

CLOTHING & TEXTILES

(GENERAL CLOTHING, BEYOND THE NEEDLE, STEAM CLOTHING, KNITTING, CROCHETING)

See General Rules pg. 2 for additional information.

All static exhibits must receive a purple at the county fair to advance to the State Fair.

CLOTHING, KNITTING & CROCHETING exhibiting at State Fair:

- Are eligible for the **PREMIER 4-H SCIENCE AWARD**. See pg. 5 for details.
- All garments and accessories will be juried to be selected for the "**4-H DESIGN GALLERY**" to be displayed at the Nebraska State Fair.
- All garments with at least 60% wool content are eligible for the "**MAKE IT WITH WOOL**" AWARD.

GENERAL INFORMATION & EXHIBITING RULES – CLOTHING & TEXTILES

1. **ENTRY TAGS** - Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
2. **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 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.
3. **PREPARATION OF EXHIBITS** - Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with swivel hooks. As you look at the garment, place the hook of the hanger pointing to the left. 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.
4. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>.
5. A Design Data Card must be included with all Beyond the Needle Classes 003-008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <https://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.
6. Garments as listed may be made for self (4-H member) or another person. 4-Hers 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. Ex. Once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM Clothing 1.
7. **CRITERIA FOR JUDGING** - Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current county 4-H Fair Book.

CLOTHING

Participants in the clothing category will demonstrate their knowledge through the creation of garments using STEAM (science, technology, engineering, arts, and mathematics) techniques. Through the creation of garments 4-H'ers will learn more about clothing and application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H'ers.

DEPARTMENT C - DIVISION 220 – GENERAL CLOTHING

Division 220 Classes 001-003

Pay Category L

4-H members in all skill levels may exhibit in this area.

- SF)CLASS 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 1/2 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. (SF20)
- SF)CLASS 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 1/2 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. (SF20)

SF)CLASS 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". (SF63)

DEPARTMENT C - DIVISION 221 – BEYOND THE NEEDLE

Division 221 Classes 001-009, 902-905

Pay Category L

4-H members must show their own original creativity. (NOTE: Accessories-Small items should be placed in a plastic bag and the entry tag should be attached to the outside of the bag for the following classes).

- SF)CLASS 001 Design Portfolio** - A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. . The Portfolio should be placed in an 8 1/2 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. (SF20)
- SF)CLASS 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". (SF20)
- SF)CLASS 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-Her using the elements and principles of design to make an original statement. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF26) (Eligible for State Fair Fashion Show)
- SF)CLASS 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, exhibit will be lowered one ribbon placing. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF287)
- SF)CLASS 005 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. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF26) (Only garments eligible for State Fair Fashion Show)
- SF)CLASS 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. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF265) (Garment eligible for State Fair Fashion Show)
- SF)CLASS 007 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. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, and etc. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing. (SF263) (Not eligible for State Fair Fashion Show)
- SF)CLASS 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, and etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing. (SF23) (Not eligible for State Fair Fashion Show)
- SF)CLASS 0089 Wearable Technology Garment** (Eligible for State Fair Fashion Show) – Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.) A Design Data Card must be included with this project. The data card is available at

<https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF2633) (Garment is eligible for State Fair Fashion Show)

- ~~SF)CLASS 010~~ ~~**Wearable Technology Accessory** (Not eligible for State Fair Fashion Show) – An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.) (SF33) (Not eligible for State Fair Fashion Show)~~
- C)CLASS 902 **Beginning Embellished Garment** – Create a garment using beginning 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. (SF26)
- C)CLASS 904 **Embellished Garment Using Commercial Iron-On Appliqués** - May be applied to a purchased or constructed garment. Iron-on appliqués or appliqués of original design may be used. (SF26)
- C)CLASS 905 **A Recycled Accessory** - May have a decorative art applied. (SF26)

BEGINNING CLOTHING UNIT

DEPARTMENT C – DIVISION 224 – STEAM CLOTHING 1 - FUNDAMENTALS

Division 224 Classes 902-916

Pay Category L

Exhibits for STEAM Clothing 1 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.

- C)CLASS 902 **Sewing Kit** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual) (SF20)
- C)CLASS 903 **Fabric Textile Scrapbook** – Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions. (SF20)
- C)CLASS 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?" page 118-119. Exhibits should include pictures NO actual pillows. (SF20)
- C)CLASS 905 **Clothing Service Project** – Can include pillows or pillow cases 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" page 124 and 125. (SF20)
- C)CLASS 906 **Pincushion** (SF28)
- C)CLASS 907 **Pillowcase** (SF28)
- C)CLASS 908 **Simple Pillow** – No larger than 18" x 18". (SF28)
- C)CLASS 909 **Bag/Purse** – No zippers or button holes. (SF28)
- C)CLASS 910 **Simple Top** (SF28)
- C)CLASS 911 **Simple Bottom** – pants, shorts, or skirt (SF28)
- C)CLASS 912 **Simple Dress** (SF28)
- C)CLASS 913 **Other** – Using skills learned in project manual. (apron, vest, etc.) (SF28)
- C)CLASS 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. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF28)
- C)CLASS 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. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF28)
- C)CLASS 916 **Make One-Buy One** - The exhibit is a purchased garment with a constructed garment(s) to make a complete, wearable outfit. Both constructed and purchased items must be included in the exhibit. An incomplete exhibit will be disqualified. (SF25)

INTERMEDIATE & ADVANCED CLOTHING CONSTRUCTION UNITS

DEPARTMENT C - DIVISION 222 – STEAM CLOTHING 2 – SIMPLY SEWING

Division 222 Classes 001-014, 901

Pay Category L

Exhibits entered in STEAM Clothing 2 must reflect at least one new skill learned from this manual. (See project manual skill-level list). Garments 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.

- SF)CLASS 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". (SF20)
- SF)CLASS 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. (SF20)
- SF)CLASS 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. A list of skills is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. (SF248) (~~not~~ Eligible for State Fair Fashion Show)
- SF)CLASS 004** **Upcycled Clothing Accessory** - A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. ~~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.~~ (SF228) (~~Not~~ eligible for State Fair Fashion Show)
- SF)CLASS 005** **Textile Clothing Accessory** - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. 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.) (SF23) (~~Not~~ eligible for State Fair Fashion Show)
- SF)CLASS 006** **Top** (vest acceptable) (~~Not~~ eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 007** **Bottom** (pants or shorts) (~~Not~~ eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 008** **Skirt** (~~Not~~ eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 009** **Lined or Unlined Jacket** (~~Not~~ eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 010** **Dress (not formal wear)** (Eligible for State Fair Fashion Show) (SF38)
- SF)CLASS 011** **Romper or Jumpsuit** (Eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 012** **Two-Piece Outfit** (Eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 013** **Alter Your Pattern** - Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. (SF2834) (Eligible for State Fair Fashion Show in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) 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)
- SF)CLASS 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. (SF2832) (Eligible for State Fair Fashion Show in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit)
- C)CLASS 901** **Make One-Buy One** - The exhibit is a purchased garment with a constructed garment(s) to make a complete, wearable outfit. Both constructed and purchased items must be included in the exhibit. An

incomplete exhibit will be disqualified. (SF25)

DEPARTMENT C - DIVISION 223 – STEAM CLOTHING 3 – A STITCH FURTHER

Division 223 Classes 001-012, 901

Pay Category A

Exhibits entered in STEAM Clothing 3 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.

- SF)CLASS 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 list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. A “before” picture and a description of the redesign process must accompany the entry. (SF284) (Not eligible for State Fair Fashion Show)
- SF)CLASS 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 list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing. A “before” picture and a description of the redesign process must accompany the entry. (SF282) (Not eligible for State Fair Fashion Show)
- SF)CLASS 003** **Textile Clothing Accessory** - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. 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.) (SF23) (Not eligible for State Fair Fashion Show)
- SF)CLASS 004** **Dress or Formal** (Eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 005** **Skirted Combination** (skirt with shirt, vest or jacket OR jumper and shirt) (Eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 006** **Pants or Shorts Combination** (pants or shorts with shirt, vest or jacket) (Eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 007** **Romper or Jumpsuit** (Eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 008** **Specialty Wear** (includes: swim wear, costumes, hunting gear, or chaps) (Eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 009** **Lined or Unlined Jacket** (non-tailored). (eligible for State Fair Fashion Show) (SF28)
- SF)CLASS 010** **Coat, Blazer, Suit Jacket or Outerwear** - A tailored blazer or suit jacket or coat. (SF29) Wool entries must have the fiber content listed on the identification label to be considered for the **Make It With Wool Award**. (Eligible for State Fair Fashion Show)
- SF)CLASS 011** **Alter/Design Your Pattern** – Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. (SF2834) (Eligible for State Fair Fashion Show in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) *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)
- SF)CLASS 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. (SF2832) (Eligible for State Fair Fashion Show in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit)
- C)CLASS 901** **Make One-Buy One** - The exhibit is a purchased garment with a constructed garment(s) to make a complete, wearable outfit. Both constructed and purchased items must be included in the exhibit. An incomplete exhibit will be disqualified. (SF25)

KNITTING AND CROCHET

The purpose of this category is to establish basic to advanced crochet and knitting skills. In addition, projects in this category require 4-H'ers to select adequate yarn and make design decisions.

KNITTING

GENERAL INFORMATION & EXHIBITING RULES - KNITTING

- Criteria for judging Knitting: Design and Color, Neatness, Knitting Mechanics, Trimmings and Construction Finishes
- Each knitted exhibit must include the following information with the entry tag or the exhibit will be lowered one ribbon placing:
 1. Why did you choose to create this exhibit?
 2. What steps did you take as you created your exhibit?
 3. What were the most important things you learned?
 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.
- ~~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).)~~
- ~~What steps did you take as you worked toward your goal(s)?~~
- ~~What were the most important things you learned as you worked toward your goal(s)?~~
- ~~Gauge – Number of rows per inch, number of stitches per inch~~
- ~~Size of needles, finger knitted, arm knitted, loom or machine knitted~~
- ~~Kind of yarn – weight and fiber content~~
- ~~Names of stitches used~~
- ~~Copy of directions~~

DEPARTMENT C - DIVISION 225 - KNITTING

Division 225 Classes 001-007, 901-904

Pay Category L

KNITTING LEVEL 1

- C)CLASS 901** Hat (SF60)
- C)CLASS 902** Mittens (SF60)
- C)CLASS 903** Slippers(SF60)
- C)CLASS 904** **Miscellaneous Item** - Comparable in knitting skills to other items made in this project. It should be a wearable item. (SF60)

KNITTING LEVEL 2

- SF)CLASS 001** **Level 2 Knitted Clothing** – Knitted garment using basic stitches [including: Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo)] to form patterns (Garment eligible for State Fair Fashion Show) (SF60)
- SF)CLASS 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. (SF60)
- SF)CLASS 003** **Arm or Finger Knitted Item** (Clothing or Home Environment Item) (SF60)
- SF)CLASS 004** **Loom Knitted Item** (Clothing or Home Environment Item) (SF60)

KNITTING LEVEL 3

- SF)CLASS 005** **Level 3 Knitted Clothing** – Knitted garment 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. (Garment eligible for State Fair Fashion Show) (SF60)
- SF)CLASS 006** **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. (SF60)
- SF)CLASS 007** **Level 3 Machine Knitting** (SF60)

CROCHET

GENERAL INFORMATION & EXHIBITING RULES - CROCHET

- Criteria for judging Crochet: Design and Color, Neatness, Crocheting Mechanics, Trimmings and Construction Finishes
- Each crocheted exhibits must include the following information **on the fiber arts data card** with the entry tag or the exhibit will be lowered one ribbon placing:
 1. Why did you choose to create this exhibit?
 2. What steps did you take as you created your exhibit?
 3. What were the most important things you learned?
 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.
 - 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)-)
 - What steps did you take as you worked toward your goal(s)?
 - What were the most important things you learned as you worked toward your goal(s)?
 - Gauge and size of hook or type of crocheting tool.
 - Kind of yarn – weight and fiber content or other material used.
 - Name of stitches used.
 - Copy of directions.

DEPARTMENT C - DIVISION 226 - CROCHET

Division 226 Classes 001-004, 901-905

Pay Category L

CROCHETING LEVEL 1

- C)CLASS 901 Scarf (SF6460)
- C)CLASS 902 Hat (SF6460)
- C)CLASS 903 Purse (SF6460)
- C)CLASS 904 Belt (SF6460)
- C)CLASS 905 Miscellaneous Item - Comparable to other articles made in this project. Should be a wearable item. (SF6460)

CROCHETING LEVEL 2

- SF)CLASS 001 Level 2 Crocheted Clothing - Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns (Garment eligible for State Fair Fashion Show) (SF6460)
- SF)CLASS 002 Level 2 Crocheted Home Environment Item – Crochet item using basic stitches (including: chain, single, double, half-double, treble) to form patterns. (SF6460)

CROCHETING LEVEL 3

- SF)CLASS 003 Level 3 Crocheted Clothing – Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin, design motifs, and multiple pattern stitches. (Garment eligible for State Fair Fashion Show) (SF6460)
- SF)CLASS 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. (SF6460)