

## Department C - Consumer & Family Science Department C - Child Development

The term Child 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 these 4-H manuals: The Infant, The Toddler, The Preschooler, Middle Childhood, and The Sitter.

**Information Sheets.** Each exhibit in classes 1, 2, 3, 4, and 6 must include the required information on a half sheet of 8 ½" x 11" paper placed with the entry tag. No plastic binders please. Information sheet may be in a plastic bag.

Information sheets for classes 1 - 4 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 are children this age like? Give 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals). 4. How does this exhibit attract a child's attention, what can the child learn from this exhibit, or how does it promote growth and development?

Classes 1 - 4 must be items made by the 4-H'er. Possible purchased parts are acceptable such as dice for a gradeschooler to play a game, but the significant part of the exhibit must be made by the 4-H'er. Not acceptable: Items for display in a child's room (which is a home environment item), container but not the contents made by the 4-H'er, or group of items assembled for a purpose but not made by the 4-H'er. Games must include instructions for playing the game.

### Division 200 Child Development Classes

**Pay Category #4**

- Class 1 **The Infant:** Toy, game, or activity made for baby (birth - 18 mos.)
- Class 2 **The Toddler:** Toy, game or activity made for toddler (18 mos. - 3 yrs.)
- Class 3 **The Preschooler:** Toy, game or activity made for preschooler (3 - 5 yrs.)
- Class 4 **Middle Childhood:** Toy, game or activity made for gradeschooler (6 - 9 yrs.)

4-H'ers taking any of the above projects or The Sitter may enter:

- Class 5 **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 5.
- Class 6 **The Sitter - Babysitting Kit.** 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. See The Sitter manual (4H266 revised 2002) for appropriate items to include. 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 6 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 items in the kit, but purchased items are also allowed.

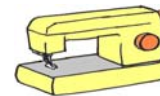
4-H'ers taking any of the projects in Department C-200 may enter:

- Class 7 **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 feedbunk. Items may be exhibited if desired. Other possibilities include a house or farm clean up 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 KIDS ON THE GROW (CD 2, 3) may enter:

- Class 8 **Kids on the Grow (CD2) 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.
- Class 9 **Kids on the Grow (CD3) 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.

## Department C – Clothing/Sewing



All clothing exhibits will be judged on Monday, July 7. Items must be preregistered at the extension office by Friday, June 27. Interview judging and modeling time preferences will be based on when pre-registration forms are received.

- A. **NUMBER OF ENTRIES PER INDIVIDUAL** - Each individual is limited to two exhibits in clothing construction which includes Decorate Your Duds. They may also have two exhibits in knitting and two exhibits in crochet. Only 1 exhibit per class number.
- B. **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.
- 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 number of years enrolled in project in which exhibiting. Wool entries must have the fiber content listed on the identification label to be considered for the Make It With Wool Award. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.
- D. **PREPARATION OF EXHIBITS** - Please bring all garments on wire hangers only. As you look at the garment place the hook of the hanger to the left. Use safety pins to fasten skirts, shorts, and pants to hangers. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties. **All items need to be in clear garment bags.**
- E. **CRITERIA FOR JUDGING** - Criteria for judging exhibits are described in "Quality Standards in Clothing Construction PNW 0197". Refer to the Nebraska 4-H website <http://www.4h.unl.edu> for current state fair scoresheets. In addition, all entries must conform to rules and regulations as set forth in this Premium List.

### Division 221, Decorate Your Duds

Pay Category #3

4-H members must show their own original creativity. Exhibit may be made for self or others. No accessories will be accepted such as aprons, shoes, and hair accessories.

- Class 1 **Embellished Garment with Original Design** -Patterns or pre-determined designs cannot be used. Designs are original idea of the 4-H'er and have not been produced before. Ideas from pictures as starting points for designs are acceptable when 4-H'er modifies the design or combines ideas to make an original statement. Embellishments are applied to a purchased or constructed garment.
- Class 2 **Garment Constructed from Original Designed Fabric** - Fabric is made first, then a garment is constructed from the fabric. Examples include: painting on fabric, color discharge, shibori tie dyeing, weaving fabric strips, crazy piecing and paper piecing, and color blocking fabric pieces. Other embellishments may be added.
- Class 3 **Textile Clothing Accessory** - Accessory is constructed and/or decorated on a textile fiber base. Entry examples include: hats, bags, scarves, gloves, aprons etc. No metal or plastic base items allowed (i.e. barrettes, headbands, flip flops etc.)
- \*Class 4 **Embellished Garment** - any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, applique, braid, buttons, fabric pieces. May use patterns or ideas from magazines. Commercial iron-on appliques or any prepackaged item where the materials are predetermined will not be accepted.
- \*Class 5 **Wearable art Accessory** constructed from or decorated on a textile fiber base.
- \*Class 6 **Recycled garment** - see Division 234, General, class 2.

### Division 211 - Sewing for Fun

Pay Category #4

Exhibitor must use patterns from project MANUAL and can enter any number of the following exhibits. Only one item per class number.

Can use woven or felt fabrics only. Sergers cannot be used in Sewing for Fun. Information cards are not needed for Sewing for Fun.

- \*Class 1 **Needle Book**
- \*Class 2 **Square Pincushion**
- \*Class 3 **Striped Pillow**
- \*Class 4 **Tote Bag**
- \*Class 5 **Patchwork Pillow**
- \*Class 6 **Diagonal Pillow**
- \*Class 7 **Laundry Bag**
- \*Class 8 **Pillowcase**
- \*Class 9 **Rail Fence Pillow**

### Division 234, General

Pay Category #4

- Class 1 **You Be the Teacher Exhibit**- 4-H members enrolled in Decorate Your Duds, Clothing Level 2, Sewing for You, Tailoring, Knitting or Crochet projects may enter a You Be the Teacher exhibit. Share with others what you learned in this project. Exhibit may be a poster or foam core board (not to exceed 22" x 30"), a notebook or a small display of an educational nature. Examples include: information on textile fibers, illustrate art element (line, shape, space, texture and color), art principles (proportion, balance, rhythm, emphasis and unity), coordinating a wardrobe, seam finishes, press testing, shrink testing of fabrics, knit stitches, crochet stitches, gauge, etc.
- Class 2 **Recycled Garment**- 4-H members enrolled in Decorate Your Duds, Clothing Level 2, Sewing for You, Tailoring, Knitting or Crochet projects may enter a Recycled Garment exhibit. An article of clothing made from a garment(s) purchased from a secondhand, thrift, vintage clothing store or at a garage sale or is a hand-me-down. The garment(s) used must be cut into or taken apart in some way in the "redesign" process. A before colored picture MUST accompany the entry or it will be lowered one ribbon placing.
- Class 3 **Make One-Buy One** - 4-H members enrolled in Clothing Level 2, Sewing for You, or Tailoring projects may enter a Make One-Buy One exhibit. The exhibit is a purchased garment with a constructed garment(s) to make a complete wearable outfit. Both constructed and purchased items must be included in the exhibit. An incomplete exhibit will be disqualified.

### Division 220 - Clothing Level I

Pay Category #3

4-Hers who have enrolled in Clothing Level II, Challenging Patterns, Challenging Fabrics or Tailoring are not eligible. The entry is just a single garment - either a top or bottom. Check the Construction Skills Checklist on page 16 in the member's manual for acceptable construction skills and page 4 for acceptable fabrics. Inseam or patch pockets, flat constructed sleeves, and simple lined vests are acceptable.

\*Class 1 **Simple Top**

\*Class 2 **Simple Bottom**

\*Class 3 **Second Garment** from Clothing Level I

\*Class 4 **Accessory** for item in Classes 1-3 (Must be exhibited along with items in those classes. Cannot be exhibited alone. Must show at least 2 skills learned in the Clothing Level 1 project.)

#### **Division 222, Clothing Level 2**

**Pay Category #3**

Check the Construction Skills Checklist in the member's manual for acceptable construction skills and fabric choices. 4-H'ers enrolled in or who have completed Sewing for You or Tailoring projects are not eligible to exhibit in Clothing Level 2. Entry consists of constructed garments only.

Class 1 **Dress or Skirted Outfit (skirt with shirt, vest or jacket) or Jumper and Shirt or Nightshirt/Lounge Wear.**

Class 2 **Pants Outfit - Pants or Shorts With Shirt, Vest or Jacket or Jogging Outfit .**

\*Class 3 **Accessory** for item in Classes 1 or 2 (Must be exhibited along with item in one of those classes. Cannot be exhibited alone. Must show at least 2 skills learned in the Clothing Level 2 project.)

\*Class 4 **Other Clothing Level 2 Garment**

#### **Division 223, Sewing for You**

**Pay Category #2**

Garments as listed may be made for self or others. They may be made from any pattern or any fabric and should demonstrate sewing skills beyond Clothing Level 2. Entry consists of constructed garments only. Wool entries must have the fiber content listed on the identification label to be considered for the Make It With Wool Award.

Class 1 **Dress**

Class 2 **Skirted Outfit** – skirt with shirt, vest or jacket OR jumper and shirt.

Class 3 **Formal** – dress or tuxedo for prom, wedding or other formal occasion.

Class 4 **Pants Outfit** – pants or shorts with shirt, vest or jacket.

Class 5 **Specialty Wear** – includes: nightwear or lounge wear, costume, western wear-chaps, chinks or riding attire.

Class 6 **Sportswear** – Jogging outfit, swim wear, aerobic wear, ski wear.

Class 7 **Coat/Outerwear/Jacket** – lined or unlined, non-tailored. Tailored garments are entered in Division 224.

\*Class 8 **Accessory** for item in Classes 1-8 (Must be exhibited along with item in one of those classes. Cannot be exhibited alone. Must show at least 2 skills learned in the Sewing for You project.)

#### **Division 224, Tailoring**

**Pay Category #2**

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.

Class 1 **Blazer, or Suit Jacket or Coat**

\*Class 2 **Accessory** for item in Class 1 (Must be exhibited along with item in Class 1. Cannot be exhibited alone. Must show at least 2 skills learned in the Tailoring project.)

### **Department C - Fiber Arts - Knitting and Crocheting**

#### **Division 225, Knitting**

**Pay Category #4**

**INFORMATION SHEET FOR KNITTING.** Each knitted exhibit must include the following information on a half sheet of 8 ½ x 11" paper 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-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.



\*Class 1 **Level 1 Knitted Clothing/Home Environment Item** - Knitted items using stitches such as the knit stitch, purl stitch, garter stitch, or stockinette stitch.

\*Class 2 **Knit One/Add One** - Knitted garment using Level 1 stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

Class 5 **Level 2 Knitted Clothing or Home Environment Item** - Knitted items using pattern stitches such as diamond, block, twist or seed/moss stitches.

Class 10 **Level 2 Knit One/Add One**, Knitted garment made using Level 2 stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

Class 15 **Level 3 Knitted Clothing or Home Environment Item.** Knitted item 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.

Class 20 **Level 3 Knit One/Add One**, Knitted garment made using Level 3 stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

\*Class 25 **Additional Knitted Item**

**Division 226, Crochet****Pay Category #4**

**Information sheet for Crochet.** Each crocheted exhibit must include the following information on a half sheet of 8 ½ x 11" paper 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.

\*Class 1 **Level 1 Crochet Clothing or Home Environment Item** using basic stitches such as chain stitch, single crochet and double crochet.

\*Class 2 **Level 1 Crochet One/Add One.** A crocheted garment made using beginning crochet stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

Class 5 **Level 2 Crocheted Clothing or Home Environment Item** using pattern stitches such as texture, shell, cluster or mesh stitches.

Class 10 **Level 2 Crochet One/Add One.** A crocheted garment made using pattern stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

Class 15 **Level 3 Crocheted Clothing or Home Environment Item** using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

Class 20 **Level 3 Crochet One/Add One.** A crocheted garment made using advanced crochet stitches (see above) combined with a sewn or purchased garment to make a complete wearable outfit.

\*Class 25 **Second Crochet Item**

**Division 900 - Clothing Flop****Pay Category #6**

This entry is open to any 4-H member enrolled in a clothing project. As 4-H'ers, you are learning by doing. Sometimes we have failures when preparing our exhibits. This class focuses on taking these failures and leaning from them. This is a county fair exhibit only. Entries must include the following:

1. Name
2. A one-page story on a 8½" x 11" paper telling about your experience, what you learned from it, and what you would do different next time. Include in your story what project you are taking and what the original entry was.
3. Sample of the "Clothing Flop".

\*Class 1 **Clothing Flop**

**Department C - Consumer Management**

**All items must be pre-entered at the Butler County Extension Office by June 27. All exhibits will be judged on July 16 at the Butler County Fairgrounds.**

**Attention Shoppers, Division 244****Pay Category #4**

Ages under 12

\*Class 1 **Clothing Wardrobe Inventory.** List five items in your clothing wardrobe. What one garment would you add to your wardrobe that would help you to mix and match what you already have to extend your wardrobe? Explain what you need to think about and consider when you select this item. Consider creativity and style in your story. Your wardrobe inventory entry may be a picture poster, a video style show with explanation, a written story, an audio tape, etc.

\*Class 2 **Clothing Interview.** A) Interview an older person and talk about the fads and fashion of the time when they were young. Or B) Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear? or C) Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from the job, what makes them different, why are they necessary to wear, etc. Consider creativity and style in your story. Include a picture of the person you interviewed in their special type of clothing. Your interview entry may be a picture poster, a written story, audio tape, video tape with explanation..

\*Class 3 **Buymanship** - 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. Consider creativity and style in explaining your story. Do not include the clothing as part of your entry. Your buying experience may be a picture poster, a video tape, a written story or an audio tape, etc.

\*Class 4 **You Be The Teacher** - Suggested ideas include: Sort before you wash, clothing first aid, fad or fashion, etc.

**Shopping in Style, Division 240****Pay Category #4**

Age: 12 & over

Class 1 **Purchased garment** (not to be submitted).

Class 2 **Garment selected**, but not purchased.

Class 3 **You Be the Teacher**

**General Information for Shopping in Style**

- A. The entry must be in an 8 ½" by 11" by 1" 3-ring notebook with the following information. Record books will not be accepted: If Class 1, a minimum of 3 color close-up snapshots are required, including a full front view, back view and side view. All snapshots need to show the person standing straight and tall. If applicable, 2 but no more than 5, additional snapshots showing alternative ways of wearing the garment may be included.

1. If Class 2, the notebook must describe the 4-H'ers personal characteristics and provide sketches or pictures of the front and back views of the garment/outfit. Style, color and design details must be described.
2. Notebooks for both classes must include a story to describe:
  - a. Include a budget. What amount do you have to spend?
  - b. Include a wardrobe inventory. Tell how the garment/outfit fills a void in the inventory.
  - c. Why did you need the item or why was the garment selected/purchased? What accessories were selected?
  - d. Physical characteristics of the individual. Refer to Body Basics discussion in project manual pages 16-18.
  - e. Compare the construction quality of the garment(s) selected and two other garments that were rejected.
  - f. What design features (color, pattern, fabric, etc.) affected your decision to select this garment(s).
  - g. What is the fiber content, fabric structure and care?
  - h. Final cost of the outfit and estimated cost per wearing (cost of garment divided by estimated times to be worn for the life of the garment.) Take into consideration the care of the garment. Include in your figures the cost of supplies (detergent, softener, etc.) for doing a load of laundry or the dry cleaning cost for your garment.
3. Class 3, YOU BE THE TEACHER - Share with others what you learned in this project. Exhibit may be a poster (14"x22"), a notebook or a small display of educational nature. Examples may include information on: wardrobe planning, clothing advertising, marketing, clothing care, stain removal, consumer comparison of clothing items, cost per wearing of personal wardrobe items, clothing label comparison (fiber and care labels) and affect on buying decisions, etc.

#### Department C, Division 903 Becoming Money Wise

Pay Category # 4

- \*Class 1 **Money Journal** (page 13 Money Wise manual). For four weeks, keep a record of income and expenses. Record how much you spend in each category. Include a summary of what you learned about your spending habits by keeping a journal.
- \*Class 2 **Piggy Bank** (page 15 of Money Wise manual). Reuse materials to make a piggy bank or savings jar.
- \*Class 3 **Advertising Comparison Poster** (page 14 of Money Wise manual). Poster should be 14" x 22". Compare at least two advertisements from newspapers or magazines. Address the question asked on page 14 of the manual.
- \*Class 4 **Show what you learned** or did I this project through a poster, notebook, or thought exhibit.

#### MONEY FUN-DAMENTALS AND MONEY MOVES

Poster size shall be 14" x 22". Notebooks must be 3-ring binders 8 1/2" x 11" x 1".

#### Money Fun-damentals, Division 247

Pay Category #4

- Class 1 **Comparison Shopping**, Page 9 - Considering the differences between your needs and wants on Page 6-9 in manual do comparison shopping for school supplies; OR purchasing a video, going to the movies, or movie rental.
- Class 2 **Financial Goals**, Page 20-21 - Using your creativity share three of your SMART financial goals in this exhibit. (One of Each: Short term, Intermediate, and Long term)
- Class 3 **Educational Exhibit**, Page 26 & 27 - Show what you have learned or done in this project through a poster, notebook, or thought exhibit.

#### Money Moves, Division 248

Pay Category #4

- Class 1 **Comparison Chart**, Page 23 - Using the comparison chart on Page 23 of the manual do a comparison of financial institutions such as bank, savings and loan, credit unions or other financial institutions on the Web or in your community.
- Class 2 **Advertisement**, Page 26-27 - Make an ad for a product with help of page 26 in your manual.
- Class 3 **Web-based Financial Game**. Use your creativity to share the results of one of these web based financial games at: <http://pa4h.cas.psu.edu/FinancialChampions/> , or <http://www.consumerjungle.com> , or Allowance Game - [www.extension.iastate.edu/Publications/PM1776.pdf](http://www.extension.iastate.edu/Publications/PM1776.pdf)
- Class 4 **Champion's Challenge**, Using a calculator on the web (see possible sites on page 14 of manual) complete the calculations for number 2 in the Champions' Challenge on page 14. Write a paragraph to show your findings and include a printout of the calculations done on the web which show month, monthly payment, remaining amount owed each month, principal paid, interest paid, and cumulative interest paid (ie. repayment schedule).

## Department C – Fashion Show

#### Department C, Division 410 - Fashion Show

Pay Category # 4

All fashion show exhibits will be judged on Monday, July 7. All entries must be pre-registered at the extension office by June 27. Exhibitor may model two outfits if taking more than one clothing project. Limit of one entry per project. Please mark on narration form which of two outfits you wish to model at Public Style Show. Extra garments cannot be modeled. Only complete outfits can be modeled, except in Sewing for Fun or Clothing Level 1. **Modeling time preferences will be filled as registration papers are received—first come, first served.**

If 4-H'er is not modeling for judge, but wishes to have a construction time appointment, indicate such on narration form. Garments being modeled must be entered for construction judging. An outfit in either middle or advanced units is made up of 1, 2 or 3 articles that make a complete, wearable outfit.

The judges will choose two Grand Champions, one from the beginning unit, and one from the middle and advanced units. The judges will select state fair representatives and their alternates, who must be 10 years of age as of January 1 of the current year.

**The Public Style Show will be held during the Butler County Fair.**

#### Decorate Your Duds - Fashion Show Classes

4-H members must show their own original creativity. The exhibit must be a purchased, constructed, original design, or recycled garment to which surface embellishment has been applied or a garment in which the design is created through the structure such as color blocks, fabric strips, texturizing fabric pieces, etc.

- \*Class 1 **Embellished Garment**
- \*Class 2 **Embellished Garment with Original Design**

Class 10 **Garment Constructed from an Original Designed Fabric** - Fabric is made first, then a garment is constructed from the fabric. Examples include: painting on fabric, color discharge, shibori tie dyeing, weaving fabric strips, crazy piecing and paper piecing, and color blocking fabric pieces. Other embellishments may be added. Embellished garment with original design entries and textile clothing accessory entries are **NOT** accepted.

#### **Sewing for Fun Fashion Show**

\*Class 8 **Sewing for Fun** participants will carry one or two articles made in the Sewing for Fun project. Participants will be judged on well-groomed appearance, good posture, poise, and confidence while displaying their Sewing for Fun items while modeling.

#### **Clothing Level I Fashion Show**

\*Class 11 **Simple Top OR Simple Bottom**

#### **Clothing Level 2 Fashion Show**

4-H members 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.

Class 20 **Clothing Level 2** - Possible types of garments include dress; skirted outfit – skirt with shirt, vest or jacket; jumper and shirt; or pants outfit – pants or shorts with shirt, vest or jacket OR jogging outfit.

#### **Sewing for You Fashion Show (Nightwear or loungewear can NOT be modeled)**

Class 30 **Dress**

Class 50 **Skirted Outfit** – skirt with shirt, vest, or jacket OR jumper and shirt

Class 60 **Formal** – dress or tuxedo for prom, wedding or other formal occasion

Class 70 **Pants Outfit** – pants or shorts with shirt, vest or jacket

Class 80 **Specialty Wear** – costume

Class 90 **Sportswear** – Jogging outfit, swim wear, aerobic wear, or ski wear

Class 100 **Coat/Outerwear/Jacket** - lined or unlined, non-tailored

Class 110 **Western Wear** – champs, chinks, or riding attire

**Tailoring Fashion Show** - Additional pieces with blazer, jacket or coat may either be constructed or purchased.

Class 40 **Tailored Blazer, Suit Jacket, or Coat**

#### **Make One/Buy One Fashion Show**

4-H members enrolled in Knitting, Crocheting, Clothing Level 2, Sewing for You or Tailoring may enter this class. It is okay to combine knitted or crocheted garment with a garment that the 4-Her has also sewn. Please indicate this on the entry form.

\*Class 110 **Make One/Buy One** - Combine sewn, knitted or crocheted garment(s) with a purchased item to make a complete wearable outfit. Both items must be modeled.

#### **Attention Shoppers Fashion Show**

\*Class 120 **Attention Shoppers Purchased Garment**

#### **Shopping In Style Fashion Show, Division 425**

Participants must be enrolled in the Shopping In Style 4-H Project to enter. Participants will be allowed to model in both the constructed fashion show and the Shopping in Style fashion show. Make-one/buy one outfits are not allowed in this show. This curriculum is developed and designed for youth ages 12 and older. Attention Shopper is the curriculum designed for youth under age 12.

Participants must model a complete outfit – all parts of the outfit must be purchased.

Class 4 **Model Purchased Outfit**

## **Department C – Home Environment**

- A. HOME ENVIRONMENT EXHIBITS are evaluated by these criteria:
1. Items must be designed to be used for home decorating or home furnishing (no clothing, purses, note cards, scrapbooks/photo albums, etc.)
  2. Accessories should be of high quality (as compared to quick, simple crafts like dryer vent pumpkins and tied fleece blankets), ones that are suitable for use in the home several months throughout the year.
  3. Items should show creativity and originality, along with the application of design principles and elements. (Ask yourself: How have I shown creativity and applied the design principles and elements in this accessory?)
  4. Items should be ready for display in the home (pictures framed, wall hangings and pictures ready to hang, etc.).
- B. ONE ENTRY PER EXHIBITOR PER CLASS. Limit of two entries per project per exhibitor.
- C. ENTRY TAGS - An entry tag which includes a clear description of the entry must be securely attached to each Home Environment exhibit. Use color names or pattern/picture descriptions to aid in identification.
- D. 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.
- E. SUPPORTING INFORMATION - Four areas require supporting information:
1. DESIGN DECISIONS, class 5, quilted bedcover (state who did the piecing and quilting)
  2. FURNISHINGS ON A SHOESTRING (include amount spent and estimated savings)
  3. HEIRLOOM TREASURES (include list of steps taken to complete project and family keepsakes documentation)



4. SKETCHBOOK CROSSROADS, classes 1, 2, 8, and PORTFOLIO PATHWAYS, classes 1, 2, 3, 4, 5, 6. (Optional: If a 4-H'er has used unusual or complicated techniques to create their exhibit, a written description would be helpful for the judge. (Write up to one half of an 8 ½" x 11" sheet and attach to the exhibit.) This is especially important if you would like to have your exhibit considered for the Celebration of Youth (a special exhibit selected for The Robert Hillestad Textile Gallery).

**Division 260, Sketchbook Crossroads**

**Pay Category #4**

- Class 1 **Original Pencil Drawing** based on techniques learned in Unit I of Sketchbook Crossroads, framed and ready to hang; attach description of technique used (Crossroads pgs. 10-21).
- Class 2 **Original Ink Drawing** based on techniques learned in Unit I of Sketchbook Crossroads, framed and ready to hang; attach description of technique used (Crossroads pgs.22-28)
- Class 3 **Home Accessory** made with **felted wool** (Crossroads pgs. 29-33)
- Class 4 **Home Accessory** using **cotton linter** (Crossroads pgs. 34-36)
- Class 5 **Home Accessory** using **Batik** (Crossroads pgs. 37-39)
- Class 6 **Home Accessory** made by **weaving on a loom** (Crossroads pgs. 40-47)
- Class 7 **Home Accessory** made with **fabric** exhibitor has **dyed** (Crossroads pgs. 48- 50)
- Class 8 **Home Accessory** using **quilt design** from another culture (attach description of culture and history of design) (Crossroads pgs. 51-52)
- Class 9 **Original Sculpted Home Accessory** made with **clay** (no purchased pots) (Crossroads pgs. 53-62)
- Class 10 **Recycle:** home accessory made with boxes or sculpted cardboard (Crossroads pgs. 63-66)
- Class 11 **Home Accessory carved** from Plaster of Paris (Crossroads pgs. 69-70)

**Division 261, Portfolio Pathways**

**Pay Category #4**

- Class 1 **Original Acrylic Painting** based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; attach description of technique used (Pathways pgs. 10-35)
- Class 2 **Original Oil Painting** based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; attach description of technique used (Pathways pgs. 10-35)
- Class 3 **Original Watercolor** based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; attach description of technique used (Pathways pgs. 10-35)
- Class 4 **Original Sand Painting** based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; attach description of technique used (Pathways pgs. 10-35)
- Class 5 **Original encaustic Painting** based on techniques learned in Unit 1 of Portfolio Pathways, framed and ready to hang; attach description of technique used (Pathways pgs. 10-35)
- Class 6 **Home Accessory** made with any printing technique in Pathways Unit 2; attach description of technique used (Pathways pgs. 36-56)
- Class 7 **Art Portfolio on CD/DVD.** Scan examples from any of your "Sketchbook or Portfolio Entries" and at least 3 illustrations how design elements or principles can be used in home decorating. Include CD/DVD label and booklet OR case cover designed by exhibitor. (Unit 3, Portfolio Pathways, pgs. 57-75)

**Division 255, Furnishings on a Shoe String**

**Pay Category #3**

Include information on the amount of money spent to make the item and estimated savings.

- Class 1 **A Low Cost Article** made or finished by the member that solved a home environment problem by using a common object or material in a creative way. Could be made from reused or recycled products.
- Class 2 **A Low Cost Piece of Furniture** made or finished by the member that solved a home environment problem by using a common object or material in a creative way.

**Division 256, Heirloom Treasures/Family Keepsakes**

**Pay Category #3**

Exhibit only items for the home. Include a sheet including this information:

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.

- Class 1 **Trunks**, including doll-sized trunks or wardrobes
- Class 2 **An Article** - 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.
- Class 3 **Furniture** - either a newly-made "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.
- Class 4 **Cleaned and Restored Heirloom or Old Furniture or Accessory** - 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 have to be refinished or repainted, but reconditioned to restore it to its original look or to prevent it from further damage as a valuable heirloom. This class is for situations where it may be best to do very little to the item to maintain its antique value. Consult extension publication RP272 Family Keepsakes for information. Item or article should be of complexity suited to an advanced project. (Refinished items go in classes 2 - 3.)
- \*Class 5 **Family Keepsakes Documentation** - exhibit should show how 4-Her has documented family keepsakes. May include notebook with photo, description and history of items, videotape, photo album, audio tape of family relative discussion the item, written interview with family member, keepsake inventory.
- \*Class 6 **Portfolio** - Collection of pictures, drawings, samples, worksheets and ideas for a room or home, an exploration of career possibilities (ex. A preservationist), or another application of your project learning put to use. Non-competitive.
- \*Class 7 **A Second Refinished or Renovated "Treasure"**

**Division 257, Design Decisions**

**Pay Category #3**

- Class 1 **Design Board for a Room** –Include: color scheme, wall treatment, floor treatment, etc., OR floor plan for a room - Posters, 22 x 28". Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.

- Class 2 **Window Covering** - May include curtains, draperies, shades, shutters, etc.
- Class 3 **Wood Furniture** – Opaque finish such as paint or enamel OR clear finish showing wood grain.
- Class 4 **Fabric Covered Furniture** - May include stool, chair seat, slip-covers, headboard, etc.
- Class 5 **Bedcover** - May include quilt, comforter, bedspread, dust ruffle, pillow sham, canopy, etc. For quilts, state who did the piecing, quilting. (No tied fleece blankets)
- Class 6 **Other Fabric Accessory** - Pillow (not from Sewing for Fun), table cloth or runner, dresser scarf, etc. (No tied fleece blankets)
- Class 7 **Framed Picture** – Item is made by 4-H members and stretched, matted, and/or framed by the 4-H'er. Item is judged for workmanship and wise application of art elements and design principles in both the picture and frame.
- Class 8 **Wall Hanging** - 2 or 3 dimensional.
- Class 9 **3 Dimensional Surface Accessory** made by 4-H'er that will set on table, dresser or floor (Indoor use only).
- Class 10 **Recycled or Remade Item for the Room.**
- Class 11 **Floor Covering** - May be woven, braided, painted floor cloth, etc.
- Class 12 **Problem Solved - Identify a Problem** (as problem windows, storage needs, inconvenient room arrangement, etc.) Using poster, notebook or other method, describe the problem and how it was solved.
- Class 13 **Energy Savers** - Poster, notebook or other method illustrating a home energy audit, landscape design to save energy, water savings, etc.
- Class 14 **Home Miniatures** - Illustrate design skills learned by decorating a 1-2 rooms in a doll house (project an continue in following years) OR design a model energy-efficient home. Include brief description of what was learned.
- Class 15 **Cost Comparisons** - Illustrate comparison shopping and selection criteria for item needed in room (ex: wall or floor coverings, storage, furniture, etc.)
- Class 16 **Outdoor Living** - Accessory or furniture made/refurbished by 4-H member suitable for outdoor use.
- Class 17 **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. Non-competitive. Special recognition certificates will be awarded to participants.

#### **Division 251, Home Building Blocks**

**Pay Category #4**

- Class 1 **Needlework Item**
- Class 2 **Nine-patch design** of wood, fabric or paper – item for room or home.
- Class 3 **Batik** – Batik may be 1- color batik, multi-color, quilted batik, combination of tie and dye and batik, or nine patch design and batik.
- Class 4 **Metal tooling or metal punch** – item for room or home
- \*Class 5 **Family Fire Drill Poster** - poster should show your family's fire escape plan. The poster must include a simple floor plan showing each family member's sleeping area and two escape routes, and description or identification of the outside meeting place. Consult Home Building Block I for additional items or information to include on your poster. Size should be no larger than 28" x 22".
- \*Class 6 **Swedish Weaving** (Can use counted cross stitch fabric or hack toweling.)
- \*Class 7 **Storage Rack** - for use in any area of the home. Item might also be made to store items for reuse or recycling.
- \*Class 8 **Wire Sculpture** - Sculpture should be mounted and/or prepared for display.
- \*Class 9 **Scale Drawing or Wall Arrangement** - poster (approximately 28" x 22") showing scale drawing of wall elevation with a plan for a wall arrangement. Indicate scale. Label furniture and other room features. Through the use of dotted lines and captions, show how the guides to wall arrangements were used. Poster will be judged for both content and visual presentation.
- \*Class 10 **Wood Storage Box** - for use in any area of home. Item might also be made to store items for reuse or recycling. On a 4" x 6" card, explain how and where the item will be used and what you learned in making the item.
- \*Class 11 **Wind Chime**
- \*Class 12 **Wallhanging** - using skills learned in Home Building Blocks.
- \*Class 13 **Accessory For Room** - using skills learned in Home Building Blocks
- \*Class 14 **You Be The Teacher** - share with others what you learned in any level of Home Building Blocks.

#### **Division 232 - Let's Create**

**Pay Category # 5**

Exhibitors enrolled in the Let's Create project have the opportunity and satisfaction of displaying the results of their creative and artistic abilities. Each item must be labeled with the exhibitor's name, address, and age firmly attached to the exhibit. NO RECORD BOOKS. All hangable items should have a secure wire hanger.

- \*Class 1 Applique, Embroidery, and Cross-stitch
- \*Class 2 Clay, Porcelain, Ceramics
- \*Class 3 Fiber Art
- \*Class 4 Leather
- \*Class 12 Metal
- \*Class 13 Nature Projects and Corn Shucks
- \*Class 14 Oil, Water Color, or Other Painting
- \*Class 15 Weaving and Macrame
- \*Class 16 Wood (Other than Furniture)
- \*Class 17 Miscellaneous

#### **Division 250 - Recycling**

**Pay Category # 5**

Many items in the fairbook could be made of reduced, reused or recycled products. For each exhibit, include index card indicating plans, costs and what you learned.

- \*Class 1 Item showing reduction
- \*Class 2 Item showing reuse
- \*Class 3 Item showing recycled product
- \*Class 4 You Be the Teacher- Exhibit showing how one can reduce, reuse and recycle resources.

## Department C - Quilt Quest

### Division 229, Quilt Quest

Pay Category #3

A quilted exhibit is made up of at least 3 layers. Quilts or quilted items must be quilted or tied through all layers. No fleece blankets, please. Items in classes 4, 5, 6, 7 and 8 should have a card attached to the lower left corner of the back of the quilt with quilt maker, date, and answers to the following questions:

- a. Describe how you selected the design and fabrics used for your project.
- b. Tell what you did and what was done by others.
- c. Tell what you learned that you can use on your next project.

Class 10 **Exploring Quilts** - Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to, language arts, quilts of different cultures, chemistry, design, preservation, history, construction, math-conversion of quilt patterns, textiles/fabrics, computerization, entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts, Amish quilts, other. Exhibit may include a 14x22" poster, notebook, CD, Powerpoint, VCR tape, or other technique. All items in an exhibit must be attached together and labeled.

Class 20 **Quilt Designs Other Than Fabric** - Two or three dimensional item with quilt design made using medium other than fabric, such as wooden quilt block, stained glass, paper, etc.

Class 30 **Computer Exploration** - Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information of type of program used, process used to generate designs, or how you used color to create different quilt designs. Size of poster or notebook - suitable for the exhibit.

Class 40 **Wearable Art** - Quilted clothing or garment. Must have a recognizable amount of quilting. May include fabric manipulation. Quilting must be done by 4-H'er, Attach card



### Guidelines for entries in classes 50-80

Please note the description of classes. They denote degree of difficulty in construction and not the number of years in the project. All quilted exhibits must be clean and finished for intended purpose. 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 current 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 have a permanent label on the back in the bottom right corner with quilters name and date of completion.

For award distribution, judging quilts will be within the following quilt sizes:

- A. Small - maximum length + width = 60" (This class includes miniature quilts, wall hangings, table runners, placemats (4), pillow.)
- B. Medium - maximum length + width = from 61" to 120"
- C. Large - length + width over 120"

**Level I quilted exhibits** - Pieced quilts are made up of squares and/or rectangles. Attach card.

- Class 50 **Small**  
Class 51 **Medium**  
Class 52 **Large**

**Level II quilted exhibits** - In addition to squares or rectangles, quilts may have triangles, and/or may be embroidered. Attach card.

- Class 60 **Small**  
Class 61 **Medium**  
Class 62 **Large**

**Level III quilted exhibits** - In addition to any of the methods in class 50-62, quilts may have curved piecing, applique, Celtic style, stained glass style, paper piecing, art quilt style, or other non-traditional styles. Attach card.

- Class 70 **Small**  
Class 71 **Medium**  
Class 72 **Large**

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

- Class 80 **Hand quilted**  
Class 81 **Sewing machine quilted**  
Class 82 **Long arm quilted - non computerized/hand guided**  
Class 83 **Long arm quilted --computerized**