

## Division - Fashion Show

For questions, contact:

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The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment exhibitors are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping In Style exhibitors are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

1. Registration – Date, Time, and Location TBA. Separate dressing rooms will be provided for males and females.
2. Optional Rehearsal – Date, Time, and Location TBA.
3. Judging – Date, Time and Location TBA – Those 4-H exhibitors modeling constructed garments will be judged for Construction/Fit, Selection/Creativity, and Individual Modeling/Accessories in front of a judge. Those 4-H exhibitors modeling Shopping in Style garments will be evaluated in front of a judge for modeling skill, fit, and appearance of the outfit and accessories, worth 60% of the score. Judging of the completed Shopping in Style Fashion Show Form (SF184, revised 2/2018) will be done prior to the State Fair 4-H Fashion Show. The Shopping in Style Fashion Show Form (SF184, revised 2/2018) is worth 40% of the total score and is judged on content, completeness, accurate information, and neatness.
4. Parents are not allowed past the registration table, in the dressing rooms, or judging areas. There are volunteers/assistants in the dressing rooms to help the 4-H exhibitors if necessary.
5. The Public 4-H Fashion Show(s) – Date, Time, and Location TBA.
6. Results - All ribbons and scoresheets will be distributed as the 4-H exhibitors leave the event. Results will be posted on the web.
7. Fashion Show/Clothing Exhibits – Garments modeled in the 4-H Fashion Show can NOT be entered as Clothing Construction Exhibits.
8. Garments should be age appropriate.
9. Entries Not Accepted – The following items **cannot** be entered in the State Fair 4-H Fashion Show.
  - Textile clothing accessories
  - Garments containing inappropriate language or images.

### Eligibility

Advanced Entry - Must be submitted to the State 4-H Office with all the other advance entries. Check the master schedule. These are the requirements:

- All 4-H exhibitors in the Fashion Show must be registered in advance via the online State Fair entry process by the deadline (The Fashion Show is considered a contest and exhibitors must be entered by the August 10 deadline).
- A completed 4-H Constructed Garment Fashion Show Form (SF24) must be mailed to Jacie Milius in Gage County by the advanced entry deadline her information can be found here at <https://epd.unl.edu/profile/jmilius2>. OR the form may be filled out online

at <https://go.unl.edu/ne4-hsffashionshowconstructedgarmentsf24>. (NOTE: Fabric swatches are still required to be mailed to Jacie Milius.) The Form SF24 it is available online, check the 4-H State Fair Book.

- The 4-H Shopping In Style Fashion Show Form (SF184, revised 2/2018) must be sent to Stacey Keys in Burt County by the advanced entry deadline, her information can be found here <https://epd.unl.edu/profile/s-skeys2>. Only the most current written report with narration will be accepted. OR the form may be filled out online at <https://go.unl.edu/ne4-hsffashionshowshoppinginstylesf184>. Must include a photo (print, digital, or photocopy is acceptable). You can find Form SF184 online, check the 4-H State Fair Book.
- The county extension staff must give the State Fair 4-H Fashion Show Exhibitor letter to the 4-H exhibitor(s) participating in the State Fair 4-H Fashion Show.

## Quota

- A maximum of 2 Shopping in Style modeling exhibitors from each county.
- Number of Constructed modeling exhibitors per county will be determined as follows:
  - A maximum of 2 modeling exhibitors from the combination of Beyond the Needle, Knitting, & Crocheting classes from each county.
  - A maximum of 5 modeling exhibitors from the combination of STEAM 2 & STEAM 3 classes from each county.
- One constructed entry and one Shopping in Style entry per individual.

Scoresheets, forms, contest study materials, and additional resources can be found at <https://go.unl.edu/ne4hfashionshow>.

## Special Awards

**4-H Design Gallery** - Up to 4 constructed garments will be selected for display in the 4-H Design Gallery at the Nebraska State Fair.

**Make It with Wool Award** - All garments with at least 60% wool content will be considered for the Make It With Wool Award.

**Shopping in Style Fashion Show Award** - Up to 2 Shopping in Style exhibitors will be selected to receive top awards.

## Fashion Show

- **C410010 - Modeled "Beyond the Needle" Embellished Garment(s) with an Original Design** - (SF117) - Garment is created using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H member using the elements and principles of design to make an original statement.
- **C410015 - Modeled "Beyond the Needle" Garment Constructed from Original Designed Fabric** - (SF117) - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.
- **C410020 - Modeled "Beyond the Needle" Textile Arts Garment(s)** - (SF117) - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.
- **C410025 - Modeled "Beyond the Needle" Wearable Technology Garment** - (SF117) - Garment has integrated technology into its design.
- **C410030 - Modeled Constructed STEAM Clothing 2 Garment(s)** - (SF117) - 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. Possible types of STEAM Clothing 2 garments include: Dress; OR Romper or Jumpsuit; OR
  - Two-Piece Outfit Combination (skirt with top, vest, 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 vest or lined/unlined jacket outfit with a constructed bottom. OR Upcycled Outfit Combination - must contain a complete constructed outfit (examples: if the top is upcycled, must include constructed bottom, upcycled dress).

- **C410040 - Modeled Constructed STEAM Clothing 3 Garment(s)** - (SF117) - Possible types of STEAM Clothing 3 garments include:
  - Dress or formal; OR Skirted Outfit Combination (skirt with top, vest, lined/unlined jacket OR jumper and shirt) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR Pants or Shorts Outfit Combination (pants or shorts with top, vest, lined/unlined jacket) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR Romper or Jumpsuit; OR Specialty Wear (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear); OR Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased.; OR Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased. OR Upcycled Outfit Combination - must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).
- **C410050 - Modeled Knitted or Crocheted Clothing (Level 2 or 3)** - (SF117) - 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. The garment can be a sweater, cardigan, dress, coat, a top and bottom, or a two-piece ensemble.
- **C410060 - Modeled Shopping In Style Purchased Outfit and Written Report** - (SF184) - Participants must be enrolled in the Shopping In Style 4-H Project to enter. The curriculum is developed and designed for youth ages 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.

**Textile, Quilts & Apparel** - Understand the basic of sewing; Understand textiles through science experiments; Learn about how textiles are engineered into garments; Build upon the sewing basics learned in STEAM 1; Focus on advanced engineering techniques; Learn about finishing touches and style to garments; Learn the basics on how to build a business; Learn new technological options available in sewing; Discover the science behind textiles and fabrics; Learn about complex patterns and difficult fabrics; Market garments as a business; Learn design basics; Create embellishments and treatments; Learn about the art of clothing construction; Learn about design elements, design principles, and applications; Construct a quilt from start to finish; Explore quilt science applications in other media; Learn about types of yarn and yarn weights; Develop basic to advanced knitting skills; Combine knitting with garment making; Knit with double-pointed needles; Learn basic to advanced crochet stitches; Select yarn/thread for crocheting; Learn about blocking and changing colors; Design a new stitch or pattern; Work with other media such as leather, wood and beads

**URL:** [https://4hcurriculum.unl.edu/index.php/main/program\\_project/37](https://4hcurriculum.unl.edu/index.php/main/program_project/37)