

DEPARTMENT C - CLOTHING

ALL clothing projects will be judged at the UNITED METHODIST CHURCH, CURTIS on July 10. **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 appliques 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.

KNITTING & CROCHETING

ALL EXHIBITS WILL BE JUDGED AT CLOTHING JUDGING JULY 10, 2020.

Criteria for judging knitting and crochet: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes.

DIVISION 225 - KNITTING

Information Sheet-Each knitting exhibit **MUST** include the following information on a half sheet of 8½”x11” paper or exhibit will be lowered one ribbon placing: (1) 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)). (2) What steps did you take as you worked toward your goal(s)? (3) What were the most important things you learned as you worked toward your goal(s)? (4) Gauge-Number of rows per inch; number of stitches per inch. (5) Size of needles, finger knitted, arm knitted, loom or machine knitted. (6) Kind of yarn – weight and fiber content. (7) Names of stitches used. (8) Copy of directions.

ANY item may be entered by those enrolled in the knitting project. Home environment and clothing exhibits will be judged at clothing judging.

BEGINNING UNIT

Class

- 901. **Level 1 Knitted Clothing or Home Environment Item**
- 902. **Other Comparable Article**

MIDDLE & ADVANCED UNITS

Class

- *1. **Level 2 Knitted Clothing** - Knitted item or garment using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.
- *2. **Level 2 Knitted Home Environment Item** - Knitted item using pattern stitches such as diamond, block, twist or seed/moss stitches. Basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.
- *3. **Arm or Finger Knitted Item** (Clothing or Home Environment Item)
- *4. **Loom Knitted Item** (Clothing or Home Environment Item)
- *5. **Level 3 Knitted Clothing** - Knitted item or garment made from 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. 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.
- *6. **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.
- *7. **Level 3 Machine Knitting**

DIVISION 226 - CROCHETING

Information Sheet - Each crocheting exhibit **MUST** include the following information on a half sheet of 8½”x11” paper or exhibit will be lowered one ribbon placing: (1) 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)). (2) What steps did you take as you worked toward your goal(s)? (3) What were the most important things you learned as you worked toward your goal(s)? (4) Gauge and size of hook. (5) Kind of yarn – weight and fiber content or other material used. (6) Names of stitches used. (7) Copy of directions.

ANY item may be entered by those enrolled in the crochet project.

BEGINNING UNIT

Class

- 901. **Crocheted Item**
- 902. **Other Comparable Article**

MIDDLE & ADVANCED UNITS

Class

- *1. **Level 2 Crocheted Clothing** - Crocheted garment using basic stitches (including chain, single, double, half-double, treble) to form patterns.
- *2. **Level 2 Crocheted Home Environment Item** - Crocheted item using basic stitches (including chain, single, double, half-double, treble) to form patterns.
- *3. **Level 3 Crocheted Clothing** - Crocheted garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.
- *4. **Level 3 Crocheted Home Environment Item** - Crocheted item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

DEPARTMENT C - CONSUMER MANAGEMENT

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.

ATTENTION SHOPPERS - DIVISION 244

Age: 10 & under - **ALL** exhibits will be judged at the Fashion Revue & Clothing Construction Judging before fair. Posters should be on 14"x22" poster board. Three-ring binders should be 8½"x11"x1". Videos 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

- 901. **Clothing Wardrobe Inventory** - List five items in your clothing wardrobe. What one garment would you add to your wardrobe that would help you to mix and match what you already have to extend your wardrobe? Explain what you need to think about and consider when you select this item. Consider creativity and style in your story. Your wardrobe inventory entry may be a picture poster, a video style show with explanation, a written story, or an audio tape.
- 902. **Clothing Interview** - A) Interview an older person and talk about the fads and fashions of the time when they were young. **OR B)** Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear? **OR C)** Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from the job, what makes them different, why are they necessary to wear, etc. Consider creativity and style in your story. Include a picture of the person you interviewed in their special type of clothing. Your interview entry may be a picture poster, a written story, audio tape, or video tape with explanation. etc.
- 903. **Experience Buying a Complete Wardrobe Outfit for less than \$75** - Your entry **MUST** include the hang tags (if available), information from fiber content and care labels, and a story about what you considered when you purchased the outfit. Consider creativity and style in explaining your story. Do **NOT** include the clothing as part of your entry. Your buying entry may be a picture poster, a video tape, a written story, or an audio tape.

SHOPPING IN STYLE - DIVISION 240

4-H'ers **MUST** be 10 years old or older and enrolled in the **Shopping in Style Project** to enter in this division. **ALL exhibits will be judged at the Fashion Revue & Clothing Construction Judging before fair on July 10, 2020.**

Posters should be on 14"x22" poster board. Three-ring binders should be 8½"x11"x1". Videos 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)** - 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 and dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video. **NO** posters. Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, cost of garment along with a conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck". Provide 3 color photos of you wearing the garment – front view, side view and back view.
- *2. **Best Buy for Your Buck (Ages 14-18 before January 1 of the current year)** - 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 and dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video. **NO** posters. Provide details listed for those ages 10-13 plus include the following additions: body shape discussion, construction quality details, design features that affected your selection, cost per wearing, care of garment along with a conclusion or summary statement(s) stating your final comments on why you selected your "best buy for your buck". Provide 3 color photos of you wearing the garment – front view, side view and back view.
- *3. **Revive Your Wardrobe** - 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(s) 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).
- *4. **Show Me Your Colors** - 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).
- *5. **Clothing 1st Aid Kit** - 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 shoebox.
- *6. **Mix, Match, & Multiply** - 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 clothesline, 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).