

2024 STATIC EXHIBITS

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 contestants. For more resources and materials in this category refer to the resource section at the bottom of the page.

COUNTY CLOTHING CONSTRUCTION RULES: Limit of **five** exhibits in each project (1 entry per class number) unless otherwise indicated. General Clothing entries are in addition to the five exhibit per project limit. Entries not properly completed/entered on time may be lowered one ribbon placing.

GENERAL: Garments as listed may be made for self (4-H member) or another person. 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 3, you are not eligible to exhibit in STEAM Clothing 2.

Clothing items must have an entry tag with a label 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 being exhibited.

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 this Premium List.

Scoresheets, forms, contest study material and additional resources can be found at <https://go.unl.edu/ne4hclothing>.

Phelps County—Garments are judged the morning of the Public Fashion Show Monday, July 18. Watch for times from the Extension Office.

Gosper County—Garments are judged during Gosper County Static Exhibit Entry Day judging

NOTICE: 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 <http://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.

All project must receive a purple ribbon and selected by a judge to be eligible for Nebraska State Fair.

CLOTHING CATCH-ALL

Premiums: P-2.25, B-2.00, R-1.50, W-1.00

Class +C911901 County Clothing Project Catch-All 4-H'ers enrolled in a clothing project may exhibit in this class. *(Not State Fair eligible)*

GENERAL CLOTHING

Premiums: 2.50, 2.25, 1.75, 1.25

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

Class 220001 Clothing Portfolio (SF20) 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 1/2x11, 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 STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.

Class 220002 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, 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.

Class 220003 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"x30".

BEYOND THE NEEDLE

Premiums: 2.50, 2.25, 1.75, 1.25

Beyond the Needle is a project for 4-H'ers of all ages. When selecting special awards, the age of the 4-H member will be considered using the following guidelines: Beginning Level, ages 8, 9, 10; Intermediate Level, ages 11, 12, 13 and Senior Level ages 14 and up. (4-H age). Techniques presented in the Beyond the Needle manual are categorized by beginning, intermediate and more advanced techniques. Those techniques that are listed as beginning in the project manual will be entered in Beginning Embellished Garment Class +C221901 and +C221902 Beginning Textile Clothing Accessory

4-H members must show their own original creativity.

Class +C221901: Beginning Embellished Garment. SF24 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.


Class +C221902: Beginning Textile Clothing Accessory. Accessory is constructed and/or decorated using beginning level techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc.

Class +C221904 Other article Other exhibit using skills learned in the project manual.

Class C221001 Design Portfolio (SF20) 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.

Class C221002 Color Wheel (SF20) 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"x30".

A Design Data Card MUST BE included with Beyond The Needle Classes 3221003-C221008. If not included, exhibit will be lowered one ribbon placing

<p>N EXTENSION </p> <p>Clothing Design Data Card</p> <p>Name _____ County _____</p> <p>Class Name and Number _____</p> <p>This card must be included with Beyond the Needle Classes: C221003 through C221008 STEAM 2 Upcycled Garment and Accessory Classes: C222003 and C222004 STEAM 3 Upcycled Garment and Accessory Classes: C223001 and C223002 All upcycled exhibits are required to have before and after pictures (pictures no larger than 4.25" x 5.5" each)</p> <p>1. Why did you choose to create this exhibit?</p> <p>2. What steps did you take as you created this exhibit?</p> <p>3. What is one thing you learned from creating this exhibit?</p>

EXAMPLE of Data Card needed for Beyond The Needle Classes C221003 through C221003 and STEAM 2 & 3 upcycled exhibits.. Can be found at:

Class C221003 Embellished Garment With Original Design (*Eligible for State Fair Fashion Show*) (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. (Data Card required)

Class C221004 Original Designed Fabric Yardage.

(SF28) 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. (Data Card required)

Class 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 item is constructed from that fabric. Other embellishments may be added. (Data Card required)

Class 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. (Data Card required)

Class 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. Example: 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 <http://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

Class 221008 Wearable Technology Garment or Accessory (SF26) Garment is eligible for State Fair Fashion Show. Technology is integrated into the garment or accessory in some way. (For example: LEDs, charging capabilities, sensors, etc.)

+STEAM Clothing 1 Sewing Fundamentals

Premiums: Purple 2.50 Blue 2.25 Red 1.75 White 1.25

Beginning Sewing Exhibits: Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. May exhibit one item per class number.

It is suggested that exhibits 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. Avoid Plaids, Stripes, Napped or Jersey Knit. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable.

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

*4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited in a more advanced level, you are not eligible to exhibit in a lower (less advanced) level. Example: once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM 1.

*Project manuals include: STEAM Clothing 1 and Makers Guide to Sewing Stuff (both available in Extension Office). Makers Guide includes oven mitts, baggy beans game, crayon roll, wallet, and more.

Class +C900901 Pincushion

Class +C900902 Pillowcase

Class +C900903 Simple pillow—any size

Class+C900904 Bag/Purse no zippers or button holes

Class +C900905 Simple Top

Class +C900906 Simple Bottom—pants, shorts, skirt

Class +C900907 Simple Dress

Class +C900908 Simple Vest

Class +C900909 Apron

Class +C900910 Upcycled Simple Garment—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 or it will be disqualified.

Class +C900911 Upcycled 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 or it will be disqualified.

Class +C900912 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 8 1/2 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.

Class +C900913 Sewing Kit—Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

Class +C900914 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.

Class +C900915 What’s The Difference—4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22”x30”) 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.

Class +C900916 Clothing Service Project—Can include pillows or pillow cases but are not limited. 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.

Class +C900917 STEAM 1 Additional Exhibit using skills learned in project manual or Makers Guide to Sewing Stuff (both available at Extension Office).

Class +C900918 STEAM 1 Second Additional Exhibit using skills learned in project manual or Makers Guide to Sewing Stuff (both available at Extension Office).

STEAM 2 RULES: Exhibits entered in this project must reflect at least one new skill learned from the manual. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>.

STEAM Clothing 2—Simply Sewing

Prem: Purple-\$5, Blue-\$4.75, Red-\$4.00, White-\$3.00

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill level list.) (SF20) 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.

Class C222001 Design Basics, Understanding Design Principles—(SF20) 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”x30”.

Class C222002 Pressing Matters—(SF20) 4-H members enrolled in STEAM Clothing 2 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.

Class 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”x5.5”. If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills and Design Data Card available at <https://go.unl.edu/ne4hclothing>

Class 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 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”x5.5”. If additional information is not included, exhibit will be lowered one ribbon placing. A list of skills and Design Data Card available at <https://go.unl.edu/ne4hclothing>

Class 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/nerhclothing>. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber based items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

Class C222006 -Top—(Not eligible for State Fair Fashion Show) SF28 (vest acceptable)

Class C222007 -Bottom—(Not eligible for State Fair Fashion Show) SF 28 (pants or shorts)

Class C222008—Skirt (Not eligible for State Fair Fashion Show) SF 28

Class C222009—Lined or Unlined Jacket (Not eligible for State Fair Fashion Show) SF 28

Class C222010—Dress—(Eligible for State Fair Fashion Show) SF28 (**not formal wear**)

Class C222011—Romper or jumpsuit (Eligible for State Fair Fashion) SF 28

Class C222012—Two-Piece Outfit (Eligible for State Fair Fashion) SF28

Class 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).

Class 222014 Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers. (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) 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.

Class +C222903 - STEAM 2 Other Garment- (county only project). Not eligible for State Fair.

STEAM 3 RULES: Exhibits entered in this project must reflect at least one new skill learned from the manual. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>.

STEAM Clothing 3—A Stitch Further

Premiums: Purple \$5, Blue \$4.75, Red \$4, White \$3

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 fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of constructed garments only. **Wool entries must have the fiber content listed on the identification label.**

Class 223001: Upcycled Garment – (SF28) (Eligible for State Fair Fashion Show) -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”x5.5”. The data card is available at <http://go.unl.edu/ne4hclothing>.

Class 223002: Upcycled Clothing Accessory— (SF22) (Not eligible for State Fair Fashion Show.) 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”x5.5”. The data card is available at <http://go.unl.edu/ne4hclothing>.

Class 223003: Textile Clothing Accessory—(SF23) (Not eligible for State Fair Fashion Show.) 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.)

Class C223004 Dress or Formal—(Eligible for State Fair Fashion Show.) SF 28

Class C223005 Skirted Combination- (Eligible for State Fair Fashion Show) SF28 (skirt with shirt, vest or jacket OR jumper and shirt).

Class C223006 Pants or Shorts Combination- (Eligible for State Fair Fashion Show) SF28 (pants or shorts with shirt, vest or jacket).

Class C223007 Romper or Jumpsuit—(Eligible for State Fair Fashion Show) SF28

Class C223008 Specialty Wear: (Eligible for State Fair Fashion Show) SF28 -(Includes: swim wear, costumes, hunting gear, or chaps).

Class C223009 Lined or Unlined Jacket- (non-tailored). (Eligible for State Fair Fashion Show) SF28

Class C223010 Coat, Blazer, Suit Jacket or Outerwear. (SF28) (Eligible for State Fair Fashion Show) 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 which is a State Fair award.

Class 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).

Class C223012 Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers —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) 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.

Class +C223903 Other STEAM 3 garment - (county only project). Not eligible for State Fair.