

# 4-H Impressive Dress

## Virtual Contest



OSU EXTENSION  
OTTAWA COUNTY  
4-H YOUTH DEVELOPMENT

**4-H Impressive Dress** is designed for 4-H members to select fashionable garments, learn about care and storage of the outfit, and communication skills.

**Divisions:** The age and grade will be as of September 1 of the current 4-H year.

- Cloverbuds: ages 5-8, or Kindergarten-2<sup>nd</sup>
- Juniors: 3<sup>rd</sup> (and 8 yrs. old)-5<sup>th</sup> grade
- Intermediate: grades 6<sup>th</sup>-8<sup>th</sup>
- Senior: grades 9<sup>th</sup>-12<sup>th</sup>

**Deadlines:** Sign up by April 1 & Final entries due between April 1-16.

**Sign Up:** Participants must sign up by April 1. Sign up by providing Name, Club, Grade and Class by email to [ottawaco.extension@gmail.com](mailto:ottawaco.extension@gmail.com) or by calling the Extension Office at 918-542-1688. An entry form is on the [extension.okstate.edu/Ottawa](http://extension.okstate.edu/Ottawa) website, but you do not have to use the entry form to enter. We will need the publicity release section of form completed by entry deadline.

### Contest Guidelines:

- **Cloverbuds** (grades K-2<sup>nd</sup>) May have 1 entry and will receive a participation ribbon only.
- **3<sup>rd</sup> Graders:** May enter Junior Division or as a Cloverbud, but not both. If entering as Cloverbud (will receive a participation ribbon only), they cannot also enter Junior Categories.
- **Members entering in Junior, Intermediate and Senior Divisions** may enter 2 classes with 1 entry in each class.
- Garments chosen for the virtual contest **MUST** come from your own closet or family members' closet. No newly purchased items are needed. Get creative!
- Participants will film a short (2 minutes or less) video of themselves wearing their outfits and/or accessories for **each** class they wish to enter. In the video, member should "model" the outfit by showing the front, back and sides of the garment while wearing it.
- For each video, participants will introduce themselves and tell what 4-H club they belong to and give a brief description of their outfit that explains the following: why they chose their outfit, why it fits the category, where they might wear it and how to care for the garment.
- Members may have someone else film their video, as long as they are creating their own content.

### IMPRESSIVE DRESS CLASSES:

- **CLASS I - CASUAL WEAR** - *Garments to wear to school, fairs, rodeos, dates, movies, spectator sports, shopping.*
- **CLASS II - ACTIVE SPORTSWEAR** - *Garments to wear to play tennis, skiing, jogging, etc.*
- **CLASS III - DRESS WEAR** - *Garments to wear to weddings, parties, church, job/college interviews.*
- **CLASS IV - FORMAL WEAR** - *Garments to wear to formal events or other special occasions.*
- **CLASS V - WESTERN WEAR** - *Garments to wear to rodeo events, concerts, school, or other occasions.*

### To Enter:

- **Submit 1 video for each class you are entering any time between April 1 and April 16.**
- Submit entry by email to [ottawaco.extension@gmail.com](mailto:ottawaco.extension@gmail.com) or through Facebook Messenger – Ottawa County OSU Extension. Include name, club, grade, & class with each entry.
- Please check with the Extension Office to make sure your entry was received.

If you need help with video, make arrangements 1 week prior to the deadline with the Extension Office.

**Awards:** The Danish system of awarding each entry a blue, red, or white award will be used. A Champion and Reserve Champion ribbon will be awarded within each class. Plaques will be awarded to the top two entries in each division.



# 4-H Design & Construction



OSU EXTENSION  
OTTAWA COUNTY  
4-H YOUTH DEVELOPMENT

**4-H Design & Construction** contest is designed to be an educational activity for members to exhibit garments and items that they have designed and constructed. They will develop modeling skills, enhance personal development and promote good self-esteem. Good citizenship and good 4-H spirit must prevail at all times.

**Divisions:** The age and grade will be as of September 1 of the current 4-H year.

- Cloverbuds: ages 5-8, or Kindergarten-2<sup>nd</sup>
- Juniors: 3<sup>rd</sup> (and 8 yrs. old)-5<sup>th</sup> grade
- Intermediate: grades 6<sup>th</sup>-8<sup>th</sup>
- Senior: grades 9<sup>th</sup>-12<sup>th</sup>

**Deadlines:** Sign up by April 1 & Final entries due between April 1-16

**Sign up:** Participants must sign up by April 1<sup>st</sup>. Sign up by providing Name, Club, Grade and Class by email to [ottawaco.extension@gmail.com](mailto:ottawaco.extension@gmail.com) or by calling the Extension Office at 918-542-1688. An entry form is on the [extension.okstate.edu/Ottawa](http://extension.okstate.edu/Ottawa) website, but you do not have to use the entry form to enter. We will need the publicity release section of form completed by entry deadline.

## Contest Guidelines:

- **Cloverbuds** can enter 1 exhibit and will receive a participation ribbon only.
- **3rd Graders:** May enter Junior Division or as a Cloverbud, but not both. If entering as Cloverbud (will receive a participation ribbon only), they cannot also enter Junior Classes.
- **4-H Members** entering in Junior, Intermediate and Senior divisions can enter as many classes as they wish, but limited to 1 per class.
- Projects entered in this contest must be made by the exhibitor (not purchased), must be made largely from a textile product (unless otherwise stated), and utilizes the skills required as listed in the descriptions.
- Members must exhibit in the Level that corresponds to their grade. Appropriate skill levels have been identified for grade levels. Classes have been carefully selected for members to investigate and learn specific skills/information and to demonstrate mastery of these skills/information. Refer to Skill Mastery Sheets listed in the resource section below.
- Some classes do require before and after photos, descriptions, reports, expenses sheets, etc. to be included with the entry. Read and follow complete descriptions for each class.
- **Reports/Descriptions/Expense Sheet/etc.** – Exhibits requiring a report/description/expense sheet of any kind, can be typed or neatly/legible hand written. Report should be one-two pages. If typed, it must be double spaced using a minimum of 12-point font. **Items MUST be SECURELY attached to the exhibit.**

## CATEGORIES:

- **APPAREL DESIGN & CONSTRUCTION – (ADC)**
- **INTERIOR DESIGN & CONSTRUCTION - (IDC)**
- **HOBBIES/TEXTILE DESIGN AND CONSTRUCTION - (HTDC)**

This contest is based on the fair guidelines for Design and Construction (Section 306) Exhibits. Please see the "Design and Construction Class Descriptions" for complete list of classes. NOTE: **For this contest we will break up the divisions for Junior, Intermediate and Senior.** You do not need to worry about figuring this out. We will do it based on the grade you are in. We just wanted you to use the corresponding fair number so that it would be ready as a fair entry in August.

**Resources:** Skill Mastery Sheets, Design Portfolio Instructions, Recycle Redesign (Frugal Fashion) Instructions, Sample Technique Cards, Storyboard instructions are all posted on the County Extension website ([extension.okstate.edu/Ottawa](http://extension.okstate.edu/Ottawa). Scroll down to Ottawa County 4-H then scroll down again to County Contest Days). Other helpful resources including patterns, guidebooks, and curriculum are on the state 4-H website ([4h.okstate.edu](http://4h.okstate.edu) - under the projects section select Design and Construction). Members are encouraged to seek out other valid resources which teach proper technique and knowledge.

## To Enter:

- Items can be dropped off at the Extension office April 1-April 16 between 8:00 AM and 4:30 PM, M-F.
- Every entry must have an index card or piece of paper attached to it the following information: Name, with labeled on the back with the following information: Name, 4-H Club, Grade, Class Number, and Description of Item.

**Awards:** The Danish system of awarding each entry a blue, red, or white award will be used. A Champion and Reserve Champion Ribbon will be awarded within each category. Plaques will be awarded to the top two entries in each division.



# Design and Construction Class Descriptions

## SECTION 306 – Ottawa County Fair

### APPAREL DESIGN & CONSTRUCTION - (ADC)

**Level 1 (Grades 3-4) –Project must have at least two (2) of the skills/techniques for the [ADC Level 1](#) project work. Some classes have specific Level 1 skills/techniques which must be incorporated into the exhibit.**

01. **Simple 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.
02. **Simple 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.
03. **Non-human Apparel** (doll, pet or livestock garment/costume, or any other similar item)
04. **Simple Sewn Fashion Accessory** (sewn hat, scarf, bag, wallet, purse, mittens, string-pack or textile based jewelry, or any other similar sewn fashion accessory)
05. **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 Mastery Sheet: Crochet, Knitting.

**Level 2 (Grades 5-6) - Project must have at least two (2) of the skills/techniques for the [ADC Level 2](#) project work. Some classes have specific Level 2 skills/techniques which must be incorporated into the exhibit.**

06. **Lined or Unlined One-piece garment with facing** (top, robe, jacket, dress, jumpsuit, vest, costume, or any other similar one-piece garment with a facing). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 2 Mastery Sheet: Facing, Interfacing, Seam Finish.
07. **Lined or Unlined Bottom with one or more: pocket, waistband or facing** (shorts, capris, pants, skirts, costume, or any other similar bottom.) Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 2 Mastery Sheet: Facing, Pocket, Waistband, Zipper. No invisible zippers in level 2. Waistband can be a flat front band and elastic back.
08. **Lined or Unlined Two-piece Garment with one or more: pocket, waistband or facing** (coordinating top and bottom, jacket/vest with bottom/dress, PJ's, costume, or any other similar two-piece garment). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 2 Mastery Sheet: Facing, Pocket, Waistband. No invisible zippers level 2. Waistband can be a flat front band and elastic back.
09. **Non-human Apparel** (doll, pet or livestock garment/costume, or any other similar item)
10. **Sewn Fashion Accessory** (sewn hat, scarf, bag/string-pack/purse/backpack/hip pack, wallet, or textile based jewelry, or any other similar sewn fashion accessory)
11. **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 2 Mastery Sheet: Crochet and/or Knitting.

**Level 3 (Grades 7-8) - Project must have at least two (2) of the skills/techniques for the [ADC Level 3](#) project work. Some classes have specific Level 3 skills/techniques which must be incorporated into the exhibit.**

12. **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.
13. **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.
14. **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.
15. **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.
16. **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.

17. **"Redesigned" Original Apparel/Fashion Garment** with before and after (garment being worn) pictures and a written description of the design and construction process/steps the member undertook and reason(s) for "redesign."

**Level 4 (Grades 9-12) - Project must have at least two (2) of the skills/techniques required for the [ADC Level 4](#) project work. Some classes have specific Level 4 skills/techniques which must be incorporated into the exhibit.**

18. **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.
19. **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.
20. **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.
21. **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; wheel chair - coat, gloves, backpack, cell phone caddy; etc. This exhibit is for fashion accessories and garments worn by the person.
22. **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.

#### All Grades - ADC

23. **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 be made largely from a textile product 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.

**Level 1 (Grades 3-4) - Project must have at least two (2) of the skills/techniques required for the [IDC Level 1](#) project work.** The following headings on the Mastery Sheet will apply to many of the projects listed: Buttons, Casing, Gathering, Hem, Seam, and Seam Finish.

24. **Home Accent Kitchen:** apron, food caddy/warmer, appliance cover, message center/board, simple curtains, table cloth, 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*
25. **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.
26. **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.
27. **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."**

**Level 2 (Grades 5-6) - Project must have at least two (2) of the skills/techniques required for the [IDC Level 2](#) project work.** The following headings on the Mastery Sheet will apply to many of the projects listed: Buttons and Buttonhole, Casing, Crochet, Darts, Facing, Fasteners, Gathering, Hem, Interfacing, Knitting, Pleats, Seam, Seam Finish, and Zipper.



28. **Home Accent Bedroom:** Examples: two pillow cases, 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).
29. **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.
30. **Home Accent Storage:** bucket caddy, hanging storage unit, under-bed storage, basket liners, storage box, scrapbook cover, or any other similar item
31. **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."**

**Level 3 (Grades 7-8) - Project must have at least two (2) of the skills/techniques required for the [IDC Level 3](#) project work.** The following headings on the Mastery Sheet will apply to many of the projects listed: Applique, Buttons and Buttonhole, Crochet, Darts, Facing, Fasteners, Hem, Interfacing/Underlining, Knitting, Lining, Pleats, Pockets, Seam, Seam Finish, Staystitching, Trim(s), Top Stitching and Zipper.

32. **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).
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 (Frugal Fashion).
34. **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."**
35. **Design Story Board** – 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.

**Level 4 (Grades 9-12) - Project must have at least two (2) of the skills/techniques required for the [IDC Level 4](#) categories.** The following headings on the Mastery Sheet will apply to many of the projects listed: Applique, Buttons and Buttonhole, Bias Tape, Couture Technique/Historic Technique, Crochet, Fasteners, Hem, Interfacing/Underlining, Knitting, Lining, Mitered Corners, Pocket, Seam, Seam Finish, Staystitching, Trim(s) and Zipper.

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. **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.
38. **Recycled/Upcycled Furniture** – painted, stained, refinished, decoupage, tiled and/or upholstered furniture, or any other appropriate technique not stated. **MUST** include before and after (furniture displayed, showing how it was designed to fit a room's décor) photos, a description of the 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 (Frugal Fashion).
39. **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."**

#### All Grades - IDC

40. **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.)

41. **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.)
42. **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 **made from a textile product created by the exhibitor, 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.

**Level 1 & 2 (Grades 3-6) - Project must have at least two (2) of the skills/techniques required for the [HTDC Level 1](#) project work.** See Sample Technique Cards for some of the HTDC techniques.

43. **Simple Sewn Stuffed animal, doll or puppet with both hand and machine stitching techniques.** *Focused on showing technique mastery/what was learned constructing the finished product.*
44. **Decorative Textile Technique:** Skill technique(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 (shirt/apron/accessory/etc.), home décor (wall-hanging/picture/pillow/rug/pillowcase/etc.) purchased or sewn by the exhibitor. *Any skill technique listed in classes 45-48 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.*
45. **Textile Fabric Creation:** Skill technique(s) being mastered/learned - weaving (beading or textile), latch-hook, 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 fiber. Textile is to be constructed into a finished end product no larger than 16" x 16" or an equal surface area (examples of equal surface area: knitted scarf 6" x 42" or a macramé plant hanger 8" x 32"). Knitted or crocheted exhibits refer to Level 1 & 2 Mastery Sheets for specific skills/techniques. *Focus is on 1) the mastery of one or more textile technique(s) used to produce a textile which is incorporated into an end product 2) creativity and 3) mastery 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 44, 46-49 are not to be exhibited in this class.*
46. **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.*
47. **Needle Art by Machine:** Simple 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.*
48. **Machine Pieced or Appliquéd Item** –Skill technique(s) being mastered/learned is machine piecing and/or applique in the creation of a "textile/fabric" and then incorporated into an end product. Finished product no larger than 16" x 16" or an equal surface area (examples of equal surface area: fireplace mantel scarf 6" x 42"). *Focus is on 1) the mastery of one or more "machine pieced or appliquéd technique(s)", 2) creativity, and 3) mastery 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.**
49. **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.* See Recycle and Redesign (Frugal Fashion) instruction sheet.

**Level 3 & 4 (Grades 7-12) - Project must have at least four (4) of the skills/techniques required for the [HTDC Level 3 & 4](#) project work.** See Sample Technique Cards for some techniques in HTDC.

50. **Stuffed animal, doll or puppet** with a minimum of two (2) hand and two (2) machine sewing techniques (i.e. embroidered/appliquéd/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.

51. **Decorative Textile Technique:** Design and construction of an apparel/fashion accessory or home décor item from fabric created using two (2) or more decorative textile techniques described in class 44. *Any skill technique listed in classes 52-57 are not to be exhibited in this class. Focus is on the 1) mastery of technique, 2) the creative and appropriate blending of two or more decorative textile techniques, 3) fabric/trim fittingly showcased in a finished product, and 4) master of the use of the elements and principles of design.*
52. **Textile Fabric Creation:** Design and construction of an original "fabric/trim" using at least two (2) techniques described in class 45. No size limit. Additional techniques might include but are not limited to hand spinning, cotton linter, and tatting. Additional example: shawl, afghan, stool, socks, etc. Fabric and/or trim must be made into a finished product. Knitted or crocheted exhibits refer to Level 3 & 4 Mastery Sheets for specific skills/techniques. *Focus is on 1) the mastery of two or more textile technique(s) used to produce a fabric/trim, 2) creative and appropriate use of "fabric/trim" in finished product, and 3) mastery of the use of the elements and principles of design. Any skill technique listed in classes 51, 53-57 are not to be exhibited in this class.*
53. **Needle Art by Hand:** Two (2) of the following skill technique(s) being mastered/learned and applied to clothing (shirt/apron/jacket/accessory/etc.) or home/school/office décor (wall-hanging/picture/pillow/rug/pillowcase/quilt/blanket/banner, etc.) by "hand." - 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. *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 as class 55 or 56.*
54. **Needle Art by Machine:** Two (2) or more of these 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 (shirt/apron/jacket/accessory/etc.) or home/school/office décor (wall-hanging/picture/pillow/rug/pillowcase/quilt/blanket/banner, etc.) by "machine." 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 55 and 56.*
55. **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.*
56. **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 appliquéd technique(s)," 2) creativity, and 3) mastery of the use of the elements and principles of design.*
57. **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 (Frugal Fashion) instruction sheet.*

#### All Grades - HTDC

58. **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.
59. **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.