

SEWING (Non-wearable and Wearable)

STATE FAIR ENTRY: Yes (NOTE: Skill cards are required at State Fair.)

EXHIBIT BY: All * items must come to project judging.

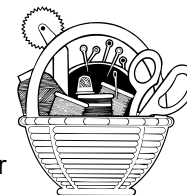
| Division | Project Book | Record Sheet | Skills Card |
|--------------------------|--------------|----------------|--------------|
| Level A (grade 3) | 4-H-925 | 4-H-925 A – W* | 4H 925c – W* |
| Level A (grade 4) | 4-H-925 | 4-H-925 B – W* | 4H 925c – W* |
| Level B (grade 5) | 4-H-926 | 4-H-926 A – W* | 4H 926c – W* |
| Level B (grade 6) | 4-H-926 | 4-H-926 B – W* | 4H 926c – W* |
| Level C (grades 7) | 4-H-927 | 4-H-927 A – W* | 4H 927c – W* |
| Level C (grades 8 - 9) | 4-H-927 | 4-H-927 B – W* | 4H 928c – W* |
| Level D (grades 10 – 12) | 4-H-928 | 4-H-928 A – W* | 4H 928c – W* |

NOTE:

- 4-H'ers may exhibit either a wearable item or a non-wearable item or both. Please indicate on your enrollment form which option you will be exhibiting.
- Complete 3 activities in your project book each year.
- Resource Book – 4-H 924 Let's Sew will be distributed by family the first year someone is in the project. Additional resource books may be purchased for \$6.00.

JUDGING TIME: **Tuesday, July 12** at the Burlington Community Building. Check-In time is by Level (grade):

- Wearable Items - Level A, B and C (grade 7) will be 9:30 a.m. – 10:00 a.m. Judging for construction at 10:00 a.m. and Fashion Revue approximately 11:00 a.m. after construction
- Wearable Items for Level C (grade 8 & 9) and D will be 10:00 a.m. – 10:30 a.m. Judging for construction at 10:30 a.m. and Fashion Revue after construction
- All Non-wearable items will be 8:30 a.m. – 9:00 a.m. Judging at 9:00 a.m.



NOTE: Fashion Show for the public is on **Friday, July 16 during the Intermission of the Little Miss & Mister Contest** in the Show Arena.

PROJECT DESCRIPTION:

Wearable - 4-H members can develop their own personal wardrobe and learn the basic principles of construction. These members also have the opportunity to participate in Fashion Revue Judging and in the public Fashion Revue at the fair.

Non-wearable – 4-H members can make items for their room and learn the basic principles of sewing techniques.

IMPORTANT:

- Do not wear your garment that you made to the Clothing Judging. It is judged for construction first.
- 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. The outfit exhibited must not include more than four pieces.
- Definition of an exhibit – All items which you are bringing to the judging. Thus, for example in your wearable project, if you need to use at least 5 skills and make 2 items, you could use 2 skills in item 1 and 3 skills in item 2. If you also make a non-wearable, you would need 5 skills in that exhibit as well.

EXHIBIT:

| | Exhibit Item | Skills to be Completed |
|----------------------|--|--|
| Level A (grade 3) | <ul style="list-style-type: none"> • Wearable: Elastic waist shorts, pants or skirt with <u>fold over casing</u>; no pockets <u>or similar sewn clothing article made to be worn by the 4-H member or another person.</u> • 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 <u>or similar sewn article.</u> | Include at least 2 skills from the list below: <ul style="list-style-type: none"> • Insert elastic or drawstring; • Sew and trim a crotch curve; • Machine topstitch hems; • Use a simple seam finish; • Stitch in the ditch. |
| Level A (grade 4) | <ul style="list-style-type: none"> • 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 <u>or similar sewn clothing article made to be worn by the 4-H member or another person.</u> • Non-wearable: Shaped pillow with curved seams, stuffed and sewn closed OR hanging pocket organizer OR bound edge placemats (set of 4) <u>or similar sewn article.</u> | Seam finishes are <u>recommended</u> on all exposed seams. Include at least 2 skills from the list below: <ul style="list-style-type: none"> • Use interfacing; • Staystitch and understitch; • Apply a facing or binding; • Stitch curved seams; • Trim and grade seams; • Work with fiberfill • Machine topstitch hems. |
| Level B (grade 5) | <ul style="list-style-type: none"> • Wearable: Simple shirt with sleeves Or sundress Or jumper Or simple 2 piece pajamas <u>or similar sewn clothing article made to be worn by the 4-H member or another person.</u>.. A similar article is permissible provided the skillset is the same as the listed articles, • Non-wearable: Pillow lap quilt (quillow) Or structured duffel bag, tote bag or backpack, Or sewn hat <u>or similar sewn article.</u> | <ul style="list-style-type: none"> • Seam finishes are <u>recommended</u> on all exposed seams (except knits). • Interfacing, understitching and trimming should be used when appropriate. • Include at least 3 skills from the skills list for grade 5 for each sewn exhibit. |
| Level B (grade 6) | <ul style="list-style-type: none"> • Wearable: Two (2) garments that can be worn together <u>made to be worn by the 4-H member or another person.</u>.. • Non-wearable: Pillow sham with button or zipper closing, appliquéd 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 <u>or similar sewn article</u> OR construction techniques sample notebook (following instructions provided in manual). | <ul style="list-style-type: none"> • Seam finishes are <u>recommended</u> on all exposed seams (except knits). • Interfacing, understitching and trimming should be used when appropriate. • Include at least 4 skills from the skills list for grade 6 for each sewn exhibit. |

| | Exhibit Item | Skills to be Completed |
|--|--|--|
| Level C (grade 7) | <ul style="list-style-type: none"> • Wearable: School, casual or sports outfit made to be worn by the 4-H member or another person.. Can be one or more pieces. • Non-wearable: Dressed, jointed (with sockets) stuffed animal OR sewn item for holiday or special occasion or similar sewn article OR construction techniques sample notebook (following instructions provided in manual). | <ul style="list-style-type: none"> • Seam finishes are recommended on all exposed seams (except knits). • Interfacing, understitching and trimming should be used when appropriate. • Include at least 5 skills from the skills list for grade 7 for each sewn exhibit. |
| Level C (grades 8 & 9) Level D (grades 10-12) | <ul style="list-style-type: none"> • Wearable: Same as fashion revue categories. All senior sewing wearable exhibits are to be made so it can be worn by the exhibitor or another person. All senior sewing outfits exhibited in Fashion Revue must be made and worn by the exhibitor. • Informal or Casual Wear - A complete outfit of one or two pieces suitable for school, weekend or casual, informal activities. • 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. Examples include: tennis wear, swim wear, athletic or sports wear, 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 – Separates consists of 3 garments that must be worn as a coordinated complete outfit. 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. • Non-wearable: Sewn items for your home OR construction techniques sample notebook OR sewing machine survey. (Following instructions provided in manual). | <ul style="list-style-type: none"> • Seam finishes are recommended on all exposed seams (except knits and non-raveling specialty fabrics). • Interfacing, understitching and trimming should be used when appropriate. • Include at least 6 skills from the skills list for your grade for each sewn exhibit. |

Skill Charts

| Category | Actual Skills | Grade(s) | | | | |
|-------------------------------|---|----------|--------|---|-------|-------|
| | | 5 | 6 | 7 | 8 & 9 | 10-12 |
| Appliqué, beading, embroidery | • Apply machine appliqué; | | x | x | x | x |
| | • Apply hand appliqué; | | | x | x | x |
| | • Apply machine embroidery | | | x | x | x |
| | • Hand / machine beading | | | | | x |
| Buttons | • Sew buttons; | x | x | x | x | x |
| | • Make self-covered buttons | | | | x | x |
| Buttonholes | • Make buttonholes; | | x | x | x | x |
| | • Machine; | | | | x | x |
| | • Bound; | | | | x | x |
| | • Button Loops; | | | | x | x |
| Collar | • Sew a collar; | | Simple | x | x | x |
| | • Make a neckband; | | | | x | x |
| | • Add lapels; | | | | x | x |
| Construction | • Apply machine topstitching; | X | x | x | x | X |
| | • Construct with a serger; | | x | x | x | X |
| | • Use twin needle | | | x | x | X |
| | • Make a reversible item | | | | | x |
| Fabric | • Match fabric design; | x | x | x | x | X |
| | • Sew with knit; | x | x | | x | X |
| | • Sew with difficult fabric | | | | x | X |
| | • Coordination of fabric for quilted item | | | | | x |
| Facing | • Apply facings; | x | x | X | X | X |
| Filling | • Use batting. | x | | | | x |
| | • Use fiberfill; | | x | x | x | x |
| Gathering | • Insert elastic; | x | | | x | x |
| | • Gather fabric; | x | | | | |
| | • Use a drawstring; | x | | | X | X |
| | • Make darts; | | x | x | x | x |
| | • Apply tucks and pleats; | | x | x | X | x |
| | • Add gathers; | | | | x | X |
| | • Add plackets; | | | | x | X |
| Hem | • Do a machine blind hem; | x | x | x | x | X |
| | • Do a machine topstitched hem; | x | x | x | x | X |
| | • Hand-stitch a hem; | x | x | x | x | x |
| Lining | • Use a lining; | x | x | x | x | x |
| | • Add underlining; | | | | x | x |
| Other | • Use doll joints; | | | x | | |
| | • Other skills not listed | | | | | x |
| Pocket | • Sew patch or inseam pockets; | x | x | x | x | x |

| Category | Actual Skills | Grade(s) | | | | |
|-----------|-------------------------------|----------|---|---|-------|-------|
| | | 5 | 6 | 7 | 8 & 9 | 10-12 |
| | • Sew front-hip pockets; | | | x | x | x |
| | • Sew welt pockets; | | | | x | x |
| Quilting | • Quilting - machine; | | | x | x | x |
| | • Quilting - hand; | | | | x | x |
| | • Piece quilted item | | | | | x |
| Seam | • Use shaped seams | | | | x | x |
| | • Make self-enclosed seams | | | | x | x |
| Sleeve | • Sew a simple sleeve; | x | | | | |
| | • Set-in sleeves; | | x | x | x | x |
| | • Attach cuffs; | | | x | x | x |
| | • Make shoulder pads; | | | | x | x |
| Trim | • Add boning; | | | | x | x |
| | • Apply binding; | x | x | x | | |
| | • Apply trim or ribbing; | x | x | x | x | x |
| | • Insert piping; | | x | x | x | x |
| | • Sew ruffles; | | x | x | x | x |
| | • Use specialty thread | | | | x | x |
| | • Do hand beading | | | | x | x |
| | • Create bound edges | | | | x | x |
| Vent | • Add vents; | | | | x | x |
| Waistband | • Add waistband; | | | | x | x |
| Zipper | • Insert a zipper | x | | | | |
| | • Insert a Lapped zipper | | x | x | x | x |
| | • Insert a Invisible zipper | | | x | x | x |
| | • Inset a Separating zipper | | | x | x | x |
| | • Insert a Fly front zipper | | | x | x | x |
| | • Insert a Hand-picked zipper | | | | x | x |

FASHION REVUE: The focus is on modeling, garment appearance and fit, and accessorizing.

- To participate in the Fashion Revue, you must model your own garment. If you are unable to attend judging day, you may provide a videotape of you modeling your garment to be viewed by the judges. NOTE: Videotapes will NOT be considered for champion placing. If you are providing a tape, you must make prior arrangements with the Youth Educator to make sure that the proper equipment is available.
- Any 4-H'ers who exhibited their garment in one of the clothing divisions may participate.
- Categories are the same as those listed under Sewing.
- Any clothing entrant grades 8 - 12 as of January 15 during the calendar year will be in the Senior Division no matter what division their clothing project was judged.
- Senior division 4-H'ers may model more than one outfit, but only 1 outfit per category. NOTE: Only one garment/outfit can be entered for construction.

STATE FAIR REQUIREMENTS:

- State Fair entries for clothing construction include: Wearable - One entry per grade 3 - 7. One entry in each of the advanced categories. Non-wearable – One entry per grade.
- State Fair entries for Fashion Review include: One participant from each of the 6 senior (advanced) categories. If there are no entries in a category, counties may send a second participant to the State

Fashion Review from another category.

3. If a participant wins both construction and Fashion Revue in the same category, he/she must decide which will go to the State Fair.