

## **DEPT C - CLOTHING**

Judges: Judy Dicke, Karen Schardt, & Barb Steffensmeier

Purple award \$3.00; blue award \$2.50; red award \$2.00; white award \$1.00

**\*Indicates County Fair exhibit only. Exhibitors should try, where possible, to fit their exhibit into an area with a State Fair entry.**

- One article may be exhibited per premium number with a limit of four articles per project.
- The exhibit must represent the exhibitor's own work, accomplished since the 2016 County Fair.
- All garments entered in dress revue competition must also be judged for construction.
- Exhibits should be appropriate for project they are exhibited in.
- Exhibits that do not meet the criteria designated in the project materials will be lowered one ribbon placing.
- Identification labels – Each item entered as a clothing exhibit must have 2 ½"x3" label attached to the back neckline or back waistband of the garment stating: County, Exhibitor's Name, Class in which garment is entered, exhibitor's age, and number of years enrolled in project in which exhibiting. Entries not properly labeled will be lowered five points in the ribbon placing score.

General – Garments as listed may be made for self (4-H member) or another person. 4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level you are not eligible to exhibit in a lower level. Example: Once you exhibit in STEAM Clothing 2 you are not eligible to exhibit in STEAM Clothing 1.

### **STEAM 4: Beyond the Needle (Replaced Decorate Your Duds)**

The entry may be one of the following showing the application of creative arts (such as machine or hand embroidery, applique, macramé, etc.)

If the design is applied, the article to which the design has been applied will not be evaluated and may be purchased. Judges evaluation is based on quality of workmanship, creativity, and quality of design.

STEAM 4: Beyond the Needle exhibitors will be asked the following questions: 1) Where did you get the idea for your design? 2) How did you create the design to make it original? (i.e., drew your own design, chose original fabrics and colors, manipulated a design, combined different elements to make a new design, etc.? 3) What skills did you learn or improve when working on this project?

4-H members must show their own creativity. Garment with only iron-on appliques will not be accepted. Garment may be made for self or another person.

Members are allowed two entries per STEAM 4: Beyond the Needle class. Entries may be in the same class but must be of completely different techniques (ex: one with paint and one that is applied).

C-221-001                      Design Portfolio – Complete at least three different design samples/activities from the project manual. The portfolio should be placed in an 8 ½"x11", 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 14-16 for portfolio formatting.

C-221-002                      Color Wheel – Create your own color wheel, complimentary color bar or color scheme using pages 23-39 in the project manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22"x30".

C-221-003                      Embellished Garment with Original Design – Create a garment using intermediate or advanced techniques as defined in the project manual. Design are the original idea of the 4-Her using the elements and principles of design to make an original statement.

C-221-004                      Original Designed Fabric Yardage – Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. Include information on how the fabric was designed – describe the process, materials used, and how the fabric will be used. If additional information is not included exhibit will be lowered one ribbon placing.

C-221-005                      Item Constructed from original Designed Fabric – Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. Include information on how the fabric was designed – describe the process and materials used. If additional information is not included exhibit will be lowered one ribbon placing.

C-221-006                      Textile Arts Garment or Accessory – A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process must accompany the entry.

C-221-007                      Fabric Accessory – An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process must accompany the entry.

C-221-900                      Clothing accessory constructed or decorated from a textile fiber base with use of creative art. Entry examples include hats, bags, scarves, and fabric necklaces. Not acceptable – metal, plastic, paper, or rubber base, metal barrette bases, button pins, duct tape, wooden and leather necklaces, and any other non-fabric base.

C-221-901                      Beginning to Decorate – Exhibit may use kits, or purchase prefabricated materials and put them together in their own design or follow the suggested design on the directions. Paint and stencil designs and tie-dyed t-shirts are acceptable.

C-221-902                      Embellished Garment – Any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, applique, braid, buttons, fabric pieces, machine embroidery. May use patterns. Commercial iron-on appliques or any pre-packaged item where the materials are pre-determined by the manufacturer will not be accepted.

## **Beginning Unit**

### **Sewing for Fun (No State Fair Classes)**

C-900-901                      Fabric notebook (pages should be exhibited in a 3-ring notebook). Exhibit should include 6-10 fabric samples. For each sample tell:

- a) Name of fabric (double knit, corduroy, percale, etc.)
- b) Knit or woven
- c) Fiber content
- d) Care instructions

e) Two garments for which fabric would be suitable

- C-900-902 Color Notebook (pages should be exhibited in a 3-ring notebook). Should include:
- a) Color wheel showing primary and secondary colors (secondary colors mixed paint from primary colors)
  - b) Color wheel using fabric samples
  - c) Two fabric samples that make a good color combination

Constructed exhibits must be made according to directions in the member sewing activities packet.

- C-900-903 Square Pin Cushion and Needle Book
- C-900-904 Sewing Kit/Basket, or box filled with sewing tools and notions listed in project manual
- C-900-905 Rail Fence Pillow
- C-900-906 Patchwork Pillow
- C-900-907 Pillow, Stripes
- C-900-908 Tote Bag
- C-900-909 Laundry Bag
- C-900-910 Dirndl Skirt
- C-900-911 Pillowcase
- C-900-912 Diagonal Patchwork Pillow
- C-900-913 Completed "Sewing for Fun" members manual
- C-900-914 Other simple article (EX: crazy patch, t-shirt block pillow, 10-minute table runner, or raggedy reverse applique).

**STEAM 1: Clothing FUNDamentals** (replaces Clothing Level 1)

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.

C-900-001 Clothing Portfolio – Complete at least three different samples/activities from 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.

C-900-002 Sewing Kit – Include a list of sewing notions and purpose for each included (page 12-17 in project manual).

C-900-003 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. Completed textile cards should be placed in an 8 ½” x 11”, 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C-900-004 What’s the Different – 4-H members enrolled in STEAM 1 may enter an 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 118-119). Exhibits should include pictures NO actual pillows.

C-900-005 Clothing Service Project – Can include pillows or pillowcases 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” (pages 124-125).

Beginning Sewing Exhibits – 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. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable.

C-900-006 Pincushion

C-900-007 Pillowcase

C-900-008 Simple Pillow – No larger than 18” x 18”

C-900-009 Bag/Purse – no zippers or button holes

C-900-010 Simple Top

C-900-011 Simple Bottom – pants, shorts, or skirt

C-900-012 Simple Dress

C-900-013 Other – Using skills learned in project manual (aprons, vest, etc.)

C-900-014 Upcycled Simple Garment – The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. A “before” picture and a description of the redesign process must accompany the entry or it will be dropped a ribbon placing.

C-900-015 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 dropped a ribbon placing.

## **MIDDLE UNIT**

### **STEAM 2: Simply Sewing (replaces Clothing Level 2)**

Exhibits entered in this project must reflect at least one new skill learned from this manual including skills previously learned.

Garments as 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.

C-222-001 Clothing Portfolio – Complete at least four different samples/activities from Chapter 2, 3, or 4 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 9-11 for portfolio formatting.

C-222-002 Expanded Textile Science Scrapbook – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½" x 11", 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C-222-003 Design Basics, Understanding Design Principles – 4-H member enrolled in STEAM 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. Include answers to questions found on page 20 of the manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

C-222-004 Pressing Matters – 4-H members enrolled in STEAM 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 item.

C-222-005 Entrepreneurial Sewing – Using pages 161-167 in the manual, display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling prices for your product. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

C-222-006 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, or it will be dropped a ribbon placing.

C-222-007 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, or it will be dropped a ribbon placing.

C-222-008 Textile Clothing Accessory – Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber based items allowed (i.e., barrettes, headbands, flip flops, duct tape, etc.).

C-222-009 Top (vest acceptable)

C-222-010 Bottom (pants or shorts)

C-222-011 Skirt

C-222-012 Lined or unlined jacket or vest

C-222-013 Dress (not formal wear)

C-222-014 Romper or Jumpsuit

C-222-015 Two-Piece Outfit (Examples: jumper and shirt, skirt w/shirt or lined or unlined jacket or pants/shorts with lined or unlined jacket. For State Fair Fashion Revue must be two-piece garment, dress, romper, or jumpsuit.)

C-222-901 Buy One, Make One Outfit

### **ADVANCED Unit**

#### **STEAM 3: A Stitch Further** (replaces Sewing for You & Tailoring)

Garments as listed may be made from any pattern or any fabric and should demonstrate at least one new sewing skill learned from this manual beyond STEAM 2. Entry consists of complete constructed garments only. Wool entries must have the fiber content listed on the identification label.

C-223-001 Clothing Portfolio – Complete at least four different samples/activities from Chapter 2, 3, or 4 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 11-13 for portfolio formatting.

C-223-002 Expanded Textile Science Scrapbook – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 ½” x 11”, 3-ring binder. Include an appropriate cover. See project manual for fabric suggestions.

C-223-003 Advanced Entrepreneurial Sewing – Using lessons learned in Chapter 5 of the manual, display one sample product with a business plan that includes a business ID and logo. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22” x 30”.

C-223-004 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 or will be dropped a ribbon placing.

C-223-005 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, or will be dropped ribbon placing.

C-223-006 Textile Clothing Accessory – Textile accessory is constructed using at least one skill learned in this project. Entry examples includes hats, bags, scarves, gloves. No metal, plastic, paper or rubber based items allowed (i.e., barrettes, headbands, flip flops, or duct tape, etc.).

C-223-007 Dress or Formal

C-223-008 Skirted Combination. (Skirt with Shirt, vest or jacket OR jumper and shirt)

C-223-009 Pants or Shorts Combination (Pants or shorts with shirt, best or jacket)

- C-223-010 Romper or Jumpsuit
- C-223-011 Specialty Wear (Includes swim wear, costumes, hunting gear, or chaps)
- C-223-012 Lined or unlined jacket
- C-223-013 Coat, Blazer, Suit Jacket or Outerwear – A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed on the identification label.
- C-223-901 Make One, Buy One

**\*Sheep Lead Contest – See SHEEP division for rules and details**

**KNITTING**

All entries should be in a clear plastic garment bag and labeled with a half of an 8 ½" x 11" paper.

Information Sheet for Knitting – Each knitted exhibit must include the following information placed with the entry tag:

- 1) What was your goal(s) in making this exhibit? (Example: learn how to block a garment or learn how to use two different yarns.)
- 2) What steps did you take as you worked toward your goal(s)?
- 3) What were the most important things you learned as you worked toward your goal(s)?
- 4) Gauge – Number of rows per inch; number of stitches per inch.
- 5) Size of needles
- 6) Kind of yarn – weight and fiber content
- 7) Name of stitches used
- 8) Copy of directions

Evaluation of knitting is based on design and color, neatness, knitting mechanics, trimmings, and construction finishes.

**Beginning Unit Knitting (No State Fair Class)**

Exhibitors will be limited to one entry per premium number.

- \*C-225-900 Pot Holder
- \*C-225-901 Slippers
- \*C-225-902 Scarf
- \*C-225-903 Mittens
- \*C-225-904 Other comparable article
- \*C-225-905 Ribbed Hat
- \*C-225-906 Simple accessory

\*C-225-907 Item for the home

\*C-225-908 Toy

### **Middle Unit Knitting**

These exhibits should show more advanced work and different stitches than those items exhibited in the First Year project. Include information 1-8 above on a 3" x 5" card and attach to garment. Both hand and machine knitted projects are eligible.

C-225-5A One knitted garment or matched set of garments to wear. Knitted item using pattern stitches such as diamond, block, twist, or seed/moss stitches.

C-225-5B Knitted home environment item

C-225-5C Other article

C-225-5D Item using patterned stitches

C-225-10 Knit one / Add one – Knitted garment combined with a sewn or purchased garment to make a complete wearable outfit.

### **Advanced Unit Knitting**

These exhibits should show more advanced work and different stitches than those items exhibited in the First Year project. Include information 1-8 above on a 3" x 5" card and attach to garment. Both hand and machine knitted projects are eligible.

C-225-15A One knitted garment or matched set of garments to wear. Knitted item made from advanced knitting stitches such as a pass slip stitch over, double-pointed needle knitting cable, Turkish, tamerna, plait, germaine, feather and fan, or kitting with one or more patterns such as Aran or Fair Isle.

C-225-15B Knitted home environment item

C-225-15C Other article

C-225-20 Knit one/Add one (see description in middle unit)

### **CROCHETING**

All entries should be in clear garment bags and labeled as follows:

Information Sheet for Crochet: Each crocheted exhibit must include the following information placed with the entry tag.

- 1) What was your goal(s) in making this exhibit? (EX: Learn how to block a garment or learn how to use two different yarn(s).)
- 2) What steps did you take as you worked toward your goal(s)?



- 3) What were the most important things you learned as you worked toward your goal(s)?
- 4) Gauge and size of hook
- 5) Kind of yarn – weight and fiber content or other material used
- 6) Names of stitches used
- 7) Copy of directions

Evaluation of Crochet is based on design and color, trimmings, neatness, crocheting mechanics, and construction finishes.

### **Beginning Unit Crocheting**

- \*C-226-900 Scarf
- \*C-226-901 Pot Holder
- \*C-226-902 Slippers
- \*C-226-903 Hangers
- \*C-226-904 Other comparable article

### **Middle Unit Crocheting**

- C-226-5A One crocheted garment or matched set of garments or accessories using pattern stitches such as texture, shell, cluster, or mesh stitches.
- C-226-5B Crocheted home environment item
- C-226-5C Other comparable item
- C-226-10 Crochet one / Add one – A crocheted garment made using pattern stitches, combined with a sewn or purchased garment to make a complete wearable outfit.

### **Advanced Unit Crocheting**

Exhibit must be more advanced than Middle Unit exhibits.

- C-226-15A One crocheted garment or matched set of garments or accessories to wear using advanced stitches such as afghan, broom stick, hair pin lace, design motifs, or pattern stitches.
- C-226-15B Crocheted home environment item
- C-226-15C Other comparable item
- C-226-20 Crochet one / Add one – (see description in middle level)