

DEPARTMENT C - FASHION SHOW

(Judged - Curtis)
(Public Show - Eustis)

4-H'ers can participate in the following projects with **ONLY** one entry per project. **GARMENTS MUST BE JUDGED FOR CONSTRUCTION TO BE MODELED EXCEPT SHOPPING IN STYLE.** Garments should be age appropriate. Narrative form is due the day of judging. Ribbons and premium money will be awarded **ONLY** for those who participate in the Public Fashion Show at the Eustis Fair & Corn Show.

SEWING FOR FUN - DIVISION 905: (Novice Unit)

4-H'ers who have enrolled in or completed middle or advanced clothing projects are **NOT** eligible.

Class

901. **Bag (tote, everything, quick tote, sleeping, gym)**

BEYOND THE NEEDLE - DIVISION 410

4-H'ers **MUST** show their own original creativity.

Class

- *10. **Modeled "Beyond the Needle" Embellished Garment(s) with an Original Design** - Garment is created 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.
- *15. **Modeled "Beyond the Needle" Garment Constructed From Original Designed Fabric** - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.
- *20. **Modeled "Beyond the Needle" Textile Arts Garment(s)** - Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.
- *25. **Modeled "Beyond the Needle" Wearable Technology Garment** - Garment has integrated technology into its design.
- 901. **Modeled "Beyond the Needle" Embellished Garment(s) with an Original Design** - Garment is created using **BEGINNING 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.
- 902. **Modeled Embellished Fashion Accessory(s)** - Item to which surface embellishment has been applied.

STEAM CLOTHING 1 - FUNDAMENTALS - DIVISION 906: (Beginning Unit)

4-H'ers who have enrolled in or completed middle or advanced clothing projects are **NOT** eligible.

Class

- 901. **Simple Top**
- 902. **Simple Bottom**
- 903. **Simple Dress**
- 904. **Other Garment/Accessory** – Using skills learned in project manual. (apron, vest, bag, etc.)

STEAM CLOTHING 2 - SIMPLY SEWING - DIVISION 410: (Middle Unit)

4-H members who have enrolled in or who have completed STEAM Clothing 3 – A Stitch Further are **NOT** eligible. A purchased top can be worn to complete a skirt, pants or shorts outfit with a vest or unlined jacket outfit. Nightshirts, flannel lounging pants or any other type of loungewear **CANNOT** be modeled.

Class

- *30. **Modeled Constructed STEAM 2 Garment(s)** - Possible types of garments include: Dress; **OR** Romper or Jumpsuit; **OR** Two-Piece Outfit Combination (skirt with top, vest, or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket). A purchased top can be worn to complete a skirt, pants, or shorts outfit with a vest or lined/unlined jacket.

STEAM CLOTHING 3 - A STITCH FURTHER - DIVISION 410: (Advanced Unit)

Nightwear or loungewear can **NOT** be modeled.

Class

- *40. **Modeled Constructed STEAM 3 Garment(s)** - Possible types of garments include: Dress or Formal; **OR** Skirted Outfit Combination (skirt with top, vest, lined/unlined jacket **OR** Jumper and shirt); **OR** Pants or Shorts Outfit Combination (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 lined/unlined jacket; **OR** Romper or Jumpsuit; **OR** Specialty Wear (swim wear, costumes, western wear chaps, chinks, riding attire or hunting gear); **OR** Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased; **OR** Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased.

KNITTED OR CROCHETED CLOTHING - DIVISION 410

Class

- 903. **Combine a Knitted or Crocheted Clothing (Level 1) with a Purchased Item** to make a complete wearable outfit. Both items **MUST** be modeled.
- *50. **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 advanced crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. Garment can be a sweater, cardigan, dress, coat, a top and bottom, or two-piece ensemble.

OTHER GARMENT - DIVISION 907

Any other garment from the above projects.

Class

- 901. Other Garment

SHOPPING IN STYLE FASHION SHOW - DIVISION 410

4-H'ers **MUST** be enrolled in the Shopping in Style 4-H Project to enter. This curriculum is developed and designed for 4-H'ers ages 10 and older to help them strengthen their consumer skills when purchasing clothing. Attention Shoppers is the curriculum designed for 4-H'ers under age 10. Participants **MUST** model a complete outfit. 4-H Shopping in Style written report SF184 is **DUE** at Clothing Judging, July 10, 2020. Shopping in Style exhibitors are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report. The Form SF184 is available at: <http://4h.unl.edu/fairbook/consumer-family-science/fashion-show> under Scoresheets & Forms at the bottom of the page in Box or at the extension office.

Class

- *60. **Model Shopping in Style Purchased Outfit and Written Report SF184** - all parts of the outfit **MUST** be purchased.