

California 4-H State Fashion Revue



Guide for Judges 2017



University of California
Agriculture and Natural Resources

Thank you

On behalf of the committee and the participants, thank you for being a judge for State 4-H Fashion Revue. Being a fair, objective and effective judge is challenging. Your willingness to give your time and expertise to evaluate entries is appreciated.

Originally known as Dress Revue, this event was for senior members in the Clothing and Textiles project. State Fashion Revue now includes junior, intermediate and senior members showcasing entries in five different categories. Garments and outfits presented are the culmination of many hours, days and even months of 4-H project work

Fashion Revue emphasizes selecting, constructing, accessorizing, and modeling. The focus of judging is “the outfit on the member.” Judges look at the choices each member has made and their skill in selection and construction as they relate to fit and outside appearance. There is not “on the hangar” judging.

State Fashion Revue

GOALS

- Provide educational activities for youth who are learning and growing in citizenship, leadership and life skills
- Inspire appreciation of clothing, textiles, consumer science, and personal development
- Introduce opportunities to extend youth leadership and communication
- Promote self-esteem through individual expression

OBJECTIVES

As a result of participation in State 4-H Fashion Revue, youth will:

- Build self-confidence by assembling an outfit that enhances body type, expresses personality, and is appropriate for the age of the participant
- Exhibit skills in presentation of the outfit including posture, grooming, ability to interact with judges, and written commentary
- Display skill in selection of outfit and accessories, including knowledge of clothing maintenance and care
- Acquire knowledge and skills in planning, presenting, and participating in fashion revues
- Demonstrate skills in consumer decision making to explain how the selection of an outfit fits into a clothing budget and the activity for which the outfit is intended
- Increase awareness of the effects of clothing construction details
- Develop the abilities needed to complete applications clearly and submit them in a timely manner

The Event

SFR LOCATION

- State Fashion Revue is part of State 4-H Field Day, held at U.C. Davis. For 2017, it is on May 27, the last Saturday of May.
- SFR check-in, judging and activities are in Olson Hall.
- The parking lot closest to Olson Hall is Lot 10, at the corner of First Street and A Street. There is no charge to park on Saturday. The central campus area is closed to vehicles.
- Olson Hall is two blocks from Wellman Hall, the location of State Presentation Day. The SFR Fashion Show is on the grass “Quad” near Wellman Hall.
- If a SFR judge has special needs for transportation from the parking lot to Olson Hall, please let the SFR committee know.

SCHEDULE FOR JUDGES

7:30-8:30 AM	Check in, Olson 118. Complimentary morning refreshments
8:30-9:20	Judge orientation, Olson 118
9:30-12:00	Judging & deliberations
12:00	Complimentary lunch, Olson 118
1:45-3:30 PM	Fashion Show & Awards (optional for judges), stage on Quad lawn

DIRECTIONS TO STATE FASHION REVUE

- From the Bay Area: Take Hwy 80 East toward Sacramento. Exit at Richards Blvd- Downtown Davis. Turn right at the stoplight onto Richards Blvd. Drive over the overpass.
- From Sacramento: Take Hwy 80 West towards San Francisco. Exit at Richards Blvd. - Downtown.
- From Los Angeles: Take Hwy 5 North to Hwy 80 West to Davis. Exit at Richards Blvd. - Downtown.
- For all: Continue on Richards Blvd through the next signal and under the train trestle. At the next signal, turn left onto First Street. This street ends at the campus. Look for Parking Lot 10, on your left where First Street meets “A” Street. Olson Hall is located 1 block west from Lot 10. Cross “A” Street and follow the SFR signs.
- Other State Field Day activities are held in and near Wellman Hall. From Olson Hall, it is one block west and one block north.
- Go to http://4h.ucanr.edu/4-H_Events/SFD/ for a map showing State Field Day locations.

The 4-H Member

QUALIFYING FOR STATE FASHION REVUE

- 4-H Fashion Revue is open to all 4-H youth members.
- The SFR entry will reflect the member's 4-H project work. For all categories, the outfit must be created, coordinated and modeled by the 4-H member participant. The outfit must have been evaluated at the county level and received a gold award. The garments or outfit may not have been entered or judged in a previous year.
- Entries in Traditional, Upcycled and Stripe-Print-Plaid Challenge categories must be sewn by members as part of their Clothing & Textiles project.
- One County Winner, or alternate if County Winner cannot attend, from each age division in each category from each county may enter.
- Members may qualify in more than one category at the county level, but may only enter in one category at SFR.
- All garments and participants must meet State 4-H Fashion Revue guidelines in order to compete in SFR and are subject to review by the SFR Committee.

DRESS GUIDELINES

All outfits must meet the 4-H Dress Guidelines, found at <http://4h.ucanr.edu/files/210170.pdf>. In addition, for State Fashion Revue all shorts, skirts, dresses, etc. must be at least fingertip length due to the raised fashion show stage. All outfits entered in SFR must be suitable for comfortably walking, sitting, and going up and down stairs because of the schedule and location of SFR and the fashion show. County Fashion Revue coordinators will review all outfits based on these guidelines before SFR entry, with further review by the SFR Committee if needed.

PRE-WORN GARMENTS

Garments may be worn prior to SFR judging but should be laundered or dry cleaned to not show soil or have perspiration odor.

SFR AGE DIVISIONS

- Junior: Age 9-10 as of December 31, 2016
- Intermediate: Age 11-13 as of December 31, 2016
- Senior: Age 14-18 as of December 31, 2016

Primary member age 5–8 years old.

Children of this age are not developmentally ready for competition. Primary members may not exhibit at State Fashion Revue.

Junior member age 9–10 years old

These children look to adults for approval and follow rules primarily out of respect for adults. Individual evaluation by adults is preferred over group competition, where only one can be the best. Children want to know how much they have improved and what they should do to be better next time. Encouragement from an adult can have remarkable results. They are generally concerned with immediate self-reward. Project judging that allows each garment to win or lose on its own merit, rather than in competition with others, is the focus of SFR. The child at this stage is more interested in the process than in the resulting product. This means that the finished products may not be perfect.

Intermediate member age 11–13 years old

These middle years are a time when tweens and teens can initiate and carry out their own tasks without much supervision. Project judging may be viewed in terms of what is fair, as well as being regarded as a reflection of the self-worth of the individual. The young teen at this stage is concerned about rapidly changing body image and is often very self-conscious.

Senior member age 14–19 years old

These older teens may be able to set their own goals and only general directions are needed when they take on familiar tasks. More advanced projects give teens the opportunity to demonstrate to themselves and others how much they have learned and how much they can accomplish on their own. The older teens often feel they have reached the stage of full maturity and expect to be treated as such. Please consider that just because a member is intermediate or senior by age, they may not have prior experience in 4-H project work.

DUAL ENTRIES – SFR & STATE PRESENTATION DAY

A member can qualify for both State Presentation Day and State Fashion Revue. The member must register for both events and note the dual registration on both. Be aware that SFR and SPD have different registration websites and different registration deadlines. State Presentation Day individual or team presentations given by SFR participants are scheduled in the morning in Olson Hall. Cultural Arts presentations for dual-entered members will be accommodated in Olson Hall if possible, as long as they can be given in an Olson classroom or foyer. The presentations are given during the time other youth participate in State Fashion Revue workshops.

SFR participants dual registered in State Presentation Day will check in for both events in Olson Hall. The presentation team-mates of the SFR member will also check in at Olson Hall.

It is not possible to schedule dual entries in SFR and Share the Fun due to scheduling conflicts and locations. Share the Fun teams qualifying with a SFR participant may choose to present without this team member, giving this member's part(s) to another team member. The SFR member cannot be replaced on the Share the Fun team with a new member.

DUAL ENTRIES – SFR & OTHER EVENTS

It may be possible for a State Fashion Revue participant to also enter another State Field Day activity, if that activity can be accomplished during the SFR lunch break. Events are held in different buildings which are not located nearby, so entries will need to be carefully coordinated. For example, the photo contest doesn't require the member to be present for judging. However, the interview contest schedules participants for time slots in Wellman Hall. Members should speak to the coordinator of the other event and to the SFR Registrar to see if dual entry is possible.

FASHION SHOW

The Fashion Show provides SFR participants the opportunity to showcase their final product in front of family, friends, and the 4-H community at State Field Day. Each member models on stage while the commentary is read. The fashion show is an integral component of SFR. All participants must model in the fashion show or awards will be forfeited. The fashion show is open to the public and is followed by the presentation of awards.

Judging at State Fashion Revue

SUGGESTIONS AND EXPECTATIONS FOR JUDGES

- SFR judges shall be familiar with fashion, garment construction, arts and crafts techniques, grooming, current styles for youth and teens, and consumerism.
- As a judge you are a teacher, an example, and an inspiration to the young people with whom you come in contact.
- Judging is done according to quality standards and is not a matter of personal taste or preferences.
- Read all material provided in advance. Become familiar with the general philosophy of 4-H evaluations and project standards; refer to the rubric scorecards and descriptions of categories. Be familiar with the requirements for the category you are to judge.
- Attend judges' training on the day of the event. Arrive on time for judges' training. Allow time to visit with the person in charge. Get acquainted with the facilities and your fellow judges.
- Be friendly and courteous.
- Be positive and general in any verbal comments to participants.
- After judging is completed, take time to give the organizing committee feedback on improvements for the next year. It's nice to hear when things go well, too.

JUDGING PANELS & ROOMS

- Judges are assigned to a panel, ideally containing three judges but it may be two if a third isn't available.
- Judging rooms are closed to the public, family and friends.
- Quickly read through the list of participants in the judging room to ensure there are no conflicts. Judges shall not judge family or project members and preferably not members from their county.
- Judging groups are divided by age division and category. Review the information and scorecards for the category or categories included in the judging room. Review the entry information, documents and photographs provided.

ROOM MONITORS

Room monitors facilitate the judging process by keeping the procedure organized and progressing in a timely manner. A room monitor is assigned to each judging room, stationed in the hallway outside the room. The room monitor escorts participants into and out of the judging room and gathers the next group to be ready when called. Room monitors are adults and may be parents of participants, but may not be related to a participant in the room to which they are assigned.

JUDGING PROCEDURE

- 4-H policy requires that participants are seen in groups. One youth is never alone with the judging panel, nor is one judge alone with youth. Judges determine how many youth they want to see in a group and tell the room monitor. A suggestion is three at once.
- The group enters the room, standing in a line before the judges. Judges ask the group to turn to show the back of their garments, then face the judges. One youth at a time is asked to step forward to give a short oral presentation about the outfit. During the orientation the youth are reminded they may not use note cards and the time limit for the presentation is 30 seconds. A timer is provided for each room to ensure the 30 second limit is observed. Adhering to the 30 second limit keeps this part of the evaluation fair for all members.
- The participants will respond to questions from the judges. Total time spent is no more than 2 minutes per participant. There is no need for the participant to repeat the question before answering.
- Develop a procedure for examining each entry so that important items will not be overlooked. Take time to examine each participant's entry equally.
- Make your decisions quickly and firmly. Keep things moving along.
- Judges do not touch the youth participants. If the judges want to see a garment or a particular technique, the youth is asked to show it. For example, to see the shirt worn underneath a jacket or the jacket lining, the youth is asked to remove the jacket. To see a skirt hem or waistband, the youth is asked to show it. Care is taken to preserve modesty at all times.
- For scheduling purposes, participants are assigned to A or B judging times. The Tally Sheets show the designations. "A" participants are judged between 9:30-10:30, then excused to attend workshops. "B" participants attend workshops from 9:30-10:30, then report to judging at 10:30. It is important to keep to the schedule so all participants can attend the workshops. This means judging and comments for the "A" participants must be concluded by 10:30 so they can be excused.
- Participants who are also registered for State Presentation Day give their presentation during their workshop time so it is essential that they be released from their SFR judging room on time.
- After all participants in a category have been interviewed, judges may request they all return together for a final viewing. Notify the Room Monitor what time you want them back. Bring back the entire group, not just your top scores. This must be completed by 12:00. If you will not need to bring any participants back, let the Room Monitor know you are dismissing them to change and attend activities.
- Judges do not discuss any participant, results or comments with room monitors. If judges have questions or want clarification on procedure or policy, they should request the Room Monitor summon the SFR Judge Liaison or a Tally Room leader.

- Each judge completes a Rubric Scorecard for each participant in the room. A disqualified entry does not receive a score.
- Judges are requested to add up their individual scores for each participant and clip each participant's three sheets together. A calculator is provided for each room. Final scores are determined by averaging the scores from the individual judges. The final averaged score may be determined by the judging panel or in the Tally Room, though it may be necessary to determine it in the judging room before finalizing the State Winner award.
- Each judging room has one Tally Sheet. This is used to record final averaged scores and final awards (ribbon color, medal, state winner).
- Each participant should receive written comments from each judge. Comments provide understanding of what was done well, what improvements can be considered, and suggestions on how improvements can be made. Comments are to be stated positively and constructively and should inspire the member to continue to learn and to improve.
- Participants want feedback from the judges about their work. They want to hear what they did well, especially if it stands out. If judges feel the participants have done something poorly, the judges should tell them, but it needs to be done tactfully. If feedback is considered an opportunity to make someone work better, rather than to make them feel better, it will be more effective. See Examples of Written Comments.
- The Judge Liaison or Tally Room representative reviews the rubric scorecards and Tally Sheet with the judges to verify their intention before the judges are released for each room. Please do not leave the third floor of Olson Hall until this step has been completed.
- The Tally Room committee checks the addition of scores and reviews written comments as time allows. During this time, judges are invited to a complimentary lunch in Olson 118. The Tally Room committee may request that a judge revise a comment if the intent is not clear.
- Judging results are not announced until that category has been completed in the fashion show.

WHEN JUDGING

- Know the current fashion trends for children and teens.
- Compare the person's appearance and accomplishments to the rubric scorecard, not to other participants.
- You are judging the appearance of the garment(s) on the participant. This includes matched plaids, smooth seams, flat plackets, invisible hems and good fit. It does not include construction that is not visible, i.e., size of seams, etc.
- Score positively. Give credit for work done rather than looking for faults that can reduce the score.

- Write both strengths and weaknesses in the comment area. Be specific. These comments are used to give guidance to the 4-H member in future projects. The scorecards are returned to the participants.
- Use pencil for recording evaluation scores and comments in case a change or correction is made.
- The youth being judged deserve your full attention. Please turn off cell phones and refrain from eating or drinking while judging. The judging panel may take a “stretch” break if needed.
- Be mindful of any youth with special needs or disabilities as this may affect the member’s ability to present the outfit. Please take this into consideration when scoring the participant. We have made every effort to inform you of anyone who has identified a special need on their registration form.
- Each judge should reach their own conclusion on each participant before talking to the other two judges.
- If you have procedural questions during judging, ask your Room Monitor to get the Judge Liaison. This person will be present on the third floor during judging and available for consultations.

JUDGING SYSTEMS

DANISH: The purpose of the Danish system is to recognize all individuals for reaching the level of achievement or performance based on age and experience in the project.

AMERICAN: The American judging system is a common method in livestock judging. Each entry is considered against every other entry and judged against a standard or ideal. The final result is a rank order where the entry considered by the judge to be the best is first, followed by second and so on.

MODIFIED DANISH: Modified Danish is a combination of the above methods where three ribbon groups are designated based on how nearly the entries approach the ideal. A top blue or gold may be chosen from a class to be considered for champion, if the judges deem it appropriate. The Modified Danish system is used at State Fashion Revue.

GROUPINGS

In the Danish, and Modified Danish, the following groupings are generally used:

EXCELLENT OR GOLD: A gold is given to those entries or members who most nearly meet the standards established for the particular class or level of performance. Excellent indicates a high degree of achievement toward the elements in the standards for the exhibit.

VERY GOOD OR BLUE: The second or blue grouping indicates those exhibits or individuals who rank very good in relation to the particular standards or expected achievement of the class or contest. Either the general level of the accomplishment is less than excellent or enough specific shortcomings are found to cause the placing to drop from excellent to very good.

GOOD OR RED: The red grouping contains those exhibits or individuals who upon evaluation rate average, acceptable, or satisfactory for the standards established. These exhibits have room for improvement.

POOR OR WHITE: May be given if exhibits or individuals who for one reason or another fail to produce that level of achievement which can be reasonably expected in relation to the specific class or performance in which they are entered.

DISQUALIFICATION: An entry that is disqualified for failure to meet a basic requirement will receive comments but no score.

SFR AWARDS

CERTIFICATE: Each SFR participant receives a certificate of participation.

RIBBONS: All entries are judged by the Danish System where each entry receives recognition based upon individual merit. The standard of excellence must be met as stated on the judging scorecards for ribbon placement. Ribbons are White (could improve), Red (satisfactory) and Blue (well done).

MEDALIST: Additional awards may be given in each category and age group as determined by the judges, including SFR Medalist and State Winner. State Medalist designation is awarded based on merit. A single entry in a category does not automatically warrant a medal. The standard of excellence must be met as stated on the rubric scorecard.

STATE WINNER: One entry in each age division in each category may be awarded State Winner status. There may be a category or age division that does not merit a state winner award. If an age division in a category has too many entries for one judging room and is split between two rooms, the two judging panels will need to meet and confer to determine this award. This is most likely to happen with the Junior Traditional entries. Funding for SFR awards comes through donations. If sufficient funding is received, State winners will receive a monogrammed award.

2017 SAMPLE QUESTIONS FOR JUDGES TO ASK PARTICIPANTS

TRADITIONAL CATEGORY

1. How long have you been sewing?
2. Why did you choose this pattern? Fabric?
3. What was the hardest part about making your outfit?
4. What new sewing skills did you learn while making this outfit?
5. Where and how often will you wear this garment/outfit?
6. How much did your outfit cost? How much do you think you saved by making it instead of buying it?
7. How does this outfit coordinate with your existing wardrobe?
8. What did you learn about how to care for these new clothes?

CONSUMER SCIENCE PURCHASED \$40 LIMIT

1. What was your motivation to put together this outfit?
2. What was your most difficult challenge during your shopping experience?
3. How much did brand image influence your purchases?
4. How will you care for the garments in your outfit?
5. Did you shop for a particular outfit or did you find something special and build the outfit around it?
6. How will the garments and accessories in this outfit coordinate with your existing wardrobe?

UPCYCLED CATEGORY

1. How did you repurpose the original garment(s) to fit your measurements?
2. What new skills did you learn working on this garment?
3. How does this new garment enhance or fit into your existing wardrobe?

4. What challenges did you encounter when designing this new garment?
5. In developing your new garment what kind of pattern did you use, or is this an original design?
6. What was the inspiration for your new garment?

STRIPE – PRINT – PLAID CHALLENGE CATEGORY

1. How long have you been sewing?
2. Why did you choose this pattern? Fabric?
3. What was the hardest part about making your outfit?
4. What new sewing skills did you learn while making this outfit?
5. How did you determine what fabrics would go together to make a coordinated look?
6. How much did your outfit cost? How much do you think you saved by making it instead of buying it?
7. Did you have any difficulties in placement of the print, stripe, or plaid?

KNIT CHALLENGE CATEGORY

1. What type of knit did you use in your garment?
Some replies might include Single knit, Double knit, Jersey, Performance knit/4-way stretch, Scuba fabric (a new double knit of polyester and lycra), Sweater knit, French Terry knit, Sweatshirt fleece (knit on top and fleecy underneath)
2. How did you design your garment to take advantage of the stretch? Did the pattern call for a stretch knit? If not, was the pattern altered, and how?
3. How was creating this knit garment different from creating a garment using woven fabric?
4. What special techniques did you use working with and sewing your knit garment?
Some replies might include:
 - Used a walking foot
 - Used tissue paper or other support under the seam while sewing it
 - Lowered the tension of the pressure foot
 - Used a serger

5. What kind of stitch did you use on your fabric?

Some replies might include:

- Straight stitch (not a good choice since stretch is necessary)
- Zig zag, which offers some stretchability
- A stretch stitch on a sewing machine, with a forward & back motion to add stretch. Some stretch stitches also overcast.
- A stretch stitch for the seam and then finished the seam allowance on a serger
- Serger stitches for seams might include
 - 4-thread overlock
 - 3-thread overlock (1 needle & 2 loopers)
 - flatlock seam
 - super stretch (3-threads using 2 needles and lower looper)

6. What kind of needle did you use in your machine to sew your garment?

A ball point needle is recommended because it has a rounded tip which separates the threads rather than piercing them. An alternative is a stretch needle where the tip isn't quite as rounded. A sharp needle is not recommended because it will break threads in the fabric and may cause a run or hole.

7. What kind of stitch did you use on the hem?

Some replies might include:

- Double needle - two threads on the top and the bobbin thread does a zig zag connecting them which helps with the stretch. Caution – if the bobbin is too tight it may result in a tunnel effect between the stitches.
- Small zig zag stitch or 2 rows of stitches to mimic the cover stitch
- A blind hem with a narrow zig zag
- A "lettuce" finish
- Cover stitch on the serger

8. A good "tie breaker" type question would be what thread can you use when sewing on a knit fabric? What thread should you not use, and why?

Some answers include: Use polyester thread or polyester-wrapped cotton, not 100% cotton thread. Most of the thread you can buy now is polyester-wrapped cotton. You can use wooly nylon in one or both loopers on the serger because the thread itself is stretchy. On a regular machine, you can use wooly nylon in the bobbin and regular thread for the needle.

EXAMPLES OF WRITTEN COMMENTS

Written comments provide descriptive praise and constructive feedback to participants about their work. Focus at least one positive comment on their effort and how you can see they took on a challenge. One way is to describe what you see or what the participant did. Then they are likely to recognize the truth and credit themselves rather than look to someone else for approval. This helps the members trust themselves and their own judgment when considering corrections or adjustments based on their own evaluations.

Simple phrases such as “Beautiful work” or “Good job” or “Keep it up” are nice to hear but not very informative. It is best to point out some of the highlights so the participant knows what is being praised. The feedback should be just as specific in what was done well as it might be if the work were not done well.

When looking at possible areas of improvement, pick out one or two places where improvement might be warranted. Keep your comments focused on the improvements, rather than on what might be seen as wrong or a mistake. For example, saying “Your hem is uneven and not well pressed” focuses on what is wrong. Instead, you could say “To make a hem more even try using a wider/narrower hem.”

Suggested comments to help the members learn and grow:

- The color goes well with your skin tone.
- The color and style of your dress are very flattering. Challenge yourself to work on your posture when showing your garment.
- Great effort in fitting your jacket so you still have a little “grow” room.
- Topstitching can add or detract from the dress. Try using a guideline to help keep it straight.
- Very versatile pieces that look great together.
- Take on more difficult fabrics or pattern designs to challenge yourself.
- Challenge yourself to pay attention to the details as well as the overall appearance of your garments.
- A suggestion is to spend time pressing your garment as you sew. That could eliminate some of the puckers/unevenness/etc.
- Make sure the buttons and decorations are securely attached.

- Choose a simple pattern to have a better chance of matching the uneven plaid at the seams.
- Watch your seams when using knits as the lines get crooked very easily. You could try using a walking foot.
- The trim distracts from the overall appearance of the outfit. If you match the color to something in the print it will be more complimentary.
- You still had some money left in the \$40 allowed that could have been used for accessories to add interest.
- Very attractive combination of print and stripe but watch the placement of the big designs so they all face the same direction.
- We learned a lot about you in your presentation, especially hearing the challenges you faced.

State Fashion Revue Categories

County winners in five categories have been invited to participate: Traditional, Consumer Science-Purchased, Upcycled, and one or more Challenge categories which change each year. For 2017, the Challenge categories are “Stripe-Print-Plaid Challenge” and “Knit Challenge.”

TRADITIONAL

The main focus of the Traditional category is to showcase the member’s sewing skills and the ability to coordinate an outfit.

- Garments are sewn by the exhibitor as part of the 4-H Clothing and Textiles project and modeled by the member, not constructed for someone else. The outfit must contain at least one constructed garment.
- As skill levels range from beginning to advanced, entries in the Traditional category will also vary. The entry might be a dress or pair of pants or it might be three coordinated pieces. There may be beginning sewers in any age group.
- A beginning member may sew one garment and purchase coordinating pieces to complete the outfit, for example a sewn shirt worn with purchased jeans. If this member is awarded junior county winner, then this member would be eligible for SFR in the traditional category. The entry information includes a list stating which garments are sewn.
- If the Traditional ensemble has additional sewn garments which cannot all be worn at once, for example a 4-piece suit containing coordinating pieces, the additional garments may be carried. All the coordinated sewn pieces will be evaluated. Accessories such as hats, shoes or jewelry are evaluated by the judges as parts of the outfit. Props such as teddy bears, pillows, books, etc. are not appropriate for judging and will not be evaluated as part of the outfit.
- There is no separate category at SFR for wool, cotton or costumes. If the outfit is sewn from yardage, regardless of fabric content, it is a Traditional entry.
- Items provided by the participant:
 - Basic entry information
 - For each garment constructed, list pattern number, fabric content, and cost of garment. Briefly describe how the constructed garments were created.
 - List other garments and accessories that were purchased.
 - Provide a short description of the outfit and the occasion or activity for which it will be worn.
 - One full length (head to toe) color photograph of the participant wearing the outfit.

CONSUMER SCIENCE - PURCHASED (\$40.00 LIMIT)

- The main focus of Consumer Science - Purchased is on value for cost.
- The member demonstrates positive consumer skills in purchasing and coordinating a total outfit, including accessories.
- The maximum expenditure limit is \$40.00 for the entire outfit including shoes but not sales tax. Sources may include thrift stores, garage sales, consignment shops, flea markets, markdowns at retail stores, etc. Participants are encouraged to find bargains with high values and develop decision making skills.
- Everything visible including shoes, accessories and jewelry must be included in the purchased list. Receipts from the current 4-H year, 2016-2017, are required for everything that shows. Hand written receipts are acceptable. No gifts or prior purchases are allowed.
- Receipts should be organized and photocopied onto a separate sheet.
- A second focus is on versatility. How will the new purchases be incorporated into the existing wardrobe? Will new garments and accessories be worn for more than one occasion? Even an outfit purchased for a specific reason such as a school dance can have other uses, especially if there are substitutions such as different shoes, add a jacket, shorten the dress, etc. A useful preliminary for this category is a wardrobe inventory.
- There is no 4-H project requirement, which means that any 4-H member may enter this category.
- Items provided by the participant:
 - Basic entry information
 - List of each item purchased, the cost, the value (what it would have cost if purchased at full price) and where it was purchased. Add up the total amount paid and the total value.
 - Provide a short description of the outfit and the occasion or activity for which it will be worn.
 - How the participant can use the purchased pieces with their existing wardrobe.
 - Copy of all receipts
 - One full length (head to toe) color photograph of the participant wearing the outfit.

UPCYCLED

- The main focus of the Upcycled category is refashioning clothes and accessories. Instead of throwing away unwanted pieces of clothing or household items, the participant is encouraged to be innovative and transform them into items that can be worn.
- The category requires taking at least one existing garment and turning it into a new, different, and wearable garment. Additional fabrics, trim and supplies may be used during the construction process.
- The Upcycled garment must be sewn by the participant as part of the 4-H Clothing and Textiles project.
- The work in this category is not an alteration such as a large dress taken in to fit a smaller person that still retains the same lines. It is taking one or more existing garments, deconstructing them, cutting them apart, possibly adding other fabrics or materials, and remaking the pieces into a new garment that looks different. The emphasis is on the transition of the garment.
- Additional upcycled or sewn garments are encouraged to complete the outfit
- The outfit entered in the Upcycled category must include an accessory handmade by the participant. Supplies to make the accessory may be purchased; they do not need to be recycled.
- Items provided by the participant:
 - Basic entry information
 - Photograph of the original garment(s). Explanation of what the participant did with this/these garment(s) to create the new garment.
 - List of supplies used to create the new accessory and how it was made.
 - List other items in the outfit and whether they were sewn or purchased.
 - Provide a short description of the outfit and the occasion or activity for which it will be worn.
 - One full length (head to toe) color photograph of the participant wearing the outfit.
 - One close-up photograph of the finished accessory

CHALLENGE

Challenge ideas are solicited and reviewed by the SFR committee and change each year. The first challenges were basic patterns that could be personalized. The \$19.99 Purchased Challenge was popular enough to be incorporated into a regular category the following year. For 2017, there are two challenges, one for a garment or multiple garments containing 2 or more of 3 designs (stripe, print and plaid) and one for a garment made of knit fabric. The main focus of the Challenge category is to be inspired by the pattern or idea of the year.

STRIPE – PRINT – PLAID CHALLENGE

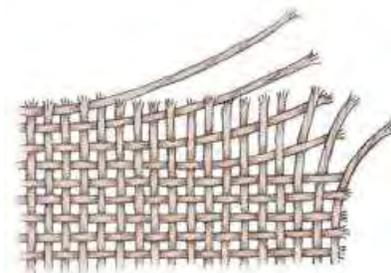
- Choose any two of the three fabric designs (stripe, print, and plaid) and incorporate them into one or more sewn garments. If one garment is sewn, it must include 2 of the 3 choices (ex: a shirt containing print and plaid). If multiple garments are sewn, the 2 choices can be in one garment (ex: print and plaid shirt), more than one garment (ex: print and plaid shirt and skirt), or one garment each (ex: print shirt and striped pants).
- The addition of other fabric is allowed (ex: solids, other prints/stripes/plaids, etc.).
- For this category, polka dots are considered a print even if the dots appear to be in straight lines. A plaid has a pattern of multi-color horizontal stripes intersecting with multi-color vertical stripes. Checked fabrics like gingham and buffalo checks as well as houndstooth designs are considered plaids.
- Besides the construction techniques for stripes and plaids, consider the placement of prints, harmonious combination of fabrics in design of the outfit and current style trends.
- Include handmade or purchased garments and items to complete the outfit.
- The entry must be created by the member as part of the 4-H Clothing & Textiles project.
- Items provided by the participant include:
 - Basic entry information
 - List which of the 3 design choices were included in the sewn garment(s). Indicate which garment contains which design.
 - List the pattern number, fabric content and cost for constructed garments
 - Briefly describe how the constructed garments were created.
 - List other garments and accessories that were purchased.
 - Provide a short description of the outfit and the occasion or activity for which it will be worn.
 - One full length (head to toe) color photograph of the participant wearing the outfit.

KNIT CHALLENGE

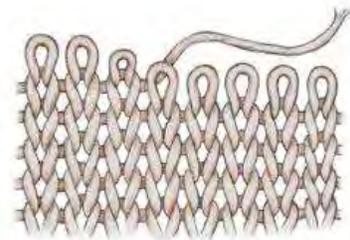
- Construct an entire wearable garment out of knit fabric. Any fabric content is allowed (cotton, polyester, wool, rayon, blend, etc.) and any type of knit (single knit, double knit, rib knit). This is not a garment that is hand-knit; it is a garment that is sewn, serged, or otherwise constructed using fabric.
- In designing and constructing the garment, consider how the stretch of knit fabric affects the fit and the opportunity to learn new techniques for seaming, hemming and edge finishes.
- Include handmade or purchased garments and items to complete the outfit.
- Open to all 4-H members with no project requirement.

Note: The Knit Challenge is for a garment or garments constructed of knit fabric, not a stretch woven fabric. Some woven fabrics have lycra or spandex threads in them, like stretch denim, so they have a little stretch and the clothes you make are more comfortable. But that is still a woven fabric created by weaving two or more threads. Knit fabrics are made differently than wovens, using one continuous thread. Knit fabrics have 2-way stretch like t-shirt fabric or 4-way stretch like knits used for athletic wear. Because of the stretch in a knit fabric, they require different sewing techniques, hence the challenge. If you are in doubt about your fabric, compare the pictures below to how your fabric is made.

The first picture is a woven fabric. There are multiple threads, woven in and out perpendicular to each other like a basketweave. When the edge is cut, the threads fray.



The second picture is a knit fabric, where one thread makes loops and continues in rows, just like if you were knitting a sweater but with thinner threads. The raw edge doesn't unravel. The loops make the fabric stretchier.



See this website for an explanation of the differences between a knit and a woven and their uses: <http://whatthecraft.com/what-is-the-difference-between-knit-fabrics-and-woven-fabrics/>

- Items provided by the participant include:
 - Basic entry information
 - List the garment(s) constructed out of knit fabric. Indicate what type of knit fabric was used, fabric content, pattern, and cost of constructed garment(s).
 - Briefly describe how the garment was created and whether a pattern sized for knits was used.
 - List other constructed garments with pattern, fabric content and cost.
 - List other items that were purchased for the outfit.
 - Provide a short description of the outfit and the occasion or activity for which it will be worn.
 - One full length (head to toe) color photograph of the participant wearing the outfit.

2017 California 4-H State Fashion Revue - Traditional Scorecard

Name _____
 County _____

Placing Medalist: 25-28 State Winner
 Blue: 18-24
 Red: 11-17
 White: 7-10

Division Junior: 9-10 Intermediate: 11-13 Senior: 14-19

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem Poise/Posture	Exhibits confidence. Self assured. Models garment to its best advantage. Good use of gestures and facial expressions.	Confident. Poised and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents garment with some enthusiasm and poise. Limited facial expressions.	Appears awkward or ill at ease when presenting garment. Additional practice will help increase confidence.	
Personal presentation/ Grooming	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention: skin, hair, nails and/or shoes are untidy or soiled.	
Verbal Communication Interaction with Judges	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with judges. Makes full eye contact	Able to answer questions regarding garment care, fabric content, construction techniques. Engages with judges. Makes eye contact.	Basic knowledge of construction techniques and garment care. Limited eye contact and engagement with judges.	Able to answer questions with prompting but nervousness prevents further engagement with judges.	
GARMENT(S)					
Choice of Style	Outstanding harmony of style in relation to fabric, trim, construction and pleasing proportion to body type. Provides great flexibility in wardrobe.	Suitable balance of style in relation to fabric, construction and body type. Provides flexibility in wardrobe.	Nice combination of fabric and trim. Adds some flexibility to wardrobe.	Style very simple. Not well suited to body type. Adds little flexibility to wardrobe.	
Fit	Combination of skills in making attractive, comfortable and becoming clothing, sized for style and body type. Appropriate ease to produce a great fit of neck, shoulder, sleeves, waist, crotch, side seams.	Enhances personal attributes. Allows for adequate ease and fit of neck, shoulder, sleeves, waist, crotch, side seams.	Garment fit and ease are mostly accurate but needing attention in a few places.	Garment has fit defects that detract from overall appearance.	
Workmanship as it relates to outside appearance	Construction will stand up to wear. Construction detail suited to style and fabric. Grain line maintained. Darts and seam lines correctly located. Clean and well pressed. Learning skills challenged.	Minor construction flaws which do not affect its overall appearance or durability. Clean and pressed. Difficulty of skills at appropriate level	Construction techniques show, affecting appearance and durability. Needs better pressing. Relatively easy skills used.	Construction techniques and workmanship detract from garment. Garment shows wear. Learning new skills not demonstrated.	
Coordinated total look	Outfit looks smart and put together. Fabric texture, trims, findings, color complement the model. Accessories enhance overall look of outfit.	Outfit complements the model. Fabric, color and design work well together. Accessories relate well to look of outfit.	Outfit suitable for model. Accessories add little interest to outfit.	Outfit looks incomplete or poor fitting. The relative proportion of various design elements is not cohesive	
JUDGE:					TOTAL POINTS

Comments: What was especially good about this entry or could be done to improve it?

2017 California 4-H State Fashion Revue - Consumer Science Purchased Scorecard

Name _____
 County _____
 Division Junior: 9-10 Intermediate: 11-13 Senior: 14-19

Placing Medalist: 25-28 State Winner
 Blue: 18-24
 Red: 11-17
 White: 7-10

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem Poise/Posture	Exhibits confidence. Self assured. Models outfit to his best advantage. Good use of gestures and facial expressions.	Confident. Poised and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents outfit with some enthusiasm and poise. Limited facial expressions.	Appears awkward or ill at ease when presenting outfit. Additional practice will help increase confidence.	
Personal presentation/ Grooming	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention: skin, hair, nails and/or shoes are untidy or soiled.	
Verbal Communication Interaction with Judges	Thorough knowledge of garment care, fabric, fiber content, overall cost vs. value. Engages confidently with judges. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, construction techniques. Engages with judges. Makes eye contact.	Basic knowledge of garment care and cost vs. value. Limited eye contact and engagement with judges.	Able to answer questions with prompting but nervousness prevents further engagement with judges.	
GARMENT(S)					
Shopability & Versatility	Examined and compared product features such as price, functionality, and versatility. Demonstrates the use of multiple shopping sources. Developed new skills in purchasing power. Gained new attitudes through the shopping experience.	Some comparison of price and functionality. Purchased pieces add versatility to existing wardrobe. Developed new skills as a consumer.	Bought outfit pieces without much comparison of price or functionality. Items add limited versatility to wardrobe. New consumer skills not obvious without questioning.	The outfit pieces indicate no comparison shopping. No new skills indicated. Purchased pieces do not coordinate with existing wardrobe.	
Cost vs. Value	Great quality for money invested. Value of items far exceeds the cost paid. Cost and time for care are not excessive.	Good quality for money invested. Value is higher than cost. Cost and time for care are reasonable.	Average quality for money invested. Value is slightly higher than cost. Cost and time for care were not considered.	Poor quality for money invested. Value is equal to or lower than cost. Cost and time for care exceeds value of garment.	
Fit	Evidence of skills used to select attractive, comfortable, becoming clothing, sized for style and body type. Figure problems minimized.	Neat and well fitted. Adequate ease in proportion to the style and design. Enhances personal attributes.	Fit and ease mostly accurate but needs attention in a few places.	Outfit has fit defects that detract from overall appearance.	
Coordinated total look	Outfit looks smart and put together. Style, color and accessories express individual personality. Accessories enhance overall look of outfit.	Outfit complements the model. Suitable for size, body build and age. Good coordination of style, and color. Accessories relate well to look of outfit.	Outfit looks good on model. Color, style, and/or accessories have minimal effect to enhance look of outfit. Needs better pressing.	Outfit looks incomplete. Design elements are not cohesive. Outfit shows wear.	
JUDGE:					TOTAL POINTS

- Disqualification: Entry did not include current-year receipts for all visible items including shoes.
- Disqualification: Entry exceeds the \$40.00 expenditure limit, not counting sales tax.

Comments: What was especially good about this entry or could be done to improve it?

2017 California 4-H State Fashion Revue - Upcycled Scorecard

Name
County

Placing Medalist: 25-28 State Winner
 Blue: 18-24
 Red: 11-17
 White: 7-10

Division Junior: 9-10 Intermediate: 11-13 Senior: 14-19

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem Poise/Posture	Exhibits confidence. Self assured. Models garment to its best advantage. Good use of gestures and facial expressions.	Confident. Poised and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents garment with some enthusiasm and poise. Limited facial expressions	Appears awkward or ill at ease when presenting garment. Additional practice will help increase confidence.	
Personal presentation/ Grooming	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention: skin, hair, nails and/or shoes are untidy or soiled.	
Verbal Communication Interaction with Judges	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with judges. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, construction techniques. Engages with judges. Makes eye contact.	Basic knowledge of construction techniques and garment care. Limited eye contact and engagement with judges.	Able to answer questions with prompting but nervousness prevents further engagement with judges.	
GARMENT(S)					
Creativity & Originality	Outstanding vision in designing garment and accessory. Unusual and original techniques used to enhance the design. Demonstrates inventive skills.	Good design elements. Creative techniques used to refashion garment and accessory. Competent use of imagination.	Fabric and trim enhance the design though innovation lacking in most aspects of the garment and/or accessory.	Little innovation shown in design, detail, fit or flair of final garment and accessory.	
Process of Reconstruction	Imaginative use of garment(s) and original materials. Totally remade original articles.	Garment well designed. Mostly remade original articles.	Some creativity used. Lacks much change from original garment(s).	Original garment minimally refashioned	
Workmanship as it relates to outside appearance	Well-constructed and will wear well. Construction detail suited to style and fabric. Grain line maintained. Clean and well pressed.	Minor construction flaws which do not affect the overall appearance or durability of the garment/item. Clean and pressed.	Construction techniques show. Noticeable defects affect appearance and durability. Needs better pressing.	Garment not stable. Garment has major defects that detract from overall appearance. Garment shows wear. Clip loose threads.	
Coordinated total look	Outfit looks smart and put together. Design and/or pattern making skills used. All design elements are balanced. Accessories enhance the outfit.	Outfit complements the model. Design relates well to style, color, and texture. Accessories are coordinated.	Outfit suitable for model. Design elements add some interest to outfit. Accessories add little interest to outfit.	Outfit looks incomplete or poor fitting. The relative proportion of various design elements is not cohesive.	
JUDGE:					TOTAL POINTS

Disqualification: Fabric source not refashioned into a new and distinctive garment. Only alteration used for new garment.

Comments: What was especially good about this entry or could be done to improve it?

2017 California 4-H State Fashion Revue – Stripe/Print/Plaid Challenge Scorecard

Name _____ Placing Medalist: 25-28 State Winner
 County _____ Blue: 18-24
 Division Junior: 9-10 Intermediate: 11-13 Senior: 14-19 Red: 11-17
 White: 7-10

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem Poise/Posture	Exhibits confidence. Self assured. Models garment to its best advantage. Good use of gestures and facial expressions.	Confident. Posed and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents garment with some enthusiasm and poise. Limited facial expressions	Appears awkward or ill at ease when presenting garment. Additional practice will help increase confidence.	
Personal presentation/ Grooming	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention: skin, hair, nails and/or shoes are untidy or soiled.	
Verbal Communication Interaction with Judges	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with judges. Makes full eye contact	Able to answer questions regarding garment care, fabric content construction techniques. Engages with judges. Makes eye contact.	Basic knowledge of construction techniques and garment care. Limited eye contact and engagement with judges	Able to answer questions with prompting but nervousness prevents further engagement with judges.	
GARMENT(S)					
Use of stripe/print/plaid fabric and design elements	Outstanding harmony of style and color in relation to fabrics, trim and construction. Has pleasing proportion for body type. Provides great flexibility in wardrobe. Placement of the stripe, print, and/or plaid is the focal point of the garment or outfit.	Suitable balance of style and color in relation to fabrics, construction, and body type. Provides flexibility in wardrobe. Placement of stripe, print, and/or plaid adds interest.	Combination of fabrics and use of stripe, print, and/or plaid is pleasant. Adds some flexibility to wardrobe.	Style very simple. Garment design not well suited to body type or does not feature a harmonious combination of stripe, print, and/or plaid fabric.	
Fit	Combination of skills in making attractive, comfortable and becoming clothing, sized for style and body type. Appropriate ease to produce a great fit of neck, shoulder, sleeves, waist, crotch, side seams.	Enhances personal attributes. Allows for adequate ease and fit of neck, shoulder, sleeves, waist, crotch, side seams.	Garment fit and ease are mostly accurate but need attention in a few places.	Garment has fit defects that detract from overall appearance.	
Workmanship as it relates to outside appearance	Construction will stand up to wear. Construction detail suited to style and fabric. Grain line maintained. Darts and seam lines correctly located. Clean and well pressed. Learning skills challenged.	Minor construction flaws which do not affect its overall appearance or durability. Clean and pressed. Difficulty of skills at appropriate level.	Construction techniques show, affecting durability and appearance. Needs better pressing. Relatively easy skills used.	Construction techniques and workmanship detract from garment. Garment shows wear. Learning of new skills not demonstrated.	
Coordinated total look	Outfit looks smart and put together. Fabrics, texture, trims, findings, and color complement the model. Accessories enhance overall look of outfit.	Outfit complements the model. Fabric, color and design work well together. Accessories relate well to look of outfit.	Outfit suitable for model. Accessories add little interest to outfit.	Outfit looks incomplete. The relative proportion of various design elements is not cohesive.	
JUDGE:					TOTAL POINTS

Disqualification: Sewn garment(s) do not contain fabrics with at least two of the three different designs - stripe, print, and plaid.

Comments: What was especially good about this entry or could be done to improve it?

2017 California 4-H State Fashion Revue - Knit Challenge Scorecard

Name _____
 County _____

Placing Medalist: 25-28 State Winner
 Blue: 18-24
 Red: 11-17
 White: 7-10

Division Junior: 9-10 Intermediate: 11-13 Senior: 14-19

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem Poise/Posture	Exhibits confidence. Self assured. Models garment to its best advantage. Good use of gestures and facial expressions.	Confident. Poised and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents garment with some enthusiasm and poise. Limited facial expressions	Appears awkward or ill at ease when presenting garment. Additional practice will help increase confidence.	
Personal presentation/ Grooming	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention: skin, hair, nails and/or shoes are untidy or soiled.	
Verbal Communication Interaction with Judges	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with judges. Makes full eye contact	Able to answer questions regarding garment care, fabric content construction techniques. Engages with judges. Makes eye contact.	Basic knowledge of construction techniques and garment care. Limited eye contact and engagement with judges	Able to answer questions with prompting but nervousness prevents further engagement with judges.	
GARMENT(S)					
Choice of Style for Knit Fabric	Garment design is imaginative with style elements not possible with woven fabric. Provides great flexibility in wardrobe.	Garment designed with a personal touch. Provides flexibility in wardrobe	Garment follows style illustrated in pattern. Adds some flexibility to wardrobe.	Garment design not well suited to knit fabric. Style very simple.	
Fit	Combination of skills in making attractive, comfortable and becoming clothing, sized for style and body type. Appropriate ease to produce a great fit. Relies on natural stretch to fit the body. Pleasing proportion to body type.	Enhances personal attributes. Allows for adequate ease and fit Suitable balance of style in relation to knit fabric, construction and body type.	Garment fit and ease are mostly accurate but need attention in a few places.	Garment has fit defects that detract from overall appearance.	
Workmanship as it relates to outside appearance	Construction detail suited to style and knit fabric. Grain line maintained. Seam lines are flat and stretchy. Clean and well pressed. Learning skills challenged.	Minor construction flaws which do not affect the overall appearance or durability. Clean and pressed. Difficulty of skills at appropriate level.	Construction techniques show, affecting durability and appearance. Needs better pressing. Relativity easy skills used.	Construction techniques and workmanship detract from garment. Garment shows wear. Learning new skills not demonstrated.	
Coordinated total look	Outfit looks smart and put together. Fabrics, texture, trims, findings, and color complement the model. Accessories enhance overall look of outfit.	Outfit complements the model. Fabric, color and design work well together. Accessories relate well to look of outfit.	Outfit suitable for model. Accessories add little interest to outfit.	Outfit looks incomplete. The relative proportion of various design elements is not cohesive.	
JUDGE:					TOTAL POINTS

Disqualification: Garment not constructed out of a knit fabric.

Comments: What was especially good about this entry or could be done to improve it?

Rubric Scorecard Explanation

Be familiar with the Rubric Scorecard format prior to the event.

Make sure you are using the correct rubric scorecard for the category you are evaluating.

California 4-H State Fashion Revue Traditional Scorecard

Name: _____ County: _____ Division: Junior 8-11 Intermediate 12-13 Senior 14-19

Rating: Medalist 25-28 State Winner
 Blue 18-24
 Red 11-17
 White 7-10

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem Poise/Posture	Exhibits confidence. Self-assured. Models garment to its best advantage. Good use of gestures and facial expressions.	Confident. Poised and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents garment with minimal poise. Limited facial expressions.	Appears awkward or ill at ease when presenting garment. Additional practice will help increase confidence.	
Personal presentation/ Grooming	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention. Skin, hair, nails and/or shoes are un tidy or soiled.	
Verbal Communication Interaction with Judges	Thorough knowledge of construction techniques, garment care, fabric and fiber content. Engages confidently with judges. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, construction techniques. Engages with judges. Makes eye contact.	Basic knowledge of construction techniques and garment care. Limited eye contact.	Able to answer questions with prompting but nervousness prevents further engagement with judges.	
GARMENT(S)					
Choice of Style	Outstanding harmony of style in relation to fabric, trim, construction and pleasing proportion to body type. Provides great flexibility in wardrobe. Learning skills challenged.	Subtle balance of style in relation to fabric, construction and body type. Provides flexibility in wardrobe. Difficulty of skills at appropriate level.	Nice combination of fabric and trim. Adds some flexibility to wardrobe. Relatively easy skills used.	Style very simple. Not well suited to body type. Adds little flexibility to wardrobe.	
Fit	Combination of skills in making attractive, comfortable and becoming clothing, sized for style and body type. Appropriate ease to produce a great fit of neck, shoulder, sleeves, waist, crotch, side seams.	Enhances personal attributes. Allows for adequate ease and fit of neck, shoulder, sleeves, waist, crotch, side seams.	Garment fit and ease are mostly accurate but needing attention in a few places.	Garment has fit defects that detract from overall appearance.	
Workmanship as it relates to outside appearance	Construction will stand up to wear. Construction detail suited to style and fabric. Grain line maintained. Darts and seam lines correctly located. Clean and well pressed.	Minor construction flaws which do not affect its overall appearance or durability. Clean and pressed.	Construction techniques show affecting appearance and durability. Garment shows wear.	Construction techniques and workmanship detract from garment. Needs better dressing.	
Coordinated total look	Outfit looks smart and put together. Fabric texture, trim, findings, color complement the model. Accessories enhance overall look of outfit.	Outfit complements the model. Fabric, color and design work well together. Accessories relate well to look of outfit.	Outfit suitable for model. Accessories add little interest to outfit.	No accessories or accessories conflict with outfit.	
TOTAL POINTS					

Judge: _____
Comments: _____

The first section containing the member's name, county and division will be completed for you.

Use the rubric descriptions to select points for each area of the evaluation.

Half points may be given if the evaluation falls between two levels

Add up points and enter the total. This determines the ribbon and or medal awarded.

Mark the appropriate box on the top of the form.

Fill in your name.
 Write at least one constructive comment for each entry.
 Additional comments may be written on the back if time allows.
 The scorecards will be returned to the participants to provide feedback, assist them in improving their entries, and aid them in setting and achieving goals for project work.

Proper dress and grooming for an occasion is a matter of exercising good judgment. Dressing well for all 4-H occasions is a skill that individuals should gain knowledge of and value its significance. Adults, members and 4-H staff should encourage this important lesson.

General Guidelines

4-H encourages youth and adults to express their individuality within the parameters of the below general guidelines. All clothing shall be neat, clean, acceptable in repair and appearance, and should be worn as appropriate for 4-H events and activities. Articles of clothing that display profanity, products or slogans that promote tobacco, alcohol, drugs and sex are prohibited. Items of clothing that expose bare midriffs, cleavage (front or back), undergarments or that are transparent (see-through) are prohibited. Clothing and footwear should be worn that is appropriate for the activity performed and the terrain the activity is performed in. Additional clothing considerations/restrictions may apply for safety reasons (see 4-H Safety Manual and/or the adult in charge of the event or activity). These general guidelines apply to 4-H members, adult volunteers, parents/guardians and program participants.

	Casual (Meetings, travel days, evening entertainment, camp, etc.)	Business Casual (County and sectional contests, conference assemblies, workshops, roundtable discussions, etc.)	Business (Visits to state capitol, interviews, etc.)
Examples:	<p>Jeans, khakis, shorts, skirts, t-shirts, tennis shoes, flip flops, sandals.</p> 	<p>Slacks or dress pants, button down shirts, polo shirts, blouse, dress/career shoes, boots.</p> 	<p>Suits with dress slacks or skirts, dress slacks with a shirt and tie, blouse, button down shirt, jacket or sweater, dress/career shoes, boots.</p> 

It is the policy of the University of California (UC) and the UC Division of Agriculture & Natural Resources not to engage in discrimination against or harassment of any person in any of its programs or activities (Complete nondiscrimination policy statement can be found at <http://ucanr.edu/sites/anrstaff/files/169224.pdf>). Inquiries regarding ANR's nondiscrimination policies may be directed to Linda Marie Manton, Affirmative Action Contact, University of California, Davis, Agriculture and Natural Resources, 2801 Second Street, Davis, CA 95618, (530) 750-1318.

