

CLOTHING REVUE

1. There will be no limit to the number of entries in Southeastern 4-H District Clothing Revue; however, blue and red ribbon county contest recipients are encouraged to participate.
2. Contestants may compete in only one (1) of the following project areas. All other Clothing Projects will not be accepted.
 - Sew Much Fun I (Simple Gathered Skirt, Waist No Time Apron, Quick and Easy Tote)
 - Sew Much Fun II (X-Citing Pants/Shorts/Peddle Pushers, Xtra Special Shirt, Apron)
 - Mix & Match I
 - Mix & Match II
 - Sew 'N Go (Quick Sack, Handy Duffle, Super Duffle, Jumbo Garment Bag)
 - Serger Sewing
 - Creative Touches
3. Each county is responsible for writing commentaries for their participants. Commentaries can be no longer than 1½ minutes long when read. The commentary should be sent to the designated superintendent by the entry deadline. The commentary should include information on the project being modeled at district contest. If a member modeled more than one project at the county level, the commentary should be revised to feature the project moving onto the district level.
4. Agents, or one designee, will be responsible for checking in all garments from a county. Garments will be checked in during registration on the first day and construction judging will follow. The appearance judging is in the afternoon. All garments must have a tag with the 4-H'ers name, age division (Novice or Junior), and the project area. Only the garment being judged is to be turned into the contest superintendent. All other accessories and garments will not be accepted.
5. It is strongly encouraged that a copy of a pattern guide be included with any garment constructed from a store-bought pattern. The member is asked to make a copy of the pattern guide and turn the copy in with the garment for construction judging. Pattern pieces of whole patterns will not be accepted.
6. If a garment is made by a 4-H'er for another person, that person will be asked to model the garment in the appearance judging and the style show.
7. Construction Judging: Judges will be provided with the current 4-H Clothing Project Guidelines as well as the current clothing project books. The judges will be asked to judge the item based on the instructions given in the project book, acceptable sewing techniques and/or the commercial pattern guide for that garment.
8. Appearance Judging: Clothing projects will be available for pickup for appearance judging once all of the construction judging is complete. Contestants will be judged on a first come first served basis during the allotted time. Any contestant needing to move onto another contest are asked to visit with the superintendents upon arrival at the appearance judging.

9. Rehearsal will be one hour prior to the fashion show. Awards will be given out during the actual show.
10. The style show will be held in front of the assembly at the stated time. Participation is encouraged, but not required.
11. The following score sheets will be used for construction judging:
 - Super Simple Skirt Score Sheet (found in project book)
 - Waist No Time Apron Score Sheet (Found in Project Book)
 - Quick & Easy Tote Bag Score Sheet (found in project book)
 - X-citing Pants Evaluation Sheet (found in project book)
 - X-tra Special Shirt Evaluation Sheet (found in project book)
 - Apron Score Sheet (found in project book)
 - Mix & Match I—Clothing Evaluation Sheet (2 pages)
 - Mix & Match II—Clothing Evaluation Sheet (2 pages)
 - Evaluation Sheet for Sew-N Go
 - Serger Sewing—Clothing Evaluation Sheet
 - Creative Touches Evaluation Form

The following score sheets will be used for appearance judging:

- Look Your Best—Southeast District 4-H Contests

For a copy of the evaluation forms, please contact Tamara Schubert, Chaves County Extension Family and Consumer Sciences/4-H Agent.

12. In the case of a tie, the Tie breaker will be construction score.

Helpful Hints for the Superintendent

If possible have at least 4 judges
Bring straight pins
Divide garments into the classes

Southeastern 4-H District Contest
4-H Clothing Revue Project Requirements
(Based on the 4-H Project Books and the State 4-H Guidelines)

Sew Much Fun—Sewing I	
Simple Gathered Skirt	<p>The skirt may be slim, full, long or used as a Swimsuit Cover-up.</p> <p>Project Book page 38—The skirt you enter in your county’s Achievement Day or Fair must be made according to the following instructions. Page 48 If you are making another skirt for fun, changes or decorations may be added. Therefore, no trim, pockets, decorative stitching, fringing or other decoration may be added to the skirt.</p> <p>Machine Stitch the hem.</p> <p>Boys may choose to make simple shorts with a gathered waist (no trim or pockets) to enter in place of the skirt. Please use the Sewing II X-citing Pants pattern or store bought pattern.</p>
Quick & Easy Tote	<p>Follow the directions completely. Handles must be made from fabric as directed. The handles may not be made from ribbon, webbing, bias tape, etc.</p> <p>As suggested in the project, decoration may be added to the members tote bag, but the decoration may not cover up any of the techniques you will be judged on. Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>
Waist No Time Apron	Follow the directions completely.
Sew Much More Fun—Sewing II	
Handy Dandy Apron	<p>Project 2, page 47</p> <p>Follow the directions completely. Page 50—All straps and ties must be fabric, not ribbon or other precut ties. The member must use the pattern provided.</p> <p>The apron may not be embellished with trim, buttons, embroidery, or other add-ons that will detract from the apron.</p> <p>The hem must be hand stitched using the blind hem stitch. (page 59)</p>
X-citing Pants, Shorts or Peddle Pushers	<p>Project 2, page 63</p> <p>Follow the directions completely. The youth may exhibit pants, peddle pushers or shorts. The member must use the pattern provided to complete the project.</p> <p>The hem must be hand stitched using the blind hem stitch.</p> <p>The member may add trim/decoration to the hem in the project, no buttons or other add-ons that will detract from the garment are allowed. The trim/decoration may not cover any of the techniques you will be judged on.</p>

X-tra Special Shirt	<p>Project 2, page 71</p> <p>Follow the directions completely. Complete all reinforcements and seam allowances as directed. The member must use the pattern provided.</p> <p>The hem must be hand stitched using the blind hem stitch.</p> <p>The member may add trim/decoration to the project, no buttons or other add-ons that will detract from the garment are allowed. The trim/decoration may not cover any of the techniques you will be judged on.</p>
Mix & Match I	
2 Piece Outfit of Woven Fabric	<p>This project DOES NOT INCLUDE A ZIPPER.</p> <p>The two(2) piece outfit, from a pattern of the members choosing, must include three (3) of the following:</p> <ul style="list-style-type: none"> • Collar without a band • Faced Neckline • Button & Buttonholes • Pockets • Interfacing in front placket or collar or facing <p>Youth are expected to follow the pattern guide when constructing the garment. However, when there is a question on how to complete a specific technique, the member is asked to complete the sewing technique using the instructions in their Mix & Match I project book. The techniques are: Stay Stitching, Darts, Gathers, Collars, Pockets, Sleeves, Facings, Reinforcing Seams, Hemming and Button and Buttonholes.</p> <p>It is strongly suggested that a copy of the pattern guide be turned in with the garment for construction judging.</p>
Mix & Match II	
2 to 3 Piece Outfit of Woven Fabric	<p>This project must include a Lapped or Centered Zipper.</p> <p>The two(2) or three(3) piece outfit, from a pattern of the members choosing, must include at least two(2) of the following:</p> <ul style="list-style-type: none"> • Set In Sleeves • Attached Waistband or Seamed Waistline • Sleeve Band and Continuous Placket • Pleats/Gathers • Darts <p>Youth are expected to follow the pattern guide when constructing the garment. However, when there is a question on how to complete a specific technique, the member is asked to complete the sewing technique using the instructions in their Mix & Match II project book. The techniques are: Stay Stitching, Sewing and Pressing Curved Seams, Zippers, Pleats, Hems, Sleeve Finishes and Bands.</p> <p>It is strongly suggested that a copy of the pattern guide be turned in with the garment for construction judging.</p>

Sew N Go	
Quick Sack	<p>The sack must be made of heavy weight, firmly woven washable fabric.</p> <p>The drawstring may be made of a shoelace, Grosgrain Ribbon, or Nylon Cord.</p> <p>The stripe must be made of fabric and cut using the provide measurements.</p> <p>Trim/Decoration may be added, but may not cover up any of the techniques the member will be judged on. Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>
Handy Duffle	<p>The sack must be made of medium to heavy weight, firmly woven washable fabric.</p> <p>The straps may be of webbing, grosgrain ribbon, or durable braid.</p> <p>The stripe must be made of fabric and cut using the provide measurements.</p> <p>Trim/Decoration may be added, but may not cover up any of the techniques the member will be judged on. Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>
Super Duffle	<p>The sack must be made of medium to heavy weight, firmly woven washable fabric.</p> <p>The straps may be of webbing, grosgrain ribbon, or durable braid.</p> <p>The stripe must be made of fabric and cut using the provide measurements.</p> <p>Trim/Decoration may be added, but may not cover up any of the techniques the member will be judged on. Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>
Jumbo Garment Bag	<p>The sack must be made of medium to heavy weight, firmly woven washable fabric.</p> <p>The straps may be of webbing, grosgrain ribbon, or durable braid.</p> <p>The stripe must be made of fabric and cut using the provide measurements.</p> <p>Trim/Decoration may be added, but may not cover up any of the techniques the member will be judged on. Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>
Serger Sewing	
Tote Bag, T-Shirt, Running Shorts, T-Shirt Dress, Fringed Skirt & Shawl	<p>Youth are expected to construct an item based on the project book guidelines and/or pattern guide.</p> <p>The project must have some serger construction and not just serger seam finishes.</p> <p>It is strongly suggested that a copy of the pattern guide be turned in with the garment for construction judging.</p>

Creative Touches	
Shirt/ tops, Jackets/outerwear, Bottoms/pants/shorts/skirt	<p>Using the Elements of Design (Color, Balance, Harmony, Texture), the member will redesign a Ready-to-Wear garment. The member is welcome to use the following techniques listed in the project book:</p> <ul style="list-style-type: none"> • Applique (Satin Stitch, Invisible Open ZigZag, or Blanket Stitch) • Buttons • Decorative Trims (Braid, Rick Rack, Lace, Ribbon, Doilies, Cording, etc.) • Fabric Flowers • Embroidery (Traditional Hand Embroidery, Silk Ribbon Embroidery) • Fabric Painting • Gems, Stones, and Crystals • Overlays or Underlays <p>Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>

General Guidelines for all Clothing/Sewing Projects:

- Although many of the sewing projects include other projects, only the projects above will be considered for the Clothing Revue Contest at the Southeastern 4-H District Contests.
- All projects will have the appropriate seam finishes for the fabric and projects. As defined in Sewing I the following seam finishes will be acceptable:
 - Edge Stitch: stitch a straight stitch ¼" from the raw edge.
 - Stitch and Pink: stitch ¼" from the raw edge, and then pink the raw edge 1/8" from the edge.
 - Zig Zag Stitch: stitch close to the raw edge using a zig zag stitch.
 - Serge Edge: serge the raw edge of the fabric with a three (3) or four (4) thread serged overlock.
 - Turn and Stitch: Turn the raw edge under (wrong sides together) ¼". Stitch a straight stitch along the folded edge.
- Projects that do not follow the project directions and/or guidelines will be judged accordingly. These projects may be disqualified or receive a low placing.