**DEPARTMENT CLOTHING**

**Identification Labels:**

Each item of clothing **MUST** have a label attached stating: County, exhibitor's name and age, project name and class in which garment is entered, and the number of years enrolled in the 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.** Not responsible for unlabeled items.

**Preparation of Exhibits**:

Please bring all wearable exhibits on wire hangers. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag hung on a hanger. Fasten skirts, shorts and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.

**General:**

--If you have used a unique method or technique in creating your exhibit (drew your own design, wove your own fabric, etc.) indicate that on a half sheet of 8 ½" x 11" paper placed with the entry tag.

--Garments as listed may be made for self (4-H member) or another person/animal.

--4-Her’s enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.

**ANY ITEM MADE IN A CLOTHING PROJECT MUST BE MUST BE PRE-ENTERED ONLINE BY JULY 1.**

Clothing and quilting exhibits will be **judged** on Clothing Judging Day. (Watch newsletter & web site for details). If the garment or article does not meet the qualifications as listed in the County Fair Premium List, the article will be dropped a ribbon placing and will not be eligible for special fair awards in clothing.

**LINCOLN COUNTY ONLY:**

**Senior Clothing Champion** – This award is given to the 4-H’er with the outstanding exhibit selected from youth in STEAM 2, STEAM 3 and Beyond the Needle. May win only once. Selection is made by the judge for Senior Clothing Construction Champion (serger) and Senior Clothing Construction Reserve Champion (Gingher shears).

**Junior Clothing Champion –** This award is given to the 4-H’er with the outstanding exhibit selected from youth STEAM 1, STEAM 2 and Beyond the Needle. May win only once. Selection is made by the judge for Junior Clothing Construction Champion (sewing machine) and Junior Clothing Construction Reserve Champion (Gingher scissors).

**Project Prize Voucher:** Points awarded for ribbon placing as follows: Purple ribbon exhibit - 4 points; Blue ribbon exhibits - 3 points; Red ribbon exhibits - 2 points; White ribbon exhibits - 1 point. Each Clothing project will have one prize voucher awarded for 1 to 50 4-H’ers enrolled in that project area. For each project area that has over 50 enrolled 4-H members, two prize vouchers will be awarded.

**DIVISION 900, STEAM Clothing 1: FUNdamentals (Replaces Clothing Level 1 and Sewing For Fun)**

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number. 4-Her’s who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1. STEAM Clothing 1 entries are not eligible for State Fair.

**C900-901 ­Clothing Portfolio** – Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual.  
 The Portfolio should be placed in an 8½ x 11, 3 ring binder. Include an appropriate cover, dividers and table of contents. (Additional   
 pages can be added each year but should be dated) See pages 9-10 for portfolio formatting.

**C900-902 Sewing Kit** - Include a list of sewing notions and purpose for each included. (pages 12-17 in project manual)

**C900-903 Fabric Textile Scrapbook** – Must include at least 5 different textile samples. Use Textile Information Cards templates on   
 page 41 in project manual to identify fabric swatches. See project manual for fabric suggestions.

**C900-904 What’s the Difference** – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22” x 30”) a   
 notebook, poster, small display sharing a project comparison and price point. See project manual, “What’s the Difference?” pages   
 118-119. Exhibits should include pictures, NO actual pillows.

**C900-905 Clothing Service Project** – Can include pillows or pillowcases but are not limited too. Exhibit (not to exceed 22” x 30”) a   
 notebook, poster, small display sharing information you generated in the project activity “Serving a Purpose” pages 124-125.

**Beginning Sewing Exhibits:** 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.

**C900-906 Pincushion**

**C900-907 Pillowcase**

**C900-908 Simple Pillow** – No larger than 18” x 18”

**C900-909 Bag/Purse –** No zippers or buttonholes**.**

**C900-910 Simple Top**

**C900-911 Simple Bottom -** Pants, shorts or skirt

**C900-912 Simple Dress**

**C900-913 Other** (Using skills learned in project manual)

**C900-914 Upcycled Simple Garment –** The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. A “before” picture and a description of the redesign process must accompany the entry or it will be disqualified.

**C900-915 Upcycled Accessory**- A wearable accessory made from a used item. The item used must be changed in some way in the   
 “redesign” process. A “before” picture and a description of the redesign process must accompany the entry or it will be disqualified.

**DIVISION 220 – GENERAL CLOTHING** 4-H members in all skill levels may exhibit in this area.

**C220-001\* 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 8 ½ x 11, 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.

**C220-002\* 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 8 ½ x 11, 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.

**C220-003\* Sewing For Profit** – Using page 161-167 in the 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” x 30”.

**DIVISION 221, STEAM Clothing: Beyond the Needle (Replaces Decorate Your Duds)** (4-H members must show their own creativity.)

**C221-001\* Design Portfolio** A portfolio consisting of at least three design samples or activities. Refer to a project manual for activity  
 ideas. The Portfolio should be placed in an 8 ½ x 11, 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.

**C221-002\* 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” x 30”.

**C221-003**\* **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.

**C221-004**\* **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, the exhibit will be lowered one ribbon placing.

**C221-005\* 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.

**C221-006\*** **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 entry. If additional information is not included, exhibit will be lowered one ribbon placing.

**C221-007\* Beginning Fashion Accessory:** An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process MUST accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

**C221-008\* 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. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

**C221-009\* Wearable Technology Garment**: Technology is integrated into the garment in some way (For example: LED’s charging capabilities, sensors, etc.)

**C221-010\* Wearable Technology Accessory**: An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker etc.)

**C221-901** **Extra Garment or Accessory.**

**DIVISION 222, STEAM Clothing 2: Simply Sewing (Replaces Clothing Level 2)**

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list).. Garment as 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.

**C222-001\* Design Basics, Understanding Design Principles –** 4-H members 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” x 30”.

**C222-002\* Pressing Matters –** 4-H members 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.

**C222-003\* 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.

**C222-004\* 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.

**C222-005\* 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.

**C222-006\* Top –** (Vest acceptable)

**C222-007\* Bottom** (pants or shorts)

**C222-008**\* **Skirt**

**C222-009\* Unlined or Lined Jacket (non-tailored)**

**C222-010\* Dress** (not formal wear)

**C222-011\* Romper or Jumpsuit**

**C222-012\* Two-Piece Outfit**

**C222-013\* 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)

**G222-014\* 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, corn husk and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

**C222-901 Extra Garment**

**DIVISION 223, STEAM Clothing 3: A Stitch Further (Replaces Sewing for You and Tailoring)**  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.**

**C223-001\* 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.

**C223-002\* 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.

**C223-003\* 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.)

**C223-004\* Dress or Formal**

**C223-005\* Skirted Combination** (skirt with shirt, vest or jacket OR jumper and shirt.)

**C223-006\* Pants or Shorts Combination** (pants or shorts with shirt, vest or jacket.)

**C223-007\* Romper or Jumpsuit**

**C223-008\* Specialty Wear** (Includes swim wear, costumes, hunting gear or chaps)

**C223-009\* Unlined or Lined Jacket (non-tailored)**

**C223-010\* 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*.

**C223-011\* 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)

**C223-012\* 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, corn husk and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

**C223-901 Extra Garment**

**DIVISION 225, KNITTING**

All knitted items will be displayed in the clothing area. Criteria for judging knitting: design and color, neatness, knitting mechanics, trimmings and constructions finishes. For all classes information sheet must be included.

Information Sheet for Knitting: Each knitted exhibit must include the following information with the entry tag 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.

**C225-001\* Level 2 –** **Knitted Clothing K**nitted 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.

**C225-002\* Level 2 – Knitted Home Environment Item** – Knitted item using basic stitches [Including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns.

**C225-003\* Arm or Finger Knitted Item** (Clothing or Home Environment Item)

**C225-004\* Loom Knitted Item** (Clothing or Home Environment Item)

**C225-005\* Level 3 -** **Knitted Clothing -** Knitted **Item or** garment made from advanced knitting stitches such as pass slipstitch 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.

**C225-006\* 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.

**C225-007\* Level 3 – Machine Knitting**

**C225-901**  **One simple article other than garment**. Example - hot pad, scarf, hat, etc.

**C225-902**  **Other knitted accessory**

**DIVISION 226, CROCHET**

All crochet items will be displayed in the clothing area. Criteria for judging crochet: design and color, neatness, crochet mechanics, trimmings and construction finishes. For all classes information sheet must be included.

Information Sheet for Crochet: Each crocheted exhibit must include the following information with the entry tag or the 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 or type of crocheting tool?

5) Kind of yarn - weight and fiber content or other material used

6) Names of stitches used

7) Copy of directions

**CROCHETING**

**C226-001\* Level 2 –** **Crocheted Clothing** Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to   
 form patterns.

**C226-002\* Level 2 – Crocheted Home Environment** Item – Crochet item using basic stitches [including: chain, single, double, half-  
 double, treble] to form patterns.

**C226-003\* Level 3 – Crocheted Clothing**. Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch,   
 broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

**C226-004\* Level 3 –** **Crocheted Home Environment Item**  Crochet item using stitches learned in Level 2 while advancing to use   
 afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple   
 pattern stitches.

**C226-901 Article with single crochet, double crochet, or granny square.**

**C226-902 Other article**, must include the pattern..