

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.

GENERAL CLOTHING

*Denotes State Fair Entry.

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

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

*C220001: 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 1/2 x 11, 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 - 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, 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 project manual for fabric suggestions.

*C220003: Sewing For Profit - 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" x 30".