

*707 Unit V Moving On Up: One-piece complete outfit made from woven fabric; such as a dress, coveralls, or jumpsuit. Item must include at least a zipper and/or buttons and buttonholes. A waistline simple lining, trim, collar, and sleeves may be included but are not required.

Unit VI – Put It All Together

See Publication: <http://www.ca.uky.edu/agc/pubs/4jd/4jd01pb/4jd01pb.pdf>, pages 49-56

*708. Unit VI Put It All Together - Clothing Option: 2 or 3 piece complete coordinating outfit; such as warm up suit; dress with jacket or coat, swimwear with cover-up, jacket or shirt with slacks/ skirt. At least one piece must include sleeves and a collar/hood. No simple casings. Fabric choice may be woven, knit or a combination of the two.

*709. Unit VI Put It All Together - Non Clothing Option: Original design tote bag or bicycle carrier and documentation folder – made using Wild Ginger Software, Inc. Wild Things! Software program, download free at: <https://www.wildginger.com/products/wildthings.htm>. Select the “Tote Bag” or “Bicycle Carrier” option and design a bag that includes at least 2 pockets. Be creative with your design. Required elements: at least 2 pockets; minimum size of 12” in height and 12” in width. Item must have at least one functional zipper; and creative stitchery or applied trim to personalize your bag. If bag is not lined, the seam allowances must be finished with a bound seam finish. Optional elements: lining, other type closure as design dictates [button(s), hook and loop tape, or snap(s)]. This class is for ages 9-13. In the documentation include: your name, your county, the name of the unit, class entered, number of years you have been sewing, cost, and the printed design sheets (one for each pocket selected) from the program, and answers to the following questions:

1. How did you choose the size of your tote bag? Did you use any of the default settings in the program?
2. Did you have any trouble using the software or printing your pattern? Explain.
3. Did you download the Wild Things! Program to your home computer or use the program at your County Extension Office?
4. Did you make any changes to your pattern after it was printed? If so, tell what you changed.

Unit: Up Cycle It!-For Youth Ages 9-13 with Advanced Sewing Skills

See publication: https://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/upcycle_project_jr_and_sr.pdf

*710. Up Cycle It! Junior – Item sewn from recycled/repurposed garments and documentation folder: Sew a garment or fashion accessory from previously worn garments. Recycled fabric is to be the major component of the item. Recycled garments may be cast-offs from the member’s family/friends or purchased at a yard sale or similar low cost source. Documentation is required. In documentation include the following: your name, your county, the name of the unit, class entered, number of years you have been sewing; a “before” photo of all recycled items used; source of the recycled garment; how the design was created; and any design drawings that were used in the creation. Place documentation in a folder or plastic sheet protector. “Deconstructed” t-shirts which do not include sewing skills do not fit in this class. Items for the home do not fit into this class. Items which do not include sewing as a major means of reconstruction are not eligible for this class. See publication: <http://4-h.ca.uky.edu/node/113>. Click on “Up Cycle”. This class is for ages 9-13 with sewing skills.

Unit: Style Engineers – for guys and girls ages 9-13

*711. Smart Clothing and documentation: one soft circuit item created using conductive thread and hand sewing and/or machine sewing skill LEDs, and battery pack. May include items such as an LED bracelet, an illuminating fashion applique, an illuminating fashion accessory, or an illuminating garment constructed by the member. Documentation: Attach a diagram of the circuitry in your item. Website: <http://styleengineers.org/module/smart-clothing/>.

SENIOR DIVISION: FOR AGES 14-18.

Let’s Be Casual – Ask your county 4-H agent for a copy or see publication:

http://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/senior_unit_1_a_lets_be_casual.pdf

*712. Let’s Be Casual - Clothing Option: 1 or 2 piece complete outfit made from knit or woven fabric such as a dress, top and bottom, simple pajamas, or robe.

*713. Let’s Be Casual - Non Clothing Option: 2 coordinating fabric accessories from the following: apron, oven or BBQ mitt, wallet, garment bag, purse, backpack or duffel bag.

Dress It Up – Ask your county 4-H agent for a copy or see publication: http://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/senior_unit_1_b_dress_it_up_0.pdf

*714. Dress It Up - 1 or 2 piece complete “dressy” outfit, such as a dress, suit, pantsuit, sport coat and slacks. Fabric choice may be woven, knit or a combination of the two.

Match It Up – Ask your county 4-H agent for a copy or see publication: http://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/senior_unit_1_c_match_it_up.pdf

*715. Match It Up - Clothing Option: Choose at least one item from each group to make a complete 3 or 4 piece coordinated outfit:

- Shorts, pants, or skirt
- Top, blouse, or shirt
- Vest, jacket, or sweater

At least one piece is required to have regulation set in sleeves. Fabric choice may be woven, knit or a combination of the two. An accessory item may be included as the fourth piece.

*716. Match It Up - Non Clothing Option: 3 or 4 piece coordinating sport/luggage/travel or fashion accessories set. Ideas include, but are not limited to, a wallet, purse, device carrier, backpack, duffel bag, gym bag or bag for bike or vehicle. Among the items chosen, the set must include the use of applied trim, pockets and at least one 14” or longer zipper.

Creative Expressions For Ages 14-18 – Ask your county 4-H agent for a copy or see publication: https://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/senior_unit_1_d_creative_expressions.pdf

*717. Creative Expression - Clothing Option: Construct a complete outfit for one of the following activities:

- Halloween, theater, or historic costume
- Uniform for medical profession, cheerleader, dancer, etc.
- Riding apparel

*718. Creative Expression - Non Clothing Option: Select one of the following and construct a:

- Fabric doll or animal with a wardrobe of two outfits
- Machine appliquéd specialty flag or decorative banner (minimum size 24”x 24”)

Leisure Time-For Ages 14-18 with Advanced Skills. Ask your county 4-H agent for a copy or see publication: https://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/senior_unit_2_a_leisure_time_1.pdf

*719. Leisure Time - Clothing Option: 2 or 3 piece complete outfit. Choose from the following:

- Athletic wear such as leotard, cycling wear, warm-up suit, bathing suit and cover-up, tennis wear
- Pajamas and robe (must use specialty fabric such as terry cloth, flannel, fleece, nylon, tricot)
- Raincoat and hat or rain suit

Formal Affair For Youth Ages 14-18 With Advanced Skills. Ask your county 4-H agent for a copy or see publication: https://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/senior_unit_2_a_leisure_time_1.pdf

*720. Formal Affair - 1 or 2 piece complete outfit, such as a prom dress, bridesmaid dress, or tuxedo. Fabric choice may be woven, knit or a combination of the two.

Unit: Up Cycle It!-For Youth Ages 14-18 with Advanced Skills.

See Publication: https://4-h.ca.uky.edu/sites/4-h.ca.uky.edu/files/upcycle_project_jr_and_sr.pdf

*721. Up Cycle It! Senior - Item sewn from recycled/repurposed garments and documentation folder: Sew a garment or fashion accessory from previously worn garments. Recycled fabric is to be the major component of the item. Recycled garments may be cast-offs from the member’s family/friends or purchased at a yard sale or similar low cost source. Additional documentation is required. In documentation include the following: your name, your county, the name of the unit, class entered, number of years you have been sewing; a “before” photo of all recycled items used; source of the recycled garment; how the design was created; and any design drawings that were used in the creation. Place documentation in a folder or plastic sheet protector. “Deconstructed” t-shirts which do not include sewing skills do NOT fit into this class. Items for the home do NOT fit in this class. Items which do not include sewing as a major means of reconstruction are NOT eligible for this class. See publication.

Unit: Style Engineers – for guys and girls ages 14-18

*722. Smart Clothing and documentation: one soft circuit item created using conductive thread and hand sewing and/or machine sewing skills, LEDs, and battery pack. May include items such as an LED bracelet, an illuminating fashion applique, an illuminating fashion accessory, or an illuminating garment constructed by the member. Documentation: Attach a diagram of the circuitry in your item. Website: <http://styleengineers.org/module/smart-clothing/>.

723. Miscellaneous Clothing