

# Category Descriptions

**1. Traditional** – features garments the participant has constructed for him/herself, showcasing sewing skills and the ability to coordinate an outfit. The entry must be sewn by the member as part of his/her 4-H Clothing and Textiles project. The outfit must contain at least one constructed garment; participants are encouraged to construct additional garments to complete the outfit.

**2. Consumer Science Purchased** - \$40.00 limit for the entire outfit, includes shoes but not sales tax. Receipts from the current 4-H year are required for any item that is visible. Gifts, prior purchases, and items without receipts are not eligible for this category. Receipts from yard sales, etc. may be hand written. There is no 4-H project requirement.

**3. Upcycled** – take one or more existing garments and turn them into a new, different, and wearable garment. Add an accessory handmade made by the participant (supplies to make it may be purchased). The upcycled garment must be sewn by the member as part of his/her 4-H Clothing & Textiles project. Additional upcycled and/or sewn garments are encouraged to complete the outfit. A “before” photograph showing the original garment(s) is required. This is not an alteration such as a large dress altered to fit a smaller person. It is a complete change such as pants and a shirt made into a dress. Other fabrics and material may be added during the construction process.

**4. See It, Sew It Challenge** – Have you found an outfit online or in a magazine that you would love to copy for yourself? This category is perfect for you! Start with a picture of a new garment or outfit from a current magazine, catalog, store display, or website. List the retail price if you were to purchase the garment or outfit. Then get creative and copy it. Include the cost of your sewn garment/outfit. Use of a commercial or hand-drawn pattern is your choice (the original picture cannot be from the pattern envelope). The garment must be made in the Clothing and textiles project. The focus of this category is copying a new garment and making it fit you. The entry should only be modified for fit, type of fabric, or color/print of fabric, keeping it as close to the original as possible. Copying a vintage Lucille Ball dress, for example, would be in the Retro Challenge.

**5. Retro/Vintage Inspired Challenge** – Create an outfit that is inspired by a vintage design using a new fabric and notions. Vintage is 20-100 years old, so use an inspiration that is from 1900 – 2000. The entry must state the year or period of the design and include a drawing, photo, or description of the design that inspires your outfit. At least one garment must be handmade by the member. Other garments and accessories can be handmade or purchased but must be representational of the same era. There is no 4-H project requirement; any 4-H member may enter this category.

You can view the scorecards for these categories at: [4h.ucanr.edu/4-H\\_Events/SFD/SFR/](http://4h.ucanr.edu/4-H_Events/SFD/SFR/).