

2020

FASHION SHOW

4-H member may have up to three outfits entered in the Fashion Show. Participation in the Fashion Show includes BOTH modeling for a judge during the day and participation in the public show in the evening. Clover Kids may participate in the Fashion Show with their Decorate Your Duds Project (Class 950036) – Limited to one entry per Clover Kid. Advanced registration should be submitted via entry form to the Extension Office two weeks before the contest. One entry form should be submitted for each outfit. During judging a panel of judges will select outstanding models from each category and overall champion models. Models selected for State Fair will be recognized during the public fashion show. Garments should be the complete work of the 4-H member. Garments modeled must be entered for construction judging.

Clothing garments to be modeled shall display tasteful design and modestly cover the body. Examples of design features to avoid include but are not limited to; revealing low cut necklines, extremely short hemlines, and very short shorts. After consulting with the Clothing Superintendent and clothing judge, Extension Staff will make the final determination if a garment to be modeled is too revealing. If so, it will be disqualified. 4-H'ers should confer with Extension staff prior to Clothing Modeling judging day if there is a question about the appropriateness of their design or pattern.

Bedroom wear, lounge wear or swim wear will qualify for construction judging only and will not be judged for modeling and will not be allowed in the Fashion Show.

Decorate Your Duds – Clover Kids – SHOW

950036 Decorate Your Duds

STEAM 1: Fundamentals — SHOW

Entries are not eligible for State Fair.

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

C410168 Bag/Purse (to be modeled with appropriate clothing)

C410169 Drawstring apron/barbecue apron

C410170 Dirndl skirt

C410171 Simple pants or shorts (split skirt)

C410172 Simple skirt

C410173 Simple top/shirt or vest

C410174 Simple dress or jumper

C410175 Top and Bottom (for those who have sewn two items that make a wearable outfit)

STEAM 2: Simply Sewing — SHOW

*Denotes State Fair Entry

Must be complete wearable outfit. Youth 10 years and over will be eligible for State Fair. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts. Make One/Buy One entry combines a purchased item with a constructed garment.

Purple, \$3; Blue, \$2; Red, \$1.50; White, \$1

*C410020 Dress

*C410021 Skirted Outfit (skirt with shirt, vest or line or unlined jacket) must have sewn two pieces.

*C410022 Jumper and Shirt/Romper

*C410023 Pants Outfit (pants with shirt, vest or line or unlined jacket)

*C410024 Jogging Outfit

*C410025 Shorts Outfit (shorts with shirt or vest)

C410027 Make One/Buy One — Combine a purchased clothing item with a constructed garment to make a complete wearable outfit. Both items must be modeled.

STEAM 3: A Stitch Further — SHOW

*Denotes State Fair Entry

Purple, \$4; Blue, \$3; Red, \$2; White, \$1.50

The entry should be a complete, wearable outfit, except if a non-tailored coat or outerwear jacket. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.

*C410030 Dress

*C410031 Skirted Outfit (skirt with shirt, vest or jacket)

*C410032 Jumper and Shirt

*C410033 Formal (dress or tuxedo)

- *C410034 Pants Outfit (Pants with shirt, vest or jacket)
- *C410035 Shorts Outfit (Shorts with shirt or vest)
- *C410036 Specialty wear (costume, western wear, chaps, chinks, riding attire or hunting gear)
- *C410037 Sportswear (Jogging outfit, aerobic wear or ski wear)
- *C410038 Coat/outerwear/jacket — lined or unlined, non-tailored

Blazer or suit jacket must be worn as a complete wearable outfit. Additional pieces may either be constructed or purchased.

*C410039 Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased.

STEAM: Beyond the Needle — SHOW

*Denotes State Fair Entry

Purple, \$1.50; Blue, \$1; Red, \$0.75; White, \$0.50

C410009 Beginning Modeled “Beyond the Needle” Embellished Garment – Garment is created 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. Embellished purchased garments or embellished purchased garments with original design entries and textile clothing accessory entries are not accepted.

*C410010 Modeled “Beyond the Needle” Embellished Garment With Original Design — Garment is created using intermediate or advanced 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. Embellished purchased garments or embellished purchased garments with original design entries and textile clothing accessory entries are not accepted.

*C410011 Modeled “Beyond the Needle” Garment Constructed from Original Designed Fabric – Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

C410012 Embellished Garment Using 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 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.

*C410013 Modeled “Beyond the Needle” Textile Arts Garment(s) – Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

*C410014 Modeled “Beyond the Needle” Wearable Technology Garment – Garment has integrated technology into its design.

CROCHET — SHOW

Purple, \$1.50; Blue, \$1; Red, \$0.75; White, \$0.50

C410080 Garment or accessory

KNITTING — SHOW

Purple, \$1.50; Blue, \$1; Red, \$0.75; White, \$0.50

C410090 Garment or accessory

Knitted garment using pattern stitches such as diamond, block, twist or seed/moss stitches or 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 patters such as Aran or Fair Isle. Crocheted garment using pattern stitches such as texture, shell, cluster or mesh stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. Garment can be a sweater, cardigan, dress, coat, a top and bottom, or a two piece ensemble.

SHOPPING IN STYLE — SHOW

Ages 10-18 - Participants must be enrolled in Shopping in Style to enter. All parts of the modeled outfit must be purchased. Participants must complete a Shopping In Style Written Report Form along with Fashion Show Entry Form. Participants are encouraged to complete a corresponding notebook for fair entry under Consumer Management.

*Denotes State Fair Entry

Purple, \$3; Blue, \$2; Red, \$1.50; White, \$1

*C425004 Model purchased outfit

ATTENTION SHOPPERS! — SHOW

Ages 8-9. - Participants must be enrolled in Attention Shoppers! to enter. All parts of the modeled outfit must be purchased. Participants must complete an Attention Shoppers! Written information included on the Fashion Show

Entry Form. Participants are encouraged to complete a corresponding Buymanship exhibit for fair entry under Consumer Management.

Purple, \$3; Blue, \$2; Red, \$1.50; White, \$1

C425010 Model purchased outfit

UPCYCLED GARMENT

Purple, \$3; Blue, \$2; Red \$1.50; White, \$1

C425015 Upcycled Garment: An article of clothing made from a garment(s) from a secondhand, thrift or vintage clothing store or purchased at a garage sale, or that is a hand-me-down. The garment(s) used must be cut into or taken apart in some way in the “redesigning” process. A picture of the original garment must be included with the entry form.

OTHER SHOW

Purple, \$3; Blue, \$2; Red, \$1.50; White, \$1

C425020 Garment made for another person — Entry should be a complete, wearable outfit reflecting moderate to advanced work by the 4-H'er. The 4-H member who made the outfit must accompany the model.