

SECTION 25: PROJECT REQUIREMENTS – Clothing & Textiles

- 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. **Personable 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) Youth should 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 are eligible to go to Ohio State Fair, but must be selected from county judging.**
- 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.

Judging Requirements: Bring completed project book. Bring accessory made.

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 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.

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DESIGNED BY ME 410

Guidelines: For beginners with little or no experience with clothes or sewing. Members must complete all eight activities, all Talking It Over questions, at least 2 learning experiences, at least 2 leadership/citizenship activities, a project review, and a project record (if applicable). Members must also embellish a pre-existing top (ex.button, stitching).
Judging Requirements: Bring completed project book and project records if applicable. Bring garment that was embellished and model your complete outfit at project judging.

SUNDRESSES & JUMPERS 413

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.

TERRIFIC TOPS 419

Guidelines: Want a top that fits your personality? Make your own with this easy to follow project. Sew, crochet, or knit a top from a pattern you choose. Learn how to take your measurements accurately and add a few new sewing skills. Build an outfit around your new top and add accessories for a one-of-a-kind look!
Judging Requirements: Bring completed project book. Bring garment made and accessories.

INTERMEDIATE LEVEL

EM-BEL-LISH 411

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 412

Guidelines: 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.

READY, SET, SEW ACTIVE! 415

Guidelines: In this intermediate project, make at least one garment in an outfit assembled for active sportswear. Along the way, evaluate your buying habits, complete a plan for accessories, and evaluate your total look.
Judging Requirements: Bring completed project book. Bring garments made and accessories.

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LOUNGEWEAR 418

Guidelines: 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 424

Guidelines: 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 406

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, personable qualities, decision-making & 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 408

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 417

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 project book, garments made and accessories.

OUTERWEAR FOR ANYWEAR 420

Guidelines: Advanced. Make a coat or jacket or other outer garment; it must be lined. Evaluate patterns and fabric to match your skill level.

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

CLOTHING FOR YOUR CAREER 426

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 an 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.

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Look Great for Less and Shopping Savvy 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. 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.

4-H members taking quilting projects are encouraged to participate in the open class competition at the Fulton County Fair.

QUILTING THE BEST BETTER 498

Guidelines: Quilting the Best Better is an intermediate quilting project designed for youth who have completed #499-YOU CAN QUILT, the first book in this series. You may repeat this project as long as new learning experiences and new skills are developed each time. You will need to have a project helper.

Judging Requirements: Complete all eight activities and all of the Quilting Quotes questions. Take part in at least two learning experiences and become involved in at least two leadership/citizenship activities. Complete a project review. Bring completed project book and completed quilt. Quilt must be bound and layers attached by one of the methods in the book.

Fair Display: Quilt

YOU CAN QUILT! 499

Guidelines: An Intermediate-level project where youth are to choose from 2 patterns to make a mini quilt. With a project helper, explore each of the three project areas (Where to Start, Create Your Quilt Top, Put It Together) by completing the activities and making a mini-quilt. Complete all seven activities. Take part in at least two learning experiences, be involved in at least two leadership/citizenship activities and write a project summary and a project review.

Judging Requirements: Bring completed project book with completed mini-quilt; be prepared to discuss creating a quilt from start to finish including fabric selection, stitching and terminology.

Fair Display: Quilt