

CLOTHING

Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits that are not suitable for hanging should be entered in a plastic bag. Wool garments and garments with narrow straps hang better on other hangers, i.e. wooden or notched plastic hangers. As you look at the garment place the hook of the hanger pointing to the left. Use safety pins to fasten skirts, shorts, and pants to hangers. Each piece is to 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. Garments as listed may be made for self or another person. A Design Data Card must be included with all Beyond the Needle Classes C221003 through C221008 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. The data card is only required for the classes listed above.

4-H'ers 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. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>.

GENERAL CLOTHING

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

- *C220001** **Clothing Portfolio** - (SF20) – Complete at least four different samples/activities from Chapters 2, 3 OR 4 of the STEAM Clothing 2 project manual. The Portfolio should be placed in an 8 1/2 x 11 inch, 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.
- *C220002** **Textile Science Scrapbook** - (SF20) – 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 inch, 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 the STEAM Clothing 2 project manual for fabric suggestions.
- *C220003** **Sewing For Profit** - (SF) - 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 inches x 30 inches.

STEAM CLOTHING - BEYOND THE NEEDLE

4-H members must show their own original creativity.

- *C221001** **Design Portfolio** – (SF20) - A portfolio consisting of at least three design samples or activities. Refer to the Beyond the Needle project manual for activity ideas. The Portfolio should be placed in an 8 1/2 x 11 inch, 3-ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 in the Beyond the Needle project manual for portfolio formatting.
- *C221002** **Color Wheel** – (SF20) - Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the Beyond the Needle project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22 inches x 30 inches.
- *C221003** **Embellished Garment with Original Design** – (SF26) - Create a garment using 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.
- *C221004** **Original Designed Fabric Yardage** – (SF26) - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of a least one yard of finished fabric. 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.

- *C221005 **Item (garment or non-clothing item) Constructed from Original Designed Fabric** – (Only garments are eligible for State Fair Fashion Show) - (SF26) - Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. 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.
- *C221006 **Textile Arts Garment or Accessory** – (Garment eligible for state Fair Fashion Show) - (SF26) - A garment or accessory constructed using new unconventional materials. Examples, rubber bands, plastic, duct tape. 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.
- *C221007 **Fashion Accessory** – (Not eligible for State Fair Fashion Show - (SF26) - An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, 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.
- *C221008 **Wearable Technology Garment or Accessory** – (Garment is eligible for State Fair Fashion Show)- (SF26) - Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, 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.
- C221011 **Other STEAM Beyond the Needle**

STEAM CLOTHING 1 - FUNDAMENTALS

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1. These are not eligible for State Fair.

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.

- C211001 **Clothing Portfolio** – Complete at least three different samples/activities from Chapters 1, 2 or 3 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3-ring binder. (Additional pages can be added each year but should be dated.) See page 9-10 for portfolio formatting.
- C211002 **Sewing Kit** – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)
- C211003 **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. See project manual for fabric suggestions.
- C211004 **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.
- C211005 **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, buttonholes, zippers, and collars. Raglan and kimono sleeves are acceptable.

- C211006 **Pincushion**
- C211007 **Pillowcase**
- C211008 **Simple Pillow** – No larger than 18" x 18".
- C211009 **Bag/Purse** – No zippers or buttonholes.
- C211010 **Simple Top**
- C211011 **Simple Bottom** – pants, shorts, or skirt.
- C211012 **Simple Dress or Apron**
- C211013 **Other** – Using skills learned in project manual. (Apron, vest, etc.)

- C211014** **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.
- C211015** **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.
- C211016** **Other Beginning Sewing Item**

STEAM CLOTHING 2 - SIMPLY SEWING

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 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.

- *C222001** **Design Basics, Understanding Design Principles** – (SF20) - 4-H members 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 inches x 30 inches.
- *C222002** **Pressing Matters** – (SF20) - 4-H Members may enter a ham or sleeve roll from pages 21-25. “A Pressing Matter” in the STEAM Clothing 2 project manual. Exhibit should include answers to lesson questions that are most appropriate to include.
- *C222003** **Upcycled Garment** – (Eligible for State Fair Fashion Show) - (SF28) - Create a garment from used textile-based items. 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 piece of clothing. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches. If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at <https://go.unl.edu/ne4hclothing>.
- *C222004** **Upcycled Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF28) - 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 on skill learned in the project. A Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches.. If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills by project and the Design Data Card are available at <https://go.unl.edu/ne4hclothing>.
- *C222005** **Textile Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF28) – 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.)
- *C222006** **Top** – (Not eligible for State Fair Fashion Show) - (SF28) - (vest acceptable)
- *C222007** **Bottom** - (Not eligible for State Fair Fashion Show) - (SF28) - (pants or shorts)
- *C222008** **Skirt** - (Not eligible for State Fair Fashion Show) - (SF28)
- *C222009** **Lined or Unlined Jacket** - (Not eligible for State Fair Fashion Show) - (SF28)
- *C222010** **Dress (not formal wear)** - (SF28)
- *C222011** **Romper or Jumpsuit** - (SF28)
- *C222012** **Two-Piece Outfit** - (SF28)
- *C222013** **Alter Your Pattern** – (SF28) - (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) - 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)

- *C222014 **Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (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) - (SF28) - 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.

STEAM CLOTHING 3 – A STITCH FURTHER

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.**

- *C223001 **Upcycled Garment** – (Eligible for State Fair Fashion Show) - (SF28) - 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 <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches. The data card is available at the <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- *C223002 **Upcycled Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF28) - 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 <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25 inches x 5.5 inches. The data card is available at the <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- *C223003 **Textile Clothing Accessory** – (Not eligible for State Fair Fashion Show) - (SF28) - 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 <http://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.)
- *C223004 **Dress or Formal** - (SF28)
- *C223005 **Skirted Combination** - (SF28) - (Skirt with shirt, vest or jacket OR jumper and shirt)
- *C223006 **Pants or Shorts Combination** - (SF28) - (Pants or shorts with shirt, vest, or jacket)
- *C223007 **Romper or Jumpsuit** - (SF28)
- *C223008 **Specialty Wear** - (SF28) - (Includes: swim wear, costumes, hunting gear, or chaps)
- *C223009 **Lined or Unlined Jacket or Vest** - (SF28) - (Non-tailored).
- *C223010 **Coat, Blazer, Suit Jacket or Outerwear** - (SF28) - 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.**
- *C223011 **Alter/Design Your Pattern** - (SF28) - (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) – 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)
- *C223012 **Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (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) - (SF28) - 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.

OTHER SEWING

Items made in any sewing project that do not fit into another class.

C900017	Item Made for an Animal
C900018	Stuffed Animal
C900019	Other

Resources:

- STEAM Clothing: Beyond the Needle – Learn design basics; create embellishments and treatments; learn about the art of clothing construction.
- STEAM Clothing 1: Fundamentals – understand the basic of sewing; understand textiles through science experiments; learn about how textiles are engineered into garments.
- STEAM Clothing 2: Simply Sewing – Build upon the sewing basics learned in STEAM 1; focus on advanced engineering techniques; learn about finishing touches and style to garments; learn the basics on how to build a business.
- STEAM Clothing 3: A Stitch Further – Learn new technological options available in sewing; discover the science behind textiles and fabrics; learn about complex patterns and difficult fabrics; market garments as a business.