

DEPARTMENT– BUILDING EXHIBITS

SECTION - 4-H SEWING AND TEXTILE DESIGN

(Must be enrolled in the Sewing and Textile Design Project)

SPECIAL RULES

1. Read General Rules. Violation of any of the following rules may result in disqualification. All decisions will be made by a county agent and their decision is final.
2. Limit of five entries for construction, to include recycled clothing project, and one entry for educational exhibit. **For constructed garment classes, one entry is made for construction evaluation and another entry for modeling the garment within the 4-H Fashion Revue Event.**
5. Articles, garments, outfits may have been used/worn but should be carefully laundered or cleaned before being exhibited.
6. Since care labels are not always available, NO care labels will not be required; however, 4-H members should know how to care for fabrics they purchase.
7. Precut kits or items sewn with an overlock machine are acceptable. All articles/garments must be finished for use.
8. Please remove scissors and shears from sewing boxes before displaying at the fair.
9. 4-H clothing construction exhibits will be judged by consultation evaluation of the articles with the 4-H member and judge. Parents and leaders are welcome to listen in only. The judge will have the right to ask the 4-H'er to put on a garment of the judge's choice to check the fit. Refer to the 4-H newsletter for judging schedule.
10. Please refer to the fair schedule for day/time clothing exhibits will be accepted at fair.
11. Ribbons will be placed on all garments at the county fair. Garments must be exhibited at the fair to receive a ribbon.

DEFINITIONS FOR SEWING AND TEXTILE DESIGN

Article - An item constructed in a clothing project such as backpack, laundry bag, garment bag, PJ's holder, tent, sleeping bag, cape, hat, gloves, scarf, etc. Item can be handmade or machine sewn and can also include applique or machine embroidering on item they have made.

Garment - A garment can be a dress, coat, jumper, jumpsuit, skirt, vest, blouse, shirt, pair of slacks, etc.

Outfit - Two or more pieces that can be worn together at the same time, but not necessarily a complete outfit. Example: a vest and skirt.

Recycled Clothing Project - An item made of at least 50% recycled material (recycled means reusing an existing item in a new way). Could be remaking/redesigning a garment, re-purposing a clothing item for a new use, etc. Must include sewing of some kind. A 4"x6" index card MUST accompany entry describing the recycled materials and how they were used in the item.

Educational Exhibit - Share with others what you learned in this project. Exhibits may be in the form of a poster, notebook or display. Follow copyright laws as explained in the General Rules. Take care to select durable materials that will withstand Fair conditions. No card tables allowed. Posters no larger than 22" x 28". Maximum size for a display is a 3' x 4' tri-fold display board.

CLASSES – 4000: An Article; garment, outfit or constructed by a 9-11 year old exhibitor

4001: Educational exhibit prepared by 9-11 year old exhibitor

4002: An Article; garment, or outfit constructed by a 12-14 year old exhibitor

4003: Educational exhibit prepared by 12-14 year old exhibitor

4004: An Article; garment, or outfit constructed by a 15-18 year old exhibitor

4005: Educational exhibit prepared by 15-18 year old exhibitor

4006: Recycled Clothing Project

**4007: An Article; garment, or outfit constructed by a 7-8 year old exhibitor
(Not a State Fair Class)**

**4008: Educational Exhibit prepared by 7-8 year old exhibitor
(Not a State Fair Class)**

4009: Sewing Box (Not a State Fair Class)

First year seamstress only (*regardless of age*). Judged on content only. Box may be homemade or purchased.

SHOPPING IN STYLE classes need to be entered in the Event Department, under 4-H SHOPPING IN STYLE. See 4-H SHOPPING STYLE Fair Book page.