

CLASS 903	True Leader Exhibit Print: Explore true leaders in your community. True leaders can be anyone from community leaders, teachers, and volunteers to parents and friends. So, what sets them apart? What makes someone a true leader? What effect do they have on the people or environment around them? How can you tell their story through photography? See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 904	Favorite Exhibit Print – Unit I - See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 905	Favorite Picture Display – Unit I - See GENERAL RULES – PHOTOGRAPHY #6 for display guidelines.
CLASS 906	Photo Album – Unit I - See GENERAL RULES – PHOTOGRAPHY #7 for additional instructions.
CLASS 907	Photo Flop – Unit I - See GENERAL RULES – PHOTOGRAPHY #7 for additional instructions.
DEPARTMENT B	DIVISION 181
PREMIUM	PHOTOGRAPHY – UNIT II
	Purple \$2.50 Blue \$2.00 Red \$1.50 White \$1.00
CLASS 10	Photo Showcase - Entry will consist of a three-ring binder of three 4" x 6" photos showcasing four lessons addressed in the Unit II manual "Controlling the Image – Level 2." A showcase will include a total of 12 photos. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 20	Manual Setting Exhibit Print - Entry will consist of a print that showcases the participant's ability to master the manual settings on the camera. 1) Manual Focus, 2) Manual Aperture, 3) Manual Shutter Speed, 4) Combination of any of the listed techniques, 5) Other technique not listed. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 30	Lighting Display or Exhibit Print - Entry will consist of a display of three photographs of three different subjects OR an exhibit print that demonstrates lighting effects. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 40	Composition Display or Exhibit - Entry will consist of three photos illustrating three completely different views or angles of the same object. Entry will consist of a print that illustrates one of the following composition lessons in the Level 2 project manual (Rule of Thirds, The Golden Photo, Space Tells the Story, Bits and Pieces, or Capture a Candid Photo). See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 50	Smart Phone Candid Capture Display or Exhibit Print - Entry will consist of a display of 3 pictures of 3 different candid shots or an exhibit print that captures a candid, un-posed moment. *This class is only for photos captured on mobile device (phone or tablet.) See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 60	True Leader Exhibit Print: Explore true leaders in your community. True leaders can be anyone from community leaders, teachers, and volunteers to parents and friends. So, what sets them apart? What makes someone a true leader? What effect do they have on the people or environment around them? How can you tell their story through photography? See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 901	Favorite Exhibit Print – Unit II - See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 902	Favorite Picture Display – Unit II - See GENERAL RULES – PHOTOGRAPHY #6 for display guidelines.
CLASS 903	Photo Album – Unit II - See GENERAL RULES – PHOTOGRAPHY #7 for additional instructions.
CLASS 904	Photo Flop – Unit II - See GENERAL RULES – PHOTOGRAPHY #7 for additional instructions.
DEPARTMENT B	DIVISION 182
PREMIUM	PHOTOGRAPHY – UNIT III
	Purple \$2.50 Blue \$2.00 Red \$1.50 White \$1.00
CLASS 10	Photography Portfolio - An entry will consist of ten photos that represent the strongest collection of the participants work. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 20	Advanced Lighting Exhibit Print - Entry will consist of an exhibit print that illustrates reflection. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 30	Breaking the Rules - Entry will consist of a print that presents a unique focal point and uses different viewpoint, lines, shapes and spacing to create a compelling image. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 40	Portrait Exhibit Print - Entry will consist of a print that captures both the physical characteristics and personality of their subject. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 50	Challenging Exhibit Print - Entry will consist of a print that illustrates a special effect, such as: double exposure, light painting, flash multiple exposure, filters, night time exposure, digitally altered photos, or other technique not listed. See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 60	True Leader Exhibit Print: Explore true leaders in your community. True leaders can be anyone from community leaders, teachers, and volunteers to parents and friends. So, what sets them apart? What makes someone a true leader? What effect do they have on the people or environment around them? How can you tell their story through photography? See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 901	Favorite Exhibit Print – Unit III - See GENERAL RULES – PHOTOGRAPHY #6 for exhibit guidelines.
CLASS 902	Photo Album – Unit III - See GENERAL RULES – PHOTOGRAPHY #7 for additional instructions.
CLASS 903	Photo Flop – Unit III - See GENERAL RULES – PHOTOGRAPHY #7 for additional instructions.

CONSUMER & FAMILY SCIENCE

(FASHION SHOW, HERITAGE, HUMAN DEVELOPMENT, CLOTHING & FIBER ARTS,
CONSUMER MANAGEMENT, ENTREPRENEURSHIP, HOME ENVIRONMENT & QUILT QUEST)

FASHION SHOW

GENERAL RULES – FASHION SHOW

1. **ENTRY LIMITS** - A participant is allowed a maximum of SEVEN entries with NO more than:
 - 1 entry in First Year Fashion, STEAM Clothing 1, STEAM Clothing 2, and STEAM Clothing 3
 - 1 entry in Knitting
 - 1 entry in Crochet
 - 1 entry in Beyond the Needle (formerly Decorate Your Duds)
 - 1 entry in Make One Buy One
 - 1 entry in Upcycled Garment/Accessory
 - 1 entry in Garment Made for Someone Else
 - 1 entry in Shopping in Style
 - 1 entry in \$15 Outfit Challenge
2. **PRE-ENTRY** – Participants must pre-enter by completing the appropriate entry forms and submitting them to the Johnson County Extension Office by closing on the date designated by the Extension Office.

3. PUBLIC FASHION SHOW - Participants are expected to participate in the Public Fashion Show; participants may only be excused from the public show by the fashion show superintendent and/or Extension staff.

4. AWARDS - Special awards will be given to the top three individuals in:

- Beyond the Needle – Junior Division (ages 8 to 11 as of December 31st)
- Beyond the Needle – Senior Division (ages 12 and over as of December 31st)
- Shopping in Style – Junior Division (ages 8 to 11 as of December 31st)
- Shopping in Style – Senior Division (ages 12 and over as of December 31st)
- \$15 Dollar Outfit Challenge
- STEAM Clothing 1
- STEAM Clothing 2
- STEAM Clothing 3
- Knitting & Crochet
- Make One Buy One
- Upcycled Garment/Accessory

STATE FAIR – The judge will select a top exhibitor from the STEAM Clothing 2 and STEAM Clothing 3 classes to represent Johnson County at the Nebraska State Fair 4-H Fashion Show. Also, the top exhibitor in the Shopping in Style – Senior Division will be chosen to represent Johnson County at the Nebraska State Fair 4-H Shopping in Style Fashion Show.

5. LEVEL REQUIREMENTS

- **FIRST YEAR FASHION** – 4-H members who are enrolled in their first year of the STEAM Clothing 1 project. 4-H members who have enrolled in or completed STEAM Clothing 2 or STEAM Clothing 3 projects may not participate in this class. Check the Construction Skills Checklist and acceptable fabrics list in the manual.
- **STEAM CLOTHING 1** – 4-H members who have enrolled in or completed STEAM Clothing 2 or STEAM Clothing 3 projects may not participate in this class. Check the Construction Skills Checklist and acceptable fabrics list in the manual. A firm, medium weight woven fabric is appropriate. In-seam or patch pockets, simple lined vests, or flat constructed sleeves are acceptable. Plaids and striped fabric, garments with collars, set-in sleeves, waistbands, and zipper are NOT accepted.
- **STEAM CLOTHING 2** – 4-H members who have enrolled in or who have completed the STEAM Clothing 3 project are not eligible to enter this class. Check the manual for further guidance on acceptable patterns, fabrics, etc.
- **STEAM CLOTHING 3** - Check the manual for further guidance on acceptable patterns, fabrics, etc.

6. ACCEPTABLE ENTRIES

- **FIRST YEAR FASHION** – Simple pillow, pillowcase, laundry bag, or bag/purse.
- **STEAM CLOTHING 1** – Simple dress, simple skirted outfit (skirt with shirt or vest), simple pants/shorts outfit (pants or shorts with shirt or vest). ALL items modeled must be constructed by the exhibitor, except a purchased top can be worn to complete a simple skirted or pants/shorts outfit that includes a vest.
- **STEAM CLOTHING 2** – Dress; skirted outfit (skirt with shirt, vest or jacket); pants/shorts outfit (pants or shorts with shirt, vest or jacket). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts.
- **STEAM CLOTHING 3** – Dress; skirted outfit (skirt with shirt, vest, or jacket); formal (dress or tuxedo for prom, wedding or other formal occasion); pants/shorts outfit (pants or shorts with shirt, vest, or jacket); specialty wear (costume, western wear (chaps, chinks, or riding attire)); sportswear (jogging outfit, swimwear, aerobic wear, or ski wear); or coat/outerwear/jacket (lined or unlined, non-tailored). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.
- **MAKE ONE – BUY ONE** - 4-H members enrolled in STEAM Clothing 1, STEAM Clothing 2, or STEAM Clothing 3 may enter this class. Sewn garment(s) should be combined with a purchased item to make a complete wearable outfit.
- **UPCYCLED GARMENT OR ACCESSORY** - Create a garment or accessory 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 item must reflect at least one skill learned in this project.
- **GARMENT MADE FOR SOMEONE ELSE** - 4-H members enrolled in STEAM Clothing 1, STEAM Clothing 2, STEAM Clothing 3, Knitting and Crochet may enter this class. The 4-H member should use the skills learned in the 4-H project they are enrolled in to make an outfit/garment for someone else. The individual for whom the outfit/garment was constructed will model in this class.
- **SHOPPING IN STYLE** - In the Shopping in Style classes the 4-H member will model the outfit purchased in their project. Participants will also be required to fill out a written report and submit it with their entry forms prior to the Fashion Show.
- **\$15 OUTFIT CHALLENGE** – The outfit must be selected and purchased from garage sales, thrift stores, consignment or resale shops, clearance, etc. The total cost of the outfit may not exceed \$15 (excluding the cost of shoes worn while modeling). The exhibit can be worn as purchased, or may be altered or remade (example: a denim skirt could have a ruffle added or jeans could be cut off to a Capri length and have a band of fabric added). Participants will be required to fill out a written report and submit it with their entry prior to the Fashion Show.

DEPARTMENT C PREMIUM	Purple \$4.00	DIVISION 410 Blue \$3.00	Red \$2.00	FASHION SHOW White \$1.00
CLASS 900	Beyond the Needle			
CLASS 905	Beyond the Needle		Junior Division (ages 8 to 11)	
CLASS 910	First Year Fashion		Senior Division (ages 12 and over)	
CLASS 915	STEAM Clothing 1			
CLASS 920	STEAM Clothing 2			
CLASS 925	STEAM Clothing 3			
CLASS 930	Knitted Garment/Accessory			
CLASS 935	Crocheted Garment/Accessory			
CLASS 940	Make One – Buy One			
CLASS 945	Upcycled Garment/Accessory			
CLASS 950	Garment Made for Someone Else			
CLASS 955	Shopping in Style – Junior Division		(4-Hers 8 to 11 years of age)	
CLASS 960	Shopping in Style – Senior Division		(4-Hers 12 years of age and over)	
CLASS 965	\$15 Outfit Challenge			