

## 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 2: Simply Sewing

\*Denotes State Fair Entry

4-H'er's enrolled in or who have completed STEAM 3 are not eligible to exhibit in STEAM 2. Exhibits entered in this project must reflect skills learned from this manual including skills previously learned. Garments listed below may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM 1.

**Purple, \$3.50; Blue, \$3; Red, \$2.50; White, \$2.00**

\*C222001 Design Basics, Understanding Design Principles – 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30". Include answers to questions found on page 20 of the manual.

\*C222002 Pressing Matters – 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.

\*C222003 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 "before" picture and a description of the redesign process must accompany the entry.

\*C222004 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 "before" picture and a description of the redesign process must accompany the entry.

\*C222005 Textile Clothing Accessory -- Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. 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.)

\*C222006 Top (vest acceptable)

\*C222007 Bottom (pants or shorts)

- \*C222008 Skirt
- \*C222009 Lined or Unlined Jacket
- \*C222010 Dress (not formal wear)
- \*C222011 Romper or Jumpsuit
- \*C222012 Two-Piece Outfit

\*C222013 Alter 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 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining)

\*C222014 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.

C222015 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.

C222016 Other — item not listed above. Must be a complete constructed outfit (not Make One/Buy One)

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

C222017 Poster — not to exceed 22 inches by 30 inches