

SEWING-County & State Fair Project

There may be one wearable and one non-wearable State Fair exhibit from each grade in 3rd Grade through 7th Grade. In Grade 8 and above, there will be one non-wearable State Fair exhibit for each grade and one wearable exhibit in each of the six advanced wearable outfit categories (Fashion Revue categories).

A completed record sheet signed by your 4-H Leader **must** be presented, along with your exhibit, at project check-in at the pre-fair judging.

This project is divided into four levels according to the following breakdown:

Level A	Grades 3 & 4
Level B	Grades 5 & 6
Level C	Grades 7, 8 & 9
Level D	Grades 10 and Above

General Rules

1. Sewing exhibits are to be judged at pre-fair judging held prior to the 4-H Fair.
2. All exhibits must have been made since the previous 4-H Fair.
3. Garments should be taken to the judging on hangers. It is recommended that the exhibits be covered in plastic or other suitable material to keep them clean.
4. Members in 8th Grade and above may enter as many of the six (6) advanced wearable categories as they choose at the county level; however, if the outfit is modeled in Fashion Revue, it must be entered in the same category in both Sewing Construction and Fashion Revue.
5. Members in the Advanced categories may enter only one exhibit at the State Fair. In the event a member is State Fair eligible in more than one category, member must choose which category he/she wishes to enter at the State Fair.
6. An "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.
7. For members in Grade 4 and above, seam finishes are **recommended** on all exposed seams (except knits and non-raveling specialty fabrics). Interfacing, understitching and trimming should be used when appropriate.
8. Sewing members may make a wearable exhibit, a non-wearable exhibit, do an action demonstration, or do any combination of the three for exhibit completion.
9. A sewing skills card listing the skills used must accompany each exhibit. This card will be mailed to members prior to the judging.
10. If more than one sewn exhibit is prepared (i.e., Wearable and Non-Wearable, or Dress-Up and Separates), **each exhibit** must have the required number of skills for the level of the exhibitor.
11. **It is recommended/suggested that all posters, notebooks, and display boards 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 manner in which references are listed or a lack thereof.**

Exhibit Requirements

Level A, Grade 3 – Exhibit one of the following wearable or non-wearable options, using **at least 2** of the skills listed below for each exhibit. Attach Sewing Skills Card (4-H 925c-W) to the exhibit. Insert elastic or drawstring Use a simple seam finish Stitch in the Ditch Sew and trim a crotch curve Machine topstitch hems

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

Non-Wearable: Attach Sewing Skills Card (4-H 925c-W)

1. Simple pillow sham with lapped back opening and purchased pillow form (following instructions provided in manual)
2. Simple tote bag with handles or drawstring.

Interactive Demonstration

Level A, Grade 4 – Exhibit one of the following wearable or non-wearable options, using **at least 2** of the skills listed below for each exhibit. Attach Sewing Skills Card (4-H 925c-W) to the exhibit. Seam finishes are recommended on all exposed seams. Machine topstitch hems Use interfacing Trim and grade seams Apply a facing or binding Staystitch and understitch Work with fiberfill Stitch curved seams

Wearable: Attach Sewing Skills Card (4-H 925c-W)

1. Shorts, pants, or skirt with partial or full sewn-on waistband or waistline facing or partial elastic waistband (not a full elastic waistband)
2. Simple shirt or top
3. BBQ apron

Non-Wearable: Attach Sewing Skills Card (4-H 925c-W)

1. Shaped pillow with curved seams, stuffed and sewn closed
2. Hanging pocket organizer
3. Bound edge placemats (set of 4)

Interactive Demonstration

Level B, Grade 5 – Exhibit one of the following wearable or non-wearable options, using **at least 3** of the skills listed below for each exhibit. Attach Sewing Skills Card (4-H 926C-W) to the exhibit. Seam finishes are recommended on all exposed seams (except knits). Interfacing, understitching and trimming should be used

when appropriate.

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

Wearable:

1. Simple shirt with sleeves
2. Sundress
3. Jumper
4. 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: Attach Sewing Skills Card (4-H 926C-W) to the exhibit

1. Pillow lap quilt (quillow)
2. Structured duffel bag, tote bag or backpack
3. Sewn hat.

Interactive Demonstration

Level B, Grade 6 – Exhibit one of the following wearable or non-wearable options, using **at least 4** of the skills listed below for each exhibit. Attach Sewing Skills Card (4-H 925D-W) to the exhibit. Seam finishes are recommended on all exposed seams (except knits). Interfacing, understitching and trimming should be used when appropriate.

make darts

set in sleeves

insert a lapped zipper

hand-stitch a hem

make buttonholes

apply trim

sew a simple lining

sew patch pockets

sew facing

apply ribbings

match fabric design

use fiberfill

apply machine appliqué

insert piping

apply machine topstitching

sew tucks or pleats
sew ruffles
hand sew buttons
Sew inseam pockets

sew a simple collar
do a machine blind hem
sew with knit

construct with a serger
apply binding
do a machine topstitched hem

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

Non-Wearable: **Attach Sewing Skills Card (4-H 926D-W) to the exhibit**

1. Pillow sham with button or zipper closing, appliquéd design, piping or ruffle; make your own pillow form
2. Tote bag with zipper or duffel bag with zipper, pockets and lining
3. Doll or pet clothes
4. Construction techniques sample notebook (following instructions provided in manual).

Interactive Demonstration

Level C, Grade 7 – Exhibit one of the following wearable or non-wearable options, using **at least 5** of the skills listed below for each exhibit. Attach Sewing Skills Card (4-H 927C-W) to the exhibit. Seam finishes

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

make darts	apply machine or hand applique	use fiberfill
set in sleeves	apply machine topstitching	apply patch pockets
sew facing	insert a lapped zipper	use a twin needle
apply ribbing	insert an invisible zipper	apply tucks/pleats
apply a collar	insert a separating zipper	construct with a serger
sew on buttons	attach cuffs	apply machine embroidery
use doll joints	apply binding	do a machine blind hem
apply inseam pockets	sew lining	do a machine topstitched hem
apply front hip pockets	apply ruffles	do a hand-stitched hem
match fabric design	insert piping	do machine quilting
apply trims	make buttonholes	insert a fly front zipper

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

Non-Wearable: **Attach Sewing Skills Card (4-H 927C-W) to the exhibit**

1. Dressed, jointed (with sockets) stuffed animal
2. Sewn item for holiday or special occasion
3. Construction techniques sample notebook (following instructions provided in manual).

Interactive Demonstration

Level C, Grades 8 and 9 – Exhibit one of the following, using **at least 6** of the skills listed below for each Exhibit. 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.

make darts	attach cuffs	do machine or hand quilting
make tucks	make pleats	apply machine or hand appliqué
add lining	insert elastic	apply machine topstitching
add facings	add boning	insert an invisible zipper
add plackets	apply a collar	insert a separating zipper
add lapels	insert piping	insert a fly front zipper
make sleeves	make a neckband	insert a lapped zipper
apply trim	sew buttons	do a machine topstitched hem
apply ribbing	add underlining	do a machine blind hem

add a drawstring
 use shaped seams
 use fiberfill
 add a waistband
 add patch pockets
 add front hip pockets
 match fabric design
 Make shoulder pads
 construct with a serger

add ruffles
 sew with knit
 make button loops
 do hand beading
 add inseam pockets
 add welt pockets
 use twin needle
 create bound edges

do a hand-stitched hem
 make self-covered buttons
 use specialty threads
 make self-enclosed seams
 sew with difficult fabric
 make machine buttonholes
 make bound buttonholes
 apply machine embroidery

Wearable: Choose from one or more of the State Fair Categories: **Attach Sewing Skills Card (4-H 928C-W)**

1. Informal or Casual Wear – A complete outfit of one or two pieces suitable for school, weekend, or casual, informal activities.
2. 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.
3. 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.
4. 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.
5. Separates – Consists of three garments that must be worn as a coordinated complete outfit. Each piece should be versatile enough to be worn with other garments.
6. 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: **Attach Sewing Skills Card (4-H 928C-W)**

1. Sewn items for your home
2. Construction techniques sample notebook
3. Sewing machine survey (Following instructions provided in manual)

Interactive Demonstration

Level D, Grades 10, 11, and 12 – Exhibit one of the following, using **at least 6** of the skills listed below for each exhibit. 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. Exhibit choices are the same as Level C, Grades 8 and 9.

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

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

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



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

Manual:

Level A: 4-H 925 *Sew Simple*

Easiest

Level B: 4-H 926 *Sew Smart*
(Cost: \$6.00)

Level C: 4-H 927 *Sew Fine*

Level D: 4-H 928 *And Sew On*

add inseam pockets
add welt pockets
use twin needle
create bound edges
hand/machine beading
make a reversible item

Record Sheet

4-H 925A-W
4-H 925B-W

4-H 926A-W

4-H 926B-

4-H 927A-W

4-H 928A-W

Sewing Skills Card

4-H 925C-W

4-H 926C-W

4-H 927C-W

4-H 928C-W

sew with difficult fabric
construct with a serger
make machine buttonholes
make bound buttonholes
piece quilted item
other skills not listed above

References:

4-H 924 *Let's Sew*
4-H 238 *Easy Easier*

Tailoring

4-H 927B-W

(Rev 12/12)
