

CLOTHING REVUE

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.

Contestants may compete in only one (1) of the following project areas. All other Clothing Projects will not be accepted. (See the attached table for project requirements.)

- Sew Much Fun I (Simple Gathered Skirt, Quick And Easy Tote)
- Sew Much Fun II (X-Citing Pants/Shorts/Peddle Pushers, X-tra Special Shirt, Apron)
- Mix & Match I
- Mix & Match II
- Sew 'N Go (Quick Sack, Handy Duffle, Super Duffle, Jumbo Garment Bag)
- Serger Sewing (Easy Totebag, Simple Tee, T-Shirt Dress, Serged Shorts, Fringed Skirt/Shawl)
- Creative Touches

Each county is responsible for writing commentaries for their participants. Commentaries can be no longer than 1 minute long when read. The commentary should be sent to the designated superintendent by 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.

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 in to the contest superintendent. All other accessories and garments will not be accepted.

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.

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.

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.

Embellishments to the project garments/bags are acceptable, based on the project instructions. However, NO embellishment should distract from the project or cover up any techniques the 4-H member will be judged on. Machine Embroidery is acceptable,

as long as the stitching was done by the member and not commercially. See the specific projects for construction methods and embellishment suggestions and/or requirements.

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.

Rehearsal will be one hour prior to the fashion show. Awards will be given out during the actual show. The style show will be held in front of the assembly at the stated time. Participation is encouraged, but not required.

The contest superintendent will provide copies of the scoresheets and project books for the judges. The following score sheets will be used for construction judging:

- Super Simple Skirt 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)
- Sew N Go--Evaluation Sheet
- Serger Sewing—Clothing Evaluation Sheet
- Creative Touches Evaluation Sheet

The following score sheets will be used for appearance judging:

- Look Your Best—Southeast District 4-H Contests

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

Helpful Hints for the Superintendent:

- 3 to 4 judges will be needed for this contest. Individuals should have some garment construction experience as well as fashion knowledge. The judges will be asked to judge the garments on the project requirements as well as current fashion trends.
- Garment racks are needed to collect the garments at registration and keep them sorted during the contest.
- Although many of the sewing projects include other projects, only the listed projects 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 $\frac{1}{4}$ " from the raw edge.
 - Stitch and Pink: stitch $\frac{1}{4}$ " from the raw edge, and then pink the raw edge $\frac{1}{8}$ " 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.
- Additional information on evaluating clothing projects can be found in the publication "Guidelines for Clothing Evaluation" 200.C-12. The publication can be found the 4-H Agent Webpage.
- For more information on conducting a Clothing Revue see publication "Guidelines for Conducting a 4-H Clothing Revue" 200.C-8 (R-2007). The publication can be found the 4-H Agent Webpage.

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

Embellishments to the project garments/bags are acceptable, based on the project instructions/requirements. However, NO embellishment should distract from the project or cover up any techniques the 4-H member will be judged on. Machine Embroidery is acceptable, as long as the stitching was done by the member and not commercially. See the specific projects for construction methods and embellishment suggestions and/or requirements.

Sew Much Fun—Sewing I	
Simple Gathered Skirt	<p>The skirt may be slim, full, long or used as a Swimsuit Cover-up. As suggested in the project, decoration may be added to the garment (lace, drawstring, fringe on the hem), but the decoration may not cover up any of the techniques you will be judged on.</p> <p>Machine Stitch the hem. Regardless of any trim added, the hem must be the stated 2-inches wide. The trim may not replace 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 member's totebag, 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>
Sew Much More Fun—Sewing II	
Handy Dandy Apron	<p>Follow the directions completely. All straps and ties must be fabric, included with the project pattern, no ribbon or other pre-cut ties. The hem must be hand stitched using the blind hem stitch.</p>
X-citing Pants, Shorts or Peddle Pushers	<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. The hem must be hand stitched using the blind hem stitch.</p>
X-tra Special Shirt	<p>Follow the directions completely. Complete all reinforcements and seam allowances as directed. The member must use the pattern provided. The hem must be hand stitched using the blind hem stitch.</p>

Mix & Match I	
<p>2 Piece Outfit of Woven Fabric</p> <p>This project DOES NOT INCLUDE A ZIPPER.</p> <p>Pattern Guide should be included with the garment for construction judging.</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 • Set In Pockets • Interfacing in front placket or collar or facing <p>Youth are expected to follow the pattern guide when constructing the garment. The project book should be followed when completing specific techniques, such as Darts, Gathers, Collars, In Seam Pockets, Sleeves (Set In, Raglan, Kimono), Facings, Reinforcing Seams, Heming and Button and Buttonholes, and Other Fasteners.</p>
Mix & Match II	
<p>2 to 3 Piece Outfit of Woven Fabric</p> <p>Suggestions:</p> <ul style="list-style-type: none"> • Pants & Blouse/Shirt • Pants & Vest • Skirt & Blouse • Jumper & Blouse <p>Pattern Guide should be included with the garment for construction judging.</p>	<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. The project book should be followed when completing specific techniques, such as: Stay Stitching, Sewing and Pressing Curved Seams, Zippers, Pleats, Hems, Sleeve Finishes and Bands.</p>
Sew N Go	
<p>Quick Sack, Handy Duffle, Super Duffle, and Jumbo Garment Bag</p>	<p>The Bag must be made of heavy weight, firmly woven washable fabric.</p> <p>The Quick Sack drawstring may be made of a Shoelace, Grosgrain Ribbon, or Nylon Cord. The Straps must be made of Webbing, Grosgrain Ribbon or Durable Braid.</p> <p>Stripe for the Quick and Garment Bag must be made of fabric. No ribbon or webbing.</p>

Serger Sewing	
<ul style="list-style-type: none"> • Easy Totebag with Fabric Handles • Simple Tee (Crewline with Set In Sleeves) • T-Shirt Dress (Ready Made Shirt with Cotton Fabric) • Serged Shorts (Elastic Cased Waistband) • Fringed Skirt/Shawl 	<p>Youth are expected to construct an item based on the project book guidelines and/or pattern guide. See specific instructions for each project in the member's project book. Fabric for each project is listed with the project instructions. The project must use a serger for the construction, not just 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	
	<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.) • Prairie Points • Yo-Yo's • Embroidery (Traditional Hand Embroidery, Silk Ribbon Embroidery) • Fabric Painting or Stenciling <p>Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>

Updated April 2021