

California 4-H State Fashion Revue



2020 Guide



UNIVERSITY OF CALIFORNIA
Agriculture and Natural Resources

4-H Youth Development Program

Thank you

On behalf of the committee and the participants, thank you for being an evaluator for State 4-H Fashion Revue. Being fair, objective and effective 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. 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”.

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 2020, it is on May 30, the last Saturday in 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.
- If mobility is an issue, get dropped off at the back door of Olson, near room 125 and the elevator. This entrance is not inside the gated central campus area so is accessible by car.
- Olson Hall is two blocks from Wellman Hall, the location of State Presentation Day. The SFR Fashion Show is on the grass “West Quad” about 1 block from Olson.

SCHEDULE FOR EVALUATORS

7:30-8:30 AM	Check in, Olson 250 (upstairs). Complimentary morning refreshments
8:30-9:20	Evaluator orientation, Olson 250
9:30-12:00	Evaluations, scoring, writing comments
12:00	Complimentary lunch, Olson 125 (main floor)
1:30-3:30 PM	Fashion Show & Awards on 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://ucanr.edu/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 at Fashion Revue or a comparable event. The garments or outfit may not have been entered or evaluated at the County or State Fashion Revue in a previous year.
- A county may qualify one County Winner in each age division in each category to enter SFR. The County may name an Alternate in case the County Winner can't attend.
- Entries in Traditional, Box Challenge, and Vintage Challenge categories must be sewn by members as part of their Clothing & Textiles project. Entries in Consumer Science Purchased and Cosplay Challenge do not have a project requirement.
- 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, 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.

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 evaluation that allows each garment to receive a score 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 evaluation 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 the 4-H Clothing and Textiles/Sewing project.

DUAL ENTRIES – SFR & STATE PRESENTATION DAY

A member can qualify for both State Presentation Day and State Fashion Revue. The member must register separately for each event and list dual registration on both. SFR and SPD have different registration websites but the same registration deadline. 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 that other youth go to State Fashion Revue workshops.

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

It is highly unlikely that dual entries in SFR and Share the Fun can be accommodated 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, so entries will need to be carefully coordinated. For example, the photo contest doesn't require the member to be present for the evaluation. 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. It will be necessary to check in at Olson Hall for SFR and also at the building where the other event is located.

SFR 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, with awards presented at the end of each category. Each participant must model in the fashion show or their award will be forfeited. The fashion show is open to the public.

Evaluation at State Fashion Revue

SUGGESTIONS AND EXPECTATIONS FOR EVALUATORS

- SFR evaluators shall be familiar with fashion, garment construction, arts and crafts techniques, grooming, current styles for youth and teens, and consumerism.
- As an evaluator, you are a teacher, an example, and an inspiration to the young people with whom you come in contact.
- Evaluation is based on 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 categories.
- Attend orientation for fashion revue evaluators on the day of the event. Arrive on time. Get acquainted with the facilities and your fellow evaluators.
- Be friendly and courteous.
- Verbal comments to participants should be positive and general to the group, not specific to one person or about one concern.
- After evaluations are completed, take time to give the organizing committee feedback on improvements for the next year. It is nice to hear when things go well, too.

EVALUATION PANELS & ROOMS

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

ROOM MONITORS

Room monitors facilitate the evaluation process by keeping the groups of members organized and assisting the evaluators in adhering to the time schedule. A room monitor is assigned to each evaluation room, stationed in the hallway outside the room. The room monitor escorts participants into and out of the 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.

PROCEDURE FOR EVALUATIONS

4-H policy requires that participants are seen in groups. One youth is never alone with the evaluation panel, nor is one evaluator alone with youth. The panel determines how many youth to see at a time (suggestion is three) and lets the room monitor know.

- The group enters the room, standing in a line before you. Ask the group to turn to show the back of their garments, then turn to face the evaluation panel. 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. The time limit for the presentation is 1 minute for seniors (changed for 2020) and 30 seconds for intermediate and juniors. Evaluators, please enforce the time limit.
- The participants will respond to questions from the evaluators. 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 are not overlooked. Take time to examine each participant's entry equally.
- Make your decisions quickly and firmly. Keep things moving along.
- Evaluators do not touch the youth participants. If you 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 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 be evaluated during the first hour 9:30-10:30 or during the second hour 10:30-11:30. The Evaluation Order sheets show the timing and who is in the groups. When they are not being evaluated, the members are downstairs and may attend workshops. It is important to keep to the schedule so all participants can attend the workshops. Evaluations and comments for the members you see during the first hour must be concluded by 10:30 so they can be excused.
- Participants who are dual registered for State Presentation Day give their presentation during their workshop time or before or after their fashion revue evaluation time.
- If there is more than one group of participants in that age/category, a time is assigned for the "call back." All the participants in the age/category will come back in for a final viewing. Bring back all the participants, not just your top scores. All the evaluations and call backs must be completed by 12:00. Evaluators may still be finishing up scores and comments, but participants must be released for lunch.
- The panel does not discuss any participant, results, or comments with room monitors. If evaluators have questions or want clarification on procedure or policy, request the Room Monitor summon a Tally Room volunteer. Tally tables are in the back of Room 250 (come in the door near room 223) and Room 117 on the main floor.

- Each evaluator completes a Rubric Scorecard for each participant in the room. A disqualified entry does not receive a score.
- The panel is requested to add up their individual scores for each participant and clip the participant's three sheets together. A calculator is provided for each room. Final scores are determined by averaging the scores from the individual evaluators. The final averaged score may be determined by the panel or request the help of a Tally Room volunteer. Accurate final scores are necessary when determining the State Winner award.
- Each evaluation room has one Tally Sheet. This is used to record final averaged scores and final awards which are ribbon color, medal, state winner. It is important that this is accurate!
- Each participant should receive written comments from each evaluator. 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 evaluation panel about their work. They want to hear what they did well, especially if it stands out. If evaluators feel the participants have overlooked something important, this should be included in the written comments as long as it can be expressed tactfully.
- Participants have requested that if 4 points are not awarded in a section of the scorecard, that the evaluator include a comment about what could be improved.
- 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 Tally Room representative reviews the rubric scorecards and Tally Sheet with the evaluators to verify their intention before the panel is released from the room. Please do not leave the third floor of Olson Hall until this step has been completed.
- The Tally Room committee double checks the addition of scores and reviews written comments. During this time, evaluators are invited to a complimentary lunch in Olson 125. The Tally Room committee may request that an evaluator revise a comment if the intent is not clear.
- Results are not announced until that category is completed in the fashion show.

DURING EVALUATION

- 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 evaluating 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 scores and comments in case a change or correction is made.
- The youth participants deserve your full attention. Please turn off cell phones and refrain from eating or drinking during evaluations. The 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 during registration.
- Each evaluator should reach their own conclusion on each participant before talking to the other members of the panel.
- If you have procedural questions, ask your Room Monitor to get a Tally Room volunteer. They are adult volunteers present on the third floor during the morning and available for consultations.

EVALUATION 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 evaluated by the Danish System where each entry receives recognition based upon individual merit. The standard of excellence must be met as stated on the rubric 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 evaluation panel, 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. There may be a category with two or more members tied with the top score. As there is only one State Winner per category and age division, evaluators must use additional criteria for the tie-breaker. Suggestions include considering difficulty of construction, skills learned, clarity of the oral presentation, and answers to questions.

If an age division in a category has too many entries for one room and is split between two rooms, the two panels will need to meet and confer to determine this award. This is most likely to happen with the Junior or Intermediate Traditional entries.

Funding for SFR awards comes through donations. If sufficient funding is received, State winners will receive a monogrammed award.

PLATINUM SEAL: Entries receiving a perfect score of 28 out of 28 from each evaluator receive a Platinum Seal in the Tally Room. This is in addition to the state medal, and possible State Winner designation.

2020 SAMPLE QUESTIONS TO ASK PARTICIPANTS

TRADITIONAL CATEGORY

1. How long have you been sewing?
2. Why did you choose this pattern? Why did you choose this fabric?
3. What was the hardest part about making your outfit?
4. What new sewing skills did you learn while making this outfit?
5. Did you make changes in the fit or construction of the garment to personalize it?
6. Where and how often will you wear this garment/outfit?
7. How much did your outfit cost? How much do you think you saved by making it instead of buying it?
8. How does this outfit coordinate with your existing wardrobe?
9. 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. What was your plan for shopping, knowing you needed to stay under the \$40 limit?
7. How will the garments and accessories in this outfit coordinate with your existing wardrobe?
8. What did you learn from your shopping experience?
9. How did you determine your outfit's value?
10. What did you learn about how to care for these new clothes?

THE BOX CHALLENGE

1. What was the inspiration for your new garment/outfit?
2. How did you determine the use of the two different fabrics?
3. How long have you been sewing?
4. How did you choose the items from the box to include in your outfit?
5. Why did you choose these fabrics for your outfit?
6. What challenges did you encounter when creating this garment?
7. What new skills did you learn while making this outfit?
8. In developing your new garment what kind of pattern did you use, or is this an original design?
9. What did you learn about how to care for these new clothes?
10. How does this outfit coordinate with your existing wardrobe?

VINTAGE CHALLENGE

1. Why did you choose this era or period for your outfit?
2. What was the hardest part about making your outfit?
3. What new skills did you learn while making this outfit?
4. What did you learn about clothing from the past?
5. How did you find or make the accessories to look appropriate to the era?
6. Where and how often will you wear this garment/outfit?
7. How much did your garment cost to create? How much do you think you saved by making it instead of buying it?
8. What did you learn about how to care for these new clothes?

COSPLAY CHALLENGE

1. Why did you decide to enter this category?
2. Why did you choose this character?
3. Explain the character that your costume represents.
4. How did you develop the design for the costume?
5. Did you use a ready-made pattern or draw your own pattern or no pattern at all?
6. Which parts of your costume did you make and which parts did you purchase?
7. What was the hardest part about making your costume?
8. What new skills did you learn while making this costume?
9. Where and how often will you wear this costume?
10. How much did your costume cost to create? How much do you think you saved by making it instead of buying it?

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 plaid at the seams.
- It is difficult to set the tension when sewing on slippery fabric. You could try using a walking foot.
- The trim distracts from the overall appearance of the outfit. If you match the colors 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 elements in your Vintage garment. Be careful to tie the accessories into the same era.
- Your workmanship in creating your garment is commendable. A few issues with proportion might have been avoided if you enlisted the help of a partner to assist you with the fit.
- 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, and Challenge categories which change each year.

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, belts or jewelry are evaluated as parts of the outfit. Non-clothing items that the member made to match the outfit such as a backpack, purse, pillow, or quilt may be carried and considered during the evaluation.
- There is no separate category at SFR for wool or cotton. Any outfit sewn from yardage qualifies as a Traditional entry, regardless of its fabric content or what other categories are available.
- 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.
 - If this applies, briefly tell how you modified the pattern or drew your own pattern to create the look you wanted.
 - List accessories or other items created for the outfit and tell how they were made.
 - List garments and accessories that were purchased for the outfit.

- 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.
- If an accessory was handmade, an additional photograph of the accessory may be included.

CONSUMER SCIENCE – PURCHASED, \$40.00 LIMIT

- The main focus of Consumer Science - Purchased is 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, July 1 through the entry due date, 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.
 - Description of their shopping experience.
 - How the participant can use the purchased pieces with their existing wardrobe.
 - A short description of the outfit and the occasion or activity for which it will be worn.
 - Copy of all receipts, with dates.
 - One full length (head to toe) color photograph of the participant wearing the outfit.

CHALLENGES

Challenge ideas are solicited and reviewed by the SFR committee and change each year. The first challenges were basic patterns that could be personalized, followed by a Consumer Science challenge. For 2020, there are three challenges. The Box Challenge debuted in 2019 and for 2020 the box contains different items. The Vintage Challenge is similar, but different, from the 2018 Retro/Vintage and 2019 Retro/Historical Challenge. There were many requests for a costume category, so for 2020 we have the Cosplay Challenge. The main focus of the Challenge category is to be inspired by the pattern or idea of the year.

THE BOX CHALLENGE

- The main focus of the Box Challenge is to sew one or more garments using the required number of items in the box.
- For 2020, the member must use 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 the 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). 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
- The garment(s) must be sewn by the participant as part of the 4-H Clothing and Textiles project.
- Items provided by the participant:
 - Basic entry information
 - List which items from the box are included
 - For each garment constructed, list pattern number, fabric content, and cost of garment. Briefly describe how the constructed garments were created.
 - If this applies, briefly tell how you modified the pattern or drew your own pattern to create the look you wanted.

- List accessories or other items created for the outfit and tell how they were made.
- List garments and accessories 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.
- If an accessory was handmade, an additional photograph of the accessory may be included.

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.
- 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. Add accessories to complete the outfit that are reminiscent of that time period.
- The garment(s) in this challenge must be sewn by the member as part of the Clothing & Textiles/Sewing Project.
- Items provided by the participant include:
 - Basic entry information
 - Give the year or period of the design and include a drawing, photo, or description of the classic design that is being reproduced or duplicated.
 - For each garment constructed, list pattern number, fabric content, and cost of garment. Briefly describe how the constructed garments were created.
 - If this applies, briefly tell how you modified the pattern or drew your own pattern to create the look you wanted.
 - List accessories or other items created for the outfit and tell how they were made.
 - List garments and accessories 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.
 - If an accessory was handmade, an additional photograph of the accessory may be included.

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. Sewing is not required. Pre-made, purchased costume kits, or parts of kits are not allowed.
- The purchased garments may be used as a starting point for the costume. Examples are:
 - 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.
- Accessories may be purchased. Do not include real or realistic weapons.
- There is no 4-H project requirement; any 4-H member may enter this category.
- Items provided by the participant include:
 - Basic entry information
 - What character are you dressed to resemble? Is the character original, historical, or fictional?
 - Attach a photo or drawing of the character.
 - List materials and supplies used to create the costume, including any purchased garments.
 - Briefly tell how each garment or part of the costume was made. What crafting techniques were used?
 - List accessories that were created and tell how they were made.
 - List accessories that were purchased.
 - Provide a short description of the costume and the occasion or activity for which it will be worn.
 - One full length (head to toe) color photograph of the participant wearing the costume.
 - If an accessory was handmade, an additional photograph of the accessory may be included.

2020 California 4-H State Fashion Revue - Traditional 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 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, 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.	
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.	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.	
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. The relative proportion of various design elements is not cohesive	
EVALUATOR:					TOTAL POINTS

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

2020 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 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.	
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 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.	
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.	
EVALUATOR:					TOTAL POINTS

- 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 California 4-H State Fashion Revue – Box Challenge 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 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, 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.	
GARMENT(S)					
Creativity & Originality	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	
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	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. The relative proportion of various design elements is not cohesive.	
EVALUATOR:					TOTAL POINTS

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 California 4-H State Fashion Revue – Vintage Challenge 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 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, 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.	
GARMENT(S)					
Choice of Style	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.	
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 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.	
EVALUATOR:					TOTAL POINTS

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 California 4-H State Fashion Revue - Cosplay Challenge 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 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.	
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 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.	
COSTUME					
Creativity & Originality	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.	
Use of Color and Materials	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.	
Workmanship as it relates to fit and outside appearance	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.	
Coordinated total look	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.	
EVALUATOR:					TOTAL POINTS

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?

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: _____ Placing: Medalist: 25-28 State Winner
 County: _____
 Division: Junior: 9-11 Intermediate: 12-13 Senior: 14-19
 Blue: 18-24
 Red: 11-17
 White: 7-10

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

	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 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 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.	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.	Suitable 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 pressing.	
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.	No accessories or accessories conflict with outfit.	
TOTAL POINTS					

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.

Judge: _____
 Comments: _____

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. All participants at 4-H programs should wear clothing (including swimsuits when needed) that is not revealing. Clothing and bathing suits should cover all reproductive anatomy, including breasts, genitals, and buttocks. Any participant whose clothing reveals reproductive anatomy will be asked to change into clothing that is not revealing. 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, program participants and those in attendance at 4-H YDP events, meetings and activities.

	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:	Jeans, khakis, shorts, skirts, t-shirts, tennis shoes, flip flops, sandals. 	Slacks or dress pants, button down shirts, polo shirts, blouse, dress/career shoes, boots. 	Suits with dress slacks or skirts, dress slacks with a shirt and tie, blouse, button down shirt, jacket or sweater, dress/career shoes, boots. 

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