

## **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.

### BEYOND THE NEEDLE

4-H members must show their own original creativity.

A completed **Design Data Card** must be included with each entry for classes 3 through 8.

	<b>Beyond the Needle Dept. C Division 221 Classes</b>		<b>Fashion Show Dept. C Division 410 Classes</b>
<b>1</b>	<b>Design Portfolio-</b> Scoresheet SF20- A portfolio consisting of at least 3 design samples or activities. Refer to the Beyond the Needle project manual for activity ideas. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 in the Beyond the Needles project manual for portfolio formatting.		
<b>2</b>	<b>Color Wheel-</b> 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".		
<b>3</b>	<b>Embellished Garment with Original Design-</b> Scoresheet 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. A Design Data Card must be included with this project.		<b>10</b>
<b>4</b>	<b>Original Designed Fabric Yardage-</b> Scoresheet SF27- Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may		

	be added. The exhibit consists of at least one yard of finished fabric. A Design Data Card must be included with this project.	
<b>5</b>	<b>Item (garment or non-clothing item) Constructed from Original Designed Fabric-</b> Scoresheet SF26- Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project or item will be lowered one ribbon.	<b>15</b>
<b>6</b>	<b>Textile Arts Garment or Accessory-</b> Scoresheet SF26– A garment or accessory constructed using new unconventional materials, Examples: rubber bands, plastic, duct tape. A Design Card must be included with this project. If the card is not included, the exhibit will be lowered one ribbon. ONLY Garment may be modeled.	<b>20</b>
<b>7</b>	<b>Fashion Accessory-</b> Scoresheet SF23- An accessory designed and/or constructed using elements and principles of design: can be textile or non-textile based. Examples: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Data Card must be included with this project to prevent exhibit being lowered one ribbon placing.	<b>16*</b>
<b>8</b>	<b>Wearable Technology Garment or Accessory-</b> Scoresheet SF26- Technology is integrated into the garment in some way. For example: LEDs, charging capabilities, sensors, etc. A Design Data Card must be included with this project to prevent exhibit being lowered one ribbon placing.	<b>25</b>