

CONSUMER & FAMILY SCIENCE CONTESTS

GENERAL RULES –

- A. 4-H members are eligible to participate in all contests regardless of projects carried except for the Fashion Show and Shooting Sports Contests. Project enrollment is required for these contests.
- B. **REGISTRATION & PRE-ENTRY**
- **Registration Form is required for:** Communications Contest/Music Contest/Food Revue/Theater Arts Contest/Fashion Show (see deadline to register on each form)
 - **YELLOW Contest Entry Form OR** online at: <https://nemaha.fairwire.com>: Horticulture Judging Contest/Wildlife Judging Contest/Life Challenge/ ATV & Tractor Driving Contest/Livestock, Dairy & Horse Judging Contests (by June 15th)
 - **BLUE Shooting Sports Contest Entry Form OR** online at: <https://nemaha.fairwire.com>: All Shooting Sports Contests (by June 15th)
- If 4-H'er is not pre-entered as required, 4-H'er may still participate but will lose premium for that event.
- C. **Participants in Activities & Contests are divided into age group divisions (senior, intermediate, and junior). These age divisions differ from contest to contest so pay careful attention when registering.**
- D. **RECOGNITION:** All 4-H members participating in these contests will be recognized as follows:
1. A premium and ribbon will be awarded to all participants.
 2. The top three contestants in each class will receive medallions: Gold - 1st place, Silver - 2nd place, Bronze - 3rd place.
- F. **DRESS CODE** – See Dress Code under GENERAL RULES (pg. 2)

DEPARTMENT C - DIVISION 424 - FASHION SHOW

Division 424 Classes 010-060, 900-965

Pay Category C

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment exhibitors are judged on fit, construction, poise, and overall look of the garment on the individual. 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.

This is a Multi-County Event usually held before fair. Registration forms must be filled out to participate in the 4-H Fashion Show. Watch the 4-H Newsletter for details and deadlines. This contest is usually hosted by Johnson County. Information below is taken from the Johnson County 4-H Fair Book.

FASHION SHOW RULES

1. **ENTRY LIMITS** - A participant is allowed a maximum of SEVEN entries with NO more than:
 - 1 entry in First Year Fashion, STEAM Clothing 1, STEAM Clothing 2, and STEAM Clothing 3
 - 1 entry in Knitting
 - 1 entry in Crochet
 - 1 entry in Beyond the Needle (formerly Decorate Your Duds)
 - 1 entry in Make One Buy One
 - 1 entry in Upcycled Garment/Accessory
 - 1 entry in Garment Made for Someone Else
 - 1 entry in Shopping in Style
 - 1 entry in \$15 Outfit Challenge
2. **PRE-ENTRY** – Participants must pre-enter by completing the appropriate entry forms and submitting them to the Nemaha County Extension Office by closing on the date designated by the Extension Office.
3. **AWARDS** - Special awards will be given to the top three individuals in:
 - Beyond the Needle – Junior Division (ages 8 to 11 as of December 31st)
 - Beyond the Needle – Senior Division (ages 12 and over as of December 31st)
 - Shopping in Style – Junior Division (ages 8 to 11 as of December 31st)
 - Shopping in Style – Senior Division (ages 12 and over as of December 31st)
 - \$15 Dollar Outfit Challenge
 - STEAM Clothing 1
 - STEAM Clothing 2

- STEAM Clothing 3
- Knitting & Crochet
- Make One Buy One
- Upcycled Garment/Accessory

STATE FAIR – The judge will select a top exhibitor from the STEAM Clothing 2 and STEAM Clothing 3 classes to represent Johnson County at the Nebraska State Fair 4-H Fashion Show. Also, the top exhibitor in the Shopping in Style – Senior Division will be chosen to represent Nemaha County at the Nebraska State Fair 4-H Shopping in Style Fashion Show.

4. LEVEL REQUIREMENTS

- **FIRST YEAR FASHION** – 4-H members who are enrolled in their first year of the STEAM Clothing 1 project. 4-H members who have enrolled in or completed STEAM Clothing 2 or STEAM Clothing 3 projects may not participate in this class. Check the Construction Skills Checklist and acceptable fabrics list in the manual.
- **STEAM CLOTHING 1** – 4-H members who have enrolled in or completed STEAM Clothing 2 or STEAM Clothing 3 projects may not participate in this class. Check the Construction Skills Checklist and acceptable fabrics list in the manual. A firm, medium weight woven fabric is appropriate. In-seam or patch pockets, simple lined vests, or flat constructed sleeves are acceptable. Plaids and striped fabric, garments with collars, set-in sleeves, waistbands, and zipper are NOT accepted.
- **STEAM CLOTHING 2** – 4-H members who have enrolled in or who have completed the STEAM Clothing 3 project are not eligible to enter this class. Check the manual for further guidance on acceptable patterns, fabrics, etc.
- **STEAM CLOTHING 3** - Check the manual for further guidance on acceptable patterns, fabrics, etc

5. ACCEPTABLE ENTRIES

- **FIRST YEAR FASHION** – Simple pillow, pillowcase, laundry bag, or bag/purse.
- **STEAM CLOTHING 1** – Simple dress, simple skirted outfit (skirt with shirt or vest), simple pants/shorts outfit (pants or shorts with shirt or vest). ALL items modeled must be constructed by the exhibitor, except a purchased top can be worn to complete an simple skirted or pants/shorts outfit that includes a vest.
- **STEAM CLOTHING 2** – Dress; skirted outfit (skirt with shirt, vest or jacket); pants/shorts outfit (pants or shorts with shirt, vest or jacket). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts.
- **STEAM CLOTHING 3** – Dress; skirted outfit (skirt with shirt, vest, or jacket); formal (dress or tuxedo for prom, wedding or other formal occasion); pants/shorts outfit (pants or shorts with shirt, vest, or jacket); specialty wear (costume, western wear (chaps, chinks, or riding attire)); sportswear (jogging outfit, swimwear, aerobic wear, or ski wear); or coat/outerwear/jacket (lined or unlined, non-tailored). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.
- **MAKE ONE – BUY ONE** - 4-H members enrolled in STEAM Clothing 1, STEAM Clothing 2, or STEAM Clothing 3 may enter this class. Sewn garment(s) should be combined with a purchased item to make a complete wearable outfit.
- **UPCYCLED GARMENT OR ACCESSORY** - Create a garment or accessory 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 item must reflect at least one skill learned in this project.
- **GARMENT MADE FOR SOMEONE ELSE** - 4-H members enrolled in STEAM Clothing 1, STEAM Clothing 2, STEAM Clothing 3, Knitting and Crochet may enter this class. The 4-H member should use the skills learned in the 4-H project they are enrolled in to make an outfit/garment for someone else. The individual for whom the outfit/garment was constructed will model in this class.
- **SHOPPING IN STYLE** - In the Shopping in Style classes the 4-H member will model the outfit purchased in their project. Participants will also be required to fill out a written report and submit it with their entry forms prior to the Fashion Show.
- **\$15 OUTFIT CHALLENGE** – The outfit must be selected and purchased from garage sales, thrift stores, consignment or resale shops, clearance, etc. The total cost of the outfit may not exceed \$15 (excluding the cost of shoes worn while modeling), The exhibit can be worn as purchased, or may be altered or remade (example: a denim skirt could have a ruffle added or jeans could be cut off to a Capri length and have a band of fabric added). Participants will be required to fill out a written report and submit it with their entry prior to the Fashion Show.

DEPARTMENT C - DIVISION 424 - FASHION SHOW CLASSES

See Clover Kid Section	Clover Kid Division	Ages 5 to 7
CLASS 900	Beyond the Needle	(Junior Division - ages 8 to 11)
CLASS 010	Beyond the Needle	(Senior Division - ages 12 and over)
CLASS 910	First Year Fashion	
CLASS 015	Beyond the Needle – Garment Constructed from Original Designed Fabric	
CLASS 915	STEAM Clothing 1	

CLASS	020	Beyond the Needle – Textile Arts Garment
CLASS	025	Beyond the Needed – Wearable Technology Garment
CLASS	030	STEAM Clothing 2
CLASS	040	STEAM Clothing 3
CLASS	930	Knitted / Crochet Accessory
CLASS	050	Knitted / Crochet Garment
CLASS	940	Make One – Buy One
CLASS	945	Upcycled Garment / Accessory
CLASS	950	Garment Made for Someone Else
CLASS	955	Shopping in Style – Junior Division (ages 8 to 11)
CLASS	060	Shopping in Style – Senior Division (ages 12 and over)
CLASS	965	\$15 Outfit Challenge

DEPARTMENT F - DIVISION 500 - 4-H LIFE CHALLENGE EVENT

Division 500 Classes 010, 911

Pay Category C

Life Challenge, is designed to help 4-H youth learn more about issues related to family and consumer sciences while developing their problem-solving skills. For more information on this event, please contact the Extension Office. You will need to pre-enter for this contest on the Yellow Contest Form. State Life Challenge Contest is held during PASE.

CLASS	010	Senior Division (12-18 years)
CLASS	911	Junior Division (8-11 years)