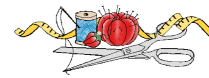


## Clothing and Fashion Show Superintendent: Darcy Meinke



Once you have completed a clothing level, i.e. - sewn a garment for the STEAM Clothing 3 project, you cannot go back a level to STEAM Clothing 2. The idea is to advance and learn new skills each year.

### GENERAL INFORMATION

Garments as listed may be made for self (4-H member) or another person. Garments will be displayed at the county fair.

### GARMENT DISPLAY FOR ENTRY

All garments (except knitted and crocheted articles) must be on hangers with a swivel hook. If you use more than one hanger for an entry, fasten hangers together with twist ties or rubber bands.

**ENTRY TAG** - As you look at the garment, the entry tag should be safely pinned on the right side of the garment. No straight pins,

### ENTRY LIMITS

You may enter one entry per class number unless otherwise stated.

### IDENTIFICATION LABELS

Identification labels: each entry entered as a clothing exhibit must have a label attached to the back neckline or back waistband of the garment stating: county, 4-H member's name and age, project name and class in which garment is entered, and number of years enrolled in project in which exhibiting. Wool entries must have fiber content listed on the identification label. Attach label to every component of the outfit using safety pins or baste.

### DATA DESIGN CARD

A Design Data Card must be included with all Beyond the Needle Classes 3-8 and STEAM 2 and 3 upcycled exhibits. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing. The data design card is only required for the classes listed above.

All static exhibits must have received a purple ribbon to advance to the state fair. There are some exceptions as the county must adhere to state fair exhibit quotas. A purple ribbon does not guarantee the exhibit qualifies for the state fair.

Janelle Snodgrass  
NMLS# 1480587

RETAIL MANAGER II

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**INTERVIEW JUDGING:** Interview judging is available. Please read 4-H static exhibit general information on page 59.

### STEAM CLOTHING 1 – DIVISION 219

**ALL ENTRIES IN STEAM CLOTHING 1 ARE ONLY COUNT ELIGIBLE.**

### ENTRY ELIGIBILITY

4-H members with entries in STEAM Clothing 1 and STEAM Clothing 2 may enter exhibits in STEAM Clothing 1 in classes 1-9 and class 13.

- +Clothing Portfolio** - complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual. Place entry 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 formatting.
- +Sewing Kit** - refer to pages 12-17 in the manual and include list of sewing notions and purpose for each.
- +Fabric Textile Scrapbook** - include at least 5 different textile samples using template on page 41 for information to include. Place these cards in an 8 ½ x 11, 3 ring binder. Include appropriate cover.
- +What's the Difference** - refer to pages 118-119. Entry is a notebook, poster, or small display sharing a project comparison and price point (not to exceed 22" x 30"). Exhibits should include pictures NO actual pillows.
- +Clothing Service Project** Exhibit not to exceed 22" x 30" shall be a notebook, poster, or small display sharing information you generated in the activity "Serving A Purpose" on pages 124-125.
- +Pincushion and/or needlebook**
- +Pillowcase**
- +Simple Pillow** - no larger than 18" x 18".
- +Bag/Purse** - no zippers or buttonholes.
- +Simple Top**
- +Simple Bottom** - pants, shorts, or skirt.
- +Simple Dress**
- +Other** - use skills learned in the project manual (apron, vest, etc.)
- +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" photo and description of the redesign process must accompany the entry.
- +Upcycled Accessory** - a wearable accessory made from a used item. The item must be changed in some way in the redesign process. A "before" photo and description of the redesign process must accompany the entry.

PREMIUM CODE 10

## GENERAL CLOTHING – DIVISION 220

**1. Clothing Portfolio** - complete at least four different samples from Chapter 2, 3 or 4 of the STEAM Clothing 2 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. Portfolio should build upon itself each year. Additional pages can be added each year but should be dated but should be dated. See pages 9-11 in STEAM Clothing 2 project manual for formatting.

**2. Textile Science Scrapbook** - must include at least 10 different textile samples. Use template on page 39 in STEAM Clothing 2 project manual to identify fabric swatches. Completed cards should be in an 8 ½" x 11", 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions. Textile Science Scrapbook should build upon itself each year. Additional pages can be added each year but should be dated. See the STEAM Clothing 2 project manual for fabric suggestions.

**3. Sewing for Profit** - use pages 161-167 in the STEAM Clothing 2 project 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 not to exceed 22" x 30".

PREMIUM CODE 8

## BEYOND THE NEEDLE – DIVISION 221

You can find beginning, intermediate, and advanced skill definitions at: <https://go.unl.edu/beyondtheneedleskilllevelsinfo>

Design Data Card required with exhibits in classes 3-8 - <https://go.unl.edu/ne4hclothing>

**1. Design Portfolio** - a portfolio consisting of at least three design samples or activities. Refer to the Beyond the Needle 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 in the Beyond the Needle project manual for portfolio formatting.

**2. Color Wheel** - create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the Beyond the Needle project manual. The exhibit may be a notebook, poster, or small display not to exceed 22" x 30".

PREMIUM CODE 13

**3. Embellished Garment with Original Design** - eligible for state fair fashion show if chosen). Create a garment using techniques as defined in the Beyond the Needle project manual. Designs are the original idea of the 4-H member using the elements and principles of design to make an original statement. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

**4. Original Designed Fabric Yardage** - fabric yardage is designed using techniques such as those found in the Beyond the Needle project manual. Other embellishments may be added. The exhibit consists of at least one yard of finished fabric. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

**5. Item (garment or non-clothing item) Constructed from Original Designed Fabric** - only garments are eligible for State Fair Fashion Show if chosen). Fabric yardage is designed first, and then a garment is constructed from that fabric. Other embellishments may be added. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

PREMIUM CODE 9

**6. Textile Arts Garment or Accessory** - garment is eligible for state fair fashion show if chosen. 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, the exhibit will be lowered one ribbon placing. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the 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, flip flops, strung bracelet or necklace, wire wrapping, scarves, design on tennis shoes, etc. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

**8. Wearable Technology Garment or Accessory** - garment is eligible for state fair fashion show. Technology is integrated into the garment or accessory in some way. For example, LEDs, charging capabilities, sensors, etc. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.



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## COUNTY ONLY ENTRIES BEYOND THE NEEDLE

**11. +Beginning Embellished Garment** - Designs are the original idea of the 4-H member using the elements and principles of design (shape/form, texture, color, line, space, rhythm, emphasis, proportion, balance, and unity) to make an original statement. Use beginning techniques as defined in the project manual.

**12.+ Beginning Textile Wearable/Clothing Accessory** - the accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include hats, bags, scarves, gloves, shoes, aprons, etc.

PREMIUM CODE 13

### STEAM CLOTHING 2 SIMPLY SEWING-DIVISION 222

Construction skills need to reflect the skills learned from the STEAM Clothing 2 project manual and should demonstrate sewing skills beyond STEAM Clothing 1.

Exhibits entered in this project must reflect at least one new skill learned from this manual.

Garments in STEAM CLOTHING 2 SIMPLY SEWING may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate a sewing skill beyond STEAM 1.

**1. Design Basics, Understanding Design Principles** - 4-H members 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 not to exceed 22" x 30".

**2. Pressing Matters** - 4-H members may enter a tailor's ham or sleeve roll from pages 21-25 "A Pressing Matter" in the STEAM Clothing 2 project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

**3. Upcycled Garment** - eligible for State Fair Fashion Show if chosen. Create a garment from used textile-based items. The original used item must be redesigned (not just decorated) using skills learned in STEAM Clothing 2 in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in the project. Design Data Card required with exhibits in classes 3 & 4 - <https://go.unl.edu/ne4hclothing> and a photo including a BEFORE picture no larger than 4.25"x 5.5". If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills is also available at <https://go.unl.edu/ne4hclothing>

**4. Upcycled Clothing Accessory - (not eligible for State Fair Fashion Show)** -a wearable accessory made from a used item. The original item used must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished accessory must reflect at least one skill learned in this project. Design Data Card required with exhibits in classes 3 & 4 - <https://go.unl.edu/ne4hclothing> and a photo including a BEFORE picture no larger than 4.25"x 5.5". If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills is also available at <https://go.unl.edu/ne4hclothing>

**5. 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. Not metal, plastic, paper, or rubber base items allowed (i.e., barrettes, headbands, flip flops, duct tape, etc.)

**6. Top (vest acceptable)-(not eligible for State Fair Fashion Show)**

**7. Bottom (pants or shorts)- (not eligible for State Fair Fashion Show)**

**8. Skirt - (not eligible for State Fair Fashion Show)**

**9. Lined or Unlined Jacket- (not eligible for State Fair Fashion Show)**

**10. Dress (not formal wear)-(eligible for State Fair Fashion Show)**

**11. Romper or Jumpsuit- (eligible for State Fair Fashion Show)**

**12. Two-Piece Outfit-(eligible for State Fair Fashion Show)**

**13. Alter Your Pattern- (eligible for State Fair Fashion Show)** - in the class that best describes the type of garment constructed i.e., Dress, Romper or Jumpsuit, or Two-Piece Outfit)-Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include an information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining.

**14. Garment Constructed from Sustainable or Unconventional (natural or synthetic) fibers- (eligible for State Fair Fashion Show)** - fabric/fibers used in this garment must be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

PREMIUM CODE 8



### **STEAM CLOTHING 3-A STITCH FURTHER-DIV. 223**

Entries must show a progression of learning beyond STEAM Clothing 2. Entry consists of completely constructed garments only. Wool entries must have fiber content listed on the identification label.

Exhibits entered in this project must reflect at least one new skill learned from this manual.

Garments in STEAM CLOTHING 3 – A STITCH FURTHER may be made from any pattern or fabric and should demonstrate a sewing skill beyond STEAM 2.

**1. Upcycled Garment** - 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 project. Skill list available at: <https://go.unl.edu/ne4hclothing>. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing. A photo including a BEFORE picture no larger than 4"x 6" must be included.

**2. 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 the project. Skill list available at: <https://go.unl.edu/ne4hclothing>. A Data Design Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing. A photo including a BEFORE picture no larger than 4"x 6" must be included.

**3. Textile Clothing Accessory - (not eligible for State Fair Fashion Show)** - the textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM Clothing 3. A list of skills by project is available at: <http://go.unl.edu/ne4hclothing>. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper, or rubber base items allowed (i.e., barrettes, headbands, flip flops, duct tapes, etc.)

**Clothing exhibits in classes 4-12 are eligible for the State Fair Fashion show if chosen.** A Data Design Card must be included with this project for classes 4-12. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

**4. Dress or Formal**

**5. Skirted Combination** - (skirt with shirt, vest or jacket OR jumper and shirt)

**6. Pants or Shorts Combination** - (pants or shorts with shirt, vest, or jacket)

**7. Romper or Jumpsuit**

**8. Specialty Wear** - (includes swim wear, costumes, hunting gear, or chaps)

**9. Lined or Unlined Jacket** - non-tailored

**10.Coat, Blazer, Suit Jacket or Outerwear** - a tailored blazer or suit jacket or coat. Wool entries must have fiber content listed on the identification label to be considered for the Make It with Wool Award.

**11. Alter/Design Your Pattern** - garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern.

**12. Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers** - Fabric/fibers used in this garment must be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle PREMIUM CODE 6

## **KNITTING - DIVISION 225**

### **GENERAL INFORMATION**

Garments as listed may be made for yourself (4-H member) or another person. Garments will be displayed at the county fair. Once you have exhibited in Knitting Level 3 you are NOT eligible for Knitting Level 2.

### **GARMENT DISPLAY FOR ENTRY**

Knitted and Crocheted exhibits should be entered in the most appropriate manner for the exhibit.

### **ENTRY LIMITS**

You may enter one entry per class number unless otherwise stated.

**ENTRY TAG** – Attach the entry tag securely to the exhibit using straight pins or safety pins. No paper clips.

### **IDENTIFICATION LABELS**

Identification labels: each entry entered as knitted, or crocheted exhibits must have a label attached to the back neckline or back waistband of the garment stating: county, 4-H member's and age, project name and class in which garment is entered, and number of years enrolled in project in which exhibiting. Wool entries must have the fiber content listed on the identification label. Attach label to every component of the outfit using safety pins or basting.

Each knitted entry must include the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon placing. The fiber arts knitting data card is available at: <https://go.unl.edu/ne4hclothing> You will need to answer these questions on the fiber arts card.

1. Why did you choose to create this exhibit?
2. What steps did you take as you created this exhibit?
3. What were the most important things you learned?
4. Gauge-Number of rows per inch; number of stitches per inch.
5. Size of needles, fingers knitted, arm knitted, loom or machine knitted.
6. Kind of yarn – weight and fiber content.
7. Names of stitches used.

## LEVEL 2 KNITTED ITEMS

**1. Level 2 - Knitted clothing** - garment eligible for state fair fashion show if selected). Knitted item or garment using basic stitches including Knit (k), Purl (p), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo) to form patterns.

**2. Level 2 - Knitted Home Design & Restoration Item**

**3. Arm or Finger Knitted Item Clothing or Home Design & Restoration Item**

**4. Loom Knitted Home Design & Restoration Item**

## LEVEL 3 KNITTED ITEMS

**5. Level 3 Knitted Clothing** - (garment eligible for state fair fashion show if selected). 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 made by using stitches learned in level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple patterns stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

**6. Level 3- Knitted Home Design & Restoration Item** - Knitted item made by using stitches learned in level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

**7. Level 3 - Machine Knitting**

PREMIUM CODE 10

## COUNTY ONLY ENTRIES KNITTING

**16. +Slippers**

**17. +Simple Hat**

**18. +Mittens**

**19. +Sweater or Shell**

**20. +Other Simple Item** (must have the approval of Extension Educator)

**21. +Finger Knitted Exhibit**

PREMIUM CODE 14

## CROCHET - DIVISION 226

Each crocheted entry must include the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon placing. The fiber arts knitting data card is available at: <https://go.unl.edu/ne4hclothing>  
You will need to answer these questions on the fiber arts card.

1. Why did you choose to create this exhibit?
2. What steps did you take as you created your exhibit?
3. What were the most important things you learned?
4. Gauge and size of hook or type of crocheting tool.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of stitches used.

## LEVEL 2 CROCHETED ITEMS

**1. Level 2 Crocheted Clothing** - (garment eligible for state fair fashion show if chosen). Crocheted garment using basic stitches including chain, single, double, half-double, treble to form patterns.

**2. Level 2 Crocheted Home Design & Restoration Item** - crocheted item using basic stitches including chain, single, double, half-double, treble to form patterns.

## LEVEL 3 CROCHETED ITEMS

**3. Level 3 Crocheted Clothing** - advancing to use Afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

**4. Level 3 Crocheted Home Design & Restoration Item** - crocheted item using stitches learned in level 2 while advancing to use Afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

PREMIUM CODE 10

## COUNTY ONLY ENTRIES CROCHET

**16. +Slippers**

**17. +Simple Hat**

**18. +Mittens**

**19. +Shell, Vest, or Sweater**

**20. + Other Simple Item** (on Extension Educator's approval)

PREMIUM CODE 14

## SHOPPING IN STYLE – DIVISION 240

Those who enter classes 1 and 2 are also encouraged to enter the appropriate Fashion Show (modeling) class to participate in fashion show judging and the public fashion show. Modeling is not required but highly encouraged.

## GENERAL ENTRY INFORMATION

Entries should be typed and then attached to a piece of colored cardstock or colored poster board. Posters should be on 14" x 22" poster board. You may use the front and back of the poster board. Three-ring binders should be 8 1/2" x 11" x 1". Video exhibits should be less than 5 minutes in Length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.

**1. Best Buy for Your Buck** - this class is for youth **Ages 8-13** before Jan. 1 of the current year. Provide details of the best buy of a garment(s) you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a 3-ring binder or video (see general information). **NO posters please in this class.** Do not include the Shopping in Style Fashion Show Information Sheet in your entry for this class.

Provide details about wardrobe inventory which indicates:

- why you selected the garment you did
- clothing budget
- cost of garment
- conclusion or summary statement stating your final comments on why you selected your best buy for your buck.
- provide 3 color photos of you wearing the garment (front, side, back views).

**2. Best Buy for Your Buck** - this class is for youth **Ages 14-18** before Jan. 1 of the current year. Provide details of the best buy of a garment(s) you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a 3-ring binder or video (see general information). **NO posters please in this class.** Do not include the Shopping in Style Fashion Show Information Sheet in your entry for this class.

Provide details about wardrobe inventory which indicates:

- why you selected the garment you did
- clothing budget
- cost of garment
- conclusion or summary statement stating your final comments on why you selected your best buy for your buck.
- body shape discussion
- construction quality details
- design features that affected your selection
- cost per wearing
- care of garment
- conclusion or summary statement(s) stating your final comments on why you selected your best buy for your buck
- provide 3 color photos of you wearing the garment (front, side, back views).

**3. Revive Your Wardrobe** - take at least two items in your wardrobe that still fit but that you do not wear anymore and pair them with a new garment or garments to make them wearable once again. Create a photo story which includes before and after photos and a description of what was done. Put in a 3-ring binder, poster, or video (see general information).

**4. Show Me Your Colors** - select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster (see general information).

**5. Clothing 1st Aid Kit** - refer to page 73 of the manual and complete a clothing first aid kit. Include a list of items in the kit and brief discussion of why each was included. Put in an appropriately sized box or tote with a lid. No larger than a shoe box.

**6. Mix, Match, & Multiply** - using this concept from page 32 of the manual take at least 5 pieces of clothing and create new outfits. Use your imagination to show various looks (i.e., on a clothesline, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a 3-ring binder, poster, or video (see general information). **PREMIUM CODE 10**

### NON-CLOTHING EXHIBITS - Division 245 COUNTY ONLY ENTRIES

The following classes are for those wanting to sew items other than clothing and have the construction skills evaluated. These are county-level only exhibits.

**1.+ Any non-clothing exhibit** - for those age 8 to 11 - examples: laundry bag, chair cushions, cloth gun case, etc.

**2.+ Any non-clothing exhibit** - for those age 12 years or older.

**PREMIUM CODE 13**

### GENERAL INFORMATION

Each 4-H'er may model a maximum of **three times**, this includes (one constructed STEAM project garment, one **Beyond the Needle** exhibit, and one purchased outfit – **Shopping in Style**). Outfits must consist of items to be worn at one time except as noted. 4-H'er must model in the Public Show to receive premium money. Models must be 8 years of age or older by January 1 of the current year to be eligible for the State Fair.

### FASHION SHOW JUDGING

Judging of Fashion entries will take place on Monday, July 14 in the morning. A schedule will be emailed or mailed to those who make the online fair entry by the fair entry deadline.

### FASHION SHOW NARRATION FORMS

**A Fashion Show Narrative form must be completed for each Fashion entry. Use the link below for each fashion show narrative for Beyond the Needle , STEAM Clothing, crocheted, knitted, \$15 Challenge fashion entries.** Must be completed online at:

<https://go.unl.edu/25fashionshownarrative>

### ENTRIES NOT ACCEPTED FOR FASHION SHOW ENTRY

Sleepwear, textile clothing accessories, garments containing inappropriate language or images, or copyrighted items.

### COUNTY ONLY ENTRY STEAM CLOTHING 1

Entries should include skills learned in STEAM Clothing 1 A purchased top or bottom can be worn with the single garment entry to make a complete outfit.

**1. +Single Garment or Complete Outfit** - (top, bottom, or dress). Entry should include skills learned in level 1. The garment should have no zippers, buttons, or set-in sleeves.

### STEAM CLOTHING 2

Possible types of garments include dress; romper or jumpsuit, two-piece outfit combination (skirt with top, or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket) or a purchased top can be worn to complete a constructed vest or lined/unlined jacket outfit with a constructed bottom. Upcycled Outfit Combinations – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, if bottoms are upcycled, must include a constructed top, upcycled dress).

### 30. Modeled Constructed STEAM Clothing 2 Garment(s)

- 4-H members who have enrolled or have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2.

### STEAM CLOTHING 3

A purchased top can be worn to complete a constructed vest or jacket outfit with a skirt, shorts, or pants.

**40. Modeled Constructed STEAM 3 Garment** - possible types of garments include dress or formal, skirted outfit combination (skirt with top, vest, lined/unlined jacket or jumper and shirt); pants or shorts outfit combination (pants or shorts with top, vest lined/unlined jacket); Romper or Jumpsuit; Specialty Wear (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear; non-tailored jacket, or tailored blazer, jacket, or coat. Additional pieces may be constructed or purchased. Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, if bottoms are upcycled, must include a constructed top, upcycled dress).

### Knitted or Crocheted Clothing

**50. Modeled Knitted or Crocheted Clothing (Level 2 or 3)** - knitted garment using pattern stitches such as diamond, block, twist or seed/moss stitches or 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. Crocheted garment using pattern stitches such as texture, shell, cluster or mesh stitches or advance crochet stitches such as Afghan, broomstick, hairpin lace, design motifs or pattern stitches. Garment can be a sweater, cardigan, dress, coat, or two-piece ensemble (bottom and top).

### BEYOND THE NEEDLE

4-H'ers must show their original creativity. Designs are the original idea of the 4-H member using the elements and principles of design to make an original statement. No copyrighted character or logos.

**10. Modeled "Beyond the Needle" Embellished Garment(s) with Original Design** - garment created using intermediate or advanced techniques from the project manual. Upcycled garments are NOT accepted.

**15. Modeled "Beyond the Needle" Garment Constructed from Original Designed Fabric** - fabric yardage is designed first, and then a garment is constructed from that fabric. Other embellishments may be added.

**20. Modeled "Beyond the Needle" Textile Arts Garment(s)** - garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

**25. Modeled "Beyond the Needle" Wearable Technology Garment** - garment must have integrated technology into its design.

### COUNTY ONLY ENTRY BEYOND THE NEEDLE

**26.+ Modeled "Beyond the Needle" Embellish Garment with Original Design** - complete outfit (top, pants, shorts, dress, etc.). This class is not for accessories.

**27.+ Modeled "Beyond the Needle" Fashion Accessory** - this class is for textile-based accessories only such as shoes, bag/tote, etc. not a complete outfit.

### SHOPPING IN STYLE - DIVISION 410

Participants must be enrolled in the Shopping in Style 4-H Project to enter. All parts of the outfit must be purchased. The curriculum is developed and designed for youth age 8 and older to help them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the garment must be purchased. Accessories such as jewelry and footwear can come from your existing wardrobe.

**60. Modeled Shopping in Style Purchased Outfit AND Written Report** (age 8 and older on January 1) - all parts of the outfit must be purchased. The written Report can be found at: <https://go.unl.edu/siswrittenform>

### SHOPPING IN STYLE

#### COUNTY ONLY ENTRY \$15 CHALLENGE

**61. +\$15 Challenge** (age 8 and older) - 4-H members enrolled in any clothing project or Shopping in Style may model their \$15 Challenge exhibit. Entry is a purchased outfit for \$15 or less. 2. Complete the \$15 Challenge Report Form and turn into the Extension Office by the date listed on the form. You will be expected to participate in Fashion judging and participate in the public fashion show. You will be challenged to use your shopping skills to purchase a complete outfit (top and bottom) for no more than \$15. You may accessorize it with jewelry or footwear you already have in your wardrobe. Participants need to complete the form at: <https://go.unl.edu/15dollarchallengeformfashion> and return it to the Extension Office.

PREMIUM CODE 3

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