

# JOHNSON COUNTY 4-H

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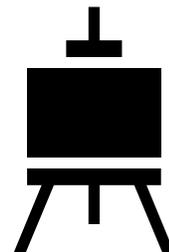
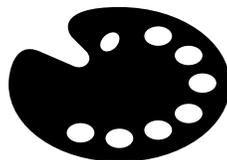
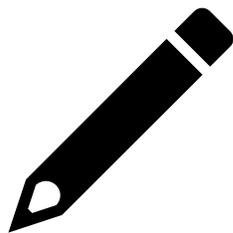
# Arts & Crafts

## GUIDELINES

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2026 EDITION

PURDUE EXTENSION JOHNSON COUNTY





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# Johnson County 4-H Arts & Crafts Guidelines

- All Arts & Crafts will be judged and exhibited by level.
  - Beginner – Grades 3-5
  - Intermediate – Grades 6-8
  - Advanced – Grades 9-12
- **Exhibits shall not exceed 36" x 36" x 36"**. Exhibitors should be considerate of space. Exhibits too large to safely move or requiring lots of space should be exhibited using photographs and a description of work in a notebook.
- Attach to project: **4-H 618A-W "4-H Information Card"** for description of work completed on the project. (REQUIRED)
  - Be sure to include on this card information about materials used, techniques used, tools used, and approximate time to complete.
  - Indicate if the article was made from a kit or is an original design, and if original design, where the idea came from.
- Any arts & crafts exhibit that is a wall hanging, must be ready to hang.
- **Be sure all paint is dry.**
- Premium money is only paid for one Arts & Crafts project/exhibit.
- There are no overall maximum number of Arts & Crafts exhibits a 4-H member may exhibit, however you may only enter one exhibit per judging category with the exception of
  - Construction and Architectural Replica – (maximum of three exhibits with only one exhibit per judging category – for example one LEGO™, one Diorama and one All Other Construction and Architectural Replica)
  - Model Craft (maximum of two different types of models – for example a car & a truck)
  - Needle Craft (each exhibit needs to be a different type – for example a knitted item & a crochet item)
  - Any Other Craft (each exhibit needs to be a different type – for example a candle making & woodcraft exhibit)

Arts & Crafts are divided into the following sections (1-6) by Indiana 4-H.

Johnson County has some sections divided into smaller categories (letter headings) for judging & awards.

**Judges evaluating exhibits should recognize individual differences and creativity, therefore using information in this document as a guide rather than a requirement.**

Contents

1. Arts & Crafts, Construction and Architectural Replica ..... 4

    a. LEGO™ ..... 4

    b. Dioramas ..... 4

    c. Other Construction and Architectural Replicas ..... 4

2. Arts & Crafts, Fine Arts ..... 4

    a. Drawing ..... 5

    b. Painting ..... 5

3. Arts & Crafts, Llama and Alpaca Craft ..... 5

4. Arts & Crafts, Model Craft ..... 5

5. Arts & Crafts, Needle Craft ..... 6

6. Arts & Crafts, General ..... 10

    a. Basket Weaving ..... 10

    b. Card Making ..... 11

    c. Ceramics – Molded ..... 12

    d. Ceramics – Hand-Formed and Pottery ..... 13

    e. Gift Wrapping ..... 14

    f. Jewelry Making ..... 15

    g. Leather (Not suede) ..... 15

    h. Recycled Craft ..... 16

    i. Wearable Art ..... 16

    j. Any Other Craft ..... 17

## **1. Arts & Crafts, Construction and Architectural Replica**

**May exhibit three (3) different exhibits with only one (1) LEGO™, one (1) Diorama and one (1) All Other Construction and Architectural Replica.**

Exhibits can include farm scenes, town models, building replicas, or similar items and can be constructed from building blocks (LEGO™), erector sets, or other materials. This product should be constructed to scale as much as possible. Consider adding a clear cover to protect the exhibit while being displayed to the public. This exhibit will be displayed on shelves if small, on the floor or on an 8-foot table.

**Exhibits cannot exceed 36" by 36" by 36" in size. Absolutely no exceptions! Anything larger will need to be exhibited and judged by pictures and a description of work in a notebook.**

### **a. LEGO™**

Exhibitor may exhibit one display, constructed from LEGO™ style blocks.

All exhibits must be displayed on a board. Boards must be rigid (no poster board, or cardboard) and may not be more than one inch larger than the creation. Suggested methods of attachment include string, twist-ties, wire, double sided tape or poster tack that can be removed during judging and replaced for display.

Exhibits will be judged on workmanship, difficulty, and originality.

Beginner, Intermediate and Advanced may use a kit or an original design. Exhibits will be separated for judging based on kit or original design.

### **b. Dioramas**

Exhibitor may exhibit one display. A diorama is a three-dimensional miniature scene with painted or non-painted modeled figures and background. Dioramas should be built to scale and contain no live animals. This is the area for farm scenes, town models, battlefields, etc. not made of building blocks or erector sets.

### **c. Other Construction and Architectural Replicas**

Exhibitor may exhibit one display made of erector sets or other materials. May include wooden replicas such as doll houses and other wooden models.

## **2. Arts & Crafts, Fine Arts**

Things to Learn:

- Select or prepare background material suitable for the painting or drawing medium chosen.

- Select a subject appropriate for the background, your interest and your experience. A beginner will want to start by selecting a simple subject, such as shapes only.
- Prepare a simple plan of what you will do, considering space and color relationships.
- Experiment with equipment and techniques for using the medium selected.
- Try several pictures.
- Experiment with matting and framing the finished pictures. See finishing techniques at the end of this booklet.
- Consider color, texture, depth and weight.

**a. Drawing**

- Use of graphite (pencil/colored pencil), charcoal, ink or pastels. Usually, water and/or any other medium is not used to enhance the performance of these media. Paper is generally used with these media. Drawings must be exhibited under glass; matting is optional. Drawings may be monochromatic or multicolored.

**b. Painting**

- Oils, acrylics, watercolor—use of one of these mediums on canvas, canvas board, paper, or waterboard. These media use some liquid, whether it be turpentine (spirits of), linseed oil or oils or water for acrylics or watercolors to spread the paint. The use of paint-by-number pictures is discouraged.

**ALL FINE ARTS EXHIBITS: One completed picture ready to hang for home use—framed as a picture – prepared for hanging with screw eyes and wire hanger. Canvas art on a wooden frame is considered prepared for hanging provided item has screw eyes and wire for hanging. All Fine Arts exhibits must be signed or initialed on the front of the picture. Paint on exhibit must be dry.**

### **3.Arts & Crafts, Llama and Alpaca Craft**

Any art or craft using llama or alpaca fiber.

### **4.Arts & Crafts, Model Craft**

**May exhibit two (2) models but they must be two (2) different types i.e., a car and a truck or a spacecraft and a boat.**

Exhibits must be a small-scale replica and meet the following criteria:

- Must be of injected styrene plastics with approximately 25% of the exhibit must be painted
- Wood, paper, clay, die-cast, or snap together models are not permitted
- Screws are not permitted
- Pre-painted or pre-decaled factory models are not permitted
- Legos are not considered models and are to be exhibited in Construction and Architectural Replicas.

- Including cars, trucks, boats, airplanes/spacecraft, and other models.
- Suggestions include: racers, customized, stock and antique cars, boats, submarines, ships, historic ships, racing boats, semi-trailers, pickups, vans, jeeps and other trucks, figures, motorcycles and all types of aircraft and spacecraft including planes, space stations, etc.
- Launch rockets will NOT be accepted in this category and must show and be judged under Aerospace category only.
- Wooden models and doll houses should be entered under Other Construction and Architectural Replicas.

Models are judged on the following:

- Workmanship – quality of construction and/or assembly; operational consideration for powered models; quality of paint and details – choice of color, decals, etc. Neatness.
- Appearance and Detail – general attractiveness, interest and appearance.
- Difficulty – complexity of construction and details according to age of 4-H'er.
- Authenticity and Originality – if model is a replica it should look like the real thing.

## **5. Arts & Crafts, Needle Craft**

(Hand Work) Includes knitting, embroidery, crocheting, needlepoint, crewel, candlewicking, chicken scratching, hand quilting, tatting, huck embroidery, hemstitching; also pulled, drawn and counted thread work and punch needle work.

**May enter more than one Needle Craft exhibit but they must be from different types of Needle Craft (example you cannot enter two knitting exhibits but could enter one knitting and one crocheting).**

### ❖ Counted Cross Stitch

General guidelines:

- Counted cross stitch is worked on even weave fabric by counting threads.
- A charted or graphed design is used to show where to put each stitch.
- All stitches should cross the same way.
- Back stitching is part of some designs and may also be used for some lettering in addition to cross stitch.
- Do not knot thread; secure thread under a few stitches.

Suggested Exhibits and Skills to Learn:

Beginner

- Make and exhibit one article. Suggestions include simple formed items, paper weights, coasters, pin cushion, bibs, pot holders, placemats, etc. Work on Aida 11 or 14 cloth, Herta 6 count cloth or Gingham. Use cotton floss.

Intermediate

- Do a more complicated pattern design. Suggestions include picture, bell pull, pillow, purse, etc. Work on Aida 11 or 14 cloth, Herta 6 count cloth, Gingham, Alba or Monza. Use Cotton Floss. Exhibit an article.

## Advanced

- Do a larger, more complicated pattern design. Suggestions include towels, sweater, monogram clothing, pictures, pillows, etc. Work on Aida 14, 18 or 22 cloth, Hardanger, Waste Canvas, or even-weave fabric. Use Cotton Floss. Exhibit one article.
- Continue to increase difficulty level of pattern design and size each year to show progress over previous year. Members are encouraged to work out original designs for patterns. May use Aida 18 or 22 cloth, perforated paper, linen, Penelope canvas or even weave fabric. May use Silk or Rayon Floss. Exhibit an article made.

## ❖ Crochet

### Suggested Exhibits and Skills to Learn:

#### Beginner:

- Learn abbreviations, symbols, and terms in crocheting.
- Wind yarn carefully to avoid stretching.
- Learn single crochet, slip stitch and chain crochet stitches.
- Join a new strand of yarn.

#### Choose one of the following for your exhibit:

- One article, like a scarf, using single crochet or chain stitch, and using only one color of yarn.
- A pair of articles, like slippers or mittens, using chain, single crochet, slip stitch or a combination of stitches using only one color of yarn.

#### Intermediate:

- Select a pattern and proper yarn for it.
- Learn what "gauge" is and how you check it.
- Learn half double, double and triple crochet stitches.
- Sew seams and finish yarn ends.
- Learn to increase and decrease stitches.
- Learn afghan stitch.
- Learn blocking techniques.

#### Choose one of the following:

- One article you made using single, double, and triple crochet stitches use only one color of yarn (may be variegated).
- A doily or doily set using chain, half double crochet; single or double crochet or slip stitch; or a combination of these.
- A large article using the afghan stitch, cross-stitch design or a combination of stitches learned. Use one color of yarn. Yarn may be variegated.

#### Advanced:

- Work crocheted buttonholes.
- Set in a pocket.
- Set in sleeves.

- Follow a chart using 2 or more colors from balls of yarn.

Choose one of the following:

- An article you made with set-in sleeves that requires some fitting and shaping, using chain, single, double, triple crochet, slip stitch or a combination of these stitches. You may use more than one color of yarn.
- Using advanced stitches, make a rug, poncho, bedspread, cape, hat and scarf or afghan. You may use more than one color of yarn.
- Design and make an article. Include pattern and instructions you have written. Articles could include coat, dress or jumper, or difficult afghan. You may use more than one color of yarn.

#### ❖ Embroidery (Including Crewel or Huck Weaving)

Suggested Exhibits and Skills to Learn:

Beginner:

- Select proper equipment and care for it.
- Learn how to do running stitch, straight stitch, lazy daisy stitch, French knot and cross stitch.
- Launder embroidery work properly.
- Utilize proper techniques of blocking and pressing.

Exhibit one small article using one, or a combination of stitches. Suggestions: Bib, towel, pair of pillow cases, small picture, potholder or vanity scarf.

Intermediate:

- Begin and end work without knots.
- Learn how to do backstitch, outline stitch, satin stitch, chain stitch, buttonhole stitch and closed buttonhole.
- Remove stamping from material.
- Block and mount embroidered pictures.

Exhibit one article using any stitches learned. Exhibit suggestions: picture, dresser scarf, etc.

Advanced:

- Learn to do filling stitches: seed, star, trellis, cross, fagot, split, and turkey.
- Learn edge stitches: knotted blanket, crossed blanket.
- Learn border stitches, herringbone, chevron, shadow embroidery.
- Develop skills in blocking, mounting and caring for your articles.

Exhibit one article using stitches learned in this level with those previously learned.

#### ❖ Knitting

Suggested Exhibits and Skills to Learn:

### Beginner:

- Learn abbreviations, symbols, and terms in knitting.
- Wind yarn carefully to avoid stretching.
- Learn Knit and Purl stitches.
- Learn to increase and decrease stitches.
- Experiment with the following stitches: garter, stockinette and ribbing.
- Learn to bind off.
- Join a new strand of yarn.
- Learn technique of ripping.

Exhibit a head hugger, scarf, or pair of slippers using the stitches learned in Beginner. Use one color of yarn.

### Intermediate:

- Select a pattern and proper yarn for it.
- Learn what "gauge" is and how you check it.
- Pick up a dropped stitch.
- Learn how to do a seed stitch and cable stitch.
- Pick up stitches on edges.
- Sew seams and finish yarn ends.
- Set in sleeves.
- Learn blocking techniques.

Using only those stitches learned, use one color of yarn (can be variegated) and choose one of the following for your exhibit:

- A fitted garment. Block the article. Include your stitch gauge swatch.
- An article that requires some fitting and shaping such as a shawl, sweater, vest, or afghan. Block the article.

### Advanced:

- Cast on at the end of a row.
- Work knitted buttonholes.
- Set in a pocket.
- Follow a chart using 2 or more colors from balls of yarn.
- Work with circular needles or double pointed needles.
- Weave top edges of stockinette and garter stitch.

Using only those stitches learned, choose one of the following for your exhibit:

- One article that requires some fitting, shaping, and blocking. Use two or more colors of yarn.
- Make and block one large article (sweater, afghan, stole), or two smaller articles (pair of socks, mittens, gloves) or complete an outfit (mittens, scarf and tam; or mittens and booties). Use two or more colors of yarn.
- Make an article and apply knitted lace edging. Use two or more colors of yarn.
- Make a rug or bedspread. Use two or more colors of yarn.

## ❖ Needlepoint & Other Needlecraft

This category encompasses Needlepoint, Hand quilting, Needle-felting, Punch Needlework, and any other kind of work done with a needle not covered elsewhere.

Suggested Exhibits and Skills to Learn:

Beginner:

- Learn the basic stitches like half cross, continental, basket and bargello.
- Learn to start and finish correctly.
- Learn about blocking and finishing techniques at the end of this booklet.

Choose one of the following for your exhibit:

- Make an article using one type of basic stitch, such as pin cushion, key ring, or bookmark.
- Make an article using two or more stitches, such as Christmas ornament or coaster.

Intermediate:

- Learn these stitches: cashmere, flat, brick, diagonal, diagonal Parisian, and tent.
- Learn to frame needlepoint pictures.

Choose one of the following for your exhibit:

- Make an article using two types of stitches, such as picture, pillow or belt.
- Make an article on canvas which has a stamped design.

Advanced:

- Learn more advanced techniques like quickpoint, mosaic, star, knotted, brick, etc.
- Learn to design your own design on canvas.

Choose one of the following for your exhibit:

- Make one large article using several different stitches.
- Make two small articles using several different stitches.
- Make an article which you designed.
- Make any design on material other than canvas.

## **6. Arts & Crafts, General**

### **a. Basket Weaving**

Suggested Exhibits and Skills to Learn:

- 3rd Grade – A square or rectangular basket without a handle, showing the basic over and under technique and a simple lashed rim. Colored reed may be used. Basket must be finished with a basket dye, basket stain or a clear sealer. No added decorations.
- 4th Grade – A square bottom or rectangular basket with handle. Use the basic over-under technique and a simple lashed rim. Twining may be used to show more difficulty.  
Example: Apple Basket, Market Basket, or Wine Basket.

- 5th Grade – A simple round-bottom basket with or without a handle. Example: “Susie’s Basket”, “Kelly’s Gathering Basket”, “Fancy Fruit Basket”, or “Folk Art Basket”. Use only decorations made from basket reed.
- 6th Grade – an advanced basket showing more degree of difficulty. Two or more different techniques should be used. Example: Melon Basket, Basket with a Braided Rim, Braided or Wrapped Handles, Triple Twining Curls, Twill Weaving, etc.
- 7th & 8th Grade – Baskets should continue to show an increased level of difficulty, using two or more different weaving techniques. Example: Egg Basket, Basket with Braided Rim, Braided or Wrapped Handles, Triple Twining, Curls, Twill Weaving, Grapevine Handles.
- 9th Grade and Above – Baskets should be made using advanced weaving techniques and will be judged by degree of difficulty as well as quality of work. Examples: Herringbone Base, Twill Base, Grapevine Handle or Weave, Fancy Wrapped Handle, use of unique materials in basket construction, Triple Weaver, Randing, etc.

Please no added decoration on baskets like silk flowers, ribbons, etc. unless made with basket-reed.

### ***b. Card Making***

Computer generated cards ARE NOT in Arts & Crafts and should be exhibited in 4-H Computer Science project.

Suggested Skills and Exhibits:

- Writing a greeting on the inside and/or outside is optional.
- Cards can be presented for judging in a basket or box and tied with a ribbon or yarn; however, because of space limitations, they may be exhibited in a zip-lock baggie.

Beginner –

- Rubber Stamping – using only one ink color per stamp
- Application of dimensional elements
- Apply Ribbon using adhesive, not stitching
- Paper Punching
- Use of Decorative Cut Scissors
- Use of Windows
- Paper piecing

Exhibit five (5) cards or gift tags (may or may not be related in theme) using at least one technique from three different categories.

Intermediate -

- Rubber Stamping – using two or more ink colors per stamp
- Dry Embossing
- Stitching
- Applying Brads or fasteners
- Die cutting using a manual or electronic die cutting machine
- Adding mats and layers
- Fussy cutting

Exhibit five (5) cards or gift tags (may or may not be related in theme) using any technique from Beginner and at least one technique from two different Intermediate categories.

Advanced

- Two Step Stamping
- Embossing using a heat tool
- Coordinate a pre-made envelope with card
- Construct an envelope for odd or over-sized cards
- Add color to stamped image using watercolor, colored pencils, pastels, markers, etc.
- Ink blending
- Foiling
- Make an interactive card
- Use mixed media on a card

Exhibit five (5) cards or gift tags (may or may not be related in theme) using any technique from Beginner or Intermediate and at least one technique from one Advanced category.

### ***c. Ceramics – Molded***

- All pieces must be fired in the kiln to be considered Ceramics.
- All pieces must be cleaned (remove mold marks, blemishes, etc.) by the 4-H member.
- All Ceramic exhibits must be initialed in the greenware. This is to be fired into the ceramic exhibit. If felt is used on bottom, initial(s) must show.
  - Greenware: A clay body that has not been fired in a kiln.
  - Bisque: Also known as white ware, it is the item after it has been fired in the kiln.
  - Glaze: A form of glass, which fuses to the clay body during firing in the kiln.
  - Stain: A non-fired decorative medium; manufactured with a variety of ingredients and either latex, acrylic, oil-base, or water-base colors.
  - Underglaze: A material that does not seal the surface of the ware, but must be used under a glaze and fired in the kiln.

Suggested Exhibits and Skills to Learn:

Beginner:

- Learn to select very fine quality greenware.
- Learn to clean and sponge greenware properly.
- Learn to use glaze and underglaze.

Make a simple article using clear or crystal glazes and simple painting techniques. Articles could include flower pots, mugs, spoon holders, candle holders, simple figures or book ends. May use underglazes — NO STAINS.

Intermediate:

- Use stains on bisque as a finish.
- Learn antiquing with stains.

One article or a set of articles using simple to modified molds, simple staining techniques, clear or crystal glazes. May use antiquing — NO DRY BRUSHING.

Advanced:

- Learn different methods of applying design.
- Develop skills in decorating: underglaze, glaze, dry brushing, carving, graffito, etc.
- Learn techniques with porcelain, china painting, stoneware, etc.
- Learn techniques of airbrushing.

Choose one of the following:

- one article using difficult molds, incorporating any of the glazing or staining techniques, that you have learned.
- an article in porcelain, china painting, or stoneware.

#### **d. Ceramics – Hand-Formed and Pottery**

- All pieces must be fired in the kiln to be considered ceramics.
- All Ceramic exhibits must be initialed in the greenware. This is to be fired into the ceramic exhibit. If felt is used on bottom, initial(s) must show.
- For best results, hand formed figurines should not be more than 3/4" thick unless they are hollowed out.

Suggested Exhibits and Skills to Learn:

Beginner:

- Hand form two small articles using one of the following methods:
  - Hump Mold
  - Slab with design pressed in
  - Pinch Pot
- Use a maximum of 1-pound of clay per article.
- Finish with a simple glaze (this is any glaze coming from a single bottle).

One article made. Suggestions: candy dish, vase, decorative dish or tray, candle holders, etc.

Intermediate:

- Form an article using one of the following methods:
  - Coil construction
  - Freeform modeling
- Using any unfired finish (stains, pearls, translucents), underglaze and glaze or a combination of finishes.

One article made or a set of articles made.

Advanced: Free Choice

- Advance your skills with each division.
- Experiment with using the potter's wheel, slab techniques which have piece designs, strip construction, slip trailing, etc.

- Advanced hand forming may include pieces which combine greenware and hand formed techniques.

One article or a set of articles which best represents what you have learned. Display exhibit pieces only.

### ***e. Gift Wrapping***

- Packages for exhibit in Grade 3-7 should be empty.
- NO READY-MADE BOWS MAY BE USED. All bows must be hand-made, but ribbon to make the bow may be purchased. Make sure bow is in proportion to the package size. Bow should show increased difficulty each year.
- All exhibits should include on the 4-H Craft Information Card
  - Occasion
  - Age of person receiving the gift
  - Who the gift is for – man, woman, boy, or girl?
- Ribbon may be used to compliment the package.
- “Making your own wrapping paper” is defined as decorating plain or colored wrapping paper in ways such as painting, drawing, stamping with a design, stenciling, applying stickers, etc.

#### Suggested Exhibits and Skills to Learn:

- Grade 3 – Wrap one package either square or rectangle (not to exceed 18-inches in any direction). Use purchased paper and one self-made bow.
- Grade 4 – Wrap one package either square or rectangle (not to exceed 18-inches in any direction). Use purchased paper and one self-made bow. One article (such as a rattle, cookie cutter, small toy, artificial flower, etc.) must be attached to the bow to accent the package.
- Grade 5 – Wrap one package either square or rectangle (not to exceed 18-inches in any direction). Use purchased paper and one self-made bow. Articles (such as a rattle, cookie cutters, small toys, artificial flowers, etc.) must be attached to the bow to accent the package.
- Grade 6 – Wrap one package either square or rectangle (not to exceed 24-inches in any direction). Wrap top and bottom separately using either purchased wrapping paper or make your own wrapping paper. Bow must be self-made and may have articles attached to it.
- Grade 7 – Wrap one cylinder-shaped package not to exceed 24-inches in any direction. Make your own wrapping paper. Show creativity in the use of package design and trim. A self-made bow is optional. If you choose to use a bow for this level, it must be self-made.
- Grade 8 – Make one self-made gift bag from a cereal box using your own wrapping paper. Add handles and tissue paper. A self-made bow is optional. Make sure to weigh the bag down with a bag of beans or rice so bag will sit properly.
- Grades 9 and above – Wrap one package/gift not to exceed 36-inches in any direction from the following options:
  - Wrap an odd-shaped or irregular-shaped box (examples: octagon, round, oval, cylinder, etc.).
  - Wrap a series of two or three packages in a tiered effect wrapped as one complete package. Make each tier of the total package/gift accessible for

individual judging. Do not tape, glue, etc. together (examples: three stacked cylinders, 2 rectangular boxes, one box and two cylinders).

- Make a self-made, creative gift bag. Add weight (beans or rice) so bag will sit properly.
- Wrap one gift which is not wrapped in a box (example: umbrella, baseball bat, broom, coffee mug, etc.).
- Wrap a gift basket in clear cellophane so judge can see what is in it. Show creativity in the container you use.
- Wrap the above-described packages in non-traditional materials (examples: make your own wrapping paper, newspaper, fabric, natural materials, scarf, diaper, baby blanket, cellophane, metallic materials, etc.). All packages/gifts must have creative bows and trim where appropriate.

### **f. Jewelry Making**

Jewelry can be strung, beaded, silverwork, or a combination of methods. All jewelry projects should be displayed on a board, in a box, or on a jewelry form.

Each level of Jewelry should be more difficult and complex than the year before.

Suggested Exhibits and Skills to Learn:

Beginner:

- Exhibit a single necklace, a single bracelet, a pair (2) of earrings, or another single item.

Intermediate & Advanced:

- Exhibit a more complex single article or a set of articles. A set can be a bracelet and necklace, necklace and pair of earrings, bracelet and pair of earrings, or any combination of articles.

### **g. Leather (Not suede)**

Suggested Exhibits and Skills to Learn:

Beginner:

- Practice the correct way to handle stamping tools.
- Learn how much moisture to use when working with leather.
- Learn to do single overlay lacing.
- Practice making simple designs with stamping tools.

A belt, coasters, small purse, key case, etc. using a simple design. Edges can be either slick or laced.

Intermediate:

- Learn how to use a swivel knife on leather.
- Learn double overlay lacing in purses and billfolds.

A belt, small purse, key case, billfold, etc. which has been carved and designed. Lacing can be added if needed.

Advanced:

Things to Learn:

- Practice dyeing leather.
- Cut your own hides.

An article which has had simple carving and dyeing techniques used on it such as billfolds and purses or an advanced article which requires advanced carving and dyeing such as bridles, saddles, bowling bags, etc.

### ***h. Recycled Craft***

Take an object that is not new and remake it into something useful. (Other than what it was originally used for – must use at least 65% reused items for project). Find things around your home or friends or families' home.

EXAMPLE: Do not use items such as a clothes pin or flower pot that has never been used and make something different. The objective of this project is not to buy something to complete the project but to look around and find a new use for something that is no longer being used or might be thrown away.

### ***i. Wearable Art***

- Garment(s) need to be purchased by the 4-H member and decorated or embellished. The embellishments can be:
  - Simple embellishments: Tie-dye, iron-on art, heat-applied appliqué, puff paint/fabric marker, application of pre-made trim or embellishment, stamping or other simple embellishment.
  - Complex Embellishments: Beading, sequin art—original design of individual sequins or jewels, glued or sewn, onto garment/accessory. Stitched appliques, felting, fabric painting, machine or hand embroidery, cross-stitch, design own fabric, making own trim or embellishment and applying to garment or accessory, screen printing, or other complex embellishments.
- Each year's project should be more complicated than the year before.
- The project will be judged on workmanship, originality, neatness, and practicality of the embellishment(s).
- Wearable Arts can be modeled in the Fashion Review – Wearable Art project (other garments can be added with it to make it a complete outfit—for example a tie-dye shirt with shorts).
- Qualifying accessories are those that are purchased and embellished according to the guidelines of the divisions. Accessories include: shoes, bags/backpacks/purses, headband/barrette, neckties, socks, scarves, and hats.
- **\*\*Garments and/or accessories made by the 4-H member that qualify for knitting, crocheting, etc. should be entered in the appropriate Arts and Crafts**

**project(s). Handmade jewelry should be entered in the Jewelry Making category and does not qualify as a wearable art accessory.**

- Wearable Arts will check-in on Monday, with other Arts & Crafts projects!! If 4-H member is participating in the Fashion Revue—Wearable Arts category, the 4-Her is responsible for picking up garment/accessory or designating an adult to pick up the item(s) after Arts & Crafts judging is complete. The 4-H member will be responsible for the garment/accessory for the Fashion Revue judging and Style Show, as well as returning all garments/accessories in the Wearable Arts project to the correct exhibit hall on the county fairgrounds the following day for display during the Fair. If not returned to the exhibit hall and checked-in, 4-H ribbons and premium money will be forfeited for both Wearable Arts project and Fashion Revue—Wearable Arts project. NOTE: Fashion Revue participants see Fashion Revue pages in 4-H handbook for more details. See the judging schedule chart for specific project check-in times.

Suggested Exhibits:

Beginner:

- Incorporate one simple embellishment on a single accessory or garment with one simple embellishment.

Intermediate:

Choose one of the following to exhibit:

- Incorporate two simple embellishments on one garment
- Incorporate one simple embellishment on a garment and one complimenting accessory

Advanced:

Choose one of the following to exhibit:

- Incorporate one or more simple embellishments AND at least one complex embellishment on a garment
- Incorporate one or more simple embellishments AND at least one complex embellishment on an accessory
- Incorporate one or more simple embellishments AND at least one complex embellishment on a garment AND complimenting accessory.

Simple and Complex embellishments can be separated by piece and do not have to be combined on both pieces.

***j. Any Other Craft***

The following are some examples of Any Other Craft project skills/suggested exhibits. They will not be judged as separate categories for Champion and Reserve Champion selections, all will be included in the Any Other Craft Champion and Reserve Champions by level.

- ❖ Candle Making – These suggestions are for poured candles.

Suggested Skills and Exhibits:

- Uniformity of color.

- Absence of air bubbles.
- Smoothness of surface.
- Finishing of seams.
- Finishing of bottom where wick is inserted.
- General appearance.

Beginner:

- One candle using a 1-piece mold, one color, and no decoration. Remove from mold. It may be cylindrical, square, triangular or heart shaped. Exhibit candle in plain holder so that it may be removed to judge the bottom or in a flat box on a bed of soft tissue paper to prevent damage.

Intermediate:

- One or a pair of matched candles, with decoration added to either the inside and/or outside of the candle. Candles must be removed from their mold.
- One or a pair of matched candles, using multiple colors. Candles must be removed from their mold.

Advanced:

- Expand on what you learned in Beginner and Intermediate. Candles must be removed from their mold or be hand formed.

#### ❖ Latch Hook

Completed exhibits must be bound and finished on the back either with cloth binding or by folding the raw edge inside the latch hook. Folding the raw edges under and whipping/sewing them down or using masking tape as a finish are not acceptable.

Beginner:

- Follow directions on kits.
- Hook canvas correctly.
- Finish ends of canvas.
- Distinguish the different types of canvas and yarn.

Make a small pillow, picture, or rug in a simple design. Pictures should be ready for hanging. Kits are permissible.

Intermediate:

- Select a design and trace it on canvas.
- Learn to coordinate colors.
- Learn to develop skills in backing and finishing.

Choose one of the following:

- make an article from a kit using a variety of color and a more advanced design. Pictures must be ready for hanging.
- make your own design on the canvas and coordinate the colors of the article.

Advanced:

Each year a more difficult project should be chosen to show progress over the previous year. This is where the member's creativity comes into play.

- Learn to be creative and original with designs.
- Use transfers on canvas.

One article made. Combine the use of other materials in the exhibit, such as furs, felt, etc. Develop patterns with personal touch such as rug wall hangings, pictures using lettering for names, dates, and/or events; or develop patterns that have special meaning.

## ❖ Macrame

Beginner:

- Learn about the various kinds of yarns and cords.
- Practice knots-half hitch and half knot.
- Learn finishing techniques.

Intermediate:

- Experiment with different types of yarns.
- Learn how to do the following knots:
  - Square knot
  - Overhand knot
  - Headings and Picots
  - Double Chain knot
- Learn how to splice.

Advanced:

- Learn to do the following knots:
  - Double half hitch
  - Horizontal-Vertical-Diagonal
  - Reverse double half hitch
  - Sinnet
  - Bobbles
  - Gathering
  - Double square knot alternating
- Combining textures
- Add color with beads, etc.

## ❖ Plastercast and/or plastercraft

Beginner:

- Learn to select plaster cast.
- Learn to clean plaster cast. Seams, rough edges and bumps MUST be smooth.
- Learn basic painting skills.

Intermediate:

- Expand on what you have learned in Beginner.
- Learn different finishing techniques and more advanced painting skills.

Advanced:

- Expand on painting techniques learned in Beginner and Intermediate.
- Select more difficult molds.

- ❖ Woodcraft (This is decorating wooden articles, chip carving, or woodburning. Wooden models or doll houses should be in All Other Construction and Architectural Replica)

Beginner:

- Prepare wood for finishing.
- Select and apply finishes to hardwoods and softwoods.
- Develop skill of sanding.

An article using simple, modified, or difficult forms. Using any finish; metal, wood, antiquing, or any type of painting.

Intermediate:

- Select and apply design to wood. Apply the design with paint, water colors, chip carving, colored pencils, or woodburning.
- Develop skill in applying wood finishes.

An article using simple, modified, or difficult forms. Using any finish; metal, wood, antiquing, or any type of painting.

Advanced:

- Develop a skill in inlay, gouging, carving, wood chipping or woodburning.

A small decorated item, such as a wooden plate, bread board, box, puzzle, plaque. One or more articles using gouging, inlay, carving, wood chipping or woodburning.

