

SOUTHWEST DISTRICT CONTEST
CLOTHING REVUE CONTEST

Revised 2019

Host County is to provide the following:

1. If at all possible, provide a large waiting room off the stage for Clothing Revue participants. This room is also to be used as a waiting room in the morning after the General Assembly. Participants will be called in groups to the dressing room to prepare for judging.
2. Provide a microphone and a podium. Commentaries will be ready in the morning for commentator to pick up and practice. While participants are waiting to be called to dressing room, commentator may practice with the participants in the waiting room or on the stage if it is not being used. Music is optional.
3. Desks or tables for the judges; one desk or table for the superintendents.
4. One large room to accommodate tables, chairs, and two separate judging areas.
5. One large dressing room with dress racks.

Helpful Pre-Evaluations Tips to Assist Members Prepare for County and District Contest

Pointer for Evaluations with 4-H Members

Evaluations are an important but often neglected part of the 4-H clothing program. Here are some pointers designed to assist you in planning and evaluating the clothing project with your 4-H club member. The first section gives suggestions for conducting an evaluation discussion with a 4-H clothing member. These pointers are designed to assist 4-H clothing leaders in planning and evaluating clothing projects with 4-H club members.

Pointers for Evaluating with 4-H Clothing Members

If the leader works with the member throughout the project in planning, accomplishing, and evaluating the 4-H member, the 4-H member will have a good idea at the end of the project of how successfully the plan has worked. Evaluations should be a continuous process that takes place all during the project as each step is accomplished. In this way, evaluation is a tool which helps the member learn as the project progresses. This is not true if the evaluation is done only after the project is complete.

The following suggestions may help the leader in conducting meaningful evaluation discussions with clothing members.

1. Try to choose pleasant surroundings that are free from noise and interruptions.
2. Help the members feel at ease by greeting each one warmly and conversing in a friendly manner.
3. Begin and end the evaluation with a positive approach- that is, find something about the project that is successful and compliment the member.
4. Get the 4-H member to talk about the project.
5. Find out how the 4-H member feels about the project. Where does the 4-H member feel success or limited success in the project?
6. Try not to talk at the 4-H member, but with the member. Lead the 4-H member into discovering where the project has been successful or unsuccessful.
7. Help the 4-H member discover what could be done to improve the project. You might be surprised to learn that the 4-H member has some excellent ideas for improving on the work that was done.
8. Try to have an open mind about methods and techniques. Don't consider only one technique or method as being acceptable.
9. Consider individual capabilities when deciding on the results of a project. Guard against accepting everything as being successful. When you think the 4-H member could improve upon the work, explain how.
10. Consider the use for which garments are intended in evaluating construction techniques and selection of pattern, fabric, trimming, and accessories.
11. Help the 4-H member to feel pride and accomplishment in project work.

12. Try to inspire the 4-H member for future work. Help the member learn to analyze work and plan so that each project will be more successful than past experiences.
13. Remember that the development and growth of the member is a result of working with the project, and is more important than the methods used or the results achieved in the project.
14. Try not to be concerned as much with small details as you are with the project as a whole in relation to each individual member.
15. Remember to be a good listener and be interested in why the member did what was done. You may even learn something new.
16. Allow time during the discussion for the 4-H member to ask you questions.

The following questions may include some that a leader would use in an evaluation session with a 4-H clothing member.

1. Why did you take this project?
2. What did you think you might learn in this project?
3. How much experience did you have before you started this project?
4. What did you like most about the project?
5. What did you like least about the project?
6. What did you do for the first time in this project?
7. Who helped you decide what your project would be?
8. Where did you get help?
9. What new things did you learn?
10. How will you use what you learned?
11. What would you like to learn next?
12. If you were to do the project again, would you do anything different?
13. How do you feel your project could be improved?
14. Did your project turn out as you planned? If not how did it differ?
15. How does this garment fit in with other garments in your wardrobe?
16. Where do you plan to wear this garment?
17. What accessories are you planning or what accessories do you already have to wear with this garment?

4-H Clothing Revue Project Requirements

(Based on the 4-H Project Books and 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 at count contest, your counties 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 (not 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>
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 pre-cut ties. The member must use the pattern provided.</p> <p>The apron may not be embellished with trim, buttons, embroidery or other additions that will detract from the apron.</p> <p>The hem must be hand stitched using the blind hemstitch. (page 59)</p>
X-citing Pants or Shorts	<p>Project 2, page 63</p> <p>Follow the directions completely. The youth may exhibit pants or shorts. The member must use the pattern provided to complete the project.</p> <p>The hem must be hand stitched using the blind hemstitch.</p> <p>The member may add trim/decoration to the hem in the project, no buttons or other additions that will detract from the garment are allowed. The trim/decoration may not cover any of the techniques you will be judged on.</p>

<p>X-tra Special Shirt</p>	<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 hemstitch.</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>
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Mix & Match I

<p>2 Piece Outfit of Woven Fabric</p>	<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 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>Pattern MUST be turned in with the garment for construction judging.</p>
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Mix & Match II

<p>2 to 3 Piece Outfit of Woven Fabric</p>	<p>This project must include a Lapped or Centered Zipper. One garment must include a lapped/centered zipper – any zipper technique is acceptable as long as at least on garment has a 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>Pattern MUST be turned in with the garment for construction judging.</p>
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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 shoelace, Grosgrain Ribbon, Or Nylon Cord</p> <p>The stripe must be made of fabric and cut using the provided 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 provided 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 provided 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 provided 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	
	<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 BlanketStitch) - 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 <p>Machine Embroidery is acceptable as long as the stitching was done by the member and not commercially.</p>
Let's Make a T-Shirt	
	<p>The member will construct a collarless T-Shirt, of single knit fabric, from a pattern of their choosing. The pattern must include the following features:</p> <ul style="list-style-type: none"> - A rounded neckline - Set In Sleeves - Center Front and Center Back - Yoke and /or Pockets <p>The T-Shirt may not be embellished with trim, buttons, embroidery or other add-ons that will detract from the T-Shirt.</p> <p>Pattern MUST be turned in with the garment for construction judging.</p>
Quilting	
	<p>Youth are expected to construct an item based on the project book guidelines and / or pattern guide.</p>

General Guidelines for all Clothing/ Sewing Project

- Although many of the sewing projects include other projects, only the project above will be considered for the Clothing Revue Contest at the Southwestern 4-H District Contest.
- 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 zigzag 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) $\frac{1}{4}$ ".
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.

OTHER IMPORTANT INFORMATION:

1. Please fill out form 200 C-5, the 4-H Clothing Revue Information Sheet, and turn it into your Home Economist or 4-H agent prior to District Contest and do not forget to attach swatches of fabrics used.
2. Give a typed commentary to your Home Economist or 4-H Agent prior to District Contest. Besides your NAME and the PROJECT YOU MADE, things you might want to mention include:
 - a. Age
 - b. Grade
 - c. School
 - d. Hobbies
 - e. Other 4-H projects/activities
 - f. Why you chose the outfit you did
 - g. What you will wear your outfit to
 - h. An interesting experience while making it, and so on.

Be creative and have fun with it. You should also read your commentary aloud before turning it in to make sure that it sounds good.

3. If you are doing Mix and Match I or Mix and Match II, please do not forget to attach the pattern you used to your outfit. Make sure and put your name and county on it. Without your pattern, the judges have no guidelines to judge your project on and you will be disqualified.

4. Choose just one item from one project to enter (an exception to this is in Sewing II, where you can choose to enter a shirt and matching pants to be judged as one outfit).