

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 3: A Stitch Further

*Denotes State Fair Entry

Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM 2. Entry consists of complete constructed garments only. **Wool entries must have the fiber content listed on the identification label.**

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

For classes that must reflect a learned skill, a list of skills by project is available at <https://go.unl.edu/ne4hclothing>.

Purple, \$4; Blue \$3.50; Red, \$3; White, \$2.50

*C223001 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 Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”.

*C223002 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 Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”.

*C223003 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 (i.e. barrettes, headbands, flip flops, duct tape, etc.)

*C223004 Dress or Formal

*C223005 Skirted Combination. (skirt with shirt, vest or jacket OR jumper and shirt)

*C223006 Pants or Shorts Combination. (pants or shorts with shirt, vest or jacket)

*C223007 Romper or Jumpsuit.

*C223008 Specialty Wear. (includes: swim wear, costumes, hunting gear, or chaps)

*C223009 Lined or Unlined Jacket. (non-tailored).

*C223010 Coat, Blazer, Suit Jacket or Outerwear -- 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 – 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 – 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.

C223013 Make One/Buy One — The exhibit is a purchased garment with a constructed garment(s) to make a complete wearable outfit. Both constructed and purchased items must be included in the exhibit. An incomplete exhibit will be disqualified.

Purple, \$2; Blue, \$1.50; Red, \$1; White, \$0.50

C223021 Poster — Not to exceed 22 inches by 30 inches.