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 1: Fundamentals
Purple, $3; Blue, $2.50; Red, $2; White, $1.50

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number. 4-H'ers who have enrolled in or completed STEAM 2 project are not eligible to exhibit in STEAM 1.

C219001 Clothing Portfolio – Complete at least three different samples/activities from Chapter 1, Chapter 2 OR Chapter 3 of the project manual. 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.

C219002 Sewing Kit – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

C219003 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. See project manual for fabric suggestions.

C219004 What's the Difference – May exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" page 118-120. Exhibits should include pictures. NO actual pillows.

C219005 Clothing Service Project – Can include pillows or pillow cases but are not limited to these items. Exhibit (not to exceed 22" x 30") a notebook, poster, small display sharing information you generated in the project activity "Serving A Purpose" page 124 and 125.

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 are acceptable. NO PLAIDS, STRIPES, NAPPED, or JERSEY KNIT.

Purple, $3; Blue, $2.50; Red, $2; White, $1.50
Maker's Guide Exhibits

C219006   Kitchen Stuff; plate mate, apron, oven mitt
C219007   Play Stuff; beans game, crayon roll
C219008   Stuff for Me; book cover, pillowcase, wallet, pajamas
C219009   Useful Stuff; sewing supplies
C219010   Useful Stuff; bag/purse, pouch – no zippers or button holes
C219011   Fashion Accessories; scrunchie, headband, basic belt
C219012   Pillow – no larger than 18" x 18"
C219013   Laundry Bag
C219014   Dirndl Skirt
C219015   Other
C219016   Upcycled Garment — An article of clothing made from a garment(s) purchased from a secondhand, thrift, vintage clothing store or 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 "redesign" process. A before color photo and description of the redesign process MUST accompany the entry or it will be lowered one ribbon placing.
C219017   Upcycled 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 or it will be lowered one ribbon placing.

4-Hers who have enrolled in or completed STEAM 2 are not eligible to exhibit in STEAM 1. Use firm, medium-weight, woven fabric to make: pattern should be simple such as a pull over top/shirt/dress/jumper or pull-on skirt/pants/shorts. Zippers, set-in sleeves, darts, collars, buttonholes, and knit (stretchy) fabrics are NOT acceptable. Inseam or patch pockets, flat constructed sleeves such as raglan and kimono, and simple lined vests are acceptable. Refer to project manual for acceptable construction skills and fabric choices. Entry consists of constructed garments only.
Purple, $3; Blue, $2.50; Red, $2; White, $1.50
C219018   Simple pants
C219019   Simple shorts
C219020   Simple skort
C219021   Simple skirt
C219022   Simple top/shirt
C219023   Simple vest
C219024   Simple dress or jumper
C219025   Simple pajama pants
C219026   Simple robe
C219027   Other — item not listed above
Purple, $2; Blue, $1.50; Red, $1; White, $0.50
C219028   You Be The Teacher: Share with others what you learned in the project. Exhibit may be a poster or foam core board (not to exceed 22 inches by 30 inches), a notebook or a small display of an educational nature.
C219029   Poster not to exceed 22 inches by 30 inches