

Clothing
Department C, Division 220, 221, 222, 223, 225, 226
Superintendent Shelley Blow
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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. All projects enrolled in General Clothing, Beyond The Needle, STEAM Clothing 1 – Sewing Fundamentals, STEAM Clothing Level 2 - Simply Sewing, STEAM Clothing 3 – A Stitch Further, & Knitting and Crocheting will be judged on Thursday, August 1.
2. All the construction exhibits must be displayed at the county fair to receive premium money.
3. All garments modeled in the Fashion Show must also be entered for construction judging.
4. Interview judging of construction begins at 9 a.m. in the 4-H Exhibit Building on the fairgrounds on Thursday, August 1.
5. All garments must be entered by 12 noon to be eligible for judging.
6. Only one entry per class number
7. 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 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.
8. 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.
9. 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.**
10. General: Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by the 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 TEAM Clothing 2.
11. 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, 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.

General Clothing – Division 220

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

C220001* **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 inch, 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.

C220002* **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 inch, 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.

C220003* **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.

STEAM Clothing 1 – SEWING FUNDAMENTALS

Dept C - Division 220 (Not eligible for State Fair)

C220006	Pincushion & Needlebook
C220007	Pillowcase
C220008	Simple Pillow
C220009	Bag/Purse – No zippers or button holes
C220010	Simple Top
C220011	Simple Bottom (pants, shorts, or skirt)
C220012	Simple Dress

- C220013 Other – Using skills learned in project manual (apron, vest, etc.)
- C220014 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 design process must accompany the entry, or it will be disqualified.
- C220015 Upcycled Accessory – A wearable accessory made from a used item. The item 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.

Beginning Sewing Exhibits: Exhibits must be made from 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 area 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.

Beyond the Needle

4-H members must show their own original creativity.

- 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 inch, 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, the 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, the 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, the 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, the 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, the 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, the exhibit will be lowered one ribbon placing.

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

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). 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.

- C222001* **Design Basics, Understanding Design Principles** (SF20) – 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. Exhibits should not exceed 22 inches x 30 inches.
- C222002* **Pressing Matters** (SF20) – 4-H Members 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.
- C222003* **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. <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. 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>.
- C222004* **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. <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. <http://go.unl.edu/ne4hclothing> 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>.

- C222005* **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.)
- C222006* **Top** (Not eligible for State Fair Fashion Show) (SF28) - (vest acceptable)
- C222007* **Bottom** (Not eligible for State Fair Fashion Show) (SF28) - (pants or shorts)
- 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) (SF28) - (not formal wear)
- 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** (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)
- 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) (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.

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). 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 completely constructed garments only. Wool entries must have fiber content listed on the identification label.

- C223001* **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>.
- C223002* **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>.
- C223003* **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.)
- C223004* **Dress or Formal** (Eligible for State Fair Fashion Show) (SF28)
- C223005* **Skirted Combination** (Eligible for State Fair Fashion Show) (SF28) - (skirt with shirt, vest, or jacket OR jumper and shirt)
- C223006* **Pants or Shorts Combination** (Eligible for State Fair Fashion Show) (SF28) - (pants or shorts with shirt, vest, or jacket)
- C223007* **Romper or Jumpsuit** (Eligible for State Fair Fashion Show) (SF28)
- C223008* **Specialty Wear** (Eligible for State Fair Fashion Show) (SF28) - (includes swim wear, costumes, hunting gear, or chaps)
- C223009* **Lined or Unlined Jacket** (Eligible for State Fair Fashion Show) (SF28) - (non-tailored)
- C223010* **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.
- C223011* **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).

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) (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.

***State Fair Eligible**

FIBER ARTS- Knitting and Crochet- Criteria for judging knitting and crocheting: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes

The purpose of this category is to establish basic to advanced crochet and knitting skills. In addition, projects in this category require 4-H'ers to select adequate yarn and make design decisions. For more resources and materials in this category refer to the resource section at the bottom of the page.

1. **Entry Tags:** Every exhibit must be described on the appropriate entry tag accompanying it (for example: blue afghan, yellow sweater, crocheted gray elephant). Attach the entry tag securely to the exhibit using straight pin or safety pins (no paper clips).
2. **Identification Labels:** Each item entered as a knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which exhibit is entered, and the number of years enrolled in the project exhibited. Wool entries must have fiber content listed on the identification label. Attach a label to every component of the exhibit using safety pins or by basting. Not responsible for unlabeled items.
3. **Preparation of Exhibits:** Knitted and Crocheted exhibits should be entered in the most appropriate manner for the exhibit.
4. **Removal of Entries:** Entries may not be removed for use in any other State Fair activity including State Fair Fashion Show.
5. **General:** Garments as listed may be made for self (4-H member) or another person. All knitted and crocheted items will be displayed together or by county. 4-H'ers enrolled in knitted and crocheted 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 Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.

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

Dept C. Division 225, Knitting

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, finger knitted, arm knitted, loom or machine knitted.
6. Kind of yarn B weight and fiber content
7. Names of stitches used.
8. Copy of directions

C225001 **Level 2 Knitted Clothing (SF60)** - (Garment eligible for State Fair Fashion Show) – Knitted item or garment using pattern stitches such as diamond, block, twist, or seed/moss stitches. Basic stitches [including Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form pattern.

C225002* **Level 2 Knitted Home Design & Restoration Item (SF60)** - Knitted Item using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.

C225003* **Arm or Finger Knitted Item (SF60)** - (Clothing or Home Design & Restoration Item)

C225004* **Loom Knitted Item (SF60)** - (Clothing or Home Design & Restoration Item)

C225005* **Level 3 Knitted Clothing (SF60)** - (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. 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.

C225006* **Level 3 Knitted Home Design & Restoration Item - (SF60)** - 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.

C225007* **Level 3 Machine Knitting - (SF60)**

Crochet

Each crocheted 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 you goal(s)?
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 stiches used.
7. Copy of directions.

All crochet items will be displayed in the clothing area.

Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes.

Each crocheted exhibit must include the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon placing: A Fiber Arts crochet data form is available at <https://go.unl.edu/ne4hclothing>

Classes

- C226001* **Level 2 Crocheted Clothing** (SF60) - (Garment eligible for State Fair Fashion Show) - Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns.
- C226002* Level 2 Crocheted Home Design & Restoration Item (SF60) - Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns.
- C226003* **Level 3 Crocheted Clothing** (SF60) - (Garment eligible for State Fair Fashion Show) - Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.
- C226004* **Level 3 Crocheted Home Design & Restoration Item** - (SF60)- Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

*State Fair Eligible