

4-H CLOTHING

ALL CLOTHING EXHIBITS WILL BE JUDGED ON
CONTEST DAY - JULY 20, 2017

Awards:

Doug and Mary Temme, Wayne-Champion Beginning Clothing

Combination Kids 4-H Club-Champion Advanced Clothing

Harold Wittler, Norfolk-Yvonne Wittler Advanced Clothing Award (\$50 cash award)

Premiums:

Beyond the Needle and STEAM Clothing 1 and 2 Premiums: Purple \$2.25, Blue \$2.00, Red \$1.75, White \$1.50

STEAM Clothing 3 Premiums:

Purple \$4.00, Blue \$3.50, Red \$3.00, White \$2.00

General Information:

A. Entry Tags-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 on the right side of the garment and the hook of the hanger to the left.

B. Identification Labels-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 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.

C. 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/pant 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.

D. Garments as listed may be made for self (4-H member) or another person. 4-Hers 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. Example: Once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM Clothing 1.

E. Criteria for Judging-Refer to the Nebraska 4-H website for current state fair scoresheets www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book.

F. Special Recognition at State Fair: After clothing exhibits are judged, they 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

Awards:

Wayne County 4-H Council-Champion Jr. Beyond the Needle

Wayne County 4-H Council-Champion Sr. Beyond the Needle

4-H members must show their own original creativity.

Classes:

C-221-901 Beginning Embellished Garment Score Sheet SF 26—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. Examples include spray paint, stamping, stencil, adding a recycled pocket or buttons. (Not State Fair eligible).

C-221-902 Beginning Textile Clothing Accessory Score Sheet SF 23—Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc. (Not State Fair eligible).

+C-221-001 Design Portfolio Scoresheet SF 20—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 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.

+C-221-002 Color Wheel Scoresheet SF 20—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 inches.

+C-221-003 Embellished Garment with Original Design (eligible for Fashion Show) Scoresheet SF26—Create a garment using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-er using the elements and principles of design to make an original statement. **Tie Dye should be entered in this class.**

+C-221-004 Original Designed Fabric Yardage Scoresheet SF 27—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.

+C-221-005 Item Constructed from Original Designed Fabric (garment eligible for Fashion Show) Scoresheet SF 26—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.

+C-221-006 Textile Arts Garment or Accessory (garment eligible for Fashion Show) 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.

+C-221-007 Fashion Accessory (**not** eligible for Fashion Show) Scoresheet SF23—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.

STEAM Clothing 1 - FUNDamentals

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number. 4-Hers who have exhibited in, or completed, Sewing for You or Tailoring are not eligible to exhibit in STEAM Clothing Levels 1 or 2. *Exhibits are not State Fair eligible.*

Beginning Sewing Exhibits: Exhibits must be made from medium weight woven fabrics that will sew and press smoothly. Flannel and Fleece are 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, collars, and zippers. Raglan and kimono sleeves are acceptable. Sewing for Fun patterns may also be used.

Classes:

C-900-901: Clothing Portfolio Score Sheet SF 20—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.

C-900-902: Sewing Kit Score Sheet SF 20—Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual).

C-900-903: Fabric Textile Scrapbook Score Sheet SF 20—Must include at least 5 different textile samples. Use the 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.

C-900-904: What's the Difference? Score Sheet SF 20—Exhibit (not to exceed 22 x 30 inches) can be a notebook, poster or small display sharing a project comparison and price point. See project manual, "What's the Difference?" on pages 118-119. Exhibits should include pictures and **NO** actual pillows.

C-900-905: Clothing Service Project Score Sheet SF 20—Can include pillows or pillow cases but are not limited to them. Exhibit (not to exceed 22 x 30 inches) can be a notebook, poster or small display sharing information you generated in the project activity "Serving a Purpose" on pages 124-125.

C-900-906: Pincushion Score Sheet CF 50

C-900-907: Pillowcase Score Sheet CF 51

C-900-908: Simple Pillow Score Sheet CF 32—No larger than 18 x 18 inches

C-900-909: Bag/Purse Score Sheet CF 53—No zippers or button holes.

C-900-910: Simple Top Score Sheet SF 28

C-900-911: Simple Bottom Score Sheet SF 28—pants, shorts, or skirt

C-900-912: Simple Dress Score Sheet SF 28

C-900-913: Other Score Sheet SF 28—Using skills learned in project manual. (apron, vest, etc.)

C-900-914: Upcycled Simple Garment Score Sheet SF 21—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.

C-900-915: Upcycled Accessory Score Sheet SF 22—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.

STEAM Clothing 2 – Simply Sewing

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 1.4-Hers who have exhibited in or completed Sewing for You or Tailoring are not eligible.

Classes:

+C-222-001: Clothing Portfolio Scoresheet SF 20—Complete at least four different samples/activities from Chapters 2, 3 OR 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 9-11 for portfolio formatting.

+C-222-002: Expanded Textile Science Scrapbook Scoresheet SF 20—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.

+C-222-003: Design Basics, Understanding Design Principles Scoresheet SF 20—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”.

+C-222-004: Pressing Matters Scoresheet SF 20—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.

+C-222-005: Entrepreneurial Sewing Scoresheet SF 63-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 inches.

+C-222-006: Upcycled Garment (not eligible for State Fair Fashion Show) Scoresheet SF 21—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..

+C-222-007: Upcycled Clothing Accessory (not eligible for State Fair Fashion Show) Scoresheet SF 22—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.

+C-222-008 Textile Clothing Accessory (not eligible for State Fair Fashion Show) 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.)

Scoresheet SF 28 for the following classes:

Classes 9-12 are not eligible for the State Fair Fashion Show.

+C-222-009 Top (vest acceptable)

+C-222-010 Bottom (pants or shorts)

+C-222-011 Skirt

+C-222-012 Lined or Unlined Jacket

+C-222-013 Dress (not formal wear)

+C-222-014 Romper or Jumpsuit

+C-222-015 Two-Piece Outfit

STEAM Clothing 3 – A Stitch Further

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 for self (4-H member) or another person. They may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of constructed garments only. Wool entries must have the fiber content listed on the identification label. Scoresheet SF28 for all classes.

Classes:

+C-223-001: Clothing Portfolio Scoresheet SF 20—Complete at least four different samples/activities from Chapters 2, 3, or 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.

+C-222-002: Expanded Textile Science Scrapbook Scoresheet SF 20–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.

+C-223-003: Advanced Entrepreneurial Sewing Scoresheet SF 63-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 inches.

+C-223-004: Upcycled Garment (not eligible for State Fair Fashion Show) Scoresheet SF 21–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.

+C-223-005: Upcycled Clothing Accessory (not eligible for State Fair Fashion Show) Scoresheet SF 22–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.

+C-223-006: Textile Clothing Accessory (not eligible for State Fair Fashion Show) 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.)

Scoresheet SF 28 for the following classes:

+C-223-007 Dress or Formal

+C-223-008 Skirted Combination-skirt with shirt, vest or jacket OR jumper and shirt

+C-223-009 Pants or Shorts Combination-pants or shorts with shirt, vest or jacket

+C-223-010 Romper or Jumpsuit

+C-223-011 Specialty Wear-includes: swim wear, costumes, hunting gear or chaps

+C-223-012 Lined or Unlined Jacket

+C-223-013 Coat, Blazer, Suit Jacket OR Outerwear Scoresheet SF29 – 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 State Fair.

FIBER ARTS KNITTING AND CROCHETING

Awards

Wayne Eagles 3757-Champion Crochet/Knitting Exhibit

Premiums:

Level 1 Knitting / Crochet Premiums:

Purple \$2.25, Blue \$2.00, Red \$1.75, White\$1.50

Level 2 & 3 Knitting / Crochet Premiums:

Purple \$3.00, Blue \$2.50, Red \$2.00, White \$1.75

General Information:

A. General Information-Criteria for judging knitting and crocheting: Design and Color, Neatness, Knitting Mechanics or Crocheting Mechanics, Trimmings, and Construction Finishes. Articles should be placed in a clear plastic bag.

B. Knitting Information Sheet-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 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. **Scoresheet SF 60 used for all knitting classes**

C. Crochet Information Sheet - Each crocheted exhibit must include the following information on a half sheet of 8 1/2 x 11 inch paper placed with the entry tag or the 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 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. **Scoresheet SF 61 used for all crochet classes**

Beginning Knitting

Level 1 knitting is for any 4-Header who is starting to learn basic knitting skills. *Exhibits are not State Fair eligible.*

Classes:

C-225-901 Level 1 Knitted Clothing or Home Environment Item using single pointed needles and basic knitting skills. (garment eligible for Fashion Show)

C-225-902 Level 1 Knitted Clothing or Home Environment Item using a knitting loom. (garment eligible for Fashion Show)

Middle and Advanced Unit Knitting

For any age 4-Header who has mastered basic knitting skills and is beginning to learn further skills such as using double pointed needles, advanced stitches such as cable, etc.

Classes:

+C-225-005 Level 2 - Knitted Clothing or Home Environment Item – (garment eligible for State Fair Fashion Show) Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches.

+C-225-015 Level 3 - Knitted Clothing or Home Environment Item – (garment eligible for State Fair Fashion Show) 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.

Crochet Level 1

Class:

C-226-901 Level 1 Crocheted Item-Exhibit may be a simple item such as a purse, scarf, stole, doily, bookmark, dish cloth, potholder, or other item for the home. (garment eligible for Fashion Show) *Not State Fair eligible.*

Crochet Levels 2 and 3

Classes:

+C-226-005 Level 2 Crocheted Clothing or Home Environment Item – crochet item or garment using pattern stitches such as texture, shell, cluster or mesh stitches. (garment eligible for State Fair Fashion Show)

+C-226-015 Level 3 Crocheted Clothing or Home Environment Item – crochet item or garment using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. (garment eligible for State Fair Fashion Show)