

CONSUMER MANAGEMENT

Department C

Shopping in Style focuses on purchased clothing. See the Fashion Show Section for entries there. Enter these exhibits on Saturday, July 22, 9:00 a.m. - 11:30 a.m. at the Luther Memorial Church in Syracuse.

Department C- Division 240

Shopping in Style

Age: 10 and over

(Pay Category 1)

General Information: If exhibit is a poster it should be on 14" x 22" poster board. If a three-ring binder is used it should be 8 1/2" x 11" x 1". Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.

C1. Best Buy for Your Buck. (Ages 10-13 before January 1 of the current year) Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). Please do not include the Shopping In Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class.

Suggested for Ages 10-13 - Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, and cost of garment. Provide 3 color photos of you wearing the garment (front, side, back views).

C2. Best Buy for Your Buck. (Ages 14-18 before January 1 of the current year) Provide details of the best buy you made for your buck this year. Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, Year 2, Year 3, etc. Put the story in a binder or video, no posters please (see general information above). Please do not include the Shopping In Style Fashion Show Information Sheet in your entry. Although both entries do share some information, there are differences in content and format for this class.

Suggested for Ages 14-18 - Provide details listed for those ages 10-13 plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, and care of garment. Provide 3 color photos of you wearing the garment (front, side, back views).

C3. Revive Your Wardrobe. Take at least two items in your wardrobe that still fit but that you don't wear anymore and pair them with a new garment or garments to make them wearable once again. Create a photo story which includes before and after photos and a description of what was done. Put in a binder, poster, or video (see general information).

C4. Show Me Your Colors. Select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster (see general information).

C5. Clothing 1st Aid Kit. Refer to page 73 of the manual and complete a clothing first aid kit. Include a list of items in the kit and brief discussion of why each was included. Put in appropriately sized box or tote with a lid. No larger than a shoe box.

C6. Mix, Match, & Multiply. Using this concept from page 32 of the manual take at least 5 pieces of clothing and create new outfits. Use your imagination to show various looks (i.e. on a clothes line, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a binder, poster, or video (see general information).

Department C - Division 247

My Financial Future

General Information: Entries should be typed and then attached to a piece of colored card stock or colored poster board (limit the size of the poster board or card stock to 14" x 22" or smaller). You may use the front and back of the poster board.

Beginning/Intermediate

C1. Write 3 SMART financial goals for yourself (one should be short term, one intermediate, and one long term.) Explain how you intend to reach each goal you set.

C2. Income Inventory - Using page 13 as a guideline, list sources and amounts of income you earn/receive over a six month period. Answer the following questions: What were your income sources? Were there any steady income sources? What did you do with the income you received? Include your income inventory in the exhibit.

C3. Tracking Expenses - Use an app or chart like the one on page 17 to track your spending over 2 months. Answer the following questions: What did you spend most of your money on? What did you learn about your spending habits? Will you make any changes in your spending based upon what you learned? Why or why not? Include your chart in your exhibit.

C4. Money Personality Profile - Complete the money personality profile found on pages 21-22. Answer the following questions: What is your money personality? How does your money personality affect the way you spend/save money? Have a friend or family member complete the money personality profile. Compare and contrast (how are you alike, how are you different) your money personality profile with theirs.

C5. Complete Activity 8 "What Does It Really Cost?" on pages 39-40.

C6. My Work; My Future - Interview three adults in your life about their careers or jobs using the questions on page 51 and record these answers. In addition, answer the following questions on your display. What did you find most interesting about these jobs? Where there any positions you might want to pursue as your career? Why/Why not? What careers interest you at this point in your life? What are three steps you need to do now to prepare for this career?

Intermediate/Advanced

C7. Interview someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have.

1. What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)?
2. What are some negative outcomes for getting paid the way you do?
3. Does your pay keep pace with inflation? Why do you think this?

Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.

C8. The Cost of Not Banking -Type your answers to the questions about Elliot on page 50.

C9. Evaluating Investment Alternatives - complete the case study of Jorge on page 64. Answer all three questions found at the bottom of the page.

C10. Understanding Credit Scores - Watch the video and read the resource listed on page 71. Answer the following questions:

1. Name 3 prudent actions that can reduce a credit card balance.
2. What are the main factors that drive the cost of credit?
3. List one personal financial goal that you could use credit or collateral to purchase. Discuss possible consequences that might happen with improper use of credit for your purchase.

C11. You Be the Teacher - Create an activity, story board, game or display that would teach another

youth about “Key Terms” listed on page 62. Activity/display must include at least five (5) of the terms.

Department C - Fashion Show

Department C -Division 410

The Fashion Show judging will be Saturday, July 22, beginning at 9:00 a.m. at Luther Memorial Church in Syracuse.

4-H’ers must model in the public Fashion Show on Friday evening to be eligible for ribbon and premium money.

4-H’ers can model more than one garment per project and can model garments in more than one project area for a maximum of four (4) entries in this Fashion Show. However, a 4-H’er may model only one entry per fashion show class number and a maximum of two (2) entries in the public fashion show. The 900 series indicates the entry is not eligible for State Fair.

The outfit of each 4-H’er will consist of a garment(s) with appropriate accessories, which may be either handmade or purchased. Please note that information regarding each project outlined in Clothing Department C applies to projects entered in Fashion Show Department C, Division 410. All 4-H’ers need to pre-register for the Fashion Show by the date listed on the Fashion Show entry form.

Department C - Division 410

Beyond The Needle

(Pay Category 1)

C10. Embellished Garment 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-H’er using the elements and principles of design to make an original statement.

C15. Garment Constructed from Original Designed Fabric. Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

C20. Textile Arts Garment(s). Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

C901. A purchased, constructed, original design, or upcycled garment to which surface embellishment has been applied.

C902. An outfit made for someone else using skills learned in Beyond the Needle. The individual for whom the outfit was designed will model in this class.

Department C - Division 410

STEAM Clothing 1

(900 Numbers do not go to STATE FAIR)

CLASS NUMBER:

C900. STEAM Clothing 1 – Non-Wearable Sewn Item

4-H’ers modeling will show one non-wearable sewn item - pillow, pillowcase, tote bag, etc. - made in this project and experience fashion show judging and the public fashion show. A “4-H is Fun” ribbon and standard premium of \$2.50 will be awarded.

(Pay Category 1)

C900. STEAM Clothing 1 – Wearable Sewn Items

4-H members who have enrolled in or completed STEAM Clothing 2 and STEAM Clothing 3 are not eligible.

C903. Simple Top (worn with purchased bottom)

C904. Simple Dress

C905. Simple Bottom (worn with purchased top)

C906. Complete Garment

C907. An outfit made for someone else using skills learned in STEAM Clothing 1. The individual for whom the outfit was designed will model in this class.

Department C - Division 410

STEAM Clothing 2

(Pay Category 1)

4-H members who have enrolled in or who have completed the STEAM 3 project are not eligible.

A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.

C20. Dress

C30. Skirted Outfit - Skirt with top, vest, or lined/unlined jacket

C40. Pants Outfit - Pants with top, vest, or lined/unlined jacket OR jogging outfit.

C50. Shorts Outfit - Shorts with top, vest, or lined/unlined jacket OR jogging outfit.

C60. Jumper and top

C70. Romper or jumpsuit

C907. Make One-Buy One – the exhibit is a purchased garment with constructed garment(s) to make a complete, wearable outfit.

C908. An outfit made for someone else using skills learned in STEAM Clothing 2. The individual for whom the outfit was designed will model in this class.

Department C - Division 410

STEAM Clothing 3

(Pay Category 1)

Garments as listed may be made from any pattern or any fabric. Nightwear or loungewear cannot be modeled. A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.

C110. Romper or jumpsuit

C120. Jumper and shirt

C130. Dress.

C140. Skirted Outfit. Skirt with top, vest, or lined/unlined jacket.

C150. Formal.

C160. Pants Outfit. Pants or shorts with top, vest, or lined/unlined jacket.

C170. Specialty Wear. Swimwear, costume, western wear-chaps, chinks, riding attire, or hunting gear.

C190. Non-Tailored lined or unlined Jacket or Coat. Additional pieces with jacket or coat may either be constructed or purchased.

C200. Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may be either constructed or purchased.

C909. An outfit made for someone else using skills learned in STEAM 3. The individual for whom the outfit was designed will model in this class.

C910. An outfit made for someone else using skills learned in STEAM 3. The individual for whom the outfit was designed will model in this class.

Department C - Division 410 Knitting or Crocheting

(Pay Category 1)

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 advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches.

C110. Modeled Knitted or Crocheted Clothing (Level 2 or 3) - dress, coat, or two piece ensemble (bottom and top).

C911. Make One-Buy One – the exhibit is a purchased garment with a knitted or crocheted garment to make a complete, wearable outfit.

Department C - Division 410

Upcycled Garment

(Pay Category 1)

4-H members enrolled in any of the above clothing projects may model an upcycled exhibit.

C915. An article of clothing made from a used item. The original used item must be altered (not just decorated) in some way to create a new wearable piece of clothing.

Department C - Division 410

\$15 Challenge

(Pay Category 1)

4-H members enrolled in any clothing project or Shopping in Style may model their \$15 Challenge exhibit. Purchase an outfit for \$15 or less. Complete the \$15 Challenge Report Form and turn into the Extension Office by the date listed on the form.

C916. \$15 Challenge.

Department C – Division 410

Shopping In Style

(Pay Category 1)

Any 4-Her enrolled in the Shopping In Style project may enter this class in the fashion show. The Shopping in Style Fashion Show entry form SF184 must be turned into the Extension Office by the date listed on the form.

C4. Garment or Outfit Purchased