

## SECTION 20: PROJECT REQUIREMENTS – Clothing & Textiles

\*For judging, garments made will be evaluated on:

- 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.**

\*Members should strive for a pleasing total appearance that enhances personality, coloring, and figure type.

Participation in the Wood County Style Show is recommended but not required for successful completion of a clothing project. In order to be considered for county placings and state fair participation, the member MUST participate in the County Style Revue that will be held on Tuesday, July 17<sup>th</sup> at the Jr. Fair Building. Line-up is 6:30 pm and the Style Revue begins at 7:00 pm.

**JULY 17<sup>th</sup>**  
**10:00 a.m.- 1:00 p.m.**  
**Jr. Fair Bldg.**

**CLOTHING JUDGING -This includes the You Can Quilt, Quilting the Best Better, Self-Determined Quilting, Make a Bag I & II and Sewing, Textiles Non-Clothing Master 432).**

In an effort to simplify our 4-H clothing and quilt judging, we will no longer be judging sewing projects at a scheduled time. The judging schedule for sewing projects will be the same procedure as nutrition and miscellaneous.

**\*Clothing members and Sewing & Textiles Non Clothing Master (432) must turn in the following forms:**

1. Style Revue Card – due July 8<sup>th</sup> (located in the project book and on the website wood.osu.edu)
2. Judge's Photo Sheet – This form must be completed and given to the judge at your interview. (located in the project book and on the website –wood.osu.edu)

**\*Quilting members must turn in the following form:**

1. Style Revue Card with name, club, mentor only – No description necessary.
2. Judge's Photo Sheet – This form must be completed and given to the judge at your interview. (located in the project book and on the website)

**\*Deadline for Style Revue Cards to be turned in to the Extension Office- July 8<sup>th</sup>**  
**A \$20 late fee will be in required after the 8<sup>th</sup>. You may email cards to:**  
[morlock.3@osu.edu](mailto:morlock.3@osu.edu)

**\*Quilters and Sewing & Textiles Non Clothing Master (432) are welcomed and encouraged to participate in the Style Revue, but it is not required for county placings and state fair selection.**

**Multiple Projects:** 4-H Members who take more than one clothing project must complete separate learning experiences related to each, including creating a separate, complete, total-look outfit for each clothing project. Separate garments must be made for each project.

**Repeating Projects:** Members who repeat clothing projects should attempt new challenges each year such as doing more advanced experiments and surveys and sewing more complicated patterns or harder-to-handle fabrics.



## SECTION 20: PROJECT REQUIREMENTS – Clothing & Textiles

### FOR YOUNGER MEMBERS

**Sew Fun**  
409

**Guidelines:** This project will have you sewing in no time! Members of any age learn basic sewing skills with an easy introductory project – fully elastic-waisted skirt, shorts, pants, or capris. A member who successfully completes this project can Repeat it or move on to 413 Sundresses and Jumpers or 419 Tops for Tweens.

**Judging Requirements:** Completed project book, pattern, complete outfit and judge's photo form.

**Designed by Me**  
410

**Guidelines:** Explore current fashion and various embellishment (or decorating) techniques to design a one-of-a-kind top that reflects your Personality. Choose a T-shirt sweatshirt, button-down shirt, or a simple jacket and add at least two embellishment methods to show your style. Coordinate other clothing and accessories, and rate yourself using the Seven Clues to a Total Look. Complete a neatness check, and learn how to make decorative stitches and sew on a button. This fun and easy project is practical too!

**Judging Requirements:** Completed project book, embellished garment, complete outfit, and judge's photo form.

### FOR BEGINNER LEVEL 4-H CLOTHING MEMBERS OF ANY AGE (WITH SOME 4-H CLOTHING EXPERIENCE)

**Make a Bag I**  
COUNTY PROJECT ONLY

**Guidelines:** This project is designed for youth with limited to no experience in sewing. Explore each of the three projects areas. Complete all activities and make a bag for yourself and one for charity.

**Judging Requirements:** Completed project book, bag or bags made for yourself and the bag (or photo) of the bag you made for charity. \*Although it is not required, we encourage all members taking Make a Bag I to participate in the county 4-H Style Revue.

COUNTY PROJECT ONLY

### ESPECIALLY FOR 'TWEENS

**Sundresses and  
Jumpers**  
413

**Guidelines:** If you have beginning-level sewing skills and a little clothing project experience, this is the book for you. Plan and make a sundress or jumper (with or without a top), and choose accessories.

**Judging Requirements:** Completed project book, pattern, complete outfit and judge's photo form.

**Tops for Tweens**  
419

**Guidelines:** Complete an outfit which includes a constructed top. Select a pattern and make a top (a shirt, blouse, vest, tank top, poncho, sweater, or T-shirt). Collect and organize sewing, knitting, crochet, or other equipment needed. Select from the wardrobe or buy garment(s) and accessories to wear with the top to form a "total look" outfit. Evaluate ready-to-wear garments and their labels.

**Judging Requirements:** Completed project book, pattern, complete outfit and judge's photo form.

**Clothing for  
Middle School**  
424

**Guidelines:** Intermediate, grades 5-9. In this project you will make: A) At least one garment with sleeves or B) A skirt or pants plus a top such as a vest, collarless jacket, sweater, blouse, shirt, or other top with or without sleeves. Assemble a total outfit featuring the garments made to wear to school. Check and improve personal grooming habits and posture. Strive for a Total Look each school day, and do needed repairs.

**Judging Requirements:** Completed project book, pattern, complete outfit and judge's photo form.

## SECTION 20: PROJECT REQUIREMENTS – Clothing & Textiles

### ESPECIALLY FOR TEENS

**Clothes for High School and College**  
406

**Guidelines:** Advanced level project designed for members in high school with some clothing experience. Construct an outfit with a minimum of two pieces, or a one-piece garment with sleeves, plus some other style detail not tried before. Do a wardrobe inventory and analyze personal color, texture, and lines. Practice good grooming and repair clothing.

**Judging Requirements:** Completed project book, pattern, and completed outfit and judge's photo form.

**Accessories for Teens**  
407

**Guidelines:** This project is designed as a beginner level project for teens with NO previous sewing experience. Make at least one accessory, some examples include: (bag/purse, belt, footwear, hat, gloves, jewelry, scarf/tie, socks) to add a finishing touch or to achieve a more complete appearance in an outfit you select.

**Judging Requirements:** Completed project book, pattern, complete outfit, and judge's photo form.

**Outer Layers**  
420

**Guidelines:** Advanced level project for older 4-H teens. Make a coat, jacket, or other outer garment. Learn about support fabrics for shaping under-collars, constructing collars and coat linings, and new tailoring methods. Garment must include lining.

**Judging Requirements:** Completed project book, pattern, complete outfit, and judge's photo form.

### FOR INTERMEDIATE LEVEL 4-H CLOTHING MEMBERS OF ANY AGE (WITH SOME 4-H CLOTHING EXPERIENCE)

**em-bel-lish**  
411

**Guidelines:** Intermediate: A Guide to Wearable Art. This project is for members with some clothing experience who want the opportunity to complete a 4-H project by embellishing clothing. Numerous possibilities include applique, batik, beading, dyeing, embroidery, and many other techniques. This is 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.

**Judging Requirements:** Completed project book, embellished garment(s), completed outfit and judge's photo form.

**Sewing for Others**  
412

**Guidelines:** Intermediate: Member will construct a complete outfit for another person, listed in one of the five categories. Members may also choose to adapt three different garments for a disabled or handicapped person. You may take this project for up to five years, but must sew in a different category each time. Categories: 1) Sewing for Infants/Toddlers or Children; 2) Pre-Teens, Teens; 3) Older Adults; 4) Persons with Disabilities; 5) Special Activities.

**Judging Requirements:** Completed project book, pattern, complete outfit and judge's photo form. Both the recipient of the sewing project and seamstress must attend judging and style revue.

**Active Sportswear**  
415

**Guidelines:** Intermediate. Member will make at least one garment in an outfit assembled for an active sport activity. Compare garment with similar ready to wear garments. Evaluate buying habits and the sportswear outfit.

**Judging Requirements:** Completed project book, pattern, complete outfit and judge's photo form.

## SECTION 20: PROJECT REQUIREMENTS – Clothing & Textiles

### FOR INTERMEDIATE LEVEL 4-H CLOTHING MEMBERS OF ANY AGE (WITH SOME 4-H CLOTHING EXPERIENCE)

#### Loungewear 418

**Guidelines:** Intermediate. Plan and make the outer layer of an outfit for lounging such as a cotton robe, a fleece shawl, or a terry cloth cover-up, whatever fits your sewing ability, lifestyle, and loungewear needs. Make or select other garments and accessories (sleepwear and footwear) to complete your outfit.

**Judging Requirements:** Completed project book, pattern, complete outfit, and judge's photo form.

#### Make a Bag II COUNTY PROJECT ONLY

**Guidelines:** This intermediate-advanced project is designed for youth with experience in sewing. Explore each of the three project areas. Complete all activities and make two bags for yourself and one for someone else.

**Judging Requirements:** Completed project book, make at least two intermediate or advanced bags for yourself. Your bags should include challenging techniques like pockets, zippers and/or a sewing skill you have never tried before. Your bags can be any size you select. Examples include garment bags, zippered wristlets or messenger bags.

\*Although it is not required, we encourage all members taking Make a Bag II to participate in the county 4-H Style Revue.

COUNTY PROJECT ONLY

### ADVANCED LEVEL 4-H CLOTHING MEMBERS OF ANY AGE (WHO HAVE MASTERED BASIC CLOTHING CONSTRUCTION AND ARE READY FOR NEW CHALLENGES)

#### Creative Costumes 408

**Guidelines:** Advanced: 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:** Completed project book, pattern, complete outfit and judge's photo form.

#### Dress Up Outfit (Evening) 417E (Daywear) 417D

**Guidelines:** Advanced: Member will plan and construct a dress-up outfit appropriate for evening or daytime special occasions.

**Judging Requirements:** Completed project book, pattern, complete outfit, and judge's photo form.

## SECTION 20: PROJECT REQUIREMENTS – Clothing & Textiles

### ADVANCED LEVEL 4-H CLOTHING MEMBERS OF ANY AGE

(WHO HAVE MASTERED BASIC CLOTHING CONSTRUCTION AND ARE READY FOR NEW CHALLENGES)

#### Clothing for your Career 426

**Guidelines: Advanced:** This project is for advanced-level members of any age. Using the Seven Clues to a Total Look, make and evaluate an outfit that has a minimum of two pieces, provides several new challenges, and fills a job or interview need. Learn about styles that look best on different body types, explore a job in which you are interested, and learn about planning a wardrobe that projects a positive image. Do at least two alteration/recycling experiences, and compare costs with an alteration or repair service.

**Judging Requirements:** Completed project book, pattern, complete outfit, and judge's photo form.

#### Sewing and Textiles (non-clothing) Master 432

**Guidelines: Advanced:** This project is for members who want to sew something other than clothing that is different from what they can make in other 4-H projects or that requires specialized or professional-level skills beyond those typically used in other non-clothing projects. 4-H member will plan and complete the project on their own with minimal supervision or assistance.

**Judging Requirements:** Completed project book, pattern, constructed item(s), and judge's photo form.

#### Upcycled COUNTY PROJECT ONLY

**Guidelines: Advanced:** This project is for members who are looking to take something old and make something new. This project requires basic knowledge of clothing construction, as there is no pattern to follow. During this project the member will choose an outdated article of clothing and turn it into something stylish again. This book references other project books for basic clothing construction. Happy thrifting!

**Judging Requirements:** Completed project book, total look outfit including one or more constructed items, any other constructed item, and judge's photo form.

**COUNTY PROJECT ONLY**

### ADVANCED LEVEL 4-H CLOTHING MEMBERS OF ANY AGE

(WHO HAVE MASTERED BASIC CLOTHING CONSTRUCTION AND ARE READY FOR NEW CHALLENGES)

#### Make a Bag II COUNTY PROJECT ONLY

**Guidelines:** This intermediate-advanced project is designed for youth with experience in sewing. Explore each of the three project areas. Complete all activities and make two bags for yourself and one for someone else.

**Judging Requirements:** Completed project book, make at least two intermediate or advanced bags for yourself. Your bags should include challenging techniques like pockets, zippers and/or a sewing skill you have never tried before. Your bags can be any size you select. Examples include garment bags, zippered wristlets or messenger bags.

\*Although it is not required, we encourage all members taking Make a Bag II to participate in the county 4-H Style Revue.

**COUNTY PROJECT ONLY**

## SECTION 20: PROJECT REQUIREMENTS – Clothing & Textiles

### Consumer Clothing

\*The following projects do not require members to construct, design, or sew a clothing article. The projects focus on clothing consumer skills, wardrobe care, planning, and clothing retail. Members should wear their total look outfit to judging. Members are encouraged to participate in the county style show with the "total look" outfit they have selected.

#### Look Great for Less 425

**Guidelines: Especially For Teens.** Use your creativity and resourcefulness to pull together a Total Look outfit as inexpensively as possible. Compare different types of clothing stores, explore second-hand shopping, learn when sales are most likely to occur, evaluate clothing quality, then shop for an outfit. This project does not require sewing skills.

**Judging Requirements:** Completed project book, total look outfit, an exhibit of something learned in the project and judge's photo form.

#### Shopping Savvy 430

**Guidelines:** This fun and informative project book is designed for members with some clothing experience. After members take stock of their current wardrobe, they compare different brands of the same clothing item, study current fashion trends, learn proper clothing care and of course, GO SHOPPING! This project does NOT involve sewing or clothing construction.

**Judging Requirements:** Completed project book, total look outfit, an exhibit Of something learned in the project and judge's photo form.

#### Quilting the Best Better 498

**Please refer to Section 40 (Writing/Creative & Leisure Arts) for more information).**

#### You Can Quilt 499

**Please refer to Section 40 (Writing/Creative & Leisure Arts) for more information).**