

CONSUMER & FAMILY SCIENCE DEPARTMENT C

CLOTHING DEPARTMENT C

STEAM Clothing 1 Construction, Knitting/Crocheting, Accessories - Premium Schedule A
Beyond The Needle, STEAM Clothing 2, STEAM Clothing 3 Consumer Management, Quilt Quest & Style Revue -
Premium Schedule B

***All clothing construction and other clothing related exhibits will be entered on Clothing Day.*

PLEASE NOTE: Read project manuals before deciding on pattern and choosing fabric. Not all patterns and fabrics are appropriate for all levels of sewing. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Example: Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.

Entry Tags - Entry tags available at Clothing Day. Every clothing exhibit must be described on the appropriate entry tag accompanying it. (For example, dark blue wool skirt and jacket, red and white figured blouse.) Entry tag placement: as you look at the garment place the entry tag and information sheet on the right side of the garment and the hook of the hanger to the left.

Identification Labels - Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitors Name, and age, project name and class in which garment is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.

Preparation of Exhibits –Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger to the left. Fasten skirts, shorts, and pants to skirt/pants hangers or safety pin on hanger. Each piece should be entered on its own hanger. ***If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.***

-Evaluation for You Be The Teacher exhibit is based on Topic Selected, Teaches an Idea and Presentation of Exhibit.
- Evaluation of Knitting and Crocheting: Design and Color, Neatness, Knitting Mechanics or Crocheting Mechanics, Trimmings, and Construction Finishes.
In addition, all entries must conform to rules and regulations as set forth in this premium list.

Garments as listed may be made for self (4-H members) or another person.

CONSTRUCTION

****Entry(ies)** are to be submitted during the Clothing Construction Judging. Check with local Extension office for correct date. *Listed below are CONSTRUCTION ONLY fair entries, modeling entries are listed after construction.*

Special Recognition - STATE FAIR After they are judged, Clothing exhibits will be juried for selection to participate in the Robert Hillestad Textiles Gallery - Celebration of Youth, Jurors are artists or designers who are independent from 4-H judging. Approximately 10 clothing items will be selected along with 3 alternates. Award winners will be displayed in a special area. All garments with at least 60% wool content are eligible for the Make It With Wool Award.

BEYOND THE NEEDLE

Department C - Section 221

CONSTRUCTION** Entry must be submitted during the Clothing Construction Judging.

4-H members must show their own original creativity. Exhibit may be made for self (4-H member) or another person.

901. **Beginning Embellished Garment** - Create a garment using beginning techniques as defined in the project manual. Designs are the original idea of the 4-her using the elements and principles of design to make an original statement.
902. **Beginning Textile Clothing Accessory** - Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons etc.
- *1. **Design Portfolio** - A portfolio consisting of at least three design samples. Refer to the project manual for activity ideas. The portfolio should be placed in an 8 1/2" x 11", 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 for portfolio formatting.
- *2. **Color Wheel** - Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the project manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- *3. **Embellished Garment With Original Design** - *Eligible for State Fair Fashion Show* Create a garment using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement.
- *4. **Original Designed Fabric Yardage** - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one year of finished fabric. Include information on how the fabric was designed, describe the process and materials used and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing.
- *5. **Item Constructed from Original Designed Fabric** - *Garment eligible for State Fair Fashion Show* Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. Included information on how the fabric was designed, describe the process and materials used. If additional information is not included, exhibit will be lowered one ribbon placing.
- *6. **Textile Arts Garment or Accessory** - *Garment eligible for State Fair Fashion Show* A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.
- *7. **Fashion Accessory** - *Not eligible for state Fair Fashion Show* An accessory designed and /or constructed using elements and principles of design; can be textile or non textile based. Examples; shoes, bracelets, scarves, etc. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

BEGINNING UNIT

STEAM CLOTHING I (FUNDAMENTALS)

Department - Section 920

(Clothing Construction)

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class. 4-Hers who have enrolled in or complete STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1.

CLASSES

901. **Clothing Portfolio** - Complete at least three different samples/activities from Chapter 2 or Chapter 3 of the project manual. The Portfolio should be placed in an 8 1/2" x 11", 3 ring binder. Include an appropriate cover, dividers, and table of contents. (Additional pages can be added each year, but should be dated.) See pages 9-10 for portfolio formatting.
902. **Sewing Kit** - Include a list of sewing notions and purpose for each included. (pages 12-17 in project manual).
903. **Fabric Textile Scrapbook** - Must include at least 5 different textile samples. Use Textile Information Cards

Template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11", 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.

904. **What's the Difference**— 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's The Difference?" page 118-119. Exhibits should include pictures NO actual pillows.
905. **Clothing Service Project** - Can include pillows or pillow cases but are not limited to those. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 124 and 125.

BEGINNING SEWING EXHIBITS

906. **Pincushion**
907. **Pillowcase**
908. **Simple Pillow**—No larger than 18" x 18".
909. **Bag/Purse** - No zippers or button holes.
910. **Simple Top**
911. **Simple Bottom** - Pants, shorts, or skirt
912. **Simple Dress**
913. **Other** - Using skills learned in project manual. (Apron, vest, etc.)
914. **Upcycled Simple Garment** - The original used item must be redesigned (not just decorated - in some way to create a new wearable piece of clothing. A "before" picture and a description of the redesign process **must** accompany the entry or it will be disqualified.
915. **Upcycled accessory** - A wearable accessory made from a used item. The item used must be changed in some way in the "redesign" process. A "before" picture and a description of the redesign process must accompany the entry or it will be disqualified.

MIDDLE UNIT

4-Hers who have enrolled in or completed advanced projects are not eligible for STEAM II.

STEAM CLOTHING II (SIMPLY SEWING)

Department C - Section 222
(Clothing Construction)

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list). Garments as listed below may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1.

CLASSES:

- *1. **Clothing Portfolio** - Complete at least four different samples/activities from Chapter 2 or Chapter 3 of the project manual. The Portfolio should be placed in an 8 1/2" x 11" 3-ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 9-11 for portfolio formatting.
- *2. **Expanded Textile Science Scrapbook** - Must include at least 10 different textile samples. Use Textile Information cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.
- *3. **Design Basics, Understanding Design Principles** - 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. Include answers to questions found on page 20 of the manual. The exhibit may be a notebook poster, or small display. Exhibits should not exceed 22" x 30".
- *4. **Pressing Matters** - 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

- *5. **Entrepreneurial Sewing** - Using page 161-167 in the manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The Exhibits may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".
- *6. **Upcycled Garment - *Not eligible for state Fair Fashion Show*** Create a garment from used textile based items. The original used item must be redesigned, (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in the this project. A "before" picture and a description of the redesign process must accompany the entry.
- *7. **Upcycled Clothing Accessory - *Not eligible for state Fair Fashion Show*** A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.
- *8. **Textile clothing Accessory - *Not eligible for state Fair Fashion Show*** Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal plastic, paper rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)
- *9. **Top - *Not eligible for state Fair Fashion Show*** (vest acceptable)
- *10. **Bottom - *Not eligible for state Fair Fashion Show*** (pants or shorts)
- *11. **Skirt—*Not eligible for state Fair Fashion Show***
- *12. **Lined or Unlined Jacket—*Not eligible for state Fair Fashion Show***
- *13. **Dress - *Eligible for state Fair Fashion Show*** Not formal wear
- *14. **Romper or Jumpsuit—*Eligible for state Fair Fashion Show***
- *15. **Two-Piece Outfit—*Eligible for state Fair Fashion Show***

ADVANCED UNIT

STEAM CLOTHING III (A STITCH FURTHER)

Department C - Section 223
(Clothing Construction)

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list).

Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consist of complete constructed garments only. **Wool entries must have the fiber content listed on the identification label.**

- *1. **Clothing Portfolio—** Complete at least four different samples/activities from Chapter 2, Chapter 3 OR Chapter 4 of the project manual The Portfolio should be placed in an 8 1/2" x 11" 3-ring binder. Include an appropriate cover. (*Additional pages can be added each year but should be dated.) See pages 11-13 for portfolio formatting
- *2. **Expanded Textile Science Scrapbook** - Must include at least 10 different textile samples. Use Textile Information cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 " x 11" 3-ring binder, Include a appropriate cover. See project manual for fabric suggestions.
- *3. **Advanced Entrepreneurial Sewing** - Using lessons learned in Chapter 5 of the manual, display on sample product with a business plan that includes a business ID and logo. The exhibit may be a notebook poster or small display. Exhibits should not exceed 22" x 30".
- *4. **Upcycled Garment - *Not eligible for state Fair Fashion Show*** Create a garment from used textile based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A "before" picture and a description of the redesign process must accompany the entry.
- *5. **Upcycled Clothing Accessory - *Not eligible for state Fair Fashion Show*** A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project A "before" picture and description of the redesign process must accompany the entry.

- *6. **Textile Clothing Accessory - *Not eligible for state Fair Fashion Show*** Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, globes. No metal plastic, paper rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)
- *7. **Dress or Formal—*Eligible for state Fair Fashion Show***
- *8. **Skirted Combination - *Eligible for state Fair Fashion Show*** (skirt with shirt, vest or jacket OR jumper and shirt)
- *9. **Pants or Shorts Combination - *Eligible for state Fair Fashion Show*** pants or shorts with shirt, vest or jacket)
- *10. **Romper or Jumpsuit—*Eligible for state Fair Fashion Show***
- *11. **Specialty Wear - *Eligible for state Fair Fashion Show*** (Includes: swim wear, costumes, hunting gear, or chaps)
- *12. **Line or Unlined Jacket. *Not eligible for state Fair Fashion Show*** (Non-tailored)
- *13. **Coat, Blazer, Suit Jacket or Outerwear - *Eligible for state Fair Fashion Show*** A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed ***MAKE IT WITH WOOL*** Award.