

11. The judges will view each contestant in fair attire, and an evening dress.

12. Additional stipulations by the Iowa State Fair apply should the Wright County Fair Queen be crowned Iowa State Fair Queen. See the Iowa State Fair rules at www.iowastatefair.org

4-H Exhibit Building Extension Personnel

Jessica Norman, County Youth Coordinator

Kelly Grandgeorge, Office Manager

Dr. Melissa Voigt, Youth Program Specialist

4-H Exhibit Building & Iowa State Fair General Rules

NOTE: Exhibits which do not comply with size guidelines, copyright and safety procedures will not be accepted for entry, evaluation or display at the Iowa State Fair.

Exhibitors will comply with all general rules and regulations.

- 4-H'ers who have completed 4th grade through 12th grade (or that equivalent) are eligible to exhibit at the Wright County Fair. Exception: Group exhibits from an entire club may include 4th grade members.
- Eligible exhibits are an outgrowth of work done as a planned part of the 4-H'ers participation in 4-H projects or programs during the current 4-H year. Exhibits can be done by an individual or group and may represent all or part of the learning in the project or program.
- Exhibitors in 4-H classes are not eligible to exhibit in a similar department of the FFA divisions or vice-versa.
- Exhibits previously entered in an FFA Ag Science Fair or any other FFA event or competition may not be entered in any 4-H exhibit class.
- Exhibits that do not comply with the class description, size guidelines, copyright restrictions, safety and approved methods will be disqualified and not put on public display.
- If the exhibitor chooses a display to illustrate what was learned:
 - Posters may not exceed 24"x36" in size.
 - Chart boards, graph boards, project presentation boards, model displays, etc., may not exceed 48" x 48" in size. Maximum size is determined by measuring the flat (unfolded) dimensions.
 - Display boxes may not exceed 28" x 22" in height or width and 12" in depth.
- Endangered and threatened plants and animals (includes insects), or songbird feathers and nest may NOT be used in any exhibit.

- Family and Consumer Sciences, Fashion Revue, Clothing Selection, Challenge Class, Creative Arts, Animals Agriculture and Natural Resources, Personal Development, Science, Engineering and Technology exhibits will be rated blue, red or white and will receive premiums as follows:

Blue	Red	White	State Fair
\$2.00	\$1.50	\$1.00	\$3.00

- Pride of Iowa, Educational Presentation, Working Exhibits and Share-the-Fun: (The premiums stated for a Share-the-Fun entry is for the entire group of participants.)

Blue	Red	White	State Fair/Clay Co.
\$5.00	\$3.75	\$2.50	\$3.00

- Horticulture Exhibits will receive premium as follows:

Blue	Red	White
\$2.00	\$1.50	\$1.00

- (The State Fair premium recognition is paid from the Trophy Fund.)

8. Copyrighted materials and designs may not be used in an exhibit that is presented as original work by the exhibitor. Exhibitors must include permission from the copyright holder/owner when using copyrighted materials. Exhibitors must give proper credit to the original source of all materials/designs used in exhibits. (See also special rules for Visual Arts and general copyright information for 4-H'ers.)

9. The 4-H'ers goal and applicable exhibit standards will form the basis of the evaluation process. Evaluation criteria will include demonstrated learning, workmanship and techniques, and general appearance and design. Refer to exhibit class evaluation rubrics for detailed evaluation criteria in each class. Rubrics are located on each 4-H project page at <http://www.extension.iastate.edu/4h/projects>

10. A written explanation, audio recording, or video recording is to be included as part of each exhibit. The exhibitor should respond briefly to the following questions about the exhibit:

- What did you plan to learn or do? (What was your exhibit goal(s)?)
- What steps did you take to learn or do this?
- What were the most important things you learned?

***Check for additional requirements in exhibit classes for food and nutrition, photography, and visual art classes.

11. All Judges' decisions are final.

12. Each item in an exhibit must be securely labeled, including the name of the county, class number, and exhibitor's name.

13. All exhibits are to be labeled only with the official entry tag. The main item of each exhibit must have the entry tag securely and prominently attached, additional separate pieces of the exhibit must carry the class number and name of exhibitor. Labels should be placed on the back of posters and photos. Entry tags must be completely filled out as follows:

- Class number (i.e. 750, 760)
- Department (i.e. Visual Art, Clothing)
- Description (i.e. Clay pot, dress)
- Grade just completed
- Yrs. in project (i.e. 1, 4, 6)
 - Name (i.e. Chris Clover)
 - Club Name (i.e. Clover Cadets)

GOAL SHEET EXAMPLE

NAME _____

CLUB _____

NUMBER OF YEARS IN PROJECT AREA _____

CLASS NO _____ CLASS NAME _____

- What did you plan to learn or do? (What was your exhibit goal(s)?)
- What steps did you take to learn or do this? (Be sure to include cost in your steps)
- What were the most important things you learned?

*Design Elements and Principles are strongly suggested in 630 Visual Arts, 720 Clothing & Fashion, 760 Home Improvement, and 770 Sewing & Needle Work. The written description of the exhibit must identify the design element(s) and/or art principle(s) used in this particular exhibit and how it is used. (Example: "I used the primary colors red, blue, and yellow to emphasize the geometric shapes" not just "the element I used was color".....) See pages 20-21 for more information.

Your goals can be in any format - example: handwritten, computer, audio recording or video recording.

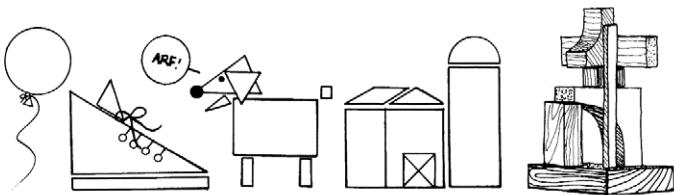
***Check for additional requirements in exhibit classes for food and nutrition, photography, and visual arts.

14. There will be NO pre-entries. Entry forms must be filled out and brought the day of judging which will be Tuesday, July 11.
15. Achievement Shows will not be required. Clubs are strongly encouraged to have an Achievement Show, however.
16. The management will not be responsible for loss or damage of exhibits. **Exhibits are not released until 5:00 p.m. Sunday, July 16.**

Other Exhibit Information: Due to security, 4-H'ers are discouraged from sending items that have special meaning and historical value as the exhibit or part of an exhibit. The Iowa State Fair and Iowa State University Extension will use diligence to insure the safety of articles entered for exhibition after their arrival and placement. However, they will now be responsible for damage of loss by accident, fire, theft, etc.

Those exhibits selected for the Iowa State Fair:

- Must be 4-H'ers who have completed 5th grade through 12th grade (or that equivalent).
- Exhibits will be transported to the State Fair. If an exhibit exceeds a certain weight or size, the Extension staff has the authority to decide whether they can transport the exhibit. The 4-H exhibitor would be responsible to transport large or heavy exhibits to the State Fair.
- Due to security, 4-H'ers are discouraged from sending items that have special meaning and historical value as the exhibit or part of an exhibit. The Iowa State Fair and Iowa State University Extension will use diligence to insure the safety of articles entered for exhibition after their arrival and placement. However, they will not be responsible for damage or loss by fire, theft, etc.



- When limited by exhibit space and size and nature of the exhibit, the department superintendents reserve the right to rotate exhibits for display. Exhibit displays should be in proportion to the main item or idea being displayed.

Beginning on this page are some helpful tips on design elements and art principals.

For more information see full details in Design Exploring the Elements & Principles 4-H 634 March 2000.

Elements of Design

A design is a visual plan you can use to create your 4-H project. Everything can be seen as a design. When you describe something you see, you use words that tell about the lines, shapes, colors, textures, and spaces. **Line, shape, color, texture, and space are the basic elements of design.**

Line

Lines can be horizontal, vertical, dotted, zig zag, curved, straight, diagonal, bold, or fine. Lines can show direction, lead the eye, outline an object, divide a space, and communicate a feeling or mood.

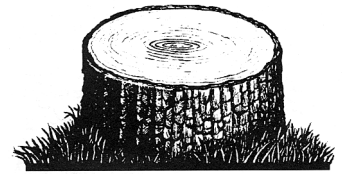
Shapes

Shapes are made by connecting lines. Circle, square, triangle, and freeform are words used to identify shapes. Look at the objects around you, and describe their basic shapes. Are they one shape, or are they a combination of many shapes? After doing this several times, you will

understand what shape really is. Line creates two dimensional or flat shapes. When shapes are three dimensional, we call them forms. Circles are shapes; a ball is a form. Squares are shapes, but cubes are three dimensional and called forms. A sculpture is a three dimensional form.

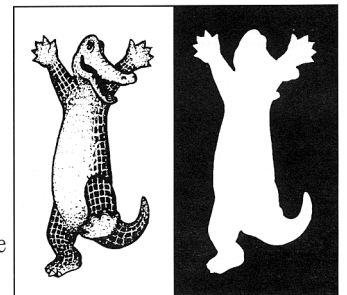
Color

Color is described with the words hue, value, and intensity. Hue refers to the name of the color – red or blue, for example. Value tells the lightness or darkness of a hue. Intensity refers to the brightness or dullness of a hue. You can use a color wheel and learn how colors work together in the publication, 4-H 633 Color.



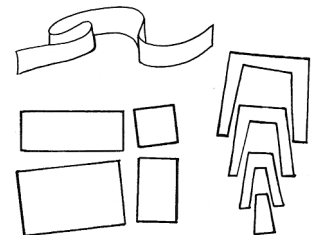
Texture

Texture is the surface quality and an item. It's how something feels when touched, or looks like it would feel if touched. Sandpaper is rough. Velvet is smooth. A drawing of a tree stump could show rough outer bark and a smooth inner surface. Search for ways to add texture to your projects. Texture adds variety and interest.



Space

Space refers to the area that a shape or form occupies. It also refers to the background against which we see the shape or form. Space can be defined as positive or negative. The positive space of a design is the filled space in the design – often it is the shapes that make up the design. Negative space is the background. The negative space in design is as important as the positive area.



Principles of Design

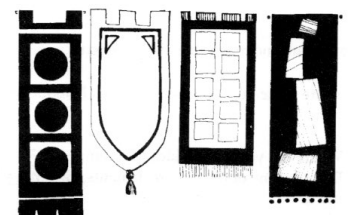
Some combinations of design elements (line, shape, color, texture, and space) work better than others. Here are some guidelines to help you understand why some combinations work and others do not work as well. These guidelines – **rhythm, proportion, emphasis, balance, and unity** – are the principles of design.

Rhythm

You have felt rhythm in music. Rhythm is also a part of things you see. It allows the eye to move from one part of a design to another part.

Rhythm can be created by:

- Repeating a color, shape, texture, line or space when designing.
- Varying the size of objects, shapes, or lines in sequence (small or large).
- Using a progression of colors from tints to shades (light blue to dark blue).
- Shifting from one hue to a neighboring hue (yellow to yellow-orange to orange to red-orange to red).



Proportion

Proportion refers to the relationship between one part of a design and another part or to the whole design. It is a comparison of sizes, shapes, and quantities. For example, the relationship between the vertical and horizontal measurements of a wall hanging may be



pleasing because the unequal lengths produce an interesting contrast.

Emphasis

Every design needs an accent – a point of interest. Emphasis is the quality that draws your attention to a certain part of a design first.

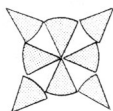
There are several ways to create emphasis:

- Using a contrasting color.
- Using a different or unusual line.
- Making a shape very large or very small.
- Using a different shape.
- Using plain background space.

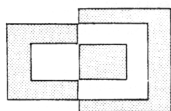


Balance

Balance gives a feeling of stability. There are three types of balance. **Symmetrical**, or formal balance, is the simplest kind. An item that is symmetrically balanced is the same on both sides. Our bodies are an example of formal balance. If you draw an imaginary line from your head to your toes dividing your body in half, you will be pretty much the same on both sides.



Designs that have a **radical balance** have a center point. A tire, pizza, and a daisy flower are all examples of design with radial balance. When you look through a kaleidoscope, everything you see has a radial balance.



Asymmetrical balance creates a feeling of equal weight on both sides, even though the sides do not look the same. Asymmetrical designs also called informal designs because they suggest movement and spontaneity. Asymmetrical balance is the hardest type of balance to achieve and often takes experimenting or moving elements around until balance is achieved.

Unity

When things look right together, you have created unity or harmony. Lines and shapes that repeat each other show unity (curved lines with curved shapes). Colors that have a common hue are harmonious. Textures that have a similar feel add to unity. But too much uniformity sometimes can be boring. At the same time, too much variety destroys unity.

Honesty of Design

Honesty of design refers to three specific areas – media, form, and function.

You are being honest with a medium when you are faithful with that medium, use it to its best advantage, and avoid making it look like something else. Clay should not be glazed to look like wood, and wood should not be painted to look like clay bricks. Honesty related to form and function means that parts of a design should work in ways they were intended. Doors on woodworking projects should not be fake; they should open. A flower pot should be designed to complement the flowers and not draw the most attention to the pot.

Ideas and Inspirations

Where do you get your ideas? Just as you do not copy from the encyclopedia when you write a term paper or from another person's paper when you take a test, you should never copy another person's design. You are what makes your designs special! Inspiration or sources for designs may come from poetry, music, nature, and your own photographs and sketches. Let these inspirations be springboards for your imagination.

Evaluating Design

Evaluating your designs and those of others can help you improve your understanding about design.

You can get help in evaluating your work from many people, among them your parents, other 4-Hers, leaders, teachers, and fair judges. There is seldom only one way to improve a design, so don't be surprised if different people have different ideas on how you might change your work. In the end, the decision is yours. Becoming a good designer takes

practice. The more you talk about and play with the elements and principles of design, the easier it will be to use them effectively.

Here are some questions to ask yourself about your designs.

1. Where did you get the idea for your design?
2. Describe one of the design elements. How did you use it?
3. What do you like about the way your design looks?
4. What might you change another time?
5. Is your design honest in media, form, and function?

Work Schedule

4-H Exhibit Building Work Schedule for set up and cleanup will be sent to 4-H club leaders.

Host and Hostess Schedule

4-H Host and Hostess Schedule will be sent to 4-H club leaders. Host and Hostess duties are:

1. Wear 4-H uniform (or 4-H emblem).
2. Smile! Walk up and down aisles to keep close watch on exhibits, greet people and answer questions. (NO SITTING!)
3. Keep floor free from litter.
4. Each club needs to set up their own schedule during their assigned time at least three members (or parents) per shift.

Judging Schedule

Family & Consumer Sciences, Agriculture & Natural Resources, Personal Development, Animals, Science, Engineering & Technology, exhibits will be judged on Tuesday, July 11, according to schedule to be sent to club leaders.

4-H Club Booth Competition

All booths located in the 4-H Exhibit Building will be judged before opening on Wednesday. Criteria for evaluation will include:

1. Theme: Fair Strong
2. Attractiveness
3. Originality
4. Neatness
5. Clarity - all exhibits visible and clearly identified
6. Organization
7. One focal point

Premiums:

1st	2nd	3rd	All Others
\$15.00	\$12.50	\$10.00	\$5.00

Challenge Class-Photography Elements and Principles

Class: CC Photography

- 1 - Junior Challenge Class
- 2 - Intermediate Challenge Class
- 3 - Senior Challenge Class

****Put your name & club on the back of the photo if you want it returned****

Rules:

1. 4-H'er does not have to be entered in the 4-H Photography Project Area.
 2. The photograph entered in the challenge class cannot be entered into another class at the fair.
 3. 4-H'er can have only **ONE** entry in the Photography Challenge Class. This entry will not be counted in the total of photography entries.
- Entry needs a 4-H entry tag for Challenge.**
4. **The photograph must be of "Iowa Sunset"**

Photographs must be the work of the 4-Her during the current project year.

- The photograph must clearly show/depict/demonstrate/illustrate at least one design element and/or art principle.
 - The photograph must be enlarged to 5"x7" and must be in color.
 - No** mats, frames, or glass are permitted but the photograph can be flush mounted on a mount board. No corner mounts may be used.
 - Please place in a plastic zip-lock bag for protection.
 - No captions permitted. Entry may be titled on the back.
 - No goal card or learning cards are required.
 - Entry will be judged on how it meets criteria, creativity, technical quality, exhibitor's evaluation, and overall appearance.
 - Exhibits in this class are not eligible for the Iowa State Fair.**
- Elements of Design: Line, Shape, Color, Texture, and Space
Art Principles: Rhythm, Proportion, Emphasis, Balance, and Unity

Challenge Class-Food & Nutrition

Class: CC Food & Nutrition

4 - Junior Challenge Class

5 - Intermediate Challenge Class

6 - Senior Challenge Class

- 4-H'er does not have to be entered in the 4-H Food & Nutrition Project.
- Members may enter **ONE** entry in the Food & Nutrition Challenge Class. This entry will **not** be counted in the total of Home Economics entries. **Entry needs a 4-H entry tag for Challenge.**
- This class will not require a learning card. Know your recipe and what you have learned by doing this recipe. You will evaluate your own first on texture, flavor, and appearance.
- Exhibit entry will be displayed on a firm disposable plate or flat cardboard labeled with a 4-H entry tag. Place food in plastic bag.
- The purpose of this contest is to use only the following recipe to make, bake, and present your Apple Fritter Bread on a disposable plate. Be sure to use the ingredients listed. **Do not substitute ingredients.**
- Exhibits in this class are not eligible for Iowa State Fair.**

APPLE FRITTER BREAD

Serves 8

Prep Time: 15 minutes

Total Time: 1 hour 15 minutes

INGREDIENTS

- 1/3 cup brown sugar
- 2 teaspoons ground cinnamon, divided
- 2 Granny Smith apples, peeled and chopped to 1/2-inch dice
- 1/2 cup butter, room temperature
- 2/3 cup granulated sugar
- 2 eggs
- 1-1/2 teaspoons pure vanilla extract
- 1-1/2 cups all - purpose flour
- 1-3/4 teaspoons baking soda
- 1/2 cup tablespoon milk

DIRECTIONS

- Preheat the oven to 350 degrees Fahrenheit (175 degrees Celsius). Spray a 9-inch-by-5-inch loaf pan with pan spray. Set aside.
- In a small bowl, combine the brown sugar with 1 teaspoon of the cinnamon.
- In another bowl, combine the diced apples with the remaining 1 teaspoon of cinnamon and stir to mix. Set aside.
- In a large bowl, cream together the butter and the granulated sugar. Beat the eggs in one at a time until completely mixed. Add the vanilla extract and mix.
- In a medium bowl, whisk together the flour and baking soda.

6. Add the 1/2 cup of milk and mix until smooth.

7. Add the flour and baking soda mix to the butter mixture, and stir until well-blended.

8. Pour half of the batter into the prepared loaf pan. Layer half of the apple mixture on top of the batter, followed by half of the brown sugar mixture. Gently press the apples into the batter.

9. Add the remaining batter to the pan, followed by the remaining apples and brown sugar mixture. Lightly press the apples into the batter and swirl the brown sugar between the apple chunks and into the batter.

10. Bake for 50 to 60 minutes, or until a toothpick inserted in the center comes out clean. Allow to cool for 15 minutes on a wire rack before removing from the pan.

***All challenge exhibitors (Food & Nutrition and Photography) will receive premium as listed on page 19 of the fair book.**

Duct Tape Designs Challenge

Judging - Friday, 3:00-5:00 p.m., 4-H Exhibits Building

Additional Rules:

- All entries must be made to the Wright County Extension & Outreach Office, 210 1st St. SW, Clarion, IA 50525 by or before June 9 and before 4:00 p.m.
 - All entry fees of \$1.00 per exhibit must accompany advance entry form.**
 - Any 4-H member (boy or girl) is eligible to enter. Members do not have to be enrolled in the 4-H Clothing Project.
 - Members may work as an individual or in a team of two members with the grade division determined by the older of the two members.
 - Items created can include wallets, purses, tote bags, hats, visors, jewelry, belts, ties, vests, aprons, shoes, etc. Undergarments will not be accepted. All items created must be appropriate and in good taste. Participants may choose to wear clothing that will enhance their created accessory.
 - Each team will receive 2 rolls of colored duct tape at the competition. Teams must provide one roll of their own duct tape, sharp scissors, ruler, compass or protractor, **as well as: recyclable materials such as cardboard, plastic containers, store bags, etc.** The accessory will be modeled by one of the team members.
 - Teams will be given **one hour** to complete their accessory and will be judged on the following: Workmanship 25%, Originality 25%, Use of Tape and Recyclable Materials 25%, Fashion 25%.
 - Exhibit in this class not eligible for the Iowa State Fair.
- Lot 1 - Junior Section (Grades 4, 5, 6)**
Lot 2 - Intermediate Section (Grades 7, 8)
Lot 3 - Senior Section (Grades 9, 10, 11, 12)
Special Awards: given at the end of judging



Wright County 4-H Mystery Bag Cooking Contest

Saturday, 3:00 p.m.
4-H Exhibit Building

Rules:

1. Limited to 6 teams of 2 people. Teams may consist of any combination of two youth grades 7-12 and/or adults. Youth in 4th-6th grade may compete with an adult partner.
2. Pre-register by noon Friday, the day before the contest.
3. **This year's competition is a SUPER HERO theme! Contestants should apply this theme to their food creations, their costumes and table décor. Prizes will be awarded for BEST SUPERHERO THEME table!**
4. Contestants are to bring an electric skillet, long heavy extension cord, knife, spoon or spatula, and up to 3 condiments from the following list: herbs/spices, mustard, ketchup, BBQ sauce, jam/jelly, soy sauce, Worcestershire sauce, honey, bottled marinade, salsa, chocolate/caramel syrup, salad dressing (not Miracle Whip type).
5. Items furnished include salt and pepper, water, spray for skillets, a cutting board, and a plate for the final presentation to the judges.
6. At the time of judging contestants will be given a mystery bag with various products included. You will be given 30 minutes to prepare your own edible creation from the contents.
7. All entrants will open their bags at the same time.
8. Entries will be judged on 40 % creativity, 40 % best use of products, and 20 % showmanship.
9. Awards will be awarded to the first, second and third place overall. One prize will be awarded in showmanship.

Family and Consumer Sciences

All exhibitors are responsible to read and comply with 4-H exhibit building and Iowa State Fair "General Exhibit Rules" page 19.

1. See 4-H Exhibit Building, General Rules.
2. All Family and Consumer Sciences exhibits are to be entered and judged during their club's scheduled time period. No exhibits can be removed before 5:00 p.m. Sunday, July 16. One leader from each club is responsible for checking in and checking out all club Family and Consumer Sciences exhibits.
3. All projects entered will be considered for State Fair. The only exception to this rule is members who have completed 4th grade. Only 4-H'ers who have completed 5th grade through 12th grade (or that equivalent) will be eligible for State Fair.

CLASS DESCRIPTION: Most exhibit classes have specific guidelines and requirements that will be included in the judging process. Members are highly encouraged to go to <http://www.extension.iastate.edu/4h/> projects to find information about judging criteria for exhibits that they create from their 4-H project learning.

Class No.

- 10401 Child Development** - An exhibit that shows learning about children. Examples: child care, growth and development, safety and health, children with special needs, and careers in child development.
- 10402 Clothing and Fashion** - An exhibit that shows learning about style, fashion, design, thrifty spending, wardrobe planning, types of fabrics, and clothing care. Exhibits may include constructed or purchased clothing and accessories.
- 10403 Consumer Management** - An exhibit that shows learning through savvy budgeting, comparison shopping, money management, and consumer rights and responsibilities.
- 10404 Food & Nutrition** - An exhibit that shows learning through cooking, baking, eating and choosing healthy foods, including safety practices. Exhibits may include prepared products or educational displays. See also 4-H 3023 "Inappropriate Food Exhibits for Iowa 4-H Fairs" for additional information regarding prepared and preserved food products.

Food & Nutrition Special Rules

1. Food and Nutrition exhibitors should review guidelines for inappropriate food exhibits in the Iowa State Extension publication found at: www.extension.iastate.edu/Publications/4h3023.pdf. Is your food exhibit appropriate?

Ask yourself:

VI-991201-WB December 2000

**Print on Avery labels #5163,
2" x 4", 10 per page**

Also available to download and print from:

<http://www.extension.iastate.edu/4H/>

**Information for Staff
Iowa State Fair Forms**

PRESERVED FOOD 4-H EXHIBIT LABEL

Type of food _____
Method of preservation _____
Processing time _____
Pressure (if appropriate) _____
Date processed _____
Source of recipe _____

1. Does this product require refrigeration?
2. Would you eat this product at room temperature?
3. Will the product hold up so it represents a standard when evaluated by judges or viewed by the public?
Check the details for specific products.
2. Any exhibit considered to be a food safety risk or portray a food safety risk will not be accepted, judged or displayed.
3. All food products/exhibits should be appropriate for human consumption.
4. Food product exhibits must be prepared, baked or cooked using only food grade utensils and containers.
5. Products that require refrigeration will not be accepted, judged or displayed.
6. Meat jerky products are prohibited.
7. The recipe must be included for any prepared food exhibit; credit the source of the recipe.
8. Preserved foods must include the Food Preservation Exhibit Label. Only food processed after August 1, 2016 is acceptable. Current USDA and /or Iowa State University guidelines for home food preservation must be used.
9. Persevered food exhibits must include two product samples. One will be opened for evaluation and discarded; the second will be placed on display and returned to the exhibitor. All perishable food products will be discarded when removed from display.
10. Prepared foods should be placed on a firm disposable plate or flat cardboard. Place food product exhibit in a reclosable plastic bag with entry tag fastened outside the bag.
11. The use of alcoholic beverages in the preparation or production of 4-H food exhibits is NOT permitted.

10405 Health - An exhibit that shows learning through food choices, safe activities and skills such as first aid and CPR, careers, and healthy lifestyle choices.

10406 Home Improvement - An exhibit that shows learning in planning, improving and caring for your home living space. Exhibits may include new or refinished/reclaimed/restored items.

10407 Sewing and Needle Arts - An exhibit that shows learning and skill in sewing, knitting, crocheting, or other needle arts, the use and care of fabrics and fibers, or the construction of clothing and other items.

10408 Other Family and Consumer Science - An exhibit that demonstrates learning about a family and consumer science topic that does not fit any previous Family and Consumer Science class listed.

4-H Clothing Event

NOTE: The State Fashion Revue, Clothing Selection and \$15 Challenge event will be held at the ISU Memorial Union in Ames, IA on Iowa State University campus. Friday, August 22, 2017, All Day.

County 4-H Clothing Event Judging, June 23, 2016, 9 a.m.-7:00 p.m. at the Extension Office. Youth model their outfit at the County Fair on the Free Stage at 7:00 p.m. on Thursday, July 13, 2017.

Clothing: Special Rule: Art elements and principles of design are the foundation of design whether putting together fabrics for clothing and quilts, selecting furnishing for a room, or creating a drawing. Design elements are line, shape, form, color, and texture. Design principles are balance, proportion, rhythm, emphasis, and unity. Information on elements and principles of design for clothing can be found at : <http://www.extension.iastate.edu/Publications/4H313.pdf>

When application of design elements and art principles must be explained, the following guidelines shall be used:

a. Members in grades 4-6 are responsible for using a minimum of one design element within their exhibit. Youth must explain how the specified element is used in the exhibit. While not evaluated or given a higher ribbon placing for using more than one element, youth may discuss additional elements used in the exhibit.

b. Members in grades 7-8 are responsible for using a minimum of two design elements within their exhibit. Youth must explain how the specified elements are used in the exhibit. While not evaluated or given a higher ribbon placing for using more than two elements, youth may discuss additional elements used in the exhibit.

c. Members in grades 9-10 are responsible for using a minimum of one art principle and the element of elements used in the selected principle. Youth must explain how the element of elements are used to illustrate the selected principle. While not evaluated or given a higher ribbon placing for using more than on principle, youth may discuss additional principles and corresponding elements used in the exhibit.

d. Members in grade 11-12 are responsible for using a minimum of two art principles and the elements used in the selected principles. Youth must explain how the elements are used to illustrate the selected principles. While not evaluated or given a additional principles and corresponding elements used in the exhibit.

Participant Eligibility

1. **Four Fashion Revue** participants will be eligible to represent each county with no more than two (2) participants from any one category (female, male, or minority).

2. **Three Clothing Selection** participants (one female, one male, one minority) will be eligible to represent each county. 4-H'ers may participate only one time in the Iowa State Fair Clothing Selection Program.

3. **Three \$15 Challenge** participants (one female, one male, one minority) will be eligible to represent each county. 4-H'ers may participate only one time in the Iowa State Fair \$15 Challenge Program.

4. Participants must be in the 4-H senior designated level (grades 9-12).

5. **All participants (male or female) to qualify for participation in the state event should have been a participant in a 4-H Clothing project or educational experience in 2016.**

6. Participants should be selected representatives from county Clothing

Event, Clothing Selection and the \$15 Challenge programs.

7. 4-H'ers may participate only one time in the Iowa State Fair Clothing Selection program and the \$15 Challenge.

8. Outfits or accessories which will be worn in the Clothing Event program may not be entered as a state fair exhibit from the county.

9. Participants must bring the garment or outfit they purchased or created and accessories to the fair on the day they participate in the clothing event.

10. Due to program requirements, participants in the Iowa State Fair queen contest can not participate in the 4-H Clothing Event.

11. All participants must participate in the entire Clothing Event activities on the date scheduled for their county unless the 4-H'er is involved in another State Fair 4-H activity at the same time with a non-flexible schedule.

Special Event Criteria

Fashion Revue

12101 Junior Fashion Revue

12102 Intermediate Fashion Revue

12103 Senior Fashion Revue

All participants (male or female) to qualify for participation in the state event should:

a. Have been enrolled in a 4-H Clothing project in the current 4-H program year.

b. Model a garment or outfit the entrant has constructed, hand-knitted, machine-knitted, or crocheted during the current 4-H year.

1. A garment or outfit consisting of one to three pieces such as party clothes, tailored suits, vest, slacks, shirt, skirt, active sportswear and/or coats are acceptable as Fashion Revue entries.

2. Blouses/shirts, and sweaters are usually considered as garments. If they are used to complete an outfit, they may be constructed or selected.

3. All other accessories and undergarments may be constructed or selected.

Clothing Selection

12201 Junior Clothing Selection

12202 Intermediate Clothing Selection

12203 Senior Clothing Selection

All participants (male or female) to qualify for participation in the state event should:

a. Select and/or purchase an outfit that represents the 4-H'ers goal or intended use for the selected outfit.

b. Have had individual planned or county experience(s) in choosing shopping alternatives, evaluating fit, quality and construction features, price and cost comparison.

NOTE: Outfits may be selected and/or purchased from any source, including consignment shops, used clothing stores, etc. Clothing items which are home-sewn are not eligible unless the completed garment was purchased from a used clothing source. Clothing items which are custom sewn specifically for the participant are not eligible. For more specific examples, see 6-N Clothing Event Judges Orientation.

The \$15 Challenge

12301 Junior \$15 Challenge

12302 Intermediate \$15 Challenge

12303 Senior \$15 Challenge

All participants (male or female) to qualify for participation in the state event should:

a. Purchase an outfit that represents the 4-H'ers intended use for the selected outfit.

b. Have had individual or county experience(s) in choosing shopping alternatives, evaluating fit, quality and construction features, price, and cost comparison.

c. Outfits must be purchased at a garage sale, consignment store, or resale shop (i.e. Goodwill, Salvation Army, or other stores of this type.) Hand-me-downs or clothing as gifts that were selected by the 4-H'er belong in Clothing Selection.

d. Cost of outfit must be \$15 or less, not including shoes, accessories or undergarments.

e. Receipt(s) MUST be turned in with Clothing Event Form.

Objectives of the 4-H Textiles & Clothing Programs

Youth will learn...

1. to select or construct to enhance appearance and self-esteem by applying design elements and principles.
2. about textile fibers and fabrics and be able to apply this knowledge in choosing, buying, or making clothing or household textiles.
3. to choose clothing not only for its beauty or fashion appeal, but also for its value in safety, comfort, and protection, or capacity to help with special physical needs.
4. ... the importance of good grooming and hygiene in developing personal self-esteem and good relationships with others.
5. ... about diversity in textile and clothing designs and its relationship to cultural or ethnic heritage.
6. ... about historic costume and textiles as well as decorative processes such as dyeing, printing, quilting, or embroidery.
7. ... about career opportunities in fashion, apparel, and textile businesses and industry.
8. ... to work cooperatively with others and to apply communication, leadership, and evaluative skills through experiences in the 4-H program at the local, county, state, and national levels.

Evaluation Criteria for Clothing Event

1. Learning to Communicate (20 points)
 - Learning goal statement for Clothing Event
 - Shows knowledge of textiles and clothing topics
 - Explains choices and decisions confidently
 - Written Report Form neat, carefully written
2. Developing Individual Self-esteem (10 points)
 - Shows good grooming and posture
 - Has self-confidence and presents outfit with pride
 - Sees that clothes help communicate
 - Can describe 4-H benefit
 - Shows thought about career choices
3. Making Decisions about Appearance and Design (15 points)
 - Choices related to fabric, color, style and fit
 - Show understanding of fashion changes or trends
 - Outfit fits with ease and is attractive
 - Garment's fabric is suitable to design
4. Choosing Clothes for Specific Occasions or Purposes (20 points)
 - Occasions/purposes of outfit explained
 - Functional characteristics identified and explained
 - Fabrics and accessories are appropriate for uses expected
5. Identifying Quality Garment Features (20 points)
 - Quality features identified and explained
 - Constructed garment's pattern changes appropriate
 - Know fiber content
6. Managing to Get Your Money's Worth (10 points)
 - Cost of outfit reported
 - Cost per wearing computed accurately
 - Type and cost of care discussed
 - Costs reasonable in relation to budget

7. Event Goal Reached (5 points)

Total Points 100

Class 107 - Clothing Changed or Modified (county only)

1. A member need not be enrolled in the clothing project to participate.
2. A member will model a garment (constructed or ready-made) that shows major changes to make it more useful. Examples include recycling a garment, design changes to a garment, etc.
3. Garments modeled in this category are not eligible for state fair.

Creative Arts

(includes visual arts, photography, and music)

All exhibitors are responsible to read and comply with 4-H exhibit building and Iowa State Fair "General Exhibit Rules" page 18.

CLASS DESCRIPTION: Most exhibit classes have specific guidelines and requirements that will be included in the judging process. Members are highly encouraged to go to <http://www.extension.iastate.edu/4h/> projects to find information about judging criteria for exhibits that they create from their 4-H project learning.

Class No.

10301 Music - An exhibit that shows learning about musical performance, composition and arrangements, instruments, musical styles or history.

10302 Photography - An exhibit, either photos(s) or an educational display, that shows learning about photography from choosing a camera to modifying your photo. Still photos only, not video.

Photography Special Rules:

1. 4-H'er can have only SIX entries in the Photography Exhibit Class. The Photography Challenge Class entry will not be counted in the total of photography entries.
2. Photographs should be a minimum of 4" x 6". Finished size (including mounting/matting) of single photographs should not exceed 16" in height or width. Exception: Panoramic photos must not exceed 24" in length.
3. All photographs must be printed on photographic paper. Photos printed on canvas, fabric, ceramic, etc. will only be accepted as part of an educational display that shows learning about photography printing techniques, display, merchandising, etc.
4. Photography may be either black and white or color. They may be processed from negatives, slides or digital cameras and computer manipulation programs. Photographs must have been taken since your county fair of the previous year.
5. Mounted photos can be (a) flush-mounted (no board showing) on mounting board, or (b) with mount borders (window mat or flat mount directly on board). Exhibitors may cut their own mounting boards, use ready-cut window mats or have matting done professionally. 4-H'ers are responsible for design decisions such as border, color and size. **Framed photographs (including floating frames) will not be judged.**
6. Non-mounted photos may be exhibited in a clear plastic covering.
7. A series is a group of photographs or slides (3 to 5) that are related or tell a step-by-step story. Photographs must be mounted together in story order or sequence. Slides should be numbered. Finished size of individual photographs in a series should not exceed 6" x 8".
8. Digitally altered photos should include a copy of the photo before changes.
9. Subject matter of photographs must be in good taste and be appropriate for public display in a 4-H setting.
10. Photographs depicting unsafe practices or illegal activities will not be displayed.
11. Exhibitors entered in 4-H Photography are not eligible to exhibit in the FFA Photography show and vice-versa.

12. Iowa State Fair 4-H photography exhibitors must use the Photo Exhibit Label to provide required information for photo exhibits.

This is on page 26.

** Photography Entries: Do not do a goal sheet. Do photography exhibit sheet on page 27.

10303 Digital Photography Exhibit - A photo or series of photos submitted electronically, not printed. Photos in this class will be submitted, viewed, evaluated, and displayed electronically.

Digital Photography Exhibit Special Rules:

1. Photographs may be either black and white or color.
2. Photographs will not be printed.
3. Entries may be a single photograph or a series of photographs. A series is a group of photographs (3 to 5) that are related or tell a step-by-step story. Series photograph entries must have all photographs in the series viewable at the same time.
4. Photographs entered should be submitted in the highest resolution possible. A finished file size of 1 MB - 3MB is recommended.
5. Photographs should be submitted in an acceptable and commonly used format for ease of viewing.
6. Subject matter of photographs must be in good taste and be appropriate for public display in a 4-H setting.
7. Photographs depicting unsafe practices or illegal activities will not be displayed.
8. Iowa State Fair 4-H photography exhibitors must use the Photograph Exhibit Label to provide required information for photography exhibits. The Photograph Exhibit Label may be submitted electronically with the photograph entry.
9. Photograph entered in this class will be evaluated on the same evaluation criteria used for printed photographs.
10. Exhibitors entered in 4-H Photography are not eligible to exhibit in the FFA Photography show and vice-versa.

NEW 10304X Alternative/Creative Photography - A single photograph or photographic image that has been created with an alternative photographic process, or a photograph that was creatively edited or modified beyond reality in a creative, imaginative and experimental way to make it more interesting and visually engaging. Could be a composite of multiple overlapped photographs.

Alternative/Creative Photography Special Rules:

1. Photograph/Image must be mounted on foam core no smaller than 4"x4" and no larger than 10"x10" in height and width. No matting and no framing is allowed, put your creativity into the photography.
2. Photograph/Image can be created from film negative, digital negative, or digitally manipulated in computer.
3. Photograph must be on photo paper, canvas, or other flat material.
4. Exhibit must have Photo Exhibit Label on back with required information for photo exhibits. Include information about the processes used.
5. Subject matter must be in good taste and be appropriate for public display in 4-H setting, photographs depicting unsafe practices or illegal activities will not be displayed.
6. All submitted photos may be used for any promotional purpose by the Iowa 4-H program and/or the Iowa 4-H Foundation.

10305 Visual Arts - An exhibit that shows learning through original art, exploration of an art technique, or study of any other visual arts topic.

Visual Arts Special Rules:

1. Exhibits made from kits or preformed molds will not be accepted. Exception: Preformed molds (greenware, whiteware) may be used to provide the appropriate surface for a process technique or application

of original design.

2. If the exhibit is a finished art object, the source or inspiration of the design, design sketches, or toher process for creating the object and design must be included.
3. Original works of art must be a creative expression of a design unique to the artist, or represent a significant modification to an existing design to make a new and original statement by the artist.
4. Exhibition of derivative works created by a 4-H'er is prohibited without the written permission of the original copyright holder/owner. Use of copyrighted or trademarked designs, images, logos or materials in 4-H visual arts exhibits is prohibited unless written permission has been obtained from the copyright or trademark holder/owner. For additional information, see 4-H Exhibit Copyright Information at <http://www.extension.iastate.edu/4h/projects/visualart.htm>

10315 Art Made From Kits (not eligible for State Fair) - An exhibit made from art materials (fiber, paper, clay, leather, wood, textiles, glass, plastic, metal, chalk, carbon, pigment, or nature materials) using a kit. A kit is defined as any prepackaged item where materials and design are predetermined by the manufacturer. This includes craft items made from a kit. Briefly explain techniques learned through exhibit's completion and how the design element color is used in the exhibit.

Personal Development

All exhibitors are responsible to read and comply with 4-H exhibit building and Iowa State Fair "General Exhibit Rules" page 18.

CLASS DESCRIPTION: Most exhibit classes have specific guidelines and requirements that will be included in the judging process. Members are highly encouraged to go to <http://www.extension.iastate.edu/4h/projects> to find information about judging criteria for exhibits that they create from their 4-H project learning.

Class No.

10501 Citizenship - An exhibit that shows learning about or contributing to your community, your country or your world.

10502 Communication - An exhibit that shows learning about written, oral, and visual communication skills in their many forms.

10504 Digital Storytelling - Any exhibit that demonstrates the application of technology to produce a creative movie/film/video. Exhibits may include a finished movie or video, creation of a detailed storyboard, editing techniques using digital video software, production techniques, or other display to share what was learned. Copyright permission must be obtained for any non-original material included as part of a film/movie/video.

10505 Leadership - An exhibit that shows learning about leadership skills and influencing others in a positive way.

10506 Self-Determined - An exhibit that shows learning as part of your 4-H adventure and does not fit any other class.

Communications

1. An entry in the 4-H County Communications Competition may be an educational presentation, working exhibit or Share the Fun - it need not necessarily end with a finished product. The presenter(s) may select from a variety of techniques to communicate with an audience. Judging of entries in Educational Presentation, Working Exhibits, Extemporaneous Speaking and Share the Fun will be conducted during the Fair. See Fair Schedule for times of programs.

2. Presentations, working exhibits, Share the Fun and posters made for school/school related competition that have been evaluated and received a grade/rating can be presented in 4-H.

3. Participants will be divided into junior, intermediate, and senior age groups. Juniors are classified as those who have completed 4th, 5th or