**COUNTY CLOTHING CLASS IDEAS**

**DIVISION 900, STEAM Clothing 1**

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

**Class 1 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.

**Class 2 Sewing Kit** –

Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

**Class 3 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.

**Class 4 What’s The Difference** –

4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22” x 30’) a notebook, poster, small display sharing a project comparison and price point. See project manual, “What’s the Difference?” page 118-119.Exhibits should include pictures NO actual pillows.

**Class 5 Clothing Service Project** –

Can include pillows or pillow cases but are not limited too. Exhibit (not to exceed 22” x 30’) a notebook, poster, small display sharing information you generated in the project activity “Serving A Purpose” page 124 and 125.

**Beginning Sewing Exhibits**

Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/ fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED or JERSEY KNIT. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable

**Class 6 Pincushion**

**Class 7 Pillowcase**

**Class 8 Simple Pillow** – No larger than 18” x 18”.

**Class 9 Bag/Purse** – No zippers or button holes.

**Class 10 Simple Top**

**Class 11 Simple Bottom** – pants, shorts, or skirt

**Class 12 Simple Dress**

**Class 13 Other** – Using skills learned in project manual. (apron, vest, etc.)

**Class 14 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.

**Class 15 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.

**DIVISION 221, BEYOND THE NEEDLE**

4-H members must show their own creativity.

**Class 1 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.

**Class 2 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.