**2018 California 4-H State Fashion Revue - Upcycled 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

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|  | **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?