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.

KNITTING & CROCHETING

Unlimited entries per class number may be made per exhibitor.
The purpose of this category is to establish basic to advanced crochet, weaving and knitting skills. In addition, projects in this category require 4-H'ers to select adequate yarn and make design decisions.

Rules:

1. Entry tags: Every exhibit must be described on the appropriate entry tag accompanying it. EX: Blue afghan, or yellow sweater. Attach the entry tag securely to the exhibit using straight pin or safety pins. No paper clips allowed.
2. Identification Labels: Each item entered as a knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which exhibit is entered, and the number of years enrolled in the project exhibited. Wool entries must have fiber content listed on the identification label. Attach a label to every component of the exhibit using safety pins or by basting.
3. Garments as listed may be made for self or another person.
4. Once the exhibitor has exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex: Once you exhibit in Knitting Level 3, you are not eligible to exhibit in Knitting Level 2.
5. All wearable items will be displayed in the clothing area.
6. Criteria for judging knitting, crochet, and weaving: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes.

KNITTING
Scoresheet: SF60

Learn about types of yarn and yarn weights. Develop basic to advanced knitting skills. Combine knitting with garment making. Knit with double-pointed needles.

See General Clothing, Division 243, for additional classes.

Knitting Information Sheet- Each knitted item must include the following information with the entry tag or exhibit will be lowered one ribbon.
1. Why did you choose to create this exhibit?
2 What steps did you take as you created this exhibit?
3. What were the most important things you learned?
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 - weight and fiber content.
7. Names of stitches used.

Knitting- Level 1 Dept. C Division 225 Classes		Fashion Show Dept. C Division 410 Knitting Classes
10*	Hat	70*
11*	Ski Band	71*
12*	Purse	72*
13*	Teddy Bear Sweater	
14*	Covered Hangers	
15*	Dish Cloth	
16*	Holiday Ornament	
17*	Loom Knitted- Clothing or Home Environment	79*
18*	Other Comparable Article	
Knitting– Level 2 Dept. C Division 225 Classes		Fashion Show Dept. C Division 410 Clothing Classes
1	**Knitted Clothing**– Knitted item or garment using pattern stitches such as diamond, block, twist, or seed/moss stitches. Basic stitches (including Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo) to form pattern.	73
2	**Knitted Home Design Item-** Knitted item using basic stitches including Knit (K), Purl (P), Slip Knit Pass Over (SKPO), Knit Two Together (K2tog), Yarn Over (yo) to form pattern.	
3	**Arm or Finger Knitted-** Clothing or Home Design item. Clothing may be modeled	74

4	**Loom Knitted-** Clothing or Home Design item. Clothing may be modeled.	75

Knitting- Level 3	Fashion Show
Dept. C Division 225	Dept. C Division 410
Classes	Clothing Classes

5	**Knitted Clothing-** Knitted item or garment made from 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 made by using stitches learned in Level 2 while 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.	76
6	**Knitted Home Design Item-** Knitted item made by using stitches learned in Level 2 while 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.	
7	**Machine Knitted Garment/Item-** Garment may be modeled.	77

CROCHET

Scoresheet SF60

See General Clothing, Division 243, for additional classes.
Learn basic to advanced crochet stitches. Select yarn/thread for crocheting.
Learn about blocking and changing colors. Design a new stitch or pattern.
Work with other media such as leather, wood, and beads.

Crocheting Information Sheet - Each crocheted item must include the following information with the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon.
1.   Why did you choose to create this exhibit?
2.   What steps did you take as you created your exhibit?
3.   What were the most important things you learned?
4.   Gauge and size of hook or type of crocheting tool.
5.   Kind of yarn- weight and fiber content or other material used.
6.   Names of stitches used.

Crochet- Level 1	Fashion Show
Dept. C Division 226	Dept. C Division 410
Classes	Crochet Classes

10*	**Cap/Scarf/Mittens**	85*
11*	**Crocheted Bag**	86*
12*	**Hot Pad**	
13*	**Place Mat**	

14	**Pillow**	
15*	**Other Comparable Article**	

Crochet- Level 2 Dept. C Division 226 Classes	Fashion Show Dept. C Division 410 Clothing Classes	
1	**Crocheted Garment-** Crochet garment using basic stitches (including chain, single, double, half-double, treble) to form patterns.	87
2	**Crocheted Home Design Item-** Crochet item using basic stitches (including chain, single, double, half-double, treble) to form patterns.	

Crochet- Level 3 Dept. C Division 226 Classes	Fashion Show Dept. C Division 410 Clothing Classes	
3	**Crocheted Garment-** Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.	88
4	**Crocheted Home Design Item-** Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.	