

- CLASS 6** **4-H History Scrapbook** - A scrapbook relating to the 4-H history of a local club or county. Must be the work of an individual 4-H member, no club projects.
- CLASS 7** **4-H History Poster** - A poster relating the 4-H history of a local club, county, or individual.
- CLASS 8** **Story or Illustration** - A story or illustration about a historical event. Pictures must be supported by a written explanation.
- CLASS 9** **Book Review** - A book review about local, Nebraska, or regional history.
- CLASS 10** **Other Historical Exhibit** - Another exhibit of historical importance. Must include a written explanation of historical importance.
- CLASS 11** **Historic Landmark Exhibit** - An exhibit depicting the importance of a community or Nebraska historic landmark.
- CLASS 12** **Community Report** - A community report documenting something of historical significance from past to present.
- CLASS 13** **Historic Collection** - A historic collection displayed securely and attractively in a container no larger than 22" x 28".
- CLASS 14** **Documentary** - A video/DVD or slide/tape documentary of a family or community event. Must be produced and edited by the 4-H member.
- CLASS 15** **4-H Club/County Scrapbook** - A scrapbook relating 4-H history of a local club or county compiled by club historian.
- CLASS 16** **4-H Member Scrapbook** - A scrapbook relating to individual 4-H member's 4-H history.
- CLASS 17** **Special Events Scrapbook** - A scrapbook relating to a 4-H special event, such as Congress or CWF or a personal or family special event, such as a trip, family reunion, etc.

HUMAN DEVELOPMENT

GENERAL RULES – HUMAN DEVELOPMENT

1. **GENERAL RULES** – See GENERAL RULES
2. **INFORMATION SHEETS** – Entries in classes 1-6, and 8 require additional supporting information. Exhibits without the additional supporting information will be lowered a ribbon placing.
Information sheets for **classes 1 – 6** should include answers to the following questions:
 - Where did I get the idea for this exhibit?
 - What decisions did I make to be sure exhibit is safe for child to use?
 - What age is this toy, game or activity appropriate for and why? (Infant, Birth – 18 months; Toddler, 18 months – 3 years; Preschooler, 3 – 5 years; Middle Childhood, 6 – 9 years). Give two examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).
 - How is the toy, game or activity intended to be used by the child?
 Information sheets for **class 8** should include answers to the following questions:
 - Which ONE age group (infant, toddler, preschooler, grade schooler (middle childhood)) was this kit prepared for?
 - What are children this age like? Give two examples to show how the kit would be appropriate for children this age.
 - What will the child learn or what skills will they gain by using the kit?
 - What item(s) were made by the 4-H member? The 4-H member should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included).
3. **CONSTRUCTION REQUIREMENTS – CLASSES 1 – 6**
 - Items in classes 1 – 6 must be made by the 4-H member and focus on designing toys that meet different needs of children.
 - The categories for classes 1 – 6 are based on the Early Learning Guidelines in Nebraska which identify the important areas children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit (available at: <https://johnsoncounty4h.org/static-exhibit-resources/>)
 - Possible purchased parts are acceptable such as dice for a grade-schooler to play a game, but a significant part of the exhibit must be made by the 4-H member.
 - Items which are not acceptable include: items for display in a child's room (these should be exhibited in home environment), container but not the contents made by the 4-H member, or a group of items assembled for a purpose but not made by the 4-H member.
 - All games must include instructions for playing.

CLASS 8

 - The purpose of the kit is for the 4-H member 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.
 - The exhibitor should make one or more items in the kit, but purchased items are also allowed.
 - A list of items in the kit should be included.
 - Display in box or bag suitable for what it contains. Approximate size not larger than 12"x15"x10".
 - All items in kit must be safe for a child to handle.
 - Most importantly the kit should serve a defined purpose, not just be a catch all for several items.
4. **ONLINE RESOURCES** – To learn the characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development refer to "What it takes to be Your Teen Babysitter". Additionally, another resource that will assist in understanding young children is the Nebraska Early Learning Guidelines. Both are available at: <https://johnsoncounty4h.org/static-exhibit-resources/>
5. **TOP EXHIBIT** – A top exhibit will be selected from those exhibits receiving purple ribbons in the human development division.
6. **MANUALS** - Printed materials are available from the Johnson County Extension Office for all currently enrolled 4-H members in Johnson County.

DEPARTMENT C	DIVISION 200			HUMAN DEVELOPMENT
PREMIUM	Purple \$2.50	Blue \$2.00	Red \$1.50	White \$1.00
CLASS 1	Social Emotional Development – Toy, game, or activity made for a selected and identified age group.			
CLASS 2	Language and Literacy Development - Toy, game, or activity made for a selected and identified age group.			
CLASS 3	Science - Toy, game, or activity made for a selected and identified age group.			
CLASS 4	Health and Physical Development - Toy, game, or activity made for a selected and identified age group.			
CLASS 5	Math - Toy, game, or activity made for a selected and identified age group.			
CLASS 6	Creative Arts - Toy, game, or activity made for a selected and identified age group.			
CLASS 7	Activity with a Younger Child – Poster or scrapbook showing 4-H member working with a child age 0 to 8 years. May show making something with the child, care of child, or child interactions. May include photos, captions, story or essay. Size of exhibit is your choice. Others may take photos so exhibitor appears in photos, but the exhibitor must make scrapbook or poster. No information sheet is needed for class 7.			
CLASS 8	Baby Sitting Kit – Babysitting kit for ONE of the following age groups: infant, toddler, preschooler, or grade-schooler (middle childhood). For complete instructions and guidelines see GENERAL RULES – CHILD DEVELOPMENT #3-4.			

- 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
CLASS 901	Clothing Portfolio – Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual. The Portfolio should be placed in an 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.			
CLASS 902	Sewing Kit – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual).			
CLASS 903	Fabric Textile Scrapbook – Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. See project manual for fabric suggestions.			
CLASS 904	What's The Difference – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" page 118-119. Exhibits should include pictures NO actual pillows.			
CLASS 905	Clothing Service Project – Can include pillows or pillow cases but are not limited too. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 124 and 125.			
CLASS 906	Pincushion			
CLASS 907	Simple Pillow (no bigger than 18" x 18")			
CLASS 908	Pillowcase			
CLASS 909	Laundry Bag			
CLASS 910	Simple Bag/Purse (no zippers or button holes)			
CLASS 911	Simple Top (vest acceptable)			
CLASS 912	Simple Bottom (pants or shorts)			
CLASS 913	Simple Skirt			
CLASS 914	Simple Dress			
CLASS 915	Simple Bag/Purse (no zippers or button holes)			
CLASS 916	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 917	Upcycled Garment - 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 918	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			