SECTION 21: PROJECT REQUIREMENTS - Clothing

1) Project Levels are:
   Beginners: 1 - 3 years in clothing projects.
   Intermediates: 4 - 6 years in clothing projects.
   Advanced: 7 - 10 years in clothing projects.

2) Fair exhibits will be the garments, articles, or posters made as required for judging for the chosen project.

3) It is recommended that members keep a sewing box and reference file for their own use and add to it each year.

4) For judging, garments made will be evaluated both on and off the 4-H member according to the following:
   a. Fashion: a) reflects current style; b) evidence of newness in color, texture, trimming, or lines.
   b. Grooming: a) clean and neat; b) appropriate foundation garments.
   c. Posture and poise
   d. Construction: a) appropriate construction methods for fabric and garment design; b) well-constructed seams and hand finishes; c) smooth, sharp, external appearance.
   e. Fit: a) seams and garment lines well placed; b) appropriate ease for style of garment in relation to figure type; c) garment hangs well overall.
   f. Design: becoming and good use of line, color, and texture.
   g. Accessories: well chosen to complete and complement outfit.
   h. Personal qualities: pleasant expression, gives relaxed and self-confident impression.
   i. Overall appearance: pleasing and unified.
   j. Knowledge: a) clothing construction, b) fashion c) design.
   k. Finished seams and types of stitches used on hems.

5) It is important that members strive for a pleasing total appearance that enhances their personality, coloring, and figure type. Members are asked not to wear their constructed garments to judging so that judges may examine projects before they are modeled. Clothing projects will be judged at the Ohio State Fair.

6) All 4-H members taking clothing are required to bring their pattern(s) and completed project book to judging, along with garments and accessories.

7) Try not to overkill on the accessories. (Less is sometimes better.)

BEGINNER LEVEL

ACCESSORIES FOR TEENS
407

Guidelines: A beginners only level project for teens. Make at least one accessory, bag/purse, belt/cummerbund, footwear/shoe covers, hat, gloves, jewelry, removable collar/dickey/jabot, scarf/tie, muffler/shawl, socks/hosiery, suspenders, or other to add a finishing touch or to achieve a more complete appearance in an outfit you select. Project may be repeated up to three years as long as new and more complex experiences are selected and completed each year.


SEW FUN
409

Guidelines: This project is designed for beginner only member of any age. Learn the fundamentals of types of stitches, the sewing machine, fabric selection and create an accessory. Youth will make a pin cushion AND a “fully elastic-waisted skirt, shorts, pants, or capris.” See page 21 for information on choosing your pattern. Do two leadership/citizenship activities and complete all 15 activities. Take part in at least 2 learning experiences. Complete project review. This is a one-time project.

Judging Requirements: Bring completed project book, pin cushion and “fully elastic-waisted” clothing item constructed.

FUN WITH CLOTHES
410

Guidelines: For beginners with little or no experience with clothes or sewing. Project requirements are on pages 2-5. Members must make a decorated top.

Judging Requirements: Bring completed project book. Exhibit and model your complete outfit and decorated top at project judging. To be eligible for state competition in “Fun With Clothes” members may have no more than two years in 4-H clothing projects.
# SECTION 21: PROJECT REQUIREMENTS - Clothing

## SUNDRESSES & JUMPERS

**Guidelines:** In this beginning-level project youth are to make a sundress or jumper and choose accessories. Explore all project areas by completing all 15 activities. You will make a sundress or jumper, select a top to wear with it if needed and choose other items to complete your outfit. You must have a project helper.

**Judging Requirements:** Bring completed project book, completed jumper/sundress with items completing your outfit, participate in at least 2 learning experience, and do at least 2 leadership/citizenship activities and a do a project review.

## TOPS FOR TWEENS

**Guidelines:** Beginners. Complete the requirements in the project book and bring garment and accessories to judging.

**Judging Requirements:** Bring completed project book. Bring garment made and accessories.

## INTERMEDIATE LEVEL

### EM-BEL-LISH

**Guidelines:** This is an Intermediate level project for members with some clothing experience who want the opportunity to complete a 4-H project by embellishing clothing. Not a clothing construction book and not a how-to-book, this is a general project guide that involves exploring embellishment ideas, identifying likely clothing items, learning a few techniques, and putting together a completed outfit. The member should have completed #410 Fun with Clothes first.

**Judging Requirements:** Complete all ten activities, sample notebook and 3 “Talking it Over” pages, add embellishments to at least one garment for your total look outfit. Take part in at least 2 learning experience, 2 leadership/citizenship activities, and take part in a project review. Bring total outfit and finished project book to judging.

### SEWING FOR OTHERS

**Guidelines:** Intermediate. You must have three years of prior clothing project experience to take this project. You may take this project for up to five years. No Duplications! Each year the project "category" must be changed. Project Guidelines are listed on page 3. Select category to sew for and do all Learning Activities listed. Garments must be made for people. Categories: 1) Sewing for Infants/Toddlers or Children; 2) Pre-Teens, Teens; 3) Older Adults; 4) Handicapped or Disabled; 5) Special Activities.

**Judging Requirements:** Bring completed project book. Bring garment constructed or three garments adapted, and the person for whom the garment is made, if possible. (If this is not possible, bring photos showing both front and back of garment.) Bring the pattern.

### ACTIVE SPORTSWEAR


**Judging Requirements:** Bring completed project book. Bring garments made and accessories.

### LOUNGEWEAR

**Guidelines:** Intermediate. This project is designed for all-level members of any age with some clothing construction project experience. This project may be repeated as long as new learning experiences and new skills are developed each time. Do two leadership/citizenship activities and complete all 11 activities in addition to 2 learning experiences. Write a project summary and take part in a project review.

**Judging Requirements:** Bring completed project book, written learning summary, and lounging outfit item constructed with other accessories needed to complete the total look.

### CLOTHING FOR MIDDLE SCHOOL

**Guidelines:** Intermediate. Make an outfit to meet your school wardrobe needs. Project guidelines include making either an outfit with two pieces or one garment with sleeves, improving personal grooming, and repairing garments. Project for youth up to grade 9 as of January 1 of the current year.

**Judging Requirements:** Bring completed project book. Bring garment constructed. Complete the outfit for a total look.
## Advanced Level

### Clothes for High School and College

**Guidelines:** Advanced project. Complete Guidelines on pages 2-3 in the book. You will develop advanced knowledge, skills, and understanding related to fashion, grooming, posture and poise, construction fit, design, personal qualities, decision-making, and evaluation. You need to construct at least one outfit with a minimum of two pieces or a one-piece garment with sleeves, plus one other style detail you have not tried before. Outfits should be for "everyday" use in attending classes and participating in meetings at school.

**Judging Requirements:** Bring completed project book. Bring the garment constructed with accessories for a complete look. Bring one item that you have recycled or repaired.

### Creative Costumes Spectator

**Guidelines:** Advanced level, project may be repeated. Make and accessorize one complete costume in any of the following categories: 1) Historical, 2) Ethnic/Cultural, 3) Theatrical, or 4) Special Interest. Goals of the project include understanding clothing and its significance to individuals and groups, as well as applying new knowledge to planning and making costumes related to the goals of the specific costume category. Projects will be evaluated according to the seven clues to a total look. Evaluation will include authenticity of adoption and knowledge of costume history or background related to the specific costume chosen.

**Judging Requirements:** Bring completed project book. Bring your completed costume and accessories. Complete requirements in project book according to guidelines.

### Dress Up Outfit

**Guidelines:** Advanced. Make a dress-up outfit. The category will be divided into a) formal gowns and b) semi-formal dresses.

**Judging Requirements:** Bring completed proj. book, garments made and accessories.

### Outer Layers

**Guidelines:** Advanced. Make a coat or jacket; it must be lined.

**Judging Requirements:** Bring completed proj. book, garment made and accessories.

### Clothing for Your Career

**Guidelines:** Advanced. 4-H members who are either currently employed or exploring the job market can achieve the appearance needed for success in the world of work through this project. Learning experiences include analyzing job descriptions, visiting job sites, and interviewing a potential employer, creating a positive work image, using accessories effectively, doing at least two alterations or recycling experiences, evaluating costs, and making an outfit for an interview or job with a minimum of two pieces that provides new challenges.

**Judging Requirements:** Bring completed project book. Bring a record of what you have done on experiments. Bring in the two-piece garment you constructed, plus two alterations or recycling.
SECTION 21: PROJECT REQUIREMENTS - Clothing

1) The following projects do not require members to construct, design, or sew a clothing article. The projects focus on clothing consumer skills, wardrobe care and planning, and clothing retail.
2) Members are able to compete in state competition with a "total look" outfit they have selected. These outfits will be worn to judging.

LOOK GREAT FOR LESS 425

**Guidelines:** This is an advanced project, however no sewing skills are needed for this project that encourages youth to use their creativity and resourcefulness to pull together a Total Look outfit as inexpensively as possible. You are about to compare different types of clothing stores, explore secondhand shopping, learn when sales are most likely to take place, evaluate clothing quality, and shop for your outfit while keeping records of your purchases. This project may be repeated once as long as new learning experiences and new skills are developed. This project replaces 425 Frugal Fashion.

**Judging Requirements:** Bring completed project book. Complete all 6 activities. Take part in at least 2 learning experiences. Become involved in at least 2 leadership/citizenship activities. Put together a Total Look Outfit. Complete a project review. Complete the planning your project section on page 3 then complete the book.

SHOPPING SAVVY 430

**Guidelines:** This is an intermediate clothing project. Members take stock of their current wardrobe, compare different brands of the same clothing items, study current fashion trends, learn proper clothing care and go shopping. You need a project helper.

**Judging Requirements:** Complete all 8 activities and put together and bring an outfit, including accessories to complete it. Take part in at least 2 learning experiences. Do at least 2 Leadership/Citizenship activities and a project review.