

California 4-H State Fashion Revue



2021 Guide

For more information, go to

https://ucanr.edu/sites/sfd/Competitions/State_Fashion_Revue/

or contact

4HCASateFashionRevue@gmail.com



UNIVERSITY OF CALIFORNIA
Agriculture and Natural Resources

■ 4-H Youth Development Program

What is State Fashion Revue?

Fashion Revue is a traditional 4-H event held at the county level. Members qualify at their county event to enter the state-level event. 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 evaluators, 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 & STATE FIELD DAY

- State Fashion Revue is one of the events that make up State 4-H Field Day. Until 2019 State Field Day was held at U.C. Davis in May or June with State Fashion Revue in Olson Hall.
- For 2021, the State Field Day events are virtual.
- Entry in State Field Day events is online only from April 10 - 30. The events take place during May 2021. The awards are presented online on May 23. Evaluation forms will be returned to participants with awards in June.

SFR ENTRY

- The Entry Survey for State Fashion Revue is located at:
<http://ucanr.edu/survey/survey.cfm?surveynumber=33145>
- Entry opens on April 10 and closes at 5:00 PM on April 30. All entries must be complete as no late entries or additional information can be accepted after the deadline.
- Entry consists of general information about the participant and their qualifying event, questions pertaining to the category entered, and at least one photograph. See the category requirements in this Guide for specifics.
- Participants are encouraged to access the entry survey to read the questions. Write out the answers and save the required photographs to make the entry process faster. If the answers are saved in your own file, your work won't be lost if the internet connection is interrupted.
- The answers to the entry questions should be in the member's own words. An adult may type the answers, if needed, provided the member dictates the words. The entry information is provided to the evaluators.
- After the entry is submitted and the county has confirmed the member's eligibility, the member will receive emailed instructions from the State Fashion Revue Committee.

EVALUATION SCHEDULE

Saturday, May 8	9 am - noon	Cosplay Challenge
Saturday, May 8	1pm – 4 pm	Box Challenge
Saturday, May 15	9 am – noon	Vintage Challenge
Saturday, May 15	1 pm – 5 pm	Consumer Science Purchased \$40
Sunday, May 16	9 am – 1 pm	Traditional

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 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 is unable to participate.
- In previous years, some categories required the member to be enrolled in the Clothing & Textiles/Sewing project. This requirement does not apply to 2021 SFR, which means all 4-H members are eligible to enter all categories regardless of project enrollment.
- 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 the end of this Guide. 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 evaluation but should be laundered or dry cleaned to not show soil or have perspiration odor.

GARMENTS MADE IN 2020

State Fashion Revue was not held in 2020. Garments that were made in 2020 that were not entered in a 2020 County Fashion Revue may be entered in 2021.

SFR FASHION SHOW

Due to the virtual format, there will not be a State Fashion Show for 2021. The SFR Committee may, if time permits, create a virtual fashion show using the still photographs provided with the SFR entries.

SFR AGE DIVISIONS FOR 2021

- Junior: Age 9-10 as of December 31, 2020
- Intermediate: Age 11-13 as of December 31, 2020
- Senior: Age 14-18 as of December 31, 2020

Primary member age 5–8 years old.

Children of this age are not developmentally ready for competition. Primary members may participate in their County Fashion Revue but do not advance to 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 their 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.

REQUIRED EQUIPMENT FOR VIRTUAL PARTICIPATION

- Participants must have access to a tablet, laptop or computer with a camera and microphone and WiFi or a “smart phone” to use Zoom.
- Participants may need to recruit someone to hold the device when they present their outfit and answer questions from the evaluators.
- See page 18-19 for more information.

State Fashion Revue Categories

County winners in five categories are invited to participate: Traditional, Consumer Science-Purchased, and the 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 and modeled by the exhibitor, not constructed for someone else. The outfit must contain at least one constructed garment.
- For 2021, there is no 4-H project requirement, which means any 4-H member may enter this category.
- 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 county winner, then this member is 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 such as name, county, category, age, address, email, phone, parent/guardian name, etc.
 - Information for this category includes:
 - List each garment constructed with fabric content.
 - How much did it cost to make the entry? Add up the cost of fabric, pattern (s), notions, embellishments, etc.

- What is the value of a comparable commercially prepared item(s)? How did you determine the value?
 - Describe how you created the constructed garment(s).
 - What new skills did you learn while making this entry?
 - How will you clean and care for your entry?
 - List other garments and accessories, including shoes, that are part of your outfit.
 - Provide a brief description of the outfit and the occasion or activity for which it will be worn.
- One front full-length color photograph of the member wearing the SFR outfit is required. It should show their head and shoes. It should be 1-3 MB in size. The photo may be cropped but it may not be a group of photos, a Word document, a PDF document, or scrapbooked pages.
 - One or two additional photographs may be included of a handmade accessory or a special part of the entry. Keep the size of these photos at 1 MB or less.

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. If multiple items were purchased on the same receipt, circle the ones that are part of the CSP entry.
- 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 any 4-H member may enter this category.
- Items provided by the participant:
 - Basic entry information such as name, county, category, age, address, email, phone, parent/guardian name, etc.
 - Information for this category includes:
 - List each item purchased with brand name if available.
 - For each item, tell where it was purchased and the cost.
 - What was the total cost to purchase the full outfit, not counting tax?
 - What is the estimated total value of the full outfit?
 - How did you determine the value of the items in your outfit?
 - Describe how you shopped for and purchased the outfit.
 - What new skills did you learn while shopping and putting this outfit together?
 - How will you clean and care for the items in your entry?
 - How do the garments and accessories in this outfit coordinate with your existing wardrobe?
 - Provide a brief description of the outfit and the occasion or activity for which it will be worn.

- Submit a copy of all receipts, with dates. Either scan the receipts or take a clear photo of them. PDF or JPG files are preferred.
- One front full-length color photograph of the member wearing the SFR outfit is required. It should show their head and shoes. It should be 1-3 MB in size. The photo may be cropped but it may not be a group of photos, a Word document, a PDF document, or scrapbooked pages.
- One or two additional photographs may be included of a special part of the entry. Keep these photos at 1 MB or less.

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 were three challenges that are continued for 2021. The Box Challenge debuted in 2019 and this year contains different items. The Vintage Challenge is similar to the 2018 Retro/Vintage and 2019 Retro/Historical Challenge. There were many requests for a costume category, so this year 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, continued for 2021, 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.
 - Handmade accessory
- For 2021, there is no 4-H project requirement, which means any 4-H member may enter this category.
- Items provided by the participant:
 - Basic entry information such as name, county, category, age, address, email, phone, parent/guardian name, etc.
 - Information for this category includes:
 - What is the Box Challenge entry? List each garment constructed with fabric content.

- What are the 2 different visible fabrics in the entry? How are they each used?
 - Which items from the “Box” were used? Which garment are they each on?
 - Describe how the constructed garments were created.
 - What new skills did you learn while making this entry?
 - How much did it cost to make the entry? Add up the cost of fabric, pattern (s), notions, embellishments, etc.
 - What is the value of comparable commercially prepared item(s)? How did you determine the value?
 - How will you clean and care for your entry?
 - List other garments and accessories, including shoes, that are part of your outfit.
 - Provide a brief description of the outfit and the occasion or activity for which it will be worn.
- One front full-length color photograph of the member wearing the SFR outfit is required. It should show their head and shoes. It should be 1-3 MB in size. The photo may be cropped but it may not be a group of photos, a Word document, a PDF document, or scrapbooked pages.
 - One or two additional photographs may be included of a handmade accessory or a special part of the entry. Keep these photos at 1 MB or less..

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 hand-made 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 the time period.
- For 2021, there is no 4-H project requirement, which means any 4-H member may enter this category.
- Items provided by the participant:
 - Basic entry information such as name, county, category, age, address, email, phone, parent/guardian name, etc.
 - Information for this category includes:
 - Which year, era, or time period from 1900 to 2000 does the entry represent?
 - Why did you choose this year/time for your outfit?
 - Describe the classic design that is being reproduced or duplicated by your outfit, or attach a picture or drawing of the design.
 - What is the Vintage Challenge entry? List each garment constructed with fabric content.
 - Describe how the constructed garments were created.
 - What new skills did you learn while making this entry?
 - How much did it cost to make the entry? Add up the cost of fabric, pattern (s), notions, embellishments, etc.
 - What is the value of comparable commercially prepared item(s)? How did you determine the value?
 - How will you clean and care for your entry?
 - List other garments and accessories, including shoes, that are part of your outfit.
 - How do each of the garments and accessories in your outfit reflect the time period? Include the items you created and the items you purchased.

- Provide a brief description of the outfit and the occasion or activity for which it will be worn.
- One front full length color photograph of the member wearing the SFR outfit is required. It should show their head and shoes. It should be 1-3 MB in size. The photo may be cropped but it may not be a group of photos, a Word document, a PDF document, or scrapbooked pages.
- One or two additional photographs may be included of a handmade accessory or a special part of the entry. Keep these photos at 1 MB or less..
- Attach a photo or drawing of the classic design.

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.
- "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 such as name, county, category, age, address, email, phone, parent/guardian name, etc.
 - Information for this category includes:
 - What type of character does the outfit represent? Choices are:
 - Non-fiction (a real person, ie: Abraham Lincoln)
 - Historical Fiction (not a specific person, but what someone might have worn sometime in history, ie: a Roman toga)
 - Fictional (a person that did not really exist and someone else created, ie: Spiderman)
 - Original Creation (a fictional person that you created)
 - Other (please describe the type of character when you answer the next question)
 - Explain the character that your costume represents. What is the name of your character? What is special about the character?
 - What is your Cosplay Challenge entry? List all garments and accessories in your costume. Tell which parts of your costume you created and which parts you purchased.
 - Describe how you created the costume.

- What new skills did you learn while creating your costume?
 - How much did it cost to create your full costume? Include cost of materials and the cost of the purchased parts of the costume and the accessories. Estimate the value of items you already owned.
 - What is the value of a comparable commercially made costume, including your accessories?
 - How did you determine the value?
 - Provide a brief description of the outfit and the occasion or activity for which it will be worn.
- One front full-length color photograph of the member wearing the SFR outfit is required. It should show their head and shoes. It should be 1-3 MB in size. The photo may be cropped but it may not be a group of photos, a Word document, a PDF document, or scrapbooked pages.
 - One or two additional photographs may be included of a handmade accessory or a special part of the entry. Keep these photos at 1 MB or less.
 - Submit a photo or drawing of the character that is the inspiration for the costume.

Volunteer positions

All volunteers are appreciated!

ADULT EVALUATORS

- SFR evaluators shall be familiar with fashion, garment construction, arts and crafts techniques, grooming, current styles for youth and teens, and consumerism.
- In addition, for the virtual 2021 SFR, evaluators must be able to use Zoom and complete on online Google form scorecard with written comments.
- An evaluator may not be related to, or the 4-H club or project leader for, a participant in the room to which they are assigned.
- An evaluator is a teacher, an example, and an inspiration to the young people with whom they come in contact. Being fair, objective and effective is challenging. The committee and the participants are grateful to the volunteers for giving their time and expertise to evaluate entries.

TEEN ROOM HOSTS

Room Hosts facilitate the evaluation process by keeping the groups of members organized and ensuring they are seen in the correct order, with time allotted for evaluators to complete the scorecards. For SFR, Room Hosts are senior 4-H members age 14 and up. A Room Host is assigned to each Zoom evaluation breakout room. The Room Hosts will be provided with an orientation and script. Room Hosts may not be related to a participant in the room to which they are assigned.

COMMITTEE

The State Fashion Revue committee is composed of youth and teen 4-H members and adult 4-H volunteer leaders from throughout California, with guidance from the CA 4-H staff responsible for State Field Day. Meetings are held via Zoom and in person when possible, 4-5 times during the year. Each person on the committee commits to being responsible for a SFR task to receive committee credit.

The committee selects the theme, cover art, challenges, service projects, obtains financing, writes the category rules and scorecards, develops the entry survey, recruits evaluators, orients participants and evaluators, sets up and supervises evaluation, and is responsible for tabulation and awards. When SFR is an in-person event again, the committee also prepares all printed materials, sets up Olson Hall, creates and runs a Skillathon and Silent Auction, holds morning skill workshops, decorates for and runs the afternoon fashion show and awards ceremony, and holds a final debrief. The actual event is a full day that has taken months to prepare.

The committee for 2021 is small but dedicated and has been meeting weekly during the winter to develop new virtual procedures. It is important that new committee members volunteer to replace graduating teens and adults who retire as leaders. If this doesn't occur, the future of SFR is uncertain.

A special thanks to these 2021 SFR committee members:

- Gianna Lovell (Sonoma County) and Emily Lavell (Sonoma County), Youth co-chairs
- Sydney Yoshimura (Sacramento County), Youth tech expert
- Heidi Lavell (Sonoma County), adult Fashion Revue leader
- Stacey Milanese (Monterey County), adult Fashion Revue leader
- Mary Engebretth (Sonoma County) and Sue Moore (Tuolumne County), Adult Co-chairs

SFR Service Projects

The SFR Committee selects two service projects to publicize every year. For 2021, they are Face Masks and Port Pillows. These are both simple to sew and can be made with fun cotton prints or even personalized for people you know. See the instructions on the SFR website at

https://ucanr.edu/sites/sfd/Competitions/State_Fashion_Revue/

Donate them locally in your county and let the SFR Committee know how many were made.

Thank you for helping in your community!

2021 Theme

Art by Emily Lavell, for the SFR program.



THE ZOOM ROOM

ZOOM TECHNOLOGY

Participants, Room Hosts, Evaluators, and the SFR Committee will each be at home or a location of their choice. Everyone will be using the <https://zoom.us/> virtual meeting platform using a computer, laptop, tablet, or smart phone. You must have a computer/tablet with webcam, microphone, and speakers and WiFi connection or a “smart phone” with a camera.

The Zoom app should be installed on the computer/tablet or smart phone. Download the software at <https://zoom.us/download/>. Video tutorials are available at <https://support.zoom.us/hc/en-us/articles/206618765-Zoom-Video-Tutorials>

If you have not used Zoom before, you may want to sign-up for a free Zoom account to practice at home.

WHERE & WHEN TO LOG IN?

Participants, Evaluators, and Room Hosts will be sent the link to the SFR Zoom room after registration. You will also be given the date and time for your evaluation period. Log in on time!

At log in, turn on your Video Feed and Camera, if it isn't already. Turn on your microphone (not muted). Use the Zoom Gallery View to see the entire group.

You are requested to change your name visible on your Zoom screen to (xxx) First name Last name, using the name you registered with.

- For participants, the (xxx) is either (Junior), (Intermediate), or (Senior)
 - For example, you might be (Junior) Alex Sample
- For Evaluators, the (xxx) is Evaluator
- For Room Hosts, the (xxx) is (Room Host)
- For Committee, the (xxx) is (SFR Committee)

To change your screen name when in Zoom

- Click on the “Participants” at the bottom of the screen
- A new screen pops up. Find your name. Click on More.
- Click on Rename
- Enter your name following the instructions above. Click on OK
- Click on the down arrow, then the X to exit the participant window.

WHEN PARTICIPATING

- Remain in the Zoom room or breakout room until your category and age division are completed and you have been excused.

- If you have internet bandwidth problems and your Zoom isn't working, log off and try again. If this happens during your evaluation, you can be rescheduled at the end of your category. You could also try logging in from a different device. It is not possible to reschedule for a different day.
- Mute your microphone while others are being evaluated, but be ready to participate when your name is called. When the Room Host calls your name, unmute your microphone and turn on your video/camera.
- Turn other devices to airplane mode and close other windows on your computer to avoid distractions.
- Use nonverbal tools in Zoom to raise your hand if help is needed.

ZORMS (Zoom meeting norms and good practices)

- Zoom allows for connection through computer/tablet where audio (mic & speakers) are connected to the computer. Zoom also allows for hybrid connections where the computer/tablet captures video but one can call-in over traditional phone network for audio. This is useful in situations where the Internet speed/bandwidth is slow; users can have higher quality sound by calling in on a phone but continue to see and share video through their computer/tablet.
- Those who call in through their phone need to press *6 to mute or unmute.
- Those connecting via computer/tablet need to know how to adjust their mic and sound. There are two sets of controls for mic and speaker settings: (1) those in the computer setting itself, and (2) another setting in the zoom meeting room. The zoom meeting room settings are found in the lower left corner of the screen. Make sure the correct microphone and speaker are selected for your device.

Evaluation at State Fashion Revue

SUGGESTIONS AND EXPECTATIONS FOR EVALUATORS

- 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.
- Access the online orientation either in real time or view the taped version. Let the committee know if you have questions. If something isn't clear to you, another evaluator probably has the same question.
- Before your evaluation time begins, 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.
- Look over the entry information and photographs provided for the participants in your room. Read the list of suggested questions for your category. Jot down possible questions for the participants, based on their answers to the entry questions.
- Read through the suggested comments for the category and the reasoning behind the comments. You will be providing written comments for each participant.
- Make sure you are comfortable using Zoom. Log on ahead of time and practice turning your video on and off and your sound on and off. Find the chat room in case you have questions.

EVALUATION PANELS

- Evaluators are pre-assigned to a panel, ideally containing three persons, but it may be two if a third isn't available.
- Participant groups for evaluation are divided by age division and category.
- Each Zoom evaluation room will have a teen Room Host.
- Introduce yourself to the Room Host. As a group, you will test your equipment and make sure you understand the timing and completion of the scorecards.

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.
- Be friendly and courteous. The youth participants deserve your full attention. Please silence 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.

PROCEDURE FOR EVALUATIONS

- We have tried to make the Zoom evaluation experience as close to the in-person experience as possible by using breakout rooms.
- The evaluators log in to the SFR Zoom room with video and microphones on, and are greeted by the SFR Committee. They are directed to the Zoom breakout room for their panel, where they can meet each other and review the evaluation process. The SFR Committee is available if there are questions. The panel is notified when the participants are gathered and ready. The Room Host enters the breakout room with video and microphone on and meets the evaluators. The participant group enters the room with videos off and microphones muted, following instructions given by the Room Host. One at a time, in alphabetical order, the participants turn on their videos and microphones and present their entries to the evaluation panel.
- The Room Host states the participant’s name and county so the evaluators can make sure they are using the correct scorecard.
- The participant unmutes their microphone and turns on their video. They should be standing back from the camera at this point so the evaluators have a full-length view. The participant shows the front and back of their outfit.
- Still showing the full-length view, the participant then gives their short oral presentation about the outfit. It may include their name and county as well. Note cards are not allowed. The time limit for the presentation is 30 seconds for Junior and Intermediate members and 1 minute for Seniors. Evaluators, please enforce the time limit.

- During the oral presentation, the participant may show the different layers of the outfit if appropriate.
- Participants can then step forward so the camera shows only head and shoulders.
- The participant responds to questions from the evaluators. The participant does not need to repeat the question before answering. Total time spent is no more than 2-5 minutes per participant.
- Evaluators, 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. Evaluators may ask the participant to step back to show the entire outfit or step forward for a closer look.
- Evaluators, 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, if you have 2 screens available you can view the participant and complete the Google form simultaneously. If not, it is suggested you use the paper scorecard form provided. Thank the participant, turn off your video feed, mute your microphone, and complete the scorecard. Comments are in note form at this point. This will take several minutes, but try to be brief. When you are ready for the next participant, turn back on your video feed and mic. When all 3 evaluators are ready, the Room Host introduces the next participant.
- All the participants in the room will wait, with their video and microphones off, until the last member is evaluated. Then the Room Host will tell them all to turn on their video so the evaluation panel can see them all for one final look. The evaluators may ask for them all to show themselves at full-length or head and shoulders.
- The panel does not discuss any participant, results, or comments with Room Hosts.
- Any verbal comments made to participants are general to the group, not specific to one participant.
- If evaluators have questions or want clarification on procedure or policy, let the Room Host know. The evaluator(s) will be directed to a different breakout room so the question can be answered by the SFR Committee adult leader who is present there. When the question is answered, the evaluator(s) are returned to the original room.
- When all participants in the category and age division have been seen and the evaluator panel signals they are ready, the Room Host thanks all the participants and the SFR Tech clears the room except for the evaluator panel.

COMPLETION OF SCORECARDS

- At this time, the panel can complete their written scorecards and confer about their top

scores. Final scores are determined by averaging the scores from the individual evaluators.

- Each evaluator completes a Rubric Scorecard for each participant in the room. Due to the configuration of the online scorecards, it is not possible to use partial points (like 2.5). The points need to be 1, 2, 3, or 4.
- The top averaged score in the category/age division that meets the Medalist point range of 25-28 is the State Winner. If there are no averaged scores in the Medalist range, there is no State Winner. If there is a tie for top averaged score, the panel revisits the evaluation criteria and determines the one State Winner.
- The SFR Committee will be in touch with the evaluators during this time period.
- An entry disqualified for not meeting basic requirements does not receive a score. The Evaluation panel will discuss the procedure with the SFR Committee adult leader available in their room.
- Once the panel is comfortable with their decisions, they can log out of the Zoom room, then transfer scores and comments to the Google forms. When each form is submitted, it is automatically tabulated with points averaged, and visible to the SFR Committee.

COMMENTS

- 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 SFR Committee will review scores and written comments. They may request that an evaluator revise a comment if the intent is not clear.

RESULTS

- Results are not announced until the State Field Day award program on May 23. The link for this will be forwarded to the participants and evaluators.

- During June, all participants will receive an email containing a pdf version of their scorecards. The participation certificates and awards will be mailed to the county offices.

WHAT ARE 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 evaluated against a standard or ideal. The final result is a rank order where the entry considered by the evaluator 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 evaluators 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, for 2021 they will be evaluated by the same panel during two time periods. 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. This is in addition to the state medal, and possible State Winner designation.

2021 SAMPLE QUESTIONS TO ASK PARTICIPANTS

Note: Some of the suggested questions from previous years are added to the entry form this year. Those written answers are provided to the evaluators.

TRADITIONAL CATEGORY

1. How long have you been sewing?
2. Why did you choose this pattern? Why did you choose this fabric?
3. Tell us about the characteristics of your fabric...does it wrinkle, stretch, ravel, etc.?
4. What kind of pattern did you use, or is this an original design?
5. Did you make changes in the fit or construction of the garment to personalize it?
6. What was the hardest part (or your favorite part) about making your outfit?
7. Is there anything you would like to change about your finished garment?
8. How does this outfit coordinate with your existing wardrobe?
9. Ask for clarification or details about something that caught your eye when reviewing the entry form.

SAMPLE QUESTIONS TO ASK PARTICIPANTS

CONSUMER SCIENCE PURCHASED \$40 LIMIT

1. What was your motivation to put together this outfit?
2. What was the most difficult challenge during your shopping experience?
3. How much did brand image influence your purchases?
4. Did you shop for a particular outfit or did you find something special and build the outfit around it?
5. What was your plan for shopping, knowing you needed to stay under the \$40 limit?
6. What did you learn from the shopping experience that you hadn't known or understood before?
7. How did you consider care of your garments while you were shopping?
8. Did you need to mend or alter any of the garments you purchased?
9. Ask for clarification or details about something that caught your eye when reviewing the entry form.

SAMPLE QUESTIONS TO ASK PARTICIPANTS

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. Tell us about the characteristics of your fabric...does it wrinkle, stretch, ravel, etc.?
4. How did you choose the items from the box to include in your outfit?
5. How long have you been sewing?
6. What was the hardest part (or your favorite part) about making your outfit?
7. What kind of pattern did you use, or is this an original design?
8. Did you make changes in the fit or construction of the garment to personalize it?
9. Is there anything you would like to change about your finished garment?
10. How did you choose the accessories for your outfit?
11. Ask for clarification or details about something that caught your eye when reviewing the entry form.

SAMPLE QUESTIONS TO ASK PARTICIPANTS

VINTAGE CHALLENGE

1. What appealed to you about the era or period your outfit represents?
2. What did you learn about clothing from the past?
3. How long have you been sewing?
4. Tell us about the characteristics of your fabric...does it wrinkle, stretch, ravel, etc.?
5. What was the hardest part (or your favorite part) about making your outfit?
6. What kind of pattern did you use, or is this an original design?
7. Did you make changes in the fit or construction of the garment to personalize it?
8. Is there anything you would like to change about your finished garment?
9. How did you find or make the accessories to look appropriate to the era?
10. Ask for clarification or details about something that caught your eye when reviewing the entry form.

SAMPLE QUESTIONS TO ASK PARTICIPANTS

COSPLAY CHALLENGE

1. Why did you decide to enter this category?
2. Why did you choose this character?
3. How did you develop the design for the costume?
4. Did you use a ready-made pattern or draw your own pattern or no pattern at all?
5. Which parts of your costume did you make and which parts did you purchase?
6. What was the hardest part (or your favorite part) about making your outfit?
7. How did you find or make the accessories for your character?
8. Is there anything you would like to change about your finished costume?
9. Ask for clarification or details about something that caught your eye when reviewing the entry form.

EXAMPLES OF WRITTEN COMMENTS

Written comments provide descriptive praise, encouragement, 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.

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.

If the participant didn’t get the full score they should be given some idea why they were marked down in the section. When looking at possible areas of improvement keep the 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, it could say “To make a hem more even try using a wider/narrower hem.”

Suggested comments to help the participants 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.
- 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 you could have 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.
- Your outfit makes a bold fashion statement.
- The fabric(s) used is so right for the style of your garment.
- The style of your garment calls for a fabric with more (more body, or less stretchiness, or more softness to drape better, etc.)

2021 California 4-H State Fashion Revue - Traditional Scorecard

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

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem, Poise, & Posture	Confident & self-assured, models outfit to its best advantage; great use of gestures, eye contact, and facial expressions.	Good confidence, poise, posture, gestures, expressions, and eye contact.	Presents outfit with limited enthusiasm, poise, eye contact, gestures, or expressions.	Appears awkward or uncomfortable when presenting outfit. Lack of gestures, eye contact, and facial expressions.	
Personal Appearance & Grooming	Neat, spotless, clean, well-groomed, well-pressed appearance.	Well groomed, neat appearance.	Minor problems with grooming; shoes or pressing need attention.	Appearance and grooming need more attention. Outfit shows wear.	
Verbal & Written Communication	Thorough knowledge of construction, fabric, fiber content, cost vs. value, and care.	Able to answer questions about garment care, fabric content, construction techniques.	Basic knowledge of construction techniques and cost vs. value.	Difficulty giving complete answers or providing answers to some questions.	
GARMENT(S)					
Choice of Style	Learning skills challenged. Outstanding style for fabric, trim, construction; pleasing for body type. Provides great flexibility in wardrobe.	Appropriate skill level. Good balance of style for fabric, construction and body type. Provides wardrobe flexibility.	Relatively easy skills used. Adds some flexibility to wardrobe.	Learning new skills not demonstrated. Style very simple. Not suited to body type. Adds little flexibility to wardrobe.	
Fit	Fit enhances personal attributes. A great fit of neck, shoulder, sleeves, waist, crotch, and side seams.	Well sized for style and body type; allows adequate ease of movement.	Minor adjustments needed in fit of entry.	Entry has fit defects that detract from overall appearance.	
Workmanship as it relates to outside appearance	Well-constructed, durable, quality entry. Good seam lines, darts, and grain lines.	Minor construction flaws which do not affect the overall appearance or durability.	Construction techniques show, affecting appearance and durability.	Construction techniques and workmanship detract from garment.	
Coordinated total look	Smart, well put together look. All aspects complement the model. Accessories enhance overall look.	Fabric, color and design complement the model. Accessories relate well to look of outfit.	Suitable for model; accessories add little interest to outfit.	Looks incomplete; design elements are not cohesive.	
EVALUATOR:					TOTAL POINTS

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

2021 California 4-H State Fashion Revue - Consumer Science Purchased Scorecard

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

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem, Poise, & Posture	Confident & self-assured, models outfit to its best advantage; great use of gestures, eye contact, and facial expressions.	Good confidence, poise, posture, gestures, expressions, and eye contact.	Presents outfit with limited enthusiasm, poise, eye contact, gestures, or expressions.	Appears awkward or uncomfortable when presenting outfit. Lack of gestures, eye contact, and facial expressions.	
Personal Appearance & Grooming	Neat, spotless, clean, well-groomed, well-pressed appearance.	Well groomed, neat appearance.	Minor problems with grooming; shoes or pressing need attention.	Appearance and grooming need more attention. Outfit shows wear.	
Verbal & Written Communication	Thorough knowledge of fabric, fiber content, cost vs. value, and care.	Able to answer questions about care, fabric content, and cost vs. value.	Basic knowledge of care and cost vs. value.	Difficulty giving complete answers or providing answers to some questions.	
GARMENT(S)					
Shopability & Versatility	Outfit pieces add excellent functionality and versatility to wardrobe. Multiple shopping sources used. Learned new purchasing skills and gained new attitudes through the shopping experience.	Outfit pieces add some functionality and versatility to existing wardrobe. Learned new consumer skills.	Bought outfit pieces without much concern for functionality; adds limited versatility to wardrobe. New consumer skills not obvious without questioning.	No new skills and limited shopping experience indicated. Outfit pieces do not add functionality and versatility to 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	Fit enhances personal attributes. A great fit of neck, shoulder, sleeves, waist, crotch, and side seams.	Well sized for style and body type; allows adequate ease of movement.	Minor adjustments needed in fit of entry.	Entry has fit defects that detract from overall appearance.	
Coordinated total look	Smart, well put together look. All aspects complement the model. Accessories enhance overall look.	Fabric, color and design complement the model. Accessories relate well to look of outfit.	Suitable for model; accessories add little interest to outfit.	Looks incomplete; design elements are not cohesive.	
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 and what can be done to improve it?

2021 California 4-H State Fashion Revue – Box Challenge Scorecard

Name _____ Placing Medalist: 25-28 State Winner
 County _____
 Division: Junior: 9-10 Intermediate: 11-13 Senior: 14-19
 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	Confident & self-assured, models outfit to its best advantage; great use of gestures, eye contact, and facial expressions.	Good confidence, poise, posture, gestures, expressions, and eye contact.	Presents outfit with limited enthusiasm, poise, eye contact, gestures, or expressions.	Appears awkward or uncomfortable when presenting outfit. Lack of gestures, eye contact, and facial expressions.	
Personal Appearance & Grooming	Neat, spotless, clean, well-groomed, well-pressed appearance.	Well groomed, neat appearance.	Minor problems with grooming; shoes or pressing need attention.	Appearance and grooming need more attention. Outfit shows wear.	
Verbal & Written Communication	Thorough knowledge of construction, fabric, fiber content, cost vs. value, and care.	Able to answer questions about garment care, fabric content, construction techniques.	Basic knowledge of construction techniques and cost vs. value.	Difficulty giving complete answers or providing answers to some questions.	
GARMENT(S)					
Creativity & Originality	Unusual, inventive techniques and skills for box items. Outstanding harmony of style and color. Learning skills challenged.	Creative techniques for box items. Competent use of imagination. Good balance of style and color. Appropriate skill level.	Box items enhance the design with limited innovation. Adequate balance of style and color. Relatively easy skills used.	Little innovation shown in color balance, design, detail, or use of box items. Learning new skills not demonstrated.	
Fit	Fit enhances personal attributes. A great fit of neck, shoulder, sleeves, waist, crotch, and side seams.	Well sized for style and body type; allows adequate ease of movement.	Minor adjustments needed in fit of entry.	Entry has fit defects that detract from overall appearance.	
Workmanship as it relates to outside appearance	Well-constructed, durable, quality entry. Good seam lines, darts, and grain lines.	Minor construction flaws which do not affect the overall appearance or durability.	Construction techniques show, affecting appearance and durability.	Construction techniques and workmanship detract from garment.	
Coordinated total look	Smart, well put together look. All aspects complement the model. Accessories enhance overall look.	Fabric, color and design complement the model. Accessories relate well to look of outfit.	Suitable for model; accessories add little interest to outfit.	Looks incomplete; design elements are not cohesive.	
EVALUATOR:					TOTAL POINTS

Disqualification: Entry does not feature two different fabrics and/or fails to use the appropriate number of items in the box.

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

2021 California 4-H State Fashion Revue - Cosplay Challenge Scorecard

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

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem, Poise, & Posture	Confident & self-assured, models outfit to its best advantage; great use of gestures, eye contact, and facial expressions.	Good confidence, poise, posture, gestures, expressions, and eye contact.	Presents outfit with limited enthusiasm, poise, eye contact, gestures, or expressions.	Appears awkward or uncomfortable when presenting outfit. Lack of gestures, eye contact, and facial expressions.	
Personal Appearance & Grooming	Neat, spotless, clean, well-groomed, well-pressed appearance.	Well groomed, neat appearance.	Minor problems with grooming; shoes or pressing need attention.	Appearance and grooming need more attention. Outfit shows wear.	
Verbal & Written Communication	Thorough knowledge of character, construction, fabric, fiber content, cost vs. value, and care.	Able to answer questions about character, garment care, fabric content, construction techniques.	Basic knowledge of character, construction techniques and cost vs. value.	Difficulty giving complete answers or providing answers to some questions.	
COSTUME					
Creativity & Originality	Unusual, inventive techniques and skills enhance the design. Outstanding vision in character development and costume creation.	Good design elements. Imaginative techniques used in character development and creation of costume.	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 individuality. Learning skills challenged.	Skillful use of materials and color scheme, showing innovation. Difficulty of skills at appropriate level.	Materials, texture, and color work together. Relatively easy skills used.	Materials and color scheme not compatible with the characteristics of the costume. Learning of new skills not demonstrated.	
Workmanship as it relates to fit and outside appearance	Well-constructed, durable, quality costume. Construction detail suited to style and materials. Costume fits well.	Minor construction flaws which do not affect the overall fit, appearance or durability of the costume.	Construction techniques show, affecting fit, durability, and appearance.	Costume has major fit or workmanship defects that affect the overall appearance and durability.	
Coordinated total look	Excellent depiction of character. Accessories and embellishments strongly enhance style and overall look of the costume.	Good depiction of character. Accessories and embellishments complement the style and overall look of the costume.	Costume represents character. Accessories and embellishments add some interest to costume.	Costume unrelated to character. Outfit looks incomplete. Design elements are not cohesive.	
EVALUATOR:				TOTAL POINTS	

Disqualification: Costume or 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 can be done to improve it?

California 4-H Dress Guidelines

11/2017

University of California
Agriculture and Natural Resources



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

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