

Clothing Project Guidelines

CLASS 1: SEW FUN: Sew two items. One must be a pin cushion. The other must be the garment you made using an “easy” or “beginner” pattern (skirt, shorts, pants, or capris with a **full elastic waistline**). The elastic waistband does not have to be encased. Wide elastic bands are acceptable.

CLASS 2: TERRIFIC TOPS: Wear the top you constructed with accessories for the total look. The seam can be finished off according to the pattern or however the project member decides. However, the project member must be able to justify why they finished the seam the way they did.

CLASS 3: SUNDRESSES & JUMPERS: Wear the sundress or jumper you constructed with accessories for the total look.

CLASS 4: CLOTHES FOR MIDDLE SCHOOL: Wear the garment you constructed and accessories for the total look. You must construct at least one garment with sleeves; **OR** a skirt **or** pants plus a top (refer to page 5 of the project book).

CLASS 5: CLOTHES FOR HIGH SCHOOL AND COLLEGE: Wear the garment you constructed. Garment must include a minimum of two-pieces; **OR** a one-piece garment with sleeves plus some other style detail not tried before.

CLASS 6: READY, SET, SEW ACTIVE!: Wear the garment you constructed for active sports. Garment suggestions: skiing, hiking, swimming, bicycling, tennis, soccer, golf, baseball, etc. Garment must include two or more of the following learning experiences: zipper, set-in or raglan sleeves, pockets, trims, or working with new fabric or sewing techniques.

CLASS 7: em*bel*lish: A 4-H GUIDE TO WEARABLE ART: Bring the previously made garment or ready-to-wear garment selected from your wardrobe or a ready-to-wear garment that you embellished (using a applique, batik, beading, dying, embroidery, or some other technique). Select other garments and accessories for a total look outfit.

CLASS 8: LOUNGEWEAR: Construct the outer layer of a lounging outfit such as a robe, shawl or cover-up. Make or select other garments and accessories (sleepwear and footwear) to complete your outfit.

CLASS 9: DRESS UP OUTFIT - DAY WEAR: Wear the dress up garment you constructed for day wear and accessories for the total look. Project should include two or more new experiences (zipper, sleeves, a variety of trims, or working with new fabrics).

CLASS 10: DRESS UP OUTFIT - FORMAL WEAR: Wear the dress up garment you constructed for formal wear and accessories for the total look. Project should include two or more new experiences (zipper, sleeves, a variety of trims, or working with new fabrics).

CLASS 11: OUTERWEAR FOR ANYWHERE: Wear outer garment (such as coat, jacket, raincoat, cape, or other appropriate outer layer) constructed and accessories for the total look. Project should include two or more new experiences (zipper, sleeves, a variety of trims, or working with new fabrics).

CLASS 12: SHOPPING SAVVY: You will want to be dressed in a total look outfit assembled according to the information in your project to convey the image you wish to project to the audience and judges. However, 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 within the project.

CLASS 13: LOOK GREAT FOR LESS: Wear the “total look” outfit you put together as inexpensively as possible. The total look includes clothing, accessories, Jewelry, shoes, etc. It is acceptable to use an item or two from those you already own, but remember this is a shopping project and the majority of your total look should be items purchased using skills you’ve learned while doing this project.

CLASS 14: CLOTHING FOR YOUR CAREER: Wear the outfit you made. The outfit should have at least 2 pieces, appropriate for the job, work or an interview (suit, uniform or work outfit).

CLASS 15: ACCESSORIES FOR TEENS: Wear at least one accessory you made with the outfit for which it was designed. Examples include: bag/purse, belt, cummerbund, hat, gloves, jewelry, scarf, muffler/shawl, suspenders. Garments such as sweaters or vests are not considered accessories.

CLASS 16: CREATIVE COSTUMES: Wear the costume you made for yourself. You will be judged on the mastery of project book in addition to the garment constructed. (If the project is repeated for multiple years, a new costume category must be selected.)

CLASS 17: DESIGNED BY ME: Wear your decorated t-shirt or sweatshirt with the completed outfit you assembled for a total look. Use one technique from the project book (sewing a double layer patch OR fusing a patch). Edges of fused patches must be finished by using paint, embroidery, or other applique methods (p. 35-38).

CLASS 18: SEW FOR OTHERS: Construct one complete outfit for an individual or adapt three different garments for someone with special needs. It is desirable, but not required, for the “other” to be present to show an outfit you made at the judging and Fashion Revue. If the other cannot be present, simply bring the garment you made to show the judge and to exhibit in the Fashion Revue.

CLASS 19: CLOTHING MASTER: Wear garment constructed using specialized or professional-level skills beyond those typically used in other 4-H clothing projects and accessories for the total look.