

## 4-H FAMILY AND CONSUMER SCIENCES SECTION

## Clothing Project Information

All 4-H projects in this Family and Consumer Sciences section do not need to fill out Junior Fair online entries. Youth wishing to receive ribbons and premium money must participate in judging and fair activities.

Youth wishing to compete in classes to represent Auglaize County at the Ohio State Fair must participate in Clothing project pre-judging and the 4-H Style Revue in the project in which he/she is enrolled. A member must participate at the state fair on the assigned day for Auglaize County.

**Guidelines for Placing in Clothing Projects** - Older members aren't eligible to win in categories that are limited to younger members. Younger members may compete in project categories designed for older members (although it's not generally encouraged and they have to meet all the same requirements as the older competitors).

**Repeating Projects** - Members who repeat 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.

To win a rosette at the fair, a member must model in his/her category at the Style Revue and be present at the county clothing judging.

Categories with more than 20 to 25 entries will be subdivided at the discretion of the department advisors.

All items that constitute an outfit should be wearable at the same time. A carry on garment (for example, extra pair of slacks) is not acceptable. This does not apply to accessories.

**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.

Once a 4-H'er has taken project 406, 408, 411, 412, 415, 417, 418, 420, 424, 425 or 426, she/he may not go back and take projects 407, 409, 410, 413, or 419.

**AWARDS: See fair book for available awards.**

Each class will be placed 1 through 5.

To receive any clothing awards and premiums, members must be present at county clothing judging and model in the correct category at the Style Revue. All 4-H members with clothing projects are eligible but not required to compete in the Style Revue contest.

Age categories at the State Fair are enforced when an older member competes in projects below their age/experience.

**For judging:** Please bring your pattern (or instructions), a 2"x2" sample of your fabric and a 4"x6" photo (digital or print) of you wearing your project to attach to your judging sheet.



THE OHIO STATE UNIVERSITY

COLLEGE OF FOOD, AGRICULTURAL,  
AND ENVIRONMENTAL SCIENCES

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Project #	Name of Project	Brief Description	Junior Fair Requirements
<b>CLOTHING AND TEXTILES</b>			
406	Clothes for High School and College Teens A	Complete the planning section. Do all activities and complete all questions. Construct a school outfit (at least 2 pieces or a 1 piece garment with sleeves, plus a style detail not tried before). Do a wardrobe check. Analyze your coloring and body build. Establish a grooming routine. Repair at least 3 items in the wardrobe. Evaluate accomplishments. Complete at 2 organized activities and 2 leadership/citizenship activities.	Completed project book, pattern and activity records. Wear the school clothes you have constructed. Select and wear accessories for a total look.
407	Accessories for Teens B, ages 13+ (For teens with no previous sewing experience)	Use accessories effectively to achieve a total look. Complete the planning section of the guide. Complete the activities in all four interest areas. 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). Garments such as sweaters or vests are not considered accessories for this project. Complete at least 1 leadership/citizenship activity. Do a wardrobe inventory. Keep records and evaluate your work and accomplishments.	Completed project book, pattern (or instructions) and records. Wear the outfit you selected along with the accessory you made to go with it.
408	Creative Costumes Teens A May be taken again by selecting a different category	Complete the Planning Your Project section. Read the materials in each interest area and complete the activities. Complete at least 1 other 4-H learning experience/organized 4-H activity and at least 1 leadership/citizenship activity. Plan, make, and accessorize your costume. Keep records and evaluate your work and accomplishments. If project is repeated, a new costume category must be selected.	Completed project book, pattern and activity record. Wear the costume you planned, made and accessorized. You will be judged on your mastery of the project book in addition to the garment constructed.
409	Sew Fun! B Introduction to sewing for members of any age.	Explore each of the project areas by completing all 15 activities. Make a pin cushion and one item of clothing - fully elastic-waist skirt, shorts, pants or capris. Use an "easy" or "beginner" pattern. Complete at least 2 learning Experiences and at least 2 leadership/citizenship activities. Complete a project review.	Completed project book, pattern and activity records. Wear the item of clothing you made. Select other items to complete your total look.

Project #	Name of Project	Brief Description	Junior Fair Requirements
410	Designed By Me B	Members choose a T-shirt, sweatshirt, button down shirt or a simple jacket and add at least two embellishment methods from the project book. Complete all 8 activities and all of the Talking It Over questions. Complete at least 2 learning experiences and at least 2 citizenship/leadership activities. Complete a project review.	Completed project book, pattern (or instructions) and project review. Wear your shirt or jacket that you designed. Select and wear accessories for the total look.
411	em-bel-lish: A 4-H Guide To Wearable Art I Not clothing construction Some clothing project experience needed.	Members learn about clothing embellishment: applique, batik, beading, dyeing, embroidery and other embellishments techniques. Complete all 10 activities and 3 journal pages. Complete at least 2 learning and 2 leadership/citizenship activities. Complete a project review.	Completed project book, pattern and activity records. Bring the item of clothing you have embellished. Select and wear other garments and accessories for a total look. Bring a notebook with at least 3 samples of embellishment techniques you tried including the technique you used on your selected garment.
412	Sew for Others I (Must have had one 4-H construction project) May be taken again by having a different category of other	Complete the Planning Your Project section. Complete all five Interest Areas. Complete all the activities in each Interest Area. Take part in 1 learning experience and 1 leadership/citizenship activity. Make one complete outfit for one person of your choice or adapt three different garments for a disabled or handicapped person. Complete at least 2 new learning experiences. Complete your project review. If project repeated, a new "other" category must be selected.	Completed project book, pattern and activity records. Bring the outfit you have constructed or one garment you have altered. The person you sew for is encouraged to come to judging with you if possible.
<b>Note:</b> If you make outfits for more than one person, only one person should come to judging and only one outfit will be evaluated per project.			
413	Sundresses and Jumpers B Beginning-level skills and a little clothing project experience	Explore each of the project areas by completing all 15 activities. Complete at least two learning experiences and at least two leadership/citizenship activities. Complete a project review.	Completed project book, pattern and activity records. Wear the sundress or jumper you constructed. Select and wear other accessories for a total look.
<b>Note:</b> Pantsuits, jumpsuits, "skorts," and "split skirt jumpers" require fitting skills that are beyond this level and should not be made in this project.			
415	Ready, Set, Sew Active I (Some clothing project experience)	Complete all nine activities and all of the Talking It Over questions. Make at least one garment that is part of an active sportswear outfit. Complete at least two learning experiences and at least two citizenship/ leadership activities. Complete a project review.	Completed project book, pattern and activity records. Wear the garment you have constructed as part of the total look outfit.

Project #	Name of Project	Brief Description	Junior Fair Requirements
417	Dress-up Outfit A (Mastered basic clothing construction and ready for new challenges)	Complete the Planning Section. Do all the activities in the 5 interest areas. Complete 1 additional learning experience and 1 citizenship/ leadership activity. Examine ready made garments. Analyze personal coloring, body builds, and image. Make a dress up outfit. Assemble a total look. Complete Evaluating Your Project section.	Completed project book, pattern and activity records. Wear the Dress Up Outfit you have constructed. Select and wear accessories for a total look.
<b>Note:</b> Fair categories will include the following: Day Wear and Formal Wear – member will select the category.			
418	Loungewear All – level project designed for members with some clothing project experience	Complete all 11 activities and make a loungewear garment – outer layer. You may make or buy garments to go underneath. Complete at least 2 learning experiences and at least 2 leadership/citizenship activities. Complete a project review.	Completed project book, pattern and activity records. Wear the outer layer of an outfit you wear for lounging as long as it is suitable for public modeling.
419	Terrific Tops B	Make a top that is part of a complete outfit. Complete all 8 activities and all of the Talking It Over questions. Complete at least two learning experiences and at least two leadership /citizenship activities. Complete a project review.	Completed project book, pattern and activity records. Wear the top you have constructed. Select and wear other garments and accessories for a total look.
420	Outerwear for Anywhere A Teens ages 15-18 years	Complete all 10 activities including construction of a test garment, construction of an advanced level outer garment (coat, jacket, raincoat, cape or other similar outer garment. Review tips in Shaping and Construction. Complete at least 2 learning experiences and at least 2 leadership/citizenship activities. Complete the project review.	Completed project book, pattern and project review. Wear the outer garment you have constructed. Select and wear garments and accessories for a total look. <b>Test garment may also be brought to judging.</b> Outfit components may not be used in another clothing project.
424	Clothing for Middle School I Tweens in grades 5 through 8 or 9 depending on when you enter high school	Complete the Planning Your Project section. Read each Interest Area and complete the activities. Assemble an outfit. Construct at least 1 garment with sleeves or a skirt or pants plus a top such as a vest, collarless jacket, sweater, blouse, shirt, or other top, with or without sleeves. You may knit, sew, or crochet. Check grooming habits. Strive for total look. Evaluate your outfit. Complete 1 organized 4-H activity and 1 leadership/citizenship activity, and 1 career experience. Check clothes, make repairs, record.	Completed project book, pattern, activity records and project summary. Wear the clothes you have constructed. Select and wear garments and accessories for a total look.

**Note:** If a jacket with sleeves is constructed, an additional garment would need to be constructed to complete the outfit.

Project #	Name of Project	Brief Description	Junior Fair Requirements
425	Look Great for Less A  Teens ages 15 to 18 years	Complete all 6 Activities. Create a total look as inexpensively as possible. Two accessory items and one minor garment in the outfit can be from existing wardrobe items. You can make minor alterations such as shortening a hem or changing buttons. Complete at least 2 learning experiences and at least 2 leadership/citizenship activities. Complete the project review.	Completed project book, activity records and project review. For participation in the Style Revue, wear the Total Look outfit you assembled following the project guidelines.
426	Clothing for Your Career A (Mastered basic clothing construction and ready for new challenges)	Complete the Planning Your Project section. Complete activities in each Interest Area. Assemble an outfit for your job or career. Make and evaluate an outfit that has a minimum of two pieces. Write a job description. Visit a job site and/or interview an employer. Use accessories effectively. Do two alterations/recycling experiences and compare costs with an alteration or repair service. Complete at least 1 learning and 1 leadership/citizenship activity.	Completed project book, pattern and project records. Wear the outfit you have constructed for a job interview. Select and wear accessories for a total look.
430	Shopping Savvy (designed for members with some clothing project experience)	Complete all 8 activities. In this project you will put together an outfit including accessories to complete it. Complete at least 2 learning experiences and at least two leadership/citizenship activities. Complete a project review.	Completed project book and activity records. Wear the outfit you put together including accessories to complete the outfit. You will be judged on mastery of the project book rather than the outfit worn unless the outfit was put together to complete an activity from the project.

## STYLE REVUE

The Style Revue order of modeling will be as follows: Sundresses and Jumpers, Clothing for Middle School, Clothes for High School and College, Loungewear, Ready, Set, Sew Active, Dress-Up Outfit, Outerwear for Anywhere, Terrific Tops, Sew for Others, Designed By Me, Shopping Savvy, Creative Costumes, Accessories for Teens, Clothing for Your Career, Sew Fun!, Look Great for Less, and em·bel·lish: A Guide to Wearable Art.

## MODELING CONTEST

4-H members enrolled in Clothing Projects may enter the Modeling Contest during the 4-H Style Revue. Modeling contestants must wear the 4-H outfit made for the specific project.

Winners of the modeling divisions will move up to the next modeling division the following year. Winners may win in only one division per year. Winners of the Beginner, Junior and Intermediate divisions may only win each division once. Members modeling in the Senior division may win more than one year in this division only.

There will be 4 age divisions (age as of January 1 of the Current year):

- Beginner – 8 to 10 years
- Junior – 11 to 12 years
- Intermediate – 13 to 15 years
- Senior – 16 years and over

Modeling winners will be announced at the conclusion of all modeling contests in the Style Revue.

If an exhibitor does not participate in the county clothing judging, the child may model in the correct modeling contest, but will not be eligible for any modeling or project awards.