

Home and Family

DirectorKathy Weinzierl

Plaques donated by:

- Best Consumer Education Exhibit – McLean County Home & Community Educ. Assn.
Best Interior Design Exhibit – Erickson Family
Best STEAM Clothing 1 Constructed Exhibit– The Sewing Room
Best STEAM Clothing 2 Constructed Exhibit – Sewing Studio
Best STEAM Clothing 3 Constructed Exhibit – LeAnn Korty & Alison Burns
Best Sewing With Knits Exhibit – Jeanne, Emily, Allison, & Lauren Parks
Best Shopping in Style Exhibit – Timeless Clovers Alumni Association
Top Junior Model – Stylistics 4-H Club
Top 5 Junior Models – Ellsworth Tip Toppers 4-H Club; The Copy Shop
Top Senior Model – Laura and Jessica Busse
Top 5 Senior Models – LeAnn Korty & Alison Burns; Denise Schwenk and Megan McClintick
Best Child Care Exhibit – Timeless Clovers Alumni Association

Division — Consumer Education (4-H20/10)

Check-in from 5:30-7:30 p.m. on Tuesday, August 1 in Cloverleaf Hall

Judged at 8:30 a.m. on Wednesday, August 2

Member will be present for judging.

Premiums: A-\$4 B-\$3 C-\$2
Superintendent.....

Failure to meet requirements will result in lowering of placing by one grade.

Classes:

My Financial Future – Beginner (50168):

Develop a Financial Planning portfolio which includes the items listed below. This project can be completed all in one year; or a member may take several years to explore each of the activities and develop a more detailed financial plan. The original OR photocopies of the completed activities from the project manual should be included in the portfolio. Each year enrolled in the project should build on previous year experiences.

First Year – Complete a minimum of Activities 1-6 from the My Financial Future – Beginner project manual which includes: Who Needs This?; Let’s get SMART; Bringing Home the Bacon; Managing Your Money Flow; My Money Personality; and Money Decisions.

Second Year and Beyond – Complete a minimum of Activities 7-11 from the My Financial Future – Beginner project manual which includes: Banking your \$\$\$\$; Charging it Up; Check it Out; Better than a Piggy Bank!; and My Work; My Future.

My Financial Future – Advanced (50169):

Building on your previous work in My Financial Future – Beginner project, continue adding to your Financial Planning portfolio which includes the items listed below. A member is encouraged to spend more than one year involved in this project so they have

time to thoroughly explore the learning modules and develop a greater understanding of financial literacy, planning for their future, and develop a comprehensive career and financial planning portfolio. The original OR photocopies of the completed activities from the project manual should be included in the portfolio. Each year enrolled in the project should build on previous year's learning experiences.

First Year – Complete a minimum of two activities from Module 1: Earning Income and Career Planning and Module 2: Organizing Your Flow.

Second Year – Complete all activities not previously completed in Module 1: Earning Income and Career Planning and Module 2: Organizing Your Flow; AND a minimum of two of the activities from Module 3: Working with Banks and Credit Unions: Bank on It and Module 4: Making Your \$ Work 4 U.

Third Year and beyond – Complete all activities not previously completed in Module 3: Working with Banks and Credit Unions: Bank on It and Module 4: Making Your \$ Work 4 U; AND a minimum of two activities from Module 5: Credit and Consumer Breadcrumbs.

Entrepreneurship (Not State Fair Eligible): Exhibit a product or display made to complete two activities from the project manual. See rule 6, page 11 for display and poster size restrictions. Include on the poster or display a clear explanation of the concept of the project. Bring the project book with the activity depicted in the display completed.

Consumer Ed Ready4Life Challenge: See rules on page 76.

Division — Interior Design (4H20/10)

Check-in from 5:30-7:30 p.m. on Tuesday, August 1 in Cloverleaf Hall

Judged at 8:30 a.m. on Wednesday, August 2

Member will be present for judging.

Premiums: A-\$5 B-\$4 C-\$3
 Superintendent..... Rosemary Martin

Failure to meet requirements will result in lowering of placing by one grade.

Classes:

Design Decisions, Beginning (50242):

Enter one of the following. Include a card no larger than 4"x6" explaining what you did. All before and after photos should be mounted on appropriate size and color paper to enhance your project presentation.

1. Wall Treatment – Poster showing the application of a decorative treatment for a wall (stenciling, rag rolling, etc.) used by exhibitor. Treatment should cover approximately 1/2 of the board. Remaining area of the board should include before/after photos, a picture story of the application, cost comparison, etc. **OR**
2. Three-dimensional surface accessory that will sit on a table, dresser, or floor. Item must be made by the exhibitor. Include before and after photo of the item as used in the room. **OR**
3. A three-dimensional surface accessory that will set on a table, dresser, or floor. Item must be made by the exhibitor. Include before and after photos of the space where the item is used in the room; **OR**

4. Wall hanging (two or three-dimensional), made by exhibitor. Include before and after photo of the item as used in the room.

Design Decisions, Intermediate (50243):

Enter one of the following. Include a card no larger than 4”x6” explaining what you did. All before and after photos should be mounted on appropriate size and color paper to enhance your project presentation.

1. Comparison shopping study of at least two accessories showing wants and needs, costs, use in overall design plan, quality comparison, etc. and final selection made. May be displayed via poster or notebook. **OR**
2. Bedcover—May include a quilt, comforter, bedspread, dust ruffle, pillow sham, canopy, etc. made by exhibitor. Include before and after photo of item as used in the room. **OR**
3. Window Treatment – May include curtains, draperies, shades, shutters, etc. made by exhibitor. Include before and after photo of the item as used in the room. **OR**
4. Exhibit one item of refinished furniture. Include before and after photos of the item. Photo should be mounted. Include a description of the steps taken to refinish the item.

Design Decisions, Advanced (50244):

Enter one of the following. Include a card no larger than 4”x6” explaining what you did. All before and after photos should be mounted on appropriate size and color paper to enhance your project presentation.

1. Select one problem such as storage, unusual or odd-sized window, need for better lighting, privacy or an invention or idea that solves an energy or water problem. Show the steps used to solve the problem and the final product. Use pictures, samples, drawings, etc. to tell the story. Display in a notebook or on poster board. If an item was made by the exhibitor to solve the problem, include that item in the display. Include before and after photos in display. Displays illustrating a general “redecorating” of a room are not appropriate for this exhibit. **OR**
2. An item that has been recycled (significantly altered) by the member. Include before and after photos of the recycled item and where it is used in the room. Be prepared to discuss how decisions were made in relation to the alterations made; **OR**
3. Compare various energy saving techniques that are or could be used in your home. Include items such as cost comparisons of installation and/or usage, potential savings, aesthetic value, quality of life, and practicality. Describe how any of these techniques can affect your global footprint.

Interior Design Innovation Class (50245): Open to youth who were at least 13 years of age on September 1, 2016 and are enrolled in Interior Design. Demonstrate the skills and knowledge you have gained through the Interior Design project. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit.

Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Interior Design Clover Challenge (50246): See rules on page 76.

Interior Design Innovation Class (50247): See rules on page 76.

Division — Clothing & Textiles (4H20/10)

Check-in from 5:30-7:30 p.m. on Tuesday, August 1 in Cloverleaf Hall

Judged on Wednesday, August 2 (see specific area for times)

Premiums: STEAM Clothing & Sewing with Knits A-\$7 B-\$5 C-\$3

Premiums: Non-Clothing & Recycled Garment A-\$4 B-\$3 C-\$2

Premiums: Shopping in Style & Fashion Revue A-\$6 B-\$4 C-\$2

SuperintendentsAlison Burns, Lana Brown, Beth Ann Deal, Ellen Farney,
Ashlyn Gramm, LeAnn Korty, Teri Parker, Emily Parks, Jeanne Parks,
Debbie Phillips, Stylistics 4-H Club, Patty Yoder

Rules:

1. **Failure to meet requirements will result in lowering of placing by one grade.**
2. Member will be present for judging and **should** bring pattern and instructions and all accessories worn with garment **at the time of judging**. Garments will be judged on the hanger first, then on the exhibitor with all accessories. Except in Shopping in Style classes when garment(s) and all accessories will be judged ON exhibitor.
3. If exhibitor cannot be present for judging, three full-length photos showing all sides of garment on the 4-H member must be placed in an envelope and attached to the garment. Also, attach a card (no larger than 4x6) listing the fabric type and skills learned.
4. An exhibitor may only enter **one sub-class** in **each subheading** of clothing Sewing With Knits, Non-Clothing, Recycled Garment and Shopping in Style. Youth can only exhibit in ONE LEVEL of STEAM Clothing each year. Individual classes may be repeated any number of years.
5. It is recommended that exhibitors complete sewing divisions in sequence, as each division introduces different sewing techniques that build on each other.
6. Exhibitors may have instruction and guidance when constructing exhibits, but exhibitor must do the actual work themselves.

Classes:

STEAM Clothing I- Fundamentals (50151)

Judged at 12:30 p.m. on August 2. For STEAM Clothing 1 members may display a non-sewn exhibit in addition to one (1) Sewing Division of their choice. (Ex. a youth may exhibit in both Sewing Division II and in Non-Sewn Exhibit).

Best of Show from Division I and Division II combined (4H20/10)

STEAM Clothing 1 Sub-Classes:

Division I: One of the following items to be made by the member – with no zippers or trim in the seams. 1. 9-patch pillow – opening **MUST** be closed with slip stitch,

NOT whip stitch. 2. Square or Rectangular pillow – opening MUST be closed with slip stitch, NOT whip stitched. 3. Bag (tote or other) with only fabric or nylon handles. Opening in the lining may be machine or slip stitched. Do NOT use a whip stitch. 4. Apron with or without pockets.

Division II: Garment constructed with casing or self-casing for elastic or drawstring. Edge of the casing may be serged. Bring on hanger in clear garment bag.

Non-Sewn Exhibit: Members should exhibit one of the following:

Clothing Portfolio – Complete at least three different samples/activities from Chapter 2 and/or Chapter 3 of the project manual. Examples of samples you might include: How Two Magically Become One, pages 85-86; No Fear of Fray, pages 93-95; Two Sides of the Moon, pages 97-99; On the Flip Side, pages 101-104; Basic Hand Sewing Skills, pages 106-108. The Portfolio should be placed in an 8 ½ x 11", 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – additional pages can be added each year but must be dated with the year. See pages 9-10 of project manual for portfolio formatting.

Fabric Textile Scrapbook – Must include at least five different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11", 3 ring binder. Include an appropriate cover. See project manual, pages 42-74, for fabric options and fabric science experiments.

What's the Difference - What's the Price Point – Exhibit may include a notebook, poster, small display sharing a project comparison and price point. See activity, pages 118-120. Exhibit should include PHOTOS; NO actual PILLOWS.

STEAM Clothing - Simply Sewing (50152)

Best of Show from Division III and Division IV combined (4H20/10)

STEAM Clothing 2 Sub-Classes:

Division III: Garment/outfit with fitted facing, interfacing **and** understitching. Understitching is required. Choose a pattern that includes interfacing and understitching in the facing directions. Both are required and must be applied for this division. Bring on hanger in clear garment bag.

Division IV: Garment/outfit with zipper.

Non-Sewn Exhibit: Members should exhibit one of the following:

Clothing Portfolio – Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x 11", 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in STEAM Clothing 1. Additional pages can be added each year but must be dated with the year created. See project manual, pages 9-11 for portfolio formatting.

Expanded Textile Science Scrapbook – Must include at least ten 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 ½ x 11", 3 ring binder. Include an appropriate cover. See Project, pages 40-82 for fabric science experiments.

Design Basics – Understanding Design Principles – Exhibit should include a learning experience that demonstrates the design principles and elements involved when selecting fabric for clothing and accessories. See project manual, pages 17-20 for design suggestions.

Entrepreneurial Sewing – Exhibit should highlight items you made for sale online. Create an exhibit that displays products you made and posted online. Refer to the project manual, pages 161-167 for information on how to analyze the cost of similar purchased items to determine pricing of your products. The exhibit may be a notebook, poster or small display.

STEAM Clothing 3- A Stitch Further (50153)

Best of Show from Division V and Division VI combined (4H20/10)

STEAM Clothing 3 Sub-Classes:

Division V: Garment/outfit with sleeve and/or collar. The sleeve and/or collar should be separate pieces that are sewn in, NOT raglan sleeves or shawl collars. Bring on hanger in clear garment bag.

Division VI: Garment(s) of member's choice. Tailored garments included in this class. Bring on hanger in clear garment bag.

Non-Sewn Exhibit: Members should exhibit one of the following:

Clothing Portfolio – Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in STEAM Clothing 1 and/or STEAM Clothing 2. Additional pages can be added each year but must be dated with the year created. See project manual, pages 11-13 for portfolio formatting.

Expanded Textile Science Scrapbook - Must include at least 10 different textile samples. Use Textile Information Cards template on page 29 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See Project, pages 39-52 for fabric science experiments.

Advanced Entrepreneurial Sewing – Using knowledge gained in project manual, Chapter 5, 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.

Sewing With Knits (4H20/10) (Judged at 12:30 p.m.)

Judged at 12:30 p.m. on August 2. It is recommended to choose a level comparable to your STEAM Clothing Level.

Sub-Classes:

Beginner: Ages 8-10. Exhibit one garment constructed from knit fabric.

Intermediate: Ages 11-13. Exhibit garment(s) constructed from knit fabric.

Advanced: Ages 14+. Exhibit garment(s) with at least one of the following: zipper and/or sleeve and/or collar constructed from knit fabric.

Non-Clothing (4H20/10) Judged at 8:30 a.m. on August 2.

Any non-wearable item primarily machine sewn by member. If pattern is used, **bring both pattern and instructions for judging**. Attach a card no larger than 4"x6" stating: a) whether a pattern, kit, etc. was used, b) what the item is and how it will be used, and c) how many years the 4-H member has been enrolled in the class. The original item may be a redesign or re-creation of multiple patterns or an entirely original creation.

It is recommended to choose a level comparable to your STEAM Clothing Level.

Non-Clothing Sub-Classes:

Beginner: Ages 8-10: Exhibit project from a set of instructions, commercial pattern, kit or an original design. Aprons will be accepted in this category.

Intermediate: Ages 11-13: Exhibit project from a set of instructions, commercial pattern, kit, or an original design. Aprons will be accepted in this category.

Advanced: Ages 14+*. Exhibit project from a set of instructions, commercial pattern, kit, or an original design. Aprons will be accepted in this category.

Recycled Garment Class Judged at 8:30 a.m. on August 2.

Exhibit a garment made by modifying or recycling another item. Item displayed **must** be a garment. The original item can be any item (garment, bedspread, ties, curtains, etc.) made or purchased in the past and must be **significantly** altered from the original design. Aprons will not be accepted in this category. "Before" pictures are required.

Shopping in Style Classes (4H20/10) Judged at 8:30 a.m. on August 2**Classes:****Shopping in Style: Beginning (50154)****Sub-Classes:**

Level 1: Exhibit should consist of a garment that reflects your personal style along with a poster or report that 1) explains how this garment reflects your style and how it influences what others think of you; OR 2) how your personal style either aligns or contradicts what is considered to be "in style" today. **OR**

Exhibit should include a garment you purchased along with a poster or report that explains or illustrates how this garment is either 1) a modern version of a fad or fashion from an earlier decade; OR 2) how this garment reflects a different ethnic or cultural influence.

Level 2: Exhibit should include garment you purchased along with a poster or report that provides 1) a body shape discussion and how body shape influences clothing selections; OR 2) a color discussion that provides an overview of how different colors complement different hair colors and skin tones and how that influenced garment selection. Poster or report may include pictures from magazines, the internet or actual photos of garments. **OR**

Exhibit should include garment you purchased along with a poster or report that 1) explains how this garment uses the principles of design lines to create an illusion to alter appearance; OR 2) explains how color and texture of fabrics can complement or enhance appearance. Poster or report may include pictures from magazines, the internet, or actual photos of garments.

Shopping in Style: Intermediate (50390)**Sub-Classes:**

Shopping in Style – Level 3: Exhibit should include two clothing items that were previously a part of your wardrobe that still fit but you don't wear anymore and pair them with something new to make them wearable again. Also include a report that explains why the garment was not being worn and what you did to transform it into a wearable garment again. **OR**

Exhibit should include at least five pieces of clothing that exhibitor can mix and match to create multiple outfits. Include a poster or report that includes a clothing inventory AND describes what you have learned by completing this activity.

Shopping in Style – Level 4: Exhibit should include garment you purchased along with a poster or report that 1) includes a wardrobe inventory which indicates why you selected the garment you did, clothing budget, and cost of garment; OR 2) explains how advertising influences clothing purchases making a distinction between wants and needs; and how the purchase of this garment compliments and/or extends your wardrobe. **OR**

Exhibit should include a garment you purchased along with a poster or report that describes a cost comparison of this item completed by the exhibitor when purchasing the garment; should include variety of shopping options and/or price tracking at stores over a period of time; OR provides a quality comparison rating the specific clothing item purchased based on care, construction, cost and unique features; should include construction quality details, design features that influenced the selection, cost per wearing, and garment care.

Shopping in Style: Advanced (50391)**Sub-Classes:**

Shopping in Style – Level 5: Exhibit should include garment you purchased along with a poster or report that summarizes care requirements not only for this garment but also for garments made of other natural and synthetic fibers; exhibit should also include a care cost analysis for garments of different fibers. **OR**

Exhibit should include garment you purchased which you have repaired or altered along with a poster or report that provides a clothing inventory list which includes cost savings for repaired items as compared to purchasing replacement garments.

Shopping in Style – Level 6: Exhibit should include multiple garments you purchased along with a poster or report that provides plans and commentary for a fashion show that that would capture the attention of an audience. Fashion show plans should identify target audience, include show venue, purpose of the show, and fashion show logistical plan for the fashion show that includes a financial plan. Exhibitor should be prepared to demonstrate modeling skills.

Sewing & Textiles Clover Challenge (50155): See rules on page 76.

Sewing & Textiles Ready4Life Challenge (50156): See rules on page 76.

Division: Fashion Revue

All 4-H members enrolling in STEAM Clothing 1, 2, and 3 Sewing Divisions, Sewing with Knits, Recycled Garments, Shopping in Style, and Visual Arts wearable exhibits (knitting, crocheting, or wearable arts) will automatically be enrolled in the fashion revue. Each 4-H member may model and exhibit from only one class. Participation is optional. Participants must submit emcee commentary, available at check-in. A 4-H member may earn top model once in each revue. Thereafter, they are eligible to win second through fifth place.

Classes:

Fashion Revue (50190):

Sub-classes:

Junior Fashion Revue: All exhibitors ages 8 to 12 as of September 1, 2016 are eligible to enter the Junior Revue beginning at 1 p.m., Saturday, August 5 in the Cloverleaf Auditorium. Contestants must lineup beginning at 12:30 p.m. Revue begins at 1 p.m..

Senior Fashion Revue: All exhibitors 13 and older as of September 1, 2016 are eligible to enter the Senior Revue beginning 15 minutes after the Junior Fashion Revue, Saturday, August 5 in the Cloverleaf Auditorium. Contestants must be in place for lineup beginning at 1:30 p.m. Revue begins 15 minutes after Junior Fashion Revue.

***Based on current clothing enrollment and state fair rules, several exhibitors may be selected on poise, fashion, and overall appearance from the fashion revues to model at the State Fair.*

Division I Fashion Revue (Not State Fair Eligible): Exhibitors entered in Division I non-wearable sewing project may participate in the Division I Fashion Revue. This will be part of the Junior Revue and will take place immediately following the completion of the first half of the Junior Revue. Participants are asked to line-up at 12:30 p.m. the same as Junior Revue participants.

Division — Child Development (4H20/10)

Check-in from 5:30-7:30 p.m. on Tuesday, August 1 in Cloverleaf Hall

Judged at 8:30 a.m. on Wednesday, August 2

Member will be present for judging.

Premiums: Classes 2661-2664 A-\$4 B-\$3 C-\$2
 Superintendent.....Rebecca Howell

Failure to meet requirements will result in lowering of placing by one grade.

Classes:

Child Development Level 1 (50138): Exhibit one of the following options developed by the member from the Level 1 book.

1. My Learning Box filled with things that help you learn and have fun. On a note card or paper, explain how you have used the box; OR
2. Prepare a choke-tube tester display labeled with toys that are “safe” and “not safe. On a note card or paper, explain why the toys are safe or not safe for young children and how others can test toys for safety.

Child Development Level 2 (50139): To be eligible for state fair consideration the exhibit must be limited to 24” wide and 15” deep. Exhibit one of the following

options developed by the member from the project book:

1. Include the following three items that would be appropriate for a child of a specific age: a toy made by the 4-H member, a song or game and a story or storybook that would be appropriate for a child of a specific age. Include a card no larger than 4"x6", indicate the age of the child and how the items fit into the interest, abilities, and safety considerations of that age child; OR
2. Prepare a display of six toys and/or activities (at least one must be made by 4-H member). Include two items for each of the following three age groups:
 1. Infant/Toddler
 2. Pre-School
 3. School Age

For each toy and activity attach a card no larger than 4"x6" indicating the age of the child and how that item fits into their interests, abilities, and safety considerations.

Child Development Level 3 (50140): To be eligible for state fair consideration, the exhibit must be limited to 24" wide and 15" deep. Exhibit one or more of the following items developed by member from the Level 3 project book, Growing in Communities.

1. A child care career game OR
2. A display representing a community service activity OR
3. A teaching plan for use in a child care setting (2-4 hour time span) OR
4. A plan for a neighborhood Olympics activity

Child Development Innovation Class (50141): Open to youth who were at least 13 years of age on September 1, 2016 and are enrolled in Child Development 1, 2, or 3. Demonstrate the skills and knowledge you have gained through the Child Development project. The exhibit may be the result of knowledge gained from project manuals, interaction with child development professionals, and/or individual exploration in the area of child development. Exhibit may include, but is not limited to child behavior, ages and stages of child development, or career exploration related to child development or child care. The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you've learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Child Development Clover Challenge (50142): See rules on page 76.

Child Development Ready4Life Challenge (50143): See rules on page 76.