

THE 4-H CLUB GIRL'S
SPECIAL OCCASION
CLOTHES



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4-H CLOTHING CLUB REQUIREMENTS

Home Clothes Club—First Year

Construction

Hand towel
Tea towel or pot holder
Darn a pair of stockings
Kitchen apron or a simple cotton dress

Other Phases

Personal appearance
Correct shoes and hose
Care of clothing
Clothing judging
Record keeping

School Clothes Club—Second Year

Construction

School dress of washable material
Slip and one other undergarment
Hemmed patch
(Pajamas—may be made if desired)

Other Phases

Material selection
Design and color
Patterns and alterations
Clothing account keeping
Clothing judging
Demonstration teams
Record keeping

Special Occasion Clothes Club—Third Year

Construction

Afternoon or informal party dress
Two appropriate undergarments
One accessory

Other Phases

Selection of accessories
Pressing
Dressing for the occasion
Clothing accounts
Clothing judging
Demonstration teams
Record keeping

Wardrobe Club—Fourth Year

Construction

Ensemble of at least four articles
for street, school, travel, sports,
or social wear

Other Phases

Clothing inventory
Personality study
Plan wardrobe for year
Clothing accounts
Buying
Tailoring and finishing methods
Clothing judging
Demonstration teams
Record keeping

THIRD YEAR CLOTHING

By Myrtle G. Euren, Assistant State 4-H Club Leader*

Qualifications for Membership

Anyone over ten years of age, who has completed the first two years of 4-H clothing club work, or, who in the estimation of the local club leader and County Extension Agent, is capable of doing the third year's work successfully, may become a member of the "4-H Special Occasion Clothes Club."

The Special Occasion club is organized for the purpose of helping girls:

1. In the planning, selection, and making of becoming, healthful, and suitable clothing for social wear and in choosing appropriate accessories.
2. To dress well, but inexpensively, remembering that individual personalities and activities largely govern what is appropriate.
3. To know the correct finishes for the material and design used; how to fit garments correctly; proper pressing.
4. Become interested in keeping clothing accounts.
5. To build up a knowledge of high standards through consistent practice in clothing judging.
6. To demonstrate good clothing practices to others by means of team demonstrations.
7. To become sound leaders and good citizens.

Minimum Requirements

- I. Study and discuss or demonstrate the following:
 1. Being well dressed.
 2. Dressing correctly for the occasion.
 3. Selection of materials and accessories.
 4. Appropriate designs and colors.
 5. Fitting of dresses and undergarments.
 6. Correct finishes for material and design to be used.
 7. Renovation.
 8. Posture in relation to clothing.
- II. Keep a clothing account for the entire year.
- III. Plan, select, and make:
 1. An afternoon or informal party dress.
 2. Two suitable undergarments.
 3. (Make or select) one appropriate accessory.
- IV. Attend club meetings regularly and participate in all activities.

*Approved by Josephine Pollock, Extension Clothing Specialist.

- V. Keep a record, write a story of your club work, and submit both to the County Extension Agent, through the local leader at the completion of the project.

Note: The Handbook for Montana 4-H Clothing club girls, which is supplied to every clothing club leader and first year clothing club member, contains detailed information on clothing construction, and should be referred to frequently.

Being Well Dressed

Every girl has a desire and right to be well dressed. In your previous years of 4-H clothing club activities you learned that to be well dressed a girl must:

1. Wear clothing that is simple and clean, suitable for the occasion, becoming to her type, comfortable, and within her means.
2. Be clean about her person.
3. Be well groomed.
4. Have good posture.
5. Have a happy, pleasant personality which is a result of good health and a good attitude.

Now that you are ready to begin the "Special Occasion Clothes Club" phase, stop and check up on yourself. Are you a truly well-dressed girl? If you have neglected some of the above points, make up your mind that you will observe and practice the suggestions given so that you, too, may be "well dressed." To be well dressed, you must plan your entire wardrobe before selecting or making new garments, so that all garments and accessories will harmonize: (Use the enclosed blank for planning your clothing).

When planning and selecting clothing keep in mind that:

1. Simple clothing is most beautiful.

Simplicity is the foundation of all that is beautiful. Simple clothing is more girlish, and helps to express the personality of the one who wears the garment, in contrast to overshadowing the individual, as elaborate clothing does.

2. The dress must express your personality.

Personality is the physical and mental characteristics which distinguish one person from another. Everyone has an individual personality and charm which should be developed. Individual personality may be lost by borrowing ideas in clothing from other people. Study yourself and find out what type you are, and then dress so that you bring out the best points of your own individual type. Are you a dainty, feminine type, an athletic type, a serious studious girl, or an animated type? Size, proportion, coloring, temperament, age, and disposition are factors which determine personality.

3. Your clothing should be planned in accordance with present day styles, but should be adapted to your particular needs. Conservative, simple styles which are becoming to the individual may be worn several years and still be considered "in style."

4. You must select appropriate and becoming materials and those within your "pocket-book."
5. Your clothing must fit well.
6. The dress must be suitable in type and material for the occasion at which it is to be worn.
7. Accessories are an important part of your costume, and should be selected with care and good judgment.

Dress for the Occasion

A girl can be appropriately dressed at all times, even though she has very little money to spend on clothing. However, time and thought are required in planning and selecting the clothing, and care must be taken of the clothing after it is made or purchased.

Adopt one principal color for your entire outfit, and select all things to harmonize with this color. Select a color that is conservative and that will allow several different combinations.

At school, which is the "business" of most club girls, dress for your job. Tailored clothing, serviceable hosiery, low-heeled oxfords, are the type that make a girl attractive in the school room. Do not wear out old party dresses at school, unless you remodel them so that they are suitable to a school room.

Remember that all parts of the costume should be in harmony and suited to the occasion. If this is observed, high-heeled slippers will not be worn at school or for street wear; party dresses will not be worn to school, any more than you would wear a sport skirt and sweater to a nice party.

*"The keynote to distinctive dress
is to KNOW yourself."*

This year, you are going to make an ensemble for social wear. If it is an outfit for church or general dress up wear, perhaps it will be a tailored silk; if it is a summer afternoon dress, it should be a dainty design made up in sheer cotton, or wash silk; if you have opportunity to attend evening parties that require party dresses, you will want to select a simple youthful style that is not extreme.

Planning the Afternoon or Party Dress

Before deciding what kind of an ensemble you are going to make, you must first decide for what kind of social activities you will need a dress. When you have decided whether the dress will be for church, afternoon, or evening parties, or all those occasions, you are ready to select your design and material.

The style and design will depend a great deal upon your size—whether you are tall or stout, or thin or short, etc. Adapt the present day style

tendencies to suit your figure. Do not accept a style as good for you, just because it looks well on someone else. Study yourself, and plan your clothes for yourself—don't borrow someone else's ideas.

The color you choose should depend upon your hair, eyes, and complexion. Select a color that will bring out the color in your hair, deepen and brighten your eyes, and make your complexion appear clear. Bright colors in whole dresses make one appear larger, and they also become very tiresome to the eye. Neutralized or subdued colors are more desirable, with touches of bright color in trimmings. To find your best colors, try various colors next to you face, and see which values and shades bring out your best qualities.

Texture, color, and design should be considered in selecting materials. A stiff or shiny material makes a person appear larger, while soft, dull materials reduce apparent size.

Inconspicuous colors and plain materials are best for the large or stout girl. Plaids and figures attract attention and give added size to the wearer. Subdued colors always make one appear smaller than do bright colors. Intense colors may be used for trimmings if well chosen.

Some materials that are suitable for the club girls dress-up ensemble, are voile, (plain, dotted, or figured), organdy, dotted swiss, wash silks, silk crepes, soft rayons, sheer wool.

Making

1. Pattern—select a simple design becoming to the girl who is to wear the dress. Read pattern directions carefully. Test pattern. Alter if necessary.
2. Cutting—Lay all pattern pieces on material and pin, before doing any cutting, to be sure you will have enough material, and that you are cutting your dress to the best advantage.

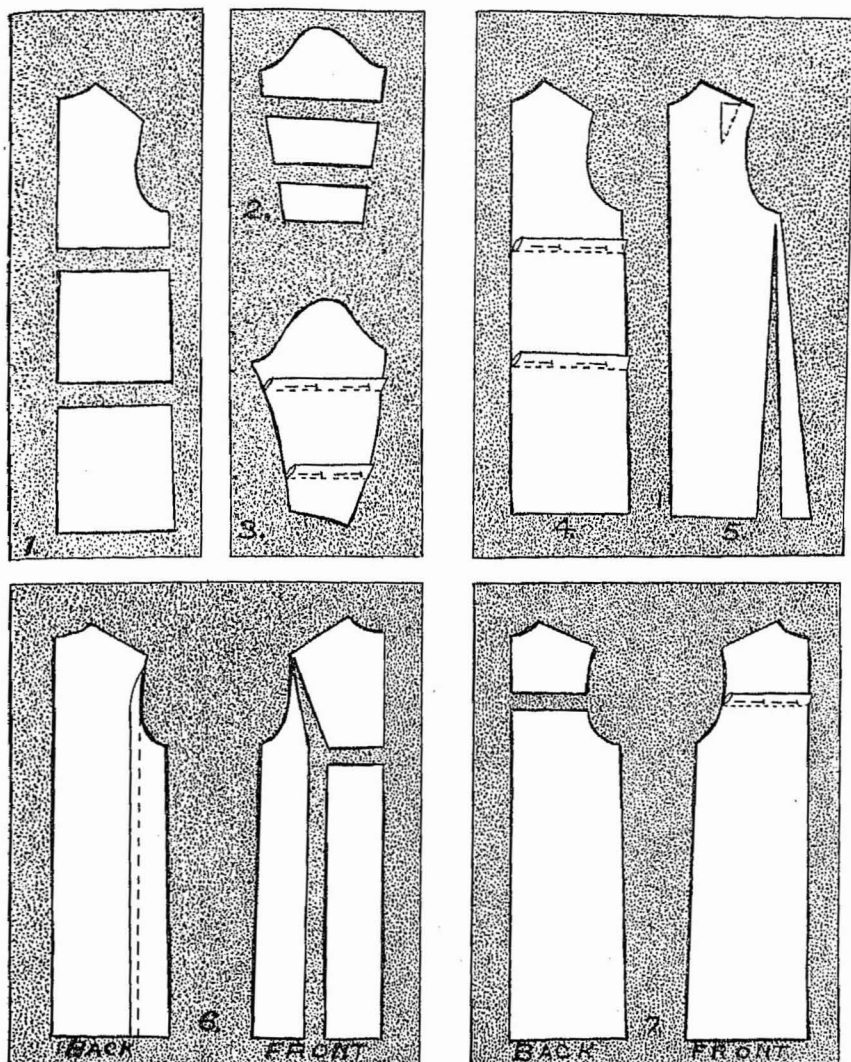
Cut carefully—with long even strokes of the scissors. Mark notches and perforations with chalk or colored thread. Do not cut notches into the garments.

3. Basting and fitting—Baste garment together according to pattern directions. Have first fitting of dress, and alter as necessary. After necessary alterations have been made, and basted in, permanent seams may be made.

4. Finishes—The type of seam used will depend upon the kind of material used. Narrow french seams would be suitable on fine, sheer cottons or soft silks; open seams appropriately finished would be used on heavier, firmer materials. (See Clothing Handbook).

Be especially careful about the fit of the sleeve. The sleeve should fit smoothly, but easily. In basting the sleeve into the armseye, hold the sleeve towards you, ease in the necessary fullness, but do not allow any gathers. If the sleeve is larger than the armseye, try the dress on, to see if the shoulder or underarm seam should be adjusted. The correct joining of the sleeve and armseye comes in a line with the bone at the tip of the shoulder. Armseye seam should be a plain open seam, overhand or bound; or a false french seam can be used.

The hem must be put in by hand. After the hem length has been taken from the floor, make a small $\frac{1}{4}$ -inch turn. Baste. Stitch. With the aid of a cardboard gauge, turn hem desired width. Pin. Baste. Hand hem.



PATTERN ALTERATIONS

1. To lengthen, slash pattern and spread. (2). To lengthen sleeve, slash and spread. (3). To shorten sleeve, take tucks in pattern. (4). To shorten front and back, take tucks in pattern. (5). For narrow shoulders and wide bust, take tuck in pattern on shoulders, and slash and spread length of pattern. (6). For narrow back and large bust, take tuck on back pattern and piece and slash front. (7). For round shoulders and flat chest, slash and spread back pattern piece and shorten front piece.

Garments Must Fit Well

Choose your patterns carefully; all patterns are made for average figures, and almost any pattern will need slight alterations.

An otherwise unsuitable pattern may be made to suit the individual by changing the neckline, by using a different type of collar, by raising or lowering the belt, or by changing the type of trimming. Do not accept a design as it is, unless it is becoming to you in every respect.

Buy a pattern nearest your size. Dress patterns are bought by the bust measure, skirt patterns by the hip measure. Test out the pattern according to your own measurements. Pin pieces of pattern together and try on. Perhaps the sleeve needs to be made larger or smaller; perhaps the waist pattern is not long enough, etc. The following sketches will help you in altering your patterns.

When the garment has been cut out, baste it together carefully, and try it on. Some alterations may have to be made.

Fitting Problems

Placing of seams—The shoulder seam of the waist should come just back of the top of the shoulder (unless person is round shouldered) then place seam slightly to the back.

The underarm seam should come directly below the shoulder seam and straight to the waist line.

The skirt seam should be straight, sloping neither to the front nor back.

Placing the sleeve in armseye—the sleeve must fit smoothly with no gathers. In placing sleeve in armseye, pin sleeve in first. Then baste, keeping the sleeve toward you, "fulling in" extra fullness, but not allowing gathers. Joining of sleeve and armseye should be in straight line with tip of shoulder bone. Do not let this line fall out on the arm as it spoils the entire fit of the garment.

Shape the neckline to suit your face and figure. V necklines for square and round faces, oval necklines for nearly all types, round necklines for long, thin faces.

Undergarments

The two undergarments which you make are a definite part of your ensemble and as much thought and care must be given to selection of materials, design, and construction of them, as to your dress.

Undergarments are the foundation for outer garments, and should fit perfectly. Designs should be selected that are in harmony with present day dress lines. When dresses are a fitted type, undergarments should fit as smoothly as possible to give outer garment a good appearance. Shaped, or built up necklines are best for slips.

A slip, combination suit, bloomers, step-ins and brassiere, are undergarments that may be made.

The color of the undergarments should harmonize with the outer garments. White, or tints of colors are best for wash dresses. Never use bright colors for underwear. Materials as nainsook, batiste, and other soft cottons are

suggested for wear with cotton dresses; wash silks, soft rayon or pongee are suggestions for underwear for silk dresses.

Whenever the design of the undergarment will permit, flat fell seams should be used. On gored or bias pieces, narrow French seams are best. (Refer to clothing handbook). If the outer garment with which they are to be worn is tailored in type, the finishes of the undergarments should be plain and tailored. With daintier, more dressy garments, the underwear must harmonize in type.

Accessories Are Important

Accessories are those articles which aid in completing the costume. Accessories can make or mar the appearance of an ensemble.

Handkerchiefs, gloves, bag, shoes, hose, hats, and jewelry are accessories that should be selected with the entire costume in mind. These accessories should be in harmony with the outer garment in design, texture, and color.

Everything that is worn should be an essential part of the costume. For instance, many people wear jewelry just because they enjoy wearing it, whether it is appropriate for their clothing or not. A good rule to follow is—never wear jewelry of any kind unless it adds to your costume.

Pressing and Cleaning

Each seam and pleat should be pressed as one sews. This helps in keeping the garment from having that "home-made" look.

To press silk garments press on the wrong side with a moderately warm iron. Silk burns easily, so do not use too hot an iron. A pressing cloth can be placed on the silk on the right side, and then pressed. Sleeve rolls and pressing pads (See Clothing Handbook) are an aid in good pressing.

All garments must be cleaned or laundered regularly to keep them looking well. Some of you will make silk dresses out of material that is not washable. If your clothing allowance will not permit you to send your silk dress to the cleaners, you must learn to dry-clean them yourself. If you do, you must take every precaution, as home dry cleaning carelessly done is exceedingly dangerous.

High test gas, naphtha and common gas are highly explosive, and very dangerous. Carbon tetrachloride is non-inflammable and non-explosive, but quite expensive. The latter can be added to gasoline to make it safer. In any event, always—

1. Clean out of doors, away from buildings and fire.
2. Choose a bright, dry day rather than a cold damp one.
3. Do dry cleaning in a shady place.
4. Never use a washing machine or a brush, or do any rubbing. The friction will start a fire.

Especially prepared cleaning solvents that are safe can be purchased in large amounts at a reasonable price.

Made Over Garments

Renovation is an interesting problem. What fun to take a dress or coat, supposedly beyond repair or use—and by careful thought and planning, make an attractive dress for yourself, or a dress for some younger members of your family

The garments in this year's required work may be renovated, if new materials are not available. This is what you will want to do in getting ready to make over some garment:

1. Find a garment that is worth making over.
2. Draw a sketch of the old garment (you will want to compare the pleasing results of the new creation with the old garment).
3. Decide on your new design and plan of remaking.
4. Rip old garment.
5. Clean, remove spots, or launder, or dye.
6. Press.
7. Recut according to new design.
8. Baste.
9. Fit.
10. Select proper construction methods.
11. Press carefully.

Some Suggestions in Renovating

1. Do not renovate a garment unless the material is still good.
2. Do not use expensive materials or trimmings with old cloth.
3. Piecings or worn places may be hidden by tucks, buttons, or other trimming.
4. A wool garment can sometimes be combined with a silk garment, making an attractive combination.
5. Be as careful about selection of design, trimmings, and general effect as if the material were new. Change design enough so that lines of garment are up-to-date—neckline and sleeves are indicative of present-day styles.

The made-over garment gives you a chance to exercise your imagination, individuality, and originality. Make it attractive!

Demonstrations

Why Demonstrate?

1. Demonstrations are a valuable method of teaching, since people learn by seeing. You, as the demonstrator, "show by doing." Thereby you teach your community and others many valuable practices.
2. Demonstrations create additional interest in 4-H club work, and place the value of club work before the public.
3. Preparing and giving a demonstration develops clear, concise thinking on the part of the demonstrator; develops skill; develops his speaking ability, his poise and personality; and his ability to think quickly and meet a situation readily.

What Shall Be Demonstrated?

Demonstrate on a subject that is vital and helpful to your community, and is the result of a practice you have learned in your 4-H club work. (Additional information on demonstrations is found in the Montana circular "How to Develop 4-H Club Demonstrations").

Exhibits

Why Exhibit?

To find out how your work compares with that of other club members; to help you improve your work; to show the people of your community and state what you have accomplished.

Remember, when you are exhibiting, that only a few can win. The value in exhibiting lies in the comparisons.

When you exhibit at a community, county, or state event:

1. All articles must be clean and well laundered before you can expect a judge to consider them.
2. All articles must be labeled, with name and address typewritten or neatly printed, on a piece (2 in. by 1 in.) of stiff cloth (paper cambric is good) and sewed securely to the article.
3. Place the label at the back in center of neckline (on garments). Uniformity in placing the labels will save time at exhibits.

Judging

After each group of articles is completed, set aside a definite time, and judge those garments. Judging your garments, and those of other club members, according to the above score cards will make you familiar with the points of garments of high quality. Being familiar with these points will help you design and make better garments, and help you in selecting ready made clothing.

Complete Costume Score Card

1. General appearance	25
Design and color combination	5
Originality and individuality	5
Pressing and cleanliness	5
Harmony of parts	10
2. Workmanship	15
3. Suitability to purpose	15
Color-design-material	
4. Suitability to individual	15
Color-design-material	
5. Completeness of costume	10
6. Economic factors	20
Durability of materials and design	5
Value in relation to cost	5
Judgment shown in distribution of cost among various articles	5
Cost of upkeep	5
TOTAL SCORE	100

Remodeled Garment Score Card

1. General success of problem	30
Originality shown	10
Economical use of material	5
Suitability of result to purpose	10
Durability of result	5
2. Design and color	30
Beauty of design	10
Color combination	10
Texture combinations	5
Textile design combinations	5
3. Workmanship	30
Choice and neatness of seams, hems, etc.	15
Perfection of stitching	15
4. Relation of value to cost in time and money	10
TOTAL SCORE	100