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## **DEPARTMENT C CLOTHING EXHIBITS**

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- \* All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
- \* All clothing exhibits including Sewing for Fun, Attention Shoppers, and Shopping In Style must be on wire hangers. Knitted and Crochet items should be folded and placed in a clear plastic bag. All clothing entries will be entered and interview judged on Friday, July 15, the same day as Style Revue judging.
- \* Late entries will be lowered one ribbon placing.
- \* Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.
- \* 4-H'ers who participate in a clothing project but do not model (example – pin cushion, needle book), will have their pictures taken with their project on Friday, July 14.
- \* Entry tag placement: as you look at the garment place the entry tag on the right side of the garment and the hook of the hanger to the left.
- \* Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered and the number of years enrolled in project in which exhibiting. 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. As you look at the garment, place the hook of the hanger to the left. Use safety pins to fasten skirts, shorts, and pants to hangers. 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.

### **DIVISION 221 BEYOND THE NEEDLE**

Premiums: Purple - \$3, Blue - \$2.75,  
Red - \$2.25, White - \$2

4-H members must show their own original creativity.

1. + Design Portfolio Scoresheet SF20- 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 8 ½ 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 Scoresheet SF20 – 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. 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. Scoresheet SF26

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 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. Scoresheet SF27

5. + Item Constructed From Original Designed Fabric. Fabric yardage is designed first, and then a garment 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. Scoresheet SF26

6. + Textile Arts Garment or Accessory- Scoresheet SF25. 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. Scoresheet SF23

An accessory designed and 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.

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.

## **DIVISION 211 SEWING FOR FUN**

**INFORMATION CARDS ARE NOT NEEDED FOR SEWING FOR FUN EXHIBITS.**

Premium: Purple - \$1.75, Blue - \$1.50,  
Red - \$1.25, White - \$1.00

\* 4-H'ers who have enrolled in or completed Clothing Level 2 or Sewing for You are not eligible.

\* 4-H members may exhibit one item in each of the following classes. Entries should be made of a fabric requiring minimum skills. A stable knit or firmly woven fabric will be easiest to use when learning to sew.

\* Do not use very loose weaves, wool, pile, or napped and stretchy knits.

\* Avoid plaids, stripes, and other fabrics that need to be matched.

- 905. Tote Bag.
- 906. Everything Bag.
- 907. Needle book.
- 908. Pillow (straight, square, diagonal, patchwork, rail fence).
- 909. Windsock.
- 910. Chair Caddy.
- 911. Sleeping Bag for Doll.
- 912. Football Pillow.
- 913. Wall Organizer.
- 914. Belt Bag.
- 915. “Sew for Fun” Pillow.
- 916. Fanny Pack.
- 919. Dirndl Skirt.
- 920. Other

**DIVISION 220  
STEAM CLOTHING 1**

Premiums: Purple - \$3.50, Blue - \$2.75,  
Red - \$2, White - \$1.50

\* 4-H’ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1. The entry is a single garment – either a simple top or a bottom.

\* Exhibits must be made from firm, 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. Inseam or patch pockets, flat constructed sleeves, and simple lined vests are acceptable.

\*4-H member may exhibit one item in each of the 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 ½ 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. (pg. 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 ½ 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 o. 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.

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 Item. 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 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 222**

### **STEAM CLOTHING 2-SIMPLE SEWING**

Premiums: Purple - \$3.50, Blue - \$2.75,  
Red - \$2, White - \$1.50

\* Exhibits entered in this project must reflect at least one new skill learned from this manual. (Check project manual skill-level list.) Garments as listed below may be made from any woven or knit fabric appropriate to the garments design and should demonstrate sewing skills beyond STEAM Clothing 1. Score sheet SF28 for all classes.

1. + Clothing Portfolio- Scoresheet SF20 Complete at least six different samples /activities from Chapter 2, 3, OR 4 of the project manual. The Portfolio should be placed in an 8 ½ 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 Scoresheet SF20 - 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 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
3. + Design Basics, Understanding Design Principles Scoresheet SF20- 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 Scoresheet SF20 - 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 Scoresheet SF63- 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. Exhibits should not exceed 22' x 30".
6. + Upcycled Garment Scoresheet SF21– 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.
7. + Upcycled Clothing Accessory Scoresheet SF22- 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. Scoresheet SF23 Textile accessory is constructed using at least one skill learned in the 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.
9. + Top (vest acceptable)
10. + Bottom (pants or shorts)
11. + Skirt
12. + Lined or Unlined Jacket
13. + Dress (not formal wear)
14. + Romper or Jumpsuit
15. + Two-Piece Outfit

**DIVISION 223**  
**STEAM CLOTHING 3 – A STITCH FURTHER**

Premiums: Purple - \$5, Blue - \$4,  
Red - \$3, White - \$2

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 consists of complete constructed garments only. **Wool entries must have the fiber content listed on the identification label. SF28 for all classes**

1. + Clothing Portfolio Scoresheet SF20 – 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 ½ x 11, 3 ring binder. Include an appropriate cover, dividers. (Additional pages can be added each year but should be dated.) See pages 11-13 for portfolio formatting.

2. + Expanded Textile Science Scrapbook Scoresheet SF20 – 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 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

3. + Advanced Entrepreneurial Sewing Scoresheet SF63 - Using lessons learned in Chapter 5 of the manual, display one sample product with a business plan that included 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 Scoresheet SF21– 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 redesigned process must accompany the entry.

5. + Upcycled Clothing Accessory Scoresheet SF22- 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.

6. + Textile Clothing Accessory. Scoresheet SF23. 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.)

7. + Dress or Formal

8. + Skirted Combination (skirt with shirt, vest or jacket OR jumper and shirt)

9. + Pants or Shorts Combination (pants or shorts with shirt, vest or jacket)

10. Romper or Jumpsuit

11. + Specialty Wear. (Includes: swim wear, costumes, hunting gear, or chaps)

12. + Lined or Unlined Jacket. (Non-tailored)

13. + Coat, Blazer, Suit Jacket, or Outerwear. Scoresheet 29. 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*.

## **FIBER ARTS DIVISION 225 KNITTING**

Premiums: Purple - \$3.50, Blue - \$2.75,

Red - \$2, White - \$1.50

Criteria for judging knitting: design and color, neatness, knitting mechanics, trimmings, and construction finishes. All knitted clothing entries will be entered and interview judged on Friday, July 15, the same day as Style Revue judging. All Home Environment items will be entered and interview judged on entry day, Wednesday July 20.

Any item may be entered by those enrolled in the knitting project. Scoresheet SF2 for all classes

#### INFORMATION SHEET FOR KNITTING:

Each knitted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing. Be sure to include your name and county.

- 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 – 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

Two of the following may be exhibited:

900. Level 1 - Knitted Clothing or Home Environment Item (Beginning Unit).

5. + Level 2 - Knitted Clothing or Home Environment Item – Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.

15.+ Level 3 - 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.

## **DIVISION 226 CROCHETING**

Premiums: Purple - \$3.50, Blue - \$2.75,  
Red - \$2, White - \$1.50

Criteria for judging crocheting: design and color, neatness, crocheting mechanics, trimmings, and construction finishes. All crocheted clothing entries will be entered and interview judged on Friday, July 15, the same day as Style Revue judging. All Home Environment items will be entered and interview judged on entry day, Wednesday July 20.

Any item may be entered by those enrolled in the crochet project. Score sheet SF61 for all classes

#### INFORMATION SHEET FOR CROCHET:

Each crocheted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing. Be sure to include Name and County.

- 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 material used.
- 6) Names of stitches used.
- 7) Copy of directions

900. Level 1 - Crocheted Clothing Item or Home Environment Item- Crocheted item or garment using pattern stitches as texture, shell, cluster, or mesh stitches.

5. + Level 2 - Crocheted Clothing or Home Environment Item – Crocheted item or garment using pattern stitches such as texture, shell, cluster or mesh stitches.

15. + Level 3 - 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.