

DIXON COUNTY CLOTHING PRE – FAIR ENTRY SHEET Due June 15, 2024, 4:30 PM

Check each exhibit you will be pre-entering for judging on Saturday, June 29 and complete a Fashion Revue Narration for exhibit in the Fashion Revue.

NAME _____ 4-H AGE (age as of Jan 1) _____



ADDRESS _____ CLUB _____

Be sure you place your entry in the correct class. Check the Class number for both construction and what you are modeling. Please note that if there is just one line to check under the Fashion Revue Column this means that there is only one entry number for that area and you can model anything that is in that area that is listed in the fair book.

EXHIBIT NUMBERS

GENERAL CLOTHING

- ___ C 220 001 Clothing Portfolio
- ___ C 220 002 Textile Science Scrapbook
- ___ C 220 003 Sewing for Profit

BEYOND THE NEEDLE

- ___ *C 221 001 Design Portfolio
- ___ *C 221 002 Color Wheel
- ___ *C 221 003 Embellished Garment with original design
- ___ *C 221 004 Original Designed Fabric Yardage
- ___ *C 221 005 Garment constructed from original designed fabric
- ___ *C 221 006 Textile Arts Garment or Accessory
- ___ *C 221 007 Fashion Accessory
- ___ *C 221 008 Advanced Fashion Accessory
- ___ *C 221 009 Wearable Technology Garment
- ___ *C 221 010 Wearable Technology Accessory

STEAM CLOTHING 1 (Beginning Unit)

- ___ *C 900 901 Pincushion
- ___ *C 900 902 Pillowcase
- ___ *C 900 903 Simple Pillow – No larger than 18"x18"
- ___ *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
- ___ *C 900 908 Other Garment, using skills learned in project manual. Apron, vest, etc.
- ___ *C 900 909 Sewing Kit
- ___ *C 900 910 Fabric Textile Scrapbook
- ___ *C 900 911 Clothing Service Project

STEAM CLOTHING 2 (Middle Unit)

- ___ C 222 001 Design Basics, Understanding Design Principles
 - ___ C 222 002 Pressing Matters
 - ___ *C 222 003 Upcycle Garment
 - ___ *C 222 004 Upcycled Clothing Accessory
 - ___ *C 222 005 Textile Clothing Accessory
 - ___ *C 222 006 Top (vest accessible)
 - ___ *C 222 007 Bottom (pants or shorts)
 - ___ *C 222 008 Skirt
 - ___ *C 222 009 Lined or Unlined Jacket
 - ___ C 222 010 Dress, not formal wear
- (STEAM 2 continued back side of page)

FASHION REVUE NUMBERS

MODELED BEYOND THE NEEDLE

- ___ C 410 010 Embellished Garment(s) with an Original Design
- ___ C 410 015 Garment Constructed from Original Designed Fabric
- ___ C 410 020 Textile Arts Garment
- ___ C 410 025 Wearable Technology Garment

MODELED STEAM CLOTHING 1 (Beginning Unit)

Participants enrolled in the **SEWING FOR FUN** may participate in Fashion Revue. They will receive \$1.00 and a *Participation Ribbon* in the following two classes.

- ___ *C 410 901 Bags (tote, quick tote, duffle bag, gym bag), Pillow
- ___ *C 410 902 Simple Pull-On Pants/Shorts, or Skirt, or Wrap Skirt, Simple Pull-Over Top/Shirt or Vest, or Other garment of similar skills.

MODELED STEAM CLOTHING 2 (Middle Unit)

- ___ C 410 030 Modeled Construction Steam 2 Garment(s) – Dress, or Romper/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.
- *Nightshirts, flannel lounging pants, or any other types of loungewear can NOT be modeled.

STEAM CLOTHING 2 (Middle Unit) - Continued

- ___ C 222 011 Romper or Jumpsuit
- ___ C 222 012 Two-Piece Outfit
- ___ C 222 013 Alter Your Pattern, see fair book
- ___ C 222 014 Garment Constructed from Sustainable or Unconventional

STEAM CLOTHING 3 (Advanced Unit)

- ___ *C 223 001 Upcycled Garment
- ___ *C 223 002 Upcycled Clothing Accessory
- ___ *C 223 003 Textile Clothing Accessory
- ___ C 223 004 Dress or Formal
- ___ C 223 005 Skirted Combination
- ___ C 223 006 Pants or Shorts Combination
- ___ C 223 007 Romper or Jumpsuit
- ___ C 223 008 Specialty Wear
- ___ C 223 009 Lined or Unlined Jacket
- ___ C 223 010 Coat, Blazer, Suit Jacket or Outerwear
- ___ C 223 011 Alter/Design Your Pattern
- ___ C 223 012 Garment Constructed from Sustainable or Unconventional

KNITTING

- ___ *C 225 901 Level 1 New Skill: Casting On
- ___ C 225 001 Level 2 Knitted Clothing
- ___ C 225 002 Level 2 Knitted Home Environment Item
- ___ C 225 003 Level 2 Arm or Finger Knitted Item
- ___ C 225 004 Level 2 Loom Knitted Item
- ___ C 225 005 Level 3 Knitted Clothing
- ___ C 225 006 Level 3 Knitted Home Environment Item
- ___ C 225 007 Level 3 Machine Knitting

CROCHET

- ___ *C 226 901 Level 1 New Skill: Chain Stitch
- ___ C 226 001 Level 2 Crocheted Clothing
- ___ C 226 002 Level 2 Crocheted Home Environment Item
- ___ C 226 003 Level 3 Crocheted Clothing
- ___ C 226 004 Level 3 Crocheted Home Environment Item

SHOPPING IN STYLE

- ___ C 240 001 Best Buy for Your Buck (Ages 10-13)
- ___ C 240 002 Best Buy for Your Buck (Ages 14-18)
- ___ C 240 003 Revive Your Wardrobe
- ___ C 240 004 Show Me Your Colors
- ___ C 240 005 Clothing First Aid Kit
- ___ C 240 006 Mix, Match & Multiply

MODELED STEAM CLOTHING 3 (Advanced Unit)

- ___ C 410 040 Modeled Construction Steam 3 Garment(s) – Possible types of garments include: Dress or formal; Skirted Outfit (skirt with shirt, vest, or jacket OR jumper and shirt); Pants or Shorts Outfit (pants or shorts with shirt, vest, or jacket); Romper or Jumpsuit: Specialty Wear (swimwear, costumers, western wear-chaps, chinks, or riding attire); OR Jacket(non-tailored).
-Tailored Blazer, Suit Jacket, or Coat. Additional pieces with blazer, jacket, or coat may either be constructed or purchased.
-A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts. Nightwear or loungewear cannot be modeled.

MODELED KNITTING AND CROCHET (Levels 2 or 3)

- ___ *C 410 904 Knitted Garment
- ___ *C 410 905 Crocheted Garment
- ___ 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.
Garment needs to be a complete outfit as in a dress, coat, or two-piece ensemble (bottom and top).

MODELED SHOPPING IN STYLE

- ___ C 410 060 Modeled Shopping in Style Purchased Outfit with 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 All pieces of the garment must be purchased.

MODELED - \$15 SHOPPING CHALLENGE

- ___ *C 400 926 Model \$15 Challenge Outfit (Under 12 years of age)
- ___ *C 400 927 Model \$15 Challenge Outfit (12 and up)