
CLOTHING EXHIBITS

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.

Resources:

STEAM Clothing 1: Fundamentals - Understand the basic of sewing; Understand textiles through science experiments; Learn about how textiles are engineered into garments. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/37

STEAM Clothing 2: Simply Sewing - Build upon the sewing basics learned in STEAM 1; Focus on advanced engineering techniques; Learn about finishing touches and style to garments; Learn the basics on how to build a business. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/38

STEAM Clothing 3: A Stitch Further - Learn new technological options available in sewing; Discover the science behind textiles and fabrics; Learn about complex patterns and difficult fabrics; Market garments as a business. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/39

STEAM Clothing: Beyond the Needle - Learn design basics; Create embellishments and treatments; Learn about the art of clothing construction. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/36

Rules:

1. **Entry Tags:** Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
2. **Identification Labels:** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which 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 a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.
3. **Preparation of Exhibits:** Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger to the left. Fasten skirts, shorts, and pants to skirt/pant hangers or safety pin on hanger. 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.
4. **General:** Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 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. Ex. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.

Judged on Pre-Fair Judging Day, Saturday, July 25, 2020.

GENERAL CLOTHING

4-H members in all skill levels may exhibit in this area.

C 220 001 CLOTHING PORTFOLIO Complete at least four different samples/activities from Chapters 2, 3 OR 4 of the project manual. The Portfolio should be placed in an 8 1/2 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 Cards 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 1/2 x 11, 3 ring binder. Include an appropriate cover. Textile Science Scrapbook should build upon itself each year (additional pages can be added each year, but should be dated). See 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".

BEYOND THE NEEDLE

4-H members must show their own original creativity.

C 221 001 DESIGN PORTFOLIO A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. (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 (eligible for State Fair Fashion Show) Create a garment using intermediate or advanced techniques as defined in the project manual. Designs 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 and 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 (Garment eligible for State Fair Fashion Show) 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 (Garment eligible for State Fair Fashion Show) 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. If additional information is not included, exhibit will be lowered one ribbon placing.

***C 221 007 BEGINNING 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, bracelets, scarves, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

***C 221 008 ADVANCED FASHION ACCESSORY** (Not eligible for State Fair Fashion Show) An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, and etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

***C 221 009 WEARABLE TECHNOLOGY GARMENT** (Not eligible for State Fair Fashion Show) Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.)

***C 221 010 WEARABLE TECHNOLOGY ACCESSORY** (Not eligible for State Fair Fashion Show) An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.)

STEAM CLOTHING 1 *Not State Fair Eligible

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 900 901 PINCUSHION**

***C 900 902 PILLOWCASE**

***C 900 903 SIMPLE PILLOW** – No larger than 18” x 18”.

***C 900 904 BAG/PURSE** – No zippers or button holes.

***C 900 905 SIMPLE TOP**

***C 900 906 SIMPLE BOTTOM** – pants, shorts, or skirt

***C 900 907 SIMPLE DRESS**

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- ***C 900 908 Other** – Using skills learned in project manual. (Apron, vest, etc.)

- ***C 900 909 SEWING KIT** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

- ***C 900 910 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 1/2 x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

- ***C 900 911 CLOTHING SERVICE PROJECT** – Can include pillows or pillow cases but are not limited too. 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.

PREMIUMS: PURPLE \$1.60; BLUE \$1.25; RED \$1.00; WHITE \$.75

STEAM CLOTHING 2: SIMPLY SEWING

Rules:

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 below may be made from any woven or knit fabric appropriate to the garment’s design and should demonstrate sewing skills beyond STEAM Clothing 1.

C 222 001 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. 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 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.

***C 222 003 UPCYCLED GARMENT** (*not 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 “before” picture and a description of the redesign process must accompany the entry.

***C 222 004 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.

***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. 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.)

***C 222 006 TOP** (*not eligible for State Fair Fashion Show) (vest acceptable)

***C 222 007 BOTTOM** (*not eligible for State Fair Fashion Show) (pants or shorts)

***C 222 008 SKIRT** (*not eligible for State Fair Fashion Show)

***C 222 009 LINED OR UNLINED JACKET** (*not eligible for State Fair Fashion Show)

C 222 010 DRESS (eligible for State Fair Fashion Show) (not formal wear)

C 222 011 ROMPER OR JUMPSUIT (eligible for State Fair Fashion Show)

C 222 012 TWO-PIECE OUTFIT (eligible for State Fair Fashion Show)

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) Garments 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.

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 have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of unconventional items themselves should be exhibited under Beyond the Needle.

STEAM CLOTHING 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 complete constructed garments only. Wool entries must have the fiber content listed on the identification label.

***C 223 001 UPCYCLED GARMENT** (*not 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 “before” picture and a description of the redesign process must accompany the entry.

***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.

***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 include hats, bags, scarves, gloves. No

metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

C 223 004 DRESS OR FORMAL (Eligible for State Fair Fashion Show)

C 223 005 SKIRTED COMBINATION (Eligible for State Fair Fashion Show) (skirt with shirt, vest or jacket OR jumper and shirt)

C 223 006 PANTS OR SHORTS COMBINATION (Eligible for State Fair Fashion Show) (pants or shorts with shirt, vest or jacket)

C 223 007 ROMPER OR JUMPSUIT (Eligible for State Fair Fashion Show)

C 223 008 SPECIALTY WEAR (Eligible for State Fair Fashion Show) (includes: swim wear, costumes, hunting gear, or chaps)

C 223 009 LINED OR UNLINED JACKET (Eligible for State Fair Fashion Show)

C 223 010 COAT, BLAZER, SUIT JACKET OR OUTERWEAR (Eligible for State Fair Fashion Show) A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed on the identification label to be considered for the Make It With Wool Award.

C 223 011 ALTER/DESIGN 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 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 that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

PREMIUMS: PURPLE \$2.50; BLUE \$2.20; RED \$1.75; WHITE 1.40

KNITTING & CROCHETING

The purpose of this category is to establish basic to advanced crochet and knitting skills. In addition, projects in this category require 4-H'ers to select adequate yarn and make design decisions. For more resources and materials in this category refer to the resource section at the bottom of the page.

Resources:

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Crochet - Learn basic to advanced crochet stitches; Select yarn/thread for crocheting; Learn about blocking and changing colors; Design a new stitch or pattern; Work with other media such as leather, wood and beads.

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/44

Knitting - Learn about types of yarn and yarn weights; Develop basic to advanced knitting skills; Combine knitting with garment making; Knit with double-pointed needles. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/45

****Rules for Entry Tags, Identification Labels, Exhibit Preparation, and General are the same as Clothing Rules.**

KNITTING

Information Sheet must be included for all classes in for Knitting.
Judged on Pre-Fair Judging Day.

Rules:

1. Criteria for judging knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings, and Constructions Finishes.
2. Each knitted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:
 - a. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?)
 - b. What steps did you take as you worked toward your goal(s)?
 - c. What were the most important things you learned as you worked toward your goal(s)?
 - d. Gauge-Number of rows per inch; number of stitches per inch.
 - e. Size of needles, finger knitted, arm knitted, loom or machine knitted
 - f. Kind of yarn – weight and fiber content.
 - g. Names of stitches used.
 - h. Copy of directions.

***C 225 901 LEVEL 1 KNITTED** Display the new skill of casting on your needles and add 10-20 knit stitches. Project cannot be repeated every year. *Not eligible for State Fair. Participation Ribbon.

C 225 001 LEVEL 2 KNITTED CLOTHING (Garment eligible for State Fair Fashion Show) – Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches to form patterns, including Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo).

C 225 002 LEVEL 2 KNITTED HOME ENVIRONMENT ITEM Knitted Item using basic stitches to form patterns, including Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo).

C 225 003 ARM OR FINGER KNITTED ITEM (Clothing or Home Environment Item)

C 225 004 LOOM KNITTED ITEM (Clothing or Home Environment Item)

C 225 005 LEVEL 3 KNITTED CLOTHING (Garment eligible for State Fair Fashion Show) - Knitted item or garment made from advanced knitting stitches such as pass slip stitch over,

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double-pointed needle knitting, cable, Turkish, tamerna, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle, made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

C 225 006 LEVEL 3 KNITTED HOME ENVIRONMENT Item Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

C 225 007 LEVEL 3 MACHINE KNITTING

CROCHET

Information Sheet must be included for all classes in For Crochet.
Judged on Pre-Fair Judging Day.

Rules:

1. Criteria for judging crochet: Design and Color, Neatness, Crochet Mechanics, Trimmings, and Construction Finishes.
2. Each crocheted exhibit must include the following information with the entry tag or exhibit will be lowered one ribbon placing:
 - a. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?)
 - b. What steps did you take as you worked toward your goal(s)?
 - c. What were the most important things you learned as you worked toward you goal(s)?
 - d. Gauge and size of hook or type of crocheting tool.
 - e. Kind of yarn - weight and fiber content or other material used.
 - f. Names of stiches used.
 - g. Copy of directions.

***C 226 901 LEVEL 1 CROCHETED CHAIN STITCH** Display this new skill, beginning with a slip knot and 10-20 chain stitches. Project cannot be repeated every year. *Not eligible for State Fair. Participation Ribbon.

C 226 001 LEVEL 2 CROCHETED CLOTHING (Garment eligible for State Fair Fashion Show) - Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns

C 226 002 LEVEL 2 CROCHETED HOME ENVIRONMENT ITEM - Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns

C 226 003 LEVEL 3 CROCHETED CLOTHING (Garment eligible for State Fair Fashion Show) - Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

C 226 004 LEVEL 3 CROCHETED HOME ENVIRONMENT ITEM - Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

PREMIUMS: PURPLE \$2.50; BLUE \$2.20; RED \$1.75; WHITE 1.40

FASHION REVUE

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment contestants are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping In Style contestants are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

Resources:

Crochet - Learn basic to advanced crochet stitches; Select yarn/thread for crocheting; Learn about blocking and changing colors; Design a new stitch or pattern; Work with other media such as leather, wood and beads. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/44

Knitting - Learn about types of yarn and yarn weights; Develop basic to advanced knitting skills; Combine knitting with garment making; Knit with double-pointed needles. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/45

STEAM Clothing 1: Fundamentals - Understand the basic of sewing; Understand textiles through science experiments; Learn about how textiles are engineered into garments. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/37

STEAM Clothing 2: Simply Sewing - Build upon the sewing basics learned in STEAM 1; Focus on advanced engineering techniques; Learn about finishing touches and style to garments; Learn the basics on how to build a business. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/38

STEAM Clothing 3: A Stitch Further - Learn new technological options available in sewing; Discover the science behind textiles and fabrics; Learn about complex patterns and difficult fabrics; Market garments as a business. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/39

STEAM Clothing: Beyond the Needle - Learn design basics; Create embellishments and treatments; Learn about the art of clothing construction. URL: https://4hcurriculum.unl.edu/index.php/main/program_project/36

Rules:

1. Any 4-H member who is enrolled in a Clothing, Knitting, Crochet, Shopping In Style, Shopping Challenge, and \$15 Challenge project during the current year may enter the Fashion Revue.
2. Garments should be age appropriate.
3. **Nightshirts, flannel lounging pants, or any other types of loungewear can **NOT** be modeled.
4. Each entry is to have a written narration provided with project booklet.
5. 4-H members may model up to two entries from different classes for judging. Members may model only one entry for public fashion revue. Members must model one entry in public fashion revue to qualify to receive premium(s) for fashion revue entry(ies). Those who have enrolled in or completed middle or advanced projects are not eligible to exhibit in STEAM 1.

NOTE: CLASSES ASTERISK (*) ARE NOT ELIGIBLE FOR STATE FAIR.

BEYOND THE NEEDLE

C 410 10 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 ideas of the 4-H'er using the elements and principles of design of make an original

statement.

C 410 15 GARMENT CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC

Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

C 410 20 TEXTILE ARTS GARMENT Garment is constructed using new unconventional materials. Examples: Rubber Bands, plastic, duct tape.

C 410 025 WEARABLE TECHNOLOGY GARMENT Garment has integrated technology into its design.

STEAM Clothing 1 (BEGINNING UNIT)

Participants enrolled in Sewing for Fun may participate in Fashion Revue. They will receive a dollar and a participation ribbon in the following classes:

***C 410 901 BAGS** (tote, everything, quick tote, sleeping, duffle, or gym), Pillows (Participation Ribbon)

***C 410 902 SIMPLE PULL-ON PANTS/SHORTS, OR SKIRT OR WRAP SKIRT, SIMPLE PULLOVER TOP/SHIRT OR VEST, OR OTHER GARMENT** of similar skills.

STEAM 2 (Middle Unit)

4-H members who have enrolled in or completed STEAM Clothing 3 are not eligible to enter STEAM Clothing 2.

C 410 30 MODELED CONSTRUCTED STEAM 2 GARMENT(S)

Possible types of garments include:

- Dress; OR
- Romper or Jumpsuit; OR
- Two-Piece Outfit Combination (skirt with top, vest, or lined/unlined jacket) jumper and shirt); pants or shorts outfit (pants or shorts with top, vest, or lined/ unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or unlined jacket.

STEAM 3 (Advance Unit)

C 410 40 MODELED CONSTRUCTED STREAM 3 GARMENTS

Possible types of garments include:

- Dress or formal; OR
- Skirted Outfit Combination (skirt with shirt, vest , or lined/unlined jacket OR jumper and shirt);
- Pants or Shorts Outfit (pants or shorts with shirt, vest, or lined/unlined jacket); OR
- Romper or Jumpsuit: OR
- Specialty Wear (swim wear, costumers, western wear-chaps, chinks, hunting gear or riding attire); OR
- Non-Tailored lined or unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased; OR
- Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with blazer, jacket or outerwear may either be constructed or purchased.

KNITTING & CROCHETING

C 410 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 pass slip stitch over, double-pointed needle knitting, cable, Turkish, 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. The garment can be a sweater, cardigan, dress, coat, a top and bottom, or a two-piece ensemble.

SHOPPING IN STYLE

C 410 60 MODELED SHOPPING IN STYLE PURCHASED OUTFIT AND WRITTEN REPORT

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. All pieces of the garment must be purchased.

PREMIUMS: PURPLE \$2.50; BLUE \$2.20; RED \$1.75; WHITE 1.40

A Champion and a Reserve Champion will be selected from Junior Division Fashion Revue exhibitors (Steam 1 & 2). These winners will receive rosette ribbons.

A Champion and a Reserve Champion will be selected from Senior Fashion Revue Exhibitors (Steam 3). These winners will receive rosette ribbons.

The County Grand Champion will be the Dixon County State Fashion Revue representative if this person is age 11 during the current year. If not, the State Fair representative will be selected from the division champions of those age 11 during this current year.

A champion will be selected from Shopping in Style and Decorate Your Duds. These winners will receive a rosette ribbon.

-SHOPPING CHALLENGE- FASHION SHOW \$15 CHALLENGE-

Information:

- County Only Contest
- Open to any 4-H member.
- Limit one entry.
- Purchase an outfit. Outfits must be selected and purchased from garage sale, thrift store, consignment store or resale shop (such as Goodwill, Salvation Army, store bargain at the mall, etc.)
- Cost of outfit must be \$15 or less, not including shoes, accessories or undergarments.
- Consider why outfit is needed and how it fills a void in your wardrobe.
- Take into account the fit, quality and care of the garment(s).
- Model the outfit on clothing judging day and at the public Fashion Show.

Fair Entries: \$15 challenge outfits will be displayed at the fair.

***C 400 926 MODEL \$15 CHALLENGE OUTFIT (Under 12 years of age)**

***C 400 927 MODEL \$15 CHALLENGE OUTFIT (12 and up)**

PREMIUMS: PURPLE \$2.50; BLUE \$2.20; RED \$1.75; WHITE 1.40