

DIVISION C - CLOTHING AND FASHION REVUE

RULES:

1. With the new sewing manuals, a member may stay in the manuals until they have mastered the techniques. Beginning Clothing STEAM 1 is for beginner sewers, those with little to no experience. Beginning Clothing STEAM 2 is for sewers that are familiar with the basic techniques and ready to learn more advanced skills. Clothing STEAM 3 is for the advanced sewer who wants to learn more about tailoring and advanced skills. Clothing STEAM 3 is for intermediates and seniors.
2. All exhibited garments must be labeled with name, age, county and unit of the 4-H member. Labels must be attached at the inside of the neckline or at the waistband of skirts and pants. Information must be written or typed on a label and securely attached to inside of garment.
3. The garments may be worn before exhibiting but should be in good and clean condition.
4. Sergers may be used as a seam finish only, not as a seam for STEAM 1 Clothing.
5. Due to the difficulty of skills involved, buttonholes and button loops are to be used in Clothing STEAM 2 and above.
6. Clothing is defined as wearable, dressy, or casual wear, active/sportswear, or sleepwear. An exhibit shall consist of no more than three coordinated pieces. No accessory items, i.e. shoes, scarves, hats, etc.
7. **Advanced Unit Clothing STEAM 3 - complete one textile experiment using your garment fashion fabric each year.** Include this information in your Clothing Construction e-Record: completed experiment sheets and sample(s) mounted (on 8½" X 11" heavy paper). No photos of experiments are allowed. Fabric must be attached. Experiments may be repeated in a subsequent year as long as different fabric is used.
8. Pattern instruction sheet is required and must be attached securely to the e-Record. Write name and county on pattern instruction sheet.
9. Do not use binders that are clear plastic with sliders.
10. Members are encouraged to select a unit that challenges their skills. All units will be judged on required skills included in the manual.
11. All garments constructed in Clothing STEAM 1, 2 and 3 and Unit 8 are to be made for the member with the exception of Unit 7 – Sewing for Others.
12. Project will be evaluated on the quality of information completed in the manual and e-Record (25 percent) and quality of exhibit (75 percent).
13. **OVERALL CLOTHING AWARDS: Exhibitors total points will be determined by their highest placing single garment in either Clothing Construction or Upcycle Your Style combined with their highest Fashion Revue placing. Ties will be broken based on an individual's highest placing clothing project at State Fair.**

C-1 Fashion Revue

Judging for the 2021 Fashion Revue will be held on Saturday, August 7 at 3:00 p.m. in the Exhibit Building.

Participants enrolled in Clothing Construction, (exception: Sewing For Others), Decorate Your Duds, Recycled Clothing, Creative Sewing, Heritage Arts, and Leathercraft are eligible to participate. Participants model wearable garments they have made for themselves in these projects.

This year our county can send two qualified senior participants to State Fair in Fashion Revue. These are the Champion & Reserve Champion Senior contestants.

Judging will be as follows:

JUDGING GUIDE FOR FASHION REVUE

PREPARATION

- Design and style
- Choice of fabric and color
- Overall appearance of garment
- Accessories
- Grooming

PRESENTATION

- Appropriate for garment style
- Movement: walking, standing and turns
- Poise/Posture
- Variety of movement, use of space and creativity
- Attitude and enthusiasm

Champion Fashion Revue

Reserve Champion Fashion Revue

Princess Fashion Revue

C-2 Clothing Construction

For those members who are exhibiting more than one item, they may copy their e-Record. Each exhibit must have an e-Record. Be sure to highlight what you are exhibiting in your e-Record.

Class

Members can exhibit in one or more of the following classes:

1. Beginning Clothing – STEAM 1 – Pillowcase – Junior

All Exhibits will consist of:

- A. Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit and describe any changes made in the garment or outfit.
- B. Provide the brand, number and cost of the pattern used in the Clothing Construction e-Record on the Expense page.
- C. Include the following information on the Clothing Construction page:
 1. A list of all the garments or articles made
 2. Percent of fiber content of each garment or article made
 3. Care of garment exhibited
- D. Include the cost of each garment in the Expense record of the Clothing Construction e-Record.
- E. Pillowcase illustrating the skills learned in Clothing STEAM 1.

2. Beginning Clothing – STEAM 1 – Pillow – Junior

All Exhibits will consist of:

- A. Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit and describe any changes made in the garment or outfit.
- B. Provide the brand, number and cost of the pattern used in the Clothing Construction e-Record on the Expense page.
- C. Include the following information on the Clothing Construction page:
 1. A list of all the garments or articles made
 2. Percent of fiber content of each garment or article made
 3. Care of garment exhibited
- D. Include the cost of each garment in the Expense record of the Clothing Construction e-Record.
- E. Simple Pillow – No larger than 18" x 18" illustrating the skills learned in Clothing STEAM 1.

3. Beginning Clothing – STEAM 1 – Simple Top – Junior

4. Beginning Clothing – STEAM 1 – Simple Top – Intermediate

5. Beginning Clothing – STEAM 1 – Simple Top – Senior

6. Beginning Clothing – STEAM 1 – Simple Bottom (pants, pajama bottoms, shorts, skirts) – Junior

7. Beginning Clothing – STEAM 1 – Simple Bottom (pants, pajama bottoms, shorts, skirts) – Intermediate

8. Beginning Clothing – STEAM 1 – Simple Bottom (pants, pajama bottoms, shorts, skirts) – Senior

9. Beginning Clothing – STEAM 1 – Simple Dress – Junior

10. Beginning Clothing – STEAM 1 – Simple Dress – Intermediate

11. Beginning Clothing – STEAM 1 – Simple Dress – Senior

All Exhibits will consist of:

- A. Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit and describe any changes made in the garment or outfit.
- B. Provide the brand, number and cost of the pattern used in the Clothing Construction e-Record on the Expense page.
- C. Include the following information on the Clothing Construction page:
 1. A list of all the garments or articles made
 2. Percent of fiber content of each garment or article made
 3. Care of garment exhibited
- D. Include the cost of each garment in the Expense record of the Clothing Construction e-Record.
- E. An exhibit illustrating the skills learned in Clothing STEAM 1. Exhibits may use a firmly-woven, medium-weight cotton or at least 50 percent cotton-blend fabric. Exhibit should be a simple pattern with no more five pattern pieces without set-in sleeves, zippers, collars, or button holes.

Members can exhibit in one or more of the following classes:

12. Clothing – STEAM 2 – Top (vest acceptable) – Junior

13. Clothing – STEAM 2 – Top (vest acceptable) – Intermediate

14. Clothing – STEAM 2 – Top (vest acceptable) – Senior

15. Clothing – STEAM 2 – Bottom (pants or shorts) – Junior

16. STEAM Clothing 2 – Bottom (pants or shorts) – Intermediate

17. Clothing – STEAM 2 – Bottom (pants or shorts) – Senior

18. Clothing – STEAM 2 – Skirt – Junior

19. Clothing – STEAM 2 – Skirt – Intermediate

20. Clothing – STEAM 2 – Skirt – Senior

21. Clothing – STEAM 2 – Dress (not for formal wear) – Junior

22. Clothing – STEAM 2 – Dress (not for formal wear) – Intermediate
23. Clothing – STEAM 2 – Dress (not for formal wear) – Senior
24. Clothing – STEAM 2 – Romper or Jumpsuit – Junior
25. Clothing – STEAM 2 – Romper or Jumpsuit – Intermediate
26. Clothing – STEAM 2 – Romper or Jumpsuit – Senior
27. Clothing – STEAM 2 – Two-Piece Outfit – Junior
28. Clothing – STEAM 2 – Two-Piece Outfit – Intermediate
29. Clothing – STEAM 2 – Two-Piece Outfit – Senior

All Exhibits will consist of:

- A. Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit and describe any changes made in the garment or outfit.
- B. Provide the brand, number and cost of the pattern used in the Clothing Construction e-Record on the Expense page.
- C. Include the following information on the Clothing Construction page:
 1. A list of all the garments or articles made
 2. Percent of fiber content of each garment or article made
 3. Care of garment exhibited
- D. Include the cost of each garment in the Expense record of the Clothing Construction e-Record.
- E. An exhibit illustrating the skills learned in Clothing STEAM 2. Exhibits may use any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond Clothing STEAM 1. The exhibit **MUST INCLUDE** one or more of the following techniques: set-in sleeves, zippers, collars, cuffs or button holes.

30. Unit 7 – Sewing for Others – Junior
31. Unit 7 – Sewing for Others – Intermediate
32. Unit 7 – Sewing for Others – Senior

All Exhibits will consist of:

- A. Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in the project story
 1. Why you chose to exhibit this item.
 2. Who you made the garment(s) for.
 3. Why, what new skills you learned this year.
 4. What you liked best about your project.
 5. What would you like to change?
 6. What you learned about sewing for others? (Did you have any special pattern alterations? If so, describe)
 7. Will you continue to sew for others, why or why not?
 8. Did you charge for making the garment/outfit (if so, what did you include in the billing; i.e., fabric notions, interfacing, utilities, time, mileage, etc.)?
 9. What other work have you done in this project?
- B. Include the following information on the Clothing Construction page:
 1. A list of all the garments or articles made
 2. Percent of fiber content of each garment or article made
 3. Care of garment exhibited
- C. One garment or outfit which illustrates what was learned.

33. Unit 8 – Recycled Clothing – Junior
34. Unit 8 – Recycled Clothing – Intermediate
35. Unit 8 – Recycled Clothing – Senior

Exhibit will consist of:

- A. Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story what you learned about recycling, the fiber content and/or care label of original item, any special problems and how you overcame them.
- B. Include the following information on the Clothing Construction page:
 1. List of all the garments or articles made
 2. Percent of fiber content of each garment or article made
 3. Care of garment exhibited
- C. Include the cost of each garment in the Expense record of the Clothing Construction e-Record.
- D. One garment or outfit which illustrates what was learned. Garment must be of fabric and be sewn.

ADVANCED CLOTHING CONSTRUCTION – Garments should demonstrate sewing skills beyond Clothing STEAM 2, for example: rolled hems, hand-picked zippers, princess seams, flat felled or mock flat felled seam finishes, invisible zippers, tailoring techniques (French or Hong Kong seam finishes, non-woven interfacing, bound buttonholes, shoulder pads, sleeve heads, lining and or underling, welt pockets, swing tacks, etc.)

36. Clothing – STEAM 3 – Cotton or Cotton Blend – Intermediate
37. Clothing – STEAM 3 – Cotton or Cotton Blend – Senior

38. Clothing – STEAM 3 – Synthetics/Rayon – Intermediate
39. Clothing – STEAM 3 – Synthetics/Rayon – Senior
40. Clothing – STEAM 3 – Wool/Wool Blend – Intermediate
41. Clothing – STEAM 3 – Wool/Wool Blend – Senior
42. Clothing – STEAM 3 – Silk/Silk-Like - Intermediate
43. Clothing – STEAM 3 – Silk/Silk-Like - Senior
44. Clothing – STEAM 3 – Specialty Fabrics - Intermediate
45. Clothing – STEAM 3 – Specialty Fabrics - Senior

Exhibit will consist of:

- A. Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story, why you chose a clothing project, why you selected this garment or outfit and describe any changes made in the garment or outfit.
- B. Provide the brand, number and cost of the pattern used in the Clothing Construction e-Record on the Expense page.
- C. Include the following information on the Clothing Construction page:
 1. List of all garments made
 2. Percent of fiber content of each garment
 3. Care of garment exhibited
 - 4. Textile experiments – complete one experiment using garment fashion fabric (fashion fabric must be attached – no photos). Include experiment sheet and mount the sample on 8½” X 11” heavy paper in the e-Record.**
- D. Include the cost of each garment in the Expense record of the Clothing Construction e-Record.
- E. A garment or outfit of fabric containing a majority of 50 – 100 percent cotton or synthetic, wool or wool-blend, silk or silk-like fibers. Specialty fabrics are fabrics using sequins, beads, fleece, leather, linen, etc.

Champion Clothing \$5.00

Reserve Champion Clothing \$2.50

Artistic Clothing

Exhibit Rules:

1. All exhibit garments must be labeled with name, age, county and unit of 4-H member. Labels must be attached at the inside of the neckline or at the waistband of skirts and pants. Information must be written on a label and securely attached to the garment or article.
2. Garments may be worn before exhibiting but should be in good, clean condition.
3. An exhibit shall consist of no more than three coordinated pieces. (No accessory items, i.e. shoes, jewelry, hats, etc.). **All clothing pieces must be securely attached together on hangers.**
4. E-Records - Do not use covers that are clear plastic with sliders.
5. Members are encouraged to select a unit that challenges their skills. All units will be judged on required skills included in the manual.
6. Project will be evaluated on the quality of information completed in the manual and e-Record (25 percent) and quality of exhibit (75 percent).

C-3 Upcycle Your Style

Class

1. Applied - Junior
2. Applied - Intermediate
3. Applied - Senior

Exhibit will consist of the following:

- A. Completed Artistic Clothing e-Record presented in a sturdy binder/notebook. Include in the project story where you got the idea for your project, what you liked best about the project, what you would change, how to clean your project, how the item will be used and if you recycled or reused any fabric or other materials for your project. If a pattern was used, please include the pattern instruction sheet.
- B. Include the following information on the Artistic Clothing page.
 1. A list of all garments made
 2. A description of the steps in order of application (including product name and numbers, etc.) for your exhibit item.
- C. Up to three coordinated wearable garments (no accessory items, i.e., shoes, jewelry, etc.). Decoration is attached by gluing, fusing or painting. Examples: jewels, puff paints, appliqués, tie-dye.

4. Stitched - Junior
5. Stitched - Intermediate
6. Stitched - Senior

Exhibit will consist of the following:

- A. Completed Artistic Clothing e-Record presented in a sturdy binder/notebook. Include in the project story where you got the idea for your project, what you liked best about the project, what you would change, how to clean your project, how the

item will be used and if you recycled or reused any fabric or other materials for your project. If a pattern was used, please include the pattern instruction sheet.

B. Include the following information on the Artistic Clothing page.

1. A list of all garments made
2. A description of the steps in order of application (including product name and numbers, etc.) for your exhibit item.

C. Up to three coordinated wearable garments (no accessory items, i.e., shoes, jewelry, etc.). Decoration may be hand or machine stitched. Examples: machine or hand sewing, such as adding a collar or skirt, appliqué satin stitch, embroidery, quilting, beading or knitting or crochet (by self or others).

7. Combination - Junior

8. Combination - Intermediate

9. Combination - Senior

Exhibit will consist of the following:

A. Completed Artistic Clothing e-Record presented in a sturdy binder/notebook. Include in the project story where you got the idea for your project, what you liked best about the project, what you would change, how to clean your project, how the item will be used and if you recycled or reused any fabric or other materials for your project. If pattern was used, please include the pattern instruction sheet.

B. Include the following information on the Artistic Clothing page.

1. A list of all garments made
2. A description of the steps in order of application (including product name and numbers, etc.) for your exhibit item.

C. Up to three coordinated wearable garments (no accessory items, i.e., shoes, jewelry). Decoration includes a significant amount (minimum of 30% each) from two categories on one garment.

C-4 Creative Sewing

Class

10. Unit 5 - Costumes - Junior

11. Unit 5 - Costumes - Intermediate

12. Unit 5 - Costumes - Senior

13. Unit 5 - All Other Exhibits - Junior

14. Unit 5 - All Other Exhibits - Intermediate

15. Unit 5 - All Other Exhibits - Senior

Exhibit will consist of the following:

A. Completed Artistic Clothing e-Record with a description of what was done presented in a sturdy binder/notebook. Include in the project story where you got the idea for your project, what you liked best about the project, what you would like to change, how the item will be used. If a pattern was used, please include the pattern instruction sheet.

B. Include the following information on the Artistic Clothing page.

1. A list of all garments made
2. A description of the steps in order of application (including product name and numbers, etc.) for your exhibit item.

C. One to three coordinated items illustrating what was learned (costumes, puppets, accessories, toys, stuffed animals, book bags, sleeping bags, etc.)

D. Project will be evaluated on creativity used in making your exhibit (45 percent), the quality of construction (30 percent) and completed e-Record (25 percent).

Note: Small items such as accessories and small doll clothes are to be displayed on a display board.

C-5 Create Your Own

Class

16. Unit 7 - Create Your Own - Exploration of Textiles and Clothing - Intermediate

17. Unit 7 - Create Your Own - Exploration of Textiles and Clothing - Senior

Exhibit will consist of:

A. Completed Artistic Clothing e-Record that includes a special study with a written report presented in a sturdy binder/notebook. Include in the project story where you got the idea for your project, what you liked best about the project, what you would like to change, and how the item will be used.

B. Include the following information on the Artistic Clothing page.

1. Written description of your project
 - a. goals
 - b. plans
 - c. accomplishments
 - d. evaluation

C. Optional: Constructed article or display related to special study. The standardized display board size of 4' X 3' is to be used for all 4-H projects.

D. Project will be evaluated on the quality of content from completed e-Record and written description (50 percent), quality of construction for the item or quality of display board (50 percent).

C-6 Buymanship

Class

18. Unit 8 - Buymanship - Intermediate

19. Unit 8 - Buymanship - Senior

Exhibit will consist of the following:

A. Completed Buymanship Clothing e-Record and completed manual presented in a sturdy binder/notebook. Include in the project story where you got the idea for your project, what you liked best about the project, what you would like to change.

B. Two (2) activities are to be included in your e-Record. Choose from the following:

1. Self-assessment (Getting to Know Myself)
2. Wardrobe Inventory
3. Clothing Plan of Action
4. Selecting Becoming Colors

C. One completed outfit, including belts and scarves. No other accessories allowed. The exhibit needs to be neat, clean and pressed: ready for display.

Champion Artistic Clothing \$5.00

Reserve Champion Artistic Clothing \$2.50