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## FASHION REVUE

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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](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](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](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](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](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](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 410 010 MODELED - 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 410 015 MODELED - 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 410 020 MODELED - TEXTILE ARTS GARMENT** Garment is constructed using new unconventional materials. Examples: Rubber Bands, plastic, duct tape.

**C 410 025 MODELED - 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 410 030 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.
- Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

**STEAM 3 (Advance Unit)**

**C 410 040 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 (swimwear, 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.
- Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

**KNITTING & CROCHETING**

**C 410 050 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 410 060 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 9 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

***Awards and State Fair selections:***

- 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.

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**-SHOPPING CHALLENGE- FASHION SHOW \$15 CHALLENGE-**

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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