, stain, molten or otherwise manipulate.

SF-C257017 - Accessory - Original made from Metal - Scoresheet SF200 - cut, shape, punch, reassemble or otherwise manipulate.

SF-C257018 - Accessory - Original made from Ceramic or Tile - Scoresheet SF200 - Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.

SF-C257019 - Accessory - Recycled/Upcycled Item for the Home – Scoresheet SF207 - reuse a common object or material in a creative way. Include description on what was done to recycle or reuse item in your attached information.

SF-C257020 - Furniture - Recycled/Remade - Scoresheet SF207 - 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.

SF-C257021 - Furniture - Wood Opaque finish - Scoresheet SF203 - such as paint or enamel.

SF-C257022 - Furniture - Wood Clear finish - Scoresheet SF203 - showing wood grain.

SF-C257023 - Furniture - Fabric Covered - Scoresheet SF200 - May include stool, chair seat, slip-covers, headboard, etc.

SF-C257024 - Furniture - Outdoor Living - Scoresheet SF200 - Furniture made/refurbished by 4-H member suitable for outdoor use. (Note: At County Fair - May displayed outside due to size of exhibit and available space in hall. At State Fair - **May be displayed outside.**) Include description of what was done to recycle or reuse item in your attached information.

SF-C257025 - Accessory - Outdoor Living - Scoresheet SF200 - Accessory made/refurbished suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information.

CF-C257901 - Design Decisions - Other - Examples include; Tied Fleece Item, 10 Minute Table Runner, etc. Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 260 - SKETCHBOOK CROSSROADS CLASSES

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used (pg. 8-9). Scoresheet [SF200](#).

SF-C260001 - Original Pencil Or Chalk Drawing ready to hang. Scratch art accepted here. (pgs. 10-21)

SF-C260002 - Original Ink Drawing - ready to hang. (pgs. 22-28)

SF-C260003 - Home Accessory Made With Fiber (pg. 29)

SF-C260004 - Home Accessory Made With Felted Wool (pgs. 29-33)

SF-C260005 - Home Accessory Made With Cotton Linter (pgs. 34-36)

SF-C260006 - Home Accessory Using Batik (pgs. 37-39)

SF-C260007 - Home Accessory Made By Weaving (pgs. 40-47)

SF-C260008 - Home Accessory Made With Fabric Exhibitor Has Dyed (pgs. 48-50)

SF-C260009 - Original Sculpted or Thrown Home Accessory Made With Clay (no purchased items) (pgs. 53-62)

SF-C260010 - 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.

CF-C260900 - Sketchbook Crossroads - Other - Examples include Recycled boxes or sculpted cardboard; Exhibit carved from Plaster of Paris Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.

DIVISION 261 - PORTFOLIO PATHWAYS CLASSES

Use techniques from manual or comparable techniques. Attach information to explain steps taken. Information must also include element or principle of design used (pgs. 8-9). Scoresheet [SF200](#).

SF-C261001 - Original Acrylic Painting - SF2based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pgs. 12-13)

SF-C261002 - Original Oil Painting based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pgs. 26-36)

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

SF-C261004 - Original Sand Painting based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pgs. 20-21)

SF-C261005 - Original Encaustic Painting based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pgs. 34-35)

SF-C261006 - Home Accessory made with any printing technique in Pathways Unit II. (pgs. 36-56)

SF-C261007 - 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.

CF-C261900 - Portfolio Pathways - Other - Exhibit needs to relate to project area. You can add any additional information that you want the judge to know about your exhibit.