

DEPARTMENT - CLOTHING

Superintendent: Darcy Meinke

Once you have completed a project you cannot go back a level. The idea is to advance and learn new skills each year. All garments (except knitted and crocheted articles) must be on wire hangers or hangers with a swivel hook. If you use more than one hanger for an entry, fasten hangers together with twist ties or rubber bands.

You may have one entry per class number unless otherwise stated. Identification labels: each item entered as a clothing, knitted, or crocheted exhibit must have a label attached to the back neckline or back waistband of the garment stating: county, exhibitor's name, project name and class in which garment is entered, exhibitor's age, and number of years enrolled in project in which exhibiting. Attach label using safety pins or baste.

STEAM Clothing 1 - Division 219

COUNTY ONLY ENTRIES ALL ENTRIES IN STEAM CLOTHING 1

May exhibit 1 entry per class.

PREMIUM CODE 10

1.+ Clothing Portfolio Complete at least three different samples/activities from Chapter 2 OR Chapter 3 of the project manual. Place entry in an 8 ½ 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 formatting.

2.+ Sewing Kit Refer to pages 12-17 in the manual and include list of sewing notions and purpose for each.

3.+ Fabric Textile Scrapbook Include at least 5 different textile samples using template on page 41 for information to include. Place these cards in an 8 ½ x 11, 3 ring binder. Include appropriate cover.

4.+ What's the Difference Refer to pages 118-119. Entry is a notebook, poster, or small display sharing a project comparison and price point (not to exceed 22" x 30"). Exhibits should include pictures NO actual pillows.

5.+ Clothing Service Project Exhibit not to exceed 22" x 30" shall be a notebook, poster, or small display sharing information you generated in the activity "Serving A Purpose" on pages 124-125.

6.+ Pincushion and/or needlebook

7.+ Pillowcase

8.+ Simple Pillow No larger than 18" x 18".

9.+ Bag/Purse No zippers or buttonholes.

10.+ Simple Top

11.+ Simple Bottom pants, shorts, or skirt.

12.+ Simple Dress

13.+ Other Use skills learned in the project manual (apron, vest, etc.)

14.+ 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" photo and description of the redesign process must accompany the entry.

15.+ Upcycled Accessory A wearable accessory made from a used item. The item must be changed in some way in the redesign process. A "before" photo and description of the redesign process must accompany the entry.

GENERAL CLOTHING

Division 220

PREMIUM CODE 8

1. Clothing Portfolio Complete at least four different samples from Chapter 2 OR Chapter 3 or 4 of the manual. The Portfolio

should be placed in an 8 ½ 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 9-11 for formatting.

2. Textile Science Scrapbook Must include at least 10 different textile samples. Use template on page 39 in manual to identify fabric swatches. Completed cards should be in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions. Scrapbook can build upon itself each year, but pages added should be dated.

3. Sewing for Profit Use pages 161-167 in the STEAM 2 manual and display products you posted online and analyze the cost of good purchased to determine the appropriate selling price for your product. The exhibit may be a notebook, poster, or small display not to exceed 22" x 30".

BEYOND THE NEEDLE - Division 221

PREMIUM CODE 13

1. 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.

2. Color Wheel- Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the manual. The exhibit may be a notebook, poster, or small display not to exceed 22" x 30".

PREMIUM CODE 9

3. Embellished Garment with Original Design – Create a garment using intermediate or advanced techniques as defined in the manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

4. 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.

5. Item (garment or non-clothing item) Constructed from Original Designed Fabric- Fabric yardage is designed first, and then a garment 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.

PREMIUM CODE 13

6. 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.

7. Beginning Fashion Accessory (not eligible for State Fair Fashion Show) - An accessory designed and constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

8. Advanced Fashion Accessory An accessory designed and constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Examples: peyote stitch,

bead embroider, advanced design on tennis shoes, metal stamping, riveting, and resin. A description of the design process **must** accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.

9. Wearable Technology Garment Technology is integrated into the garment in some way for example LEDs, charging capabilities, sensors.

10. Wearable Technology Accessory an accessory constructed integrating technology into the accessory for example charging backpack, fitness tracker.

COUNTY ONLY ENTRIES BEYOND THE NEEDLE

11.+ Beginning Embellished Garment- Designs are the original idea of the 4-Her using the elements and principles of design (shape/form, texture, color, line, space, rhythm, emphasis, proportion, balance, and unity) to make an original statement. Use beginning techniques as defined in the project manual.

12.+ Beginning Textile Clothing Accessory-Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include hats, bags, scarves, gloves, aprons, corsage or boutonniere etc.

STEAM Clothing 2 SIMPLY SEWING Division 222

Construction skills need to reflect the things learned from the manual. Garments may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1.

PREMIUM CODE 8

1. 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. The exhibit may be a notebook, poster, or small display not to exceed 22" x 30".

2. 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.

3. Upcycled Garment - (not 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 the project. A "before" photos and description of the redesign process must accompany the entry.

4. Upcycled Clothing Accessory - (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 "before" photo and description of the redesign process must accompany the entry.

5. Textile Clothing Accessory - (not eligible for State Fair Fashion Show) Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. Not metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

6. Top (vest acceptable) - (not eligible for State Fair Fashion Show)

7. Bottom (pants or shorts) - (not eligible for State Fair Fashion Show)

8. Skirt - (not eligible for State Fair Fashion Show)

9. Lined or Unlined Jacket - (not eligible for State Fair Fashion Show)

10. Dress (not formal)

11. Romper or Jumpsuit

12. Two-Piece Outfit

13. Alter Your Pattern 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.

14. 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.

STEAM Clothing 3 - A STITCH FURTHER Division 223

Entries must show a progression of learning beyond STEAM Clothing 2. Entry consists of complete constructed garments only. Wool entries must have the fiber content listed on the identification label.

PREMIUM CODE 6

1. Upcycled Garment - (not 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 the project. A "before" photo and description of the redesign process must accompany the entry.

2. Upcycled Clothing Accessory - (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 the project. A "before" photo and description of the redesign process must accompany the entry.

3. Textile Clothing Accessory - (not eligible for State Fair Fashion Show) Textile accessory is constructed using at least one skill learned in this project. Entry examples include: hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tapes, etc.)

4. Dress or Formal

5. Skirted Combination (skirt with shirt, vest or jacket OR jumper and shirt)

6. Pants or Shorts Combination (pants or shorts with shirt, vest, or jacket)

7. Romper or Jumpsuit

8. Specialty Wear (includes swim wear, costumes, hunting gear, or chaps)

9. Lined or Unlined Jacket

10. Coat, Blazer, Suit Jacket or Outerwear A tailored blazer or suit jacket or coat. Wool entries must have fiber content listed on the label.

11. Alter/Design Your Pattern 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.

12. 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

KNITTING - Division 225

Each entry must have a half sheet of 8 1/2 x 11" paper attached to the entry tag which provides the following information:

1. What was your goal(s) in making this exhibit (ex: learn how to block a garment or learn how to use two different yarns)
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
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 by weight and fiber content.
7. Names of stitches used.
8. Copy of directions.

BEGINNING UNIT

PREMIUM CODE 10

1. **Level 2- Knitted clothing**
2. **Level 2- Knitted home environment item**
3. **Arm or finger knitted item (clothing or home environment)**
4. **Loom Knitted Item**
5. **Level 3 Knitted Clothing** 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.
6. **Level 3- Knitted Home Environment Item**
7. **Level 3- Machine Knitting**

COUNTY ONLY ENTRIES KNITTING

PREMIUM CODE 14

- 16.+ **Slippers**
- 17.+ **Simple Hat**
- 18.+ **Mittens**
- 19.+ **Sweater or Shell**
- 20.+ **Other Simple Item** (must have approval of Extension Educator)
- 21.+ **Finger Knitted Exhibit**

CROCHET - Division 226

General Information: Each entry must have the following on a half sheet of 8 1/2" x 11" paper:

1. What was your goal(s) in making this exhibit (learn how to block a garment or learn how to use two different yarns).
2. What steps did you take as you worked toward your goal(s)?
3. What were the most important things you learned as you worked toward your goal(s)?
4. Gauge and size of hook.
5. Kind of yarn-weight and fiber content or other material used.
6. Names of stitches used.
7. Copy of instructions.

BEGINNING UNIT

PREMIUM CODE 10

1. **Level 2 Crocheted Clothing** using basic stitches such as chain, single, double, half-double, treble to form patterns.
2. **Level 2 Crocheted home environment item**
3. **Level 3- Level 3 Crocheted Clothing** advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.
4. **Level 3- Crocheted Home Environment Item**

COUNTY ONLY ENTRIES CROCHET

PREMIUM CODE 14

- 16.+ **Slippers**
- 17.+ **Simple Hat**
- 18.+ **Mittens**
- 19.+ **Shell, Vest, or Sweater**
- 20.+ **Other Simple Item** (on Extension Educator's approval)

SHOPPING IN STYLE - Division 240

For 4-H members 10 years of age and over.

Posters should be on 14" x 22" poster board. Three-ring binders should be 8 1/2" x 11" x 1". Videos 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.

PREMIUM CODE 10

1. Best Buy for Your Buck This class is for youth **Ages 10-13**. Provide details of the best buy of a garment(s) 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 (see general information) **no posters please** in this class. Provide details about wardrobe inventory which indicates why you selected the garment you did, clothing budget, cost of garment and a conclusion or summary statement stating your final comments on why you selected your best buy for your buck. Provide 3 color photos of you wearing the garment (front, side, back views).

2. Best Buy for Your Buck This class is for youth **Ages 14-18**. Provide details of the best buy of a garment(s) 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 (see general information) **no posters please** in this class. You should provide details listed for those ages 10-13 in the class above plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, care of garment, and a conclusion or summary statement stating your final comments on why you selected your best buy for your buck. Provide 3 color photos of you wearing the garment (front, side, back views).

3. 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).

4. 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).

5. 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.

6. 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 clothesline, 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).

SHOPPING IN STYLE - Division 244 COUNTY ONLY ENTRIES

PREMIUM CODE 10

For 4-H members under 10 years of age.

1.+ Clothing Wardrobe Inventory- List five items in your clothing wardrobe. What one garment would you add to your wardrobe that would help you to mix and match what you already have to extend your wardrobe? Explain what you need to think about and consider when you select this item. Consider creativity and style in your story. Your wardrobe inventory entry may be a picture poster, a video style show with explanation, a written story, etc.

2.+ Buymanship- Experience buying a complete wearable outfit for the best possible price. Your entry must include the hang tags (if available), information from fiber content and care labels and a story about what you considered when you purchased the outfit. Consider creativity and style in explaining your story. Do not include the clothing as part of your entry. Your buying experience may be a picture poster, a video, a written story, etc.

NON-CLOTHING EXHIBITS - Division 245 COUNTY ONLY ENTRIES

The following classes are for those wanting to sew items other than clothing and have the construction skills evaluated. These are county-level only.

PREMIUM CODE 13

1.+ Any non-clothing exhibit- for those up to age 11 - examples: laundry bag, chair cushions, cloth gun case, etc.

2.+ Any non-clothing exhibit- for those 12 years or older.

AWARDS AVAILABLE:

Top Senior Clothing Construction Exhibit

Top Junior Clothing Construction Exhibit

Top Senior Decorate Your Duds Exhibit

Top Junior Decorate Your Duds Exhibit

FASHION SHOW - Division 410

Superintendent: Darcy Meinke

Each 4-H'er may model a maximum of **three times, this includes (one constructed STEAM project garment, one Beyond the Needle exhibit, and one purchased outfit – Shopping in Style)**. Outfits must consist of items to be worn at one time except as noted. 4-H'er must model in the Public Show to receive premium money. Models must be 10 years of age by January 1 of the current year to be eligible for the State Fair.

Sleep wear, textile clothing accessories, and upcycled garments are not eligible for State Fair.

PREMIUM CODE 3

COUNTY ONLY ENTRY STEAM 1

1.+ Single Garment or Complete Outfit

STEAM 2

A purchased top can be worn to complete a constructed vest or jacket outfit with a skirt, pants, or shorts. Possible types of garments include dress; skirted outfit, jumper and shirt; or pants outfit.

30. Modeled Constructed STEAM Clothing 2 Garment(s) - (10 years of age by Jan. 1st and older)

4-H members who have enrolled or have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2.

COUNTY ONLY ENTRY STEAM 2

31.+ Modeled Constructed STEAM Clothing 2 Garment(s) - (under 10 years of age)

BEYOND THE NEEDLE

4-H'ers must show their original creativity.

10. Modeled Embellished Garment with Original Design

Garment created using intermediate or advanced techniques from the project manual. Upcycled garments are NOT accepted.

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

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

25. Modeled Wearable Technology Garment Garment must have integrated technology into its design.

COUNTY ONLY ENTRY BEYOND THE NEEDLE

26.+ Modeled Embellish Garment with Original Design (under 10 years of age) a complete outfit (top, pants, shorts, dress, etc.) not an accessory but may include accessories with it.

STEAM 3

Nightwear or lounge wear cannot be modeled.

40. Modeled Constructed STEAM 3 Garment

Possible types of garments include dress or formal, skirted outfit, pants or shorts outfit, romper or jumpsuit, specialty wear, non-tailored jacket, or tailored blazer, jacket, or coat. Additional pieces may be constructed or purchased. A purchased top can be worn to complete a vest or jacket outfit with skirt, pants, or shorts.

Knitted or Crocheted Clothing

50. Modeled Knitted or Crocheted Clothing (Level 2 or 3)

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. Garment can be a complete outfit as in a dress, coat, or two-piece ensemble (bottom and top).

SHOPPING IN STYLE - Division 410

Participants must be enrolled in the Shopping in Style 4-H Project to enter. Participants will be allowed to model in both the constructed fashion show and the purchased garment fashion show.

PREMIUM CODE 3

60. Modeled Complete Outfit (age 10 and older on January 1) - All parts of the outfit must be purchased.

COUNTY ONLY ENTRY SHOPPING IN STYLE

61.+ Modeled Complete Outfit (age 9 and younger) - All parts of the outfit must be purchased.

AWARDS AVAILABLE:

State Fair Stylist (ages 10 & older)
Junior Stylist (ages 9 and younger)