

## **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.

### STEAM- CLOTHING 1

Scoresheet SF20 Classes 1-5; Scoresheet SF28 Classes 6-13

Scoresheet SF21 Class 14; Scoresheet SF22 Class 15

Exhibits will be simple articles requiring minimal skills. Follow suggested skills in project manual. 4-H'ers who have enrolled in or completed STEAM Clothing 2 project are not eligible to exhibit in STEAM Clothing 1.

	<b>Steam- Clothing 1 Dept. C Division 210 Classes</b>	<b>Fashion Show Dept. C Division 410 Classes</b>
<b>1*</b>	<b>Clothing Portfolio-</b> Complete at least three different samples/activities from Chapter 2 OR 3 of the project manual. The Portfolio should be placed in an 8 ½ 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 9-10 for portfolio formatting.	
<b>2*</b>	<b>Sewing Kit-</b> Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual.)	
<b>3*</b>	<b>Fabric Textile Scrapbook-</b> Must include at least 5 different textile samples. Use Textile Information Cards template on page 41 in project manual to identify fabric swatches. See project manual for fabric suggestions.	
<b>4*</b>	<b>What's The Difference? -</b> 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22' x 30") in 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.	
5*	<b>Clothing Service Project-</b> Can include pillows or pillowcases but are not limited to. 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 & 125.	
6*	<b>Pincushion</b>	
7*	<b>Pillowcase</b>	
8*	<b>Simple Pillow-</b> No larger than 18" x 18".	
9*	<b>Bag/Purse-</b> No zippers or buttonholes.	
10*	<b>Simple Top</b>	*1
11*	<b>Simple Bottom-</b> Pants, shorts, or skirt	*2
12*	<b>Simple Dress</b>	*3
13*	<b>Other Garment -</b> Using skills learned in project manual. (Apron, vest, etc.)	*4
14*	<b>Upcycled Simple Garment-</b> 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 <b>must</b> accompany the garment, or it will be disqualified.	*7
15*	<b>Upcycled Accessory-</b> 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 garment, or it will be disqualified.	8*

## STEAM- CLOTHING 2- SIMPLY SEWING

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list.) A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. 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.

<b>STEAM 2 Simply Sewing</b>		<b>Fashion Show</b>
<b>Dept. C Division 222</b>		<b>Dept. C Division 410</b>
<b>Classes</b>		<b>Classes</b>
1	<b>Design Basics, Understanding Design Principles-</b> Scoresheet SF20- 4-H Members exhibit sharing a learning experience from pages 17-20 in the project manual. <b>Include answers to questions- found on</b>	

	<b>page 20 of the manual.</b> The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".	
<b>2</b>	<b>Pressing Matters-</b> Scoresheet SF20- 4-H Members may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the STEAM Clothing 2 project manual. The exhibit should include answers to lesson questions that are most appropriate to include.	
<b>3</b>	<b>Upcycled Garment-</b> Scoresheet SF28- Create a garment from used textile-based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (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 Design Card must be included with this project including a "before" picture no larger than 4/25" x 5.5". If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at <a href="https://go.unl.edu/ne4hclothing">https://go.unl.edu/ne4hclothing</a>	<b>30</b>
<b>4</b>	<b>Upcycled Clothing Accessory-</b> Scoresheet SF28- A wearable accessory made from a used item. The original item used must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". If the additional information is not included, the exhibit will be lowered one ribbon placing. If additional information is not included, the exhibit will be lowered one ribbon placing. A list of skills and the Design Data Card are available at <a href="https://go.unl.edu/ne4hclothing">https://go.unl.edu/ne4hclothing</a>	<b>31*</b>
<b>5</b>	<b>Textile Clothing Accessory-</b> Scoresheet SF28- Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at <a href="https://go.unl.edu/ne4hclothing">https://go.unl.edu/ne4hclothing</a> 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.).	<b>32*</b>
<b>6</b>	<b>Top (Vest acceptable)-</b> Scoresheet SF28	<b>33*</b>
<b>7</b>	<b>Bottom (pants or shorts)-</b> Scoresheet SF28	<b>34*</b>

8	<b>Skirt-</b> Scoresheet SF28	<b>35*</b>
9	<b>Lined or Unlined Jacket-</b> Scoresheet SF28	<b>36*</b>
10	<b>Dress (not formal wear) -</b> Scoresheet SF28	<b>37</b>
11	<b>Romper or Jumpsuit-</b> Scoresheet SF28	<b>38</b>
12	<b>Two-piece Outfit-</b> Scoresheet SF28	<b>39</b>
13	<b>Alter Your Pattern-</b> Scoresheet SF28- Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and 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, add a lining, etc.	<b>40</b>
14	<b>Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers-</b> Scoresheet SF28- 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.	<b>41</b>
16*	<b>My Choice –</b> See description in Clothing rules	<b>42*</b>

### STEAM CLOTHING 3- A STITCH FURTHER

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 completely constructed garments only. **Wool entries must have fiber content listed on the identification label.**

<b>STEAM 3- A Stitch Further</b>		<b>Fashion Show</b>
<b>Dept. C Division 223</b>		<b>Dept. C Division 410</b>
<b>Classes</b>		<b>Classes</b>
1	<b>Upcycled Garment-</b> Scoresheet SF28- 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 list of skills by project and the Design Data Card are available at <a href="https://go.unl.edu/ne4hclothing">https://go.unl.edu/ne4hclothing</a> A Design Data Card	<b>50*</b>

	must be included with this project including a “before” picture no larger than 4.25” x 5.5”.	
<b>2</b>	<b>Upcycled Clothing Accessory-</b> Scoresheet SF28- 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 list of skills by project is available at <a href="https://go.unl.edu/ne4hclothing">https://go.unl.edu/ne4hclothing</a> A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”.	<b>51*</b>
<b>3</b>	<b>Textile Clothing Accessory-</b> Scoresheet SF28- Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. A list of skills by project is available at <a href="https://go.unl.edu/ne4hclothing">https://go.unl.edu/ne4hclothing</a> A Design Data Card must be included with 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 tape, etc.)	<b>52*</b>
<b>4</b>	<b>Dress or Formal-</b> Scoresheet SF28	<b>53</b>
<b>5</b>	<b>Skirted Combination-</b> Scoresheet SF28- (skirt with shirt, vest or jacket OR jumper and shirt)	<b>54</b>
<b>6</b>	<b>Pants or Shorts Combination-</b> Scoresheet SF28- (pants or shorts with shirt, vest or jacket)	<b>55</b>
<b>7</b>	<b>Romper or Jumpsuit-</b> Scoresheet SF28	<b>56</b>
<b>8</b>	<b>Specialty Wear-</b> Scoresheet SF28- (includes swim wear, costumes, hunting gear or chaps.)	<b>57</b>
<b>9</b>	<b>Lined or Unlined Jacket-</b> Scoresheet SF28- (non-tailored)	<b>58</b>
<b>10</b>	<b>Coat, Blazer, Suit Jacket or Outerwear-</b> Scoresheet SF28- A tailored blazer or suit jacket or coat. <b>Wool entries must have the fiber content listed on the identification label to be considered for the <i>Make It with Wool Award</i>.</b>	<b>59</b>
<b>11</b>	<b>Alter/Design Your Pattern-</b> Scoresheet SF28- 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	<b>60</b>

	own pattern.	
<b>12</b>	<b>Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers-</b> Scoresheet SF28- Fabric/Fibers used in this garment must 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.	<b>61</b>
<b>13*</b>	<b>Altered Purchased Garment-</b> Scoresheet TBA- Purchased garment, new or used, altered to fit appropriately, or change garment style. The exhibitor must include a photo of the exhibitor wearing garment prior to alteration and a photo wearing the garment after the alteration. A story telling details of what was involved in the alteration is required.	<b>62*</b>
<b>14*</b>	<b>My Choice-</b> See description in Clothing rules	<b>63*</b>