

- CLASS 9 Family Involvement Entry** – A scrapbook, poster or story describing an activity the family did together. It might include making something such as a dollhouse or feed bunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event.
- CLASS 10 Growing with Others** – Scrapbook or poster. Examples include: How to decide if it's time you can be home alone; 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; A home safety checklist; Being street smart (safety); A school scrapbook showing yourself and your school activities, memories, and special interests.
- CLASS 11 Growing in Communities** – Scrapbook or poster. Examples include: 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; or Playground safety check.

## CLOTHING & FIBER ARTS

### GENERAL RULES – CLOTHING & FIBER ARTS

1. **GENERAL RULES** – See GENERAL RULES
2. **IDENTIFICATION LABELS** – Each item entered as a clothing, knitting or crochet exhibit must have a label attached. Information should include: county, exhibitor's name, exhibitor's age, class (which the garment is entered), and number of years enrolled in the project in which exhibiting. Labels should be attached with a safety pin or self-stick. UNL Extension and the Johnson County Fair Board are not responsible for unlabeled garments.
3. **HANGERS** – Clothing articles that can be hung MUST be entered on a metal hanger or hanger with swivel hanger. Hangers should be attached (using twist ties or rubber bands) in exhibits with more than one piece (i.e. skirted, pants, or shorts outfit, etc.).
4. **SUPPORTING INFORMATION** – Exhibits not having the required supporting information will be lowered one ribbon placing.
5. **LEVEL REQUIREMENTS** –
  - **STEAM CLOTHING 1** – 4-H members who have enrolled in or completed STEAM Clothing 2 or STEAM Clothing 3 are not eligible to enter this class.
  - **STEAM CLOTHING 2** – 4-H members who have enrolled in or who have completed STEAM Clothing 3 are not eligible to enter this class. Check the STEAM Clothing 2 – Simply Sewing manual for further guidance on acceptable patterns, fabrics, etc.
  - **STEAM CLOTHING 3** – 4-H members may sew garments (for themselves or others) from any pattern or fabric and should demonstrate sewing skills beyond STEAM CLOTHING 2. Check the STEAM Clothing 3 – A Stitch Further manual for further guidance.
6. **TOP EXHIBITS** – A top exhibit will be selected from those exhibits receiving purple ribbons in the STEAM Clothing 1, STEAM Clothing 2, STEAM Clothing 3, Beyond the Needle, Knitting, and Crochet divisions.
7. **MANUALS** – Printed materials are available from the Johnson County Extension Office for all currently enrolled 4-H members in Johnson County.

### BEGINNING CLOTHING CONSTRUCTION RULES (STEAM Clothing 1)

1. **GENERAL RULES** – See GENERAL RULES – CLOTHING
2. **PATTERNS & FABRIC** – Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual *STEAM Clothing 1: Fundamentals* (4H2210). Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/ fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED or JERSEY KNIT. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable

DEPARTMENT C	DIVISION 220			STEAM CLOTHING 1
PREMIUM	Purple \$3.00	Blue \$2.50	Red \$2.00	White \$1.50
<b>CLASS 901</b>	<b>Clothing Portfolio</b> – Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual. The Portfolio should be placed in an 8 1/2 x 11, three ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 9-10 for portfolio formatting.			
<b>CLASS 902</b>	<b>Sewing Kit</b> – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual).			
<b>CLASS 903</b>	<b>Fabric Textile Scrapbook</b> – Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. See project manual for fabric suggestions.			
<b>CLASS 904</b>	<b>What's The Difference</b> – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" page 118-119. Exhibits should include pictures NO actual pillows.			
<b>CLASS 905</b>	<b>Clothing Service Project</b> – Can include pillows or pillow cases but are not limited too. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 124 and 125.			
<b>CLASS 906</b>	<b>Pincushion</b>			
<b>CLASS 907</b>	<b>Simple Pillow</b> (no bigger than 18" x 18")			
<b>CLASS 908</b>	<b>Pillowcase</b>			
<b>CLASS 909</b>	<b>Laundry Bag</b>			
<b>CLASS 910</b>	<b>Simple Bag/Purse</b> (no zippers or button holes)			
<b>CLASS 911</b>	<b>Simple Top</b> (vest acceptable)			
<b>CLASS 912</b>	<b>Simple Bottom</b> (pants or shorts)			
<b>CLASS 913</b>	<b>Simple Skirt</b>			
<b>CLASS 914</b>	<b>Simple Dress</b>			
<b>CLASS 915</b>	<b>Simple Bag/Purse</b> (no zippers or button holes)			
<b>CLASS 916</b>	<b>Make One-Buy One</b> - 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.			
<b>CLASS 917</b>	<b>Upcycled Garment</b> - Create a garment from used textile-based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.			
<b>CLASS 918</b>	<b>Upcycled Clothing Accessory</b> - A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill			

learned in this project. A "before" picture and a description of the redesign process must accompany the entry.

- CLASS 919 **Other Garment** - Constructed using skills learned in STEAM Clothing 1
- CLASS 920 **Other Garment** - Constructed using skills learned in STEAM Clothing 1
- CLASS 921 **Other Item/Accessory** - Constructed using skills learned in STEAM Clothing 1
- CLASS 922 **Other Item/Accessory** - Constructed using skills learned in STEAM Clothing 1

**INTERMEDIATE CLOTHING CONSTRUCTION RULES (STEAM Clothing 2)**

1. **GENERAL RULES** – See GENERAL RULES – CLOTHING
2. **EXHIBITS** - Exhibits entered in this project must reflect at least one new skill learned from the manual (see project manual for skill-level list).
3. **PATTERNS & FABRIC** – Garments may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1. Check the *STEAM Clothing 2: Simply Sewing* (4H2220) manual for further guidance on acceptable patterns, fabrics, etc.

DEPARTMENT C	DIVISION 222			STEAM CLOTHING 2
PREMIUM	Purple \$4.00	Blue \$3.25	Red \$2.50	White \$1.75
CLASS 1	<b>Clothing Portfolio</b> - Complete at least six different samples/activities from Chapter 2 OR Chapter 3 of the project manual. The Portfolio should be placed in an 8 1/2 x 11, three-ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 9-11 for portfolio formatting.			
CLASS 2	<b>Expanded Textile Sciences Scrapbook</b> - Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11, three-ring binder. Include an appropriate cover. See project manual for fabric suggestions.			
CLASS 3	<b>Design Basics, Understanding Design Principles</b> - 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".			
CLASS 4	<b>Pressing Matters</b> - 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.			
CLASS 5	<b>Entrepreneurial Sewing</b> - Using page 161-167 in the manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".			
CLASS 6	<b>Upcycled Garment</b> - Create a garment from used textile-based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.			
CLASS 7	<b>Upcycled Clothing Accessory</b> - A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.			
CLASS 8	<b>Textile Clothing Accessory</b> - Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.).			
CLASS 9	<b>Top</b> (vest acceptable)			
CLASS 10	<b>Bottom</b> (pants or shorts)			
CLASS 11	<b>Skirt</b>			
CLASS 12	<b>Lined or Unlined Jacket</b>			
CLASS 13	<b>Dress</b> (not formal wear)			
CLASS 14	<b>Romper or Jumpsuit</b>			
CLASS 15	<b>Two-Piece Outfit</b>			
CLASS 901	<b>Make One-Buy One</b> - 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.			
CLASS 902	<b>Other Garment</b> – Constructed using skills learned in STEAM Clothing 2.			
CLASS 903	<b>Other Garment</b> – Constructed using skills learned in STEAM Clothing 2.			
CLASS 904	<b>Other Textile Clothing Accessory</b> - Constructed using skills learned in STEAM Clothing 2.			
CLASS 905	<b>Other Textile Clothing Accessory</b> - Constructed using skills learned in STEAM Clothing 2.			

**ADVANCED CLOTHING CONSTRUCTION RULES (STEAM Clothing 3)**

1. **GENERAL RULES** – See GENERAL RULES – CLOTHING
2. **EXHIBITS** - Exhibits entered in this project must reflect at least one new skill learned from the manual (see project manual for skill-level list).
3. **PATTERNS & FABRIC** – 4-H members may sew garments (for themselves or others) from any pattern or fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of complete constructed garments only. Wool entries must have the fiber content listed on the identification label. Check the *STEAM Clothing 3: A Stitch Further* (4H2230) manual for further guidance.

DEPARTMENT C	DIVISION 223			STEAM CLOTHING 3
PREMIUM	Purple \$5.00	Blue \$4.00	Red \$3.00	White \$2.00
CLASS 1	<b>Clothing Portfolio</b> – Complete at least six different samples/activities from Chapter 2, Chapter 3 and Chapter 4 of the project manual. The Portfolio should be placed in an 8 1/2 x 11, three-ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 11-13 for portfolio formatting.			
CLASS 2	<b>Expanded Textile Science Scrapbook</b> – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11, three-ring binder. Include an appropriate cover. See project manual for fabric suggestions.			
CLASS 3	<b>Advanced Entrepreneurial Sewing</b> - Using lessons learned in Chapter 5 of the manual, display one sample product with a business plan that includes a business ID and logo. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".			
CLASS 4	<b>Upcycled Garment</b> – Create a garment from used textile-based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.			

- CLASS 5** **Upcycled Clothing Accessory** – A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A “before” picture and a description of the redesign process must accompany the entry.
- CLASS 6** **Textile Clothing Accessory** - Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.).
- CLASS 7** **Dress or Formal**
- CLASS 8** **Skirted Combination** (skirt with shirt, vest, or jacket OR jumper and shirt)
- CLASS 9** **Pants or Shorts Combination** (pants or shorts with shirt, vest, or jacket)
- CLASS 10** **Romper or Jumpsuit**
- CLASS 11** **Specialty Wear** (includes: swimwear, costumes, hunting gear, or chaps)
- CLASS 12** **Lined or Unlined Jacket** (non-tailored)
- CLASS 13** **Coat, Blazer, Suit Jacket or Outerwear** (a tailored blazer or suit jacket or coat)
- CLASS 901** **Make One-Buy One** - 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.
- CLASS 902** **Other Garment** – Constructed using skills learned in STEAM Clothing 3.
- CLASS 903** **Other Garment** – Constructed using skills learned in STEAM Clothing 3.
- CLASS 904** **Other Textile Clothing Accessory** - Constructed using skills learned in STEAM Clothing 3.
- CLASS 905** **Other Textile Clothing Accessory** - Constructed using skills learned in STEAM Clothing 3.

#### **BEYOND THE NEEDLE RULES**

- 1. GENERAL RULES** – See GENERAL RULES – CLOTHING
- 2. LEVEL REQUIREMENTS** – ONLY exhibitors in their first two years of Beyond the Needle may exhibit in classes 901 and 902.
- 3. SUPPORTING INFORMATION** – Exhibits not including supporting information will be lowered a ribbon placing.

#### **DEPARTMENT C**

#### **DIVISION 221**

#### **BEYOND THE NEEDLE**

<b>PREMIUM</b>	<b>Purple \$3.00</b>	<b>Blue \$2.50</b>	<b>Red \$2.00</b>	<b>White \$1.50</b>
<b>CLASS 1</b>	<b>Design Portfolio</b> – Complete at least three different samples/activities from the project manual. The Portfolio should be placed in an 8 1/2 x 11, three-ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year but should be dated.) See pages 14-16 for portfolio formatting.			
<b>CLASS 2</b>	<b>Color Wheel</b> - Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".			
<b>CLASS 3</b>	<b>Embellished Garment with Original Design</b> - Create a garment using <u>intermediate or advanced techniques</u> as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement.			
<b>CLASS 4</b>	<b>Original Designed Fabric Yardage</b> - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. Include information on how the fabric was designed – describe the process and materials used. If additional information is not included, exhibit will be lowered one ribbon placing.			
<b>CLASS 5</b>	<b>Garment Constructed from Original Designed Fabric</b> - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added. Include information on how the fabric was designed – describe the process and materials used. If additional information is not included, exhibit will be lowered one ribbon placing.			
<b>CLASS 6</b>	<b>Textile Arts Garment or Accessory</b> - A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process must accompany the entry.			
<b>CLASS 7</b>	<b>Fashion Accessory</b> – An accessory designed and constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.			
<b>CLASS 901</b>	<b>Beginning Embellished Garment</b> – Create a garment using beginning techniques as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement.			
<b>CLASS 902</b>	<b>Beginning Textile Clothing Accessory</b> – Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc.			
<b>CLASS 903</b>	<b>Other Garment</b> - Garment made using skills learned in Beyond the Needle.			
<b>CLASS 904</b>	<b>Other Garment</b> - Garment made using skills learned in Beyond the Needle.			
<b>CLASS 905</b>	<b>Accessory</b> - Accessory made using skills learned in Beyond the Needle.			
<b>CLASS 906</b>	<b>Accessory</b> - Accessory made using skills learned in Beyond the Needle.			

#### **KNITTING RULES**

- 1. GENERAL RULES** – See GENERAL RULES – CLOTHING
- 2. ENTRY LIMITS** – 4-H members are allowed entries in only ONE UNIT of competition. 4-H members may enter a maximum of 3 items per class.
- 3. JUDGING** – Judging criteria will include: design and color, neatness, knitting mechanics, trimmings, and construction finishes.
- 4. SUPPORTING INFORMATION** – Each knitted exhibit must include information answering the following questions on a half sheet of 8 1/2" x 11" paper placed with the entry tag.
  - What was your goal(s) in making this exhibit? (Example: learn how to block a garment or learn how to use two different yarns)
  - What steps did you take as you worked towards your goal(s)?
  - What were the most important things you learned as you worked towards your goal(s)?
  - What gauge was used? (Number of rows per inch, number of stitches per inch)
  - What size of needles did you use?
  - What kind of yarn did you use? (Weight and fiber content)
  - What is the name of the stitches you used?

Additionally, entries must include a copy of the directions. Exhibits not including supporting information will be lowered a ribbon placing.

#### **DEPARTMENT C**

#### **DIVISION 225**

#### **KNITTING**

<b>PREMIUM</b>	<b>Purple \$3.00</b>	<b>Blue \$2.50</b>	<b>Red \$2.00</b>	<b>White \$1.50</b>
<b>CLASS 900</b>	<b>Level 1 – Knitted Clothing</b>			
<b>CLASS 910</b>	<b>Level 1 – Knitted Home Environment Item</b>			
<b>CLASS 920</b>	<b>Level 1 – Other Knitted Clothing or Home Environment Item</b>			
<b>CLASS 1</b>	<b>Level 2 – Knitted Clothing</b> Knitted garment(s) using basic stitches, including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (YO), to form patterns.			

- CLASS 2** Level 2 – **Knitted Home Environment Item** Knitted items using basic stitches, including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (YO), to form patterns.
- CLASS 3** **Arm or Finger Knitted Clothing or Home Environment Item**
- CLASS 4** **Loom Knitted Clothing or Home Environment Item**
- CLASS 930** Level 2 – **Other Knitted Clothing or Home Environment Item**
- CLASS 940** **Other Arm or Finger Knitted Clothing or Home Environment Item**
- CLASS 950** **Other Loom Knitted Clothing or Home Environment Item**
- CLASS 5** Level 3 – **Knitted Clothing** – Knitted garment(s) made from advanced knitting stitches such as pass slip 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. Made with stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors through the garment such as argyle knitting and chart knitting.
- CLASS 6** Level 3 – **Home Environment Item** – Knitted item made with stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors through the garment such as argyle knitting and chart knitting.
- CLASS 7** Level 3 – **Machine Knitted Clothing or Home Environment Item**
- CLASS 960** Level 3 – **Other Knitted Clothing or Home Environment Item**
- CLASS 970** Level 3 – **Other Machine Knitted Clothing or Home Environment Item**

#### CROCHET RULES

- 1. GENERAL RULES** – See GENERAL RULES – CLOTHING
- 2. ENTRY LIMITS** – 4-H members are allowed entries in only ONE UNIT of competition. 4-H members may enter a maximum of 3 items per class.
- 3. JUDGING** – Judging criteria will include: design and color, neatness, knitting mechanics, trimmings, and construction finishes.
- 4. SUPPORTING INFORMATION** – Each crocheted exhibit must include information answering the following questions on a half sheet of 8 ½" x 11" paper placed with the entry tag.
  - What was your goal(s) in making this exhibit? (Example: learn how to block a garment or learn how to use two different yarns)
  - What steps did you take as you worked towards your goal(s)?
  - What were the most important things you learned as you worked towards your goal(s)?
  - What gauge and size of hook or type of crocheting tool was used?
  - What kind of yarn did you use? (Weight and fiber content)
  - What is the name of the stitches you used?

Additionally, entries must include a copy of the directions. Exhibits not including supporting information will be lowered a ribbon placing.

DEPARTMENT C	DIVISION 226			CROCHET
PREMIUM	Purple \$3.00	Blue \$2.50	Red \$2.00	White \$1.50
<b>CLASS 900</b>	Level 1 – <b>Crocheted Clothing</b>			
<b>CLASS 910</b>	Level 2 – <b>Crocheted Home Environment Item</b>			
<b>CLASS 920</b>	Level 1 – <b>Other Crocheted Clothing or Home Environment Item</b>			
<b>CLASS 1</b>	Level 2 – <b>Crocheted Clothing or Home Environment Item</b> – Crocheted garment using basic stitches, including: chain, single, double, half-double, treble, to form patterns			
<b>CLASS 2</b>	Level 2 – <b>Crocheted Home Environment Item</b> – Crocheted item using basic stitches, including: chain, single, double, half-double, treble, to form patterns			
<b>CLASS 930</b>	Level 2 – <b>Other Crocheted Clothing or Home Environment Item</b>			
<b>CLASS 3</b>	Level 3 – <b>Crocheted Clothing</b> – Crocheted garment using stitches learned in Level 2 while advancing to use afghan, broomstick, hairpin lace, design motifs, and multiple pattern stitches			
<b>CLASS 4</b>	Level 3 – <b>Crocheted Home Environment Item</b> – Crocheted item using stitches learned in Level 2 while advancing to use afghan, broomstick, hairpin lace, design motifs, and multiple pattern stitches			
<b>CLASS 940</b>	Level 3 – <b>Other Crocheted Clothing or Home Environment Item</b>			

## CONSUMER MANAGEMENT

#### GENERAL RULES – CONSUMER MANAGEMENT

- 1. GENERAL RULES** – See GENERAL RULES
- 2. PROJECTS** – Projects in the Consumer Management area include: Shopping in Style and My Financial Future
- 3. SHOPPING IN STYLE EXHIBIT REQUIREMENTS** – Exhibits shall meet the following size requirements:
  - Posters shall be 14" x 22"
  - Notebooks must be 8 ½" x 11" x 1" 3-ring binders
  - Videos should be less than five minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.
- 4. MY FINANCIAL FUTURE EXHIBIT REQUIREMENTS** – Entries should be typed and then attached to a piece of colored card stock or colored poster board (limit the size of the poster board or card stock to 14" x 22" or smaller). Front and back of the poster board may be used.
- 5. STATE FAIR AGE REQUIREMENTS** – In Shopping in Style only exhibitors ages 10 and over may be selected to exhibit at the State Fair. Exhibits must receive a purple ribbon at the County Fair in order to be eligible.
- 6. TOP EXHIBIT** – A top exhibit will be selected from those exhibits receiving purple ribbons in Shopping in Style and My Financial Future divisions.
- 7. MANUALS** – Printed materials are available from the Johnson County Extension Office for all currently enrolled 4-H members in Johnson County.

DEPARTMENT C	DIVISIONS 240			SHOPPING IN STYLE
PREMIUM	Purple \$4.00	Blue \$3.25	Red \$2.50	White \$1.75
<b>CLASS 1</b>	<b>Best Buy for Your Buck</b> (ages 8-13 before January 1 of the current year) - Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). Please do not include the Shopping in Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class. Suggested for Ages 10-13 Provide details about wardrobe inventory, which indicates why you selected the garment you did, clothing budget, and cost of garment. Provide 3 color photos of you wearing the garment (front, side, back views).			
<b>CLASS 2</b>	<b>Best Buy for Your Buck</b> (ages 14-18 before January 1 of the current year) - Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). Please do not include the Shopping in Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for			