
DIVISION: CLOTHING

SCHEDULE FOR CLOTHING PROJECTS

Check-In – Each exhibitor will receive an assigned time.

Conference Judging - July 17, 2021, 8:30 a.m. - Farm Bureau Auditorium

Check-out--Sunday, August 1, 2021, 3:00-6:00 p.m. – Ogle County Fairgrounds

COVID-19 GUIDELINES:

Ogle County 4-H will be adhering to the following guidelines developed by the University of Illinois, Illinois 4-H, and approved by the Ogle County Health Department. Changes to these guidelines will be sent to families if Illinois reaches Phase 5 or goes back to Phase 3.

1. Families who are not comfortable with attending in person judging can request an accommodation for Clothing Judging. For this accommodation projects will be submitted to the Ogle County Extension Office on July 14 from 8:00 – 4:30 p.m. or July 15 from 8:00 a.m. – 6:30 p.m. Tags and 4-H Exhibit Report must be included, and the project must be ready for judging. Projects will be judged during Clothing judging by our judges in person and left for display during the Ogle County Fair.
2. Adhere to 50 people maximum in a defined space if in Phase 4, or 25 people maximum in a defined space in Phase 3.
3. Phase 4 Safety Protocols are as follows:
 - Face coverings are required for all youth, spectators, volunteers, and staff when within the defined 4-H event space (inside or outside).
 - Everyone in attendance will practice social distancing during the event, including maintaining six feet of separation (both indoors and outdoors) from those who are not in their households. To allow for social distancing, building and spectator capacity may be limited based on current public health department guidelines.
 - Handwashing and/or sanitizing stations will be provided throughout the venue.
 - Anyone who has experienced COVID-19 symptoms within the previous seven days is asked to stay home. COVID-19 symptoms include fever, cough, loss of taste or smell, or shortness of breath.

If any of these guidelines presents a challenge for you, please contact the Ogle County Extension office at 815-732-2191. We can discuss what accommodations are possible so that we can look for ways that all youth can safely participate in this event. Illinois 4-H reserves the right to adjust or cancel events in the case of identified risk, such as changes in local COVID conditions or known instances of non-compliance with safety guidelines.

4-H EXHIBIT COMMITTEE

Brenda Holm, Oregon, Superintendent, 815-973-4870
Jeannette Mingus, Oregon, Asst. Super., 815-501-8186
Chris Carter, Stillman Valley
Rosemary Hall, Esmond

Kayla Mingus, Oregon
Bethany Kennedy, Davis Junction
Dawn Somers, Lindenwood

CLOTHING DIVISION RULES

1. All Clothing projects must be completed by the 4-H Exhibitor!
2. **NEW THIS YEAR:** Clothing project check-in and judging will occur at the Farm Bureau Auditorium. Clothing exhibits must be checked-in at their assigned time on July 17, 2021. Each Exhibitor will do the following in the order listed: check-in, dress for judging, conference judge, take your photo, change, leave your project, and leave for home.
3. **NEW THIS YEAR:** All members are asked to complete a “4-H Exhibit Report”. The report will be used during the Ogle County 4-H Fair with the display. The “4-H Exhibit Report” is available in the Extension office and on the Internet at <https://extension.illinois.edu/bdo/4-h-ogle-county>
4. **NEW THIS YEAR:** All State Fair delegates and alternates will be expected to email decisions about attending Illinois State Fair and which project they plan to take to Amy at amykm@illinois.edu or call Amy on her Skype phone at 217-300-0433 by Friday, July 30th. (Skype number is only available for use during the Ogle County Fair.)
5. Exhibitors bringing garments should plan to wear the garment as part of the judging process. Construction and fit (if applicable) will both be considered. If the garment was constructed for another individual, that individual must be present to wear the garment for the judge. 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.

6. Clothing projects will be transported to the fairgrounds by the Extension Staff and the Committee for display in the Exhibit Building. Winners will be identified in the display.
7. Garments/Items will be covered in clear plastic bags which are provided by the Clothing Committee.
8. Exhibitors will be photographed with, or in, his/her garment on the day of the show.
9. No awards will be handed out the day of judging. Clothing awards may be picked up any time during the fair from the Exhibit Building Information Table.
10. People who dismantle or remove 4-H exhibits before 3:00 p.m., Sunday, August 1, 2021, or before they are officially released by departmental superintendents, will forfeit premiums. This rule is enforced!
11. Members wishing to exhibit knitted items should enroll in Visual Arts: 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.
12. 4-H'ers are limited to receive one premium per class exhibited in premium-eligible projects.

State Fair Entries – 3 entries from classes 50151 a-c, 50152 a-c, 50153 a-c, 2 Shopping In Style entries from classes 50154, 50155, 50156 and 1 entry from class 50157. All Clothing classes are premium eligible.

CLOTHING: STEAM

50151a STEAM Clothing 1 – FUNdamentals: Non-Sewn Exhibits – Exhibit 1 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. OR
- Fabric Textile Scrapbook – Must include at least 5 different textile samples. Use the Textile Information Cards template on page 41 in the 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. OR
- 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.

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.*

50151b STEAM Clothing 1 – FUNdamentals: Sewn Non-Clothing Exhibits – Exhibit 1 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 the project manual

50151c STEAM Clothing 1 – FUNdamentals: Sewn Clothing Exhibits – Exhibit 1 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 the project manual (apron, vest, etc.)

50152a **STEAM Clothing 2 – Simply Sewing: Non-Sewn Exhibits** – Exhibit 1 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. OR
- Expanded Textile Science Scrapbook – Must include at least 10 different textile samples. Use the Textile Information Cards template on page 39 in the 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. OR
- 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 **STEAM Clothing 2 – Simply Sewing: Sewn Non-Clothing Exhibits** – Exhibit 1 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 the exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit. Clothing accessories may include: hat, bag, scarf, belt, etc. OR
- Non-clothing item OR Clothing Accessory – Create a clothing accessory using at least one skill learned in this project. The exhibitor should be able to identify the skill used.

50152c **STEAM Clothing 2 – Simply Sewing: Sewn Clothing Exhibits** – Exhibit 1 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. OR
- 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.

50153a **STEAM Clothing 3 – A Stitch Further: Non-Sewn Exhibits** – Exhibit 1 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. OR
- Expanded Textile Science Scrapbook - Must include at least 10 different textile samples. Use the textile Information Cards template on page 29 in the 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. OR
- Advanced Entrepreneurial Sewing – Using knowledge gained in the 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 **STEAM Clothing 3 – A Stitch Further: Sewn Non-Clothing Exhibits** – Exhibit 1 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. OR
- Non-clothing item OR Clothing Accessory – Create a clothing accessory using at least one skill learned in this project. The exhibitor should be able to identify the skill used.

50153c **STEAM Clothing 3 – A Stitch Further: Sewn Clothing Exhibits** – Exhibit 1 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 the exhibitor should be able to identify the skill used. A before picture and a description of the redesign process must accompany the exhibit. OR
- 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, 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 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. OR
- Exhibit should include the 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 the 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 4 of the project book.

- 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 the 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 the 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 the 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. **OR**
- Exhibit should include multiple garments you purchased along with a poster or report that provides plans and commentary for a fashion show that would capture the attention of an audience. Fashion show plans should identify the target audience, include the show venue, purpose of the show, and logistical plan for the fashion show. This should also include a financial plan. The 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.

CLOTHING AWARDS

Grand Champion Sewn Clothing Exhibit
Grand Champion Sewn Non-Clothing Exhibit
Grand Champion Non-Sewn Exhibit
Grand Champion Shopping in Style Exhibit
Champion Clothing Ready4Life Challenge Exhibit

