

Sewing-Wearable

State Fair Entry

5 junior exhibits per county;
one per grade level

6 senior exhibits per county;
one per category

Project Check In

One (1) Hour Prior to Judging

Lakeview Middle School
848 E Smith St, Warsaw

Judging

Thursday, June 27, 2024
10:00AM

Lakeview Middle School
848 E Smith St, Warsaw

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.

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.

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.

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, 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, 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, in addition to those learned in prior grades.

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

Senior Exhibit Category Class Guidelines Grades 8-12 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, 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, 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.

Indiana 4–H Sewing Skills and Techniques

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 a website, 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
- Sew and trim a crotch curve
- Machine topstitch hems
- Use a simple seam finish
- Stitch in the ditch

Grade 4 Demonstrate at least 2 of the following skills:

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

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 hems (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 sewn 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
- Apply ribbing
- Use doll joints
- Match fabric design
- Apply machine topstitching
- Insert a fly front zipper
- Do a machine blind hem
- Sew lining
- Make buttonholes
- Use a twin needle
- Apply machine embroidery
- Set in sleeves
- Apply a collar
- Apply inseam pockets
- Apply trims
- Insert a lapped zipper
- Do machine quilting
- Attach cuffs
- Apply ruffles
- Use fiberfill
- Apply tucks/pleats
- Sew facing
- Sew on buttons
- Apply front hip pockets
- Apply machine or hand appliqué
- Insert a separating zipper
- Do a hand-stitched hem
- Apply binding
- Insert piping
- Apply patch pockets
- Construct with a serger

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

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

- Make darts
- Add facings
- Make sleeves
- Apply ribbing
- Use fiberfill and/or batting
- Add front hip pockets
- Apply machine embroidery
- Make tucks
- Add plackets
- Add gathers
- Add a drawstring
- Add a waistband
- Match fabric design
- Coordination of fabric for quilted item
- Add lining
- Add lapels
- Apply trim
- Use shaped seams
- Add patch pockets
- Make shoulder pads
- Attach cuffs
- Make pleats
- Apply a collar
- Add vents
- Add ruffles
- Do hand beading
- Use twin needle
- Make a reversible item
- Apply machine topstitching
- Insert a fly front zipper
- Do a machine topstitched hem
- Make self-covered buttons
- Sew with difficult fabric
- Make bound buttonholes
- Insert elastic
- Insert piping
- Sew buttons
- Sew with knit
- Add inseam pockets
- Create bound edges
- Do machine or hand quilting
- Insert an invisible zipper
- Insert a lapped zipper
- Do a machine blind hem
- Use specialty threads
- Construct with a serger
- Piece quilted item
- Add boning
- Make a neckband
- Add underlining
- Make button loops
- Add welt pockets
- Hand/machine beading
- Apply machine or hand appliqué
- Insert a separating zipper
- Insert a hand-picked zipper
- Do a hand-stitched hem
- Make self-enclosed seams
- Make machine 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.