

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.