



## Sewing, Wearable

### 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.

Sewing will be divided by member's current grade in school. For judging, a 4-H'ers grade is determined by the grade during the current school year. (September– August)

The four levels for Sewing manuals are:

Level A – (grades 3-4)

Level B – (grades 5-6)

Level C – (grades 7-9)

Level D – (grades 10-12)

You are eligible to participate in the Fashion Revue. For more details, see the Fashion Revue section under 4-H activities in the 4-H Handbook.

### State Fair Entries:

5 junior exhibits per county; one per grade level

6 senior exhibits per county; one per category

### 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*

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 4*

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 5**

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 6**

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 7**

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.

## **Senior Exhibit Category Class Guidelines (grades 8-12 suggested):**

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. In this category 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 combination, such as pants, vest, 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. In this category a complete outfit is defined as a garment or garments that when put together make a complete look - 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.

### **SEWING-WEARABLE- Check-in and judging**

**Check-in:** Tuesday, June 13, 5-7 p.m. OR Wednesday, June 14, 8 a.m.-4 p.m.  
(bring sewing card)

**Judging:** Construction open judging  
Sewing Wearable Modeling Judging, Thursday, June 15, 6 p.m.

After check-in of **all** projects, put all current year's record sheets in Green Record Book and turn in at designated boxes in the Community Building.

You have until May 15 to add or drop this project from your current year's enrollment.

The Best of Show and Runner-Up Best of Show winners will be recognized Sunday of the fair.