SECTION 4306 - Design and Construction

- Fall 2022 – All Design and Construction projects will be REQUIRED to have the Skill Mastery Sheet securely attached to the project. Use a safety pin and attach directly to the exhibit when at all possible. NEVER attach sheet to a hanger! The sheet MUST be completed by the 4-H member.
- The skill mastery sheet (https://4h.okstate.edu/projects/design-and-construction/curriculum-andpatterns.html is an education tool to guide project work. Click Sample Technique Cards to find instruction for many of the techniques noted in the skill sheets (i.e. facings, zippers, hems, fasteners, etc.).
- Instruction Sheets for the projects listed can be found at: https://4h.okstate.edu/projects/design-andconstruction/project-guide-sheets.html
- Fair exhibits have been carefully selected and directed for members to investigate and learn specific skills/information and to demonstrate mastery of these skills/information.
- The end-product/exhibit is being evaluated on the skills "learned/mastered." The skill sheet serves as the member's "personal reflection" and communicates to the judge what was learned. Why is this important? Because in 4-H, the reflection and application of what was learned is more important than the end product/exhibit.
- The skill sheet is to be used as a planning tool. It is important that each 4-H member take responsibility for the life skill of "learning to learn." This may require members, leaders and educators to look up terms and learn techniques as part of the educational process.
- Resources, instructions and project guides are posted online. Members are encouraged to seek out other valid resources which teach proper technique and knowledge in the areas of design and construction.
- General Skills to be mastered in project/product in ADC, IDC and HTDC:
  - Structural Design: Construction technique, size, form, color and texture suited to the materials and product end use.
  - Elements of Design: The finished product illustrates the member is learning or "mastering" the basic elements of design - line, shape or form, texture, color, and space.
  - Principles of Design: The finished product illustrates an awareness and application of the principles of harmony, proportion, balance, rhythm and emphasis adding dimension, interest and/or appeal to the finished product.
  - Surface Design: This is any lines, shapes, colors, textures, or materials applied to the product or item's design that creates an emotional or personal quality, individuality and creative expression without disturbing initial/end purpose/how it is used. Design is that "something" which makes the item unique to the individual designer.
- **Reports/Descriptions/Expense Sheet/etc.** – Exhibits requiring a report/description/expense sheet of any kind, can be typed or neatly/legible handwritten. Report should be one-two pages. If typed, it must be double spaced using a minimum of 12-point font. Report MUST be SECURELY attached to the exhibit.
- Hangers will not be returned.

APPAREL DESIGN & CONSTRUCTION - (ADC)

Grades 3-5 - Review section 4306 general instructions. The project must have at least two (2)

skills/techniques identified as appropriate for the ADC Level 1 or Level 2 project work. Some classes have specific skills/techniques which must be incorporated into the exhibit.

1**. <u>Simple</u> Tops** (shirt, tank top, t-shirt, vest, poncho, costume, or any other similar simple top). No lined garments. Exhibits in classes 01 and 02 are to be SIMPLE. Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings Level 1 Mastery Sheet: Buttons, Casing, Hem, Seams, Seam Finishes.

2. **<u>Simple</u> Bottoms** (shorts, capris, pants, skirts, costume, or any other similar simple bottom). Garments are not to be lined, have pockets or a zipper. Exhibits in classes 01 and 02 are to be SIMPLE. Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings Level 1 Mastery Sheet: Hem, Seams, Seam Finishes, Waistband.

3. **Simple Lined or Unlined One-piece garment with one or one or more: pocket, waistband or facing** (top, bottom, robe, jacket, dress, jumpsuit, vest, poncho/shawl costume, or any other similar one-piece garment). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 1 or 2 Mastery Sheet: Facing, Pocket, Waistband, Zipper, Interfacing, Seam Finish. Waistband can be a flat front band and elastic back.

4. **Non-human Apparel** (doll, pet or livestock garment/costume, or any other similar item)

5. **Simple Sewn Fashion Accessory** (sewn hat, scarf, bag, wallet, purse, mittens, string-pack or textile-based jewelry, or any other similar sewn fashion accessory)

6. **Knitted/Crocheted Fashion Accessory** (knitted/crocheted hat, scarf, bag, wallet, string-pack, or textile-based jewelry, or any other similar knitted/crocheted fashion accessory). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 1 or Level 2 Mastery Sheet: Crochet, Knitting.

7. **"Recycled/Upcycled"** Apparel/Garment/Fashion Accessory with before and after (garment/accessory being worn) pictures and a written description of the design and construction process/steps the member undertook and reason(s) for "redesign." See Frugal Fashion Instruction Sheet and other OK Recycle and Redesign resources.

**** See Class 20 All Grades: Apparel Design Project Portfolio**

Grades 6-8 - Review section 4306 general instructions. Project must have at least two (2) skills/techniques identified as appropriate for the ADC Level 2 or Level 3 project work. Some classes have specific skills/techniques which must be incorporated into the exhibit.

8. **Blouse/Shirt** with sleeves and closure. Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: Buttons and Buttonhole, Fasteners, Sleeves, Zipper. No jackets, coats or vests.

9. **Lined or Unlined Bottom with zipper and pocket(s)** Exhibit must have two (2) or more of the specific

skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet:

Interfacing/Underlining, Lining, Pockets, Zippers. Pocket style must be one described on the skill sheet.

10**. Lined or Unlined Two-piece garment** (coordinating top and bottom, jacket/vest with bottom/dress, PJ's, uniform, costume, or any other similar two-piece coordinate). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: Buttons and Buttonhole, Fasteners, Interfacing/Underlining, Lining, Pockets, Sleeves, Zipper.

11. **Sewn Fashion Accessory with closure/fastener and seams.** (Examples: hat/earmuffs, wallet, bag/purse/backpack, costume accessory (such as gloves, apron, bustier), textile-based jewelry, or any similar sewn accessory. See specific skills/techniques listed under the following headings Level 3 Mastery: Buttons and Buttonholes, Fasteners, Seams, and Seam Finish which may apply.

12. **Fashion Garment or Accessory created by Knitting/Crocheting/Tatting/Felting or similar technique.** No accessory is to be constructed from commercial/purchased fabric (woven, knit, felt, etc.) Knitted or crocheted exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: Crochet and/or Knitting.

13. **"Recycled/Upcycled" Apparel/Garment/Fashion Accessory** with before and after (garment/accessory being worn) pictures and a written description of the design and construction process/steps the member undertook and reason(s) for "redesign." See Frugal Fashion Instruction Sheet and other OK Recycle and Redesign resources.

**** See Class 20 All Grades: Apparel Design Project Portfolio**

Grades 9-12 - Review section 4306 general instructions. Project must have at least two (2) skills/techniques identified as appropriate for the ADC Level 3 or Level 4 project work. Some classes have specific skills/techniques which must be incorporated into the exhibit.

14. **One-piece lined or unlined garment** (pants, skirt, coat, jacket, dress, jumpsuit, uniform, formalwear, costume, or any other similar garment) with two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 4 Mastery Sheet: Collar/Cuff, Buttons and Buttonholes, Fasteners, Hem, Interfacing/Under lining/Interlining, Lining, Seam, Seam/Finish, Zipper.

15. **Two-piece lined or unlined ensemble/coordinate** (coat/jacket/vest/shirt/blouse with dress/pants/slacks/skirt/etc., suit, costume, or any other similar two-piece coordinate with two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 4 Mastery Sheet: Collar/Cuff, Buttons and Buttonholes, Fasteners, Hem, Interfacing/Under lining/Interlining, Lining, Seam, Seam/Finish, Zipper.

16. **Sewn Fashion Accessory with closure/fastener and seams.** (Examples: hat/earmuffs, wallet, bag/purse/backpack, costume accessory (such as gloves, apron, bustier), textile-based jewelry, or any similar sewn accessory. See specific skills/techniques listed under the following headings Level 3 Mastery: Buttons and Buttonholes, Fasteners, Seams, and Seam Finish which may apply.

17. **Fashion Garment or Accessor**y created by Knitting/Crocheting/Tatting/Felting or similar technique. No accessory is to be constructed from commercial/purchased fabric (woven, knit, felt, etc.) Knitted or

crocheted exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 4 Mastery Sheet: Crochet and/or Knitting.

18. **Functional Fashion Accessory or Garment designed for Special Needs.** "Special Needs" being the individual requirements of a person with a mental, emotional, physical disability or disease." **MUST** include a description of whom it was made for, why the need, any special adaptations per the individuals request and any other pertinent information supporting the finished product. (Examples of fashion accessories or garment: apron/tidy-top; garment adaptation; mastectomy pillow; cancer cap/hat; slippers/shoes; wheelchair - coat, gloves, backpack, cell phone caddy; etc. This exhibit is for fashion accessories and garments worn by the person. See IDC class 40 for other special needs item.) See Citizenship through Service Learning and Sewing for Special Needs instructions.

19. **Recycling/Upcycling Apparel on a Budget** – Focus is on the skill/technique mastery applied to the recycling/upcycling of a garment with a budget of $10. Must include an expense sheet for any supplies/garments purchased. In kind or on hand supplies (thread, fabric/trim scraps, buttons, interfacing, etc.) used in the design and construction are also to be listed on the expense sheet. Exhibit must include before and after (garment being worn) pictures and a written description of the design and construction process/steps the member undertook. See Frugal Fashion Instruction Sheet and other OK Recycle and Redesign resources.

**** See Class 20 All Grades: Apparel Design Project Portfolio**

All Grades - ADC

20. **All Grades: Apparel Design Project Portfolio**: A portfolio is a great record keeping tool. It will be a valuable source for ideas and future projects, a place to share any project work done in ADC and provide a place to show samples of new techniques or knowledge explored in ADC. It is a notebook with three (3) sections – 1) Projects/Products, 2) Sample Technique Pages and 3) Creative Inspirations and Ideas. See Design Portfolio instructions. All Portfolios, regardless of grade, will be judged together.

INTERIOR DESIGN & CONSTRUCTION - (IDC)

IDC project must <u>be made largely from a textile product</u> unless otherwise stated. A textile is a flexible material made of fiber/thread/yarn. Textiles are formed with various methods including weaving, knitting, crocheting, knotting or felting. Other words for textiles are cloth and fabric.

Grades 3-5 - Review section 4306 general instructions. Project must have at least two (2) skills/techniques identified as appropriate for the ADC Level 1 or Level 2 project work. Some classes have specific skills/techniques which must be incorporated into the exhibit.

The following headings on the Mastery Sheets are just a few examples of skills/techniques which apply to many of the projects listed in IDC: Buttons, Casing, Gathering, Hem, Seam, Seam Finish, Buttons and Buttonhole, Crochet, Darts, Facing, Fasteners, Interfacing, Knitting, Pleats, and Zipper.

21. **Home Accent Kitchen:** apron, food caddy/warmer, appliance cover, message center/board, simple curtains, tablecloth, simple table runner, hand/dish towel, potholders, hot pad, lunch bag, (1) placemat,

(2) napkins, or any other similar item for the kitchen. All exhibits should illustrate some skill mastery of hand or machine sewing techniques

22. **Home Accent Bedroom:** Examples: two pillowcases, two coordinating pillows, pair of curtains (no commercially produced linens), or any combination of two coordinating pieces (i.e., blanket/quilt with binding, lamp shade, lap desk, rug-latched/woven/braded/etc., painted floor cloth, any other item) for the bedroom).

23**. Simple Storage Bag without zipper**: laundry, jewelry, cosmetic/toiletry/shaving/pencil, book/electronic cover, or any other similar bag for home/school/office/shop/vehicle/exercise/hobby/barn/etc. No fashion accessory type bags.

24. **Home Accent Storage**: bucket caddy, hanging storage unit, under-bed storage, basket liners, storage box, locker storage, scrapbook cover, or any other similar item. No bags.

25. **Seasonal Décor sewn from fabric**: table runner, (1) placemat with napkin, wall hanging, yard flag/banner/windsock, centerpiece, decoration, or any other similar item, sewn by hand or machine stitching. This class is not intended for full size quilts/blankets which do not fit "seasonal décor."

26. **Recycled/Upcycled Furniture** – Painted, stained, refinished, decoupage, tiled or upholstered furniture, or any other appropriate technique not stated to recycle/repurposed a piece of furniture. Purchasing an unfinished piece of furniture does not qualify as recycling/repurposing. MUST include before and after (furniture displayed, showing how it was designed to fit a room's décor) photos, a description of the process - inspiration/design process, who it was made for, why the need, any special considerations, or any other pertinent information supporting the finished product. See Recycle and Redesign instruction sheet.

**** See Class 39 All Grades: Special "Needs" Accessory**

**** See Class 40 All Grades: Seasonal Décor non fabric**

**** See Class 41 All Grades: Interior Design Project Portfolio**

Grades 6-8 - Review section 4306 general instructions. Project must have at least two (2) skills/techniques identified as appropriate for the ADC Level 2 or Level 3 project work. Some classes have specific skills/techniques which must be incorporated into the exhibit. The following headings on the Mastery Sheets are just a few examples of skills/techniques which apply to many of the. IDC projects listed: Buttons and Buttonhole, Casing, Crochet, Darts, Facing, Fasteners, Gathering, Hem, Knitting, Pleats, Seam, Seam Finish, Zipper, Applique, Interfacing/Underlining, Lining, Pockets, Staystitching, Trim(s), Top Stitching and Zipper.

27. **Design Storyboard** – For an "Ultimate/Ideal" Room. Include color scheme, wall treatment, floor treatment, floor plan, etc. Exhibit will consist of a multimedia presentation, notebook, or story board (matte or foam core board 20" x 15") with above items and a description of what was learned. Project can include but not limited to pictures, samples, diagram of room arrangement, drawings, narration, cost comparison of supplies, arrangements, and budget/cost, etc. for project. See Storyboard instruction sheet.

28. **Home Accent Kitchen**: apron, food caddy/warmer, appliance cover, message center/board, simple curtains, tablecloth, simple table runner, hand/dish towel, potholders, hot pad, lunch bag, (1) placemat, (2) napkins, or any other similar item for the kitchen. All exhibits should illustrate some skill mastery of hand or machine sewing techniques

29. **Home Accent Bedroom**: Examples: two pillowcases, two coordinating pillows, pair of curtains (no commercially produced linens), or any combination of two coordinating pieces (i.e., blanket/quilt with binding, lamp shade, lap desk, rug-latched/woven/braded/etc., painted floor cloth, any other item) for the bedroom). Added to beginning level new class 22

30. **Storage Bag with some type of closure other than drawstring:** laundry, jewelry, cosmetic/toiletry/shaving/pencil, gym/tool/equipment/sewing bag, book/electronic/computer cover, garment bag, or any other similar bag for home/school/office/shop/vehicle/exercise/hobby/barn/etc. No fashion accessory type bags.

31. **Home Accent Storage:** bucket caddy, hanging storage unit, under-bed storage, basket liners, storage box, scrapbook cover, or any other similar item

32. **Seasonal Décor sewn from fabric:** table runner, (2) placemats with napkins, wall hanging, yard flag/banner/windsock, centerpiece, decoration, or any other similar item, sewn by hand or machine stitching. This class is not intended for full size quilts/blankets which do not fit "seasonal décor."

33. **Recycled/Upcycled Furniture** – Painted, stained, refinished, decoupage, tiled or upholstered furniture, or any other appropriate technique not stated to recycle/repurposed a piece of furniture. Purchasing an unfinished piece of furniture does not qualify as recycling/repurposing. MUST include before and after (furniture displayed, showing how it was designed to fit a room's décor) photos, a description of the process - inspiration/design process, who it was made for, why the need, any special considerations, or any other pertinent information supporting the finished product. See Recycle and Redesign instruction sheet.

**** See Class 39 All Grades: Special "Needs" Accessory**

**** See Class 40 All Grades: Seasonal Décor non fabric**

**** See Class 41 All Grades: Interior Design Project Portfolio**

Grades 9-12 - Review section 4306 general instructions. Project must have at least two (2) skills/techniques identified as appropriate for the ADC Level 3 or Level 4 project work. Some classes have specific skills/techniques which must be incorporated into the exhibit. The following headings on the Mastery Sheets are just a few examples of skills/techniques which apply to many of the projects listed: Applique, Buttons and Buttonhole, Bias Tape, Couture Technique/Historic Technique, Crochet, Darts, Facing, Fasteners, Hem, Interfacing/Underlining, Knitting, Lining, Mitered Corners, Pleats, Pockets, Seam, Seam Finish, Staystitching, Trim(s), Top Stitching and Zipper.

34. **Design Storyboard** – For an "Ultimate/Ideal" Room. Include color scheme, wall treatment, floor treatment, floor plan, etc. Exhibit will consist of a multimedia presentation, notebook, or story board (matte or foam core board 20" x 15") with above items and a description of what was learned. Project can include but not limited to pictures, samples, diagram of room arrangement, drawings, narration, cost comparison of supplies, arrangements, and budget/cost, etc. for project. See Storyboard instruction sheet.

35**. Home Accent Living/Family room**- any combination of two-piece coordinates for the living/family room (slipcovers, lined or unlined curtains/drapes/shades, pillows, lap throw/lap quilt, remote caddy, ottoman, lamp shade, fireplace mantel scarf, doily, or any other similar item). No full-size quilts, full size quilts would be exhibited in classes 54 or 55.

36. **Home Accent Outdoors/Patio/Camping** – any combination of a two-piece coordinate (picnic/BBQ accessories, patio furniture cushions/covers, shades, (1) placemat with napkin (this is a "set" and does not count as a two-piece coordinate), utensil/condiment caddy, insulated carrier, picnic blanket, outdoor sling chair, hammock, sleeping bag, or any other similar item not stated for outdoors/patio/camping.

37. **Recycled/Upcycled Furniture** – Painted, stained, refinished, decoupage, tiled or upholstered furniture, or any other appropriate technique not stated to recycle/repurposed a piece of furniture. Purchasing an unfinished piece of furniture does not qualify as recycling/repurposing. MUST include before and after (furniture displayed, showing how it was designed to fit a room's décor) photos, a description of the process - inspiration/design process, who it was made for, why the need, any special considerations, or any other pertinent information supporting the finished product. See Recycle and Redesign instruction sheet.

38. **Seasonal Décor sewn from fabric:** table runner, (2) placemats with napkins, wall hanging, yard flag/banner/windsock, centerpiece, decoration, or any other similar item, sewn by hand or machine stitching. This class is not intended for full size quilts/blankets which do not fit "seasonal décor."

**** See Class 39 All Grades: Special "Needs" Accessory**

**** See Class 40 All Grades: Seasonal Décor non fabric**

**** See Class 41 All Grades: Interior Design Project Portfolio**

All Grades - IDC

39**. Functional Home Accessory design for Special "Needs"** – "Special Needs" being the individual requirements of a person with a mental, emotional, physical disability or disease. MUST include a description of who it was made for, why the need, any special adaptations per the individuals request and any other pertinent information supporting the finished product. (Examples of housing accessories for special needs: sensory swing/activity station; fidget quilt/blanket/mat; bedding/pillows/lap blanket; weighted/pressure/gravity blanket; bed/chair/walker caddy; bath or kitchen accessory; bedrail; storage; etc.) See Citizenship through Service Learning and Sewing for Special Needs instructions.

40**. Seasonal Décor non fabric/textile**: wall hanging, centerpiece, decoration, or any other similar item not stated. Exhibit is not to be constructed primarily from fabric or any textile-based product. It can have some textiles (i.e., lace, ribbon, buttons, etc.)

41. Interior Design Project Portfolio: A portfolio is a great record keeping tool. It will be a valuable source for ideas and future projects, a place to share any project work done in IDC and provide a place to show samples of new techniques or knowledge explored in IDC. It is a notebook with three (3) sections – 1) Projects/Products, 2) Sample Technique Pages and 3) Creative Inspirations and Ideas. See Design Portfolio instructions. All Portfolios, regardless of grade, will be judged together.

HOBBIES/TEXTILE DESIGN AND CONSTRUCTION - (HTDC)

HTDC projects are <u>made from a textile product created by the exhibitor</u>, unless otherwise stated. A textile is a flexible material made of fiber/thread/yarn. Textiles are formed with various methods including weaving, knitting, crocheting, knotting or felting. Other words for textiles are cloth and fabric.

Grades 3-6 - Review section 4306 general instructions. Project must have at least two (2) skills/techniques identified as appropriate for the ADC Level 1 or Level 2 project work. Some classes have specific skills/techniques which must be incorporated into the exhibit. See sample technique cards for some of the HTDC techniques.

42. **Simple Sewn Stuffed animal, doll or puppet with both hand <u>and</u> machine stitching techniques.** Focused on showing technique mastery/what was learned constructing the finished product.

43. **Decorative Textile Technique**: Skill techniques(s) being mastered/learned - screen printing, transfer printing, fabric pens, tie dye, batik, stenciling, block printing or a **similar** method applied to a textile foundation such as a piece of clothing, fashion accessory or home décor purchased or sewn by the exhibitor. *Any skill technique listed in classes 44-47 are not to be exhibited in this class. Focus is on the 1) mastery of one or more decorative textile technique, 2) creativity, and 3) mastery of the use of the elements and principles of design.*

44**. Textile Fabric Creation**: Skill technique(s) being mastered/learned - weaving (beading or textile), latchhook, braiding, macramé, knitting, crochet, felting, basket weaving or a combination of one of these techniques to create a textile. "Textile" defined as any woven, looped or felted thread or fibre. *Focus is on 1) the mastery of one or more defined textile technique(s) used to complete a finished product 2) creativity and 3) master of the use of the elements and principles of design*. Examples: toy/game (rug for doll house, doll, ball, etc.), home décor (doily, table scarf, pillow, coaster, wall hanging, plant hanger, small basket, linen - dish cloth, scrub, towel, pillow cover, etc.), clothing/fashion accessory (hat, scarf, purse/bag, jewelry, etc.) or **similar** small item. *Any skill technique listed in classes 43, 45-48 are not to be exhibited in this class.*

45. **Needle Art by Hand**: Skill technique(s) being mastered/learned - hand embroidery, counted cross-stitch, needlepoint, crewel embroidery, needle punch or smocking applied to towel, pillowcase, garment, home accessory. Pictures must be framed. Base/foundation for needle art can be purchased or sewn by the exhibitor. *Focus is on 1) the mastery of one or more "hand" needle art technique(s), 2) creativity, and 3) master of the use of the elements and principles of design.*

46. **Needle Art by Machine**: **<u>Simple</u>** machine embroidery, cross stitch/decorative stitches, or applique applied to small decorative items, home accessories, towel, pillowcase, garment, picture, flag, banner, windsock, etc. Base/foundation for needle art can be purchased or sewn by the exhibitor. *Focused on 1) the mastery of machine created needle art techniques, 2) creativity, and 3) master of the use of the elements and principles of design*. **NO full size quilts**.

47. **Machine Pieced or Appliquéd Item** –Skill technique(s) being mastered/learned is machine piecing and/or applique in the creation of a "textile/fabric. From the piece, design and construct apparel, fashion accessory, or home décor item. *Focus is on 1) the mastery of one or more "machine pieced or appliqued technique(s)", 2) creativity, and 3) master of the use of the elements and principles of design.* Examples might include picture or wall art, pillow, bag, doll quilt, flag, banner, windsock, etc. **NO full size quilts.**

48. **Repurposed Textile Creation**: Item made from **repurposed textile** material/product which **can be worn/carried or used in the home**. MUST include before and after (a picture being worn or displayed, showing how it was designed to fit room décor) photos, a description of the process - inspiration/design process, who it was made for, why the need, any special considerations, or any other pertinent information supporting the finished product*. Focused on 1) appropriate use of repurposed textile, 2) quality of end product, 3) creativity, and 4) application of the elements and principles of design. Attach See Recycle and Redesign instruction sheet.*

**** See Class 57 All Grades: Hobbies and Textiles Design Project Portfolio**

**** See Class 58 All Grades: Quilts of Valor Community Service**

Grades 7-12 - Review section 4306 general instructions. Project must have at least two (4). skills/techniques identified as appropriate for the ADC Level 3 or Level 4 project work. Some. classes have specific skills/techniques which must be incorporated into the exhibit. See sample. technique cards for some of the HTDC techniques.

49. **Stuffed animal, doll or puppet** with a minimum of two (2) hand and two (2) machine sewing **techniques** (i.e., embroidered/appliqued/textile painted facial features, hair constructed from yarn/floss/fur, movable parts (arm, mouth, legs, etc.), use of fake fur, or any other **similar combination of techniques** showing mastery of skill/technique applied to the finished product.

50. **Decorative Textile Technique**: Create a piece of fabric **using two (2) or more decorative textile techniques** described in class 43. From the piece of fabric, design and construct apparel, fashion accessory, or home décor item. Any skill technique listed in classes 51-56 are not to be exhibited in this **c**lass*. Focus is on the 1) mastery of technique, 2) the creative and appropriate blending of two or more decorative textile techniques, 3) the fabric/trim fittingly showcased in a finished product, and 4) master of the use of the elements and principles of design.*

51. **Textile Fabric Creation**: Design and construction of an original textile [fabric or trim] using at least two (2) techniques described in class 45. Additional techniques might include but are not limited to hand spinning, cotton linter, and tatting. From the textile fabric, design and construct apparel, fashion accessory, or home décor item. *Focus is on 1) the mastery of two or more textile technique(s) used to produce a textile, 2) creative and appropriate use of the "textile" in finished product, and 3) mastery of*

the use of the elements and principles of design. Any skill technique listed in classes 50, 52-56 are not to be exhibited in this class.

52. **Needle Art by Hand**: Two (2) or more of these "hand" technique(s). Techniques include but not limited to embroidery [floss, yarn (crewel) or ribbon], cross-stitch, needlepoint, needle punch, smocking, Trapunto quilting, hand quilting, or similar techniques. Base/foundation for needle art can be purchased or sewn by the exhibitor. *Exhibit must be a finished product, ready to display/use. Focus is on 1) the mastery of two or more "hand" needle art technique(s), 2) creativity, and 3) a mastery of the use of the elements and principles of design*. **This class is not intended for pieced quilts which do not fit the criteria described**. A pieced quilt would be exhibited in class 54 or 55.

53. **Needle Art by Machine**: Two (2) or more of these "machine" techniques: original free motion embroidery/thread painting, "modified" commercial/software-based embroidery design (must *describe modification(s) on skill mastery sheet*), Trapunto quilting, quilting, applique, or other advanced needle art technique(s) applied to clothing, fashion accessory or home/school/office décor. Base/foundation for needle art can be purchased or sewn by the exhibitor. *Focus is on 1) the mastery of two or more "machine" created needle art techniques, 2) creativity, and 3) a mastery of the use of the elements and principles of design*. **This class is not intended for pieced quilts which do not fit the criteria described**. A pieced quilt would be exhibited as class 54 and 55.

54**. Hand Pieced and/or Hand Appliquéd Item finished with Hand quilting. Piecing and/or applique and quilting MUST have been done by hand, not by machine.** Examples might include picture or wall art, pillow, bag, doll quilt, table runner, lap robe, etc. *Focus is on 1) the mastery of "hand work," 2) creativity and 3) the mastery of the use of the elements and principles of design.*

55. **Machine Pieced and/or Machine Appliquéd Item finished with Machine Quilting**. Quilting must be done by the exhibitor. Examples might include picture or wall art, pillow, bag, doll quilt, lap robe, table runner, etc. *Focus is on 1) the mastery of one or more "machine pieced or appliqued technique(s)," 2) creativity, and 3) mastery of the use of the elements and principles of design.*

56. **Repurposed Textile Creation: Item made from repurposed textile material/product which can be worn, used in the home, at school, in the office, on the job, car/boat/vehicle, etc**. MUST include before and after (a picture being worn or displayed, showing how it was designed to fit room décor) photos, a description of the process - inspiration/design process, who it was made for, why the need, any special considerations, or any other pertinent information supporting the finished product. *Focused on 1) appropriate selection of textile, 2) appropriate construction techniques for end use, 3) creativity, and 4) the use of the elements and principles of design. See Recycle and Redesign instruction sheet.*

**** See Class 57 All Grades: Hobbies and Textiles Design Project Portfolio**

**** See Class 58 All Grades: Quilts of Valor Community Service**

All Grades - HTDC

57. **Hobbies and Textiles Design Project Portfolio**: A portfolio is a great record keeping tool. It will be a valuable source for ideas and future projects, a place to share any project work done in HTDC and provide a place to show samples of new techniques or knowledge explored in HTDC. It is a notebook

with three (3) sections – 1) Projects/Products, 2) Sample Technique Pages and 3) Creative Inspirations and Ideas. See Design Portfolio instructions. All Portfolios, regardless of grade, will be judged together.

58. **Quilts of Valor Community Service** – Group or individually constructed quilt, constructed for the express purpose of being presented to a Veteran as part of the Quilts of Valor program. When available, attach the presentation script used in the Awards Ceremony or a copy of the report submitted to Quilts of Valor (https://www.qovf.org/take-action/report-a-quilt-of-valor-award/). Pictures of the presentation welcome. Be sure to have the veteran's approval to use their picture for display.