

This is often used to bring position marks from the wrong side to the right side. It can be done either by hand, with uneven basting stitches, or by machine, set for the longest stitch. For uneven basting make long stitches on top and short stitches through the fabric (12).



The position of details such as pockets or trimmings must be marked on the right side of the fabric. There are two ways of doing this.

If you are using thread, transfer pattern markings directly to right side of fabric by making tailor's tacks or by baste-marking through the pattern.

If you are using dressmaker's tracing paper, transfer pattern markings first to the wrong side of the fabric, as usual; then transfer these marks to the right side with baste-marking or pin-marking. Use this also when transferring markings to the right side from the underlining or the interfacing.

# Mending



We all need to do a bit of mending now and then to keep our clothing neat; a timely stitch may even prolong the life of a garment. General family mending has been made quicker and easier by iron-on fabrics and fusible webs which, if your fabric can take them, will make almost invisible repairs in a jiffy.

Meanwhile, there are still the tried and true methods of mending, by hand and machine. Some are very simple, others require skill and even imagination, but they are all very useful to know.

Self-fabric, it must be remembered, is a great help in mending. You will have some on hand if a garment is home-sewn. In the case of ready-to-wear, you may have saved some when a garment was shortened.

## TO MEND OR NOT TO MEND

There can be no question about repairing things that have come undone, such as buttons, snaps, hooks and eyes, thread loops, hems, linings and seams.

Whether or not to undertake more extensive mending depends on a number of factors: How valuable the garment is and how much wear is left in it; the value of your time and how much you can spare; your ability to do the job to your satisfaction; and the state of your budget. There is no point in laboriously

repairing an article that can be replaced cheaply, or that will not last much longer in any case. On the other hand, if you can save a good garment, it may be well worth your time.

## PREVENTIVE MENDING

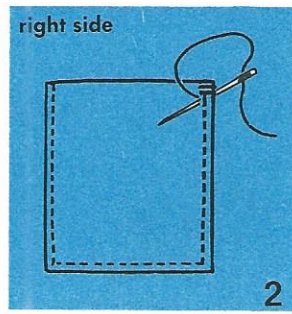
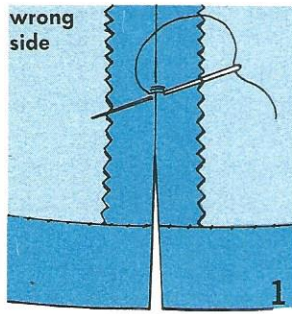
Preventive mending is the true "stitch in time", but is not real repair work, because it is done **before** damage occurs. Ready-to-wear garments should be gone over for this kind of mending even before they are worn.

**Dangling threads**—Thread the ends into a needle, bring to inside of garment and tie.

**Hem**—If stitches are loose or if the fabric is pulled off grain, remove stitches and resew (see page 122). Resew any section that may be loose.

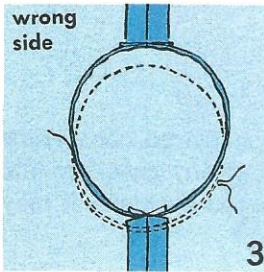
**Buttons, snaps, hooks, eyes** that are not properly attached should be resewn. If the existing thread has not begun to come loose, it need not be removed—just sew over it. In the case of **buttons with a shank**, however, it is better to remove buttons and scraps of thread entirely and start again as described on page 43.

**Buttonholes**—You can double the life and improve the looks of machine-made buttonholes by going over them with a hand-buttonhole stitch, or a zigzag machine stitch (see p. 38).



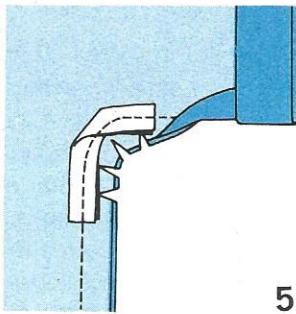
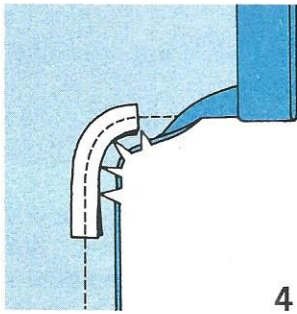
**Zippers**—Overcast any loose or fraying fabric edges that might catch in zipper.

**Slits and patch pockets**—Strengthen with a few firm overhand stitches at top of slit (1) or pocket (2).



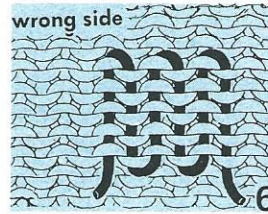
**Seams** — Strengthen all sleeve and crotch seams with a second line of machine-stitching on top of the existing stitching (3). This is especially recommended when seams are narrow or crooked, or the stitches are long.

Underarm seams of raglan and kimono sleeves, which are put to extra strain, should be reinforced with seam binding: Place the binding over the seam line and stitch through it (4); if there is a sharp curve, fold the tape as shown (5).



**Areas of hard wear** can be reinforced either when the garment is new or when such an area begins to show signs of wear.

Elbows, knees and the seat of pants (especially on children's clothes) can be doubled on the inside with iron-on patches. Patches of leather or suede add quite a smart note when stitched to the outside.



Thinning elbows on sweaters can be strengthened by running yarn invisibly through the back of the knitting, as shown (6).

Set-in pockets may be reinforced at the bottom with iron-on patches.

## IMAGINATIVE MENDING

This means turning repair work into decoration or some other plus. It can be done in various ways. For instance: Use contrasting rather than matching fabric for a patch, and repeat the patch on the undamaged elbow, knee or other corresponding area to make a planned design. Place a decoration, such as an appliqué (see p. 16) over the damage (7); or place a pocket over the damage, if the location allows it. Embroidery, in bold, simple designs, is often good—it should extend beyond the damaged area, with a light fabric reinforcement on the wrong side. Braid, lace, ribbon may provide effective camouflage, but if you add braid or a frill to frayed sleeve edges, for example, be sure to add it also at the neck, even if that edge is unfrayed!

Patches or appliqués that are applied with a hot iron (see below) make wonderful cover-ups for spots and tears on casual clothes and children's wear. Cut them out in gay colors and attractive shapes (coloring books may provide you with outlines).



Needless to say, whether or not such mending is suitable will depend, not only on the garment, but also on the location and nature of the damage.

## MENDING WITH FUSIBLES

This is quick and easy, whether you use fusible fabric which is applied with an iron, or fusible web with a patch of fabric. Both, if they are suitable for the fabric you are mending, are excellent for tears and threadbare areas.

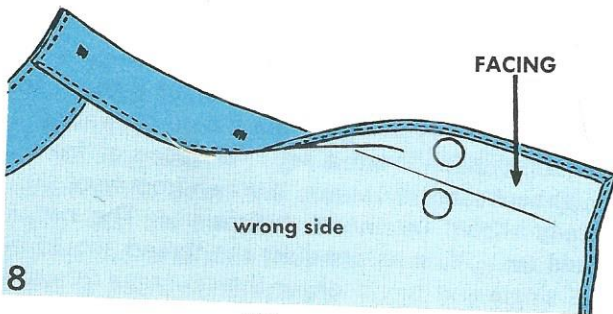
preceding page). There are ready-cut patches in different shapes and sizes, also strips that can be used for pressing on the wrong side of a tear. Large white pieces are excellent for mending sheets.

**Fusible web** if your fabric can take the heat and steam (see FUSIBLES, p. 107), will firmly attach a patch to the wrong side of a garment. For tears and general reinforcement, use lining or other lightweight fabric of matching color; cut this and the web slightly larger than the area to be covered. To mend a hole, a patch of self-fabric can be inserted almost invisibly with fusible web—see FUSED PATCH on page 166.

In every case, round off corners of patches or designs because sharp corners tend to lift off, and follow package instructions exactly. Be sure to apply enough pressure and heat.

## FASTENINGS

**Loose buttons, snaps, hooks and eyes, thread loops,** must be removed entirely before resewing, including all bits of broken thread. For resewing, see the chapters on **BUTTONS, FASTENERS, and THREAD LOOPS.**



If the fabric under a button is torn or worn, mend or reinforce it with iron-on fabric in matching color: Remove the button. Snip frayed threads around the damaged spot. Cut two identical circles of iron-on fabric or fabric and fusible web, slightly larger than the hole. Spread the facing open, wrong side up, and attach the circles over the button location on both outer fabric and facing (8). Close the facing and sew on the button.

**Worked buttonholes** that show signs of wear should immediately be gone over with buttonhole stitch by hand or by machine (see p. 38). Badly raveled but-

Carefully remove all stitches with sharp, pointed scissors or a seam ripper. Steam-press the buttonhole.

If you are refinishing the buttonhole by machine, back the slit on both outer fabric and facing with a lightweight patch, either iron-on or with fusible web; or, if backing is not convenient, hold the buttonhole edges a hair's breadth apart as you work the buttonhole.

If you are refinishing the buttonhole by hand, first make a line of very small machine-stitching on each side of the slit, as close to the edge as possible.

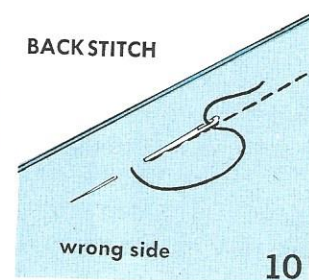
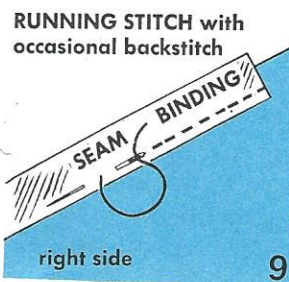
**Zipper**—If the zipper stitching is ripped, baste zipper back in place and machine-stitch with matching thread. To replace a zipper, see page 278.

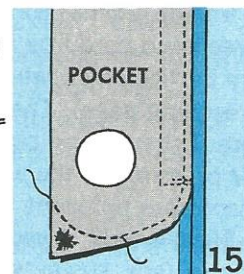
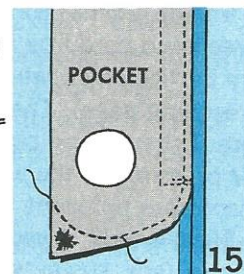
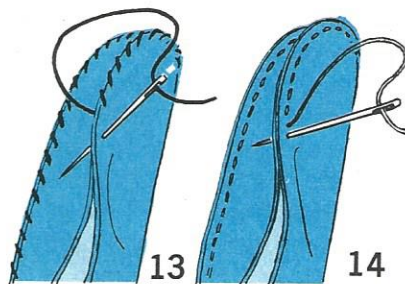
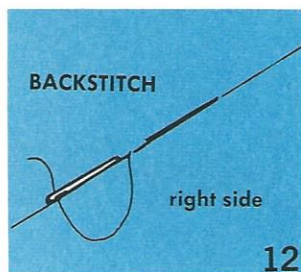
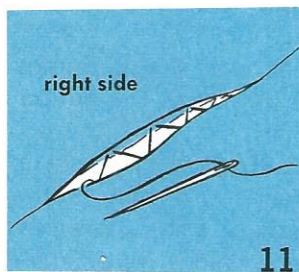
## HEMS AND SEAMS

**Ripped hem**—If this is simply a matter of broken thread, remove the loose thread and sew the hem back (for hemming stitches, see p. 122). If, however, the seam binding is worn through, the worn length must be replaced. Remove it neatly, then edge-stitch the new binding over the raw hem-edge, either by machine, or by hand with a running stitch and an occasional backstitch for reinforcement (9). Turn ends under and sew hem back in place.

**Ripped lining**—Lining often rips at the armhole and center back seams. Sew them up as described in the next paragraph. If the lining comes loose at the hem, fold it under as it was and slipstitch it invisibly in place.

**Split or ripped seams** should be sewn up from the inside if possible, beginning and ending at least  $\frac{1}{2}$ " beyond the split. Machine-stitching is preferable, because it is stronger; otherwise, do it with a hand-backstitch (10).





When you cannot work from the inside, the work must be done by hand, invisibly. Use a single thread with a knot at the end (the knot will be trimmed off when the mending is completed). Start well beyond the split, running the thread along the seam. At the split, work the needle back and forth between the two edges of the split, catching two or three fabric threads at a time (11). After a few stitches, draw up the thread, take a backstitch through the seam line (12), and repeat. To finish off, run thread along seam well beyond end of split; clip the thread.

Split underarm seams in raglan and kimono sleeves should be sewn up and reinforced with tape on wrong side, as shown on page 160. If such a tear extends into the bodice, it may be necessary to insert a gusset (see GUSSETS).

In gloves, open seams should be mended in the manner of the original stitching—whipstitch (13) or running stitch (14). Even if you cannot duplicate the stitch exactly, a mended seam is not nearly as conspicuous as an open one. Match the thread as closely as possible to the thread used in the glove. Thread and needle should be of a fineness or coarseness suited to the glove material. A glover's needle, though not absolutely necessary, may be helpful for leather. Start without a knot; secure the stitching carefully, and conceal thread-ends inside the glove.

## POCKETS

To repair a hole in a set-in pocket, use a small iron-on patch, or a fabric patch attached with fusible web. If the hole is in the very corner, however, as often in men's trouser pockets, you can eliminate it by rounding off the corner with hand- or machine-stitching (15). Men's trouser pockets damaged beyond this easy repair can be replaced with pocket-replacement kits sold at most notion counters.

## DARNING

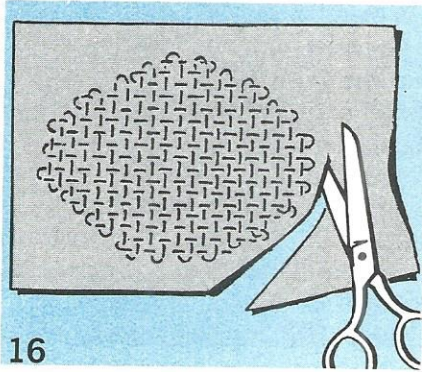
Darning to strengthen worn spots or repair tears and small holes can be done by machine or by hand. It should extend well beyond a torn area, to avoid having edges pull out and to include all weakened spots. Thread should always be color-matched.

Machine-darning is faster and stronger than hand-darning, but can be done only where appearance does not matter, as on sheets and work clothes. Stitching is done on the right side, with or without a backing. If you can find a fine thread, such as Dual Duty Plus® Extra-Fine, you will have a softer darn.

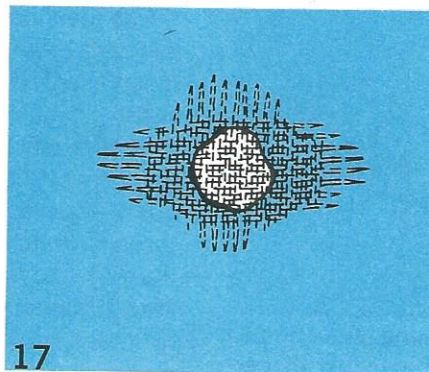
Hand-darning is done on the wrong side, unless the darn is reinforced with a backing, in which case it is done on the right side. Use matching thread. The best, if it can be managed, is a thread drawn out of the fabric, either from a left-over piece or from a straight-cut seam allowance. If drawn from wool, such threads should be shrunk before use. The needle should be as fine as possible; the thread should be used single and be no longer than average (drawing out a long thread pulls fabric out of shape). Make no knot, but let the thread-end extend on wrong side. Never pull thread tight.

## SMALL HOLES

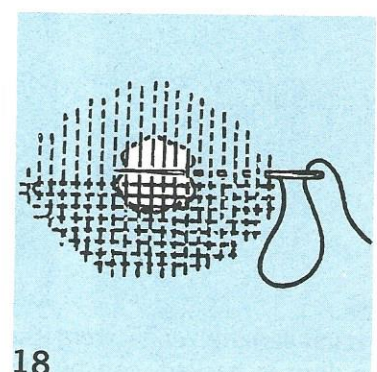
In general, this means holes small enough to be filled in with thread. Trim ragged edges without changing the shape of the hole. If you should want to back the hole for reinforcement (though this makes a stiffer darn), use a very lightweight fabric, let it be caught in the darn (either hand or machine), and trim away excess backing fabric afterward (16).



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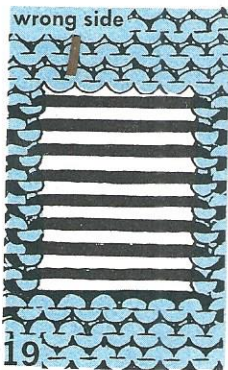
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**For machine-darning,** use a long straight stitch, going back and forth across the hole (guide the fabric by hand, holding it taut over any empty space). Then switch to a short straight stitch and work back and forth in the other direction. Keep the outer edges of darn irregular (17).

**For hand-darning,** fill in the lengthwise threads as close together as the original weave or knit, if possible. Weave crosswise threads over and under (18).

**Chain-stitch darning** is used for sweaters and other knitted garments, as it reproduces the knit stockinette stitch. Steam-press the damaged area lightly. Pick away worn stitches around holes, so you have straight edges. Use matching yarn and a darning needle. Run yarn invisibly through surrounding area, then work it crosswise across hole, one line to a row, as shown (19).

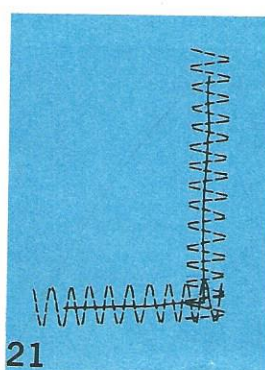
Working from the right side and starting at the top, chain-stitch down the crosswise threads, as shown (20). Run the thread back invisibly, over and under, to the top, and start the second row. Repeat until the hole is filled. Steam-press.



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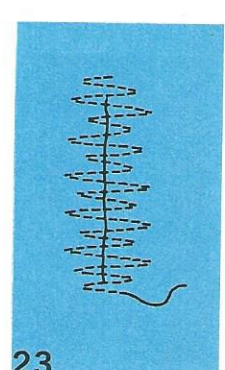
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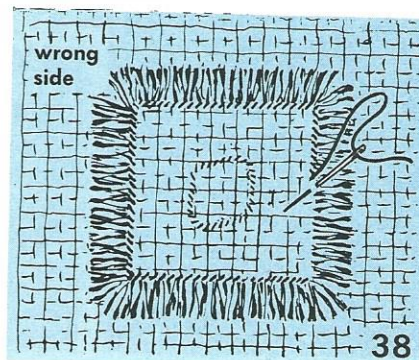
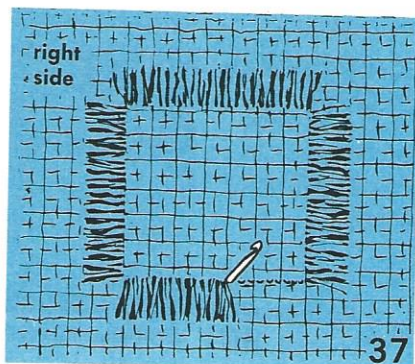
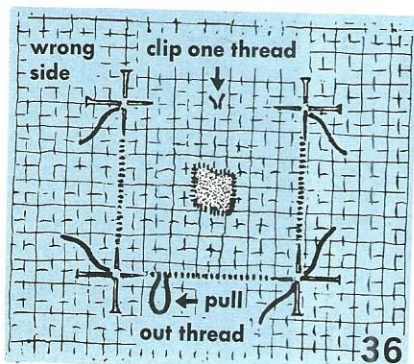
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**TEARS**

**Machine-darning** of tears should be done with many small stitches in order to bring the fabric edges together and keep them flat: Use either a multi-stitch zigzag, which is found on some machines, or a straight stitch; do not use a plain zigzag.

With multi-stitch zigzag, use a wide, fairly short stitch. For stability, place a piece of organdy or thin lining fabric of matching color under the tear. Make a row of zigzag stitching down the middle of the tear, drawing the edges as close together as possible (21). If the tear is badly frayed, or if the fabric ravel easily, make another row of stitching on either side of the middle row. Cut away excess backing.

For straight-stitching, first draw the edges together with hand fishbone stitch as shown (22). Stitch back and forth across the tear, keeping outer edges of darn irregular (23). Reinforce any corner by stitching across the stitching just completed, as shown for hand-darning (24).



**Woven-in patch**—For loosely-woven wool and similar fabrics, this is neat and surprisingly quick. It is particularly good for small holes, such as the ones made by moths and cigarette burns.

a. Work on wrong side. Around the hole, mark out a straight-grain square with pins at each corner. This will be the size of the patch. With pointed scissors, clip through **one** thread at center of each side of the square, as shown. Draw out these threads as far as the corner pins (36). This is the outline for the patch.

b. Out of matching pre-shrunk fabric, cut a square 1" larger on all sides than the marked-out square. Draw threads out on all four edges until you have the center exactly matching the outline (be accurate!), surrounded by an inch of fringe.

c. Pin the patch to right side of garment, matching the outline. Using a fine metal crochet hook, draw a raveled thread-end to wrong side through each corner of outline. Then draw the rest of the ravelings through to wrong side along outline, taking one thread at a time and advancing one thread at a time (37).

d. Fasten fringe in place on wrong side with fine hemming stitches along outline (38). Steam-press. Trim fringe to ¼".

**Darned-in patch**—This is a flat, inconspicuous and fairly sturdy patch, good in wool and similar fabrics. After trimming the damaged area to a square or rectangular hole along lines of grain or design, cut the patch to fit the hole exactly and baste it to a piece of net, extending 1" on all sides. Place patch in hole from wrong side, face down, and pin net to surrounding fabric (39). On right side, darn the raw edges together (40). On right side, darn the raw edges together all around (40)—see HAND DARNING, page 162.

**FUSED PATCH**

Cut edges of damaged area to form a square or rectangular hole, with edges following grain or design. Cut a patch of fabric and web ¾" larger than the hole all around. Center web under hole, trace outline of hole on it and cut out. With web between patch and garment fabric (41), fuse as directed in FUSIBLES, page 107.

