

2025 CLOTHING & TEXTILES FACT SHEET

Ohio State University Extension
 Erie County 4-H
 2900 Columbus Ave, Sandusky, OH 44870
 419-627-7631
<http://erie.osu.edu>

Project Numbers

- ✂️ 406 - Clothes For High School & College
- ✂️ 407 - Accessories for Teens
- ✂️ 408 - Creative Costumes
- ✂️ 409 - Sew Fun
- ✂️ 410 – Designed by Me
- ✂️ 411 – em-bel-lish: A 4-H Guide to Wearable Art
- ✂️ 412 - Sew for Others
- ✂️ 413 - Sundresses & Jumpers
- ✂️ 415 – Ready, Set, Sew Active
- ✂️ 417-1 - Dress-Up Outfit - Daywear
- ✂️ 417-2 - Dress-Up Outfit - Nightwear
- ✂️ 418 - Loungewear
- ✂️ 419 – Terrific Tops
- ✂️ 420 – Outerwear for Anywhere
- ✂️ 424 - Clothes for Middle School
 - ✂️ 425 – Look Great for Less
- ✂️ 426 - Clothing for Your Career
 - ✂️ 430 - Shopping Savvy
- 432M – Sewing & Textiles Master
- ✂️ 498 - Quilting the Best Better
- ✂️ 499 - You Can Quilt!
- 42020 – Refashion
- 42800 – Needlecrafts

✂️ Denotes Small Project Auction eligibility for first place winners. Read Small Project Auction rules in fair book. **Sign up by Friday, August 2, 2024**

✂️ Designates projects that are eligible for the state fair if the member is selected.

Note: If you have any questions concerning clothing and textiles projects, call Key Leaders and 4-H Master Clothing Volunteer Dianne Galloway at 419-625-5951.

Age categories are suggested State Fair ages

Evaluation, Times & Places

Fair Entry Deadline – Entries via FairEntry Online System due by July 14th at 11:59 p.m.

Clothing Judging will be at the **Erie County Fairgrounds, July 17, 2025, at 9 am**. Detailed schedule will be posted in July.
go.osu.edu/eriejudging

Style Revue and Awards Presentation – **During intermission of the Jr. Miss Pageant**

Project check-in: Bring your exhibit to the fairgrounds on **Sunday, August 3, 2025**, between 5-8pm.

Project check-out:

Sunday, August 10, 2024, **9am-NOON**
 Projects will be at the Extension Office Monday, August 11 until September 15, 2025.

State Fair Clothing Days for Erie County,
Tuesday, July 30th, Wednesday, July 31st & Thursday August 1st (depending on your project)
 State Fair Quilt Day – **Wednesday, July 24th**

Sale checks will be mailed. All checks must be cashed by November 25th of the current year or funds are forfeited. This includes issued checks and checks held for not meeting requirements, i.e. Thank you notes or poultry cards not submitted. No exceptions allowed.



ATTENTION: The following “General Rules” section pertains to all 4-H members with clothing projects.

GENERAL RULES

1. All work on clothing & textiles projects, as with all 4-H projects, must be that of the member. Help and supervision by an advisor, adult, parent, or any other person is acceptable but each member must do their own work.
2. 4-Hers who take more than one clothing project must complete separate learning experiences related to each, including creating a separate, complete, total-look outfit **FOR EACH PROJECT:** i.e. the accessories project cannot be used with another project.
3. You may repeat **some** clothing projects as long as you meet the age and experience level Guidelines for the project. If you choose to repeat a clothing project, you must attempt a new challenge, such as a more complicated pattern or harder to handle fabric, etc.
Special Note:
All Clothing Projects (except Sew for Others)
Members who have won Clock Trophy in State Fair competition previously **MAY NOT** participate in the same category the following year.
4. **Members must participate in clothing judging to be placed!!** Makeup judging will not qualify for placing. You must call the Extension office to schedule makeup judging.
5. **Must Bring the following items to judging:**
 1. Clothing project including complete outfit to be modeled for the judge. Remember, proper undergarments (slips, camisoles, and hose). Sewing and textiles master project exhibitors must bring their non-clothing fabric item(s) to judging.
 2. Complete pattern (if applicable).
 3. Completed project book and project guides are required at all judgings. If book and/or guidelines are not complete or not present, the grade will be lowered and the member is not eligible to place.
 4. Any other activities or records required for completion of your specific project. (Follow project guidelines for sewing projects and consumer projects)
 5. Style Revue Form (found on-line with project fact sheet) - must be filled out and returned at Clothing Judging (for ALL clothing & textiles projects). (Copy this paper to practice commentary)
When describing your outfit use your name, he or she not the word “I”. Attach fabric swatch
6. All clothing and textiles projects will be divided into Junior (age 13 and under) and Senior (age 14 and over) divisions. (Age is of January 1st).
7. All clothing projects are evaluated by individual interviews where the outfit will be judged and members will be questioned about what they have learned from completion of both the project and the project book. Judging grades are based on the quality of the completed outfit as well as the knowledge gained and the “7 Clues to a Total Look”. (See project book)
8. You will receive some compliments about your work and you may also receive some suggestions for improvements and/or challenges for future projects. Please remember judges’ comments are intended to help you learn and improve your skills.
9. Outstanding Clothing & Textiles projects will be selected to participate at the Ohio State Fair, with the exception of: 432M Sewing & Textiles Master which does not show at State. Needlecrafts and Refashion are county projects and members cannot advance to state fair.
10. Junior Fair projects may not be sold on the fairgrounds except through the fair project auctions. For sale signs may **not** be posted on projects.
11. Overall award winners and the State Fashion Board nominee will be selected from the 4- H’ers chosen for the State Fair Fashion Revue.
12. **Wool Award:** This special award is selected from among 4-H Clothing and Textiles projects constructed from wool or a wool blend. Contact the Extension Office or your 4-H club advisor for an application and complete instructions.

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✂️ **406 Clothes For High School and College** (Advanced) - Project is recommended for the high school age 4-H'er. Follow project guidelines listed in front of project book. Judging and Fair Exhibit: Construct an outfit with a minimum of two pieces or a one-piece garment with sleeves. Outfits made in this project should be for "everyday" use in attending classes and participating in meetings at school and **must satisfy school dress code.**

✂️ **407 Accessories For Teens** (Designed for teens with little or no previous sewing experience) - In this beginner level project for teens, make (sew, crochet, knit, weave, macramé, etc.) at least one accessory to add a finishing touch or to achieve a more complete appearance in an outfit you select. Judging and Fair Exhibit: A total-look must be worn for judging. Only accessories need to be exhibited for fair or may be displayed with another project. This is a separate outfit from your other clothing projects. You may not buy a purchased item and decorate it. (May repeat)

✂️ **408 Creative Costumes** (Advanced) - Participants will choose to make the costume in one of four categories: Historical, Ethical/Cultural, Theatrical, or Special Interests. Goals of the project include understanding clothing and its significance to individuals and groups as well as applying new knowledge to planning and making costume related to the goals of the specific costume category. Projects will be evaluated according to the seven clues to a total look. In addition, evaluation will include authenticity of adoption and knowledge of costume history or background related to the specific costume chosen. This is an advanced project for teens. **May repeat project by exploring a different category.**

✂️ **409 Sew Fun** (Beginner) – 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. Project may be repeated.

✂️ **410 Designed by Me** – (Beginner) – 4-H members decorate a t-shirt, sweatshirt, button-down shirt, or simple jacket by using at least two embellishment techniques to make a unique, one of a kind top. Then by using the 7 Clues for a Total Look, will assemble a total look outfit for judging. Must complete all activities outline on page 4. Can be repeated, using different techniques.

✂️ **411 em-bel-lish: A 4-H Guide to Wearable Art** (Intermediate) – Provides the opportunity for members to embellish clothing purchased or made previously. Possibilities include appliqué, batik, beading, dyeing, embroidery, and many other techniques. This intermediate to advanced level project is a continuation from the beginner book, Fun With Clothes.

✂️ **412 Sew For Others** (Intermediate) - Sew for one person in one of five categories: (1) Infant, Toddler or Children (2) Pre-teen, Teen or Adult (3) Older Adult (4) Physically Handicapped or Disabled (5) Person in a Special Activity. Construct a complete outfit for the person of your choice or adapt three different garments for a disabled person. Complete project guidelines (Pg. 3) and fill out book. 4-H'er should wear appropriate judging attire and the "one other" needs to model the garment. Call the Extension Office for special fact sheets on Sew for Others.

*** This project may be taken up to five times. However, the category of "other" selected for the project may not be repeated. Each time the project is repeated, a different category must be selected.**

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✂️ **413 Sundresses and Jumpers** (Beginner) - Plan and make a sundress or jumper (with or without a top), and choose accessories. *NOTE: Pantsuits, jumpsuits, skorts, and split skirt jumpers require fitting skills beyond this level and should NOT be made in this project.* Follow project guidelines (pgs. 4-7) and complete project book. You may repeat this project as long as new experiences and new skills are developed each time.

✂️ **415 Ready, Set, Sew Active** (Intermediate) – Make at least one garment in an outfit assembled for active sportswear. Along the way, evaluate your buying habits, complete a plan for accessories, and evaluate your total look.

✂️ **417-1 Dress-Up Outfit - Daywear** (Advanced) - Dress-Up daywear includes dresses, dresses with jackets, suits with pants or skirts, men’s suit, shirt, and trousers etc. worn for church, parties and other dressy occasions. Complete project requirements (pg. 3) and project book.

✂️ **417-2 Dress-Up Outfit - Formal** (Advanced) - Dress-Up formal wear includes long formal gowns, cocktail dresses, formal pants and tunics, men’s suit or tuxedo etc. (read page 8) worn for formal parties, dances, in wedding parties, and for other formal occasions. Complete project requirements (pg. 3) and project book.

✂️ **418 Loungewear** (Intermediate) – Plan and make the outer layer of an outfit for lounging such as a cotton robe, a fleece shawl, or a terry cloth cover up –whatever fits your sewing ability, lifestyle, and loungewear needs. Make or select other garments and accessories (sleepwear and footwear) to complete your loungewear outfit. This project may be repeated. Complete project requirements and project book.

✂️ **419 Terrific Tops** (Beginner) – Want a flattering top that fits your personality? Make your own with this easy-to-follow project. Sew, crochet, or knit a top from a pattern you choose. Learn how to take your measurements accurately and add a few new sewing skills. Build an outfit around your new top and add accessories for a one-of-a-kind look.

✂️ **420 Outerwear for Anywhere** (Advanced)- An advanced-level project. In “Outerwear for Anywhere” you will be making a coat, jacket, cape, or some other outerwear garment. Although a tailored garment is challenging to sew, it will provide many new learning experiences and a sense of satisfaction and accomplishment when completed. Note: Only outer garment will be exhibited at fair (not complete total look outfit).

✂️ **424 Clothing For Middle School** (Intermediate) - this project is designed for 4-H’ers in grades 5 through 8 or 9, depending on when you enter high school. Make at least one garment with sleeves or a skirt or pants plus a top such as a vest, collarless jacket, sweater, blouse, shirt or other top with or without sleeves. Complete project requirements (pg. 3) and complete book. Judging and Fair Exhibit - must assemble a complete outfit to model at judging. **Must satisfy school dress code.** Project records should accompany outfit.

✂️ **425 Look Great for Less** – (Advanced) - **No clothing construction required.** This project will challenge youth to use creativity and resourcefulness as they put together a total look outfit as inexpensively as possible. Compare different types of clothing stores, explore second-hand shopping, learn when sales are most likely to occur, evaluate clothing quality, then shop for an outfit. This project does not require sewing skills. One time project. Judging and Fair Exhibit - Must assemble a complete outfit to model at judging and project records should accompany outfit. Garment to be displayed at fair.

✂️ **426 Clothing for your Career** (Advanced) - Construct an outfit for your job or career. This project includes visiting a job site and/or interviewing an employer as well as writing a description of your job or one you are interested in. You will also learn about image and using accessories effectively. Construct an outfit that has a minimum of two pieces, provides you with several new challenges, and fills a job or interview need. May repeat by exploring a new career.

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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! Complete project requirements (pgs. 5-7). You may repeat this project as long as new learning experiences and new skills are developed each time. Judging and Fair Exhibit - Must assemble a complete outfit to model at judging and project records should accompany outfit. Garment to be displayed at fair. Both a junior and senior participant can be selected to compete at the Ohio State Fair.

☐ **432M Sewing and Textiles (non-clothing) Master** (Advanced) – This project is for members who want to sew something other than clothing, namely home décor, and requires specialized or professional-level skills. 4-H members of any age can complete this project, but should have considerable previous sewing experience and be able to plan and complete the project on their own with minimal supervision or assistance. You may repeat this project as long as new learning experiences and new skills are developed each time. Judging and Fair Exhibit: Must assemble at least one non-clothing fabric item for judging & project records should accompany item(s). Item to be displayed at fair.

✓☐ **498 Quilting the Best Better** – This project is designed for members who have completed *You Can Quilt!* Practice and refine your quilting skills by using the half-square triangle method. Construct quilt blocks, a pillow to be donated, and a lap quilt (minimum 30" x 30" and maximum 54" x 72"). Follow project guidelines in the project book. This project may be repeated as long as new learning experiences and new skills are developed each time.

✓☐ **499 You Can Quilt!** – Explore each of the three project areas (Where to Start, Create Your Quilt Top, Put It Together) by completing the activities and making ONE MINI QUILT using one of two patterns in the project book. Follow project guidelines on page 3 of the project book. This project may be repeated as long as new learning experiences and new skills are developed each time.

☐ **2020 Refashion -** Take something “old” and make it new again. Members choose an article of clothing or even an old household item and turn it into something stylish and fun to wear. You can alter an existing garment or use the fabric to create at least 1 piece to wear. Let your imagination and creativity guide you. Judging and Fair Exhibit: Bring completed project book, model your “Refashion” garment as a total look outfit and photos showing the BEFORE and AFTER transformation.

☐ **2800 Needle Crafts -** Explore a variety of different techniques utilizing textiles and a needle or hook, such as cross stitch, rug making, needle felting, crocheting, knitting, and embroidery. Judging and Fair Exhibit: Display one to three items from the same interest area (cross stitch, rug making, needle felting, crocheting, knitting, and embroidery).



4-H Style Revue Card

Please print neatly or type. Bring completed card to judging

Project Name _____ Age as of January 1st _____

Our next model is _____

She / He is a member of the _____
(circle) (name of 4-H club)

_____ has made / purchased a _____
(First name) (circle) (name items)

in _____ . It has _____
(fabric color and name) (describe garment or item)

(Complete next sentence if applicable) With her/his outfit _____ has
(circle) (first name)

selected _____
(describe accessories)

She / He plans to wear/use this outfit/item _____
(circle) (circle) (circle)

Staple fabric swatch(s) here