

- Display a floor plan for a child’s or teen’s bedroom. Include a special “theme” appropriate for a child or teen. Include pictures of the furniture that would be used. Floor plan should be to scale with general measurements included. Include samples of window, wall, and flooring treatments. Include your 3-ring notebook.
- Display a floor plan for a game room or family hobby room. Include pictures of the furniture that would be used. Floor plan should be to scale with general measurements included. Include samples of window, wall, and flooring treatments. Include your 3-ring notebook.
- Display a floor plan of master suite (bedroom and bath). Include pictures of the furniture that would be used. Floor plan should be to scale with general measurements included. Include samples of window, wall, and flooring treatments, etc. This exhibit must also include fabric samples. Include your 3-ring notebook.
- Display a floor plan of a one- or two-bedroom home or apartment. Include color scheme samples and furniture layouts. Floor plan should be to scale with general measurements included. Window, wall, and flooring treatment samples should be included for each room. Include your 3-ring notebook.

Portfolio Options for Level 3

- Samples of three different lighting treatments. Explain how and when each is appropriate for use. Include information as it relates to energy use and efficiency.
- Samples of three different types of window treatments. Include information on the use of each kind and in what room each would be appropriate. Include information on the advantages/disadvantages of each. Also, include information as it relates to energy use and efficiency.
- Using the same window, apply three different types of window treatments. Explain the advantages and disadvantages of each. Explain what type of setting would be appropriate for each treatment. Include information related to energy use and efficiency.
- A career plan. Interview an interior designer. Include the advantages and disadvantages of being a professional interior designer. Research two different design schools or training programs. Include the advantages and disadvantages of each program. Include the cost of attaining a degree or completing the program.
- Design an energy-savings plan for your family’s home or room(s). List the current energy use along with your plan to conserve energy.

Independent Study Option for Level 3

Youth in grades 9–12 have the option of doing an independent study project. Those 4-H members who choose this option must review their ideas with their 4-H Youth Development Extension Educator and/or Home Environment project leader to make sure they have selected an appropriate topic/exhibit.



Sewing

Judging - Tuesday, June 30, at 9am at the Extension Office; Main Hall.

Levels A-C, champions from each grade in wearable and non-wearable to State Fair; Level D, champion from each category to State Fair.

****Please also refer to the Policies and Procedures beginning on page 2 and the General Project Rules on page 20.***

Requirement for judging:

- Sewing Skill Card

Level A:

Grade 3

Include at least 2 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

Exhibit:

1. **Wearable:** Elastic waist shorts, pants, OR skirt with fold over casing; no pockets. Attach Sewing Skills Card (4-H 925c-W) to the exhibit.
2. **Non-wearable:** Simple pillow sham with lapped back opening and purchased pillow form (following instructions provided in manual) OR simple tote bag with handles or drawstring. Attach Sewing Skills Card (4-H 925c-W) to exhibit.
3. **Action demonstration**

Grade 4

Seam finishes are recommended on all exposed seams.

Include at least 2 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

Exhibit:

1. **Wearable:** Shorts, pants OR skirt with waistband or facing, or partial elastic waistband (not a full elastic waistband) OR simple shirt or top OR BBQ apron. Attach Sewing Skills Card (4-H 925c-W) to the exhibit.
2. **Non-wearable:** Shaped pillow with curved seams, stuffed and sewn closed OR hanging pocket organizer OR bound edge placemats (set of 4). Attach Sewing Skills Card (4-H 9255c-W) to the exhibit.
3. **Action demonstration**

Level B:

Grade 5

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

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

- Match fabric design; sew with knit; gather fabric; insert elastic; Insert zipper; apply facings; use a drawstring; sew buttons; hand-stitch a hem; apply binding; sew a simple sleeve; use batting; apply purchased trim or ribbons; sew patch or inseams pockets; use a simple lining; do a machine blind hem; apply machine topstitching; do a machine topstitched hem

Exhibit:

1. **Wearable:** Simple shirt with sleeves OR sundress OR jumper OR simple 2 piece pajamas. Attach Sewing Skills Card (4-H 926c-W) to the exhibit.
2. **Non-wearable:** Pillow lap quilt (quillow) or structured duffel bag, tote bag, or backpack OR sewn hat. Attach Sewing Skills Card (4-H 926c-W) to the exhibit.
3. **Action demonstration**

Grade 6

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

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

- Make darts; sew facings; set in sleeves; apply ribbings; insert a lapped zipper; sew a simple collar; hand-stitch a hem; do a machine blind hem; make buttonholes; sew with knit; sew tucks or pleats; match fabric design; sew ruffles; use fiberfill; hand sew buttons; apply machine appliqué; apply trim; insert piping; sew a simple lining; apply machine topstitching; sew patch pockets; construct with a serger; apply bindings; sew inseam pockets; do a machine topstitched hem

Exhibit:

1. **Wearable:** Two garments that can be worn together. Attach Sewing Skills Card (4-H 926c-W) to the exhibit.
2. **Non-wearable:** Pillow sham with button or zipper closing, appliquéd design, piping, or ruffle. Make your own pillow form. OR totebag with zipper or duffel bag with zipper, pockets and lining OR doll or pet clothes OR construction techniques sample notebook (following instructions provided in the manual). Attach Sewing Skills Card (4-H 926c-W) to the exhibit.
3. **Action demonstration**

Level C

Grade 7

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

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

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

Exhibit:

1. **Wearable:** School or sports outfit. Can be one or more pieces. Attach Sewing Skills Card (4-H 927c-W) to the exhibit.
2. **Non-wearable:** Dressed, jointed (with sockets) stuffed animal OR sewn item for holiday or special occasion OR construction techniques sample notebook (following instructions provided in manual). Attach Sewing Skills Card (4-H 927c-W) to the exhibit.
3. **Action demonstration**

Grades 8 & 9

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 6 of these skills for each sew exhibit:

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

Exhibit:

1. **Wearable:** Same as fashion revue categories. Attach Sewing Skills Card (4-H 928c-W) to the exhibit.

2. **Non-wearable:** Sewn items for your home OR construction techniques sample notebook OR sewing machine survey (Following instructions provided in manual). Attach Sewing Skills Card (4-H 928c-W) to the exhibit.
3. **Action demonstration**

Level D – Grades 10, 11, and 12

Seam finishes are recommended on all exposed seams (except knits and non-raveling specialty fabrics). Interfacing, understitching, and trimming should be used when appropriate.

Choose at least 6 of these skills for each sewn exhibit:

- Make darts; attach cuffs; do machine or hand quilting; make tucks; make pleats; apply machine or hand appliqué; add lining; insert elastic; apply machine topstitching; add facings; add boning; insert an invisible zipper; add plackets; apply a collar; insert a separating zipper; add lapels; insert piping; insert a front fly zipper; make sleeves; make a neckband; insert a lapped zipper; add gathers; add vents; insert a handpicked zipper; apply trim; sew buttons; do machine topstitched hem; apply ribbing; add underlining; do machine blind hem; add a drawstring; add ruffles; do a hand-stitched hem; use shaped seams; sew with knit; make self-covered buttons; use fiberfill and/or batting; make button loops; use specialty threads; add a waistband; do hand beading; make self-enclosed seams; add patch pockets; add inseam pockets; sew with difficult fabric; add front hip pockets; add welt pockets; make machine buttonholes; match fabric design; use a twin needle; make bound buttonholes; make shoulder pads; create bound edges; apply machine embroidery; hand/machine beading; piece quilted item; coordination of fabric for quilted item; make a reversible item; other skills not listed above

Exhibit:

1. **Wearable:** Same as fashion revue categories. Attach Sewing Skills Card (4-H 928c-W) to the exhibit.
2. **Non-wearable:** Sewn items for your home or construction techniques sample notebook OR sewing machine survey (following instructions provided in the manual). Attach Sewing Skills Card (4-H 928c-W) to the exhibit.
3. **Action Demonstration**

Level: Advanced Sewing Wearable Exhibits (Levels C & D)

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

- **Informal or Casual Wear:** A complete outfit of 1 or 2 pieces suitable for school, weekend, or casual, informal activities.
- **Dress Up:** This is suitable for special, church, or social occasions that 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 that 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 sportswear, lounge wear, riding habits, historic, dance, theatrical, or international costumes, capes, and unlined coats.
- **Suit or Coat:** The suit consists of two pieces including a skirt or pants and its own lined jacket. It is not a dress with a 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 garments that 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 or more pieces suitable for any formal occasion, such as proms, weddings, and formal evening functions.

General Rules for Senior Divisions:

- Each senior participant may create an outfit in a maximum of 2 categories.
- Sewing requirement sheet must be presented at judging to show skills required and used in project.
- Costumes to be exhibited in the State Fair 4-H Sewing Exhibit cannot be modeled in the State Fair 4-H Fashion Revue.
- If a participant wins in more than one construction category, she/he must choose only one category to exhibit at the State Fair.
- The day following the county public Fashion Revue, the winner must designate which category she/he will choose to compete in at the State Fair if she/he wins both Fashion Revue and Construction.



Foods Projects



Kosciusko County 4-H members interested in the culinary arts, cooking, baking, nutrition, and other related topics may apply to attend the 4-H Academy Food Science & Nutrition Workshop at Purdue University in June. Contact the Extension Office for more information on state and local workshops covering these topics!

Project/Exhibit Information

Recipe or index cards:

1. A recipe card or index card (no larger than 5 1/2" x 8 1/2") is required for all food exhibits (excluding cake decorating).
2. Be sure to include the recipe source and all the information requested in the exhibit description, as well as your name, county, and the grade level/exhibit option. It is recommended that you wrap the card in plastic wrap or in a plastic bag or have it laminated. Recipe cards will not be returned.
3. Since it is illegal in the State of Indiana for youth under the age of 21 to purchase or consume alcoholic beverages, 4-H members are to use recipes that do not include an alcoholic beverage as an ingredient. A suitable non-alcoholic or imitation product may be substituted.

How to prepare products for display:

1. Most food products should be displayed on a paper or foam plate.
2. For cakes - cut a piece of cardboard about 1/2 inch larger than the bottom of the cake. Cover this cardboard with wax paper, plastic wrap, or foil before putting the cake on it. (Please see the specific project rules for how to prepare your cake decorating project).
3. Any product that may be sticky on the bottom, such as some fancy breads, should be put on round, square, or rectangle cardboard. Cover this cardboard with wax paper, plastic wrap, or foil before putting the food product on it.
4. Frozen food exhibits (containers and food) will not be returned to the exhibitor. Please display in freezer bags or disposable freezer containers.
5. Pies should be exhibited in disposable pie tin. Reusable containers or pans will NOT be returned from the Indiana State Fair.
6. All canned products must have the ring on the jar top to protect the seal. Containers will NOT be returned from the Indiana State Fair.
7. Pictures will be taken for display of all food items (other than cake decorating)