

D-3 CLOTHING CONSTRUCTION

- A. With the sewing manuals, a member may stay in the manuals until they have mastered the techniques. UNIT 1—STEAM Clothing 1 (Beginning) is for **beginner sewers**, those with little to no experience. UNIT 2—STEAM Clothing 2 is for sewers that are familiar with the basic techniques and ready to **learn more advanced skills**. UNIT 3—STEAM Clothing 3 is for the **advanced sewer** who wants to learn more about **tailoring and advanced skills**. STEAM Clothing 3 is for intermediates and seniors.
- B. Requirements: All exhibit 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 the inside of the garment. This will assist in case of property loss.
- C. The garments may be worn before exhibiting but should be in good and clean condition.
- D. Sergers may be used as a seam finish only; not as a seam for STEAM Clothing 1.
- E. Due to the difficulty of skills involved, buttonholes are to be used in STEAM Clothing 2 and above.
- F. 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.
- G. **Advanced Unit STEAM Clothing 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 8 ½” x 11” heavy paper. **No photos of experiments are allowed. Fabric must be attached.** Experiments may be repeated in a subsequent year if a different fabric is used.
- H. **A pattern instruction sheet is required** and must be attached securely to the e-Record. Write name and county on pattern instruction sheet.
- I. Do not use binders that are clear plastic with sliders.
- J. Members are encouraged to select a unit that challenges their skills. All units will be judged on required skills included in the manual.
- K. All garments construction in STEAM Clothing 1, 2 and 3 are to be made for the member except for Unit 4 – Sewing for Others.

Note: All Colorado State Fair silk items or garments will be displayed only with a “permission to display” form that acknowledges possible fading caused by state fair display lighting. Permission-to-display forms are available at county Extension offices.

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.

FOR STEAM CLOTHING UNIT 1 AND UNIT 2 CLASSES

All exhibits will consist of the following e-Record information (A, B, C, D, and E) along with each unit’s additional requirements (F and G).

- 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. A **pattern instruction sheet is required** and must be attached securely to the e-Record. Write name and county on the pattern instruction sheet.
- E. Include the cost of each garment in the Expense record of the Clothing Construction e-Record.

STEAM CLOTHING 1 FUNDAMENTALS—UNIT 1

- Class 1401 STEAM Clothing 1 Pillowcase Jr.
- Class 1402 STEAM Clothing 1 Pillowcase Int.
- Class 1403 STEAM Clothing 1 Pillowcase Sr.

All exhibits will consist of the following along with the e-Record (A, B, C, D, and E above):

- F. Pillowcase illustrating skills learned such as: simple seams, seam finishes, matching, suitable fabric/thread, cuff and even lip, etc.
- G. Sergers may be used as a seam finish only; not as a seam for STEAM Clothing 1.

STEAM CLOTHING 1 FUNDAMENTALS—UNIT 1

- Class 1404 STEAM Clothing 1 Pillow Jr.
- Class 1405 STEAM Clothing 1 Pillow Int.
- Class 1406 STEAM Clothing 1 Pillow Sr.

All exhibits will consist of the following along with the e-Record (A, B, C, D, and E above):

- F. Simple Pillow – No larger than 18” x 18” illustrating skills learned such as: simple seams, seam finishes, suitable fabric/thread, matching, trimmed corners, finished closure (lap or secured), etc. Pillow is to be a simple shape (square, rectangle, circle, etc.), no pillows shaped such as animals or objects.
- G. Sergers may be used as a seam finish only; not as a seam for STEAM Clothing 1.

STEAM CLOTHING 1 FUNDAMENTALS—UNIT 1

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

Simple Top

- Class 1407 STEAM Clothing 1 Simple Top Jr.
- Class 1408 STEAM Clothing 1 Simple Top Int.
- Class 1409 STEAM Clothing 1 Simple Top Sr.

Simple Bottom (pants, pajama bottoms, shorts, skirts, rompers)

- Class 1410 STEAM Clothing 1 Simple Bottom Jr.
- Class 1411 STEAM Clothing 1 Simple Bottom Int.
- Class 1412 STEAM Clothing 1 Simple Bottom Sr.

Simple Dress

- Class 1413 STEAM Clothing 1 Simple Dress Jr.
- Class 1414 STEAM Clothing 1 Simple Dress Int.
- Class 1415 STEAM Clothing 1 Simple Dress Sr.

All exhibits will consist of the following along with the e-Record (A, B, C, D, and E above):

- F. An exhibit illustrating the skills learned such as: simple seams, seam finishes, topstitching, darts, facing/interfacing, hems, fasteners, etc. Exhibits must use a firmly woven, medium-weight cotton or at least 50-percent cotton-blend fabric. Exhibit should be a simple pattern with no more than five pattern pieces without set-in sleeves, zippers, collars, or buttonholes.
- G. Sergers may be used as a seam finish only; not as a seam for STEAM Clothing 1.

STEAM CLOTHING 2 SIMPLY SEWING—UNIT 2

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

Top (vest acceptable)

- Class 1416 STEAM Clothing 2 Top Jr.
- Class 1417 STEAM Clothing 2 Top Int.
- Class 1418 STEAM Clothing 2 Top Sr.

Bottoms (pants, shorts, skirt, romper, or jumpsuit)

- Class 1419 STEAM Clothing 2 Bottom Jr.
- Class 1420 STEAM Clothing 2 Bottom Int.
- Class 1421 STEAM Clothing 2 Bottom Sr.

Dress (not formal wear)

- Class 1422 STEAM Clothing 2 Dress Jr.
- Class 1423 STEAM Clothing 2 Dress Int.
- Class 1424 STEAM Clothing 2 Dress Sr.

Two-Piece Outfit

- Class 1425 STEAM Clothing 2 Two-Piece Outfit Jr.
- Class 1426 STEAM Clothing 2 Two-Piece Outfit Int.
- Class 1427 STEAM Clothing 2 Two-Piece Outfit Sr.

All exhibits will consist of the following along with the e-Record (A, B, C, D, and E above):

- F. An exhibit illustrating the skills learned such as: set-in sleeves, zippers, collars, cuffs, buttonholes, etc. Exhibits may use any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1. The exhibit **MUST INCLUDE** one or more of the following techniques: set-in sleeves, zippers, collars, cuffs or buttonholes.
- G. A pattern instruction sheet is required and must be attached securely to the e-Record. Write name and county on pattern instruction sheet.

ADVANCED CLOTHING CONSTRUCTION

Garments should demonstrate sewing skills beyond STEAM Clothing 2; for example, rolled hems, hand-picked zippers, princess seams, flat felled or mock flat felled seam finishes, 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.).

STEAM CLOTHING 3 A STITCH FURTHER—UNIT 3

Class 1428 STEAM Clothing 3 Cotton or Cotton Blend Int.

Class 1429 STEAM Clothing 3 Cotton or Cotton Blend Sr.

Class 1430 STEAM Clothing 3 Synthetics and Rayon Int.

Class 1431 STEAM Clothing 3 Synthetics and Rayon Sr.

Class 1432 STEAM Clothing 3 Wool and Wool Blend Int.

Class 1433 STEAM Clothing 3 Wool and Wool Blend Sr.

Class 1434 STEAM Clothing 3 Silk and Silk-Like Int.

Class 1435 STEAM Clothing 3 Silk and Silk-Like Sr.

Class 1436 STEAM Clothing 3 Specialty Fabrics Int.

Class 1437 STEAM Clothing 3 Specialty Fabrics Sr.

All exhibits will consist of the following:

- 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 8 ½” 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. This includes the project that you made.
- E. A pattern instruction sheet is required and must be attached securely to the e-Record. Write name and county on pattern instruction sheet.
- F. A garment or outfit of fabric containing a majority of 50-100 percent cotton, synthetic, wool or wool-blend, silk or silk-like fibers. Specialty fabrics are fabrics using sequins, beads, fleece, leather, linen, etc.

SEWING FOR OTHERS—UNIT 4

Class 1438 Sewing for Others Jr.

Class 1439 Sewing for Others Int.

Class 1440 Sewing for Others Sr.

All exhibits will consist of the following:

Completed Clothing Construction e-Record with pattern instruction sheet presented in a sturdy binder/notebook. Include in the project story:

Why you chose to exhibit this item.

Who you made the garment(s) for.
Why, what new skills you learned this year.
What you liked best about your project.
What would you like to change?
What you learned about sewing for others? (Did you have any special pattern alterations? If so, describe.)
Will you continue to sew for others, why or why not?
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.)?
What other work have you done in this project?
Include the following information on the Clothing Construction page.
A list of all the garments or articles made
Percent of fiber content of each garment or article made
Care of garment exhibited
One garment or outfit which illustrates what was learned.

D-4 FASHION REVUE

RULES:

1. With the new sewing manuals, a member may stay in the manuals until they have mastered the techniques.
Unit 1 – STEAM Clothing 1 (Beginning) is for beginner exhibitors, those with little to no experience.
Unit 2 – STEAM Clothing 2 is for exhibitors that are familiar with the basic techniques and ready to learn more advanced skills.
Unit 3 – STEAM Clothing 3 is for the advanced exhibitor 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 4 – 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: Three areas of criteria will be used to select overall clothing awards.

- **Place in Class for Clothing Construction, Decorate Your Duds, Recycled Clothing, Creating Sewing, Heritage Arts, and Leathercraft.**
- **Place in Class in Fashion Review**
- **Interview Score (recorded as placing based on highest score being 1st, lowest score being last)**

1st place in class	9 points
2nd place in class	7 points
3rd place in class	5 points
4th place in class	3 points
Participating in class	1 point

Judging for the Fashion Revue will be in the Fairgrounds 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.

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 (1st Overall)

Reserve Champion Fashion Revue (2nd Overall)

Princess Fashion Revue (Junior Exhibitor)