

CONSUMER & FAMILY SCIENCE DEPARTMENT C

STYLE REVUE

Department C - Section 410

***All Style Revue and related exhibits will be entered on Clothing Day.*

Any 4-H member who is enrolled in a clothing project during the current year may enter the style revue. An information sheet will be required for each entry. These sheets are available from your 4-H leader or the Extension Office. They must be filled out in advance and returned to the Extension Office.

Those who have enrolled in or completed middle or advanced projects are not eligible to exhibit in STEAM Clothing 1.

* All 4-H'ers may model up to two outfits at the Public Style Revue. 4-H'ers must indicate which outfits they will be modeling at the Public Revue when making their clothing entry. Details on clothing modeling information will be mailed to 4-H'ers enrolled in clothing projects.

CRITERIA FOR JUDGING- As described in "Guide for Judging Exhibits in Clothing" is based on the individual wearing the garment (70%) and the garment (30%).

CLOTHING I (STEAM FUNDAMENTALS)

Department C - Section 941

(Style Revue)

4-Her's who have enrolled in or completed STEAM II and III are not eligible. Purchased items may be included to complete an outfit, such as if 4-H'er models a simple skirt, top may be purchased.

900. Any item from Class 906 through Class 915 from STEAM Clothing 1 FUNDAMENTALS (See page 51)

901. Any 2nd item from Class 906 through Class 915 from STEAM Clothing 1 FUNDAMENTALS (See page 51)

STYLE REVUE/FASHION SHOW

Department C - Section 410

(Style Revue)

4-Her's who have enrolled in STEAM I Clothing 1 are not eligible. The following items can NOT entered in the Fashion Show. Textile clothing accessories, Nightshirt/loungewear, for example, flannel lounging pants, Upcycled garments.

*10 Modeled "Beyond the Needle" Embellished Garment(s) with an Original Design - Garment is created using Intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H'34 using the elements and principles of design to make an original statement.

*15 Modeled "Beyond the Needle" Garment Constructed From Original Designed Fabric - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

*20. Modeled "Beyond the Needle" Textile Arts Garment(s) - Garment is constructed using new unconventional materials. Examples: Rubber bands, plastic, duct tape.

*30. Modeled Constructed STEAM Clothing 2 Garment(s) - Possible types of STEAM Clothing 2 garments include: Dress; or Romper or Jumpsuit; OR Two-Piece Combination (skirt with top, vest, or lined/unlined jacket jumper and top; pants or shorts outfit (pants or shorts with shirt, vest or unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with top, vest or lined/unlined jacket. 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2.

*40. Modeled Constructed STEAM Clothing 3 Garment(s) - Possible types of garments STEAM Clothing 3 garments include: include: Dress or formal; OR Skirted Outfit Combinatrion (skirt with top, vest, lined/.unlined

jacket OR jumper and shirt) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts; OR Pants or Shorts Outfit Combination (pants or shorts with top, vest, lined/unlined jacket) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts; OR Romper or Jumpsuit; OR Specialty Wear (swimwear, costumes, western wear-chaps, chinks, riding attire or hunting gear): ORE Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased; Or Tailor Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat blazer, jacket or outerwear may either be constructed or purchased. Nightwear or loungewear can NOT be modeled.

*50 **Modeled Knitted or Crocheted Clothing (Level 2 or 3)** - Knitted garment using pattern stitches such as diamond, block twist or seed/moss stitches or advanced knitting stitches such as pas slip stitch over, double-pointed needle knitting, cable, Turksih, Tamerna, plait, Germaine, Feather and fan or knitting with one or more patterns such as Aran or Fair Isle.

Crocheted garment using pattern stitches such as texture, shell, cluster or mesh stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

Garment needs to be a complete outfit as in a dress, coat, or two piece ensemble (bottom and top).

*60. **Modeled Shopping In Style Purchased Outfit and Written Report SF184** - Participants must be enrolled in the Shopping in Style 4-H Project to enter, The curriculum is developed and designed for youth ages 10 and older to help them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit.

901. **Attentions Shoppers Modeled Complete Wearable Outfit for Less than \$75 .**

902. **\$15.00 Outfit Challenge** -Open to any 4-H member. Limit one entry per person. Must be a purchased outfit. Outfits may be selected and purchased from garage sale, thrift store, onsignment store or resale shop (such as Goodwill, Salvation Army or store bargain at the mall, etc.) Cost of outfit must be \$15.00 or less, not including shoes, accessories or undergarments. A one page entry form will be included with the exhibit that lets the judge know about where it was purchased, cost & why selected. Outfit will be displayed at the fair