

## Section 20: Project Requirements – Clothing and Textiles

4-H Clothing Judging will be held on the same day as Nutrition and Miscellaneous projects. (Please see our 4-H Calendar on our website for exact time and date – wood.osu.edu). Members will need to wear their garment(s) when being judged. (Restrooms will be available for changing).

**Judge's Photo Sheet** – This form must be completed and given to the judge at your interview.  
(Located in the project book and on the website – wood.osu.edu)

Judging criteria for clothing projects includes:

- a. **Fashion:** a) Reflects current style; b) Evidence of newness in color, texture, trimming, or lines.
- b. **Grooming:** a) Clean and neat; b) Appropriate foundation garments.
- c. **Posture**
- d. **Construction:** a) Appropriate construction methods for fabric and garment design; b) Well-constructed seams and hand finishes; c) Smooth, sharp, external appearance.
- e. **Fit:** a) Seams and garment lines well placed; b) Appropriate ease for style of garment in relation to figure type; c) Garment hangs well overall.
- f. **Design:** Becoming and good use of line, color, and texture.
- g. **Accessories:** Complement the outfit.
- h. **Overall appearance:** Pleasing and unified.
- i. **Knowledge:** a) Clothing construction, b) Fashion c) Design
- j. **Finished seams and types of stitches used on hems.**

**Multiple Projects: 4-H Members who take more than one clothing project must complete a separate, complete, total-look outfit with different garments.**

**Repeating Projects: Members who repeat clothing projects should attempt new challenges each year such as doing experiments that are more advanced and surveys including sewing patterns that are more complicated with harder-to-handle fabrics.**

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Beginning-Level Projects	Guidelines/Judging Requirements
407 Accessories for Teens	<p>Guidelines: This beginner-level project is designed for TEENS. Make at least one accessory (bag/purse, belt, footwear, hat, gloves, jewelry, scarf/tie, socks) to achieve a more appearance in an outfit.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
409 Sew Fun	<p>Guidelines: This project will have you sewing in no time! Members of any age learn basic sewing skills with an easy introductory project – fully elastic waisted skirt, shorts, pants, or capris. A member who successfully completes this project can repeat it or move on to 413 <i>Sundresses and Jumpers</i> or 419 <i>Terrific Tops</i>.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
410 Designed by Me	<p>Guidelines: Explore current fashion and various embellishment (or decorating) techniques to design a one-of-a-kind top that reflects your personality. Choose a T-shirt, sweatshirt, button-down shirt, or a simple jacket and add at least two embellishment methods to show your style. Coordinate other clothing and accessories for the total look.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
Make a Bag I County Project Only	<p>Guidelines: This project is designed for youth with limited to no experience in sewing. Explore each of the three project areas and complete all activities. Make a bag for yourself and one for charity.</p> <p>Judging Requirements: Completed project book, pattern, constructed bags (or photo of the one for charity) and judge's photo form.</p>
413 Sundresses and Jumpers	<p>Guidelines: If you have beginning level sewing skills this project is for you! Plan and make sundress or jumper (with or without a top) and select accessories.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
419 Terrific Tops	<p>Guidelines: This beginning-level project requires members to construct a top and assemble an outfit to complete the total look. (The top is the only required constructed garment). Members will also evaluate ready-to-wear garments and their labels.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
Intermediate-Level Projects	Guidelines/Judging Requirements
411 em-bel-lish	<p>Guidelines: This project is for members who want the opportunity to embellish clothing. Numerous possibilities include applique, beading, dyeing, embroidery and many other techniques. Not a clothing construction book and not a how-to book, this is a general project guide that involves exploring embellishment ideas, identifying likely clothing items, learning a few techniques, and putting together a complete outfit. Interested members without experience should start with 410 <i>Designed by Me</i>.</p> <p>Judging Requirements: Completed project book, embellished garment(s), complete outfit, and judge's photo form.</p>
412 Sewing for Others	<p>Guidelines: Member will construct a complete outfit for another person listed in one of the five categories. You may take this project for up to five years, but must sew in a different category each time. Categories: 1) Sewing for Infants/Toddlers or Children; 2) Preteens, Teens; 3) Older Adults; 4) Persons with Disabilities; 5) Special Activities</p> <p>Judging Requirements: Completed project book, complete outfit, and judge's photo form. Both the recipient of the sewing project and 4-H member must attend judging.</p>

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Intermediate-Level Projects	Guidelines/Judging Requirements
415 Ready, Set, Sew Active	<p>Guidelines: 4-H Member will make <u>at least one</u> garment in an outfit assembled for an active sport activity. Evaluate your buying habits, complete a plan for accessories and evaluate your total look.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
418 Loungewear	<p>Guidelines: Plan and make the outer layer of an outfit for lounging. Examples include a cotton robe, a fleece shawl, or a terry cloth cover-up. Select whatever fits your sewing ability, lifestyle, and loungewear needs. Make OR select other garments and accessories (sleepwear and footwear) to complete your outfit.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
424 Clothes for Middle School	<p>Guidelines: This project is designed for 4-H'ers in grades 5-9. Participants will make: 1) at least one garment with sleeves or 2) a skirt or pants plus a top such as a vest, collarless jacket, sweater, blouse, shirt, or other top with or without sleeves. Assemble a total outfit featuring the garments made to wear to school.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
Make a Bag II County Project Only	<p>Guidelines: This intermediate-advanced project is designed for youth with experience in sewing. Explore each of the three project areas. Complete all activities and make two bags for yourself and one for someone else. Your bags should include challenging techniques like pockets, zippers, and/or a sewing skill you have never tried before.</p> <p>Judging Requirements: Completed project book, two bags you constructed for yourself, and the patterns utilized.</p>
Advanced-Level Projects	Guidelines/Judging Requirements
406 Clothes for High School and College	<p>Guidelines: An advanced level project designed for members in high school with some clothing experience. Construct an outfit with minimum of two pieces, or a one-piece garment with sleeves, plus some other style skill not tried before. Do a wardrobe inventory and analyze personal color, texture, and lines.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
408 Creative Costumes	<p>Guidelines: Participants select to make a costume in one of the four categories: 1) Historical 2) Ethnic/Cultural 3) Theatrical 4) Special Interest. Goals include understanding clothing and the significance it has to individuals and groups and applying new knowledge to planning and making costumes related to the goals of the specific costume selected. Evaluation will include fit, construction, design, accessories, authenticity, and knowledge of the costume's history. This advanced project is for teens and may be repeated; however, a different category of "costume" will need to be selected.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
417 Dress-Up Outfit 417 (D) – Daywear 417 (E) – Evening	<p>Guidelines: Members will plan and construct a dress-up outfit appropriate for evening or daytime special occasions. Participants should have mastered basic clothing construction techniques and are prepared for new challenges.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
420 Outerwear for Anywhere	<p>Guidelines: 4-H members will construct a coat, jacket, or other outer garment. This project will explore support fabrics for shaping undercollars, constructing collars and coat linings, and new tailoring methods. Garment must include lining.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>

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Advanced-Level Projects	Guidelines/Judging Requirements
426 Clothing for your Career	<p>Guidelines: This project is designed for advanced members of any age. Members will construct and evaluate an outfit that has a minimum of two pieces, provides several new challenges, and fills a job or interview need.</p> <p>Judging Requirements: Completed project book, pattern, complete outfit, and judge's photo form.</p>
432 Sewing and Textiles (non-clothing) Master	<p>Guidelines: This project is for members who want to sew something other than clothing that is different from what they can make in other 4-H projects or that requires specialized or professional-level skills. 4-H member will plan and complete the project on their own.</p> <p>Judging Requirements: Completed project book, pattern, constructed item(s), and judge's photo form.</p>
Upcycled (County Project Only)	<p>Guidelines: This project is for advanced members looking to take something old and make it new again! Member will need basic knowledge of clothing construction, as there is no pattern to follow. During this project, the member will choose an outdated article of clothing and turn it into something stylish again. This book references other project books for basic clothing construction. Happy thrifting!</p> <p>Judging Requirements; Completed project book, total look outfit including one or more constructed items, any other constructed item, and the judge's photo sheet.</p>
<b>Consumer Clothing Projects</b>	<p><u>*The following projects do not require members to construct, design, or sew a clothing article. The projects focus on clothing consumer skills, wardrobe care, planning, and clothing retail. Members should wear their total look outfit to judging.</u></p>
425 Look Great for Less	<p>Guidelines: Especially for teens. Use your creativity and resourcefulness to pull together a total look outfit as inexpensively as possible. Compare different types of clothing stores, explore second-hand shopping, learn when sales are likely to occur, evaluate clothing quality, and shop for an outfit. This project does not require sewing skills.</p> <p>Judging Requirements: Completed project book, total look outfit, an exhibit of something learned in the project and judge's photo form.</p>
430 Shopping Savvy	<p>Guidelines: This fun and informative project book is designed for members with some clothing experience. After members take stock of their current wardrobe, they compare different brands of the same clothing item, study current fashion trends, learn proper clothing care and of course, GO SHOPPING! This project does NOT involve sewing or clothing construction.</p> <p>Judging Requirements: Completed project book, total look outfit, an exhibit of something learned in the project and judge's photo form.</p>
499 You Can Quilt 498 Quilting The Best Better	<p>Please refer to section 40 (Writing and Creative Leisure Arts) for more information</p>