

CLOTHING & TEXTILES

OBJECTIVES

To give 4-H clothing project members the opportunity to:

1. Develop sewing skills of increasing difficulty.
2. Learn about textiles and their various properties.
3. Develop creativity and design skills.

RULES FOR EXHIBITION

1. A club member may enter for judging one or more clothing item(s) in the level in which the individual is enrolled.
2. Completed record book sheet must be submitted at time of judging.
3. Summer judging will be by appointment with Barbara Navatto.

REQUIREMENTS FOR PROJECT COMPLETION

LEVEL 1 - Novice (years 1 & 2 in the clothing project)

Choose one or more of the following clothing items to make while enrolled in Level 1, making certain each succeeding garment uses new skills and presents new challenges.

CLASSES

1. Apron 7. Skirt
2. Tote or beach bag 8. Jumper
3. Vest 9. Simple nightgown/night shirt
4. T-shirt/simple blouse 10. Simple dress
5. Shorts with elastic waist 11. Other article of clothing or accessory
6. Pants with elastic waist

LEVEL 2 - Intermediate (years 3 & 4 in clothing project)

Choose one or more of the following clothing articles to make each year while enrolled in Level 2, making certain each succeeding garment uses new skills and presents new challenges.

CLASSES

12. Separates (blouse, vest, pants, shorts, skirt) 16. Bathing suit
13. Dress 17. Simple or unlined jacket
14. Sleep wear or lingerie 18. Other article of clothing
15. Robe

LEVEL 3 - Advanced (years 5 and up in clothing project)

Choose one or more of the following clothing articles to make while enrolled in Level 3, making certain each succeeding garment uses new skills and presents new challenges. Consider using advanced fabrics, i.e. silk, velvet, lace, voile, etc.

CLASSES

19. Two or three piece coordinated outfit
20. Dress, gown or party dress
21. Tailored suit
22. Tailored jacket or coat
23. Other article of clothing

AWARDS

1. All entries receive Danish ribbons
2. Best in Division, Trophy or Medallion