

CLOTHING

Tuesday, June 25, 9:30 am - Schedule will be sent —Boone County Event Center, Fairgrounds, Albion

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 application of STEAM abilities.

- All clothing exhibits, except Division 221 - Beyond The Needle, will be interview judged. Exhibits will be entered at the time of your interview.
- 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.
- 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.
- 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.
- A DESIGN DATA CARD must be included with all Beyond the Needle Classes C221003 - C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <http://go.unl.edu/ne4hclothing>, or at the extension office. 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.
- Garments as listed may be made for self (4-H member) or another person.
- 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.
- CRITERIA FOR JUDGING - Refer to the Nebraska 4-H website. All entries must conform to rules and regulations as set forth in this exhibitor guide and in the current Nebraska State Fair Book which can be found in the general rules.
- It will be acceptable to use the serger for any of the clothing projects; however, the use of serger machines is not recommended for use in the STEAM Clothing 1 projects. An exhibitor will not be judged on whether or not the serger was used, but rather on how appropriately and successfully it was used on the particular garment or item.
- Scoresheets, forms, contest study materials, and additional resources can be found at:
<https://go.unl.edu/ne4hclothing>
- Premier 4-H Science Award is available in this area. For info, go to <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.

DIVISION 219 - STEAM CLOTHING 1 - FUNDAMENTALS

PREMIUMS: Purple-\$3.00; Blue-\$2.00; Red-\$1.50; White-\$1.00

Beginning Sewing Exhibits:

- Exhibits will be simple articles requiring minimal skills.
- Follow suggested skills in project manual.
- May exhibit one item per class number.
- 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1.

- C219001 **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 1/2" 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.
- C219002 **SEWING KIT** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

- C219003 **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 1/2" x 11", 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
- C219004 **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.
- C219005 **CLOTHING SERVICE PROJECT** – Can include pillows or pillow cases but are not limited to these. 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.

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 KNIT. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable.

- C219006 **PINCUSHION**
- C219007 **PILLOWCASE**
- C219008 **SIMPLE PILLOW** – No larger than 18" x 18".
- C219009 **BAG/PURSE** – No zippers or button holes.
- C219010 **SIMPLE TOP**
- C219011 **SIMPLE BOTTOM** – pants, shorts, or skirt
- C219012 **SIMPLE DRESS**
- C219013 **OTHER** – Using skills learned in project manual (apron, vest, etc.)
- C219014 **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.
- C219015 **UPCYCLED ACCESSORY** – 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.

DIVISION 219 - MAKER'S GUIDE TO SEWING STUFF

PREMIUMS: Purple-\$3.00; Blue-\$2.00; Red-\$1.50; White-\$1.00

- Exhibits will be simple articles guided by the Maker's Guide to Sewing Stuff [4H 2240]. (CF51)
- Follow suggested skills in project manual.
- May exhibit one item per class number.
- 4-H'ers enrolled in STEAM Clothing 1 and/or STEAM Clothing 2 projects are eligible to exhibit.

- C219016 **AMAZING APRON** – (pg. 10)
- C219017 **KITCHEN ACCESSORIES** – Awesome Oven Mitt (pg. 16) OR A Mate for Your Plate (pg. 6).
- C219018 **BAGGY BEANS GAME** – (pg. 22).
- C219019 **COOL CRAYON ROLL** – (pg. 26).
- C219020 **SNOOZY PILLOWCASE** – (pg. 34).
- C219021 **CONTAIN YOUR STUFF** – Mighty Wallet (pg. 38), Zippy Zipper Pouch (pg. 54) OR Binding Book Cover (pg. 30).
- C219022 **LLAMA'S PAJAMAS** – (pg. 42).
- C219023 **SWEET SEWING SUPPLIES** – (pg. 46).
- C219024 **BIG, BAD BAG** – (pg. 50).
- C219025 **ACCESSORIES** – Stretchy Scrunchie (pg. 58), Handy Headband (pg. 62), OR Basic Belt x 2 (pg. 66).

Advanced Sewing Exhibits: Four divisions in the clothing category offer a varying level of difficulty for 4-H contestants.

DIVISION 220 - GENERAL CLOTHING

PREMIUMS: Purple-\$3.00; Blue-\$2.00; Red-\$1.50; White-\$1.00

- 4-H members in all skill levels may exhibit in this area.

- C220001* **CLOTHING PORTFOLIO** - 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 for matting. (SF20)

C220002* **TEXTILE SCIENCE SCRAPBOOK** – 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. (SF20)

C220003* **SEWING FOR PROFIT** – Using pages 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" x 30". (SF63)

DIVISION 221 - BEYOND THE NEEDLE

PREMIUMS: Purple-\$3.00; Blue-\$2.00; Red-\$1.50; White-\$1.00

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

C221001* **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 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. (SF20)

C221002* **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. Exhibits should not exceed 22" x 30". (SF20)

C221003* **EMBELLISHED GARMENT WITH ORIGINAL DESIGN** (Eligible for State Fair Fashion Show) - 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 is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

C221004* **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. A Design Data Card is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

C221005* **ITEM (garment or non-clothing item) CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC** (Only garments are eligible for State Fair Fashion Show) - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added. A Design Data Card is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

C221006* **TEXTILE ARTS GARMENT OR ACCESSORY** (Garment eligible for State Fair Fashion Show) - A garment constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A Design Data Card is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

C221007* **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, strung bracelet/necklace, wire wrapping, scarves, flip-flops, design on tennis shoes, etc. A Design Data Card is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

C221008* **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 Design Data Card is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

C221011 **EMBELLISHED GARMENT** (Not eligible for State Fair Fashion Show) - Any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, appliqué, braid, buttons, fabric pieces. May use patterns or ideas from magazines. Commercial iron-on appliques or any pre-packaged item where the materials are predetermined by the manufacturer will not be accepted. A Design Data Card is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

C221012 **EMBELLISHED GARMENT WITH ORIGINAL DESIGN #2** (Not eligible for State Fair Fashion Show) - 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. A Design Data Card is required. If Data Card is not included, exhibit will be lowered one ribbon placing. (SF26)

DIVISION 222 - STEAM CLOTHING 2 - SIMPLY SEWING

PREMIUMS: Purple-\$3.00; Blue-\$2.00; Red-\$1.50; White-\$1.00

- **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 and the Design Data Card design data card are 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.

- C222001* **DESIGN BASICS, UNDERSTANDING DESIGN PRINCIPLES** – 4-H members 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". (SF20)
- C222002* **PRESSING MATTERS** - 4-H members may enter a 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. (SF20)
- C222003* **UPCYCLED GARMENT** (Eligible for State Fair Fashion Show) - 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 is required, including a "before" picture no larger than 4.25" x 5.5". If Data Card is not included, exhibit will be lowered one ribbon placing. ((SF28)
- C222004* **UPCYCLED CLOTHING ACCESSORY** (Not eligible for State Fair Fashion Show) - 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. A Design Data Card is required, including a "before" picture no larger than 4.25" x 5.5". If Data Card is not included, exhibit will be lowered one ribbon placing. (SF28)
- C222005* **TEXTILE CLOTHING ACCESSORY** (Not eligible for State Fair Fashion Show) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. 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.] (SF28)
- C222006* **TOP** (Not eligible for State Fair Fashion Show) - [vest acceptable] (SF28)
- C222007* **BOTTOM** (Not eligible for State Fair Fashion Show) - [pants or shorts] (SF28)
- C222008* **SKIRT** (Not eligible for State Fair Fashion Show) (SF28)
- C222009* **LINED OR UNLINED JACKET** (Not eligible for State Fair Fashion Show) (SF28)
- C222010* **DRESS** (Eligible for State Fair Fashion Show) - [not formal wear] (SF28)
- C222011* **ROMPER OR JUMPSUIT** (Eligible for State Fair Fashion Show) (SF28)
- C222012* **TWO-PIECE OUTFIT** (Eligible for State Fair Fashion Show) (SF28)
- C222013* **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 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. (SF28)
- C222014* **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) - 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. (SF28)

DIVISION 223 - STEAM CLOTHING 3 - STITCH FURTHER

PREMIUMS: Purple-\$5.00; Blue-\$3.00; Red-\$2.00; White-\$1.00

- **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 and the design data card are available at <https://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.**

- C223001* **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 this project. A Design Data Card is required, including a "before" picture no larger than 4.25" x 5.5". If Data Card is not included, exhibit will be lowered one ribbon placing. (SF28)
- C223002* **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 this project. A Design Data Card is required, including a "before" picture no larger than 4.25" x 5.5". If Data Card is not included, exhibit will be lowered one ribbon placing. (SF28)
- C223003* **TEXTILE CLOTHING ACCESSORY** (Not eligible for State Fair Fashion Show) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. 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.] (SF28)
- C223004* **DRESS OR FORMAL** (Eligible for State Fair Fashion Show) - (SF28)
- C223005* **SKIRTED COMBINATION** (Eligible for State Fair Fashion Show) - [skirt with shirt, vest or jacket OR jumper and shirt] (SF28)
- C223006* **PANTS OR SHORTS COMBINATION** (Eligible for State Fair Fashion Show) - [pants or shorts with shirt, vest or jacket] (SF28)
- C223007* **ROMPER OR JUMPSUIT** [Eligible for State Fair Fashion Show] (SF28)
- C223008* **SPECIALTY WEAR** (Eligible for State Fair Fashion Show) - [Includes: swimwear, costumes, hunting gear, or chaps] (SF28)
- C223009* **LINED or UNLINED JACKET** (Eligible for State Fair Fashion Show) - [non-tailored] (SF28)
- C223010* **COAT, BLAZER, SUIT JACKET or OUTERWEAR** (Eligible for State Fair Fashion Show) - 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. (SF29)
- C223011* **ALTER/DESIGN 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 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 patter 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). (SF28)
- C223012* **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) - 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. (SF28)