**2019 California 4-H State Fashion Revue – Make It Mine 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

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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 Evaluators** | Thorough knowledge of construction techniques, garment care, materials, fiber content, cost. Engages confidently with evaluators. Makes full eye contact. | Able to answer questions regarding garment care, materials, and construction techniques. Engages with evaluators. Makes eye contact. | Basic knowledge of construction techniques and garment care. Limited eye contact and engagement with evaluators. | Able to answer questions with prompting but nervousness prevents further engagement with evaluators.  |  |
| **GARMENT(S)** |
| **Creativity and Originality** | Outstanding vision and cohesive design attained with self-made pattern or combination of patterns. Unusual and original techniques used to enhance the design. Demonstrates inventive skills. | Good design elements integrated into garment. Creative techniques used to personalize pattern(s) for garment. Competent use of imagination. | Materials and trim enhance the design though innovation and/or cohesiveness lacking in most aspects of pattern design. | Little innovation shown in design, detail, or flair of final garment. Alterations to commercial pattern for body measurements only. |  |
| **Fit** | Combination of skills in making attractive, comfortable and becoming clothing, sized for style and body type. Appropriate ease to produce a great fit. Pleasing proportion to body type. | Enhances personal attributes. Allows for adequate ease and fit. Suitable balance of style in relation to 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. Not well suited to body type.  |  |
| **Workmanship****as it relates to outside appearance** | Construction will stand up to wear. Construction detail suited to style & materials. When applicable, grain line maintained, darts & seam lines correctly located. 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. Materials, texture, trims, findings, and color complement the model. Accessories enhance overall look of outfit. | Outfit complements the model. Materials, 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. |  |
| **EVALUATOR: TOTAL POINTS** |  |

 Disqualification: No indication of pattern personalization.

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