

FASHION SHOW (DEPARTMENT C)

Purple \$4

Blue \$3

Red \$2

The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment exhibitors are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping In Style exhibitors are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report. 4-H'ers outfits will be judged for the fashion show and for construction on July 24. A narrative with information about the kind of material, **description of garment (example dress/pants)**, and a sample of the materials used is required of each entry. **All 4-H'ers will be limited to 2 outfits and one quilt for public fashion show.** Narratives must be turned in to the Extension Office by July 8. 4-H'ers must be present at the beginning of their class for fashion show judging. Anyone not there to appear in their proper order will be lowered a ribbon placing unless special arrangements are made one week in advance. **The Public Fashion Show will be on Sunday August 4 at 1 p.m.** **The deadline for narratives for 4-H members for Public Fashion Show is July 26.**

DIVISION 410

Class:

901. Knit or Crochet - A garment made in middle or advanced units of knitting or crochet. Coordination of garment(s) worn with knitted/crocheted garment will also be evaluated.

902. STEAM Clothing 1 -- Simple pants, shorts or skirt with simple top or vest OR simple dress. 4-H'er may make one item or a complete outfit. If they make one item, they may wear a purchased garment with it, such as a purchased shirt with shorts they have made. 4-H members who have enrolled in or who have completed STEAM 2 projects are not eligible to enter this STEAM 1 class.

903. Beyond the Needle -- 4-H members must show their own original creativity. A purchased, constructed, original design, or upcycled garment to which surface embellishment has been applied or a garment in which the design is created through the structure such as color blocks, fabric strips, texturizing fabric pieces, etc.

10. *MODELED "BEYOND THE NEEDLE" EMBELLISHED GARMENT(S) WITH AN ORIGINAL DESIGN – Garment is created using intermediate or advanced 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.

15. *MODELED "BEYOND THE NEEDLE" GARMENT CONSTRUCTED FROM ORIGINAL DESIGNED FABRIC – Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

20. *MODELED "BEYOND THE NEEDLE" TEXTILE ARTS GARMENT(S) – Garment is constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape.

25. *MODELED "BEYOND THE NEEDLE" WEARABLE TECHNOLOGY GARMENT – Garment has integrated technology into its design.

30. *MODELED CONSTRUCTED STEAM Clothing 2 GARMENT(S) - Possible types of garments include:

Dress; or Romper or Jumpsuit; or Two-Piece Outfit Combination (skirt with top, vest, or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket); or a purchased top can be worn to complete a vest or lined/unlined jacket with a constructed bottom. OR Upcycled Outfit Combination – must contain a complete constructed outfit (example: if the top is upcycled, must include a constructed bottom, upcycled dress).

40. *MODELED CONSTRUCTED STEAM Clothing 3 GARMENT(S) - Possible types of garments include:

Dress or formal; **OR** Skirted Outfit Combination- (skirt with top, vest, **OR** lined/unlined jacket or jumper and shirt) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts; **OR** Pants or Shorts Outfit Combination (pants or shorts with top, vest, **OR** lined/unlined jacket); A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts; **OR** Romper or Jumpsuit; **or** Specialty Wear (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear); **OR** Non-Tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased; **OR** Tailored Coat, Blazer, Suit Jacket or Outerwear. Additional pieces with coat, blazer, jacket, or outerwear may either be constructed or purchased; **OR** Upcycled Outfit Combination – must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress). A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants, or shorts. Nightwear or loungewear can NOT be modeled.

50. *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. The garment can be a sweater, cardigan, dress, coat, a top and bottom or a two-piece ensemble.

60. *MODELED SHOPPING IN STYLE PURCHASED OUTFIT - Participants must be enrolled in the Shopping In Style 4-H Project to enter. The curriculum is developed and designed for youth ages 8 and older to help them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the outfit must be purchased.

980. Make One/Buy One -- 4-H members enrolled in Knitting, Crocheting, STEAM Clothing 2 or STEAM Clothing 3 may enter this class. A purchased garment with a constructed garment to make a complete wearable outfit. (It is okay to combine knitted or crocheted garment with a garment that the 4-H'er has sewn. Please indicate this on the entry form.)

971. Upcycled Garment - 4-H'er may make a redesigned (not just redecorated) garment from used textile-based items. May be worn with purchased items to complete outfit.

921. Any 4-H'ers who have made a quilt of any size may model their quilt for the style revue. 4-H'ers who wish to receive a ribbon must bring their quilt on Fashion Show Judging Day, July 26, to model it for the judge. 4-H'ers may instead choose to just model it for the Public Fashion Show August 4 but will not receive a ribbon or premium if not brought on July 26.

931. \$15 Shopping Challenge – Model outfit 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.