

Department C - Clothing

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All clothing exhibits will be entered on Saturday, July 22, starting at 9:00 a.m. - 11:30 a.m. at the Luther Memorial Church in Syracuse. There will be optional interview judging for all clothing entries. In construction interview judging the 4-H'er visits with the judge about his/her garment(s).

Only one (1) entry per class. The 900 series indicates the entry is not eligible for State Fair.

The 4-H'er can make items for themselves or for another person. In projects where an extra exhibit is indicated, that exhibit can be 1 garment or an entire outfit, all constructed by the 4-H'er.

Exhibits that do not meet requirements will be judged "as is" and will be dropped one ribbon placing.

Department C - Division 230

Fair Theme

(Pay Category 2)

C900. Clothing item you have decorated featuring "150 YEARS OF 'NEBRASKA' FARM & FAMILY FUN" theme.

C901. A clothing accessory you made that features the "150 YEARS OF 'NEBRASKA' FARM & FAMILY FUN" theme.

Department C - Division 221

STEAM: Beyond the Needle

(Pay Category 1)

4-H members must show their own original creativity.

CLASS NUMBER:

C1. Design Portfolio. A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8½" 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.

C2. 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".

C3. 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-H'er using the elements and principles of design to make an original statement.

C4. 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 yard 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.

C5. 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. Include 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.

C6. 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.

C7. 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.

C901. Beginning Embellished Garment. Create a garment using beginning techniques as defined in the manual, such as: stamping, stencil, painting, adding buttons and a jeans pocket applique. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

C902. Beginning Textile Fashion Accessory. Accessory is constructed and/or decorated using techniques as defined in the manual. Examples include: hats, bags, scarves, aprons, etc.

C903. Other Garment or Accessory. Made using skills learned in Beyond the Needle.

C904. Other Garment or Accessory. Made using skills learned in Beyond the Needle.

C905. Jewelry

C906. Jewelry

Department C - Division 220

STEAM Clothing 1: Fundamentals

(Pay Category 2)

Beginner Level

(900 Numbers do not go to STATE FAIR)

4-H'er cannot have taken STEAM Clothing 2 or STEAM Clothing 3.

SEWING EXHIBITS:

C900. Pincushion

C901. Pillowcase

C902. Simple Pillow – no larger than 18" x 18"

C903. Rail Fence Pillow – no larger than 18" x 18"

C904. Laundry Bag

C905. Simple Table Runner

C906. Tote Bag

C907. Bag/Purse

C908. Simple Top – pullover top/shirt OR simple, lined vest

C909. Simple Bottom – pants, shorts, or skirt

C910. Simple Dress

C911. Other item constructed using skills learned in STEAM 1

C912. Other item constructed using skills learned in STEAM 1

C913. 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.

C914. 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.

NON-SEWN EXHIBITS:

C915. Clothing Portfolio. At least two different samples/activities from Chapter 2 or Chapter 3 of the project manual. The Portfolio should be placed in an 8½" 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 9-11 for portfolio formatting.

C916. Sewing Kit. Include a list of sewing notions and purpose for each included. (pg. 12-17 in manual)

C917. 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. Place in 8½"x 11" 3 ring binder with appropriate cover. See project manual for fabric suggestions.

C918. What's the Difference? Share a project comparison and price point (pg. 118-119 in manual). The exhibit may be a notebook, poster, or small display and should not exceed 22" x 30".

C919. Clothing Service Project. Possibilities include pillows or pillowcases. Exhibit a notebook, poster, small display sharing information you generated. See pages 124-125 in project manual.

Department C - Division 222

Unit 2 – STEAM Clothing 2: Simply Sewing

(Pay Category 1)

Intermediate Level

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list) Garments may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1. STEAM Clothing 1 exhibitor may not exhibit in STEAM 2.

4-H'ers enrolled in or who have completed STEAM Clothing 3 are not eligible.

NON-SEWN EXHIBITS:

C1. Clothing Portfolio. Complete at least four different samples/activities from Chapters 2, 3, or 4 of the project manual. The Portfolio should be placed in an 8½" 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.

C2.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 8½" x 11" 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C3.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".

C4.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.

C5. 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 exhibit may be a notebook, poster, or small display and should not exceed 22" x 30".

C6. 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.

C7. 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.

C8. 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 or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.) Sewn Exhibits (C13-C15 are eligible for State Fair Fashion Show):

C9. Top - vest acceptable

C10. Bottom - pants or shorts

C11. Skirt

C12. Lined or Unlined Jacket

C13. Dress - not formal wear

C14. Romper or Jumpsuit

C15. Two-Piece Outfit

C916. Other Garment. Constructed using skills learned in STEAM Clothing 2.

C917. Other Garment. Constructed using skills learned in STEAM Clothing 2.

STEAM CLOTHING 3

Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of complete constructed garments only. Garments as listed may be made for self or others. PLEASE NOTE: Pajamas cannot be modeled in STEAM Clothing 3.

Department C - Division 223

STEAM CLOTHING 3 – A STITCH FURTHER

(Pay Category 1)

Advanced Level

NON-SEWN EXHIBITS:

C1. 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 8½” 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.

C2. 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 8½” x 11” 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C3. Advanced Entrepreneurial Sewing. Using lessons learned in Chapter 5 of the manual, display one sample product with a business plan that includes a business ID and logo. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22” x 30”.

C4. 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.

C5. 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.

C6. 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 or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

SEWN EXHIBITS (C7 - C14 are eligible for State Fair Fashion Show):

C7. Dress

C8. Formal

C9. Skirted Combination. Skirt with shirt, vest, or jacket OR Jumper and shirt.

C10. Pants or Shorts Combination. Pants or shorts with shirt, vest, or jacket.

C11. Romper or Jumpsuit.

C12. Specialty Wear. Includes: swim wear, costumes, hunting gear, or chaps.

C13. Lined or Unlined Jacket (non-tailored).

C14. Coat, Blazer, Suit Jacket or Outerwear. A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed on the identification label to be considered for the Make It With Wool award at the State Fair.

C901. Make One-Buy One – the exhibit is a purchased garment with constructed garment(s) to make a complete, wearable outfit. Both constructed and purchased items must be included in the exhibit. An incomplete exhibit will be disqualified.

C902. Other garment. Constructed using skills learned in STEAM Clothing 3.

C903. Other garment. Constructed using skills learned in STEAM Clothing 3.

KNITTING & CROCHET

Exhibits will be entered on Saturday, July 22, from 9:00 a.m. - 11:30 a.m. at the Luther Memorial Church in Syracuse. Criteria for judging knitting and crocheting: Design and Color, Neatness, Knitting Mechanics or Crocheting Mechanics, Trimmings, and Construction Finishes.

Department C - Division 225

Knitting

(Pay Category 1)

(900 Numbers do not go to STATE FAIR)

Each knitted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:

1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?)
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goals(s)?
4. Gauge - Number of rows per inch; number of stitches per inch

5. Size of needles
6. Kind of yarn - weight and fiber content
7. Names of stitches used
8. Copy of directions

Beginner Unit I - Limit 3 entries.

C900. Knitted Clothing or Home Environment Item. No supporting information needed.

Middle Unit II - Limit 3 entries. (Garment eligible for State Fair Fashion Show)

C5. Knitted Clothing or Home Environment Item. Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.

Advanced Unit III - Limit 3 entries. (Garment eligible for State Fair Fashion Show)

C15. Knitted Clothing or Home Environment Item. Knitted item or garment made from advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, germaine, feather and fan, or knitting with one or more patterns such as Aran or Fair Isle.

Department C - Division 226

Crochet

(Pay Category 1)

Each crocheted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing.

1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarns?)
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Gauge and size of hook
5. Kind of yarn - weight and fiber content or other materials used
6. Names of stitches used
7. Copy of directions

Beginner Unit I - Limit 3 entries.

C901. Crocheted Clothing or Home Environment Item. No supporting information needed.

Middle Unit II - Limit 3 entries. (Garment eligible for State Fair Fashion Show)

C5. Crocheted Clothing or Home Environment Item. Crocheted item or garment using pattern stitches such as texture, shell, cluster or mesh stitches.

Advanced Unit III - Limit 3 entries. (Garment eligible for State Fair Fashion Show)

C15. Crocheted Clothing or Home Environment Item. Crocheted item or garment using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.