CLOTHING & TEXTILES
Each county may submit 3 STEAM entries total from 50151 a-c, 50152 a-c, 50153 a-c; 2 shopping entries from 50154, 50155, 50156; and 1 Ready4Life entry from 50157.

All exhibits entered in the clothing and textiles area will be judged based on their construction and fit (if applicable). Exhibitors bringing garments should not wear their garments when they arrive for judging. The garment will be reviewed by the judges for construction first. Exhibitors will be asked to change into the garment as the second step of the judging process. If the garment was constructed for another individual, that individual must be present to wear the garment for the judge. (Only the exhibitor who made the garment is eligible for ribbon and premium.) Construction and appearance will both be considered during judging. If a pattern was used to make the item, the pattern instructions, either written or electronic, are to be included with the exhibit. Exhibit tags should be attached to the garment, not to the hanger.

Members wishing to exhibit knitted items should enroll in Visual Arts and exhibit in Fiber (if original) or Heritage Arts (if made from a pattern). Members who enroll in Clothing & Textiles with the intent of pursuing quilting can exhibit in the non-clothing exhibit category in STEAM Clothing 1—FUNdamentals. Quilts exhibited in the Clothing & Textiles area will be judged using a rubric that evaluates the sewing skills and construction of the item. All work on the quilt MUST be completed by the 4-H member. You cannot exhibit a quilt that was quilted by someone else. Quilts can be hand OR machine quilted as long as all work is completed by the exhibitor.

CLOTHING: STEAM

STEAM Clothing 1 – FUNdamentals: Exhibit one of the following in either the Non-Sewn, Non-Clothing, or Clothing exhibit divisions:

50151a Non-Sewn Exhibits: Exhibit one of the following
- Clothing Portfolio – Complete at least three different samples/activities from Chapter 2 and/or Chapter 3 of the project manual. Examples of samples you might include: How Two Magically Become One, pages 85-86; No Fear of Fray, pages 93-95; Two Sides of the Moon, pages 97-99; On the Flip Side, pages 101-104; Basic Hand Sewing Skills, pages 106-108. The Portfolio should be placed in an 8 ½ x 11, 3-ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – additional pages can be added each year but must be dated with the year. See pages 9-10 of project manual for portfolio formatting.
- 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, pages 42-74, for fabric options and fabric science experiments.
- What’s the Difference - What’s the Price Point – Exhibit may include a notebook, poster, small display sharing a project comparison and price point. See activity, pages 118-120. Exhibit should include PHOTOS; NO actual PILLOWS.

50151b Sewn Non-Clothing Exhibits: Exhibit one of the following
- Pillowcase
- Simple Pillow – no larger than 18” x 18”
- Bag/Purse – no zippers or button holes
- Other non-clothing item using skills learned in project manual

50151c Sewn Clothing Exhibits: Exhibit one of the following
- Simple top
- Simple pants, shorts, or skirt – no zipper or button holes
- Simple Dress – no zipper or button holes
- Other – other wearable item using skills learned in project manual (apron, vest, etc.)
Beginning Sewing Exhibits – exhibits in this class 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 loose flowing sleeves are acceptable.

STEAM Clothing 2 – Simply Sewing – Exhibit one of the following in either the Non-Sewn, Non-Clothing, or Clothing exhibit divisions:

50152a **Non-Sewn Exhibits**: Exhibit one of the following

- **Clothing Portfolio** – Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3 ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in STEAM Clothing 1. Additional pages can be added each year but must be dated with the year created. See project manual, pages 9-11 for portfolio formatting.
- **Expanded Textile Science Scrapbook** – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 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, pages 40-82 for fabric science experiments.
- **Design Basics – Understanding Design Principles** – Exhibit should include a learning experience that demonstrates the design principles and elements involved when selecting fabric for clothing and accessories. See project manual, pages 17-20 for design suggestions.
- **Entrepreneurial Sewing** – Exhibit should highlight items you made for sale online. Create an exhibit that displays products you made and posted online. Refer to the project manual, pages 161-167 for information on how to analyze the cost of similar purchased items to determine pricing of your products. The exhibit may be a notebook, poster or small display.

50152b **Sewn Non-Clothing Exhibits**: Exhibit one of the following

- **Recycled Clothing Accessory** – Create a clothing accessory made from a used item. The item must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in the project and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit. Clothing accessory may include: hat, bag, scarf, belt, etc.
- **Non-clothing item OR Clothing Accessory** – Create a clothing accessory using at least one skill learned in this project. Exhibitor should be able to identify the skill used.

50152c **Sewn Clothing Exhibits**: Exhibit one of the following

- **Recycled Clothing** – Create a garment from used textile based items. The original used item must be redesigned (not just embellished or 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 and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit.
- **Constructed garment** – Any garment with facings or curves. Should use at least one skill learned in this project and exhibitor should be able to identify the skills used. Garment should be appropriate for the age and experience of the member.

STEAM Clothing 3 – A Stitch Further: Exhibit one of the following in either the Non-Sewn, Non-Clothing, or Clothing exhibit divisions:

50153a **Non-sewn Exhibits**: Exhibit one of the following

- **Clothing Portfolio** – Complete at least four different samples/activities from Chapters 2, 3 AND/OR 4 of the project manual. The Portfolio should be placed in an 8 ½ x 11, 3-ring binder. Include an appropriate cover, dividers, and table of contents. NOTE – this can be a continuation of a Portfolio created in STEAM Clothing 1 and/or STEM Clothing 2. Additional pages can be added each year but must be dated with the year created. See project manual, pages 11-13 for portfolio formatting.
• Expanded Textile Science Scrapbook - Must include at least 10 different textile samples. Use Textile Information Cards template on page 29 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, pages 39-52 for fabric science experiments.

• Advanced Entrepreneurial Sewing – Using knowledge gained in project manual, Chapter 5, display one sample product with a business plan that includes a business ID and logo. The Exhibit may be a notebook, poster or small display.

50153b Sewn Non-Clothing Exhibit: Exhibit one of the following
• Recycled Clothing Accessory – Create a clothing accessory made from a used item. The item must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in the project and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit.
• Non-clothing item OR Clothing Accessory – Create a clothing accessory using at least one skill learned in this project. Exhibitor should be able to identify the skill used.

50153c Sewn Clothing Exhibit: Exhibit one of the following
• Recycled Clothing – Create a garment from used textile based items. The original used item must be redesigned (not just embellished or 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 and exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit.
• Constructed garment – Any garment constructed by the member which is appropriate for the age and experience of the exhibitor. Should use at least one skill learned in this project and exhibitor should be able to identify the skills used. Possible examples are wool garment, dress or jacket with set in sleeves and zipper or buttons and button holes, suites evening gown or sport outfit.

CLOTHING: SHOPPING
Exhibit one of the following options that align with the Shopping in Style level. If a garment is part of the 4-H exhibit, exhibitors should put the garment on PRIOR to their judging time.

Shopping in Style: Members are encouraged to spend more than one year involved in this project so they have time to learn what clothing styles look best on them while they also gain skills in building a versatile wardrobe and staying within their budget. Each year enrolled in Shopping should build on previous year’s learning experience.

50154 Shopping in Style: Beginning
Choose one of the following activities from Unit 1 or Unit 2 of the project book

• Exhibit should consist of a garment that reflects your personal style along with a poster or report that 1) explains how this garment reflects your style and how it influences what others think of you; OR 2) how your personal style either aligns or contradicts what is considered to be “in style” today. OR
• Exhibit should include a garment you purchased along with a poster or report that explains or illustrates how this garment is either 1) a modern version of a fad or fashion from an earlier decade; OR 2) how this garment reflects a different ethnic or cultural influence. Exhibit should include garment you purchased along with a poster or report that provides 1) a body shape discussion and how body shape influences clothing selections; OR 2) a color discussion that provides an overview of how different colors complement different hair colors and skin tones and how that influenced garment selection. Poster or report may include pictures from magazines, the internet or actual photos of garments. OR
• Exhibit should include garment you purchased along with a poster or report that 1) explains how this garment uses the principles of design lines to create an illusion to alter appearance; OR 2) explains how color and texture of fabrics can complement or enhance appearance. Poster or report may include pictures from magazines, the internet, or actual photos of garments.

50155 Shopping in Style: Intermediate – Choose one of the following activities from Unit 3 or Unit 4 of the
• Exhibit should include two clothing items that were previously a part of your wardrobe that still fit but you
don’t wear anymore and pair them with something new to make them wearable again. Also include a
report that explains why the garment was not being worn and what you did to transform it into a
wearable garment again. OR
• Exhibit should include at least five pieces of clothing that exhibitor can mix and match to create multiple
outfits. Include a poster or report that includes a clothing inventory AND describes what you have learned
by completing this activity. OR
• Exhibit should include garment you purchased along with a poster or report that 1) includes a wardrobe
inventory which indicates why you selected the garment you did, clothing budget, and cost of garment;
OR 2) explains how advertising influences clothing purchases making a distinction between wants and
needs; and how the purchase of this garment compliments and/or extends your wardrobe. OR
• Exhibit should include garment you purchased along with a poster or report that 1) describes a cost
comparison of this item completed by the exhibitor when purchasing the garment; should include variety
of shopping options and/or price tracking at stores over a period of time; OR 2) provides a quality
comparison rating the specific clothing item purchased based on care, construction, cost and unique
features; should include construction quality details, design features that influenced selection, cost per
wearing, and garment care.

50156 Shopping in Style: Advanced – Choose one of the following activities from Unit 5 or Unit 6 of the project
book
• Exhibit should include garment you purchased along with a poster or report that summarizes care
requirements not only for this garment but also for garments made of other natural and synthetic fibers;
exhibit should also include a care cost analysis for garments of different fibers. OR
• Exhibit should include garment you purchased which you have repaired or altered along with a poster or
report that provides a clothing inventory list which includes cost savings for repaired items as compared
to purchasing replacement garments.
• Exhibit should include multiple garments you purchased along with a poster or report that provides plans
and commentary for a fashion show that that would capture the attention of an audience. Fashion show
plans should identify target audience, include show venue, purpose of the show, and logistical plan for the
fashion show. This should also include a financial plan. Exhibitor should be prepared to demonstrate
modeling skills.

50157 Sewing & Textiles Ready4Life Challenge: (Open to 11- to 18-year-olds enrolled in any Sewing & Textiles
project)
Exhibits in this category must include the following: a) a physical representation of the career or business product
such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written
explanations that demonstrate knowledge of the related career or business fields, potential careers, and the
appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of
career and/or business exploration and pursuit above the workmanship of the physical specimen on display.