

DEPT C - CLOTHING

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 2018 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.

GENERAL CLOTHING

- C-220-001 Clothing Portfolio – Complete at least four different samples/activities from Chapters 2, 3 or 4 of the STEAM Clothing 2 project manual. The portfolio should be placed in an 8 ½ 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.
- C-220-002 Textile Science Scrapbook – Must include at least 10 different textile samples. Use Textile Information Card 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 ½ x 11, 3-ring binder. Include an appropriate cover. Textile Science Scrapbook should be built upon itself each year (additional pages can be added each year but should be dated). See the STEAM Clothing 2 project manual for fabric suggestions.
- C-220-003 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-inches.

STEAM 4: Beyond the Needle

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 appliqued).

A Design Data Card must be included with all Beyond the Needle Classes C-221-003 through C-221-008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <http://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.

- C-221-001 Design Portfolio – Complete at least three different design samples/activities from the project manual for activity ideas. 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 27-39 in the project manual. The exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22” x 30”.
- C-221-003 Embellished Garment with Original Design – Create a garment using 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.
- C-221-005 Item (garment or non-clothing item) Constructed from Original Designed Fabric – Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added.
- C-221-006 Textile Arts Garment or Accessory – A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.
- C-221-007 Fashion Accessory (Not eligible for State Fair Fashion Show) – An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Card must be included with this project. See above for link.
- C-221-008 Wearable Technology Garment or Accessory (Garment is eligible for State Fair Fashion Show) – Technology is integrated into the garment or accessory in some way. Example: LEDs, charging capabilities, sensors, etc.

STEAM 1: Clothing FUNDamentals

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 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
- 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 Difference – 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 Sewing Kit – Include a list of sewing notions and purpose for each included (page 12-17 in project manual).
- C-900-007 Pin Cushion & Needle Book
- C-900-008 Pillowcase
- C-900-009 Simple Pillow – No larger than 18” x 18”
- C-900-010 Purse/Tote Bag/Laundry Bag – no zippers or buttonholes
- C-900-011 Simple Top

- C-900-012 Simple Bottom – pants, shorts, or dirndl skirt
- C-900-013 Simple Dress
- C-900-014 Other – Using skills learned in project manual (aprons, vest, etc.)
- C-900-015 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-900-016 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.

STEAM 2: Simply Sewing

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 Design Basics, Understanding Design Principles – 4-H members 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-222-002 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-222-003 Upcycled Garment (Eligible for State Fair Fashion Show) – Create a garment from used textile-based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (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 Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. A list of skills and the Design Data Card are available at <https://go.unl.edu/ne4hclothing>.
- C-222-004 Upcycled Clothing Accessory (Not eligible for State Fair Fashion Show) – A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5. A list of skills and the Design Data Card are available at <https://go.unl.edu/ne4hclothing>.
- C-222-005 Textile Clothing Accessory (Not eligible for State Fair Fashion Show) – Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. 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-222-006 Top (vest acceptable) (Not eligible for State Fair Fashion Show)
- C-222-007 Bottom (pants or shorts) (Not eligible for State Fair Fashion Show)
- C-222-008 Skirt (Not eligible for State Fair Fashion Show)
- C-222-009 Lined or unlined jacket or vest (Not eligible for State Fair Fashion Show)
- C-222-010 Dress (not formal wear)
- C-222-011 Romper or Jumpsuit
- C-222-012 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-222-013 Alter Your Pattern (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed. i.e., dress, romper or jumpsuit, or two-piece outfit.) Garment constructed from 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, etc.)*
- C-222-014 Garment Constructed from Sustainable or Unconventional (natural or synthetic) fibers. (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e., dress, romper or jumpsuit, or two-piece outfit). Fabric/Fibers used in this garment must be manufactured/purchased. Example: bamboo, banana, corn husk, and recycled fibers. Garments constructed out of unconventional items should be exhibited under Beyond the Needle.
- C-222-901 Buy One, Make One Outfit

STEAM 3: A Stitch Further

Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of completely constructed garments only. Wool entries must have fiber content listed on the identification label.

- C-223-001 Upcycled Garment (Eligible for State Fair Fashion Show) – 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 list of skills by project is available at <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <http://go.unl.edu/ne4hclothing>.
- C-223-002 Upcycled Clothing Accessory (not eligible for State Fair Fashion Show) – 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 ribbon will be dropped. A list of skills by project is available at <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <http://go.unl.edu/ne4hclothing>.

- C-223-003 Textile Clothing Accessory (not eligible for State Fair Fashion Show) – Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. 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.). A list of skills by project is available at <http://go.unl.edu/ne4hclothing>.
- C-223-004 Dress or Formal
- C-223-005 Skirted Combination. (Skirt with Shirt, vest or jacket OR jumper and shirt)
- C-223-006 Pants or Shorts Combination (Pants or shorts with shirt, best or jacket)
- C-223-007 Romper or Jumpsuit
- C-223-008 Specialty Wear (Includes swim wear, costumes, hunting gear, or chaps)
- C-223-009 Lined or unlined jacket
- C-223-010 Coat, Blazer, Suit Jacket or Outerwear – A tailored blazer or suit jacket or coat. Wool entries must have fiber content listed on the identification label.
- C-223-011 Alter/Design Your Pattern (Eligible for State Fair Fashion Show, in the class that best describes the e type of garment constructed i.e., Dress, Romper or Jumpsuit, or Two-piece Outfit) – 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 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern.*
- C-223-012 Garment Constructed from Sustainable or Unconventional (natural or synthetic) fibers (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e., Dress, Romper or Jumpsuit, or Two-piece Outfit) Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments constructed out of the unconventional items should be exhibited under Beyond the Needle.
- C-223-901 Make One, Buy One