



## 2011 4-H FASHION REVUE

# *Francis Scott Key Mall*

**DATE: Saturday, June 25, 2010, 4pm**

**LOCATION: Francis Scott Key Mall**

1. All participants must be currently enrolled in a Frederick County 4-H/Clover Club.
2. Participants must be at least 5 years old and no older than 18 as of January 1, 2011. (4H Age)
3. All work must be done by the 4-H member and completed between August 2010 and the date of this year's County Fashion Revue.
4. Outfits entered and modeled must not have been in any previous County or State 4-H Fashion Revue Competition.
5. Five competitive and one non-competitive divisions will be offered: 1) First Timers - age 8-18, who have never participated in a County Fashion Revue and are beginning sewers; 2) Juniors-age 8-10; 3) Intermediates-ages 11-13; 4) Senior-ages 14-18; 5) Champion Division for returning Senior Champions.  
Non-competitive: Clover members-ages 5-7.  
*The 4-H Office reserves the right to shift participants to other age groups and/or categories after entries are received.*
6. Clovers may enter 1 garment only. All other 4-Hers may enter 2 items in any combination (two handmade, 2 ready to wear, or one of each). Note that if you opt to enter 2 or more garments, we will make every effort to space you out in the program, but you are ultimately responsible for changing and getting on stage in the assigned order.
7. Juniors may hand construct one-half of an outfit (ex: home sewn skirt and purchased blouse).
8. When making separates, participants must make at least **TWO** major pieces (ex: skirt and jacket).
9. You must compete in person on June 25, 2011.
10. Because scripts are written and submitted with your entry forms, please follow these rules:
  - A. Do not enter a garment that you can not complete before the contest date.
  - B. Have your accessories totally planned when you register. **NO CHANGES.**
  - C. Please make sure you answer all questions on your entry form. Hand constructed entries will be disqualified if a picture or tracing of garment and fabric swatch is not included.
11. Intermediates and Seniors **MUST** bring with them the necessary materials for the entry form for the State Fashion Revue if they win and wish to participate.
12. Hats, scarves and tote bags you have made may be included and will be judged as accessories with the garment. Accessories that you have made will be judged on construction, if you desire. Be sure to bring all accessories with you on June 25<sup>th</sup>.

13. Refer to the attached score sheets and guidelines for your age group for scoring information.
14. All entries must be submitted to the 4H office by 4pm on **June 3, 2011**.

### **The Day of the Fashion Revue Competition**

1. On Saturday, June 25, you will bring your garment(s) and pattern guide sheet(s) to the Extension Office at your scheduled time. **(A schedule will be sent to you in advance, and the schedule will be strictly enforced.) Be sure to note on your entry form if you have any commitments that would affect your scheduled morning judging time.**
  - A. Stop at the registration desk to check in and receive directions.
  - B. Change into your garment. Take your guide sheet with you to the judges, if you have one. If you have made any major changes from the guide sheet, please note and explain why.
  - C. Model for the judges, as if you were on the stage and remember a smile always helps.
  - D. Wear your accessories and makeup with the garment when you model for the judges and for rehearsal.
  - E. Attend rehearsal at the Extension Office immediately after the initial judging, and then proceed to the area where photos will be taken.
  - F. After rehearsal, participants in all categories must change into your regular clothes and leave your entry on a hanger. For hand-construction, leave your pattern guide sheet with your garment. Construction will be judged later.
  - G. 4-Her's will help guide you through this process.
2. At 4:00 P.M. on June 25, the Fashion Revue modeling portion will be held for the public at FSK Mall.
  - A. Dressing rooms will be open at 3:00 p.m. Please be dressed by 3:45 p.m. Just because you are last on the program does not mean you can come later!
  - B. You will be judged only for on stage modeling during the show.
  - C. After everyone has modeled, scores will be tallied, the results will be announced.
3. Champions and Reserve Champions will be selected from each age division and in each class for seniors. Other awards include Best Construction and Best Model. Two 4-H members per county who are 13 as of January 1, 2011 may be selected to participate in the State Fashion Revue but will not be judged at the State Fashion Revue.
4. Senior representatives from each of the following classes will be chosen to attend the State Fashion Revue: Sports Wear/Lounge Wear/Casual Wear, Costumes, Creative Choice, Formal Wear, Outer Wear, Separates, and Business/Professional. State Fashion Revue will be held on Labor Day at the Maryland State Fair in the 4-H Building.



## 2011 4-H FASHION REVUE ENTRY FORM

*"Francis Scott Key Mall"*

Send to the 4-H Office, 330 Montevue Lane, Frederick, MD 21702  
Questions: Contact Michael Kuster at the mkuster@umd.edu

**\*\*Important Note: If you are entering two outfits, you must submit two forms \*\***

NAME: \_\_\_\_\_ AGE AS OF 1/1/11: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

E-MAIL ADDRESS: \_\_\_\_\_

TELEPHONE#: \_\_\_\_\_ BIRTH DATE: \_\_\_\_\_

4-H CLUB: \_\_\_\_\_ YEARS IN 4-H: \_\_\_\_\_

SCHOOL: \_\_\_\_\_ SCHOOL GRADE AS OF 9/10 \_\_\_\_\_

DIVISION: Clover (5 - 7 years old): \_\_\_\_\_ 1<sup>st</sup> Timers (8 to 18 years old): \_\_\_\_\_

Junior (9 - 10 years old): \_\_\_\_\_ Intermediate (11 - 13 years old): \_\_\_\_\_

Senior (14 - 18 years old): \_\_\_\_\_ Champion Class: \_\_\_\_\_

### Select Your Garment Category:

Sportswear/Loungewear: \_\_\_\_\_ Costumes: \_\_\_\_\_ Creative Choice: \_\_\_\_\_ Formal Wear: \_\_\_\_\_

Business/Professional: \_\_\_\_\_ Separates: \_\_\_\_\_ Outer Wear: \_\_\_\_\_ Ready to Wear: \_\_\_\_\_

Do you have any scheduling conflicts? \_\_\_\_\_

\_\_\_\_\_ Check here if this is your first 4-H Fashion Revue.

\_\_\_\_\_ Check here if you would like to be a host/hostess at the Fashion Revue.

**PLEASE READ ALL GENERAL RULES BEFORE COMPLETING ENTRY FORM!**

**DEADLINE: JUNE 3, 2011 \*\*MUST BE IN THE OFFICE BY 4 PM\*\***

Tell us about yourself. Mention your hobbies, 4-H projects, church, and community activities as well as the experiences you've had that have been meaningful to you. We want to know what makes you special. Your script should also contain this information as well.

Hobbies: \_\_\_\_\_

4-H Projects: \_\_\_\_\_

Church/Community Activities: \_\_\_\_\_

A funny or interesting 4-H experience: \_\_\_\_\_

What are your favorite athletic activities: \_\_\_\_\_

**\*\*Please attach an additional sheet of paper if necessary\*\***

### **MARYLAND 4-H FASHION REVUE CLASSES**

<b>Sportswear/ Loungewear/ Casual Wear</b>	Outfits include jogging outfits, beach wear, tennis wear, riding habits, ski outfits, skating, or other sports outfits. Lounge wear includes appropriate sleep wear. Casual Wear includes summer wear such as a sun dress.
<b>Costumes</b>	Costumes which are historic, ethnic, or created for theatrical or special events.
<b>Creative Choice</b>	Outfits which are knitted, crocheted, or made from fabric that the member has tie dyed, batik, hand-painted, appliquéd or created by similar methods.
<b>Business/ Professional</b>	Outfits appropriate for job interviews or professional settings.
<b>Separates</b>	Outfit of at least two coordinated garments, which must be modeled together. For example: skirt, and jacket.
<b>Formal Wear</b>	Outfit suitable for evening or semi-formal events, including men's wear, long or short dress or skirt.
<b>Outer Wear</b>	Pull over jackets, short and long coats, rain wear, capes, blazers, and other garments to be worn outdoors but not specifically designed for a particular sport.

## **SECTION A: HAND CONSTRUCTED GARMENTS**

**Complete this form if you are entering hand-constructed garments.  
Complete Section B if you are entering ready-to-wear garments.**

1. Pattern Company and Number: \_\_\_\_\_

2. Type of Fabric and Fiber Content: (ex: 65% cotton 35% polyester):

\_\_\_\_\_

3. Why did you select this pattern?

\_\_\_\_\_

\_\_\_\_\_

4. Why did you select this fabric?

\_\_\_\_\_

\_\_\_\_\_

5. What did you learn from making this outfit?

\_\_\_\_\_

\_\_\_\_\_

6. Do you have any accessories that you will be wearing or carrying with your outfit? If so describe them:

\_\_\_\_\_

\_\_\_\_\_

7. Problems, special effects, and unique ideas you added in construction:

\_\_\_\_\_

\_\_\_\_\_

**8. PLEASE ATTACH A PICTURE OR TRACING OF THE GARMENT AND A FABRIC SWATCH.**

**\*\*If you photo copy your picture, be sure the copy is CLEAR, NOT FUZZY. If you attach the pattern envelope, it can be picked up at the registration desk when you come in for judging. *Please don't forget to circle which view you are making if you submit a photocopy of the pattern envelope.***

FABRIC SWATCH: Recommended size is a 4"x4" (no smaller than 2"x2"). If more than one fabric is used, please include a swatch of each fabric and also label what garment or garment part they are used for.







In **one sentence**, please answer the following question:

If you could tell the Fashion Revue audience only one thing, what would it be?

SUGGESTIONS:

- Anything about yourself and your interests
- Do you have a favorite book, song, food, school subject, etc.?
- What is most important to you?
- What are you proudest of?
- 4-H experiences/stories
- Something unique about your outfit
- Why you like participating in Fashion Revue
- Is this your first Fashion Revue?
- Is this your first year sewing?

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## **\*\*SEWING TABLE\*\***

This sewing table category is open to all 4-H members. You do not have to enter any other category in the Fashion Revue. You do not have to model or meet with the judges. The sewing table is a great opportunity to have your sewn item evaluated by a qualified judge. You can get feedback on changes that may be needed if you plan to enter the item in the Frederick Fair.

### **RULES**

1. All participants must be enrolled in the County 4-H Office for the current year.
2. You must be at least 5 years old and no older than 18 as of January 1, 2011. (4H age)
3. All work must be done by the 4-H member.
4. The item must be brought to the location of the Fashion Revue the morning of the event and picked up at the end of the evening.
5. Each person may enter only 1 item.
6. Item must be at least 75% sewn.
7. Item must be small enough to be displayed on a table.
8. Each item will be judged on its own merit, not against another item, ribbons will be awarded accordingly.
9. **With the exception of the "Create With Fabric" category, this judging is not for clothing items or fashion accessories. Such items will not be accepted at the sewing table.**
10. The item must be entered in one of the following categories:

**Pillows** Decorative, Accent, Throw, Kid's Characters, Printed Panel, Body Pillow, TV Pillow, etc . . .

**Children's  
Homemade Toys** Doll, Stuffed Animal, Doll Clothing, Kit, Preprinted Panel, Puppet, etc.

**Home Decorating  
Accessories** Flag, Oven Mitt, Apron, Wall Hanging, Appliance Cover, Hot Pad, Banner, etc . . .

**Miscellaneous** Tote Bag, Handy Bag, Lunch Bag, Scrapbook, Book Cover, Christmas Ball, Holiday Item, Gift, Wreath, and items that do not fit in one of the other categories

**Create With Fabric** Clothing, accessories, home accessories or potpourri (includes cards, holiday ornaments, dolls, gifts, etc), made from unbleached muslin fabric. Muslin must be the basis for each entry but other fabrics can be used as well. The fabric can be stamped, printed, quilted, etc. The idea is that you change the unbleached muslin to make it uniquely yours.

The items listed in each category are examples of the types of items that may be entered. If you have an item you are unsure of what category your item should be entered in, please call the 4H Office for assistance.

# SEWING TABLE ENTRY FORM

Send to the 4-H Office, 330 Montevue Lane, Frederick, MD 21702

Questions: Contact Michael Kuster at mkuster@umd.edu

**\*\*Important Note: If you are entering two outfits, you must submit two forms \*\***

NAME: \_\_\_\_\_ AGE AS OF 1/1/11: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

\_\_\_\_\_

E-MAIL ADDRESS: \_\_\_\_\_

TELEPHONE#: \_\_\_\_\_ BIRTH DATE: \_\_\_\_\_

4-H CLUB: \_\_\_\_\_ YEARS IN 4-H: \_\_\_\_\_

SCHOOL: \_\_\_\_\_ SCHOOL GRADE AS OF 9/10: \_\_\_\_\_

DIVISION: Clover (5 – 7 years old): \_\_\_\_\_ 1<sup>st</sup> Timers (8 to 18 years old): \_\_\_\_\_

Junior (9 – 10 years old): \_\_\_\_\_ Intermediate (11 - 13 years old): \_\_\_\_\_

Senior (14 - 18 years old): \_\_\_\_\_

Pillows: \_\_\_\_\_ Home Decorating Accessories: \_\_\_\_\_ Miscellaneous: \_\_\_\_\_

Create with Fabric: \_\_\_\_\_ Children's Homemade Toys: \_\_\_\_\_

How long have you been sewing? \_\_\_\_\_ Who helps you sew? \_\_\_\_\_

Do you have any scheduling conflicts? \_\_\_\_\_

\_\_\_\_\_ Check here if this is your first 4-H Fashion Revue.

\_\_\_\_\_ Check here if you would like to be a host/hostess at the Fashion Revue.

**PLEASE READ ALL SEWING TABLE RULES BEFORE COMPLETING ENTRY FORM!**

**DEADLINE: June 3, 2011 \*\*MUST BE IN THE OFFICE BY 4 PM\*\***





## 2011 READY TO WEAR ENTRY FORM

Send to the 4-H Office, 330 Montevue Lane, Frederick, MD 21702

Questions: Contact Michael Kuster at the [mkuster@umd.edu](mailto:mkuster@umd.edu)

Please attach the narration for your garment. Remember that it's much easier to model your garment on stage while the narrator has interesting things to say! Do a good job of describing your garment and your work in selecting the garment for the narration which will be read during the Fashion Show.

**Please check the Class in which you are entering (check only one):**

- Sports Wear/Lounge       Wear/Casual       Business/Professional Separates  
 Creative Choice Costumes       Outer Wear Formal Wear

Name:

Email:

Full Address:

Phone:

4-H Club:

Years in 4-H:

Years in Clothing Project:

Age (as of Jan. 1):

Grade in School (as of Sept. 1):

Where was the outfit purchased?

How will the outfit be used?

**COST OF OUTFIT COST OF ACCESSORIES**

Original Cost	\$
Shoes	\$
Jewelry	\$
Other	\$
Other Disc.	\$
<b>Subtotal</b>	<b>\$</b>

**FINAL COST OF OUTFIT: \$**

Fiber Content:

Care:

What new skills did you learn in buying, planning and accessorizing this outfit?

What new skills did you learn in buying, planning, altering, constructing and accessorizing this outfit?

# FASHION REVUE JUDGING GUIDELINES

## **CONSTRUCTION: *Intermediate & Senior***

### **General Appearance: 20 points**

- A. Garment clean and pressed, where and if necessary, with no evidence of over pressing.
- B. Overall neat appearance.

### **Design and Color: 20 points**

- A. Lines of pattern, design of fabric and wave of fabric create a well designed garment.
- B. Trim and fabric compliment each other and the participant -- in style, color, texture and care requirements.
- C. Garment is suited for the age and shape of the participant.

### **Materials/Fabric Used: 20 points**

- A. Fabric and trim appropriate to the garment.
- B. Interfacing correct weight, color and requires the same care.
- C. Color, type and size of thread appropriate for fabric.
- D. Type of fastener, its color and size, appropriate for placement and use.
- E. Lining of a quality equal to that of the garment.

### **Construction: 40 points**

- A. Grain:
  - Garment cut on grain.
  - Lengthwise grain line should be perpendicular to the floor and crosswise grain line should be parallel to the floor.
  - Plaids, checks and stripes should be properly matched. Some designs and patterns may cause this rule not to be applied.
  - Napped and one-way design fabrics need to be cut in the same direction.
- B. Machine stitching:
  - Stitch length suitable for the fabric.
  - Stitches should be straight and even.
  - Threads tied or backstitched at beginning and end of seams and darts.
- C. Hand stitching:
  - Stitches even with no knots showing.
  - Stitches invisible from the right side unless stitches are part of the design.
  - Stitch length appropriate.
- D. Seams:
  - Standard width of seams on most patterns is 5/8" - refer to pattern.
  - Side seams may be increased to one inch.
  - Depth of seams and seam finishes suitable to the fabric -- serged, pinked, and basted, etc.
  - Selvage may be used as a seam finish - clip through selvage every two or three inches to prevent puckers, if necessary.
  - Seams trimmed to eliminate bulk, seams beveled, or graded.
  - Seams form right angles at areas such as waistlines and underarms.
- E. Darts:

- Stitches even with the last three or four stitches on edge of fold.
- Vertical darts pressed towards the center; horizontal darts pressed downwards.
- Point of darts should be directed to, but not beyond the curve or bulge.

F. Plackets:

- Plackets neat, smooth and as inconspicuous as possible.
- Zippers well covered.
- Method of application (hand and machine) suited to fabric and intended use.

G. Fasteners/Buttons:

- Evenly spaced.
- Securely Attached.
- Appropriate size and color for the garment.

H. Buttonholes:

- Uniform in size and length appropriate for the button.
- Worked buttonholes worked with a single thread, stitches even and close together.
- Piped buttonholes narrow, even lipped, and corners square.
- Opening on facing side neat with little or no handwork showing.
- Machine buttonholes stitches are small and close together, with no raveling.
- Opening carefully cut.

I. Facing:

- Bias facing cut on the true bias.
- Facing secure to garment.
- Fitted facing edges finished in manner suitable for the fabric.
- Under stitching used to prevent fabric from rolling -- where appropriate.

J. Set-in Sleeves:

- Ease well distributed across cap.
- Little or no evidence of fullness, unless it is part of design.

K. Pockets:

- Size in correct proportion to the garment.
- Securely attached without excess bulk.
- Evenly stitched with reinforced square corners -- where appropriate according to pattern.
- Appears flat on the garment and are appropriately placed.

L. Hems:

- Type and depth of hem suitable to fabric and garment.
- Hem stitching invisible unless it is part of the design of the garment.
- Depth and fullness evenly distributed.

# **FASHION REVUE JUDGING GUIDELINES**

## **MODELING: *Intermediate & Senior***

### **Garment Appearance - 20 points**

Focus on the quality of work as seen when the garment is worn.

- A. Correct pressing
- B. Smooth seams
- C. Invisible hems
- D. Straight top stitching
- E. Plaids and designs matched
- F. Garment cut on the grain
- G. Details and closures lie smooth

### **The Model - 25 points**

Focus on the model

- A. Poised - Model is self-assured; presents self with pride, a smile, and eye contact with the audience.
- B. Grooming - Skin, hair and nails are clean, well cared for; make-up brings out the best features, yet produces a natural, fresh appearance.
- C. Modeling skills and presentation - Model makes a good first impression, is self-assured; presents self with pride, a smile, and eye contact with the audience.

### **Outfit on the Model - 25 points**

Focus on both the model and the total look of the outfit.

- A. Total Look - Outfit is a pleasing combination complement the model. The fabric texture, trims, findings, and color should be suitable for the garment design.
- B. Fit - Appropriate amount of designer and standard ease to produce a good fit of neck, shoulders, sleeves, waist and side seams.
- C. Attractiveness - Fabric emphasizes best illusion of the model and the design of garment. Color match personal color characteristics. Garment length and design in keeping with current fashion trends.
- D. Lines and Design - Lines create an ideal look; design appropriate for model.

### **Suitability - 10 points**

- A. Garment appropriate - Garment appropriate match for the category description and age of model.

### **Value of Money Spent - 20 points**

- A. Is the quality of the garment equal or superior to the amount of money invested?

# **FASHION REVUE JUDGING GUIDELINES**

## **CONSTRUCTION: *Juniors***

### **General Appearance: 25 points**

- A. Garment clean and pressed, where and if necessary, with no evidence of over pressing.
- B. Overall neat appearance.

### **Materials/Fabric Used: 25 points**

- A. Fabric and trim appropriate to the garment.
- B. Interfacing correct weight, color and requires the same care.
- C. Color, type and size of thread appropriate for fabric.
- D. Type of fastener, its color and size, appropriate for placement and use.
- E. Lining of a quality equal to that of the garment.

### **Construction: 50 points**

- A. Grain:
  - Garment cut on grain.
  - Lengthwise grain line should be perpendicular to the floor and crosswise grain line should be parallel to the floor.
  - Plaids, checks and stripes should be properly matched. Some designs and patterns may cause this rule not to be applied.
  - Napped and one-way design fabrics need to be cut in the same direction.
- B. Machine stitching:
  - Stitch length suitable for the fabric.
  - Stitches should be straight and even.
  - Threads tied or backstitched at beginning and end of seams and darts.
- C. Hand stitching:
  - Stitches even with no knots showing.
  - Stitches invisible from the right side unless stitches are part of the design.
  - Stitch length appropriate.
- D. Seams:
  - Standard width of seams on most patterns is 5/8" - refer to pattern.
  - Side seams may be increased to one inch.
  - Depth of seams and seam finishes suitable to the fabric -- serged, pinked, and basted, etc.
  - Selvage may be used as a seam finish - clip through selvage every two or three inches to prevent puckers, if necessary.
  - Seams trimmed to eliminate bulk, seams beveled, or graded.
  - Seams form right angles at areas such as waistlines and underarms.

E. Darts:

- Stitches even with the last three or four stitches on edge of fold.
- Vertical darts pressed towards the center; horizontal darts pressed downwards.
- Point of darts should be directed to, but not beyond the curve or bulge.

F. Plackets:

- Plackets neat, smooth and as inconspicuous as possible.
- Zippers well covered.
- Method of application (hand and machine) suited to fabric and intended use.

G. Fasteners/Buttons:

- Evenly spaced.
- Securely Attached.
- Appropriate size and color for the garment.

H. Buttonholes:

- Uniform in size and length appropriate for the button.
- Worked buttonholes worked with a single thread, stitches even and close together.
- Piped buttonholes narrow, even lipped, and corners square.
- Opening on facing side neat with little or no handwork showing.
- Machine buttonholes stitches are small and close together, with no raveling.
- Opening carefully cut.

I. Facing:

- Bias facing cut on the true bias.
- Facing secure to garment.
- Fitted facing edges finished in manner suitable for the fabric.
- Under stitching used to prevent fabric from rolling -- where appropriate.

J. Set-in Sleeves:

- Ease well distributed across cap.
- Little or no evidence of fullness, unless it is part of design.

K. Pockets:

- Size in correct proportion to the garment.
- Securely attached without excess bulk.
- Evenly stitched with reinforced square corners -- where appropriate according to pattern.
- Appears flat on the garment and are appropriately placed.

L. Hems:

- Type and depth of hem suitable to fabric and garment.
- Hem stitching invisible unless it is part of the design of the garment.
- Depth and fullness evenly distributed.

# **FASHION REVUE JUDGING GUIDELINES**

## **MODELING: *Juniors***

### **Evening Program Modeling - 50 points**

Focus on the model

- A. Poised - Model is self-assured; presents self with pride, a smile, and eye contact with the audience.
- B. Grooming - Skin, hair and nails are clean, well cared for; make-up brings out the best features, yet produces a natural, fresh appearance.
- C. Modeling skills and presentation - Model makes a good first impression, is self-assured; presents self with pride, a smile and eye contact with the audience.

### **Outfit on the Model - 50 points**

Focus on both the model and the total look of the outfit.

- A. Total Look - Outfit is a pleasing combination complement the model. The fabric texture, trims, findings, and color should be suitable for the garment design.
- B. Fit - Appropriate amount of designer and standard ease to produce a good fit of neck, shoulders, sleeves, waist and side seams.
- C. Attractiveness - Fabric emphasizes best illusion of the model and the design of garment. Color match personal color characteristics. Garment length and design in keeping with current fashion trends.
- D. Lines and Design - Line creates an ideal look. Design appropriate for model.



Category:

Contestant #:

Criteria	Maximum Points	Comments to 4-H'er
<b>I. GARMENT APPEARANCE</b> Focus on the quality of work as seen when the garment is worn. <b>A. Correct pressing</b> <b>B. Smooth seams</b> <b>C. Invisible hems</b> <b>D. Straight top stitching</b> <b>E. Plaids and designs matched</b> <b>F. Garment cut on the grain</b> <b>G. Details and closures lie smooth</b>	20	
<b>II. THE MODEL</b> Focus on the model <b>A. Poised</b> Model is self-confident and feels at ease. <b>B. Grooming</b> Skin, hair and nails are clean, well cared for. Appropriate make-up and neat appearance. <b>C. Modeling Skills and Presentation</b> Model makes a good first impression, is self-assured; presents self with pride, a smile, and eye contact with the audience. Presents outfit to best advantage.	25	
<b>III. OUTFIT ON THE MODEL</b> Focus on both the model and the total look of the outfit. <b>A. Total Look</b> Outfit is a pleasing combination complementing the model. The fabric texture, trims, findings, and color should be suitable for the garment design. <b>B. Fit</b> Appropriate amount of designer and standard ease to produce a good fit of neck, shoulders, sleeves, waist and side seams. <b>C. Attractiveness</b> Fabric emphasizes best illusion of the model and the design of garment. Color match personal color characteristics. Garment length and design in keeping with current fashion trends. <b>D. Lines and Design</b> Line creates an ideal look. Design appropriate for model.	25	
<b>IV. SUITABILITY</b> <b>Garment Appropriate</b> Garment appropriate match for the category description. Appropriate for age of model.	10	
<b>V. VALUE OF MONEY SPENT</b> <b>A. Quality For Money Invested</b> <b>B. Style</b> <b>C. Care Requirements</b> <b>D. Cost</b>	20	
<b>VI. Any OTHER COMMENTS on back.</b>		



**Category:** \_\_\_\_\_ **Contestant #:** \_\_\_\_\_

Criteria	Maximum Points	Comments to 4-H'er
<p><b>I. VALUE OF INVESTMENT</b>            Focus on purchasing/selection decisions</p> <p><b>A. Quality for Money Invested</b>            Analysis of garment construction and workmanship is consistent with use, cost of garment, fabric and style. Notions and trims are compatible. Outfit is clean and pressed.</p> <p><b>B. Reasons for Selection</b>            Why was garment purchased. How does garment fit into wardrobe. Activities for which garment will be worn. Outfit suitable for more than one occasion and more than one season.</p> <p><b>C. Cost (Cost per wearing)</b>            Price related to the quality and use of the item.</p> <p><b>D. Care Requirements</b>            Care cost is not excessive. Outfit durable, easy to care for and clean. All trim and workmanship durable with care required for the garments.</p> <p><b>E. Alterations/Restyling (If applicable)</b>            Do they lend to the overall appearance. Techniques appropriate for fabric.</p>	<p><b>40</b></p>	
<p><b>II. THE MODEL</b>            Focus on the model</p> <p><b>A. Poised</b>            Model is self-confident and feels at ease.</p> <p><b>B. Grooming</b>            Skin, hair and nails are clean, well cared for. Appropriate make-up and neat appearance.</p> <p><b>C. Modeling Skills and Presentation.</b>            Model makes a good first impression, is self-assured; presents self with pride, a smile, and eye contact with the audience. Presents outfit to best advantage.</p>	<p><b>30</b></p>	
<p><b>III. OUTFIT ON THE MODEL</b>            Focus on both the model and the total look of the outfit.</p> <p><b>A. Total Look</b>            Outfit is a pleasing combination. Complements the model. The fabric texture, trims, findings, and color should be suitable for the garment design and individual.</p> <p><b>B. Fashion</b>            Fashion influences through fabric, color, style lines, garment details, and accessories. Fashion influences used effectively suited to the individual and appropriate to overall outfit.</p> <p><b>C. Design</b>            Total outfit looks "smart" and put together - coordinated. Outfit is becoming to wearer. Outfit complements figure or body build. Effective use of color, texture, and line. Outfit is distinctive or individualistic.</p> <p><b>D. Fit</b>            Appropriate amount of designer and standard ease for comfort and appearance at neck, shoulders, sleeves, waist, and side seams. Alterations made if needed.</p>	<p><b>30</b></p>	