

## **4-H Fashion Revue**

Originally known as Dress Revue, this event was for senior members in the Clothing and Textiles project. Since 2006, State Fashion Revue has included 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 is “the outfit on the member.” Evaluators look at the choices each member has made and their skill in selection and construction as they relate to fit and outside appearance. The clothing is not evaluated separately “on the hangar”.

### **OBJECTIVES**

As a result of participation in Kern County’s 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

### **QUALIFYING EVENT FOR STATE FASHION REVUE**

- 4-H Fashion Revue is open to all 4-H youth members.
- Members may enter by completing entry survey here: <http://ucanr.edu/kerncountyfashionrevue2020>
- Complete all supplemental forms, and include commentaries and photos. Bring to the event.
- The 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 evaluated at the County or State Fashion Revue in a previous year.
- Entries in Traditional, Box Challenge, and Vintage 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. [http://4h.ucanr.edu/4-H\\_Events/SFD/SFR/](http://4h.ucanr.edu/4-H_Events/SFD/SFR/)

### **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 must be suitable for comfortably walking, sitting, and going up and down stairs because of the schedule and location of the State Fashion Revue and the fashion show. County Fashion Revue coordinators will review all outfits based on these guidelines before State Fashion Revue entry.

### **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.

### **FASHION REVUE AGE DIVISIONS**

- Junior: Age 9-10 as of December 31, 2019
- Intermediate: Age 11-13 as of December 31, 2019
- Senior: Age 14-18 as of December 31, 2019

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.

### **KERN COUNTY 4-H FASHION SHOW**

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

## 2020 Fashion Revue CATEGORIES

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### Traditional

Participants in this category will construct garment(s), showcasing sewing skills and the ability to coordinate an outfit. The outfit must contain at least one constructed garment. Participants are encouraged to construct additional garments and/or accessories to complete the outfit. The garment(s) in this category must be sewn by the member as part of the Clothing & Textiles/Sewing Project.

### Consumer Science Purchased, \$40.00 Limit

Participants in this category will shop for an entire outfit with the total cost not to exceed \$40.00, including shoes but not sales tax. Receipts from the current 4-H year are required for any item that is visible. Gifts, prior purchases, and items without receipts are not eligible for this category. Receipts from yard sales, etc. may be hand-written. The participant should consider value vs. cost, versatility, the shopping experience, and coordination of the outfit within the cost limit. There is no 4-H project requirement; *any 4-H member may enter this category.*

### Box Challenge

For 2020: Use 2 different fabrics

Participants in this challenge will sew one or more garments that contain 2 different fabrics that are visible. They can be 2 different colors, 2 different textures, a print and a solid, or any other combination of 2 different fabrics. The fabric used for lining doesn't count. If one garment is sewn it has to contain the 2 different fabrics. If more than one garment is sewn, the sewn garments together must contain the 2 different fabrics. More than 2 fabrics may be used but that does not increase the scorecard points.

In addition, choose from the following elements that are in your box. Junior members must include at least two (2) in their sewn garment(s). Intermediate members must include at least

three (3). Senior members must include at least four (4). The garment(s) must be sewn by the member as part of the Clothing & Textiles/Sewing project.

In the box:

- Zipper, functional
- Buttonholes, at least 2 that are functional
- Pockets, 2, any type
- Collar, waistband, or set-in sleeve
- Gathering or ruffle
- Darts or pleats, 2 or more
- Trim. Examples are, but not limited to: fringe, lace, bias binding, piping, etc.
- Hand-made accessory

### **Vintage Challenge**

The term "vintage" is used to describe clothing between 20 and 100 years old that is also clearly representative of the era in which it was produced. To be called vintage, the piece should strongly reflect styles and trends associated with that era. Participants in this challenge will create an outfit that is inspired by or looks like a design from 1900-2000, using new fabric and notions. The entry must state the year or period of the design and include a drawing, photo, or description of the classic design that is being reproduced or duplicated. Add accessories to complete the outfit that are reminiscent of that time period. The outfit must feature at least one handmade garment made by the member. Other pieces of the outfit must be representational and recognizable as belonging to the same era as the hand-made garment. The garment(s) in this challenge must be sewn by the member as part of the Clothing & Textiles/Sewing Project.

### **Cosplay Challenge**

Cosplay is the practice of dressing to resemble a fictional character from a movie, book, or video game. Cosplay can also depict an original character or a historical character.

Participants in this challenge will construct a cosplay costume. Start with a photo or drawing of the character that inspired the costume. Use any crafting techniques and any materials to make the costume. Pre-made, purchased costume kits, or parts of kits are not allowed. Accessories may be purchased. Do not include real or realistic weapons. The purchased garments may be used as a starting point for the costume (purchased jeans with sewn western shirt and vest; purchased blouse with a hand- made poodle skirt and scarf). The costume and its theme must be 4-H appropriate. For instance, you can modify the Wonder Woman outfit to wear pants, tights, or a longer skirt. The participant must be able to walk, sit, and use stairs while in the costume. "DisneyBounding" is not considered Cosplay for this challenge. DisneyBounding is an outfit based on a Disney Character and is not considered a costume. There is no 4-H project requirement; *any 4-H member may enter this category.*

**Kern County 4-H Fashion Revue  
Supplementary Entry Form  
Traditional**

Name \_\_\_\_\_ Entry#: \_\_\_\_\_

Garment	Pattern Company & number	Fabric content	Cost of garment
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____

Total Cost of Outfit (Including patterns, notions, etc.) \$ \_\_\_\_\_

Value of comparable ready-to-wear outfit \$ \_\_\_\_\_

Did you purchase any garments for your outfit (excluding undergarments)?  Yes  No

If yes, tell what: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

List accessories used: \_\_\_\_\_

\_\_\_\_\_

Attach on separate sheets

- ❖ The commentary



**Kern County 4-H Fashion Revue  
Supplementary Entry Form  
Box Challenge**

Name \_\_\_\_\_ Entry#: \_\_\_\_\_

Description of article \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Description of special features \_\_\_\_\_  
\_\_\_\_\_

Difficulties or hurdles encountered during construction \_\_\_\_\_  
\_\_\_\_\_

Materials used (fabric, trim, zippers, etc.) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Cost to create article \$ \_\_\_\_\_ Value if purchased \$ \_\_\_\_\_

What Box items did you choose and why: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

List accessories used: \_\_\_\_\_  
\_\_\_\_\_

Attach on separate sheets

- ❖ The commentary

**Kern County 4-H Fashion Revue  
Supplementary Entry Form  
Vintage**

Name \_\_\_\_\_ Entry#: \_\_\_\_\_

Garment	Pattern Company & number	Fabric content	Cost of garment
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____

Total Cost of Outfit (Including patterns, notions, etc.) \$ \_\_\_\_\_

Value of comparable ready-to-wear outfit \$ \_\_\_\_\_

What era does your outfit represent \_\_\_\_\_

What made you decide on this garment \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Did you purchase any garments for your outfit (excluding undergarments)?  Yes  No

If yes, tell what: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

List accessories used: \_\_\_\_\_

\_\_\_\_\_

Attach on separate sheets

- ❖ The commentary
- ❖ Photos/Drawings

**Kern County 4-H Fashion Revue  
Supplementary Entry Form  
Cosplay Challenge**

Name \_\_\_\_\_ Entry#: \_\_\_\_\_

Description of Costume \_\_\_\_\_

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Description of special features \_\_\_\_\_

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Difficulties or hurdles encountered during construction \_\_\_\_\_

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Materials used (fabric, trim, zippers, etc.) \_\_\_\_\_

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Cost to create Costume \$ \_\_\_\_\_ Value if purchased \$ \_\_\_\_\_

Describe why you chose this cosplay costume: \_\_\_\_\_

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List accessories used: \_\_\_\_\_

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Attach on separate sheets

❖ The commentary

## 2020 Kern County 4-H Fashion Revue - Traditional Scorecard

Name \_\_\_\_\_

Placing  Medalist: 25-28

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
<b>EXHIBITOR</b>					
<b>Self Esteem Poise/Posture</b>	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.	
<b>Personal presentation/ Grooming</b>	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.	
<b>Verbal Communication  Interaction with Evaluators</b>	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with evaluators. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, 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.	
<b>GARMENT(S)</b>					
<b>Choice of Style</b>	Outstanding harmony of style in relation to fabric, trim, construction and pleasing proportion to body type. Provides great flexibility in wardrobe.	Good 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.	
<b>Fit</b>	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.	
<b>Workmanship as it relates to outside appearance</b>	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.	
<b>Coordinated total look</b>	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. The relative proportion of various design elements is not cohesive	
<b>EVALUATOR:</b>					<b>TOTAL POINTS</b>

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

## 2020 Kern County 4-H Fashion Revue - Consumer Science Purchased Scorecard

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

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

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
<b>EXHIBITOR</b>					
<b>Self Esteem Poise/Posture</b>	Exhibits confidence. Self assured. Models outfit 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 outfit with some enthusiasm and poise. Limited facial expressions.	Appears awkward or ill at ease when presenting outfit. Additional practice will help increase confidence.	
<b>Personal presentation/ Grooming</b>	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.	
<b>Verbal Communication  Interaction with Evaluators</b>	Thorough knowledge of garment care, fabric, fiber content, overall cost vs. value. Engages confidently with evaluators. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, construction techniques. Engages with evaluators. Makes eye contact.	Basic knowledge of garment care and cost vs. value. Limited eye contact and engagement with evaluators.	Able to answer questions with prompting but nervousness prevents further engagement with evaluators.	
<b>GARMENT(S)</b>					
<b>Shopability &amp; Versatility</b>	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.	
<b>Cost vs. Value</b>	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.	
<b>Fit</b>	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.	
<b>Coordinated total look</b>	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.	
<b>EVALUATOR:</b>					<b>TOTAL POINTS</b>

- Disqualification: Entry did not include current 4-H 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?

## 2020 Kern County 4-H Fashion Revue – Box Challenge Scorecard

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

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

	<b>Excellent 4</b>	<b>Very Good 3</b>	<b>Satisfactory 2</b>	<b>Needs Improvement 1</b>	<b>Score</b>
<b>EXHIBITOR</b>					
<b>Self Esteem Poise/Posture</b>	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.	
<b>Personal presentation/ Grooming</b>	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.	
<b>Verbal Communication  Interaction with Evaluators</b>	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with evaluators. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, 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.	
<b>GARMENT(S)</b>					
<b>Creativity &amp; Originality</b>	Outstanding harmony of style and color. Unusual and original techniques used to include the elements in the box. Demonstrates inventive skills.	Good balance of style and color. Creative techniques used to include the elements in the box. Competent use of imagination.	Adequate balance of style and color. Elements from the box enhance the design though innovation lacking in most aspects of the garment.	Little innovation shown in color balance, design, detail, or use of elements in the box on final garment	
<b>Fit</b>	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.	
<b>Workmanship as it relates to outside appearance</b>	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.	
<b>Coordinated total look</b>	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. The relative proportion of various design elements is not cohesive.	
<b>EVALUATOR:</b>					<b>TOTAL POINTS</b>

Disqualification: Garment does not feature two different fabrics and/or fails to use items in the box.

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

## 2020 Kern County 4-H Fashion Revue – Vintage Challenge Scorecard

Name \_\_\_\_\_

County \_\_\_\_\_

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

Placing  Medalist: 25-28

Blue: 18-24

Red: 11-17

White: 7-10

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
<b>EXHIBITOR</b>					
<b>Self Esteem Poise/Posture</b>	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.	
<b>Personal presentation/ Grooming</b>	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.	
<b>Verbal Communication  Interaction with Evaluators</b>	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with evaluators. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, 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.	
<b>GARMENT(S)</b>					
<b>Choice of Style</b>	Outstanding harmony of style and color in relation to fabric, trim and construction. Has pleasing proportion for body type. Highly skilled presentation of style for designated era.	Good balance of style and color in relation to fabrics, construction, and body type. Garment(s) represent style of designated era.	Combination of fabrics and design is an adequate resemblance of the designated era.	Style very simple. Garment design reflects mixed eras or description provided does not match designated era.	
<b>Fit</b>	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.	
<b>Workmanship as it relates to outside appearance</b>	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.	
<b>Coordinated total look</b>	Outfit looks smart and put together. Fabrics, texture, trims, findings, and color complement the model. Accessories enhance the outfit and reflect the era.	Outfit complements the model. Fabric, color and design work well together. Accessories relate to look of era.	Outfit suitable for model. Accessories add little interest to outfit. Show little relation to the era.	Outfit looks incomplete. The relative proportion of various design elements do not reflect the era.	
<b>EVALUATOR:</b>					<b>TOTAL POINTS</b>

Disqualification: Sewn garment(s) does not represent a style or era found between 1900 to 2000.

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

## 2020 Kern County 4-H Fashion Revue - Cosplay Challenge Scorecard

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

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

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
<b>EXHIBITOR</b>					
<b>Self Esteem Poise/Posture</b>	Exhibits confidence. Self assured. Models costume 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 costume with some enthusiasm and poise. Limited facial expressions	Appears awkward or ill at ease when presenting costume. Additional practice will help increase confidence.	
<b>Personal presentation/ Grooming</b>	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.	
<b>Verbal Communication  Interaction with Evaluators</b>	Thorough knowledge of character, construction techniques, care, fabric and fiber content, and cost. Engages confidently with evaluators. Makes full eye contact.	Able to answer questions regarding costume character, care, fabric content, and construction techniques. Engages with evaluators. Makes eye contact.	Basic knowledge of character, construction techniques and care. Limited eye contact and engagement with evaluators.	Able to answer questions with prompting but nervousness prevents further engagement with evaluators. Unfamiliar with costume character.	
<b>COSTUME</b>					
<b>Creativity &amp; Originality</b>	Outstanding vision in character development and costume creation. Unusual and original techniques used to enhance the design. Demonstrates inventive skills.	Good design elements. Creative techniques used in character development and creation of costume. Inventive use of imagination.	Some enhancement to the design. Innovation and imagination lacking in some aspects of the costume and character development.	Little innovation shown in character development, design, detail, or flair of costume.	
<b>Use of Color and Materials</b>	Exceptional use of materials and color, expressing individual personality.	Skillful use of materials and color. The scheme shows innovation.	Materials, texture, and color work together.	Materials and color scheme not compatible with the characteristics of the costume.	
<b>Workmanship as it relates to fit and outside appearance</b>	Well-constructed and will stand up to wear. Construction detail suited to style and materials. Costume fits well and is clean and neat. Learning skills challenged.	Minor construction flaws which do not affect the overall fit, appearance or durability of the costume. Costume is clean and neat. Difficulty of skills at appropriate level.	Construction techniques show. Noticeable defects affect fit, durability and appearance. Relatively easy skills used.	Costume has major defects which detract from overall appearance and fit. Costume shows wear. Learning of new skills not demonstrated.	
<b>Coordinated total look</b>	Costume embodies theme and invites closer inspection. Embellishments and accessories are well coordinated and strongly enhance style and overall look of the costume.	Costume and theme are coordinated. Embellishments and accessories are complement the style and overall look of the costume.	Costume and theme are related. Embellishments and accessories add some interest to costume.	Costume and theme are unrelated. Embellishments and accessories look incomplete. The relative proportion of various design elements is not cohesive.	
<b>EVALUATOR:</b>					<b>TOTAL POINTS</b>

Disqualification: Costume or outfit theme not 4-H appropriate. Outfit uses pre-made costume, purchased costume kit or part(s) of a kit.

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