

Sewing (State Fair Entry)

- Enroll in 4-H, pay annual program fee, and enter project in V2.4online by May 15
- Enter exhibit(s) in FairEntry by last business day in June, which is June 30, 2021. See page 7 Rule #23
- Exhibits checked-in Saturday, July 24 from 9am-12 noon, judging starts at 12:30 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

If a 4-H member is taking Sewing for the first time they may select to exhibit at the Grade 3 level one (1) time only. HOWEVER, exhibit is NOT eligible to advance to the State Fair.

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.

LEVEL 1: (Grade 3-4)

Exhibit Options:

Grade 3:

-Wearable: Elastic waist shorts, pants OR skirt with fold over casing; no pockets. Attach Sewing Skills Card (4-H 925c-W) to the exhibit.

-Non-wearable: Simple pillow sham with lapped back opening and purchased pillow form (following instructions provided in manual) OR simple totebag with handles or drawstring. Attach Sewing Skills Card (4-H 925c-W) to the exhibit.

Grade 3 Wearable and Non-Wearable item must include at least 2 of the following skills in the exhibit: Insert elastic or drawstring; Sew and trim a crotch curve; Machine topstitch hems; Use a simple seam finish; Stitch in the ditch.

Grade 4:

-Wearable: Shorts, pants OR skirt with partial or full sewn-on waistband or waistline facing, or partial elastic waistband (not a full elastic waistband) OR simple shirt or top OR BBQ apron. Attach Sewing Skills Card (4-H 925c-W) to the exhibit.

-Non-wearable: Shaped pillow with curved seams, stuffed and sewn closed OR hanging pocket organizer OR bound edge placemats (set of 4). Attach Sewing Skills Card (4-H 925c-W) to the exhibit.

Grade 4 - Seam finishes are recommended on all exposed seams. Wearable and Non-Wearable item must include at least 2 of the following skills in the exhibit: Use interfacing; Stay stitch and under stitch; Apply a facing or binding; Stitch curved seams; Trim and grade seams; Work with fiberfill; Machine topstitch hems.

LEVEL 2: (Grade 5-6)

Exhibit Options:

Grade 5:

-Wearable: Simple shirt with sleeves OR sundress OR jumper OR simple 2 piece pajamas. A similar article is permissible provided the skillset is the same as the listed articles. Attach Sewing Skills Card (4-H 926C-W) to the exhibit.

Non-wearable: Pillow lap quilt (quillow) OR structured duffel bag, tote bag or backpack, OR sewn hat. Attach Sewing Skills Card (4-H 926C-W) to the exhibit.

Grade 5 - Seam finishes are recommended on all exposed seams (except knits). Interfacing, under stitching and trimming should be used when appropriate. Wearable and Non-Wearable item must include at least 3 of these additional skills for each sewn exhibit. Match fabric design; sew with knit; gather fabric; insert elastic; insert zipper; apply facings; use a drawstring; sew buttons; hand-stitch a hem; apply binding; sew a simple sleeve; use batting; 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.

Grade 6:

-Wearable: Two (2) garments that can be worn together. Attach Sewing Skills Card (4-H 926D-W) to the exhibit.

-Non-wearable: Pillow sham with button or zipper closing, appliqued design, piping or ruffle. Make your own pillow form OR totebag with zipper or duffel bag with zipper, pockets and lining OR doll or pet clothes OR construction techniques sample notebook (following instructions provided in the manual).
Attach Sewing Skills Card (4-H 926D-W) to the exhibit.

Grade 6 - Seam finishes are recommended on all exposed seams (except knits). Interfacing, under stitching and trimming should be used when appropriate. Wearable and Non-Wearable item must include at least 4 of these additional skills for each sewn exhibit. Make darts; sew facings; set in sleeves; apply ribbings; insert a lapped zipper; sew a simple collar; hand-stitch a hem; do a machine blind hem; make buttonholes; sew with knit; sew tucks or pleats; match fabric design; sew ruffles; use fiber fill; hand sew buttons; apply machine appliqué; apply trim; insert piping; sew a simple lining; apply machine topstitching; sew patch pockets; construct with a serger; apply bindings; sew inseam pockets; do a machine topstitched hem.

LEVEL 3: (Grade 7)

Exhibit Options:

Grade 7:

-Wearable: School or sports outfit. Can be one or more pieces. Attach Sewing Skills Card (4-H 927C-W) to the exhibit.

-Non-wearable: Dressed, jointed (with sockets) stuffed animal OR sewn item for holiday or special occasion OR construction techniques sample notebook (following instructions provided in manual). Attach Sewing Skills Card (4-H 927C-W) to the exhibit.

-Grade 7 - Seam finishes are recommended on all exposed seams (except knits). Interfacing, under stitching and trimming should be used when appropriate. Wearable and Non-Wearable item must include at least 5 of these additional skills for each sewn exhibit. Make darts; attach cuffs; set in sleeves; apply binding; sew facing; sew lining; apply ribbing; apply ruffles; apply a collar; insert piping; sew on buttons; make buttonholes; use doll joints; use fiberfill; apply inseam pockets; apply patch pockets; apply front hip pockets; use a twin needle; match fabric design; apply tucks/pleats; apply trims; construct with a serger; apply machine or hand appliqué; apply machine topstitching; insert an invisible zipper; insert a lapped 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.

LEVEL 3: (Grade 8-9)

-Wearable: See advanced sewing wearable exhibit options below. Attach Sewing Skills Card (4-H 928C-W) to the exhibit.

Non-wearable: Sewn items for your home OR construction techniques sample notebook OR sewing machine survey. (Following instructions provided in manual). Attach Sewing Skills Card (4-H 928C-W) to the exhibit.

Seam finishes are recommended on all exposed seams (except knits and non-raveling specialty fabrics). Interfacing, understitching and trimming should be used when appropriate. In addition, choose at least 6 of these skills for each sewn exhibit:

LEVEL 4: (Grade 10, 11, 12)

Exhibit Options:

-Wearable: See advanced sewing wearable exhibit options below. Attach Sewing Skills Card (4-H 928C-W) to the exhibit.

-Non-wearable: Sewn items for your home OR construction techniques sample notebook OR sewing machine survey. (Following instructions provided in manual). Attach Sewing Skills Card (4-H 928C-W) to the exhibit.

-Wearable: Fashion Revue Categories listed below

-Non-Wearable: Sewn items for your home OR construction techniques sample notebook OR sewing machine survey. (Following instructions provided in manual).

DEFINITION OF 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.

Please indicate on label which category your exhibit is in, i.e. Formal Wear, Casual Wear, etc.

Fashion Revue Categories:

- *Dress-up Wear:* 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.

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

- *Free Choice:* A complete outfit comprised of garments that do not fit in the other classifications. Examples include: tennis wear, swim wear, athletic or sportswear; lounge wear; riding habits; historic, dance, theatrical or international costumes; capes, and unlined coats.

- *Informal or Casual Wear:* A complete outfit of 1 or 2 pieces suitable for school, weekend, or casual, informal activities.

- *Separates:* Consists of at least three garments that must be worn as a coordinated complete outfit. Each piece should be versatile enough to be worn with other garments.

- *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 a 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.

Grade 8 and up: Seam finishes are recommended on all exposed seams (except knits and non-raveling specialty fabrics). Interfacing, under stitching and trimming should be used when appropriate. Wearable and Non-Wearable item must include at least 6 of these skills for each sewn exhibit. Make darts; attach cuffs; make tucks; make pleats; add lining; insert elastic; add facings; add boning; add plackets; apply a collar; add lapels; insert piping; make sleeves; make a neckband; add gathers; add vents; apply trim; sew buttons; apply ribbing; add underlining; add a drawstring; add ruffles; use shaped seams; sew with knit; use fiberfill; make button loops; add a waistband; do hand beading; add patch pockets; add inseam pockets; add front hip pockets; add welt pockets; match fabric design; use twin needle; make shoulder pads; create bound edges; 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, apply machine embroidery.

2/2021