

2016 Alameda County 4-H Fashion Revue Muslin Challenge Scorecard

Name _____

County _____

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

Placing Medalist:

County Winner

Blue:

Red:

White:

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
EXHIBITOR					
Self Esteem Poise/Posture	Exhibits confidence. Self assured. Models garment to its best advantage. Good use of gestures and facial expressions.	Confident. Posed and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents garment with some enthusiasm and poise. Limited facial expressions	Appears awkward or ill at ease when presenting garment. Additional practice will help increase confidence.	
Personal presentation/ Grooming	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention: skin, hair, nails and/or shoes are untidy or soiled.	
Verbal Communication Interaction with Judges	Thorough knowledge of construction techniques, garment care, fabric and fiber content, cost. Engages confidently with judges. Makes full eye contact.	Able to answer questions regarding garment care, fabric content, construction techniques. Engages with judges. Makes eye contact.	Basic knowledge of construction techniques and garment care. Limited eye contact and engagement with judges.	Able to answer questions with prompting but nervousness prevents further engagement with judges.	
GARMENT(S)					
Creativity/ Originality	Outstanding vision in designing garment and accessory. Unusual and original techniques used to enhance the design. Demonstrates inventive skills.	Good design elements. Creative techniques used to fashion garment and accessory. Competent use of imagination.	Fabric and trim enhance the design though innovation lacking in most aspects of the garment and/or accessory.	Little innovation shown in design, detail, fit or flair of final garment.	
Use of Fabric(s) and embellishments	Imaginative use of fabric(s) and embellishments to express individual personality.	Garment nicely designed. Innovative use of fabric(s) and embellishments.	Some originality used. Lacks much uniqueness in the use of fabric(s) and embellishments.	Original fabric(s) and embellishments minimally fashioned into a distinctive garment.	
Workmanship as it relates to outside appearance	Well constructed and will wear well. Construction detail suited to style and fabric. Grain line maintained. Clean and well pressed.	Minor construction flaws which do not affect the overall appearance or durability. Clean and pressed.	Construction techniques show. Noticeable defects affect appearance and durability. Garment shows wear.	Garment not stable. Garment has major defects that detract from overall appearance. Needs better pressing. Clip loose threads.	
Coordinated total look	Outfit looks smart and put together. Design and/or pattern making skills used. All design elements are balanced. Accessories enhance overall look of outfit.	Outfit compliments the model. Design relates well to style, color, and texture. Accessories relate well to look of outfit.	Outfit suitable for model. Design elements add some interest to garment. Accessories add little interest to outfit.	Outfit looks incomplete or poor fitting. The relative proportion of various design elements is not cohesive.	
TOTAL POINTS					

Disqualification: More than three yards or less than two yards of muslin used, or more than one yard of other fabrics.

Judge: _____

Comments: _____