

SEWING
(Also Fashion Revue Categories)
(Fashion Revue information follows this section)

PROJECT SUPERINTENDENT:		Liz Trinkle, 317-849-9279, etrinkle@hse.k12.in.us
EXHIBIT CHECK-IN:		Sunday, July 15, 4-6 PM
JUDGING:	Grade 3	Monday, July 16, 8:30 AM, Open Judging
	Grade 8-12	Monday July 16, 8:30 AM, Open Judging
	Grade 4-5	Monday, July 16, 9:15 AM, Open Judging
	Grade 6-7	Monday, July 16, 10 AM, Open Judging
RELEASE:		Tuesday, July 24, 9-11 AM, and 5-7 PM
STATE FAIR ENTRIES:	Wearable	Eleven (11) entries

Project Description:

This is a series on how to sew. Participants sew garments of increasing difficulty as they progress. Project members learn how to select fabrics and patterns, as well as proper use of sewing machines. In addition, members learn the fundamental techniques of proper construction. The garments range from simple items such as a pillow sham or tote bag to a tailored suit or coat.

Levels:

<u>Level A</u>	Grade 3-4
<u>Level B</u>	Grade 5-6
<u>Level C</u>	Grade 7-9
<u>Level D</u>	Grade 10-12

Project Guidelines:

While it is recommended that all learning activities be completed, you are required to complete a minimum of four (4) learning activities. "The Absolute Easiest Way to Sew" is a resource book you can pick up in the Extension Office to help you learn new sewing techniques.

Exhibit Requirements:

NOTE: All Levels: You will need to add your Pattern name and number, website or other resource used, to your exhibit tags for judging. Grades 8 -12 please indicate which category you are exhibiting in.

Please note: You may exhibit in both wearable and non-wearable categories.

Exhibit Rules:

1. All garments are to be exhibited on disposable hangers.
2. Garments should be on an appropriate hanger.
3. Skirts, pants, shorts on clip hangers.
4. Dresses, tops, jumper on swivel top plastic hangers.
5. Secure straps in hanger notches when necessary.
6. Connect the hangers of exhibits with multiple garments.
7. ALL WEARABLE SEWING EXHIBITS SHOULD BE COVERED WITH A CLEAR (DRY CLEANER TYPE) GARMENT BAG.
8. Non wearable sewing exhibits should be on a hanger, if possible, AND COVERED WITH A CLEAR PLASTIC BAG.
9. One (1) exhibit tag should be attached to the exhibit, regardless of the number of pieces.
10. Each exhibit should have a completed "Sewing Skills Card". The "Sewing Skills Card" must be for the correct grade level and be included with the finished exhibit.
11. Sewing grades 8-12 should indicate on the back of the exhibit card the category in which they plan to complete. Example: Informal or Casual Wear, Dress Up, Free Choice, Suit or Coat,

Separates, and Formal Wear.

Level A: Grade 3

Your project should be sewn from woven cotton or cotton blend fabric. Attach Sewing Skills Card (4-H 925c-W) to the exhibit.

Wearable:

Elastic waist shorts, pants OR skirt with fold over casing; no pockets.

Non Wearable:

- Simple pillow sham with lapped back opening and purchased pillow form (following instructions printed in manual) OR simple tote bag with handles or drawstring.

SEWING SKILLS:

Include at least two (2) of the following skills in the exhibit:

- Insert elastic or drawstring.
- Sew and trim a crotch curve.
- Machine topstitch hems.
- Use a simple seam finish.
- Stitch in the ditch (See the “The Absolute Easiest Way to Sew” book.)

Level A: Grade 4

Sew your projects from cotton or cotton blend fabric. Attach Sewing Skills Card (4-H 925c-W) to the exhibit.

Wearable:

Shorts, pants or skirt with partial or full sewn-on waistband or waistline facing, or partial elastic waistband (not a full elastic waistband) OR simple shirt or top OR BBQ apron.

Non-Wearable:

- Shaped pillow with curved seams, stuffed ,and sewn closed.
- Hanging pocket organizer.
- Bound edge placemats (set of four (4)).

SEWING SKILLS:

Seam finishes are RECOMMENDED on all exposed seams.

Include at least two (2) of the following skills in the exhibit:

- Use interfacing.
- Staystitch and understitch.
- Apply a facing or binding.
- Stitch curved seams.
- Trim and grade seams.
- Work with fiberfill.
- Machine topstitch hems.

Level B: Grade 5

Attach Sewing Skills Card (4-H 926c-W) to the exhibit.

Wearable:

- Simple shirt with sleeves.
- Sundress or jumper.
- Simple two (2) piece pajamas.

Non-Wearable:

- Pillow lap quilt (quillow).
- Structured duffel bag, tote bag or backpack.
- Sewn hat.

SEWING SKILLS:

Seam finishes are RECOMMENDED on all exposed seams (except knits). Interfacing, understitching, and trimming should be used when appropriate.

Choose at least three (3) of these additional skills for each sewn exhibit:

- | | |
|---------------------------------|----------------------------|
| match fabric design | do a machine blind hem |
| gather fabric | apply machine topstitching |
| insert a zipper | sew with knit |
| use a drawstring | insert elastic |
| hand-stitch a hem | apply facings |
| sew a simple sleeve | sew buttons |
| apply purchased trim or ribbing | apply binding |
| sew patch or inseam pockets | use batting |
| use a simple lining | |

Level B: Grade 6

Attach Sewing Skills Card (4-H 926c-W) to the exhibit.

Wearable:

- Two (2) garments that can be worn together. Examples: Shirt and vest, pants and top, skirt and blouse.

Non-Wearable:

- Pillow sham with button or zipper closing; appliqued design, piping or ruffle. Make your own pillow form.
- Totebag with zipper or duffle bag with zipper, pockets and lining.
- Doll clothes or pet clothes.
- Construction techniques sample notebook (Following instructions printed in the project manual).

SEWING SKILLS:

Seam finishes are RECOMMENDED on all exposed seams (except knits). Interfacing, understitching, and trimming should be used when appropriate.

Choose at least four (4) of these additional skills for each sewn exhibit:

- | | |
|------------------------|------------------------------|
| make darts | sew facing |
| set in sleeve | apply ribbings |
| insert a lapped zipper | sew a simple collar |
| hand-stitch a hem | do a machine blind hem |
| make buttonholes | match fabric design |
| sew tucks or pleats | use fiberfill |
| sew ruffles | apply machine applique |
| hand sew buttons | insert piping |
| apply trim | apply machine topstitching |
| sew a simple lining | construct with a serger |
| sew patch pockets | sew inseam pockets |
| apply binding | do a machine topstitched hem |

Level C: Grade 7

Attach Sewing Skills Card (4-H 927c-W) to the exhibit.

Wearable:

- School or sports outfit. Can be one (1) or more pieces.

Non Wearable:

- Dressed, jointed (with sockets) stuffed animal.

- Sewn item for holiday or special occasion.
- Construction techniques sample notebook (Follow instructions printed in the project manual).

Choose at least five (5) of these additional skills for each sewn exhibit:

- | | |
|--------------------------------|------------------------------|
| make darts | apply machine topstitching |
| set in sleeves | insert a lapped zipper |
| sew facing | insert an invisible zipper |
| apply ribbing | insert a separating zipper |
| apply a collar | insert a fly front zipper |
| sew on buttons | do machine quilting |
| use doll joints | do a machine topstitched hem |
| apply inseam pockets | attach cuffs |
| apply front hip pockets | apply cuffs |
| match fabric design | sew lining |
| apply trims | apply ruffles |
| apply machine or hand applique | insert piping |
| make buttonholes | construct a serger |
| with use fiberfill | do a machine blind hem |
| apply patch pockets | do a machine blind hem |
| use a twin needle | apply machine embroidery |
| apply tucks/pleats | |

Level C: Grades 8 & 9

Attach Sewing Skills Card (4-H 928c-W) to the exhibit.

Wearable:

Wearable exhibits will be divided into six (6) categories: School wear, dress-up wear, separates, formal wear, suit or coat, and free choice. You may exhibit in all six (6) categories.

- Informal or Casual Wear: A complete outfit of one (1) or two (2) pieces suitable for school wear.
- Dress-up: This is suitable for special, church, or social occasions which are not considered to be formal. It may be an outfit of one (1) or more pieces with or without its own costume coat or jacket (lined or unlined). This is not an outfit which would be worn to school.
- Free Choice: These are garments which do not fit in the other classifications. Examples include: Tennis wear, swim wear or other active sportswear; lounge wear; riding habits; historic, dance, theatrical, or international costumes; and unlined coats.
- Suit or coat: The suit consists of two (2) pieces including a skirt or pants and its own lined jacket. It is not a dress with jacket as in "dress up wear". The coat is a separate lined coat. It will be judged separately as a coat with its own accessories.
- Separates: Consists of three (3) garments which must be worn as a coordinated complete outfit. Each piece should be versatile enough to be worn with other garments.
- Formal wear: This outfit may be one (1) or more pieces suitable for any formal occasion, such as proms, weddings, and formal evening functions.

Definition of Outfit: An outfit is a garment or garments that when put together make a complete look- such as one (1) or two (2) piece dress, or one (1) or two (2) piece pant suit, or a three (3) piece combination such as pants, vest and blouse or shirt.

Non-Wearable:

- Sewn items for your home: Be creative in your choices. Make items which reflect your level of sewing skill and are more difficult than those outlined in lower grade levels.

- Construction techniques sample notebook: See instructions in your manual.
- Sewing machine survey: See instructions in your manual.

SEWING SKILLS:

- Seam finishes are RECOMMENDED on all exposed seams (except knits and non-raveling specialty fabrics).
- Interfacing, understitching, and trimming should be used when appropriate.
- In addition, choose at least six (6) of these skills for each sewn exhibit:

make darts	add a waistband	sew buttons
make tucks	add patch pockets	add underlining
add lining	add front hip pockets	add ruffles
add facings	match fabric design	sew with knit
add plackets	make shoulder pads	make button loops
add lapels	attach cuffs	do hand beading
make sleeves	make pleats	add inseam pockets
add gathers	insert elastic	add welt pockets
apply trim	add boning	use twin needle
apply ribbing	apply a collar	create bound edges
add a drawstring	insert piping	do machine or hand quilting
use shaped seams	make a neckband	apply machine or hand applique
use fiberfill	add vents	sew with difficult fabric
apply machine topstitching	do a machine topstitched hem	construct with a serger
insert an invisible zipper	do a machine blind hem	make machine buttonholes
insert a separating zipper	do a hand-stitched hem	make bound buttonholes
insert a fly front zipper	make self-covered buttons	apply machine embroidery
insert a lapped zipper	use specialty threads	make self-enclosed seams

Level D: Grades 10-12

Attach Sewing Skills Card (4-H 928c-W) to the exhibit.

Wearable:

Wearable exhibits will be divided into six (6) categories: School wear, dress-up wear, separates, formal wear, suit or coat, and free choice. You may exhibit in all six (6) categories.

- Informal or Casual Wear: A complete outfit of one (1) or two (2) pieces suitable for school, weekend, or casual, informal activities.
- Dress-up: This is suitable for special, church, or social occasions which are not considered to be formal. It may be an outfit of one (1) or more pieces with or without its own costume coat or jacket (lined or unlined). This is not an outfit which would be worn to school, weekend, or casual, informal activities.
- Free Choice: A complete outfit comprised of garments that do not fit in the other classifications. Examples include: Tennis wear, swim wear, athletic or other active sportswear; lounge wear; riding habits; historic, dance, theatrical, or international costumes, capes, and unlined coats.
- Suit or coat: The suit consists of two (2) pieces including a skirt or pants and its own lined jacket. It is not a dress with jacket as in "dress up wear". The coat is a separate lined coat. It will be judged separately as a coat with its own accessories.
- Separates: Consists of three (3) garments which must be worn as a coordinated complete outfit. Each piece should be versatile enough to be worn with other garments.

- Formal wear: This outfit may be one (1) or more pieces suitable for any formal occasion, such as proms, weddings, and formal evening functions. Hosiery recommended.

Definition of Outfit: An outfit is a garment or garments that when put together make a complete look- such as one (1) or two (2) piece dress, or one (1) or two (2) piece pant suit, or a three (3) piece combination such as pants, vest and blouse or shirt.

Non-Wearable:

- Sewn items for your home: Be creative in your choices. Make items which reflect your level of sewing skill and are more difficult than those outlined in lower grade levels.
- Construction techniques sample notebook: See instructions in your manual.
- Sewing machine survey: See instructions in your manual.

SEWING SKILLS:

- Seam finishes are RECOMMENDED on all exposed seams (except knits and non-raveling specialty fabrics).
- Interfacing, understitching, and trimming should be used when appropriate.
- In addition, choose at least six (6) of these skills for each sewn exhibit:

make darts
 make tucks
 add lining
 add facings
 add plackets
 add lapels
 make sleeves
 add gathers
 apply trim
 add underlining
 add ruffles
 sew with knit
 make button loops
 do hand beading
 add inseam pockets
 add welt pockets
 do machine or hand
 use twin needle
 create bound edges
 do machine or hand
 apply machine topstitching

apply ribbing
 add a drawstring
 use shaped seams
 use fiberfill and/or batting
 add a waistband
 add patch pockets
 add front hip pockets
 match fabric design
 make shoulder pads
 insert invisible zipper
 insert separating zipper
 insert fly front zipper
 insert lapped zipper
 insert hand-picked zipper
 do machine topstitched
 hem
 do a machine blind hem
 do a hand-stitched hem
 make self-covered
 buttons
 use specialty threads

attach cuffs
 make pleats
 insert elastic
 add boning
 apply a collar
 make a neckband
 insert piping
 add vents
 sew buttons
 make self-enclosed seam
 sew with difficult fabric
 construct with a serger
 make machine buttonholes
 make bound buttonholes
 apply machine embroidery
 hand/machine beading
 coordination of fabric for
 quilted item
 make a reversible item
 piece quilted item
 apply machine or hand applique
 quilting

4-H Fashion Revue

Private Judging Tuesday, July 10, 2018

Public Presentation Friday, July 20, 2018

FASHION REVUE

Annual public presentation of the members enrolled in SEWING projects Wearable categories who have competed in the County Fashion Revue Judging will participate in the Public Fashion Revue. Details of where to report will be given at a later date. The focus of Fashion Revue is on modeling, garment appearance and fit, and accessorizing.

Fashion Revue judging is tentatively scheduled for Tuesday, July 10, 2018. Placings will be announced at the Public Presentation tentatively scheduled for Friday, July 20, 2018.

Garments modeled in Fashion Revue must be judged in SEWING construction. EXCEPTION: Senior Fashion Revue participants may model in as many categories as they wish as long as they have made the garments and at least one (1) of the garments must be exhibited at the County Fair to be judged on construction. Eighth grade will be included in Senior fashion revue, however, state winner will have to be age 15 to participate at Nationals.

IN SENIOR FASHION REVUE, if a 4-H'er is declared Champion in one (1) category, the same 4-H'er cannot be chosen Champion in another.

Category Descriptions:

Grades 3-7 (Junior):

- Garments Sewn Following Grade Level Requirements For Wearable Exhibits.

Grades 8-12 (Senior):

- **Informal or Casual Wear:** A complete outfit of one (1) or two (2) pieces suitable for school, weekend, or casual, informal activities.
- **Dress-up:** This is suitable for special, church, or social occasions which are not considered to be formal. It may be an outfit of one or more pieces with or without its own costume coat or jacket (lined or unlined). This is not an outfit which would be worn to school, weekend, or casual, informal activities.
- **Free Choice:** A complete outfit comprised of garments that do not fit in the other classifications. Examples include: Tennis wear, swim wear, athletic or other active sportswear; lounge wear; riding habits; historic, dance, theatrical, or international costumes, capes, and unlined coats.
- **Suit or coat:** The suit consists of two (2) pieces including a skirt or pants and its own lined jacket. It is not a dress with jacket as in "dress up wear". The coat is a separate lined coat. It will be judged separately as a coat with its own accessories.
- **Separates:** Consists of three (3) garments which must be worn as a coordinated complete outfit. Each piece should be versatile enough to be worn with other garments.
- **Formal wear:** This outfit may be one (1) or more pieces suitable for any formal occasion, such as proms, weddings, and formal evening functions. Hosiery recommended.

Definition of an outfit

An outfit is a garment or garments that when put together make a complete look- such as one (1) or two (2) piece dress, or one (1) or two (2) piece pant suit, or a three (3) piece combination, such as pants, vest, and blouse or shirt.

State Fashion Revue: (SENIOR CATEGORIES ONLY)

Eligibility to represent the county at the State Fair Fashion Revue: 8th-12th grade will be included in Senior fashion revue, however, the state winner will have to be age 15 to participate at Nationals.