

How to: Style Revue

Q: What is Style Revue?

A: Style Revue is an annual contest for all sewers, knitters, crocheters, or embellishers to show off their work! This event is open to 4-H members of all ages in Hancock County. Garments are judged on construction, fit, and modeling.

Q: What kinds of projects are there?

A: Youth have 3 categories to enter their project under: **wearables, non-wearables, and repurposed**. Any fiber art medium, such as sewing, knitting, or crocheting, may be used to create the item. The repurposed items must be at least 50% recycled material (reusing an existing item in a new way). The completed project is different from its original use. If you're wondering if a specific project will qualify, reach out to your club leader or 4-H staff for clarification.

Q: What are the requirements?

A: Youth must submit a project, narrative, and entry sheet upon project completion. Depending on the category, each entry sheet may have additional requirements for submission (ex: pattern used, before and after photos). Youth must also participate in our showcase, where they don their creations and model them for a crowd.

Q: When are the due dates for participation in Style Revue?

A: Check out our website for the most up-to-date information regarding Style Revue events!

You can find it at: extension.umaine.edu/hancock/4h/style-revue/

Classes

A Guide for Choosing Cloverbud Projects

Cloverbuds are under 9 years of age on December 31st of the 4-H year. Cloverbud projects **are not judged** for construction, and will also not be judged when modeling their projects. The goal of beginner participation in Style Revue is to begin building confidence in their sewing abilities so that they can feel comfortable being judged when they are 9+.

Suggested projects:

- Pillowcase
- Pillow
- Tote bag
- Apron
- Potholder
- Knit or crochet scarf
- Doll blanket
- Headband

Skills to work on:

- Sew on buttons
- Straight stitching
- Basic hand stitching
- Machine hems
- Turning inside out
- Reading a pattern
- Knitting and crocheting – knit, purl, cast on/off, tying off, chains, basic stitching, making a gauge swatch, sewing in ends

Things for Cloverbuds to avoid:

- Stuffed toys with lots of oddly shaped pieces
- Projects with deep curves or points
- Fabrics/yarns that are slippery, super thick or thin, stretchy, stiff, or quilted
- Fabrics with a one-way design
- Slippery needles/crochet hooks
- Unattainable project goals like a large blanket

A Guide for Choosing Beginner Projects

Beginners are 9+ years old on December 31st of the 4-H year. They may have some experience, but their skills are limited. We suggest youth remain in the beginner category for 1-2 years while they master the beginner skillset. We recommend focusing on at least one new skill a year.

Suggested projects:

- Pull-on skirt/shorts
- Elastic band pajama pants
- A vest without a collar
- Fleece hat and scarf set
- Tote bag
- Cape
- Knit or crochet scarf
- Knit or crochet beanie hat
- Mittens

Skills to work on:

- Zippers, buttons, grommets
- Curved seams
- Bias edging
- Backstitching
- Gathers
- Corners
- Pressing
- Knitting and crocheting – magic circle, increasing and decreasing, new stitches, keeping tension, joining pieces, even edges

Suggested knowledge for beginners:

- Basic sewing tools, notions, and terms
- Use of the machine
- Pre-treating fabric
- How to use a pattern – layout, following directions
- Care of machine
- Appropriate fabric/yarn choice

A Guide for Choosing Intermediate Projects

Intermediate participants have mastered the basics and are ready to learn more challenging skills. We suggest youth remain in the intermediate category for 1-2 years while they work on growing their knowledge of the craft. We recommend focusing on 1-2 new skills a year.

Suggested projects:

- Skirts
- Pants and shorts with a zipper, a waistband, and pockets
- Jackets/jumpers with pockets
- Dresses
- Sewn/knit/crochet stuffed animals
- Knit or crochet vests/cardigans
- Knit or crochet purse
- Knit or crochet blanket

Skills to work on:

- Zippers
- Waistbands
- Buttonholes
- Interfacing
- Darts/tucks/pleats
- New stitches ie. zigzag
- Ruffles and other appliques
- Easing
- Overlock/serger finish
- Aligning patterned fabrics
- Knitting and crocheting - Patterned projects with 2-3 different stitches, tapestry/intarsia, multiple yarns

Suggested knowledge for intermediate class:

- Selecting pattern and fabric or yarn to suit skill level
- Marking material
- Use of machine accessories
- Measuring for size and figure type
- Hemming or making small edits to a pattern to fit your needs

A Guide for Choosing Advanced Projects

Advanced participants have mastered the basic skills and some intermediate skills. This is the most difficult class, and youth will be expected to create pieces that reflect their skill. Often times, multi-piece items are recommended for entry to help showcase their knowledge. Projects should include 1-2 new skills a year.

Suggested projects:

- Two- or three-piece outfits
- Tailored, lined jacket
- A gown of velvet or sheer material
- Period-appropriate historical costume
- An afghan or quilt
- A fair isle/cable knit/ or other challenging knit sweater

Skills to work on:

- Tucks
- Linings
- Tailoring
- Mitering
- Lapels
- Lace overlay
- Bound buttonholes
- Knitting and crocheting - Changing colors, adding buttonholes, circular knitting, modifying a pattern or creating your own, new stitch types, cables/lace/bobbles, fair isle design, tapestry/intarsia

Suggested knowledge for advanced class:

- Selecting a challenging pattern
- Making large edits to a pattern, like lengthening or shortening
- Handling difficult material
- Making a garment look "professionally finished"
- Personalizing/embellishing garments