

4-H Fashion Revue Apparel Design & Construction Entries Due: April 14, 2023

Garments due to 4-H Office by 4:00 pm on April 18, 2023

Location Tulsa County OSU Extension Office April 21, 2023, at 6:00 pm • Registration will begin at 5:15 pm

Name:

Club

Address:

Phone #: _____

street/route

city

zip

Age: (As of Sept. 1, 2022) Gender (circle one): M F

Please complete the following entry form by marking an **X** next to the class(es) entered. **Entries are restricted to the grade you are in on September 1, 2022.** If you have questions regarding any entry, please ask your 4-H leader or call the 4-H office at 746-3722. **The commentary on the back of this page MUST BE COMPLETED!**

CLOVERBUD LEVEL (Grade K-2)

- Class 1 Any sewn item
 Class 2 Fun item (ready-made wearable garment/accessory trimmed using sewing techniques)
 Class 3 Fun item (a completely self-constructed wearable garment or accessory)

(Grades 3-5) 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.

- Class 4 **Simple Tops** (shirt, tank top, t-shirt, vest, poncho, costume, or any other similar simple top) No lined garments. Must have 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.
- Class 5 **Simple Bottoms** (shorts, capris, pants, skirts, costume, or any other similar simple bottom) garments are not to be lined, have pockets or a zipper. Must have 2 or more of the specific skills/techniques listed under any of the following headings Level 1 Mastery Sheet: Hem, Seams, Seam Finishes, Waistband
- Class 6 **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.
- Class 7 **Non-human Apparel** (doll, pet or livestock garment/costume, or any other similar item)
- Class 8 **Simple Sewn Fashion Accessory** (sewn hats, scarves, bag, wallet, purse, mittens, string-pack or textile jewelry, or any other similar sewn fashion accessory).
- Class 9 **Knitted/Crocheted Fashion Accessory** (knitted/crocheted hats, scarves, bag, wallet, string pack or textile-based jewelry, or any other similar knitted/crocheted fashion accessory). Must have 2 or more of the specific skill/techniques listed under any of the following headings in the Level 1 Mastery sheet: Crochet, Knitting.
- Class 10 **“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.

(Grades 6-8) 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.

- Class 11 **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.
- Class 12 **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.
- Class 13 **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) Must have 2 or more of the specific skill/techniques listed under any of the following headings in the Level 2 Mastery Sheet: Facing, Pocket, Waistband. No invisible zippers in Level 2. Waistband can Be a flat front band and elastic back.

- Class 14 **Sewn Fashion Accessory** (sewn hats, scarf, bag/string-pack/purse/backpack/hip pack, wallet or Textile based jewelry, or any other **similar** sewn fashion accessory)
- Class 15 **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
- Class 16 **“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.

(Grades 9-12) 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.

- Class 17 **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.
- Class 18 **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.
- Class 19 **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.
- Class 20 **Fashion Garment or Accessory created by Knitted/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 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.
- Class 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; 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.
- Class 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. See Frugal Fashion Instruction Sheet and other OK Recycle and Redesign resources.

All Grades - ADC

- Class 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

Name:

Grade

(as of Sept .1 ,2022)

If you are entering more than one item/garment that cannot be worn together in the Fashion Show, it is necessary for you to choose one item/garment to be modeled. Please write your description in the space provided below of the garment or combination of garments that you plan to model in the Fashion Show.

Sample Fashion Show Commentary:

Sample 1:

Fourth grader, Susie Jones, is a member of the Green Clover 4-H Club. Susie is showing us the 100% cotton apron she made using the 4-H pattern. The brightly colored fabric is perfect for spring and summer cookouts in the back yard. Susie enjoys shopping and playing piano.

Sample 2:

A 6 year member of the Green Clover 4-H Club, Susie Jones has completed this two-piece sportswear entry. This outfit is perfect for going out with friends. The top features machine made buttonholes and cap sleeves. She has added detail with machine top-stitching. The shorts feature a fly-front closing and pleats. Susie enjoys playing soccer and riding horses.

Include your name, age, 4-H club, garment description, fabric type and any other information you would like to share.

Fill out information for the night of Fashion Revue. You will receive this portion of your entry back at registration to help with classes and outfits.

Name:

Class #

Description of item

Entry # (added by Office)