



2009 4-H TEXTILES AND CLOTHING JUDGING GUIDE

Judging Contests are designed to support the learning that is taking place in a project area. 4-H members learn to compare and become familiar with project equipment and terminology. Judging teaches critical thinking and decision-making skills. These skills are valuable to young people as well as adults as they must make decisions every day.

The **Beginner Contest** is designed for young people just learning to sew and the 8 –10 year olds. The **Senior Contest** is designed for 4-H'ers with two or more years sewing experience. This contest covers **sewing and consumer skills needed to buy ready-to-wear and textile items**. Each county may have ten senior participants judge in the State Contest at the Delaware State Fair.

Participants should come to the judging contest with a clipboard (to write on), blank paper (to take notes for reasons), and two pencils with erasers or pens (for writing answers on contest sheets). No talking should take place in the contest area between participants. Questions and concerns should be directed to the adult(s) in charge of the contest.

The 2009 Textiles and Clothing Contest will include:

- BEGINNER:** Tools of the Trade - Sewing Equipment
Symbols on the Pattern Pieces
Quality Judging – Evaluation of Hand Sewn Garment
- SENIOR:** Quality Judging – Evaluation of Hand Sewn Garment
Purchased Clothing Items Evaluation
Career Exploration
Sewing Talk & Care Information

BEGINNER: Tools of the Trade- Sewing Equipment

4-H'ers will identify sewing tools in **Let' Sew, pages 3-8 and Under Construction, Level 1 Tools of the Trade pages 6-9** Beginners will identify the equipment matching the appropriate tool with its name and use. These tools may be included in the contest: shears, scissors, tape measure, ruler or hem gauge, marking pens, tracing paper and tracing wheel, needles (sharp and crewels), pins (flower head, glass or plastic head, silk pins, ballpoint pins), pin cushion, seam ripper, thread, iron, pressing cloth, ironing board (full size, table top and sleeve board.)

Training Ideas:

- Collect the sewing tools and have a quiz bowl. Members will identify the tool and receive a bonus point if they can tell the use of the tool.(Pages 12 & 13 Sewing Helpers Guide.)

- Play the Sewing Matching game page 6 Under Construction project manual.

BEGINNER: Symbols on Pattern Pieces

In order to follow the instructions for your pattern, you must understand the pattern symbols for cutting and sewing. Some liken these symbols to “landmarks” found on a map or “road signs” seen as you drive a car. Review page 23, **Let’s Sew** for the necessary symbols.

Symbols include: cutting line, stitching line, grainline arrow, place on fold line, notches, circles and squares, lengthen and shorten lines, hemline, center front and back fold line, dart, pocket, buttons, and buttonholes.

Training Idea: Lay a large piece of pattern out on a table and review the symbols with the 4-H group. Test their knowledge by placing small slips of paper with the symbol names in a cup. Have each 4-H’er draw a slip of paper and then identify the symbol selected on the pattern.

BEGINNER AND SENIOR: Evaluation of Hand Sewn Garment – Quality Judging

Beginner and Senior participants will each be asked to rank one class of hand-sewn garments. The beginner project will be a simple project like what they may sew.

The following should be considered when evaluating a garment:

1. Appropriate fabric and notions for garment
2. Accurate cutting and marking
3. Seams appropriately finished
4. Accurate hand stitching, stitch selected appropriate for situation
5. Accurate machine stitching and appropriate construction techniques
6. Construction detail appropriate to fabric and style of garment
7. Closures -appropriate for the situation and applied appropriately and neatly
8. Clean and well pressed

Training Idea: Think of the above list of 8 items as a scorecard used to evaluate a garment. These criteria should also be used in evaluating any project sewn by the 4-H member before submitting for Fashion Revue or the State Fair. Areas that need improvement may be improved, redone or practiced by sewing another garment.

Begin the judging process by introducing one garment to evaluate. After discussing the one garment, introduce a second one for evaluation. Compare the two garments so the 4-H’ers understand the process of judging- comparing each to a standard and then to each other. Work up to comparing a class of four garments.

SENIORS: Evaluation of Textile Items

Seniors will evaluate a class of four purchased clothing items (socks) for quality. Evaluate the items looking at:

- Fiber Content
- Fabric Construction
- Fabric Finish
- Item construction
- Style
- Care Requirement
- Cost
- Brand

Training Idea: Visit a department store and compare the different sock brands, styles, and prices. Have the 4-H member select socks. Using the evaluation criteria compare each selection. Which is best? Why? Which would be the best buy if you had only \$_? Compare socks in several catalogs. Have the 4-H'er select their favorite socks. Be A Wise Judge activities found on page 24-25 in the Sewing Expressions Helpers' Guide.

SENIOR: Career Exploration

Seniors will identify fashion design or merchandising positions in the apparel & textile industry. Information on careers can be found in **Refine Design** project manual, page 28 & 29 and leader's manual page 34.

SENIOR: Sewing Talk & Garment Care Information

Senior Contest participants will need to know and be able to identify patterns, fabrics, tools and machine parts, and sewing terms found on page 34 & 35 Under Construction project manual and page 35 Fashion Forward. Care information can be found on pages 24-27 Fashion Forward and Pages 24-27 in Under Construction.