CLOTHING (DEPARTMENT C)

Each 4-H/FFA exhibitor may enter up to 3 **different** items in each class.

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 application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants. **No duplicates, means no two items alike. If two items the same are made, they may be entered as a set, but not as separate entries.** All garments modeled will be judged interview style on July 26 for modeling. All garments will be judged for construction on July 26. Each exhibitor may interview judge all their exhibits during the interview.
Items not appropriate for project in which they are enrolled will be lowered one ribbon placing.
GENERAL - 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. Once you have exhibited in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.

IDENTIFICATION LABELS - 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.** State Fair is not responsible for unlabeled items.
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. As you look at the garment, place the hook of the hanger to the left. Use safety pins to fasten skirts, shorts, and pants to hangers. 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.**
A DESIGN DATA CARD must be included with all Beyond the Needle Classes C221003-C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at http://go.unl.edu/ne4hclothing. 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.

Purple $2   Blue $1.50   Red $1   UNLESS OTHERWISE NOTED

GENERAL CLOTHING - DIVISION 220
4-H members in all skill levels may exhibit in this area.

Class 1: Clothing Portfolio - Complete at least four different samples/activities from Chapters 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 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.
Class 2: Textile Science Scrapbook - 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.
Class 3: Sewing For Profit - 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".

BEYOND THE NEEDLE - DIVISION 221

4-H members must show their own original creativity.
Class:
901. Beginning Embellished Garment (no state fair this class) – Create a garment using beginning techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement.

902. Beginning Textile Clothing Accessory (no state fair this class) – Accessory is constructed and/or decorated using techniques as defined in the project manual. Entry examples include: hats, bags, scarves, gloves, aprons, etc.

903. Embellished Garment (no state fair this class) - 4-H'er may apply any surface design to a purchased or constructed garment such as ribbon, lace, embroidery, applique, braid, buttons, fabric pieces. May use patterns or ideas from other sources. Also includes painted garments.

904. Accessory (no state fair this class) - Includes hats, jewelry, collars, shoes, hair pieces, and other items 4-H'er has decorated. Item may be purchased, decorating done by 4-H'er.

1. *DESIGN PORTFOLIO – 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 81/2 x 11 inch, 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 Needle project manual for portfolio formatting.

2. *COLOR WHEEL – Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the Beyond the Needle project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22 inches x 30 inches.

3. *EMBELLISHED GARMENT WITH ORIGINAL DESIGN – Create a garment using techniques as defined in the project manual. Designs are the original idea of the 4-H'er using the elements and principles of design to make an original statement. Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

4. *ORIGINAL DESIGNED FABRIC YARDAGE – 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. Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

5. *ITEM (garment or non-clothing item) CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC – Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

6. *TEXTILE ARTS GARMENT OR ACCESSORY – A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

7. *FASHION ACCESSORY - An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, strung bracelets/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

8. *WEARABLE TECHNOLOGY GARMENT OR ACCESSORY - Technology is integrated into the garment or accessory in some way (For example: LEDs, charging capabilities, sensors, etc.) Design Data Card must be included with this project. The data card is available at https://go.unl.edu/ne4hclothing. If additional information is not included, exhibit will be lowered one ribbon placing.

STEAM Clothing 1 - FUNDAMENTALS - DIVISION 213   **NO STATE FAIR THIS PROJECT**

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.
Class:

901. Clothing Portfolio – Complete at least three different samples/activities from Chapter 2 OR Chapter 3 or the project manual. The Portfolio should be placed in an 8½ 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.

902. Sewing Kit – Include a list of sewing notions and purpose for each included. (pg. 12-17 in project manual)

903. Fabric Textile Scrapbook – 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 ½ x 11, 3 ring binder. Include an appropriate cover. See project manual for fabric suggestions.

904. What's The Difference – 4-H members enrolled in STEAM Clothing 1 may enter an exhibit (not to exceed 22"x30") a notebook, poster, small display sharing a project comparison and price point. See project manual, "What's the Difference?" page 118-119. Exhibit should include pictures, NO actual pillows.

905. Clothing Service Project – 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.

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.

906. Pincushion
907. Pillowcase
908. Simple Pillow – No larger than 18" x 18".
909. Bag/Purse – No zippers or buttonholes.
910. Simple Top
911. Simple Bottom – pants, shorts, or skirt

912. Simple Dress
913. Other – using skills learned in project manual. (apron, vest, etc.)
914. Upcycled Simple Garment – 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 lowered a ribbon placing.
915. Upcycled Accessory – 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 lowered a ribbon placing.

STEAM Clothing 2 – SIMPLY SEWING - DIVISION 222

Purple $3   Blue $2.50   Red $2

No duplicates (do not make 2 garments alike, each garment should show one or more new learnings) **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.**
Class:
  1. ***DESIGN BASICS, UNDERSTANDING DESIGN PRINCIPLES** – 4-H members 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".
  2. ***PRESSING MATTERS** – 4-H members 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.
  3. ***UPCYCLED GARMENT** – 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. Design Data Card Required must be included with this project including a "before" picture no larger than 4.25" x 5.5". A list of skills is available at https://go.unl.edu/ne4hclothing.
  4. ***UPCYCLED CLOTHING ACCESSORY** – A wearable accessory made from a used item. 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 accessory. The finished garment must reflect at least one skill learned in this project. A list of skills by project is available at https://go.unl.edu/ne4hclothing. Design Data Card Required must be included with this project including a "before" picture no larger than 4.25" x 5.5".
  5. ***TEXTILE CLOTHING ACCESSORY** – 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 https://go.unl.edu/ne4hclothing. 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.)
  6. ***TOP (vest acceptable)**
  7. ***BOTTOM (pants or shorts)**
  8. ***SKIRT**
  9. ***LINED OR UNLINED JACKET**
10. ***DRESS (not formal wear)**
11. ***ROMPER OR JUMPSUIT**
12. ***TWO-PIECE OUTFIT**
13. ***ALTER YOUR 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)
14. *** GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL [NATURAL OR SYNTHETIC] FIBERS** 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

Purple $4   Blue $3   Red $2

Exhibits entered in this project must reflect at least one new skill learned from this manual. (See project manual skill-level list) No duplicates (do not make 2 garments alike, each garment should show new learnings).
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. A list of skills by project is available at https://go.unl.edu/ne4hclothing.
Wool entries must have the fiber content listed on the identification label.
Class:
  1. ***UPCYCLED GARMENT** – 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 is available at https://go.unl.edu/ne4hclothing. A Design Data Card Required must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available

at https://go.unl.edu/ne4hclothing.

2. *UPCYCLED CLOTHING ACCESSORY – 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 https://go.unl.edu/ne4hclothing. A Design Data Card Required must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at https://go.unl.edu/ne4hclothing.

3. *TEXTILE CLOTHING ACCESSORY – 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 https://go.unl.edu/ne4hclothing. 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.)

4. *DRESS OR FORMAL

5. *SKIRTED COMBINATION (skirt with shirt, vest or jacket or jumper and shirt).

6. *PANTS OR SHORTS COMBINATION (pants or shorts with shirt, vest or jacket).

7. *ROMPER OR JUMPSUIT

8. *SPECIALTY WEAR (includes: swim wear, costumes, hunting gear or chaps).

9. *LINED OR UNLINED JACKET – (non-tailored).

10. *COAT, BLAZER, SUIT JACKET OR OUTERWEAR - 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 at State Fair.

11. *ALTER/DESIGN YOUR 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)

12. *GARMENT CONSTRUCTED FROM SUSTAINABLE OR UNCONVENTIONAL [NATURAL OR SYNTHETIC] FIBERS 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.

KNITTING AND CROCHETING
Criteria for judging knitting and crochet: Design and Color, Neatness, Knitting Mechanics or Crochet Mechanics, Trimmings, and Construction Finishes. Data tags are available on our website.

KNITTING - DIVISION 225

INFORMATION SHEET FOR KNITTING. Each knitted exhibit must include the following information on the fiber arts data card with the entry tag or exhibit will be lowered one ribbon placing:
- ✓ Why did you choose to create this exhibit?
- ✓ What steps did you take as you created your exhibit?
- ✓ What were the most important things you learned?
- ✓ Gauge-Number of rows per inch; number of stitches per inch.
- ✓ Size of needles, finger knitted, arm knitted, loom or machine knitted.
- ✓ Kind of yarn – weight and fiber content.
- ✓ Names of stitches used.

No duplicates - Each item made should show new learnings.
Class:
903. Level 1 Knitted Clothing or Home Environment Item (no state fair this class) - Items knitted on a loom may be entered in this class, and do not have to have the information sheet or the directions.

1. *LEVEL 2 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.

2. *LEVEL 2 KNITTED HOME DESIGN & RESTORATION 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 patterns.

3. * ARM OR FINGER KNITTED ITEM (Clothing or Home Environment Item)

4. * LOOM KNITTED ITEM (Clothing or Home Environment Item)

5. *LEVEL 3 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. Attach information sheet. 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.

6. * LEVEL 3 KNITTED HOME DESIGN & RESTORATION 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. * LEVEL 3 MACHINE KNITTING

CROCHET - DIVISION 226

INFORMATION SHEET FOR CROCHET. Each crocheted exhibit must include the following information on the fiber arts

crochet data card with the entry tag or exhibit will be lowered one ribbon placing.
- ✓ Why did you choose to create this exhibit?
- ✓ What steps did you take as you created your exhibit?
- ✓ What were the most important things you learned?
- ✓ Gauge and size of hook or type of crocheting tool.
- ✓ Kind of yarn – weight and fiber content or other material used.
- ✓ Names of stitches used.

No duplicates - each item made should show new learnings.
Class:
903. Level 1 Crocheted Clothing or Home Environment Item (no state fair this class)
1 *LEVEL 2 CROCHETED CLOTHING (Garment eligible for State Fair Fashion Show) - Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns
2. * LEVEL 2 CROCHETED HOME DESIGN & RESTORATION ITEM - Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns
3. * LEVEL 3 CROCHETED CLOTHING (Garment eligible for State Fair Fashion Show) - Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.
4. * LEVEL 3 CROCHETED HOME DESIGN & RESTORATION 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.

SHOPPING IN STYLE - DIVISION 240

GENERAL INFORMATION - Posters should be on a 14" x 22" poster board. Three-ring binders should be 8 ½" x 11" x 1". Videos exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player. 4-H'er must provide their own computer.
$15 SHOPPING CHALLENGE – County Only
Open to any 4-H'er in Shopping in Style or any Clothing projects.
Class:
910. $15 Shopping Challenge – Open to any 4-H member. Purchase an outfit. Outfits can be selected and purchased from garage sale, thrift store, consignment store or resale shop (such as Goodwill, Salvation Army, store bargain at the mall, etc.) Cost of outfit must be $15 or less, not including shoes, accessories, or undergarments. Consider why an outfit is needed and how it fills a void in your wardrobe. Consider the fit, quality, and care of the garment(s). Exhibit must include $15 Challenge Report. Report Form can be downloaded at: http://stanton.unl.edu under Fair Resources or contact Extension Office. The outfit may be modeled for the Fashion Show.
- Fashion Show judging day – Wednesday, July 27,
- Public Fashion Show – Saturday, August 3.

Age: 8 - 9
Class:
901. 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.
902. Clothing Interview –
- A. Interview an older person and talk about the fads and fashions of the time when they were young. **OR**
- B. 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**
- C. 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 the 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. The picture needs to be of the person you interviewed in their special type of clothing.
903. Buymanship - 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 entry may be a picture poster, a video tape, a written story or an audio tape.
904. You Be The Teacher - Share with others what you learned in this project. Exhibit may be a poster (not to exceed 22" x 28"), a notebook or small display of an educational nature. Examples may include information on: Sort before you wash, clothing first aid, fad or fashion, etc.

Age: 8 – 18
Class:

1. *BEST BUY FOR YOUR BUCK – (Ages 8-13 before January 1 of the current year) 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). Do **not** include the *Shopping In Style Fashion Show Information Sheet* in your entry for this class. Although both entries do share some information, there are differences in content and format for this class. Provide details about wardrobe inventory which indicates the following: Why you selected the garment you did, Clothing budget, Cost of garment, conclusion or summary statement(s) stating your final comments on why you selected your "best buy for the buck". Provide 3 color photos of you wearing the garment (front view, side view, back view).

2. *BEST BUY FOR YOUR BUCK – (Ages 14-18 before January 1 of the current year) 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). **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. **Suggested for Ages 14-19** - Provide details listed for those ages 8-13 plus include the following additions: Body shape discussion, Construction quality details, Design features that affected your selection, Cost per wearing, Care of garment, Conclusion or summary statement (s) stating your final comments on why you selected your "best buy for your buck". Provide 3 color photos of you wearing the garment (front view, side view, back view).

3. *REVIVE YOUR WARDROBE - 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).

4. *SHOW ME YOUR COLORS - 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).

5. *CLOTHING 1ST AID KIT - 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 appropriately sized box or tote with a lid. No larger than a shoe box.

6. *MIX, MATCH, & MULTIPLY - 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).