

Division - Clothing

Participants in the clothing category will demonstrate their knowledge through the creation of garments using STEAM (science, technology, engineering, arts, and mathematics) techniques. Through the creation of garments 4-H'ers will learn more about clothing and the application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants. For more resources and materials in this category refer to the resource section at the bottom of the page.

Rules

- 1. 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 securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
- 2. 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.
- 3. 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 pointing 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.
- 4. A Design Data Card** must be included with all Beyond the Needle Classes C221003 through C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <http://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing. **The data card is only required for the classes listed above.**
- 5. Removal of Entries:** Entries may not be removed for use in any other State Fair activity including State Fair Fashion Show.
- 6. General:** 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.
- 7. Criteria for Judging:** Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book which can be found in the [general rules](#).

Eligibility - All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

Scoresheets, Forms, and Contest Study Materials - Scoresheets, forms, contest study materials and additional resources can be found at <https://go.unl.edu/ne4hclothing>.

Special Awards

- Premier 4-H Science Award is available in this area. Please see visit this site for more details <https://4h.unl.edu/fairbook/premier-science-award>.
- All garments and accessories will be considered for the juried "4-H Design Gallery" to be displayed at the Nebraska State Fair only.
- All garments with at least 60% wool content are eligible for the "Make It With Wool" Award.

Beyond the Needle

- **C221001 - Design Portfolio** - (SF20) – 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 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 in the Beyond the Needle project manual for portfolio formatting.
- **C221002 - Color Wheel** - (SF20) – 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. Exhibits should not exceed 22 inches x 30 inches.
- **C221003 - Embellished Garment with Original Design** (Eligible for State Fair Fashion Show) - (SF26) - Create a garment using 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. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- **C221004 - Original Designed Fabric Yardage** - (SF26) - 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. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- **C221005 - Item (garment or non-clothing item) Constructed from Original Designed Fabric** - (Only garments are eligible for State Fair Fashion Show) - (SF26) - Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- **C221006 - Textile Arts Garment or Accessory** - (Garment eligible for State Fair Fashion Show) - (SF26) - A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- **C221007 - Fashion Accessory** - (Not eligible for State Fair Fashion Show) - (SF26) - An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Data Card must be included with this project. The data card is available at <http://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- **C221008 - Wearable Technology Garment or Accessory** - (Garment is eligible for State Fair Fashion Show) - (SF26) - Technology is integrated into the garment or accessory in some way (For example: LEDs, charging capabilities, sensors, etc.) A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

Rules

1. 4-H members must show their own original creativity.

STEAM CLOTHING I –COUNTY ONLY

- 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 KNITS. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable. Limit of two exhibits in each class.

- **Z-901-108** – CLOTHING PORTFOLIO – complete at least three different samples/activities from Chapter 2 or Chapter 3 of the project manuals. Put Exhibit in a binder.
- **Z-901-109** – SEWING KIT – include a list of sewing notions and purpose for each included (pg. 12-17 in manual).
- **Z-901-110** – FABRIC TEXTILE SCRAPBOOK – must include at least 5 different textile samples. Use Textile
- Informational Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in a binder. See project manual for fabric suggestions.
- **Z-901-111** – WHAT’S THE DIFFERENCE – a notebook, poster, small display sharing a project comparison and price point? See pages 118-119 in manual. Exhibit should contain pictures – NO actual pillows.
- **Z-901-112** – CLOTHING SERVICE PROJECT – can include pillows or pillowcases but are not limited to. Exhibit could be a notebook, poster, small display sharing information you generated in the project activity – see pages 124-125 in manual.
- **Z-901-113** - PIN CUSHION
- **Z-901-114** – PILLOWCASE
- **Z-901-115** - PILLOW – no larger than 18" x 18"
- **Z-901-116** - BAG/PURSE – no zippers or buttonholes
- **Z-901-117** – SIMPLE TOP
- **Z-901-118** – SIMPLE BOTTOM – pants, shorts, or skirt
- **Z-901-119** – SIMPLE DRESS
- **Z-901-120** - NEEDLE BOOK
- **Z-901-121** – OTHER – using skills learned in project manual (apron, vest, etc.)
- **Z-901-122** – 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 would be helpful for the judge.
- **Z-901-123** – UPCYCLED ACCESSORY – a wearable accessories made from a used item. The item must be changed in some way in the “redesign” process. A “before” picture would be helpful for the judge
- All garments with at least 60% wool content are eligible for the "Make It with Wool" Award.

THRIFTY THREADS – COUNTY ONLY - class

Z-901-131 – CLOTHING SELECTION – 4-H’ers must be enrolled in any clothing project and may model outfit in this class. Model a purchased outfit. Will be judged on appearance and modeling, creativity, coordination, construction of the garment as it relates to outward appearance, appropriateness for the event, fit, cleanliness, pressing and cost in relation to garment. Contents must submit a card explaining event garment is selected for and cost for each item in the outfit. **not eligible for champion stylist awards).

Z-901-132 – THRIFTY CLOTHING EXHIBIT – assemble a top, bottom, or complete wearable outfit from a thrift store, garage sale or consignment store. Your outfit can be worn as purchased or you (or someone else) can alter or remake the exhibit. Cost for your outfit should be less than \$10.00. Complete your outfit with accessories you already have. All outfits will be modeled during the 4-H Fashion Revue. Participation ribbons will be awarded, and premium will be paid. **not eligible for champion stylist awards. Open to youth and adults.

Z-901-133 – OTHER

General Clothing

- **220001 - Clothing Portfolio** - (SF20) – Complete at least four different samples/activities from Chapters 2, 3, OR 4 of the STEAM Clothing 2 project manual. The Portfolio should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year, but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.
- **220002 - Textile Science Scrapbook** - (SF20) – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing 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. 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.
- **220003 - Sewing For Profit** - (SF) - Using page 161-167 in the STEAM Clothing 2: Simply Sewing 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. Exhibits should not exceed 22 inches x 30 inches.

Rules - 1. 4-H Members in all skill levels may exhibit in this area.

STEAM Clothing 2: Simply Sewing

- **222001 - Design Basics, Understanding Design Principles** (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 inches x 30 inches.
- **222002 - Pressing Matters** (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 STEAM Clothing 2 project manual. The exhibit should include answers to lesson questions that are most appropriate to include.
- **222003 - Upcycled Garment** - (Eligible for State Fair Fashion Show) (SF28) – Create a garment from used textile-based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (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 Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches. If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at <https://go.unl.edu/ne4hclothing>.
- **222004 - Upcycled Clothing Accessory** - (Not eligible for State Fair Fashion Show) - (SF28) – A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches. If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills by project and the Design Data Card are available at <https://go.unl.edu/ne4hclothing>.
- **222005 - Textile Clothing Accessory** - (Not eligible for State Fair Fashion Show) - (SF28) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at <https://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 tape, etc.)
- **222006 - Top** - (Not eligible for State Fair Fashion Show) - (SF28) - (vest acceptable)
- **222007 - Bottom** - (Not eligible for State Fair Fashion Show) - (SF28) - (pants or shorts)
- **222008 - Skirt** - (Not eligible for State Fair Fashion Show) - (SF28)
- **222009 - Lined or Unlined Jacket** - (Not eligible for State Fair Fashion Show) - (SF28)
- **222010 - Dress** - (Eligible for State Fair Fashion Show) - (SF28) - (not formal wear)
- **222011 - Romper or Jumpsuit** - (Eligible for State Fair Fashion Show) - (SF28)
- **222012 - Two-Piece Outfit** - (Eligible for State Fair Fashion Show) - (SF28)
- **222013 - Alter Your Pattern** - (SF28) - (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 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)

- **222014 - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** - (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) - (S28) - Fabric/Fibers used in this garment have to 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.

Rules - 1. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. 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.

STEAM Clothing 3: A Stitch Further

- **223001 - Upcycled Garment** - (Eligible for State Fair Fashion Show) - (SF28) – 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 list of skills by project is available at <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches. The data card is available at <http://go.unl.edu/ne4hclothing>.
- **223002 - Upcycled Clothing Accessory** - (Not eligible for State Fair Fashion Show) - (SF28) – 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 list of skills by project is available at <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches. The data card is available at <http://go.unl.edu/ne4hclothing>.
- **223003 - Textile Clothing Accessory** - (Not eligible for State Fair Fashion Show) - (SF28) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 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 tape, etc.)
- **223004 - Dress or Formal** - (Eligible for State Fair Fashion Show) - (SF28)
- **223005 - Skirted Combination** - (Eligible for State Fair Fashion Show) - (SF28) - (skirt with shirt, vest or jacket OR jumper and shirt)
- **223006 - Pants or Shorts Combination** - (Eligible for State Fair Fashion Show) - (SF28) - (pants or shorts with shirt, vest or jacket)
- **223007 - Romper or Jumpsuit** - (Eligible for State Fair Fashion Show) - (SF28)
- **223008 - Specialty Wear** - (Eligible for State Fair Fashion Show) - (SF28) - (includes: swim wear, costumes, hunting gear, or chaps)
- **223009 - Lined or Unlined Jacket** - (Eligible for State Fair Fashion Show) - (SF28) - (non-tailored)
- **223010 - Coat, Blazer, Suit Jacket or Outerwear** - (Eligible for State Fair Fashion Show) - (SF28) - 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.
- **223011 - Alter/Design Your Pattern** - (SF28) - (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 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).

- **223012 - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** - (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) (SF28) - Fabric/Fibers used in this garment have to 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.

Rules - 1. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). A list of skills by project is available at <http://go.unl.edu/ne4hclothing>. 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.