CONSUMER & FAMILY SCIENCE

CHECK IN:
Tuesday, July 31, 2012 from 6:00 - 8:00 p.m.
& Wednesday, August 1, 2012 from 7:00 – 9:00 a.m.
JUDGING TIME:
Wednesday, August 1, 2012, 9:30 a.m. (closed to public)
PREMIUMS:
Purple $2.00; Blue $1.50; Red $1.00; White $0.50

CHILD DEVELOPMENT

CHILD DEVELOPMENT GUIDELINES

Please note that the term Child Development includes Child Care, Family Life, Personal Development, and Character Development.

A. Number of entries per individual - Each 4-H'er can exhibit ONE entry per class.
B. Exhibits may not use copyrighted materials, such as cartoon characters or commercial product names.
C. Criteria for Judging – The following score sheets will be used to judge Child Development exhibits.
   Classes 1-4, "Guidelines for Judging Toys" - SF30
   Class 6, "Score Card for Evaluating Babysitting Kits" - SF85
   All other classes "Scorecard for Evaluating Poster, Scrapbooks, and Educational Entries - SF 115 4-H'ers should refer to project manuals for characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development.
D. Information Sheets - Each exhibit must include the required information on paper placed with the entry tag.
E. 4-H'ers of any age (8 – 18 year old on Jan 1 of current year) may take any of the Child Development projects.

DEPT. C / DIV. 200
CHILD DEVELOPMENT

NEW THIS YEAR... Exhibitors in the Child Development project area will also be asked to focus on the new outcomes areas in 4-H in a few classes. These outcomes include career development, agricultural literacy, science, leadership/citizenship and healthy lifestyles. In an effort to help 4-H members develop their knowledge in these areas classes 1-4 of child development exhibits must be tied to one or more of the outcome areas.

Information sheets for Classes 1, 2, 3, 4 and 6 should include:

1) Where did I get the idea for this exhibit?
2) What decisions did I make to make sure this 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) What can the child learn from this exhibit, or how does it promote growth and development as it pertains to the outcome area?

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 more items in the kit, but purchased items are also allowed.

NOTE: Classes 1 - 4 must be items made by the 4-H'er and relate to one or more outcome areas. Purchased items are not acceptable for these exhibits. Possible purchased parts are acceptable such as dice for a grade-schooler 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 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.

As you consider your exhibits for these classes, remember that you must be trying to teach the child the toy is for about something related to one or more of the outcome areas – career development, agricultural literacy, science, leadership/citizenship and healthy lifestyles. This could be a game that teaches about healthy eating (healthy lifestyles), an activity that teaches about being a farmer (careers/agricultural literacy) or a toy bug that relates to science. Be creative!

Class 1 The Infant: Toy, game, or activity made for baby that teaches them about one or more of the outcome areas.
(birth - 18 months.)

Class 2 The Toddler: Toy, game, or activity made for toddler that teaches them about one or more of the outcome areas.
(18 months - 3 years.)

Class 3 The Preschooler: Toy, game or activity made for preschooler that teaches them about one or more of the outcome areas. (3-5 years.)

Class 4 Middle Childhood: Toy, game, or activity made for grade-schooler that teaches them about one or more of the outcome areas. (6-9 years.)

DEPT. C / DIV. 200
THE SITTER

Classes 5 – 9 do not have to relate to an outcome area.

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 a specific activity such as making something with the child or other child care and interactions as the 4-H'er chooses. May include photos, captions, story, or essay. Size of poster or scrapbook - large enough to tell the story. Other people may take photos so that 4-H'er can be in the photo. 4-H'er must make the poster

or scrapbook. No information sheet needed for Class 5.

Class 6 Babysitting Kit: State which ONE age group *(infant, toddler, preschooler, middle childhood)* the kit was prepared for. Purpose of kit is for the 4-H'er to take with them when they go to someone's home to baby-sit (do not make kit for combination of ages or for your own family to use). See The Sitter manual) for appropriate items to include. Other appropriate items to include are emergency numbers, items 4-H'ers might need for safety or emergency. Kit MUST NOT be a catch all of found items. Display in a box or bag suitable for what it contains. Approximate size not larger than 12" x 15" x 10". All items in kit must be safe for child to handle..

NOTE: Information sheet for Class 6 should include:

1) What are children this age like? Give 2 examples that 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 items(s) was/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.

4-H'ers taking any of the Child Development projects may enter:

Class 7 Family Involvement Entry: Entry should show an activity that the family did together. It may be a scrapbook, poster or story describing the process. It might include making something such as a dollhouse or feed bunk. Item 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, not just the completed item. Participation by all family members is important. Include list of family members and what each person did to prepare for the event, to make the item, or to participate in the activity.

DEPT. C / DIV. 200
GROWING ALL TOGETHER

4-H'ers taking KIDS ON THE GROW may enter the following classes:
Kids on the Grow 1 is NOT eligible for State Fair.

Class 901 Growing on my Own: Scrapbook or poster. EXAMPLES: Home Hazard Hunt, Toy Inspector, How are we all different and the same, How do people express different emotion.

Class 8 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 Growing in Communities: Portfolio, 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.

CLOTHING

CLOTHING GUIDELINES

A. Entry tags - Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag on the right side of the garment and the hook of the hanger to the left.

B. Identification Labels - Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's Name, and age, project name and class in which garment is entered, Exhibitor's age and number of years enrolled in project in which exhibiting. Attach a label on every component of the outfit using a safety pin or by basting. Not responsible for unlabeled items.

C. Preparation of Exhibits - Have clothing entries on hangers with hook toward right shoulder of garment. Do not use wooden or "fancy" hangers. Use METAL hangers only. Use safety pins to fasten skirts, shorts, and pants to hangers. If more than one hanger is used for any entry, fasten hangers belonging to one exhibit together with twist ties.

D. OPTIONAL – If you have used a unique method or technique in creating your exhibit (drew your own design, wove your own fabric, etc.) indicate that on a half sheet of 8 ½" x 11" paper placed with the entry tag.

- ✓ Evaluation for Clothing Level I, Clothing Level 2, Sewing For You and Recycled Garments is based on: General Appearance/Design, Quality of Workmanship, and Neatness.
- ✓ Evaluation for Tailoring is based on General Appearance/Design, Quality of Workmanship, Neatness, and Creating a Completed Outfit,
- ✓ Evaluation for Decorate Your Duds is based on Creativity, Quality of Workmanship, and Quality of Design. Evaluation for You Be The Teacher exhibit is based on Topic Selected, Teaches an Idea and Presentation of Exhibit.

INTERVIEW JUDGING/PROJECTS INCLUDE: ALL Clothing Projects

4-H members are encouraged to participate in interview judging. Interview judging allows 4-H members to discuss their 4-H exhibits directly with the judge. This will give 4-H members the opportunity to discuss the process they took preparing their project. In addition, interview judging will give judges the opportunity to provide positive input and helpful suggestions to the 4-H member.

REQUEST FOR INTERVIEW JUDGING:

- Department Superintendents are to be notified when a 4-H project is entered by a 4-H member intending to Interview Judge.
- Entry cards of 4-H exhibits must designate Interview Judging Request by checking the "INTERVIEW" box at the upper right corner (above "Dodge County Fair") of the entry card.
- **Exhibitors are limited to ONE interview entry per department (project area).**

TIME: (Optional) Interview Judging / Wednesday, August 1 by appointment / 4-H Exhibit Hall

- Exhibitors will make appointments (9:30 am-3:00 pm) with superintendent at time of check in.

INTERVIEW JUDGING IS OPTIONAL:

- Projects are not required to be interview judged. Therefore, no projects will be deducted a ribbon placing for not interview judging.

DEPT. C / DIV. 221
DECORATE YOUR DUDS

4-H members must show their own original creativity. Garment may be made for self or another person.

Class 1 Embellished Garment With Original Design**:** Designs are the original idea of the 4-Her, using the elements and principles of design shape/form, texture, color, line, space, rhythm, emphasis, proportion, balance and unity to make an original statement. Component materials used to create the design do not necessarily need to be original.

Class 2 Garment Constructed From Original Designed Fabric: Fabric is designed 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 Embellished Garment using technology: Designs must be the original idea of the 4-Her using the elements and principles of design to make an original statement. The designs must use technology of some kind. (Machine embroidery and computer generated designs are examples). Include information on what technology was used, how the technology was used, the type of program used and the process used to generate designs.

DEPT. C / DIV. 234
GENERAL CLOTHING PROJECTS

4-H members enrolled in Decorate Your Duds, Sewing for Fun, Clothing Level I or II, Sewing for You or Tailoring, Knitting or Crochet projects may enter in the following classes. These classes are designed for personal accessories. The following six classes are NOT State Fair eligible.

Class 901 Non-Sewn accessory, Junior Division, (ages 8-11)
Class 902 Sewn accessory, Junior Division, (ages 8-11)
Class 903 Non-Sewn accessory, Intermediate Division, (ages 12- 14)
Class 904 Sewn accessory, Intermediate Division, (ages 12-14)
Class 905 Non-Sewn accessory, Senior Division, (ages 15 and up)
Class 906 Sewn accessory, Senior Division, (ages 15 and up)

Class 1 Educational Display: 4-H members enrolled in Decorate Your Duds, Clothing Level 2, Sewing for You or Tailoring, Knitting or Crochet projects may enter an Educational Display.
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 careers in the textile industry, information on textile fibers, illustrate art elements, art principles, seam finishes, the science of textiles including dye techniques, fiber identification, and 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 (a wearable piece of clothing). An article of clothing made from a recycled item. The garment(s) used must be changed in some way in the "redesign process". A before colored picture MUST accompany the entry or it will be disqualified.

Class 3 Recycled Accessory: 4-H members enrolled in Decorate Your Duds, Clothing Level 2, Sewing for You, Tailoring, Knitting or Crochet projects may enter a Recycled Accessory exhibit. An accessory made from a recycled item. The item used must be changed in some way in the "redesign" process. A before colored picture MUST accompany the entry or it will be disqualified.

Class 4 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, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

Class 5 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.

DEPT. C / DIV 211
SEWING FOR FUN
(NOT Eligible for State Fair)

Class 901 Needle book and pincushion
Class 902 Pillow Stripes
Class 903 Patchwork Pillow
Class 904 Tote Bag
Class 905 Laundry Bag
Class 906 Pillowcase
Class 907 Diagonal Patchwork Pillow
Class 908 Rail Fence Pillow
Class 909 Sewing Box – Include sewing tools listed in manual.

DEPT. C / DIV. 212
CLOTHING LEVEL I
(NOT Eligible for State Fair)

NOTE: Entry is a simple top, bottom or dress. Check the "Clothing 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. 4-H'ers enrolled in or who have completed Clothing Level II, Sewing for You or Tailoring projects are not eligible to exhibit in Clothing Level I. NOT ACCEPTED: Plaids and striped fabric, wool fabric, patterns with collars, regulation set-in sleeves, waistbands, zippers, button holes or lined garments.

Class 901 Simple Top
Class 910 Simple Bottom
Class 920 Simple Dress

DEPT. C / DIV. 222
CLOTHING LEVEL II

NOTE: Check the "Clothing Construction Skills Checklist" on page 29-30 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
Class 2 Skirted Outfit (skirt with shirt, vest or jacket) or JUMPER AND SHIRT
Class 3 Pants or Shorts Outfit – Pants or shorts with shirt, vest or jacket or jogging outfit.

DEPT. C / DIV. 223
SEWING FOR YOU

- ✓ Garments can be made from any pattern or any fabric and should demonstrate sewing skills beyond Clothing Level 2. Entry consists of constructed garments only.
- ✓ Garments as listed may be made for self or others.

Class 1 Dress or formal
Class 2 Skirted Outfit – skirt & shirt or skirt & vest or skirt & jacket or jumper & shirt
Class 3 Pants or short Outfit – shorts or pants with shirt, vest or jacket.
Class 4 Specialty Wear – Includes: swim wear, costumes, western wear-chaps, chinks or riding attire.
Class 5 Coat/Outerwear Jacket - Lined or Unlined, non-tailored. Tailored Garments are entered in Division 224.

DEPT. C / DIV. 224
TAILORING

NOTE: A tailored blazer or suit jacket or coat.
Class 1 Blazer, or Suit Jacket or Coat

FIBER ARTS/KNITTING GUIDELINES

- ✓ Criteria for judging knitting and crocheting: Design and color, neatness, knitting mechanics or crocheting mechanics, trimmings, and construction finishes.
- ✓ Information Card: Each knitting or crocheting exhibit must include the following information on a half sheet of 8 ½ x 11" paper with the entry:
    1) What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarns),
    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 contact.
    7) Names of stitches used.
    8) Copy of directions.

DEPT. C / DIV. 225
KNITTING

- ✓ Knitted Item - Any item may be entered by those enrolled in the knitting project.

Class 901 Knitted Clothing or Home Environment Item - Beginning (NOT Eligible for State Fair)
Class 5 Level 2 Knitted clothing or Home Environment Item - Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.
Class 15 Level 3 Knitted Clothing or Home Environment Item – 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.

DEPT. C / DIV. 226
CROCHET

- ✓ Crocheted Item - Any item may be entered by those enrolled in the crocheting project.
- ✓ Each entry must include a copy of the directions and have a card attached which provides the following information:
    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 901 Crocheted Clothing or Home Environment - Beginning (NOT Eligible for State Fair)
Class 5 Crocheted Clothing or Home Environment Item – Level 2 Crocheted item or garment using pattern stitches such as texture shell, cluster or mesh stitches.
Class 15 Crocheted Clothing or Home Environment Item – Level 3 Crocheted item or garment using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

DEPT. C / DIV. 229

QUILT QUEST

QUILT QUEST GUIDELINES

- **Guidelines for entries in classes 50 – 83:** 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. Also include the answers to the following questions on a piece of paper:
  1. Describe how you selected the design and fabrics used for your project.
  2. Tell what you did and what was done by others.
  3. 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 14"x22" poster, notebook, CD, Powerpoint, VCR tape, or other technique. All items in an exhibit must be attached together and labeled. No quilted items should be entered in this class.
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 accessory. Must have a recognizable amount of quilting. May include fabric manipulation. Quilting must be done by 4-H'er. Attach card.
Class 41 Inter-Generational Quilt – A quilt made by a 4-H youth and family members or friends of different generations. On a half-sheet of 8 ½ x 11 inch paper, include explanation of how the quilt was planned and who did what in the construction of the quilt.
Class 42 Service Project Quilt - A quilt that has been constructed by 4-H youth to be donated. On a half sheet of 8 ½ x 11 inch paper, include an explanation of why the quilt was constructed and who will receive the donated quilt.

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, appliqué, 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

DEPT. C / DIV. 244
ATTENTION SHOPPERS / AGES 8-11
(NOT Eligible for State Fair)

Class 901 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, audiotape, etc.

Class 902 Clothing Interview (Choose one of the three options below)
1. Interview an older person and talk about the fads and fashions of the time when they were young.
2. Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear? Or
3. Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from 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, audiotape, videotape with explanation.

Class 903 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 videotape, a written story or an audiotape.

Class 904 You Be The Teacher
Share with others what you learned in this project. Exhibit may be a poster (not to exceed 22" x 28"), a notebook or a small display of an educational nature. Examples may include information on: Sort before you wash, clothing first aid, fad or fashion, etc.

DEPT. C / DIV. 240
SHOPPING IN STYLE / AGES 12-18

GENERAL INFORMATION:
- ✓ Classes 1 & 2 – Entry is an 8 ½ X 11" 3 ring notebook. 4-H Record books will not be accepted.
- ✓ Notebooks must include a story describing the following:
  1) Include a budget. What amount do you have to spend?
  2) Include a wardrobe inventory. Tell how the garment/outfit fills a void in the inventory.
  3) Why did you need the item or why was the garment selected/purchased? What accessories were selected?
  4) Physical characteristics of the individual. Refer to Body Basics discussion in project manual pages 16-18.
  5) Compare the construction quality of the garment(s) selected and two other garments that were rejected.
  6) What design features (color, pattern, fabric, etc.) affected your decision to select this garment(s)?
  7) What is the fiber content, fabric structure and care?
  8) 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.

Class 1 Purchased garment (not to be submitted)
Entry is an 8 ½" x 11" notebook. See general information for guidelines.
Also to be included in notebook:
- ✓ Minimum of 3 color close-up snapshots, including a full front view, back view and side view.
- ✓ Snapshots need to show the person standing straight and tall

Class 2 Garment selected, but not purchased
Entry is an 8 ½" x 11" notebook. See general information for guidelines.
Also to be included in notebook:
- ✓ Description of the 4-H'ers personal characteristics
- ✓ Provide sketches or pictures of the front and back views of the garment/outfit
- ✓ Style, color and design details must be described

Class 3 You Be The Teacher
Share with others what you learned in this project. Exhibit may be a poster (not to exceed 22" x 28"), a notebook or a small display of educational nature. Examples may include information on: wardrobe planning, clothing advertising, marketing, clothing care, and 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.

DEPT. C / DIV. 247
MONEY FUN-DAMENTALS

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 other exhibit.

DEPT. C DIV. 248
MONEY MOVES

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://extension.psu.edu/4-h/teachers/standards/family-and-consumer-sciences-curriculum/FinChamp.pdf/view, or consumerjungle.com, or Allowance Game – https://www.extension.iastate.edu/store/ItemDetail.aspx?ProductID=5335&SeriesCode=&CategoryID=13&Keyword=The cost of this one is $1.00.

Class 4 Champions Challenge - Using a calculator on the web (see possible sites on page 14) 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).

HOME ENVIRONMENT

HOME ENVIRONMENT GUIDELINES

- ✓ Type of article: 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.
  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.). No single matt board. Make sure hangers are strong enough to support the item!
  5) Items that focus on technology and science for the home are acceptable.
  6) Items should not be ones made for another project (ex: Sewing for Fun pillows or woodworking).
- ✓ Description of article: Each Home Environment exhibit must be described on the entry tag securely attached which includes a clear description of the entry. Use color names or pattern/picture descriptions to aid in identification. SECURELY fasten entry tag to the exhibit.
- ✓ Identification Labels: Label each separate piece of the exhibit with exhibitor's name and county.
- ✓ Supporting Information: Supporting information is required for Heirloom Treasurers. However 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 a description of steps taken and attach to the exhibit.

INTERVIEW JUDGING

PROJECTS INCLUDE: ALL Home Environment Projects

4-H members are encouraged to participate in interview judging. Interview judging allows 4-H members to discuss their 4-H exhibits directly with the judge. This will give 4-H members the opportunity to discuss the process they took preparing their project. In addition, interview judging will give judges the opportunity to provide positive input and helpful suggestions to the 4-H member.

REQUEST FOR INTERVIEW JUDGING:

- Department Superintendents are to be notified when a 4-H project is entered by a 4-H member intending to Interview Judge.
- Entry cards of 4-H exhibits must designate Interview Judging Request by checking the "INTERVIEW" box at the upper right corner (above "Dodge County Fair") of the entry card.
- **Exhibitors are limited to ONE interview entry per department (project area).**

TIME: (Optional) Interview Judging / Wednesday, August 1 by appointment / 4-H Exhibit Hall

- Exhibitors will make appointments (9:30 am-3:00 pm) with superintendent at time of check in.

INTERVIEW JUDGING IS OPTIONAL:

- Projects are not required to be interview judged. Therefore, no projects will be deducted a ribbon placing for not interview judging.

DEPT. C / DIV. 260
SKETCHBOOK CROSSROADS

Class 1 Original pencil or chalk drawing based on techniques learned in Unit I of Sketchbook Crossroads, framed and ready to hang. (Crossroads pgs. 10-21)

Class 2 Original ink drawing based on techniques learned in Unit I of Sketchbook Crossroads, framed and ready to hang. (Crossroads pgs. 22-28)

Class 3 Home accessory made with felted wool (Crossroads pgs. 29-33)

Class 4 Home accessory made with 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 Exhibit should include 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)

DEPT. C / DIV. 261
PORTFOLIO PATHWAYS

Class 1 Original acrylic painting based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (Pathways pgs. 10-35)
Class 2 Original oil painting based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (Pathways pgs. 10-35)
Class 3 Original watercolor based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (Pathways pgs. 10-35)
Class 4 Original sand painting based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (Pathways pgs. 10-35)
Class 5 Original encaustic painting based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (Pathways pgs. 10-35)
Class 6 Home accessory made with any printing technique in Pathways Unit II. (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)

DEPT C / DIV. 256
HEIRLOOM TREASURES
& FAMILY KEEPSAKES

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

- List of steps taken to complete your project. Before and after pictures encouraged.
- Keepsakes documentation: how you acquired the item and the history of the item-may be written, pictures, audio or video tape of the 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 Accessory or Old Furniture: A reconditioned and cleaned old piece of furniture or accessory that is functional for use or display. Item may 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. (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.
Class 5 Cleaned &/or Restored Heirloom Home Furnishings Textile - Consult extension publication Care and Conservation of Heirloom Textiles, G1682 for information.

DEPT. C / DIV. 257
DESIGN DECISIONS

Class 1 Design board for a room Include: color scheme, wall treatment, floor treatment, etc. OR floor plan for a room – Posters, 22x28" or multimedia presentation (on CD). Show what you learned with before and after pictures or diagrams, samples, story cost comparisons, optional arrangements, etc.
Class 2 Problem solved or Career Exploration – identify a problem (as problem window, storage needs, inconvenient room arrangement, 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.
Class 3 Cost comparisons – Illustrate comparison shopping and selection criteria for item needed in room (ex: wall or floor coverings, storage, furniture, etc.) using multimedia presentation (on CD), poster, notebook or other method.
Class 4 Solar, wind, or other energy alternatives for the home – Can be models, either an original creation or an adaption of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home.
Class 5 Energy Savers – Energy efficient home model or sketch showing energy efficient components (such as structure, equipment, appliances, lighting, etc.) home energy audit, landscape design to save energy, water savings, etc. Use poster, notebook, multimedia presentation (on CD) or other method to illustrate and explain energy savings.
Class 6 Waste Management – recycling and reuse centers. Use poster, notebook, multimedia presentation (on CD) to explain how the materials are saved or reused.
Class 7 Science Experiment – Using illustrations or models, compare energy use such as types of lighting for homes, water efficient processes or products, sun or landscaping to heat or cool homes.
Class 8 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.
Class 9 Home miniatures – Illustrate design skills learned by decorating a 1 – 2 rooms in a doll house (project can continue in following years) . Include brief description of what was learned.
Class 10 Window Covering – May include curtains, draperies, shades, shutters, etc.
Class 11 Floor covering – May be woven, braided, painted floor cloth, etc. May be exhibited as a poster or multimedia presentation on CD.
Class 12 Bedcover – May include quilt, comforter, bedspread, dust ruffle, pillow sham, canopy, etc. For quilts, state who did the quilting. (NO tied fleece blankets)
Class 13 Accessory – Framed Original Needlework/Stitchery made by 4-H member. May be commercially framed. Item is judged for workmanship and wise application of art elements

and design principles in both the picture and frame.

Class 14 Accessory – Textile – 2D (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets.)

Class 15 Accessory – Textile -3D (pillows, fabric bowls, etc. No Sewing for Fun pillows.)

Class 16 Accessory – Original Floral Design arranged by 4-H member.

Class 17 Accessory – Original made from Wood.

Class 18 Accessory – Original made from Glass.

Class 19 Accessory – Original made from Metal.

Class 20 Accessory – Original made from Ceramic or Tile.

Class 21 Accessory – Recycled Item for the home, made or finished by the member by using a common object or material in a creative way. Could be made from reused or recycled products.

Class 22 Accessory – Outdoor living accessory made/refurbished by 4-H member suitable for outdoor use.

Class 23 Furniture – Wood Opaque finish such as paint or enamel

Class 24 Furniture – Wood Clear finish showing wood grain

Class 25 Furniture – fabric Covered-May include stool, chair seat, slip-covers, headboard, etc.

Class 26 Furniture – Outdoor Living – Furniture made/refurnished by 4-H member suitable for outdoor use.

Class 27 Furniture – Recycled/Remade made or finished by the member by using a common object or material in a creative way. Could be made from reused or recycled products.

.