

TEXTILES AND CLOTHING

Superintendent: Sally Hudson

TEXTILES AND CLOTHING RULES

- a) Entries in this Section are to be judged on their sewing skill only. See the 4-H Home Environment section to enter items to be judged on the decorative qualities.
- b) TO MANNEQUIN MODEL DURING THE FAIR, REFER TO THE PUBLIC INTERACTION SECTION, CLASS 6.
- c) Clothing must be constructed/sewn by member, not purchased. Exhibits should be NEAT, CLEAN and PRESSED.
- d) Exhibits will be lowered one premium if they are not conforming to class specifications.
- e) **Exhibitor must sew a small cloth label with name and address, on all articles on the inside of all entries (in an inconspicuous place) to be exhibited.**
- f) There are no limits in entries per class or section, but each entry must be of distinctly different variety or technique/materials.
- g) **For all entries, note (1) name or source of pattern, (2) fiber content when available, and (3) care label instructions on a 3" x 5" card.**
- h) **If exhibit is without the accompanying 3x5 card there will be an automatic decrease in award level**

LEVEL 1 – Beginning Skill Projects

Exhibitor must sew a small cloth label with name and address, on all articles on the inside of all entries to be exhibited

For each entry, note (1) name or source of pattern, (2) fiber content when available, and (3) care label instructions on a 3" x 5" card

AWARDS:

Blue \$2.00 Red \$1.50 White \$1.00

Classes 1 - 6

Class

1. **Equipped sewing box or basket** - Must be fabric covered and equipped with hand-made sewing accessories - pincushion, needle book, and either a shears protector with a cardboard tracing of the shears OR a thimble mitten with a thimble.
2. **Beginner garment** - not listed elsewhere
 - Apron- any style (with or without pot holder)
 - Knit T-shirt, beach wrap-up or other knit item
 - Dress, blouse or other top- made with a woven fabric, not a knit
 - Shorts, skirt, pants, skort- with elastic waistband or cord drawstring
 - Vest- with lining or facing
3. **Pet Accessory** - such as horse blanket or pad, dog or cat coat, bed bag, horse leg wraps, etc. These items will be judged based on sewing ability. Sections x class 11 judges on purpose.
4. **Fashion Accessory** - made from fabric, i.e., mittens, purse, hat, tote bag, belt, knapsack, scarves and headscarves, slippers, duffel bag. No kits. No hair accessories.
5. **Simple Knitted or Crocheted Accessory**- Such as simple scarf, hat, headband, 2 pot holders.
6. **Any simple sewing item not listed above** - This includes non-decorative pillows, potholders (at least 2), pillowcase (set of 2) and tablecloths. Kits acceptable. Please check with 4-H office to ensure correct class.

LEVEL II – Intermediate Skill Projects

Exhibitor must sew a small cloth label with name and address, on all articles on the inside of all entries to be exhibited

For each entry, note (1) name or source of pattern, (2) fiber content when available, and (3) care label instructions on a 3" x 5" card

AWARDS:

Blue \$2.50 Red \$2.00 White \$1.00

Classes 7 - 12

Class

7. **Multi-piece outfit**- All pieces may be entered as one entry here or as separate items in other classes, but not both.
8. **Intermediate Garment**- not listed elsewhere
 - Pajamas (complete pajama top and pants), bathrobe, bathing suit, exercise clothing.
 - Skirt, Shorts, or Pants- Any fabric, any style lined or unlined with fabric facing or zipper, buttons or hook and eye, under stitching or gathers.
 - Dress, Blouse, Jumper, Shirt, or Vest- with at least two of the following: collar, facings, set-in sleeves, zipper, topstitching, buttons/buttonholes, yoke, welt pocket or lining, under stitching or gathers.
 - Unlined coat, suit, jacket or blazer.
9. **Polar fleece jacket/pullover** - with zipper or button/buttonhole closure and/or casing.
10. **Intermediate knitted or crocheted accessory** - such as slippers, intermediate level designed hat or scarf, or 2 doilies.
11. **Doll Clothes**- such as pajama top and bottoms, outfit consisting of top and bottoms, dresses, bathrobe, bathing suit, coat or jacket.

12. **Any Level I Simple Item** that has been embellished by exhibitor using cross stitch, beads, trims, ribbons, embroidery (hand or machine) quilting, or appliqué. No paint, tie-dye, iron-on, or glue may be used. The item will be evaluated on sewing skills and embellishments.

LEVEL III – Advanced Skill Projects

Exhibitor must sew a small cloth label with name and address, on all articles on the inside of all entries to be exhibited

For each entry, note (1) name or source of pattern, (2) fiber content when available, and (3) care label instructions on a 3" x 5" card

AWARDS:

Blue \$3.00 Red \$2.50 White \$1.50

Classes 13 - 25

Class

13. **Skirt, Shorts or Pants** – lined or unlined with at least 3 of the following: fabric facing, attached waistband, zipper, buttons, snaps, hooks and eyes, understitching, gathers, pleats, pockets, flat felled seams, French seams, or yoke.
14. **Dress, Blouse, Shirt or Vest** – with at least 3 of the following: collar, facings, set-in sleeves, zipper, topstitching, buttons and buttonholes, pockets, lining, pleats, gathers, cuffs, or yoke.
15. **Any Intermediate item** – that has been embellished by exhibitor using cross-stitch, beads, trims, ribbons, embroidery (hand or machine), quilting, or appliqué. No paint, tie-dye, iron-on, or glue may be used. The item will be judged on both sewing skills and embellishments.
16. **Advanced Garment**
- Lined jacket, suit, coat, blazer or reversible jacket.
 - Evening gown, prom or formal dress.
 - Garment made of velvet, velveteen, plaid or wool fabric.
 - Jumpsuit or Jumper – with at least one of the following: zipper, sleeves, collar, yoke, or shoulder straps
 - Jeans, overalls, jean shirt or jacket: constructed with flat fell seams or mock flat fell seams.
17. **All-weather garments.** (Kits are acceptable).
18. **Costume**, i.e., Halloween, Easter, Fair theme, Plays. Costumes made using materials and construction techniques appropriate for the costume design and use. For example, if the costume is to be worn only once in a school play, the "look" of it from a distance will be more important than neat sewing.
19. **Historically accurate clothing** using appropriate materials and construction techniques, appropriate for period clothing. Exhibit does not have to use the exact fabric or technique but there should be evidence of effort.
20. **Knitting/Crocheting**
- Knitted or crocheted wearing apparel - leg warmers, simple sweater, pair of mittens.
 - Knitted or crocheted article, for the home (not wearing apparel); i.e., pillow, lap robe.
 - Knitted or crocheted (hand or machine) wearing apparel- sweater with sleeves or patterned, shirt, dress, baby sweater set (sweater, hat, booties).
21. **Recycled, Thrifted Garments** – examples include remodeled or renovated garments. Must include a before picture of starting item.
22. **Quilt** – a quilt entered in this category will be evaluated on sewing skills primarily. If the quilt was completed as a Home Environment and Furnishings project, enter it in Section P, class 5 (individual) or class 6 (club or group project). You may only enter the item in one section not multiple. The quilt may be hand or machine quilted.
23. **Wearable or non-wearable items designed and constructed by exhibitor** (designs may be made by hand, by computer or combinations/design alterations of purchased patterns). Include pattern and description.
24. **Garment, Bag, or Purse**- made of self-quilted fabric (fabric that is quilted by exhibitor prior to construction)
25. **Miscellaneous** – This category is for items that do not fit in Classes 1-24. Please inquire with 4-H Educator prior to Fair Entry deadline if you believe you have a project that fits under this class.

AWARDS:

Blue \$2.00 Red \$1.50 White \$1.00

Classes 26 - 27

Class

26. Embellished Garment or Accessory

- The item that is embellished by the exhibitor may be purchased
- The identified embellishment(s) must be done by the exhibitor
- The exhibitor must be able to describe the process used in embellishing the garment or accessory
- Examples of embellishment include added fabric, added beads, studs, painted design, grommets
- Materials chosen to embellish the garment or accessory should be appropriate for the process
- Any added designs must represent the spirit of the 4-H program

27. Altered Garment

Examples include letting out, taking in, shortening, lengthening, rebeading, adding straps or darts, bustling a dress, etc. The item that is altered may be purchased. The identified alterations must be done by the exhibitor. The exhibitor must be able to describe the process used in altering the garment.

NOTE: Special Requirement for 4-H exhibitor who will not be talking with the Fair Evaluator

For any 4-H member who is unable to bring his/her exhibits/entries to the 4-H Youth Development Building on Saturday, August 5, 2023, to speak personally with the evaluator, the following Exhibitor Information Statement is required to be completed for each exhibit/entry. The evaluator will be requiring this in order to accept the exhibit/entry. (Cloverbuds should complete this information to the best of their abilities; regular 4-H'ers (ages 8-18 as of January 1st) should complete these statements fully in their own handwriting if possible. Age and experience will be taken into consideration.)

1. What is the Kind _____ and Variety _____ of your exhibit (relates to vegetables, flowers, etc.)
2. Describe what you did to complete this project. Provide a list of materials, products and/or equipment used and why they were selected. Briefly explain your methods of construction process and your source of ideas. (3-5 sentences is sufficient)
3. In approximately 3 – 5 sentences, describe your feelings about this project: what you learned, what challenged you, and /or how you would improve your exhibit in the future.
4. Additional information requested in the Section for this class (Be sure to read complete guidelines in the section)
5. Additional information or special needs to be noted by the evaluator.