



Members will develop construction skills and knowledge in selecting fabrics, inner fabrics, patterns, and other supplies for constructing projects and garments. Members will learn to determine the correct pattern size and type. Youth in this project will learn consumer skills and save family dollars while developing poise and self-confidence.

Junior and Senior Contest

- The contestant(s) shall bring a garment made by the contestant with appropriate accessories.
- The contestant will enter the garment in Level 1, 2, 3 or 4 (*SEE CHART BELOW*). Indicate the level on the contest entry card 166 in the upper right corner.
- Bring the garment and the entry card. Garments will be judged on the contestant for judging of fit and modeling.
- Awards will be awarded based on levels provided sponsorship is secured. Otherwise, overall first, second and third place winners will be awarded.

The 4-H clothing construction project has been designed with four levels and allows participants to progress at their own pace. All construction technique requirements of a level must be met before advancing to the next level.

- Level 1 - [Sew, Let's Have Fun](#)
- Level 2 - [Sew Let's Learn Some More](#)
- Level 3 - [Sew, Let's Design a Garment](#)
- Level 4 - [Sew, Let's Show Out](#)

4-H State Club Congress
State Fair Fashion Revue Clothing Construction (Omit Stations)

4-H Thrive

Positive Youth Development

Developing Competence

Adults create environments where youth can develop competence in their chosen project area.

Building Confidence

Youth build confidence as they learn to think for themselves, build mastery, and are recognized for their efforts.

Nurturing Caring

Adults nurture a caring environment where mutual trust between youth and adults is established. Caring relationships with adults are key to resilient youth.

Finding Connection

Youth build solid connections which are critical to their well-being.

Forming Character

Create a community where youth play an active role in developing their character.

Determining Contribution

Youth actively contribute to their clubs and communities.

***Mississippi State University is
an equal opportunity
institution.***

Expand your experiences!

JUNIOR AND SENIOR CONTEST		Points
Official judging of the garment for construction and fit based on level 1, 2, 3 or 4.		200
Skill-A-Thon – This phase will consist of a series of stations where individual contestants will respond to the requirements of the station.		100
Rank 1 set of 4 samples according to construction quality. The set will be ranked with 1 being the best and 4 being the least quality. Samples may include: Level 1 (elastic waist, seams hems, or buttons), Level 2 (seam finishes, facing, hems, or darts), Level 3 (zipper, collar, pocket, waistband, or darts), Level 4 (zipper, sleeve, collar, cuff, button and buttonhole, or hook and eye). Each contestant will judge samples listed for their level.		100
Presenting oral reasons on how the samples were ranked.		50
TOTAL POINTS		450
PROJECT LEVELS		
Level 1	A very simple garment (skirt, pants, shorts with elastic waist)	
Level 2	A simple garment (jumper, dress, skirt or pants or short with top). <i>(A simple garment does not include zipper, set in sleeves, buttons or buttonholes, applied waistband, or collars).</i>	
Level 3	A garment such as jumper, dress, skirt, pants or shorts with top (garment will include some of these construction skills: zipper, set in sleeves, applied waistband, lined vest, collar, buttons and buttonholes).	
Level 4	A lined dress, lined suit, lined coat, or garment made of specialty fabric. Garments will include construction skills listed in level three.	
SKILL-A-THON STATIONS		
Level 1	Equipment for a sewing box, parts of a sewing machine, types of buttons, or types of fabric or sew on a button.	
Level 2	Skills from Level 1, identify pattern markings, hand-sew hem, or trim and grade a hem.	
Level 3	Skills from Levels 1 and 2, parts of a serger, or using the pattern envelope (identify how much fabric, interfacing, and notions are needed).	
Level 4	Skills from levels 1, 2, and 3, and select a pattern for a given figure type and choose fabric interfacing, and notion.	

Resources

1. 4H CCS BU 7182 - Helpers Guide
2. 4H CCS BU 7179 - Sew and Have Fun
3. 4H CCS BU 7180 - Sew Much More
4. 4H CCS BU 7181 - Sew On & Sew Forth
5. Let's Sew - A Beginner Sewing Guide by Nancy Zieman
6. [P1302-4-H Clothing Project Reference Manual \(Contact Specialist\)](#)
7. 4-H FCS Skill-a-Thon Sewing and Clothing ID- Texas A&M AgriLife Extension Service https://texas4-h.tamu.edu/wp-content/uploads/national_fcs_skillathon_sewing_clothing_id_2025.pdf
8. Textile Types- Colorado 4-H <https://co4h.colostate.edu/projects/manuals/Artistic-Clothing-Textile-Types-Selections-Supplement.pdf>
9. Quick Sewing Projects- Washington 4-H https://docs.google.com/document/d/1QcTVlWgTdoAFykrNSK3_531_GW6rfY-7Mnfb_yiTY7l/edit?tab=t.0