

# Imperial County Fashion Revue Categories

## 2020 Categories

### Traditional

Participants in this category will construct garment(s), showcasing sewing skills and the ability to coordinate an outfit. The outfit must contain at least one constructed garment. Participants are encouraged to construct additional garments and/or accessories to complete the outfit.

If the Traditional ensemble has additional sewn garments which cannot all be worn at once, for example a 4-piece suit containing coordinating pieces, the additional garments may be carried. All the coordinated sewn pieces will be evaluated. Accessories such as hats, shoes, belts or jewelry are evaluated as parts of the outfit. Non-clothing items that the member made to match the outfit such as a backpack, purse, pillow, or quilt may be carried and considered during the evaluation.

The garment(s) in this category must be sewn by the member as part of the Clothing & Textiles/Sewing Project.

### Consumer Science Purchased, \$40.00 Limit

Participants in this category will shop for an entire outfit with the total cost not to exceed \$40.00, including shoes but not sales tax. Receipts from the current 4-H year are required for any item that is visible. Gifts, prior purchases, and items without receipts are not eligible for this category. Receipts from yard sales, etc. may be handwritten. The participant should consider value vs. cost, versatility, the shopping experience, and coordination of the outfit within the cost limit. **There is no 4-H project requirement; any 4-H member may enter this category.**

### Box Challenge

For 2020: Use 2 different fabrics

Participants in this challenge will sew one or more garments that contain 2 different fabrics that are visible. They can be 2 different colors, 2 different textures, a print and a solid, or any other combination of 2 different fabrics. The fabric used for lining doesn't count. If one garment is sewn it has to contain the 2 different fabrics. If more than one

garment is sewn, the sewn garments together must contain the 2 different fabrics. More than 2 fabrics may be used but that does not increase the scorecard points.

In addition, choose from the following elements that are in your box. Junior members must include at least two (2) in their sewn garment(s). Intermediate members must include at least three (3). Senior members must include at least four (4). The garment(s) must be sewn by the member as part of the Clothing & Textiles/Sewing project.

In the box:

- Zipper, functional
- Buttonholes, at least 2 that are functional
- Pockets, 2, any type
- Collar, waistband, or set-in sleeve
- Gathering or ruffle
- Darts or pleats, 2 or more
- Trim. Examples are, but not limited to: fringe, lace, bias binding, piping, etc.
- Handmade accessory

## **Vintage Challenge**

The term "vintage" is used to describe clothing between 20 and 100 years old that is also clearly representative of the era in which it was produced. To be called vintage, the piece should strongly reflect styles and trends associated with that era. Participants in this challenge will create an outfit that is inspired by or looks like a design from 1900-2000, using new fabric and notions. The entry must state the year or period of the design and include a drawing, photo, or description of the classic design that is being reproduced or duplicated. Add accessories to complete the outfit that are reminiscent of that time period. The outfit must feature at least one handmade garment made by the member. Other pieces of the outfit must be representational and recognizable as belonging to the same era as the handmade garment. The garment(s) in this challenge must be sewn by the member as part of the Clothing & Textiles/Sewing Project.

## **Cosplay Challenge**

Cosplay is the practice of dressing to resemble a fictional character from a movie, book, or video game. Cosplay can also depict an original character or a historical character.

Participants in this challenge will construct a cosplay costume. Start with a photo or drawing of the character that inspired the costume. Use any crafting techniques and any materials to make the costume. Sewing is not required. Pre-made, purchased costume kits, or parts of kits are not allowed. Accessories may be purchased. Do not include real or realistic weapons. The purchased garments may be used as a starting point for the costume (purchased jeans with sewn western shirt and vest; purchased blouse with a handmade poodle skirt and scarf). The costume and its theme must be 4-H appropriate.

For instance, you can modify the Wonder Woman outfit to wear pants, tights, or a longer skirt. The participant must be able to walk, sit, and use stairs while in the costume. "Disney Bounding" is not considered Cosplay for this challenge. **There is no 4-H project requirement; *any 4-H member may enter this category.***