

SEWING: **WEARABLE**

PLEASE NOTE: Any changes/updates from the previous year will be **BOLDED** and **ITALICIZED**! Pay special attention to any projects with **BOLD, ITALICIZED WORDS** because they have changed from last year.

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.

NOTE: Items worn or exhibited in the 4-H state fashion revue cannot be exhibited in any other 4-H exhibit section. State Fair Entries: Wearable – One (1) State Fair Entry from grades 3-7 and one (1) entry from each category for grades 8-12

Completion, exhibition participation, and State Fair information for Sewing			
Division/Level	Grades (suggested)	Completion Activities Needed*	Maximum State Fair Entries
Junior	Grades 3-7	Number of skills listed below	5 Junior Exhibits- 1 per grade level
Senior	Grades 8-12	Number of skills listed below	6 Senior Exhibits – 1 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.**

Junior Exhibit Class Guidelines:

Grade 3 (suggested)

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.

Demonstrate at least 2 of the following skills:

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

Grade 4 (suggested)

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.

Demonstrate at least 2 of the following skills:

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

Seam finishes are recommended on all exposed seams.

Grade 5 (suggested)

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.

Demonstrate at least 3 of the following skills:

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

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

Grade 6 (suggested)

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.

Demonstrate at least 4 of the following skills:

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

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

Grade 7 (suggested)

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.

Demonstrate at least 5 of the following skills:

- make darts
- set in sleeves
- sew facing
- apply ribbing
- apply a collar
- sew on buttons
- use doll joints
- apply inseam pockets
- apply front hip pockets
- match fabric design
- apply trims
- apply machine or hand appliqué
- apply machine topstitching
- insert a lapped zipper
- insert an invisible zipper
- insert a separating zipper
- insert a fly front zipper
- do machine quilting

- do a hand-stitched hem
- do a machine topstitched hem
- do a machine blind hem
- attach cuffs
- apply binding
- sew lining
- apply ruffles
- insert piping
- make buttonholes
- use fiberfill
- apply patch pockets
- use a twin needle
- apply tucks/pleats
- construct with a serger
- apply machine embroidery

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.

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

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

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

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.

ENTRY & EXHIBIT GUIDELINES FOR THE HENDRICKS COUNTY 4-H FAIR

All exhibits and entries must be made during the period indicated on the fair schedule.

1. All exhibits must be picked up during the allotted time period or ribbons and awards will be forfeited.
2. All project selections must be made on 4-HOnline. Exhibits that will be presented/displayed at the Hendricks County 4-H Fair must be entered into FairEntry online by designated date.
3. **Judges evaluating exhibits should recognize individual differences and creativity, therefore using information in this handbook as a guide rather than a requirement.**
4. All non-livestock exhibits must include an exhibit label in the lower right hand corner of their exhibit available from FairEntry. Livestock exhibits will receive stall/cage cards when the project is brought to the fairgrounds.
5. In case of an unavoidable circumstance, such as death of animal or drought, which prevents members from exhibiting, insert an explanation in your record book, signed by your parent or guardian and 4-H Leader, and turn book in at the Extension Office to be considered as completing the project.
6. White cards ("My Record of Achievement") must be turned in to exhibit in 4-H. Completion cards must be presented at check-in.
7. **Members are eligible to exhibit their project via Interactive Demonstration during the County Fair, but will not qualify for State Fair. Additionally, Interactive Demonstrations will be a non-judged exhibit option where members may showcase what they have learned in the project to the general public. All projects have the option for Interactive Demonstration exhibit at the county level.**
8. A 4-H member can exhibit in only one division of each project.
9. All exhibitors will receive ribbons. Exhibits in the livestock classes will receive ribbons designated first to tenth places with all exhibits below tenth receiving achievement ribbons. All other projects will be graded as to quality with the highest quality to receive blue ribbons; average quality, red ribbons; below average, white ribbons. Any exhibit not meeting the **guidelines** of the project will be judged on its merit then lowered one placing ribbon. Exhibit entered late, improperly, or not judged will receive a green merit ribbon. Exhibits with exceptional merit will be awarded honor group ribbons as determined by the judge.
10. **Posters are to be 22"x28" and displayed horizontally and placed in a clear plastic sleeve or covered with clear plastic to protect its contents. Display boards should be designed to sit on a table using no more than 36" of tabletop space. Space should be left in the lower right hand corner to place an exhibit tag provided by Purdue Extension Staff.**

The dimensions for the poster are 22 inches tall and 28 inches wide.

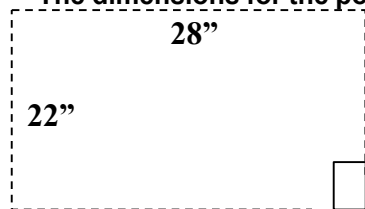


Exhibit tag comes from information entered on FairEntry prior to the 4-H Fair. The exhibit tag needs to go on the outside of the plastic sleeve in the bottom right hand corner.

11. State Fair Livestock 4-H entries are to be entered on the State Fair website by the 4-H member by June 1. The Extension Office will make all other non-livestock project entries through FairEntry.
12. Use of skateboards, skates, roller blades, and bicycles are prohibited on the grounds unless in conjunction with a fair event.
13. Dogs and other domestic animals are prohibited on the grounds unless in conjunction with a 4-H Fair event or dogs being used as service animals for impaired individuals.
14. All judges' decisions will be final.
15. **All** posters, notebooks, and display boards **MUST** include a reference list indicating where information was obtained, giving credit to the original author, 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 way references are listed. Reference Sheets are available at the Extension Office for use.
16. For personal safety concerns, notebooks/posters/displays exhibited should only contain name, county, grade, level, and club if needed. Do not list personally identifiable information (i.e. phone, address, etc.).