Consumer and Family Science - Department C
Clothing & Shopping In Style

Excellence in Clothing Construction Award

During the Sarpy County Fair, one 4-H member exhibiting an exceptional item in clothing construction is selected to receive the Excellence in Clothing Construction Award. Judges from Clothing Construction and the 4-H Fashion Show contribute in the decision making process. Constructed garments in Clothing Levels 1, 2, & 3, Beyond the Needle and garments created in Knitting and Crochet are eligible for consideration. The recipient of this award will receive a unique rosette ribbon which will be presented at the conclusion of the Sarpy County Fair 4-H Fashion Show.

General Rules:

A.   All projects must be made by the 4-H member.

B.   Garments or articles may be made for self (4-H member) or another person.

C.   4-H member should master skills in each level (division) of sewing before progressing to the next level. 4-H members 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 Clothing 2, you are not eligible to exhibit in Clothing 1.

D.   There is no limit on the number of exhibits that a 4-H'er can enter in a single class. There is a limit on the amount of premium money per class. If four entries for the same class would be entered by a 4-H'er, all four would be judged, have a comment sheet and ribbon, but premium money would only be awarded for the highest ribbon. **ONE ENTRY PER CLASS, UP TO THREE CLASSES PER DIVISION, WILL RECEIVE PREMIUM MONEY.**

G.   Clover Kids are encouraged to enter an age appropriate project such as Beginning Sewing or Beyond the Needle. **All Clover Kids entries should be entered as Department C, Division 900, Class 999 and be exhibited in the Clover Kids section of the exhibit hall.** They will receive a Clover Kid ribbon and no premium.

H.   Each item entered as a clothing, accessory, knitted, or crocheted exhibit must have an identification label stating:
- Exhibitor's name and age
- Douglas-Sarpy County
- Division, class and entry description. Example: Div. 212 ,Class 902, blue skirt
- The number of years enrolled in division
- **The identification label should be attached to the back neckline or back waistband of the garment.** Labels should be basted or safety pinned and attached to every component of the outfit.
- Not responsible for unlabeled items.

I.   Preparation of Exhibits

Please bring all wearable exhibits on wire hangers or hangers with a swivel hook. All small item 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. <u>Each piece should be entered on its own hanger.</u> **If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.**

J.   Optional - If you have used a unique method or technique in creating your exhibit (changed the pattern in some way, drew your own design, designed your own fabric, etc.) indicate that on an index card placed with the entry tag.

K.   Criteria For Judging

Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book.

L.   4-H'ers will have the opportunity to interview judge on Entry Day Tuesday, July 28, 2020 from 12:00 p.m. - 7:00 p.m. No appointment times will be made. Youth are encouraged to interview judge, although it is optional.

M.   **All clothing exhibitors are strongly encouraged to enter the 4-H Fashion Show**. Entry deadline for the Fashion Show is July 9, 2020. The Fashion Show Entry Form is required for participation and is available online www.douglas-sarpy.unl.edu from the 4-H Sarpy County Fairbook or at either Douglas-Sarpy Extension office.

N.   If a 4-H member who is chosen to represent Douglas-Sarpy at the Nebraska State Fair in both clothing construction and the 4-H Fashion Show for the SAME GARMENT, the member must choose which of the two areas to participate in. Clothing that is on exhibit at the state fair CANNOT be removed for the state fair fashion show.

O.   Exhibit must receive a purple ribbon at the county fair to be considered to advance to the state fair.

Consumer and Family Science - Department C
Division 211 Sewing for Fun (Beginners)
4-H Manual – Sewing for Fun

A   4-H members who have enrolled in or completed Clothing Level 1, Clothing Level 2, or Clothing 3 are **not** eligible to enter in this division.

B.   **No patterns**. For examples of appropriate no pattern garments, please contact the Extension office.

C.   Choose firm, medium weight woven fabrics.

D.   No knit fabrics

E.   Small items should be entered in zip lock bags.

* The following classes are not eligible for State Fair consideration*

CLASS 901*   SQUARE PINCUSHION

CLASS 902*   TOTE BAG

CLASS 903*   PILLOW No larger than 18" x 18".

CLASS 904*   PILLOWCASE

CLASS 905*   SIMPLE SUNDRESS (NO PATTERN)

CLASS 906*   SIMPLE APRON (NO PATTERN)

CLASS 907*   SIMPLE PONCHO (NO PATTERN)

CLASS 908*   OTHER SIMPLE ARTICLE OR GARMENT

Only wearable clothing items are eligible to participate in the 4-H Fashion Show.

Consumer and Family Science - Department C
Division 212 - Clothing Level 1
4-H Manual -Clothing 1 - FUNdamentals

A.   Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual.

B.   4 H'ers who have exhibited in Clothing Level 2, or Clothing 3 are **not** eligible to enter in this division.

C.   This entry is a SINGLE GARMENT. For outfits, each item should be entered in a separate project class.

D.   Choose firm, medium weight woven fabrics. NO PLAIDS, STRIPES, NAPPED or JERSEY KNIT.   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.

E.   Patterns should be simple without darts, collars, waistbands, buttonholes, zippers or set-in sleeves. Raglan and kimono sleeves are acceptable.

* The following classes are not eligible for State Fair consideration*

CLASS 901   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 1/2 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.

CLASS 902   SEWING KIT
Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

CLASS 903   FABRIC TEXTILE SCRAPEBOOK
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.

CLASS 904   WHAT'S THE DIFFERENCE
4-H members enrolled in STEAM Clothing 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.

CLASS 905   CLOTHING SERVICE PROJECT
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. Can include pillows or pillow cases but are not limited to those.

CLASS 906   OTHER ACTIVITY FROM CLOTHING 1 PROJECT MANUAL
Exhibit may be a poster or foam core board (not to exceed 22" x 30"), a notebook or a small display.

CLASS 907   SIMPLE TOP
Pull over top, shirt or vest. No sleeves, collar or zipper

CLASS 908   SIMPLE BOTTOM
Pants, shorts, skirt or divided skirt with elastic or drawstring waist

CLASS 909   SIMPLE DRESS OR JUMPER
No sleeves, collar or zipper

CLASS 910   OTHER SIMPLE GARMET

CLASS 911   TEXTILE CLOTHING ACCESSORY (Level 1) - Scoresheet SF23 –
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.)
- for those types of entries see Division 221 – BEYOND THE NEEDLE, CLASS 7 - <u>BEGINNING</u> FASHION ACCESSORY

CLASS 912   **UPCYCLED SIMPLE GARMENT** (Level 1) Scoresheet SF21
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 disqualified.

CLASS 913   **UPCYCLED SIMPLE ACCESSORY** (Level 1) Scoresheet SF22
A wearable accessory made from a previously 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 disqualified.

Consumer and Family Science – Department C
Division222 - Clothing Level 2
4-H Manual - Clothing 2 - Simply Sewing

A.   Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list).

B.   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.

CLASS 1   **DESIGN BASICS, UNDERSTANDING DESIGN PRINCIPLES** - Scoresheet SF20
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".

CLASS 2   **PRESSING MATTERS** - Scoresheet SF20
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.

CLASS 3   **UPCYCLED GARMENT** (Level 2) - Scoresheet SF21
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.

CLASS 4   **UPCYCLED CLOTHING ACCESSORY** (Level 2) Scoresheet SF22
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.

CLASS 5   **TEXTILE CLOTHING ACCESSORY** (Level 2) - Scoresheet SF23
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.)

- for those types of entries see Division 221 – BEYOND THE NEEDLE, CLASS 8 - <u>ADVANCED</u> FASHION ACCESSORY

CLASS 6   **TOP** - Scoresheet SF28 –
Vests are also acceptable

- not eligible for 4-H Fashion Show, see Class 12 for another option

CLASS 7   **BOTTOM** - Scoresheet SF28 –
Pants or shorts

- not eligible for 4-H Fashion Show, see Class 12 for another option

CLASS 8   **SKIRT** - Scoresheet SF28

- not eligible for 4-H Fashion Show, see Class 12 for another option

CLASS 9   **LINED OR UNLINED JACKET** Scoresheet SF28

- not eligible for 4-H Fashion Show, see Class 12 for another option

CLASS 10   **DRESS** - Scoresheet SF28
<u>Not</u> formal wear.

- eligible for 4-H Fashion Show
- For formal wear project see Division 223 – Clothing Level 3 CLASS 4 - DRESS OR FORMAL

CLASS 11   **ROMPER OR JUMPSUIT** - Scoresheet SF28

- eligible for 4-H Fashion Show

CLASS 12   **TWO-PIECE OUTFIT** - Scoresheet SF28

- eligible for 4-H Fashion Show

CLASS 13   **ALTER YOUR PATTERN** - Scoresheet SF31
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 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining)

- Eligible for 4-H Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit

CLASS 14   **GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL [NATURAL OR SYNTHETIC] FIBERS** scoresheet SF31
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.

- Eligible for the 4-H Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit

Consumer and Family Science - Department C
Division 223 – Clothing Level 3
4-H Manual - Clothing 3 – A Stich Further

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

CLASS 1   **UPCYCLED GARMENT** (level 3) - Scoresheet SF21 –
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.

CLASS 2   **UPCYCLED CLOTHING ACCESSORY** (level 3) Scoresheet SF22
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.

CLASS 3   **TEXTILE CLOTHING ACCESSORY** (level 3) Scoresheet SF23
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.)
- for those types of entries see Division 221 – BEYOND THE NEEDLE, CLASS 8 - <u>ADVANCED</u> FASHION ACCESSORY

CLASS 4   **DRESS OR FORMAL** Scoresheet SF28
- eligible for 4-H Fashion Show

CLASS 5   **SKIRTED COMBINATION** Scoresheet SF28
Skirt with shirt, vest or jacket OR jumper and shirt.
- eligible for 4-H Fashion Show

CLASS 6   **PANTS OR SHORTS COMBINATION** Scoresheet SF28
Pants or shorts with shirt, vest or jacket
- eligible for 4-H Fashion Show

CLASS 7   **ROMPER OR JUMPSUIT** Scoresheet SF28
- eligible for 4-H Fashion Show

CLASS 8   **SPECIALTY WEAR** Scoresheet SF28
Includes: swim wear, costumes, hunting gear, or chaps
- eligible for 4-H Fashion Show

CLASS 9   **LINDED OR UNLINDED JACKET** Scoresheet SF28
- eligible for 4-H Fashion Show

CLASS 10   **COAT, BLAZER, SUIT JACKET OR OUTERWEAR Scoresheet** SF29
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.
- eligible for 4-H Fashion Show

CLASS 11   **ALTER/DESIGN YOUR PATTERN** - Scoresheet SF31
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.
- Eligible for 4-H Fair Fashion Show

CLASS 12   **GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL [NATURAL OR SYNTHETIC] FIBERS** scoresheet SF32
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.
- Eligible for 4-H Fair Fashion Show

Consumer and Family Science - Department C
Division 220 – General Clothing

4-H members in skill levels 2 and 3 may exhibit in this area. Level 1 has similar projects in Division 212.

CLASS 1   **CLOTHING PORTFOLIO** - Scoresheet SF20
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.

CLASS 2   **TEXTILE SCIENCE SCRAPBOOK** - Scoresheet SF20
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.

CLASS 3   **SEWING FOR PROFIT** - Scoresheet SF63-
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".

Consumer and Family Science - Department C
Division 221 – BEYOND THE NEEDLE
4-H Manual - Clothing – Beyond the Needle
Beginning to Advanced

A.   4-H members must show their own creativity
B.   If the design is applied to a purchased article or garment, only the design will be evaluated.
C.   The exhibit must be completed by the individual 4-H'er, cannot be a group project.

CLASS 1   **DESIGN PORTFOLIO**   Scoresheet SF20
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.

CLASS 2   **COLOR WHEEL**   Scoresheet SF20
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".

CLASS 3   **EMBELLISHED GARMENT WITH ORIGINAL DESIGN** Scoresheet SF26
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. The garment can be constructed or purchased.
   •   Garment is eligible for the 4-H Fashion Show

CLASS 4   **ORIGINAL DESIGNED FABRIC YARDAGE**   Scoresheet SF 27
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.

CLASS 5   **ITEM (garment or non-clothing item) CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC -** Scoresheet SF26
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.

- Only garments from this project are eligible for the 4-H Fashion Show,

CLASS 6   **TEXTILE ARTS GARMENT OR ACCESSORY**   Scoresheet SF25

A garment or accessory constructed <u>using new unconventional materials.</u> 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.

- Garment is eligible for the 4-H Fashion Show

CLASS 7   <u>**BEGINNING**</u> **FASHION ACCESSORY** Scoresheet SF23

An accessory designed and/or constructed using elements and principles of design and basic skills; can be textile or non-textile based**. Examples**: shoes, <u>strung bracelet/necklace</u>, wire wrapping, scarves, flip flops, design on tennis shoes, 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.

CLASS 8   <u>**ADVANCED**</u> **FASHION ACCESSORY** - Scoresheet SF23 –

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.

CLASS 9   **WEARABLE TECHNOLOGY GARMENT** (scoresheet SF33)

Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.)

- Garment is eligible for the 4-H Fashion Show

CLASS 10   **WEARABLE TECHNOLOGY ACCESSORY** scoresheet SF33)

An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, etc.)

The following classes are not eligible for State Fair consideration

CLASS 901*   **EMBELLISHED** <u>**GARMENT**</u> **(Not an original design)**

Embellishments such as ribbon, lace, hand embroidery, applique, braid, buttons, or fabric pieces are applied to a purchased or constructed garment. Garment is eligible for the 4-H Fashion Show.

- Patterns or predetermined designs <u>**can**</u> be used.
- Commercial iron on appliques **will not** be accepted.
- Garment is eligible for the 4-H Fashion Show.

CLASS 902*   **EMBELLISHED** <u>**ACCESSORY**</u> **(Not an original design)**

Accessory is constructed and/or decorated **NOT** on a textile fiber base. Examples of base include metal, plastic, paper or rubber. Examples of projects include headbands, barrettes, etc.

- Patterns or predetermined designs <u>**can**</u> be used.
- Commercial iron on appliques **will not** be accepted.

Consumer and Family Science - Department C
Division 240 – Shopping in Style
4-H Manual - Shopping in Style

Consumer management helps participants learn more about how to make smart fiscal decisions and how to improve financial literacy. The different exhibits provide a variety of learning experiences for 4-H'ers. Participants in this category will emphasize setting smart goals and keeping a spending plan.

Shopping In Style
Identify your body shape and select clothing to enhance it; Learn how clothing prices are determined and how to comparisons shop; Analyze advertising; Experiment with removing stains. Resource: https://4hcurriculum.unl.edu/index.php/main/program_project/41

General Rules:
A. All Shopping in Style items will be displayed in the clothing area.
B. Exhibits in Shopping in style will be limited to member **age 10 and older.**
C. Exhibit must receive a purple ribbon at the county fair to be chosen to advance to the State Fair.
D. For classes 3, 4, 5 and 6
- If exhibit is a poster it should be on 14" x 22" poster board. If a three-ring binder is used it should be 8 ½"x 11"x 1". Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.

CLASS 1   BEST BUY FOR YOUR BUCK - Ages 10-13 - before January 1 of the current year
Scoresheet SF 84
- Provide details of the best buy you made for your buck this year.
- Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc.
- Put the story in a binder, no posters.
- Please **do not** include the Shopping In Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class.
  - Provide details about wardrobe inventory which
    1. Indicates why you selected the garment you did
    2. Clothing budget
    3. Cost of garment
    4. Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck".

        5. Provide 3 color photos of you wearing the garment (front, side, back views)

The purchased garment from this exhibit can also be entered in the 4-H Fashion Show. See Fashion Show Entry Form for the Shopping In Style Fashion Show written report.

CLASS 2 **BEST BUY FOR YOUR BUCK** - **Ages 14-18 -** before January 1 of the current year Scoresheet SF 84

- Provide details of the best buy you made for your buck this year
- Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc.
- Put the story in a binder or video, no posters please (see general information above).
- Please **do not** include the Shopping In Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class.
- **Provide details listed for those ages 10-13 <u>PLUS include the following additions.</u>**
    1. Include body shape discussion
    2. Construction quality details
    3. Design features that affected your selection
    4. Cost per wearing, and care of garment
    5. Conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck".
    6. Provide 3 color photos of you wearing the garment (front, side, back views).

The purchased garment from this exhibit can also be entered in the 4-H Fashion Show. See Fashion Show Entry Form for the Shopping In Style Fashion Show written report.

CLASS 3 **REVIVE YOUR WARDROBE** <u>Scoresheet SF 88</u>
Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with a new garment or garments to make them wearable once again. Create a photo story which includes before and after photos and a description of what was done. Put in a binder, poster, or video (see general information).

CLASS 4 **SHOW ME YOUR COLORS** <u>Scoresheet SF 89</u>
Select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster (see general information).

CLASS 5 **CLOTHING FIRST AID KIT** Scoresheet SF 64
Refer to page 73 of the manual and complete a clothing first aid kit. Include a list of items in the kit and brief discussion of why each was included. Put in appropriately sized box or tote with a lid. No larger than a shoe box.

CLASS 6 **MIX, MATCH AND MULTIPLY** Scoresheet SF 90
Using this concept from page 32 of the manual take at least 5 pieces of clothing and create new outfits. Use your imagination to show various looks (i.e. on a clothes line, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a binder, poster, or video (see general information).