

DEPARTMENT C - CLOTHING

ALL clothing projects will be judged at the UNITED METHODIST CHURCH, CURTIS on July 16.

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 number of years enrolled in 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. You may pick up your **LABELS** at the Extension Office or make your own. Garments as listed may be made for self (4-H member) or another person. Once you have exhibited in a higher level, you are **NOT** eligible to exhibit in a lower level. Example: Once you exhibit in STEAM Clothing 3, you are **NOT** eligible to exhibit in STEAM Clothing 2.

SEWING FOR FUN - DIVISION 901 (Novice Unit)

The recommended age is 8-10 years old. 4-H'ers who have enrolled in or completed middle or advanced projects are **NOT** eligible. "Sewing for Fun" is a beginning sewing project for young 4-H'ers who want to learn how to sew. In the project, 4-H'ers have learned to use a sewing machine, sewing tools, measure, sew with fabric and press. Project exhibits **MUST** be made from instructions and patterns from "Sewing for Fun" packet.

Class

- 901. **Needle Book and Pincushion**
- 902. **Bags (tote, everything,)**
- 903. **Pillows (straight, square, diagonal, rail fence)**
- 904. **Pillowcase**
- 905. **Other Bag**
- 906. **Other Pillow**

STEAM CLOTHING 1 - FUNDAMENTALS - DIVISION 902 (Beginning Unit)

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. 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. 4-H'ers who have enrolled in or completed STEAM Clothing 2 – Simply Sewing or STEAM Clothing 3 – A Stitch Further are **NOT** eligible. Entry is just a single garment - either a simple top **OR** bottom.

Class

- 901. **Simple Top**
- 902. **Simple Bottom** – pants, shorts or skirt
- 903. **Simple Dress**
- 904. **Extra Top**
- 905. **Extra Bottom**
- 906. **Other garment/accessory** – Using skills learned in project manual. (apron, vest, bag, etc.)

GENERAL CLOTHING – DIVISION 220

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

Class

- *1. **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 8½"x11" 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.
- *2. **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 8½"x11" 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.
- *3. **Sewing For Profit** – Using page 161-167 in 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"x30".

BEYOND THE NEEDLE - DIVISION 221

4-H'ers in all levels may exhibit in this area. Beginning Level is a county only exhibit. Intermediate and Advanced Levels are eligible for State Fair. See project manual for levels.

4-H'ers **MUST** show their own original creativity. Exhibit may be made for self (4-H member) or another person.

Class

- *1. **Design Portfolio** - A portfolio consisting of at least three different design samples or activities. Refer to the project manual for activity ideas. The portfolio should be placed in an 8½”x11”, 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.
- *2. **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”x30”.
- *3. **Embellished Garment with Original Design** - Create a garment using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.
- *4. **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.
- *5. **Item (garment or non-clothing item) Constructed From Original Designed Fabric** - 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.
- *6. **Textile Arts Garment or Accessory** - A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process **MUST** accompany the exhibit. If additional information is **NOT** included, exhibit will be lowered one ribbon placing.
- *7. **Beginning Fashion Accessory** - An accessory designed and/or constructed using elements and principles of design and basic skills; can be textile or non-textile based. Examples: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A description of the design process **MUST** accompany the exhibit. If additional information is **NOT** included, exhibit will be lowered one ribbon placing.
- *8. **Advanced Fashion Accessory** - An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Examples: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, etc. A description of the design process **MUST** accompany the exhibit. If additional information is **NOT** included, exhibit will be lowered one ribbon placing.
- *9. **Wearable Technology Garment** - Technology is integrated into the garment in some way. Examples: LEDs, charging capabilities, sensors, etc.
- *10. **Wearable Technology Accessory** – An accessory constructed integrating technology into the accessory. Examples: Charging Backpack, Fitness Tracker, etc.
901. **Embellished Garment** - Any surface embellishment that is applied to a purchased or constructed garment such as ribbon, lace, embroidery, appliqué, braid, buttons, fabric pieces. May use patterns or ideas from magazines. Commercial iron-on appliqué or any prepackaged item where the materials are predetermined by the manufacturer will **NOT** be accepted. This will include tie dye shirts.
902. **Extra Garment** – A garment to complement 1st garment or be extra item.
903. **Extra Accessory**
904. **Other Garment**

STEAM CLOTHING 2 - SIMPLY SEWING - DIVISION 222 (Middle Unit)

Exhibits entered in this project **MUST** reflect at least one new skill learned from this manual. (See project manual skill-level list.) Garments 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** - 4-H'ers 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”x30”.
- *2. **Pressing Matters** - 4-H'ers 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.
- *3. **Upcycled Garment** - 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.
- *4. **Upcycled Clothing Accessory** - 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.
- *5. **Textile Clothing Accessory** - 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.)

- *6. **Top** - (vest acceptable)
- *7. **Bottom** - (pants or shorts)
- *8. **Skirt**
- *9. **Lined or Unlined Jacket**
- *10. **Dress** - (not formal wear)
- *11. **Romper or Jumpsuit**
- *12. **Two-Piece Outfit**
- *13. **Alter Your Pattern** - 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).
- *14. **Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers** – Fabric/fibers used in this garment have to be manufactured/purchased; for example: bamboo, banana, cornhusk, and recycled fibers. Garments constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.
- 901. **Other Complete Outfit**
- 902. **Extra Garment**

STEAM CLOTHING 3 - A STITCH FURTHER - DIVISION 223 (Advanced Unit)

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.**

Class

- *1. **Upcycled Garment** - 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.
- *2. **Upcycled Clothing Accessory** - 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.
- *3. **Textile Clothing Accessory** - 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.)
- *4. **Dress or Formal**
- *5. **Skirted Combination** - (skirt with shirt, vest or jacket **OR** jumper and shirt)
- *6. **Pants or Shorts Combination** - (pants or shorts with shirt, vest or jacket)
- *7. **Romper or Jumpsuit**
- *8. **Specialty Wear** - (includes swim wear, costumes, hunting gear or chaps)
- *9. **Lined or Unlined Jacket** - (non-tailored)
- *10. **Coat, Blazer, Suit Jacket or Outerwear** - 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.**
- *11. **Alter/Design Your Pattern** - 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).
- *12. **Garment Constructed from Sustainable or Unconventional (nature or synthetic) Fibers** - Fabric/fibers used in this garment have to be manufactured/purchased; for example: bamboo, banana, cornhusk, and recycled fibers. Garments constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.