

2019 Clothing Day Guidelines

- ***All Clothing projects must be judged on Friday, July 26. This includes STEAM Clothing 1, STEAM Clothing 2, STEAM Clothing 3, Knitted and Crocheted items, Beyond the Needle, Shopping In Style, Attention Shoppers, Accessories and Quilt Quest. (This does NOT include Clover Kids exhibits).***
- Check the enclosed sheet for your modeling and construction exhibit interview times. Each exhibitor is assigned an hour time slot for their clothing construction interviews. During the hour, it will be on a first come basis. You are not required to interview with the judge, this is optional. You can interview up to 2 items in clothing construction and 2 items in quilts.
- **Items to be included with each exhibit:**
 - Fair entry tag: Attached to the garment on the upper, left side.
 - Identification label: Attached to the garment itself. Please be sure it is secure. Available at the Extension Office. Be sure to read the fair book for details. Each piece of the outfit should have a ID label attached in case they get separated.
 - Information Sheets: Be sure to read individual class requirements for additional information. Optional: If you used a unique method or technique in creating your exhibit, describe it on a half sheet of 8 ½ x 11 paper and place with the entry tag.
- Display your entries on WIRE hangers or hangers with swivel hook. Attach skirts, shorts and pants to hangers using safety pins. Multiple hangers should be fastened together using twist ties. See page 49 in the fairbook for complete display guidelines.
- **When you are done construction interview judging, leave your clothing exhibits in the Cornerstone Building.**
- We will do our best to follow the schedule and can make adjustments as needed.