

# Clothing & Textiles

## \*\*General Requirements for All Clothing Projects\*\*

- ✓ All members will need to participate in the Style Review the evening of judging in order to place in their class. If a member has 2 clothing projects, they may choose which outfit they will model. A clothing narrative worksheet will be available online due at judging.
- ✓ Member may repeat any project, but should attempt some feature that offers a challenge, such as using a more complicated pattern, hard to handle fabric, etc.
- ✓ Ohio State Fair representatives will be selected so as to be consistent with State Fair policy.

### JUDGING

- ✓ Clothing projects are judged at Clothing Judging.
- ✓ Members will meet individually with judges; parents & advisors are not permitted in the judging area.
- ✓ Members will model garments made at the Style Review that evening, 7pm, must participate to place in classes.
- ✓ During clothing judging, each member will be judged on the "7 Clues of the Total Look" – construction, design, fashion, poise, posture & grooming, and personal qualities.
- ✓ Members should bring the following to judging: items made, coordinated outfit (include accessories), completed project book, pattern(s), cost analysis (example following), other project records or poster as required.
- ✓ Be prepared to discuss the garments made and information in the project book.
- ✓ 4-H members will be required to prepare a complete project cost analysis. The knowledge of the analysis process is more important than the actual cost of the project. The following example of a project cost analysis should help members to calculate the project cost.

FAIR: Member may exhibit the items made in his/her 4-H booth at the county fair.

## \*\*General Requirements for All Non-Construction Clothing Projects\*\*

### JUDGING

- ✓ Judged at Clothing Judging. Bring your completed project book, project records, and wear your assembled Total Look Outfit (if completed in project), and small educational display showing one main idea. Be prepared to answer questions about your display and the project. Member's project will be reviewed and graded during an individual interview.
- ✓ Members enrolled in these projects are eligible for State Fair if participate in the Style Review at 7pm. To be considered, member must complete the activity in the project book in which a total look outfit is assembled.

FAIR: Member should display poster or small exhibit in their 4-H club booth.

The same analysis system can be used in many other projects. At judging, 4-Hers may display cost analysis in any way they choose.

## Cost Analysis Example –

Clothing pattern #0000 =	\$5.00
3 yards fabric @ \$4.00 =	\$12.00
Thread =	\$1.25
½ yard interfacing @ \$3.60 =	\$1.80
2 yards Lace trim @ \$4.00 =	\$8.00
1 pkg. Hem lace =	<u>\$0.95</u>
TOTAL COST:	\$29.00

Comparable retail garment sells for \$39.00

## CLOTHING PROJECTS – Younger Members

### 409 Sew Fun

B,★

Learn to make your own clothing. Select and make an "easy" or "beginner" commercial pattern. This is an introduction to sewing for members of any age. Follow the Project Guidelines listed on page 5 of the project book.

### 410 Fun With Clothes

B,★

Great beginner clothing project for those in grades 3-5. Decorate a sweatshirt or t-shirt by sewing or fusing on a decorative patch. Personalize clothing and do fun experiences in label reading, comparison shopping, assembling a complete outfit, doing a keeping neat check-up, sewing on a button, putting away clothes, and exploring current fashions. This project is designed to be taken one time by younger 4-H members. Complete Project Guidelines listed on page 2 of the project book.



## CLOTHING PROJECTS – Especially for Tweens

### 413 Sundresses and Jumpers

B,★

In this beginning-level project youth are required to plan and make a sundress or jumper and choose accessories. Complete guidelines listed on page 5 of project book.

### 419 Tops for Tweens

B,★

Select a pattern and make a top (shirt, blouse, vest, tank top, poncho, sweater, or t-shirt). Collect and organize needed equipment. Assemble a "total look" outfit. Evaluate ready-to-wear garments. Check and improve posture. Do at least two citizenship/leadership activities. Follow all General Project Guidelines found on page 3 of the project book. This project may be repeated.



### 424 Clothing for Middle School

I,★

Designed for members in grades 5 through 8 or 9, depending on when you enter high school.

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. Strive for a total look each school day, and do needed repairs. Follow all Project Guidelines found on page 5 of the project book. This project may be repeated. Do at least two leadership/citizenship activities.

## CLOTHING PROJECTS – Especially for Teens

**406 Clothes for High School and College** A, ☆  
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. Follow the Project Guidelines listed on the inside cover of the project book. Project may be repeated. Do at least two leadership/citizenship activities.

**407 Accessories for Teens** B, ☆  
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, or suspenders) to achieve a more complete appearance in an outfit. Complete all the Project Guidelines listed on page 4 of the project book. Project may be repeated. Do at least two leadership/citizenship activities.

**420 Outer Layers** A, ☆  
Plan, construct, and evaluate an outerwear garment such as a coat, jacket, or cape. Use information and complete experiences in deciding the type of coat or jacket needed, choosing fabrics, considering fashion trends, identifying outfits and outer garments in wardrobe, planning the project outfit and accessories, and evaluating the completed garment and outfit. Follow the Project Guidelines located on page 2 of project book.

**425 Frugal Fashion** A, ☆  
Challenges youth to use creativity and resourcefulness to put together a total look outfit focusing on spending the least amount of money possible. Complete Project Guidelines that are found on page 5 of the project book.



## CLOTHING PROJECTS – Intermediate Level, Any Age (with some 4-H clothing experience)

**411 em-bel-lish A 4-H Guide to Wearable Art** I, ☆  
New in 2012! Designed for members with some clothing experience. Possibilities include applique, batik, beading, dyeing, embroidery, and many other techniques. 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. This project can be completed in lots of fun ways, all depending on what you want to learn. Interested members without clothing experience should start with *410 Fun with Clothes*. Guidelines in front of book.

**412 Sew for Others** I, ☆  
Construct one complete outfit for the person of your choice, or adapt three different garments for a disabled or handicapped person. Include at least two new learning examples involving fitting, alterations, construction techniques, or fabric handling. Analyze coloring, figure type, size, and preferences of the “other”. Compare styles, colors, fabrics, workmanship, cost, and special features of ready-to-wear outfits with the outfit constructed for the other. Do at least one leadership/citizenship activity. Complete Project Guidelines listed on page 3 of the project book. (If repeated, a different category of “others” should be selected each time.)

Recommended Poster Size 14"x22"

**JUDGING:** See General Requirements for All Clothing Projects. Person for whom garment is made will model the article(s) made and the coordinated outfit. (Not: Model for garments of disabled project is not required to attend.)

**415 Active Sportswear** I, ☆  
Make at least one garment in an outfit assembled for active sportswear. Compare the garment(s) made with similar ready-to-wear garments. Evaluate buying habits and the sportswear outfit. Complete an accessory plan. Do at least two leadership / citizenship activities. Complete Guidelines listed on inside cover of the project book. This project may be repeated.



**418 Lounge Wear** I, ☆  
Project is designed for members with some clothing project experience. Plan & make the outer layer of an outfit for lounging such as a cotton robe, a fleece shawl, or a terry cloth cover up – what ever fits your sewing ability, lifestyle and lounge wear needs. Make or select other garments and accessories to complete your lounge wear outfit. Complete guidelines listed on page 5 of project book.

**423 Sportswear for Spectators** I, ☆  
Make at least one garment in an outfit assembled for spectator sportswear. Compare the garment(s) with similar ready-to-wear garments. Rate personal buying ability. Identify spectator sportswear needs and preferences. Complete an accessory plan. Follow Project Guidelines listed on page 4 of the project book. Project may be repeated. Do at least two leadership/citizenship activities.

**430 Shopping Savvy** I, ☆  
This fun and informative project is designed for members with some clothing experience. Members take stock of their current wardrobe, compare different brands, study current fashion trends, learn proper clothing care, and of course, go shopping! Project guidelines are located on page 5 of project book.



## CLOTHING PROJECTS – Advanced Level, Any Age (those who have mastered basic clothing construction and are ready for new challenges)

**408 Creative Costumes** A, ☆  
Participant will choose to make a costume from one of four categories: Historical, Ethnical/Cultural, Theatrical, or Special Interests. Goals of the project include understanding clothing and its significance to individuals and groups, as well as applying new knowledge to planning and making a costume related to the goals of the specific costume category. Projects will be evaluated according to the “7 Clues of the Total Look”. In addition, evaluation will include authenticity of adaptation and knowledge of costume history or background, related to the specific costume chosen. This is an advanced project for more experienced sewers. Complete Project Guidelines that are found on page 4 of the project book.

**417 Dress Up Outfit** A, ☆  
Make at least one dress up garment to be worn as part of a total dress up outfit. Visit stores and examine ready-made dress up garments. Analyze personal coloring, body build,

X-all levels B=beginner I=intermediate A=advanced

image, and personality. Do at least one leadership/citizenship activity. Project Guidelines may be found on page 3 of project book.

**JUDGING:** See General Requirements for All Clothing Projects. Outfits from this project will be divided into two categories for judging: Daywear or Formalwear.

**426 Clothing for your Career** **A, ☆**  
Using the "7 Clues of the 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. Write a description of your job or one in which you are interested. Visit a job site and/or interview an employer about clothing in the workplace. Plan a wardrobe that projects a positive image at work. Do at least two alterations / recycling experiences and compare costs with an alteration or repair service. Follow Project Guidelines located on page 4 of the project book.

**431M Clothing Master** **A, ☆**  
New in 2012! Designed for members who want to make clothing in a category that is different from other 4-H clothing project categories or that requires specialized or professional-level skills beyond those typically used in other 4-H clothing projects. 4-H members of any age can complete this project, but should have previous clothing construction experience (comparable to what is required for other advanced-level 4-H clothing projects) and be able to plan and complete the project on their own with minimal supervision or assistance. Guidelines are in book.



**432M Sewing and Textiles Master** **A, ☆**  
New in 2012! Designed 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. (Ex. drapes, pillow cover, purse/bag). Members of any age can complete this project, but should have previous sewing experience and be able to plan and complete the project on their own with minimal supervision or assistance. Guidelines are in book.

## Creative & Leisure Arts

**492 Cake Decorating** **X, ☆**  
New in 2012! Track your learning as you gain new skills and showcase your cake decorating talent! Complete this project and record book every year a cake decorating project is taken. Guidelines are in book.  
Cake decorating follows their own project guidelines but will judge on Foods Day.

**Optional Supplement for Cake Decorating**  
**492R Cake Decorating Resource Handbook**  
*All-inclusive cake decorating book includes everything from baking the cake to decorating with special effects.*

### COLLECTING

**496 Collectibles** **B**  
Investigate the world of collectibles. Explore sports cards, coins, figurines, leaves, rocks, minerals, etc. Learn collecting  
Recommended Poster Size 14"x22"

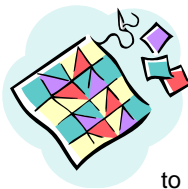
skills and discover why collecting helps young people grow. Complete the Project Guidelines listed on page 4 of the project book.

**JUDGING:** Miscellaneous Project Judging Schedule. Member must bring their completed project book and a sample of their collection.

**FAIR:** Make a poster or exhibit to put in your 4-H club booth or in the county miscellaneous booth in the youth building.

### FINE ARTS

**499 You Can Quilt** **I, ☆**  
If you're curious about quilting, but don't know where to start, this project could be for you. Members assemble quilting tools, select and cut fabrics, stitch pieces together, and before they know it – they're quilting. Choose from two patterns to make a mini quilt.



**JUDGING:** Miscellaneous Project Judging Schedule. Member must bring their completed project book and a sample of their collection.

**FAIR:** Make a poster or exhibit to put in your 4-H club booth or in the county miscellaneous booth in the youth building.

**592 Get Started in Art** **X, ☆**  
New in 2012! Explore the basic elements of visual art through activities on color, line, space, balance, and more, and then complete your own work of art. Appropriate for members of all skill levels and ages, this project can be repeated as long as new learning takes place and new works of art are completed. Guidelines are on page 4.

**JUDGING:** Refer to the Miscellaneous Project Judging schedule. Bring the member's project book and final project. Be prepared to discuss all project experiences and activities and how art projects were chosen and made. Project will be evaluated on quality of art projects and member knowledge.

**FAIR:** Members may display their exhibit in their 4-H club booth or in the county miscellaneous booth in the youth building.

### PHOTOGRAPHY

#### \*\*General Requirements for All Photography Projects\*\*

**JUDGING:** Judged at Miscellaneous Project Judging. Member should bring:

- Completed project book
- Samples of photos taken for the project
- Camera
- One color or black and white enlargement neatly mounted on a mat board, OR a "picture story" using 3-5 photographs.



**FAIR:** Display your photo enlargement or picture story in your 4-H club booth or in the miscellaneous booth in the youth building (if your club does not have a booth).

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