

Definitions of Categories

1. TRADITIONAL

- To showcase the member's sewing skills and their ability to coordinate an outfit
- Garment(s) sewn by the 4-H member
- As skill levels range from beginning to advanced, entries in the Traditional category will also vary. The entry might be a one-piece dress or it might be three coordinated pieces. A beginning member might even sew one garment and purchase another, for example a sewn jumper worn with a purchased blouse.
- A sewn costume would be considered Traditional category.

2. CONSUMER SCIENCE - PURCHASED

- The member demonstrates positive consumer skills such as decision making in purchasing and coordinating an outfit. The main focus of Consumer Science – Purchased is on value rather than cost. Careful use of comparison shopping should result in value surpassing cost.
- A second focus is on versatility. How will you incorporate the new purchases into your existing wardrobe? Will you be able to wear the new garments and accessories for more than one occasion? Even an outfit purchased for a specific reason such as graduation can have other uses, especially if you substitute different shoes, add a jacket, shorten the dress, etc. A useful preliminary for this category is the wardrobe inventory.
- The maximum expenditure limit is \$150 for all divisions. The limit cannot be exceeded and must be documented with receipts. Cost significantly below the \$150 limit is possible and less cost may even result in higher value.
- Value and cost are recorded on the supplemental form.
- Everything visible must be included in the purchased list including jewelry, shoes and socks, hair bow, etc. Undergarments which are not visible are not included. Receipts are required for everything listed unless a gift or prior purchase.
- A gift or prior purchase must have estimated value and estimated cost listed.
- Receipts should be organized and photocopied onto a separate sheet. Please, no original receipts or little slips which can easily be lost.
- Additional entry requirements for Purchased are

3. RECYCLED

- The member designs and sews a wearable garment from previously used materials. The completed garment is different from its original use.
- This category focuses on creativity as well as sewing skills.
- The original garment is not yardage like a bedspread or sheet, but an actual garment. It might even be two or more original garments. Additional fabric and trim may be added to complete the new garment.
- The new garment must show at least 50% change in construction. This means it can't just be a t-shirt dress cut in half to make a tank top and elastic-waist skirt. It could be a pair of jeans made into a skirt and handbag with calico fabric and trim added. It could be a large dress made into a skirt to fit a smaller person with the dress collar cut down to fit onto a new blouse. It could be 2 old shirts re-made into shorts and a light jacket with trim from a man's tie. It could be an old prom dress made into a new blouse with dress pants cut down from a pair of men's slacks. Be creative!

4. WEARABLE ART – EMBELLISHED

- Decorate a garment(s) using arts and crafts techniques
- The member may purchase or make a garment(s) and then using arts/crafts techniques, embellish to taste. The main entry must be an embellished garment (coat, dress, pants, shirt, etc.). Embellished accessories like shoes or a hat may complete the outfit.
- This category focuses on creative techniques and workmanship as well as fit and coordination of the outfit. The objective is to provide the member a chance to sample and experiment with a variety of textile crafts. Youth are encouraged to develop creativity, individualism and imagination in designing one-of-a-kind garments and accessories.

5. NEEDLE ARTS

- The member demonstrates their ability to knit, crochet or weave a garment and coordinate an outfit around that garment.
- It must be an entire garment like a poncho, skirt, shirt, dress, etc.
- Scarves, hats or belts are accessories, are *not* garments. Accessories made using needle arts may be added to complete the outfit but by themselves do not count in this category.

6. APRON CHALLENGE

- Start with Simplicity pattern #9565. Change it to suit your needs! Will you wear it in the kitchen, to barbecue, for woodworking, while you paint or for animal grooming? The possibilities are endless! For example, you could adjust the neck strap; make it shorter, longer, smaller or larger; change the pockets or eliminate them; add trim or appliques; experiment with fabrics, colors or details. Purchase or sew an outfit to coordinate with your apron. This pattern was chosen for the 2009 Challenge because it is suitable for beginners to advanced. Happy Stitching!