

2016

## CLOTHING AND TEXTILES

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.

### **BEGINNING UNIT — STEAM 1: Fundamentals**

#### **DIVISION — 219**

#### **STEAM 1**

**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.

#### **DIVISION — 220**

##### **STEAM 1**

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**

- C220001 Simple pants
- C220002 Simple shorts
- C220003 Simple skirt
- C220004 Simple skirt
- C220005 Simple top/shirt
- C220006 Simple vest
- C220007 Simple dress or jumper
- C220008 Simple pajama pants
- C220009 Simple robe
- C220010 Other — item not listed above

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

C220013 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.

- C220014 Poster not to exceed 22 inches by 30 inches