

Yellowstone County 4-H Clothing and Textiles Project

Guidelines and Suggestions

(Revised January 2017)

**Clothing and Textiles projects include – Sewing and Textiles, Ready-to-Wear, Quilting, Embroidery, Crochet, and Knitting. Project completion guidelines are listed in the project books or sections below.

Showcase

4-H Showcase is an event held in Yellowstone County where members are interviewed, model and compete with their completed projects. The event is held on a Saturday in April. Registration forms are mailed to each member enrolled in a **Clothing and Textiles project. Any member enrolled in any **Clothing and Textiles project can enter the Ready-to-Wear, Costume, Duct Tape, International, Refashion/Repurpose/Redesign or Display categories at the Showcase.

A separate Showcase will be held at the fair as well. You must participate at the county Showcase to enter the fair Showcase.

If you have questions, visit with your project leader or call the County Agent at the Extension Office (256-2828).

Sewing and Textiles Projects

Members enroll in one of the levels in Sewing and Textiles. Members should complete one skill level book before starting another. Members will utilize the lessons in the units to complete 4-5 projects per year using the skills learned in this level. Members enrolled in levels 3-5 and Independent Study set their 3 goals and work to meet them.

For the Showcase, garments will be entered in the sewing level (beginner, intermediate, advanced intermediate and advanced) based on the construction techniques used in making the garment. Members need to learn the basic skills before moving on. Be sure the garment made is not too difficult or too easy for the member.

Listed below are the types of articles that would be appropriate to make in each level of the Sewing & Textiles Project for entry in the 4-H Sewing and Textiles Showcase. These are only suggested items. Articles other than those listed may be constructed, but they should incorporate the skills for the level in which the member is enrolled.

BEGINNING

The primary goal is to learn to operate a standard sewing machine in a safe and correct manner. The operation of a serger is not recommended in beginning sewing.

Refer to the “The Singer Complete Photo Guide to Sewing” book available for check out at the Extension Office for beginning skill lessons.

Garments made in beginning sewing should use the following construction techniques, but should avoid those skills described in intermediate and advanced sewing sections.

Beginning Sewing Skills

Read and understand the pattern envelope	Threading and operating a sewing machine
Fabric selection and preparation	Pressing different fabrics
Laying and cutting out a pattern	Sew a straight seam and curves.

Beginning Construction Techniques

Elastic or draw string waistbands	Seam Finishing (edge, pink, zigzag)
Grading, clipping, notching	Interfacing
Handling trims (trims may include pre-gathered lace, bias trims, or other flat trims. Ribbed knit trims are excluded.)	Stay stitching
Sewing on hooks, eyes, grommets, snaps and buttons	Patch and in-seam pockets
Topstitching	Velcro closures
	Under stitching
	Decorative machine stitching

Garments in this level should not have gathers, buttonholes or set-on waistbands. Basic trims may be used. Do not use plaids, stripes, or fabrics requiring matching. Fabrics with one-way designs should be cut in the same direction.

Suggested Project Ideas

Scarves	Chef's apron	Tote bag
Simple jumper	Vest - lined with similar fabric	Placemats (4)
Simple skirt (elastic or draw string waistband)	Tie or other accessory	Napkins (4)
Simple shorts or pants (unfitted style)	Simple pillow	
Swim or bath wrap	Pot holders (2)	
Simple top or tank top (without set-in sleeves)	Stuffed animals or toys (flat un-pieced)	

INTERMEDIATE

The primary goal is to learn new techniques and seam finishes. The use of a serger is an acceptable seam construction method for knit fabrics such as those used for sweatshirts. Use of the serger should be discouraged for seam construction of woven fabrics, but serging could be used as a seam finish.

Refer to the "The Singer Complete Photo Guide to Sewing" book available for check out in the Extension Office for intermediate sewing skill lessons.

Garments made in intermediate sewing should use the following construction techniques, but should avoid those described under advanced intermediate and advanced sewing.

Intermediate Construction Techniques

Darts	Waistband application
Stitch-in-the-ditch	Seam finishes (overcast & French)
Gathering	Zippers
Simple flat yokes	Pleats (excluding multiple panels)
Machine buttonholes	

Suggested Project Ideas

Blouse or shirt (dropped shoulder or raglan sleeves)	Pants or shorts
Dress or jumper	Pajamas or nightgown
Top or tank top	Hat
Beach robe or cover-up	Stuffed toys or dolls (pieced)
Vest - unlined or lined	Bath robe (dropped shoulder or raglan sleeves)
Hooded top	Apron - with waistband and/or ruffles
Simple jumpsuit	Pullover sweatshirt - single ribbing application - round neckline
Pillows with ruffled gathered trims	Skirt
Western wear for your horse	

ADVANCED INTERMEDIATE

The use of a serger is acceptable in seam construction on knits and most woven fabrics (cotton, polyester, rayon, blends, etc.). Seam finishes done with a conventional machine or a serger are acceptable.

Refer to the "Easy, Easier, Easiest Tailoring" book available for check out in the Extension Office for advanced intermediate sewing skill lessons.

Garments made in advanced intermediate sewing should use the following construction techniques, but avoid those described under advanced sewing.

Advanced Intermediate Construction Techniques

Yokes with a point	Seam finishing including flat-fell binding
Collar	Pattern alteration
Cuff application	Linings
Fly	Set-in sleeves
Use of knits	Pleats (multiple panels)
Plaids, stripes, checks, or any fabric requiring	

Suggested Project Ideas

Skirt - lined or unlined	Swimsuits
Vest - lined or unlined	Simple luggage (gym bags, gaiter kits)
Pullover sweatshirt - single or double ribbing application - round or v neck	Dress
	Bib overalls or jumpsuits

Blouse or shirt	Western wear for your horse
Fitted pants or shorts	Sleepwear
2 piece coordinated outfit	Jacket or coat - lined or unlined (no collar preferred)

ADVANCED

Any method of construction, either by serger or conventional machine, is acceptable. A serger would be especially suitable for lingerie or delicate specialty fabrics such as crepe de chine or sheer fabrics for formals.

For assistance in learning techniques when making tailored garments, contact the FCS Agent in the Extension Office. Garments in advanced sewing should use the following construction techniques.

Advanced Construction Techniques

Lingerie construction (slips, camisoles)	Tailoring skills
Boning	Slot seam
Corded seam (piping)	French or chain tacks
Bound buttonhole	Under lining
Specialty fabric construction (woven sheers, wool, lacy fabric, pile, satin, metallic, brocade, leather, suede, etc.)	

Suggested Project Ideas

3 garment exhibit or lingerie	Tailored garment
3 piece tailored outfit	Luggage, fanny pack kits
5 piece tailored outfit	Lined coat or jacket
Formals	Article made of leather or leather-look fabric
Dress of specialty fabric	Design your own garment
Down or poly filled garment	Recycle a garment

Ready-To-Wear Project

The Ready to Wear project focuses on the importance youth place on clothing interests, fads and trends. In the project youth learn to be better clothing consumers and to use their resources wisely in making apparel choices. They learn to determine which clothing styles are most appropriate for their own age, body type and lifestyle. In addition, they will explore ways to stretch their clothing dollar through informed wardrobe building strategies

The Ready-to-Wear project includes a purchasing project in which members compare clothing at different stores to find the best buy for them. They learn to consider fabric, color, cost, clothing design, proportion and building a wardrobe.

The curriculum book "Shopping in Style" is designed to be completed by the member in up to three years. Members complete a minimum of 7 activities per year. Members who take the Ready-to-Wear Independent Study project will set 3 goals and complete the project based on these goals. The non-animal record sheet will be used.

For Showcase, 4-H'ers interested in Ready-to-Wear will need to compare the cost, care, quality and fit of at least three articles of clothing. A comparison sheet is needed to take to the store and will be mailed to each member in a Sewing and Textiles project with the Showcase registration forms. Contact the Extension Office for copies of the comparison sheet if you need them sooner.

At the Showcase members will give a one minute talk on why the garment looks good on them, how it fits into their wardrobe, and describe the activities for which they purchased the garment.

To enter Showcase at the county or fair level, members must be enrolled in a Sewing and Textiles project or Ready-to-Wear project. Only one Ready-to-Wear outfit may be entered in the county Showcase. The same outfit and/or one different complete outfit may be entered at the fair. Accessories are not considered a separate item.

Quilting Project

Each year the Yellowstone County 4-H Showcase includes a quilt show. Quilt entries will be accepted from any 4-Her or family member of a 4-Her. Quilts must be made by the person entering the show. They do not have to be a 4-H project or have been shown at the fair. The quilt can be made this year or any past year, but each quilt can only be entered in the Showcase one time. Quilts will be judged in their appropriate categories before the Showcase and hung for display during the Showcase.

Below are the Showcase areas in addition to Sewing and Textiles, Ready-to-Wear and Quilting. Members must be enrolled in a Clothing or Textiles project to compete in these areas.

Display

The central focus should be an item related to a Sewing and Textiles, Ready-to-Wear, Crochet, Knitting, Embroidery or Quilting project by the 4-H member that will not be worn in the Showcase Fashion Review. You may enter up to 2 displays. You will be interviewed by a judge and entries will be “on display.” As you are thinking of your display, imagine a window in the store. Don’t limit your imagination! What kind of display would you see in a camping store, a fishing store, at a costume shop, at an antique store or in a toy or doll store? Build the surroundings for your sewn item. If you are sewing a sleeping bag - bring a tent and some rocks and build a fire pit. Use your imagination!

Bring all items needed to complete your area. It can be on the floor or on a table. Indicate on the 4-H Showcase Entry Form that was mailed to you if you will need a mannequin. Your display should also have a title.

Here is a list to get you thinking of ideas: doll clothes, embroidered items, prom clothes, costumes, backpack, beanie babies, hats and gloves, pillows, upholstery, baby books, napkins, tote bags, camping stool, curtains, fishing jacket, aprons, sleeping bags, etc.

Costume

Enter your Halloween costume or any other costume you make in this category. Many 4-H members make their own costumes and this is your chance to show them off. Members will be interviewed and wear their costume in the Public Fashion Review at the Showcase for everyone to see.

Duct Tape Fashion

From the ridiculous to the sublime, duct tape has been used by enterprising duct tape enthusiasts worldwide to create some wonderful fashions. This is your chance to design your own duct tape creation. Go big with a ball gown or sport jacket or small with a purse, wallet or backpack. Here are some web sites to get you started: www.ducttapefashion.com www.octanecreative.com/ducttape/fashion

Members will be interviewed and model their entry in the Public Review at the Showcase for everyone to see.

International Clothes

You can make or model clothes with an international focus. Learn about the clothes and the country. This category allows you to share another culture.

Members will be interviewed and model their entry in the Public Review at the Showcase for everyone to see.

Refashion/Repurpose/Redesign

This class allows members to show off their creativity by altering an old clothing or textile item into something new. Clothing items will be worn in the Public Review and other items will be made into a display. Members will be judged and awards will be given.

If you are a senior 4-H member and wish to try and compete at State 4-H Congress you must follow these State Refashioned Contest Guidelines.

- At least one clothing item has been repurposed into a significantly different wearable garment or look.
- A photograph of the original clothing item is required to be brought to judging.

Embroidery – Knitting- Crochet

This class is for items that members have made in these projects that can be worn. Members will do an interview and model the item in the Public Review. Items can also be entered into the display category.

Cloverbuds

Cloverbuds can enter into any category at the Showcase. They will talk to judges about their project and participate in the Public Review.