Clothing
Department C, Division 220, 221, 222, 223, 224, 225, 226
Superintendent – Shelley McConville
Asst. Superintendent – Kristin Kesterson

General Rules
A. All projects enrolled in Beyond The Needle (formerly Decorate Your Duds), STEAM Clothing 1 - Sewing Fundamentals (formerly Sewing For Fun & Clothing 1), STEAM Clothing Level 2 - Simply Sewing, STEAM Clothing 3 – A Stitch Further (formerly Sewing for You and Tailoring) Knitting and Crocheting will be judged on Thursday, August 4.
B. All the construction exhibits must be displayed at the county fair to receive premium money.
C. All garments modeled in the Fashion Show must also be entered for construction judging.
D. Interview judging of construction begins at 9 a.m. in the 4-H Exhibit Building on the fairgrounds on Thursday, August 4.
E. All garments must be entered by 12 noon to be eligible for judging.
F. Only one entry per class number
G. Exhibitors may bring their patterns and instructions.
H. Garments may be made for self (4-H member) or another person.
I. 4-H members 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 2, you are not eligible to exhibit in STEAM Clothing 1.
J. Refer to the Nebraska 4-H website for current scoresheets at http://4h.unl.edu/nebraska-state-fair-4-h-scoresheets

STEAM Clothing 1 – SEWING FUNDAMENTALS

Dept C - Division 220 (Not eligible for State Fair)
Classes:
C220001 Clothing Portfolio: Complete at least three different samples/activities from Chapter 2 or Chapter 3 of the project manual (SEWING FUNDAMENTALS). The Portfolio should be placed 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 portfolio formatting.

C220002 Sewing Kit: Include a list of sewing notions and purpose for each. See pages 12-17 in project manual.

C220003 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 ½ x 11, 3 ring binder. Include appropriate cover. See project manual for fabric suggestions.
4-H members enrolled in STEAM Clothing 1 may enter a notebook, poster, or small display sharing a project comparison and price point. See project manual, “What’s The Difference?” pages 118-119. Exhibits should include pictures NO actual pillows.

**CLOTHING SERVICE PROJECT:** Can include pillows or pillow cases but are not limited to those items. Exhibit can be a notebook, poster or small display sharing information you generated in the project activity “Serving A Purpose” on page 124-125.

**Beginning Sewing Exhibits:** 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 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.

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

**Classes:**
- 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.

**Beyond The Needle**

4-H members must show their own original creativity. Garment may be made for self (4-H member) or another person.

**Information Sheet for Beyond The Needle**

All exhibitors must include the following information on a half sheet of 8 ½" x 11" paper placed with the entry tag.

1) Where did you get the idea for your design?
2) How did you create the design to make it original? (i.e. drew your own design, chose original fabrics or colors, manipulated a design, combined different elements to make a new design, etc.)
3) What skills did you learn or improve when working on this project? For garments constructed, add:
   4) Fiber content of fabric and care required. Exhibits not having supporting information will be
lowered one ribbon.

**Dept C - Division 221**

**Classes:**

C221001* Design Portfolio - A portfolio consisting of at least three design samples or activities. Refer to the 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 for portfolio formatting

C221002* Color Wheel – Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22” x 30”.

C221003* Embellished Garment With Original Design – 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.

C3221004* 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. Include information on how the fabric was designed - describe the process and materials used and how the fabric will be used. If additional information is not included, exhibit will be lowered one ribbon placing. (Creating fabric yardage, does not need to be constructed).

C221005* Garment or Accessory Constructed From Original Designed Fabric – Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added. Include information on how the fabric was designed – describe the process and materials used. If additional information is not included, exhibit will be lowered one ribbon placing.

C221006* Textile Arts Garment or Accessory – 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, exhibit will be lowered one ribbon placing.

C221007* Fashion Accessory – An Accessory designed and constructed using elements and principals of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

C221990 Embellished Garment (scoresheet SF27) (Not eligible for State Fair) - Any surface embellishment that is applied to a purchased or constructed garment as ribbon, lace, embroidery, appliqué, braid, buttons or fabric pieces. May use patterns or ideas from magazines. Commercial Iron-on appliqués or any prepackaged item where the materials are predetermined by the manufacturer will not be accepted. Not eligible for State Fair.
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). 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. Garments may be made for self or another person. *Exhibit must receive a purple ribbon at the county fair to advance to the State Fair.

DEPT C - DIVISION 222
Classes:
C22001* Clothing Portfolio: Complete at least four different samples/activities from Chapters 2, 3 OR 4 of the project manual. 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 9-11 for portfolio formatting.

C22002* Expanded Textile Science Scrapbook: Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C22003* Design Basics, Understanding Design Principles: 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” x 30”.

C22004* Pressing Matters: 4-H members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 “A Pressing Matter” in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

C22005* Entrepreneurial Sewing: Using page 161-167 in the 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 display.

C22006* Upcycled Garment: Create a garment from used textile based items. The original used item must be redesigned (not just decorated) in some way to at least one skill learned in this project. A “before” picture and a description of the redesign process must accompany the entry.

C22007* Upcycled Clothing 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.

C22008* Textile Clothing Accessory: Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves and gloves. No metal, plastic, paper or rubber base items allowed (ie: barrettes, headbands, flip flops, duct tape, etc.)

C22009* Top: (vest acceptable)
C22010* Bottom: (pants or shorts)
C22011* Skirt
C22012* Unlined Jacket
C222013* Dress (not formal wear)
C222014* Romper or Jumpsuit
C222015* Two-Piece Outfit

STEAM CLOTHING 3 – a Stitch Further:
Exhibits in the project must reflect at least one new skill learned from this manual. (See project manual skill-level list). 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. *Exhibit must receive a purple ribbon at the county fair to advance to the State Fair.

DEPT C - DIVISION 223
Classes:
C223001* Clothing Portfolio: Complete at least four different samples/activities from Chapter 2, Chapter 3 OR 4 of the project manual. 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 11-13 for portfolio formatting.
C223002* Expanded Textile Science Scrapbook: Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.
C223003* Advanced Entrepreneurial Sewing: Using lessons learned in Chapter 5 of the manual, display one sample product with a business plan that includes a business ID and logo. The Exhibit may be a notebook, poster or display.
C223004* Upcycled Garment: 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 “before” picture and a description of the redesign process must accompany the entry.
C223005* Upcycled Clothing Accessory: 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 “before” picture and a description of the redesign process must accompany the entry.
C223006* Textile Clothing Accessory: Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (ie: barrettes, headbands, flip flops, duct tape, etc.)
C223007* Dress or Formal
C223008* Skirted Combination: (skirt with shirt, vest or jacket OR jumper and shirt)
C223009* Pants or Shorts Combination: (pants or shorts with shirt, vest or jacket)
C223010* Romper or Jumpsuit
C223011* Specialty Wear: (includes swim wear, costumes, hunting gear or chaps)
C223012* Lined or Unlined Jacket or Vest: (non-tailored)
C223013* Coat, Blazer, Suit Jacket or Outerwear: A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed.

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

**Dept C Division 225, Knitting** scoresheet SF60 – all classes

Information Sheet-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.
7. Names of stitches used.
8. Copy of directions.

**Classes:**

**C225001**  **Knitted clothing or home environment item (not eligible for State Fair) Beginning Unit** - Knitted item or garment using basic stitches such as garter, stockinette and ribbing. Examples: Purse, cap, scarf, mittens, ski band, covered hangers, dish cloth)

**C225005**  **Level 2 Knitted Clothing or Home Environment Item** – Knitted item or garment using pattern stitches such as -- diamond, block, twist or seed/moss stitches.

**C225015**  **Level 3 Knitted Clothing or Home Environment Item** – 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.

**Dept C - Division 226 Crochet** scoresheet SF61 – all classes

Information Sheet for 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 the 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 towards your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Gauge and size of hook.
5. Kind of yarn – weight and fiber content or other material used.
6. Names of stitches used.
7. Copy of directions.

**Classes:**

**C226001**  **Crocheted clothing or home environment item - Beginning Unit (not eligible for State Fair)** – use basic stitches such as single, double, or half double crochet. (Examples: place mat, crocheted bag, cap, scarf, mittens, hot pad, pillow)
C226005* **Level 2 Crocheted Clothing or Home Environment Item** – Crocheted item or garment using pattern stitches such as texture, shell, cluster or mesh stitches.

C226015* **Level 3 Crocheted Clothing or Home Environment Item** - Crocheted item or garment using advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

*State Fair eligible*