

## 2019 4-H CLOTHING PROJECTS

Junior Fair Superintendents – Kayli Long, Anya Serrao, Sydney James, Kayedon Martin, Lilly Wagner, Easton Hoback, Halle Troutman, Mitchel Seckel, Lexie Stiverson  
Advisor – Cindy Stiverson and Heather Kantzer

The degree of difficulty of these projects is determined by individual selections of fabric, pattern, etc. and not by the project number or listing order. Members should take projects that will challenge them. Be reminded that the number of years in a project will be considered in grading.

**Multiple Projects:** 4-H'ers who take more than one clothing project must complete separate learning experiences related to each, including creating a separate, complete, total-look outfit. Using items from two or more projects to form one outfit WILL NOT BE CONSIDERED as a "completion" of either project during evaluation.

**Repeating Projects:** Members may repeat any project, but should attempt new challenges each year such as doing more advanced techniques and using more complicated patterns or harder-to-handle fabrics.

All clothing projects and members must be judged in order to participate in the Style Revue. Member is to wear garment when being judged. (There will be a dressing room available for members to change clothing.) To be eligible for county recognition, garment must be judged the day of clothing judging with member in attendance. All 4-H'ers are encouraged to participate in the county Style Revue.

Judges will select county placing and State Fair participants. Members must be judged at the assigned time during FCS project judging, exhibit the garment in the Booth Building during the entire week of the fair, and model the garment in the Style Revue to be eligible for placing and recognition. Garments will display the best construction and total look of Marion County projects. Winners can only compete in one clothing category at the State Fair per year.

### General Rules for the 4-H Clothing Department

1. If your club does not have a project booth, you must check your project in at the "Open Booth" between 9:00 a.m. and 3:00 p.m. Saturday, June 29.
2. Exhibits must be on display in a club booth or the open project booth all week of the fair.
3. All exhibits will be made in accordance with the exhibit requirements in the Member Project Guidelines section of the 2019 Marion County 4-H Clothing handout.
4. Interview judging and grading will be conducted prior to the fair at Tri-Rivers Career Center the week of June 24.
5. Exhibits to be checked in Saturday, June 29 during the time your club is constructing your project booth.



### Clothing/Quilt Classes (Limit One Entry per Class)

- \*Accessories For Teens
- \*Clothing for Middle School
- \*Creative Costumes
- \*Sundresses and Jumpers
- \*Shopping Savy, Junior
- \*Shopping Savy, Senior
- \*Dress Up Outfit - Formalwear
- \*Terrific Tops
- \*Ready, Set, Sew Active!
- \*Dress Up Outfit - Daywear
- \*Sew Fun, Junior
- \*Sew Fun, Senior
- \*Look Great for Less
- \*Clothing for Your Career
- \*Loungewear
- \*Em-bel-lish
- \*Clothes for HS & College
- \*Designed by Me
- \*Sew for Others
- \*Outerwear for Anywhere
- \*You Can Quilt – Junior
- \*You Can Quilt – Senior
- \*Quilting the Best Better
- \*Self-Determined Quilting – Junior
- \*Self-Determined Quilting – Senior

\*Selected 4-H projects from these classes may be awarded State Fair Representation honors.

PREMIUMS: A-\$2.00 - B-\$1.50 - C-No Premium

**Clothing and Textile projects all have unique Completion Requirements and Exhibit Guidelines.**

**The Family Guide is a great resource for project descriptions;  
[ohio4h.org/projectcentral](http://ohio4h.org/projectcentral).**

**Each project book will contain the Completion and Exhibit Requirements**

## 2019 4-H CLOTHING PROJECTS

Junior Fair Superintendents – Kayli Long, Anya Serrao, Sydney James, Kayedon Martin, Lilly Wagner, Easton Hoback, Halle Troutman, Mitchel Seckel, Lexie Stiverson  
Advisor – Cindy Stiverson and Heather Kantzer

The degree of difficulty of these projects is determined by individual selections of fabric, pattern, etc. and not by the project number or listing order. Members should take projects that will challenge them. Be reminded that the number of years in a project will be considered in grading.

**Multiple Projects:** 4-H'ers who take more than one clothing project must complete separate learning experiences related to each, including creating a separate, complete, total-look outfit. Using items from two or more projects to form one outfit WILL NOT BE CONSIDERED as a "completion" of either project during evaluation.

**Repeating Projects:** Members may repeat any project, but should attempt new challenges each year such as doing more advanced techniques and using more complicated patterns or harder-to-handle fabrics.

All clothing projects and members must be judged in order to participate in the Style Revue. Member is to wear garment when being judged. (There will be a dressing room available for members to change clothing.) To be eligible for county recognition, garment must be judged the day of clothing judging with member in attendance. All 4-H'ers are encouraged to participate in the county Style Revue.

Judges will select county placing and State Fair participants. Members must be judged at the assigned time during FCS project judging, exhibit the garment in the Booth Building during the entire week of the fair, and model the garment in the Style Revue to be eligible for placing and recognition. Garments will display the best construction and total look of Marion County projects. Winners can only compete in one clothing category at the State Fair per year.

### Clothing, For Younger Members – (age 9 - 11)

#### 409 - SEW FUN

**PROJECT:** Learn to make your own clothing. Select and make an "easy" or "beginner" commercial pattern. Serves as an introduction to sewing for members of any age. A member who successfully completes this project is ready to move on to 413 Sundresses and Jumpers or 419 Terrific Tops.

**PROJECT BOOK:** All 5 project areas, at least 2 learning experiences and at least 2 leadership/citizenship activities.

**JUDGING:** Model the item you constructed along with the outfit to create the Total Look. Bring your completed project book and pattern.

**EXHIBIT:** Display your finished garment.



## Clothing Especially for Tweens – (ages 11 - 13)

### 413 - SUN DRESSES AND JUMPERS

**PROJECT:** If you have beginning-level sewing skills and a little clothing project experience, this is the project for you. Plan and make a sundress or jumper (with or without a top), and choose accessories. Then, learn how to present your best self.

**PROJECT BOOK:** All 5 project areas, at least 2 learning experiences, at least 2 leadership/citizenship activities.

**JUDGING:** Model finished garment with accessories for the total look. Bring your pattern guide sheet and your completed project book. Be able to discuss the project.

**EXHIBIT:** Display finished garment.

### 419 - TERRIFIC TOPS

**PROJECT:** Want a flattering 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!

**PROJECT BOOK:** All 4 interest areas, at least 2 learning experiences, at least 2 leadership/citizenship activities.

**JUDGING:** Model the top you made with coordinating garments and total look accessories. Bring your pattern guide sheet, and completed project book. Be able to discuss the project.

**EXHIBIT:** Display finished garment.

## Clothing, For Intermediate Level Clothing Members of Any Age (With Some 4-H Clothing Experience)

### 411 - em-bel-ish: A 4-H GUIDE TO WEARABLE ART

**PROJECT:** This intermediate-level project is for members with some clothing experience who want the opportunity to complete a 4-H project by embellishing clothing. Numerous possibilities include appliqué, 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 Designed by Me.

**PROJECT BOOK:** All 10 activities and 3 journal pages, at least one embellished garment, at least 2 learning experiences; at least 2 leadership/citizenship activities.

**JUDGING:** Model your complete outfit including the item(s) embellished for this project. Bring your knowledge of project, the completed project book and all your tools and directions.

**EXHIBIT:** Display finished item.

### 412 - SEW FOR OTHERS

**PROJECT:** 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. If this project is repeated, a different category of "others" should be selected each time.

**PROJECT BOOK:** All 5 interest areas, at least 1 learning experience, at least 1 leadership/citizenship activity.

**JUDGING:** Bring one of your finished garments, records showing how the needs of the other person were evaluated, knowledge of the project, and your pattern guide sheet. The "other" must be present at judging and wear the completed garment. Completed project book.

**EXHIBIT:** Display finished garment or one of adapted garments.

#### **415 – READY, SET, SEW ACTIVE!**

**PROJECT:** 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.

**JUDGING:** Model your complete sports outfit and accessories. Bring knowledge of project, the completed project book, and your pattern guide sheet.

**EXHIBIT:** Display finished garment.

#### **418 - LOUNGEWEAR**

**PROJECT:** This all-level project is designed for members with some clothing project experience. Plan and make the outer layer of an outfit for lounging such as a robe, a shawl, or a cover-up – whatever fits your sewing ability, lifestyle, and loungewear needs. Make or select other garments and accessories (sleepwear and footwear) to complete your loungewear outfit.

**JUDGING:** Bring finished garment and accessories, completed project book, and your pattern guide sheet. Make sure footwear coordinates with the outfit.

**EXHIBIT:** Display finished garment.

#### **424 - CLOTHING FOR MIDDLE SCHOOL**

**PROJECT:** In this intermediate level project for youth in grades 5 to 8 or 9, you 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.

**PROJECT BOOK:** All 5 interest areas, at least 1 additional organized activity, 1 leadership/citizenship activity and 1 career experience.

**JUDGING:** Bring finished garment (garment with sleeves or a two-piece) and accessories, knowledge of the project, completed project book, pattern guide sheet and completed activities outlined in project book. Be prepared to model and discuss your total look outfit.

**EXHIBIT:** Display finished garment.

#### **430 SHOPPING SAVVY**

**PROJECT:** This fun and informative project is for members with some clothing project 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 skills.

**PROJECT BOOK:** All 8 activities, at least 2 learning experiences, at least 2 leadership/citizenship activities.

**JUDGING:** Completed project book. Wear the project outfit put together in Activities 3 and 4. Be prepared to discuss your entire project.

**EXHIBIT:** Display project outfit.

## **Clothing, Especially for Teens (age 14 and older)**

### **406 - CLOTHES FOR HIGH SCHOOL AND COLLEGE**

**PROJECT:** This project is an 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.

**PROJECT BOOK:** All 5 major areas, at least 2 additional organized activities, and at least 2 leadership/citizenship activities.

**JUDGING:** Bring finished garment and accessories (minimum of two pieces or a one-piece garment with sleeves, plus some other style detail not tried before), knowledge of the project, pattern guide sheet and completed activities outlined in project book. Be prepared to model and discuss your total look outfit.

**EXHIBIT:** Display finished garment.

### **407 - ACCESSORIES FOR TEENS**

**PROJECT:** In this beginner level project for teens, you will make at least one accessory to add a finishing touch or to achieve a more complete appearance in an outfit you select.

**JUDGING:** Bring the completed accessory and wear the outfit that it was created for. Be prepared to discuss what was learned in the project.

**EXHIBIT:** Exhibit the accessory made for the project.

### **420 – OUTERWEAR FOR ANYWHERE**

**PROJECT:** Make an outerwear garment such as a coat, jacket, or other outer garment. Combine it with garments and accessories for a total look. Complete the project book. Note: This project is not to be worn for judging with another 4-H project carried in the same 4-H year.

**JUDGING:** Model your garment and appropriate accessories for the total look. Bring your pattern guide sheet and completed project book. Be able to answer questions relating to your project.

**EXHIBIT:** Display finished garment.

### **425 - LOOK GREAT FOR LESS**

**PROJECT:** 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 and learn when sales are most likely to occur, evaluate clothing quality, and then shop for an outfit! This project does not require sewing skills.

**JUDGING:** Bring your completed project book and wear your total look outfit. Specific requirements about the total look outfit are listed under Project Guidelines in the book.

**EXHIBIT:** Exhibit educational display based on one of the interest areas.

## **Clothing, Especially for Advanced Level Clothing Members of Any Age**

### **408 - CREATIVE COSTUMES**

**PROJECT:** Participants choose to make a costume in one of four categories: historical, ethnic/cultural, theatrical, or 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 a costume related to the goals of the specific costume category. Projects are evaluated according to the seven clues to a Total Look. In addition, evaluation includes authenticity of adoption and knowledge of costume history or background related to the specific costume chosen. This project is recommended for teens and may be repeated, however a different category of "costumes" must be selected.

**PROJECT BOOK:** All 5 interest areas, at least 1 learning experience, at least 1 leadership/citizenship activity.

**JUDGING:** Bring completed costume from one of these categories: historical, ethnic/cultural, theatrical, or special interest, pattern guide sheet, and completed records. Be prepared to discuss what you learned from the project.

**EXHIBIT:** Exhibit the finished costume.

### **417 - DRESS UP OUTFIT (TWO DIVISIONS: A-DAY WEAR, B-FORMAL)**

**PROJECT:** 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, image, and personality.

**PROJECT BOOK:** All 5 interest areas, at least 1 learning experience, at least 1 leadership/citizenship activity.

**JUDGING:** Model your dress-up garment and accessories. Bring completed project book, and your pattern guide sheet. Be able to answer questions about construction details.

**EXHIBIT:** Display finished garment.

### **426 - CLOTHING FOR YOUR CAREER**

**PROJECT:** In this project, make an outfit that has a minimum of two (2) pieces that provides several new challenges and fills a job or interview need. Complete the project book.

**JUDGING:** Bring finished garment and accessories, record of experiences from project book, knowledge of the project, pattern guide sheet, and completed activities outlined in project book. Be prepared to model and discuss your total look outfit. Bring completed project book and pattern guides.

**EXHIBIT:** Display finished garment.

### **432M - SEWING AND TEXTILES (NON-CLOTHING) MASTER**

**JUDGING:** The Sewing and Textiles Master 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 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.

**JUDGING:** Bring finished project and completed project book and any patterns or directions.

**EXHIBIT:** Display finished product

## QUILTING

### 499 YOU CAN QUILT

**PROJECT:** Curious about quilting but don't know where to start? Look no further! Just gather quilting tools, select and cut fabrics, stitch pieces together, and before you know it—you're quilting!

**PROJECT BOOK:** All 7 activities, at least 2 learning experiences, at least 2 leadership/citizenship activities.

**JUDGING:** Complete all seven Project Areas and Activities. Bring your completed project book and one mini quilt from the two patterns suggested in the book. Be prepared to discuss everything in your project book.

**EXHIBIT:** Display your mini-quilt.

**NOTE:** If your skills are beyond this project, you should take Self Determined (365) and create a quilt of your choice. This project book may be used as a resource.

### 498 QUILTING THE BEST BETTER

**PROJECT:** This project is for 4-H members who have completed *You Can Quilt!* Now you can practice and refine your quilting skills by using the half-square triangle method on a built-in community service project and on your own lap quilt. Use some advanced tools and gadgets too!

**JUDGING:** Complete all 8 activities and all Quilting Quotes questions. Bring your completed project book and your lap quilt. Be prepared to discuss everything in your book.

**EXHIBIT:** Display your lap quilt.

**NOTE:** If your skills are beyond this project, you should take Self Determined (365) and create a quilt of your choice. This project book may be used as a resource.

### General Rules for the 4-H Clothing Department

1. If your club does not have a project booth, you must check your project in at the "Open Booth" between 9:00 a.m. and 3:00 p.m. Saturday, June 29.
2. Exhibits must be on display in a club booth or the open project booth all week of the fair.
3. All exhibits will be made in accordance with the exhibit requirements in the Member Project Guidelines section of the 2019 Marion County 4-H Clothing handout.
4. Interview judging and grading will be conducted prior to the fair at Tri-Rivers Career Center the week of June 24.
5. Exhibits to be checked in Saturday, June 29 during the time your club is constructing your project booth.

### Clothing Classes (Limit One Entry per Class)

1. \*Sew Fun
2. \*Fun with Clothes
3. \*Sundresses and Jumpers
4. \*Terrific Tops
5. \*Clothing for Middle School
6. \*Clothes for High School and College
7. \*Accessories for Teens
8. \*Outerwear for Anywhere



9. \*Look Great for Less
10. \*Sew for Others
11. \*Ready, Set, Sew Active!
12. \*Loungewear
13. \*Shopping Savvy
14. \*Creative Costumes

15. \*Dress-Up Outfit
16. \*Clothing for Your Career
17. \*em-bel-ish - a 4-H Guide to Wearable Art
18. \*Sewing and Textile Master
19. \*You Can Quilt
20. \*Quilting the Best Better

\*Selected 4-H projects from these classes may be awarded State Fair Representation honors.

PREMIUMS: A-\$2.00 - B-\$1.50 - C-No Premium