

Sewing

Description: The sewing project teaches fabric selection, pattern selection and sewing machine use to construct garments and outfits to be worn by the 4-H member or another person.

State Fair Entries for Wearable:

5 junior exhibits per county; one per grade level

6 senior exhibits per county; one per category

State Fair Entries for Non-Wearable:

10 exhibits per county; one per grade level

- Enroll in 4-H, pay annual program fee, and enter project in V2.4honline by May 15
- Enter exhibit(s) in FairEntry by June 20, 2022. See page 7 Rule #23
- Exhibits checked-in Saturday, July 23 from 9am-12 noon, judging starts at 2:30 pm

An Allen County 4-H General Record Sheet must be completed, signed and turned in at the beginning of check-in for All Exhibit Building Projects.

A completed Achievement Sheet and a Sewing Project Exhibit Card must accompany each exhibit-both wearable and non wearable.

4-H'ers will be allowed to exhibit in both wearable and non-wearable sections.

Fashion Revue will be limited to exhibitors of wearable exhibits, with the EXCEPTION of Level A, Grade 3 non-wearable ONLY

All posters, notebooks, and display boards must include a reference list indicating where information was obtained, giving credit to the original author when using outside sources, to complete the 4-H member's exhibit. This reference list should/might include web site links, people and professionals interviewed, books, magazines, etc. It is recommended this reference list be attached to the back of a poster or display board, be the last page of a notebook, or included as part of the display visible to the public. A judge is not to discredit an exhibit for the manner in which references are listed.

Exhibit Guidelines: Older youth enrolled in the 4-H sewing project for the first time may not feel comfortable demonstrating their assigned grade level skills. In this instance the county 4-H youth development educator may, at the request of the 4-H member and parent, assign the member to a lower level grade level to develop fundamental skills.

Provide a completed sewing skills card, 4-H 925c-W, with the exhibit. Skills sheets are for judging purposes only and will not be returned to the exhibitor.

Judges evaluating exhibits should recognize individual differences and creativity, therefore using information in this document as a guide rather than a requirement.

Junior Exhibit Class Guidelines:

Grade 3 Wearable: Create one clothing article to be worn by the 4-H member or another person demonstrating at least 2 skills from Sewing Skills and Techniques, 4-H-925-SC-W.

Grade 3 Non Wearable: Create one non-wearable sewn item demonstrating at least 2 skills from Sewing Skills and Techniques, 4-H-925-SC-W.

Grade 4 Wearable: Create one clothing article to be worn by the 4-H member or another person demonstrating at least 2 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in the prior grade.

Grade 4 Non Wearable: Create one non-wearable sewn item, or set of items, demonstrating at least 2 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in the prior grade.

Grade 5 Wearable: Create one clothing article or a simple two piece outfit to be worn by the 4-H member or another person demonstrating at least 3 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades

Grade 5 Non Wearable: Create one non-wearable sewn item, or set of items, demonstrating at least 3 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades.

Grade 6 Wearable: Create two garments that can be worn together to be worn by the 4-H member or another person demonstrating at least 4 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades.

Grade 6 Non Wearable: Create one non-wearable sewn item, or set of items, demonstrating at least 4 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades.

Grade 7 Wearable: Create an outfit that can be worn by the 4-H member or another person demonstrating at least 5 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades.

Grade 7 Non Wearable: Create one non-wearable sewn item, or set of items, demonstrating at least 5 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades.

Senior Exhibit Category Class Guidelines (grades 8-12 suggested) Wearable: Youth may enter an exhibit in one or more categories. Create an outfit from one of the categories defined below that can be worn by the exhibitor or another person demonstrating at least 6 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades.

All senior sewing outfits exhibited in Fashion Revue must be made and worn by the exhibitor.

DEFINITION OF AN OUTFIT: An outfit is a garment or garments that when put together make a complete look - such as one or two piece dress, or one or two piece pant suit, or a three piece combination, such as pants, vest, and blouse or shirt.

Informal or Casual Wear: A complete outfit of 1 or 2 pieces suitable for school, weekend, or casual, informal activities. A complete outfit is defined as a garment or garments that when put together make a complete look - such as one or two piece dress, or one or two piece pant suit, or a three piece combination, such as pants, vest, and blouse or shirt.

Dress Up: This is suitable for special, church, or social occasions that are not considered to be formal. It may be an outfit of one or more pieces with or without its own costume coat or jacket (lined or unlined). This is not an outfit that would be worn to school, weekend, or casual, informal activities.

Free Choice: A complete outfit comprised of garments that do not fit in the other classifications. A complete outfit is defined as a garment or garments that when put together make a complete look - such as one or two piece dress, or one or two piece pant suit, or a three piece combination, such as pants, vest, and blouse or shirt. Individual garment examples include: tennis wear, swim wear, athletic or sportswear, lounge wear, riding habits, historic, dance, theatrical, or international costumes, capes, and unlined coats.

Suit or Coat: The suit consists of two pieces including a skirt or pants and its own lined jacket. It is not a dress with jacket as in "dress up wear". The coat is a separate lined coat. It will be judged separately as a coat with its own accessories.

Separates: Consists of three garments that must be worn as a coordinated complete outfit. A complete outfit is defined as a garment or garments that when put together make a complete look - such as one or two piece dress, or one or two piece pant suit, or a three piece combination, such as pants, vest, and blouse or shirt. Each piece should be versatile enough to be worn with other garments.

Formal Wear: This outfit may be one or more pieces suitable for any formal occasion, such as proms, weddings, and formal evening functions.

Grades 8, 9, 10, 11 and 12 Non Wearable: Create one non-wearable sewn item, or set of items, demonstrating at least 6 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades:

Indiana 4-H Sewing Skills and Techniques for Wearable and Non Wearable

Youth and their mentor/volunteer leader/instructor should use this chart as a guide when deciding appropriate skills to incorporate in a sewing wearable or non-wearable article, garment or outfit for exhibit. While this list is a guide, it is not meant to be an all-inclusive list and youth should demonstrate skills they are most comfortable mastering. For example, some youth in a 4th grader might feel comfortable attempting 6th grade level skills, but it is unlikely a 4th grade level exhibitor will be able to successfully master the 10th grade level skills. Exhibited items must demonstrate the minimum skill techniques from their given grade level but may also include higher/lower level techniques that have been mastered. Any higher/lower level techniques will not be counted as part of the minimum skills, but nevertheless will be evaluated for quality. Youth are encouraged to utilize a number of resources such as web sites, print material, social media, and television shows when learning sewing skills and techniques. Skills learned from these types of resources may be demonstrated provided they are age/grade appropriate.

Grade 3 - Demonstrate at least 2 of the following skills:

- Insert elastic or drawstring
- Machine topstitch hems
- Stitch in the ditch
- Sew and trim a crotch curve
- Use a simple seam finish

Grade 4 – Demonstrate at least 2 of the following skills:

- Use interfacing
- Apply a facing or binding
- Trim and grade seams
- Machine topstitch hems
- Staystitch and understitch
- Stitch curved seams
- Work with fiberfill

Seam finishes are recommended on all exposed seams.

Grade 5 – Demonstrate at least 3 of the following skills:

- match fabric design
- insert zipper
- hand-stitch a hem
- apply purchased trim or ribbons
- use a simple lining
- apply machine topstitching
- sew with knit
- apply facings
- apply binding
- gather fabric
- use a drawstring
- sew a simple sleeve
- sew patch or inseam pockets
- do a machine blind hem
- do a machine topstitched hem
- insert elastic
- sew buttons
- use batting

Seam finishes are recommended on all exposed seams (except knits). Interfacing, understitching and trimming should be used when appropriate.

Grade 6 – Demonstrate at least 4 of the following skills:

- make darts
- insert a lapped zipper
- make buttonholes
- sew ruffles
- apply trim
- sew patch pockets
- do a machine topstitched hem
- apply ribbings
- do a machine blind hem
- match fabric design
- apply machine appliqué
- apply machine topstitching
- sew inseam pockets
- set in sleeves
- hand-stitch a hem
- sew tucks or pleats
- hand sew buttons
- sew a simple lining
- apply bindings
- sew facings
- sew a simple collar
- sew with knit
- use fiberfill
- insert piping
- construct with a serger

Seam finishes are recommended on all exposed seams (except knits). Interfacing, understitching and trimming should be used when appropriate.

Grade 7 – Demonstrate at least 5 of the following skills:

- make darts
- sew facing
- apply a collar
- use doll joints
- apply front hip pockets
- apply trims
- apply machine topstitching
- insert an invisible zipper
- insert a fly front zipper
- do a hand-stitched hem
- do a machine blind hem
- apply binding
- apply ruffles
- make buttonholes
- apply patch pockets
- set in sleeves
- apply ribbing
- sew on buttons
- apply inseam pockets
- match fabric design
- apply machine or hand appliqué
- insert a lapped zipper
- insert a separating zipper
- do machine quilting
- do a machine topstitched hem
- attach cuffs
- sew lining
- insert piping
- use fiberfill
- use a twin needle

- apply tucks/pleats
- apply machine embroidery
- construct with a serger

Seam finishes are recommended on all exposed seams (except knits). Interfacing understitching and timing should be used when appropriate.

Grades 8, 9, 10, 11 and 12 – Demonstrate at least 6 of the following skills:

- make darts
- add lining
- add plackets
- make sleeves
- apply trim
- add a drawstring
- use fiberfill and/or batting
- add patch pockets
- match fabric design
- apply machine embroidery
- attach cuffs
- insert elastic
- apply a collar
- make a neckband
- add underlining
- sew with knit
- do hand beading
- add welt pockets
- create bound edges-hand/machine beading
- make a reversable item-do machine or hand quilting
- apply machine or hand appliqué
- apply machine topstitching
- insert a separating zipper
- insert a lapped zipper
- do a machine topstitched hem
- do a hand-stitched hem
- use specialty threads
- sew with difficult fabric
- make machine buttonholes
- piece quilted item
- make tucks
- add facings
- add lapels
- add gathers
- apply ribbing
- use shaped seams
- add a waistband
- add front hip pockets
- make shoulder pads
- coordination of fabric for quilted item
- make pleats
- add boning
- insert piping
- add vents-sew buttons
- add ruffles
- make button loops
- add inseam pockets
- use twin needle
- insert an invisible zipper
- insert a fly front zipper
- insert a hand picked zipper
- do a machine blind hem
- make self-covered buttons
- make self-enclosed seams
- construct with a serger
- make bound buttonholes
- other skills not listed above

Seam finishes are recommended on all exposed seams (except knits). Interfacing, understitching and trimming should be used when appropriate.

2/2022