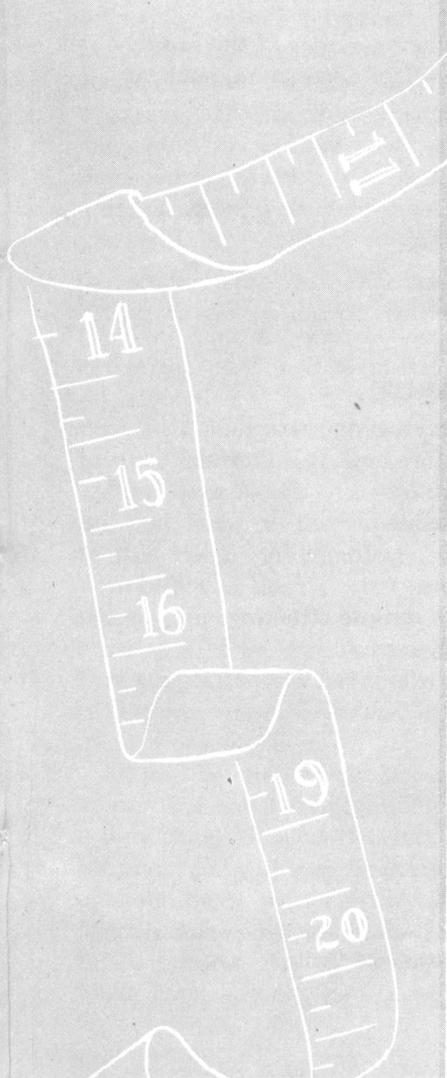


630-073  
M71A  
no. 104  
com 3

29584  
1-16-52

# Clothes for the Occasion

## Clothing V



UNIVERSITY OF MISSOURI COLLEGE OF AGRICULTURE  
AGRICULTURAL EXTENSION SERVICE

4-H CIRCULAR 104 Columbia, Mo. JANUARY 1952

## **THINGS TO DO IN THIS PROJECT**

### **Make Three Articles**

#### **Choose From the Following:**

- A best dress of cotton, rayon, nylon, silk or wool
- A formal dress
- A sport dress
- A complete 4-H uniform
- Make over a dress for yourself or other member of the family
- Make two accessories that will complete a costume, such as collars and cuffs, belts, purses.

#### **Select and Do Three of the Following:**

- Make a wardrobe plan
- Select and buy accessories
- Select and buy undergarments
- Assist with sewing for others. For example, turn shirt collars; make garments for others; help with mending, repair or remodeling.

## **GOOD SEWING HABITS**

1. Always select pattern before purchasing material
2. Make any pattern alterations before cutting material
3. Pin and fit accurately
4. Follow pattern directions carefully
5. Cut with long strokes
6. Always fit garment right side out
7. Check stitch length by making a sample stitching
8. Use a seam guide for even width seams
9. Use scissors to cut thread ends.
10. Press often

## **The Cover Page**

Miss Shirley Clowdis, Livingston County, wears the costume with which she won first place in the 4-H Style Revue on State Contest Day.

# CLOTHES FOR THE OCCASION

## Clothing V

In this project—Clothing V, Clothes for the Occasion—you will use many principles already learned. Remember, selecting and making a garment requires time, thought, patience and accuracy. Do the best you can with each step in making your garment. And when finished, you will be rewarded with a well-made garment that you will be proud to wear.

**Your Activities**—Your choice and use of clothing depends on where you go, what you do, and the people you are with. It is well to make a list of all activities. Then list what you now have that you could mix or match to wear for each activity.

**Plan Your Needs**—List all the clothing you have on the inventory sheet in this book. A complete inventory will help you decide what is useable, what needs repair or restyling and what should be discarded. You will find suggestions in fashion articles in magazines, newspapers and in department store displays.

Often, an inventory reveals garments that have been hanging idle for a long time. A coat that has become too short for you may be restyled into a short boxy jacket with cuffs and large patch pockets made from the fabric you cut off. A jumper may be made from a dress, and serve several

purposes. For daytime, wear it with blouses or sweaters, and on a more dressed-up occasion wear it with a frilly blouse and pearl choker at the neck.

**Supplementing Your Wardrobe** — What garment will you need this season to serve your many occasions? Every occasion has a mood to which certain types of clothing are suited.

A list will help you know your needs so you can plan your purchases within the amount of money you have to spend. Too, a plan will help stretch your clothing dollar by helping you decide what garments to make and what ones to buy ready-made.

Remember, any garment added to your wardrobe must be one that will serve several purposes. Be sure to choose a color that harmonizes with what you have. Keep the price within the amount you can spend.

### SELECTING THE DESIGN

Have you ever thought that a garment has character? Each dress or costume has character of its own. By this we mean the style or lines of your garment, the color or color combinations and the texture of the material seem to belong together.

Select lines and color that compliment your personality so both you and your garment appear in harmony.

Styles with simple lines are good mixers and can be worn in a variety of ways.

### Your Figure Type

Knowing your figure type will be an aid in selecting designs suitable for your figure. The figure types are: willowy, stocky, statuesque, average and petite.

*The willowy* figure is tall and slender. She may cut her height with lines that broaden. Dresses with square shoulders and fullness in the skirt are good. This also is true of contrasting colors and wide belts. Large collars, cuffs and pockets increase your size and help to cut height. Fabrics with a napped surface, such as velveteens, corduroys, or fabrics with a glossy surface make your figure look larger.

*The stocky* figure is broader than average. To look more slender, choose simple, vertical lines that fit smoothly. Keep frills to a minimum.

Subdued colors are your best choice. Use any grayed tone in your favorite color. Vivid colors in small amounts may be used near your face for color accent. Dull or smooth-surfaced fabrics will help give you slimness.

*The statuesque* figure is tall and well filled out. If you are the statuesque type, choose fabrics of smooth texture or with a dull surface. Avoid skirts which are bulky in weight or in appearance. A v-shaped neckline and dresses that button down the front give slim lines. Choose fabrics that are light weight and soft in color. Choose a becoming skirt length.

*The average* figure is well proportioned in weight and height. With such

a figure you have a wide choice of styles. However, no two faces and figures are alike so you will want to select styles and colors to make the most of your best features.

*The petite* figure is a smaller than average, dainty figure. You may accent your figure with features of the garment that are scaled down in size such as small collars, cuffs and pockets. Avoid extremely bright colors for a complete costume. Use them for accent in your accessories or near your face. Avoid fabrics that are too rough textured in appearance. Styles that fit smoothly and accent the waistline are flattering to the petite figure.

### CHOOSING THE COLOR

Many girls build their wardrobes around one or two basic colors that go well with one another and can be worn in a variety of ways.

Colors suitable for year-round wear include medium shades of wine red, coppery brown, beige, gray, gray blue, blue green and soft leaf green.

When you choose a color, consider your own coloring of skin, hair and eyes. To find your most becoming color, try on various colors by draping fabrics over your shoulders, covering up all color of the garment you are wearing. Ask yourself, is this pleasing with my skin, hair and eyes? You should not be content to say that blue is most becoming but find the value of blue that is best of all. Be willing to try new colors, but do not choose a color just because it is popular.

### SELECT YOUR FABRIC

Before you buy fabrics for the garments you will make, ask yourself

these questions. The answers will help you make wise choices.

Can this fabric be worn or used for a number of occasions?

Will it look good on me?

Is the texture suitable for me?

Is this fabric sanforized?

Is this fabric colorfast?

Does this fabric have a special finish?

Will this material be easy to dry clean or launder?

Is this fabric good looking?

Is it in fashion?

Is it a good buy?

Can I spend this amount of money?

Some of the most important qualities of today's fabrics are unseen by the naked eye. These are the special finishes. We can expect to pay more for a fabric with a special finish. The finish can mean that the fabric will serve its purpose better, decrease the time required to keep it looking good, and may be more attractive. A wrinkle resistant finish on cottons and rayons does not mean they will never wrinkle or crease. But such fabrics will crease less than untreated fabrics. And when a garment is placed on a clothes hanger overnight, the wrinkles will tend to hang out.

Manufacturers' tags and labels attached at the ends of bolts, should always be read and interpreted for exactly what they say.

**Interfacing**—An interfacing may be used in the collar and down either side of the center front. The width down the center front will depend on the style of your dress.

For interfacings use long cloth or bleached muslin for cottons; and flat crepe rayon for rayons.

## ACCESSORIES HIGHLIGHT YOUR WARDROBE

Knowing what you have in your wardrobe and what you plan to add will help you decide what accessories you need. Also it will help you avoid hasty buys that often do not meet your needs. Accessories include shoes, purses, hats, gloves, scarves and jewelry.

Any accessory made at home must show excellent workmanship. Select a simple style in any item you plan to make. Details are time consuming and require considerable skill.

**Shoes**—Many types of footwear may double for several purposes. If you choose wisely, you'll need only a few pair. The design, color and texture influence their adaptability to different costumes and occasions and their becomingness to the wearer. Handbags and shoes are often matched in color which provides an accent to the whole costume.

**Purses**—Your purse should harmonize in color with the rest of your costume. It may be the color of your shoes, or of your hat and gloves.

The design must be considered. The lines should harmonize with the lines of the garment it is to be carried with.

Size of the purse should be selected with consideration of the size of the girl—small purse for the small girl, a larger purse for the larger girl. A becoming style is more important than the fashion of the moment.

**Hats**—Select a conservative style that will be fashionable for several seasons and for different occasions. A hat should seem a part of the entire costume.

**Gloves**—Gloves are made for var-

ious occasions, for street, sport or evening. They are made from many materials as leather, fine nylon and cotton string.

Wearing gloves adds to the completeness of a costume and gives you a well groomed appearance.

Most girls select a pair of gloves in their basic color. These and a pair of white gloves will serve for most occasions.

**Scarf or Collar and Cuffs**—Either may serve as an accent color to your costume; for protection from powder marks on the neckline of your garment; or to change the neckline of your garment.

**Belts**—A belt in a material of contrasting texture such as leather or velvet worn with crepe offers a simple way to change your garment.

**Jewelry**—Jewelry attracts attention and can serve as a color accent to the part of the garment or body where it is worn. Size and shape of jewelry must be considered for each costume and each individual.

If in doubt about a piece of jewelry being right for your garment, do not wear it.

### THE MADE-OVER GARMENT

Let's distinguish a made-over garment from a remodeled garment.

**A Made-Over Garment** is one that needs simple changes to make it useable and attractive. Changes may be made in the hem length; short sleeves made from long ones; placket opening changed from snaps to zipper; neckline changed from round to v-shaped; or skirt fitted at waist and hips.

**Remodeled Garment**—A garment that is too large or too small may be

remodeled into a similar garment such as suit from a suit; or it may be an entirely different garment such as making a jumper from a dress or a skirt, and weskit from a coat.

Garments to be remodeled should be ripped apart, cleaned and pressed before being recut.

Mark the lengthwise thread with chalk on the wrong side of the material. This provides greater accuracy in laying your pattern for recutting.

### UNDERGARMENTS

Undergarments are an essential part of your wardrobe. They deserve careful thought when you plan and buy for they share in the total cost of your clothing.

Each costume deserves undergarments that are well fitted, clean, pressed and appropriate for the garment you are wearing.

Most undergarments are laundered more frequently than outer garments, therefore, you need to consider: (1) the kind of material, closeness of weave or knit, ease in laundering; (2) construction; (3) fit; (4) the purpose they will serve.

Lace trim gives a feminine touch to undergarments. If you select a lace trimmed slip, bra or panties you will need to know if the lace will last the life of the garment. Also, will the garment serve the many purposes for which you intend to use it? Is the cost within your means?

For many girls a foundation garment is essential. It helps to mold the figure and to give a smoother appearance and fit to clothes. We need to remember, however, that most of

us can use to a better advantage nature's own girdle, the muscles.

The fit of your clothes depends greatly on your posture. Always strive for good posture. Stand tall, sit tall, walk tall. Pull in the muscles of the abdomen. Tuck the hip muscles under. Try practicing this each day, and you will find your posture improved. You will act with greater ease when you know you make a good appearance.

### CONSTRUCTION POINTERS

You have learned many principles in completing 4-H clothing projects I, II, III, and IV. In Clothing I you assembled a sewing box that you have continued to use. In Clothing II you made your first dress. In Clothing III you repeated what you learned by selecting and making a summer dress-up dress or a school dress. In Clothing IV you learned to handle and sew wool.

With each clothing project you repeated many previous learnings. You did many things over and over, but with better understanding and skill.

**Prepare Your Fabric**—Are the ends of your fabric cut or torn? Fabric ends that are cut on a pulled thread line assure you that your fabric is true grain like torn ends. True grain means that the lengthwise and crosswise threads that make up your fabric are at right angles. If your fabric does not form right angles when placed flat or folded, the two cut ends should be pressed. Or you may need to dampen the entire length and press it again so the grain will form right angles.

At all times, from the laying of your pattern to the final pressing, your

fabric must be true grain. This assures you a finished garment that will fit properly, keep its shape and give longer wear.

**Cut With Nap**—Corduroy has an up and down nap, as does velveteen. Lay all parts of your pattern with the nap running toward the shoulder. In this way, when brushing against the nap or when seated the pile will be raised rather than packed down. This also gives a richer appearance to the velveteen, whereas, brushing with the nap gives a dull appearance.

**Study the Pattern**—Take the guide sheet from your pattern envelope and carefully study each step of construction and finish. This will save you much time when you begin sewing. Circle with a pencil the cutting layout you plan to follow.

**Placing the Pattern**—A table that may be extended is good for cutting. Lay your material straight on the table as your guide sheet pictures. Lay all pieces of the pattern before pinning any part. Then check correct grain of each pattern piece by measuring at least twice, once at the top perforation and again at the bottom perforation. The measurement is always made from perforation to selvedge. Place pieces marked "cut on the fold" on the folded edge.

Use plenty of sharp, slender pins to hold each piece.

If you need to alter your pattern, follow suggestions given on your pattern guide sheet.

**Cutting Out the Garment**—Sharp scissors are a necessity in cutting out a garment. If your scissors need sharpening, try to get them sharpened.

Often, a barber will sharpen scissors for a small charge.

In cutting, use long strokes following your pattern outline carefully, for your fabric cutouts must not be any larger than your pattern. Cut with the grain of the material. Begin cutting from wide part of pattern to narrow such as neck to armhole, underarm to waistline, hem to waistline.

**Make Pattern Markings**—You may choose the method of marking you prefer. Tailor tacks are easy to make by using white darning cotton or a contrasting color. Or you may use dressmaker's tracing paper and wheel. Select a color that transfers well to the fabric.

### MAKING THE GARMENT

Follow your pattern guide sheet for putting your garment together.

**Fitting the Garment**—If your pattern suggests shoulder pads, have them ready for the first fitting. Use them each time the dress is fitted.

Most girls like a dress that has an easy fit, that is, all parts of the dress fit with about the same tightness or looseness. A dress that is too tight cannot serve the long life you expect.

Check the lengthwise and crosswise yarns of the sleeves, blouse and skirt. All lengthwise yarns must line up straight from top to bottom of each garment part. The crosswise thread must cross the lengthwise at right angles. Points to check in fitting a garment:

Is the shoulder line slanted correctly?

Does the neckline fit smoothly?

Is bust fullness adequate?

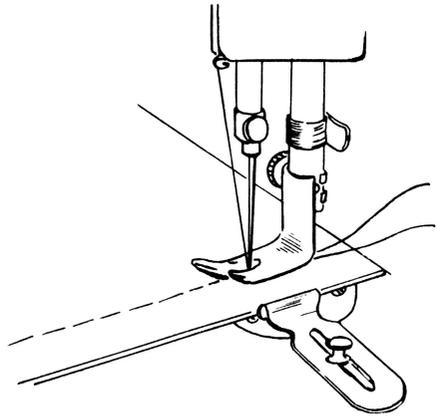


Fig. 1.—A seam guide.

Is there plenty of width between shoulders?

Is waist line correct? Waistline should come at the bend of the waist.

Is zipper concealed?

Is hemline parallel with floor and of length becoming to your figure type?

**Seams and Seam Finishes**—The choice of seam for a particular use depends upon: (a) type of garment, (b) its use, (c) kind of material, (d) how much the material ravel, (e) the shape of the piece, (f) the current fashion.

It is preferable to use one kind of seam and one kind of seam finish throughout the garment. However, there are exceptions. In a formal dress with tight bodice, you would use french seams in the blouse and plain seams in the skirt.

When you stitch the seams, use a seam guide, for this assures you of an even seam (Fig. 1).

Direction of stitching seams as well as cutting seams is determined by the grain of the fabric. Always stitch with



Fig. 2.—Arrows indicate direction of stitching.

the grain. Follow this simple rule: *Begin stitching from wide part of pattern to narrow*, such as neck to arm-hole, underarm to waistline, hem to waistline.

**Buttonholes** — For a well-made dress, make tailored buttonholes for that is one mark of a better dress. However, if after making several for practice and you are not pleased it may be better to use machine-made ones.

**Hems**—The width of the hem depends upon its use and upon its location. For the double fold hem, crease or baste a second turn of the hem one-fourth inch to the wrong side and machine stitch one-eighth inch from edge. Then finish your hem by hand using the slip stitch (Fig. 3).

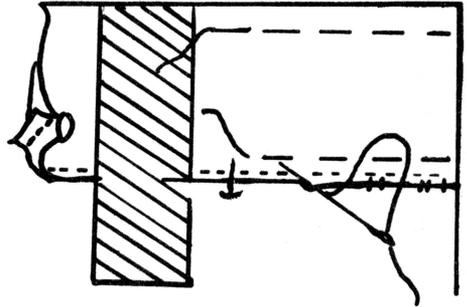


Fig. 3.—Hem finish with slip stitch.

#### 4-H UNIFORM

The 4-H uniform is a two-piece suit dress with dickey. The dress material is green and white stripe seersucker and the dickey is made of white pique.

The material may be obtained from the National Committee on boys and girls club work. The Advance (No. 5412), and Simplicity (No. 3085), pattern companies have the patterns available at all stores handling these patterns.

The pattern guide sheet illustrates how you should finish all parts of the uniform.

Dickey of any size requires  $\frac{3}{8}$  yard of white pique.

Shoulder bag requires  $\frac{3}{4}$  yard of green and white seersucker, plus  $1\frac{1}{2}$  yards of heavy unbleached muslin for interlining.

#### USE THIS TABLE TO DETERMINE YARDAGE FOR ANY SIZE PATTERN

Size	10	12	14	16	18	20
Jacket and Skirt	4	4 $\frac{1}{8}$	4 $\frac{1}{8}$	4 $\frac{1}{4}$	4 $\frac{3}{8}$	4 $\frac{1}{2}$

**SCORE CARDS****Dress, 4-H Uniform**

Design and Color .....	30
Beauty of design and color combination .....	20
Suitability to occasion and age of wearer .....	5
Individuality .....	5
Materials used, including trimmings .....	20
Suitability to design and purpose of dress .....	10
Cleaning qualities .....	10
Workmanship .....	30
Choice and neatness of seams, hems, finishes, etc .....	15
Perfection of stitching (hand or machine) .....	15
General appearance .....	10
Cleanliness .....	5
Pressing .....	5
Relation of garment value to cost in time and money .....	10
<b>TOTAL .....</b>	<b>100</b>

**Remade Garments**

General Success of Project .....	30
Ingenuity shown in the problem .....	10
Economical use of material .....	10
Suitability of result of purpose for which intended .....	5
Durability of result .....	5
Design and Color .....	30
Beauty of design .....	10
Color combinations .....	10
Texture combinations .....	5
Textile design combinations .....	5
Workmanship .....	30
Choice of neatness of seams, hems, finishes, etc. ....	15
Perfection of stitching (hand or machine) .....	15
Relation of value to cost in time and money .....	10
<b>TOTAL .....</b>	<b>100</b>

## 4-H Dress Revue

I.	THE GIRL .....	20
	Posture and poise .....	10
	Grooming .....	10
II.	THE COSTUME ON THE GIRL .....	45
	Suitability of design and color .....	15
	Fit (neck, waist, hemline, shoulder seams, side seams and sleeves) .....	15
	Effect of undergarments .....	5
	Choice of accessories .....	10
III.	THE COSTUME .....	35
	Materials and trimmings .....	10
	Suited to design and purpose of garment .....	3
	Suitable combination of material and trim in texture and color .....	3
	Judgment shown in distribution of costs (buttons belts, and trims) .....	2
	Cost in relation to upkeep and purpose of garment .....	2
	Workmanship .....	25
	Accurate cutting .....	5
	Suitability of seams and finishes of style and material .....	8
	Perfection of work, neck finish, sleeves, belts, plackets, fasteners, and seams .....	10
	Cleanliness and general appearance .....	2
	<b>TOTAL</b> .....	<b>100</b>

# MY WARDROBE 19\_\_

(Inventory and Planned Additions)

	WHAT I HAVE	COLOR	MAKE-OVER SUGGESTIONS	WHAT I NEED	COLOR	I PLAN TO MAKE	I PLAN TO BUY
<b>COATS</b> Dress Rain School Jackets							
<b>DRESSES</b> Best Skirts School Blouses Everyday Sweaters							
<b>WORK AND PLAY CLOTHES</b> Slacks Shorts Jeans Swim Suit Pedal Pushers Play Suit							
<b>FOOTWEAR</b> Dress Galoshes School Hose Play							
<b>SLEEPING GARMENTS, ETC.</b> Pajamas Housecoat Gowns Robe							
<b>UNDERGARMENTS</b> Slips Bras Panties Girdles							
<b>ACCESSORIES</b> Hats Scarves Gloves Collar & Cuffs Purses							

# PROJECT RECORD

## Clothing V



### "Clothes For The Occasion"

Name \_\_\_\_\_ Age \_\_\_\_\_ Year \_\_\_\_\_

Address \_\_\_\_\_ County \_\_\_\_\_

Name of 4-H Club \_\_\_\_\_

## THINGS TO DO IN THIS PROJECT

### Make Three Articles

Choose from the following:

A best dress of cotton, rayon, nylon, silk or wool

A formal dress

A sport dress

A complete 4-H uniform

Make over a dress for yourself or other member of the family

Make two accessories that will complete a costume, such as collar and cuffs, belts, purses, etc.

Select and do three of the following:

Make a wardrobe plan

Select and buy accessories

Select and buy undergarments

Assist with sewing for others; for example, turn shirt collars; make garments for others; help with mending, repair or remodeling.

## SUMMARY OF GENERAL CLUB ACTIVITIES

1. How many project meetings did you attend? \_\_\_\_\_
2. Did you demonstrate at club meetings? \_\_\_\_\_ Community events? \_\_\_\_\_ County Achievement Day? \_\_\_\_\_ District Round-Up? \_\_\_\_\_ State Round-Up? \_\_\_\_\_
3. Did you judge at the following events? Local \_\_\_\_\_ County \_\_\_\_\_ District \_\_\_\_\_

4. Did you exhibit in the community? \_\_\_\_\_ County? \_\_\_\_\_  
District? \_\_\_\_\_ State? \_\_\_\_\_

5. List Exhibits

Article	Local	Ribbon Won	County	Ribbon Won	District	Ribbon Won	State	Ribbon Won

6. What garments did you make for your family? \_\_\_\_\_  
\_\_\_\_\_

7. Sketch your suit or coat.

8. What accessories did you make? \_\_\_\_\_  
\_\_\_\_\_

9. What difficulties did you encounter? \_\_\_\_\_  
\_\_\_\_\_

10. List better ways of doing things you have learned this year. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Required Garments Made	Kinds of Materials	Color	Amount of Material Used	Cost of Each Item	Total Cost of Article	Money Saved	Hours Spent
					\$		
					\$		
Other Garments Made							
					\$		
					\$		
					\$		

# GARMENT MADE OVER

Garment	What Was Done	Cost	Value
Total			

## REMARKS