

2024 CLOTHING AND TEXTILES

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. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants.

4-H'ers may enroll and exhibit in one of the three clothing levels:

Beginning — STEAM 1: Fundamentals

Intermediate — STEAM 2: Simply Sewing

Advanced — STEAM 3: A Stitch Further

4-H'ers can exhibit in only one level and once they have progressed to a higher level they cannot exhibit or enroll in a lower project level.

Entry tag placement: as you look at the garment, place the entry tag on the right side of the garment and the hook of the hanger to the left. **Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name, age, project name and class in which the 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 this label on the inside of every component of the outfit using safety pins, fusible interfacing or by basting. Not responsible for unlabeled items.

Bring wearable exhibits on wire hangers or hangers with a swivel hook ONLY. Each garment must also be entered in a transparent plastic garment bag. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag. As you look at the garment on the hanger, place the hook of the hanger to the left. Use safety pins to fasten skirts, shorts and pants to hangers. 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.

All static exhibits must receive a purple ribbon at the county fair in order to be eligible for State Fair selection. State Fair Premier 4-H Science Award is available in this area. See General Rules in State Fair Book for more details.

OPTIONAL — If you have a unique method or technique in creating your exhibit (drew your own design, wove your own fabric, etc.), indicate that on a half sheet of 8½-inch by 11-inch paper placed with entry tag. Garments may be made for self (4-H member) or another person. Must be the original work of the 4-H member.

STEAM Beyond the Needle

*Denotes State Fair Entry.

See Division 222 or 223 for Make One/Buy One Class.

For classes requiring Design Data Card, card can be obtained at <https://go.unl.edu/ne4hclothing>

Purple, \$3; Blue, \$2.50; Red, \$2; White, \$1.50

4-H'ers must show their originality and creativity. Garment may be made for self (4-H member) or another person.

C221014 Beginning Embellished Garment – Create a garment using beginning techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

C221015 Beginning Textile Clothing Accessory – Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc.

*C221001 Design Portfolio – Complete at least three different samples/activities from the project manual. The Portfolio should be placed in an 8 ½ x 11-inch, 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 14-16 in the Beyond the Needle project manual for portfolio formatting.

*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 inches x 30 inches.

*C221003 Embellished Garment With Original Design — Create a garment using techniques as defined in the project manual. Patterns or pre-determined designs cannot be used. Designs are the original idea of the 4-H'er using the elements and principles of design (shape/form, texture, color, line, space, rhythm, emphasis, proportion, balance and unity) to make an original statement. Component materials used to create the design do not necessarily need to be original. Clothing Design Data Card must be included with this exhibit.

*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.

Clothing Design Data Card must be included with this exhibit.

*C221005 Item (Garment or Non-clothing item) Constructed from Original Designed Fabric – Fabric yardage is designed first, then an item is constructed from the fabric. Other embellishments may be added. Clothing Design Data Card must be included with this exhibit.

*C221006 Textile Arts Garment or Accessory – A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. Clothing Design Data Card must be included with this exhibit.

*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. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. Clothing Design Data Card must be included with this exhibit.

*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.) Clothing Design Data Card must be included with this exhibit.

C221011 Embellished Garment using electronic technology - Designs must be the original idea of the 4-Her using the elements and principles of design to make an original statement. The designs must use electronic technology of some kind. (Machine embroidery and computer-generated designs are examples) Include information on what technology was used, how the technology was used, the type of program used and the process used to generate designs.

C221012 Upcycled Garment — 4-H members enrolled in a clothing project may enter an article of clothing made from a used item. The original used item must be altered (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.

C221013 Upcycled Clothing Accessory - 4-H members enrolled in a Clothing project may enter an Upcycle Clothing Accessory exhibit. 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.