

CLOTHING & FASHION SHOW

Unlimited entries per class number may be made per exhibitor.

Clothing/Item: Premium Code: STATIC ITEMS

Fashion Show: Premium Code: CONTESTS

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 the application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants.

CLOTHING RULES

- 1. Clothing Judging & Interview Judging-** Will be held for all clothing construction, crochet, and knitting, projects: including Beyond the Needle, Attention Shoppers, and Shopping in Style. See pre-fair schedule for dates and times.
- 2. Forms-** Look at the schedule at front of fairbook to determine when ALL Fashion Show forms & Clothing Pre-Entry forms are due in the Extension Office. Clothing exhibits must be listed and described on the pre-entry form. Entry tags will be provided by office on clothing judging day or earlier. Forms are also available at: <https://extension.unl.edu/statewide/southernplains/contests-0/>
- 3. Entry Tags-** 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 securely using straight or safety pins on the right side of the garment and the hook of the hanger to the left.
- 4. Identification Labels-** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name & age, project name, class in which garment is entered, and the number of years enrolled in the project. *Wool entries must have 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.
- 5. Preparation of Exhibits-** Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. 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.

6. **A Design Data Card** must be included with Beyond the Needle Classes C221003-C221008 AND STEAM 2 & 3 upcycled exhibits. The data card is available at <http://go.unl.edu/ne4hclothing> or on the Southern Plains website: 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
7. **Criteria for Judging-** Refer to the Nebraska 4-H website for current score sheets <https://4hfairbook.unl.edu/fairbookview.php/exhibits>. In addition, all entries must conform to rules and regulations as set forth in this fairbook. An incomplete exhibit will be lowered one ribbon placing.
8. **Skill Levels-** 4-Her's 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 1.
9. **General-** Garments may be made for self (4H Member) or another person.
10. **My Choice Entry-** These exhibits do not need to be a human garment but may not be a decorated item for the home that could be entered in Home Environment. Examples might be an item for a pet, a flag, book bag, laundry bag, garment/travel bag, school banner, etc. All items in this class are not eligible for the State Fair.
11. **All Exhibits-** Must be displayed at the fair to receive ribbon and premium. The exhibitor is responsible for bringing garments to the fair.

FASHION SHOW (MODELING) RULES

The fashion show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment contestants are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

1. **Entry Forms & Written Narratives- IN ORDER TO MODEL, a written form must be received in the Extension Office by/on pre-entry day.** Check due dates in County Fair schedules. All garments in Fashion Show MUST be judged in construction also.
2. **4-H Member Must Model-** at both Fashion Show Judging & Public Fashion Show to receive a ribbon and premium. An exception may be granted if a member/leader presents circumstances to Clothing Superintendent/Extension Staff to see if it warrants an exception. Superintendent/Extension Staff reserve the right to limit the number of garments modeled at Public Fashion Show due to entry numbers.
3. **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 needs to be a complete outfit as in a dress, coat, or two-piece ensemble (bottom and top).

4. **Restrictions - *Beyond the Needle*** - No accessories will be judged in the Fashion Show. Accessories can be modeled if they are part of an ensemble that you have decorated but no ribbon will be given for them. Exhibits made for a person other than 4-Her may only be modeled at the County Fashion Show and are not eligible for State Fashion Show.
- *Only human wearing apparel may be modeled.
 - *Garments should be age appropriate.
 - *Sleepwear/swimwear cannot be modeled at Public Fashion Show.
 - *Garments with inappropriate language OR images are not permitted.

CONSUMER MANAGEMENT

Unlimited entries per class number may be made per exhibitor.

Consumer management helps participants learn more about how to make smart fiscal decisions and how to improve financial literacy. The different exhibits provide a variety of learning experiences for 4-H'ers. Participants in this category will emphasize setting smart goals and keeping a spending plan.

ATTENTION SHOPPERS

Age 9 & Under

Scoresheet SF118

Limit-1 Entry per Class

Exhibits are due on Fashion Show Judging Day

The entry must be in an **8 ½" x 11" x 1" 3-ring notebook** with the following information. (Record books will not be accepted.)

1. Include a wardrobe inventory. Tell how the garment/outfit fills a void in the inventory, or why the garment was selected/purchased.
2. Accessories selected.
3. When comparing the garment(s) selected and those that were rejected, explain the difference in sewing construction qualities of the garments.
4. What is the fiber content, fabric structure and care?
5. When shopping and comparing garments that were selected and/or rejected, tell how they are alike (compare) and how they were different (contrast).
6. Cost of the garment. How does the garment fit into the clothing budget or spending plan?
7. Estimated cost per wear (cost of garment divided by estimated times to be worn for the life of the garment.) Take into consideration the care of the garment. Include in your figures the

cost of supplies (detergent, softener, etc.) for doing a load of laundry or the dry- cleaning cost for your garment.

Attention Shoppers Dept. C Division 244 Classes:	Fashion Show Dept. C Division 425 Class:	
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, an audio tape, etc.	
2*	Clothing Interview- 1) Interview an older person and talk about the fads and fashions of the time when n they were young, OR, 2) Interview a person from another culture and find out how their dress and fashions may differ at school, special occasions (such as weddings, graduations, birthdays, religious events, etc.) How do those items differ or are they the same as what you wear? OR, 3) Interview a person who wears special types of clothing for their job. Find out how these clothes differ from the ones they wear away from job, what makes them different, why are they necessary to wear, etc. Consider creativity and style in your story. Include a picture of the person you interviewed in their special type of clothing., Your interview entry may be a picture poster, a written story, audio tape, video tape with explanation, etc.	
3*	Buymanship Book- Experience buying a complete wearable outfit for less than \$75. 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 tape, a written story, or an audio tape, etc. Purchased garment may be modeled.	102*

SHOPPING IN STYLE

Limit-1 Entry per Class

Age 8 & Over

Exhibits are Due on Fashion Show Judging Day.

See Fair Schedule for Date & Time.

See Fashion Show rules for more information.

General information: If the exhibit is a poster, it should be on 14" x 22" poster board. If a three- ring binder is used it should be 8 ½" x 11" x 1". Video exhibits should be less than 5 minutes in length and able to be played on a PC using Windows Media Player, Real Player, or Quick Time Player.

	Shopping In Style Dept. C Division 240 Classes	Fashion Show Dept. C Division 425 Classes
1	<p>Best Buy for Your Buck- 4H Ages 8-13- Scoresheet SF84- 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. Do not include the <i>Shopping in Style Fashion Show information sheet</i> in your entry for this class. Although both entries do share some information, there are differences in content and format for this class. <u>Provide details about wardrobe inventory which indicates the following:</u></p> <ol style="list-style-type: none"> a. Why you selected the garment you did. b. Clothing budget c. Cost of garment d. Conclusion/summary statement(s) stating your final comments on why you selected your "Best Buy for Your Buck." e. Provide 3 color photos of you wearing the garment (front view, side view, and back view). 	100
2	<p>Best Buy for Your Buck- 4H Ages 14 & Up- Scoresheet SF84- 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). 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. Provide details listed above for those ages 8-13 plus include the following additions:</p> <ol style="list-style-type: none"> a. Body shape discussion b. Construction quality details c. Design features that affected your selection 	101

	<p>d. Cost per wearing</p> <p>e. Care of garment</p> <p>f. Conclusion or summary statement(s) stating your final comments on why you selected your “best buy for your buck”.</p> <p>g. Provide 3 color photos of you wearing the garment (front view, side view, back view).</p>	
3	<p>Revive Your Wardrobe- Scoresheet SF88- 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).</p>	
4	<p>Show Me Your Colors- Scoresheet SF89- 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).</p>	
5	<p>Clothing First Aid Kit- Scoresheet SF64- 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 an appropriately sized box or tote with a lid. No larger than a shoe box.</p>	
6	<p>Mix, Match, & Multiply- Scoresheet SF90- 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).</p>	