



Consumer & Family Science Clothing

Only one entry per class. ^{S_E} Classes only are State Fair eligible.

All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag on the right side of the garment and the hook of the hanger to the left.

Each item entered as a clothing, knitting or crochet exhibit must have a label attached 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 exhibited. *Wool entries must have the fiber content listed on the identification label.* Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.

Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. Labels available at the Extension Office. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger to the left. Fasten skirts, shorts, and pants to skirt/pant hangers or safety pin on hanger. Each piece should 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 (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 2, you are not eligible to exhibit in STEAM Clothing 1.

Sewing exhibits will be entered on Saturday, July 23. All garments will be judged. Clothing must be picked up following the Public Clothing Revue on July 23 and then returned to the fairgrounds for exhibiting on Sunday, July 31.

Scoresheets, forms, contest study materials, and additional resources can be found at <https://go.unl.edu/ne4hclothing>. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book. All projects must have been completed since the last fair.

Overall Senior & Junior Grand Champions and Reserve Champions will be chosen from project champions. Age divisions: Juniors - ages 8 - 11; Seniors - ages 12 and up. Entries not complete or following the criteria for judging will be dropped one ribbon placing.

State Fair Special Awards:

Premier 4-H Science Award is available in this area. Please see visit this site for more details <https://4h.unl.edu/fairbook/premier-science-award>.

All garments and accessories will be considered for the juried "4-H Design Gallery" to be displayed at the Nebraska State Fair only.

All garments with at least 60% wool content are eligible for the "Make It With Wool" Award.

STEAM Clothing 1 Division 210

Understand the basic of sewing; Understand textiles through science experiments; Learn about how textiles are engineered into garments. May exhibit one item per class number. 4-H'ers who



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have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1.

- Class 1 **Clothing Portfolio** – Scoresheet SF20 – 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 2 **Sewing Kit** – Scoresheet SF20 Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual).
- Class 3 **Fabric Textile Scrapbook** – Scoresheet SF20 – 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 4 **What’s The Difference** – Scoresheet SF20 – 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?” page 118-119. Exhibits should include pictures NO actual pillows.
- Class 5 **Clothing Service Project** – Scoresheet SF20 – Can include pillows or pillow cases 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” page 124 and 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, and collars. Raglan and kimono sleeves are acceptable.

- Class 6 **Pincushion** – Scoresheet SF50
- Class 7 **Pillowcase** – Scoresheet SF51
- Class 8 **Simple Pillow** – Scoresheet SF 52 No larger than 18” x 18”
- Class 9 **Bag/Purse** – Scoresheet SF53 No zippers or button holes
- Class 10 **Simple Top**– Scoresheet SF28
- Class 11 **Simple Bottom** – Scoresheet SF28 pants, shorts, or skirt
- Class 12 **Simple Dress** – Scoresheet SF28
- Class 13 **Other** – Scoresheet SF55 Using skills learned in project manual (apron, vest, etc.)
- Class 14 **Upcycled Simple Garment** – Scoresheet SF21 – 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
- Class 15 **Upcycled Accessory** – Scoresheet SF22 – 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.

General Clothing Division 220

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

- SClass 1 **Clothing Portfolio** – Scoresheet SF20 – Complete at least four different samples/activities from Chapter 2, 3, OR 4 of the project manual. The Portfolio should be placed in an 8 1/2 x 11, 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 for portfolio formatting.

- S_FClass 2 Textile Science Scrapbook** – Scoresheet 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.
- S_FClass 3 Sewing For Profit** – Scoresheet SF63 – 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" x 30".

STEAM Clothing – Beyond the Needle Division 221

4-H members must show their own original creativity.

- Class 11 Beginning Textile Clothing Accessory** – Scoresheet SF23 – Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons etc.
- Class 15 Beginning Embellished Garment** – Scoresheet SF26 – 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.
- S_FClass 1 Design Portfolio** – Scoresheet 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.
- S_FClass 2 Color Wheel** – Scoresheet 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" x 30".
- S_FClass 3 Embellished Garment with Original Design** – Scoresheet SF26 – (Eligible for State Fair Fashion Show) – Create a garment using intermediate or advanced 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.
- S_FClass 4 Original Designed Fabric Yardage** – Scoresheet SF27 – 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.
- S_FClass 5 Item (garment or non-clothing item) Constructed From Original Designed Fabric** (Only garments eligible for State Fair Fashion Show) – Scoresheet SF26 – Fabric yardage is designed first, then an item 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.
- S_FClass 6 Textile Arts Garment or Accessory** (Garment eligible for State Fair Fashion Show) – Scoresheet SF25 – 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.

- S_FClass 7 Beginning Fashion Accessory** (Not eligible for State Fair Fashion Show) – Scoresheet SF23 – An accessory designed and/or constructed using elements and principles of design and basic skills; can be textile or non-textile based. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.
- S_FClass 8 Advanced Fashion Accessory** (Not eligible for State Fair Fashion Show) – Scoresheet SF23 – An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, and etc. A description of the design process must accompany the entry. If additional information is not included, exhibit will be lowered one ribbon placing.
- S_FClass 9 Wearable Technology Garment** (Eligible for State Fair Fashion Show) – Scoresheet SF33 – Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, and etc.)
- S_FClass 10 Wearable Technology Accessory** (Not eligible for State Fair Fashion Show) – Scoresheet SF33 – An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, and etc.)

STEAM Clothing 2 – SIMPLY SEWING Division 222

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.

- S_FClass 1 Design Basics, Understanding Design Principles** – Scoresheet 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" x 30".
- S_FClass 2 Pressing Matters** – Scoresheet 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 project manual. Exhibit should include answers to lesson questions that are most appropriate to include.
- S_FClass 3 Upcycled Garment** – (not eligible for State Fair Fashion show) – Scoresheet SF21 – 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 "before" picture and a description of the redesign process must accompany the entry.
- S_FClass 4 Upcycled Clothing Accessory** – (not eligible for State Fair Fashion Show) – Scoresheet SF22 – 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.
- S_FClass 5 Textile Clothing Accessory** – (not eligible for State Fair Fashion Show) – Scoresheet SF23 Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. Entry examples include: hats, bags, scarves,



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- gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.).
- Scoresheet SF28 for the Following CLASSES:
- ^{S_F}Class 6 **Top** (not eligible for State Fair Fashion Show) (vest acceptable)
 - ^{S_F}Class 7 **Bottom** (not eligible for State Fair Fashion Show) (pants or shorts)
 - ^{S_F}Class 8 **Skirt** (not eligible for State Fair Fashion Show)
 - ^{S_F}Class 9 **Lined or Unlined Jacket** (not eligible for State Fair Fashion Show)
 - ^{S_F}Class 10 **Dress** (eligible for State Fair Fashion Show) (not formal wear)
 - ^{S_F}Class 11 **Romper or Jumpsuit** (eligible for State Fair Fashion Show)
 - ^{S_F}Class 12 **Two-Piece Outfit** (eligible for State Fair Fashion Show)
 - ^{S_F}Class 13 **Alter Your Pattern** – (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) – Scoresheet SF31 – 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).
 - ^{S_F}Class 14 **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) – Scoresheet SF32 – 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

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.**

- ^{S_F}Class 1 **Upcycled Garment** (not eligible for State Fair Fashion show) – Scoresheet SF21 – 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 “before” picture and a description of the redesign process must accompany the entry.
- ^{S_F}Class 2 **Upcycled Clothing Accessory** (not eligible for State Fair Fashion show) – Scoresheet SF22 – 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.
- ^{S_F}Class 3 **Textile Clothing Accessory** (not eligible for State Fair Fashion show) – Scoresheet SF23 – Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. 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.).

Scoresheet SF28 for the Following CLASSES:

- ^{S_F}Class 4 **Dress or formal** (eligible for State Fair Fashion Show)



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- ^S_FClass 5 **Skirted Combination** (eligible for State Fair Fashion Show) (skirt with shirt, vest or jacket OR jumper and shirt)
- ^S_FClass 6 **Pants or Shorts Combination** (eligible for State Fair Fashion Show) (pants or shorts with shirt, vest or jacket)
- ^S_FClass 7 **Romper or Jumpsuit** (eligible for State Fair Fashion Show)
- ^S_FClass 8 **Specialty Wear** (eligible for State Fair Fashion Show) (includes: swim wear, costumes, hunting gear, or chaps)
- ^S_FClass 9 **Lined or Unlined Jacket** (eligible for State Fair Fashion Show) (non-tailored)
- ^S_FClass 10 **Coat, Blazer, Suit Jacket or Outerwear** (eligible for State Fair Fashion Show) – Scoresheet SF29 – 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.
- ^S_FClass 11 **Alter/Design Your Pattern** (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) – Scoresheet SF31 – 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).
- ^S_FClass 12 **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) – Scoresheet SF32 – 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.