FASHION SHOW

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment contestants are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping In Style and $15 Shopping Challenge contestants are judged on garment fit, the overall look of the outfit and poise, as well as the written report.

Each exhibitor is eligible to model a maximum of **five** different outfits with NO more than:
- 2 entries in STEAM Clothing Construction
- 1 entry in STEAM Beyond the Needle
- 1 entry in Shopping In Style
- 1 entry in $15 Shopping Challenge

Participants are only allowed to model in ONE level of Constructed STEAM Garments. Judging will take place at the Fashion Show held on Thursday, August 6, 2020.

STATE FAIR ELIGIBILITY: To be eligible for State Fair, an exhibitor must be enrolled in the project they are modeling in and must be 10 by December 31 of the previous year or become 11 years of age during the current year. **Garments should be age appropriate**. Garments worn in the 4-H Fashion Show cannot be entered as clothing exhibits. Entries **not accepted** for State Fair: 1) Textile clothing accessories; 2) Nightshirt/loungewear, for example, flannel lounging pants; and 3) Upcycled Garments.

TROPHIES: Champion Beginning Construction (STEAM Clothing 1: Fundamentals); Champion Intermediate Construction (STEAM Clothing 2: Simply Sewing); Champion Advanced Construction (STEAM Clothing 3: A Stitch Further & Knitted/Crocheted); Champion Beginning Beyond the Needle; Champion Intermediate Beyond the Needle; Champion Advanced Beyond the Needle

Scoresheets can be found at https://go.unl.edu/ne4hfashionshow.

FASHION SHOW CLASSES (**Denotes NOT State Fair Eligible)
**C410901   MODELED CONSTRUCTED SEWING FOR FUN - (Participation Ribbon, $1.00)
        Carry or wear a project item from classes C218903 to C218908

**C410902   MODELED CONSTRUCTED STEAM CLOTHING 1 GARMENT(S) Scoresheet SF117
        PREMIUMS: Purple, $2.50; Blue, $1.75; Red, $1.40; and White, $.70
        Simple Top, Simple Bottom, or Simple Dress reflecting STEAM Clothing I skills (lounge pants allowed).

C410030   MODELED CONSTRUCTED STEAM CLOTHING 2 GARMENT(S) Scoresheet SF117
        PREMIUMS: Purple, $4.00; Blue, $3.00; Red, $2.00; and White, $1.00
        4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. Possible types of STEAM Clothing 2 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.

C410040   MODELED CONSTRUCTED STEAM CLOTHING 3 GARMENT(S) Scoresheet SF117
        PREMIUMS: Purple, $4.00; Blue, $3.00; Red, $2.00; and White, $1.00
        Possible types of STEAM Clothing 3 garments include:
        - Dress or Formal; OR
        - Skirted Outfit Combination (skirt with top, vest, or lined/unlined jacket OR jumper and shirt). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; 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 vest or jacket outfit with a skirt, pants or shorts.; OR

- Romper or Jumpsuit; OR
- Specialty Wear (swim wear, costumes, western wear-chaps, chinks, or 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 by constructed or purchased.

C410050   MODELED KNITTED OR CROCHETED CLOTHING (LEVEL 2 OR 3) Scoresheet SF117
PREMIUMS: Purple, $4.00; Blue, $3.00; Red, $2.00; and White, $1.00
- 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 a two piece ensemble.

MODELED STEAM BEYOND THE NEEDLE – Scoresheet SF117
Classes Include:
- **C410010 - 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-Her using the elements and principles of design to make an original statement. **Upcycled garments are not accepted.**
- **C410015 - Garment Constructed From Original Designed Fabric** – Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.
- **C410020 - Textile Arts Garment(s)** – Garment is constructed using new, unconventional materials. Examples: rubber bands, plastic, duct tape.
- **C410025 Wearable Technology Garment** – Garment has integrated technology into its design.

4-H members must model a top and/or bottom. The above classes are eligible for State Fair, but must be 10 by January 1 of the current year.
PREMIUMS: Purple, $2.50; Blue, $1.75; Red, $1.40; and White, $.70
**C410903   Modeled Beyond the Needle (ages 8-9 on December 31 of previous year)
**C410904   Modeled Beyond the Needle (ages10-12 on December 31 of previous year)
**C410905   Modeled Beyond the Needle (ages 13 & over on December 31 of previous year)

MODELED CONSTRUCTED UPCYCLED, MAKE ONE/BUY ONE, & QUILT QUEST WEARABLE ART GARMENT(S)
PREMIUMS: Purple, $2.50; Blue, $1.75; Red, $1.40; and White, $.70
4-H members enrolled in STEAM Clothing Level 1, STEAM Clothing Level 2 or STEAM Clothing Level 3 may model in this class. The exhibit is a purchased garment with a constructed garment(s) to make a complete wearable outfit. Both items must be modeled. **This is NOT eligible for State Fair.** Possible entries include:
- Upcycled Simple Garment from STEAM Clothing 1 Class C219006 combined with a purchased garment to make a complete wearable outfit.
- Upcycled Garment from STEAM Clothing 2 Class C222003 combined with a purchased garment to make a complete wearable outfit.
- Upcycled Garment from STEAM Clothing 3 Class C223001 combined with a purchased garment to make a complete wearable outfit.
- STEAM Clothing 2 Top/Vest C222006, Bottom C222007, Skirt C222008, or Lined/Unlined Jacket C222009 with a purchased garment(s) to make a complete wearable outfit.
- Quilt Quest Wearable Art – Quilted garment. C229040, must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. Combine the quilted garment with a purchased garment(s) to make a complete wearable outfit.

**C410906 - Modeled Upcycled/Make One/Buy One Garments (ages 8-9 on December 31 of previous year)
**C410907 - Modeled Upcycled/Make One/Buy One Garments (ages10-12 on December 31 of previous year)
**C410908 - Modeled Upcycled/Make One/Buy One Garments (ages 13&over on December 31 of previous year)