



# 4-H Clothing Construction

## STEAM Unit 1

### Project Judging Sheet

Member Name: \_\_\_\_\_

County: \_\_\_\_\_

Jr. \_\_\_\_\_ Int. \_\_\_\_\_ Sr. \_\_\_\_\_

American System Placing: (Check One)	
Champion	_____
Reserve Champion	_____
Placing 3-10	_____
Grand Champion	_____
Reserve Grand Champion	_____
Danish System Award: (Check One)	
(For County Use Only)	
Blue	_____
Red	_____
White	_____

**Exhibit:** Completed e-Record presented in a sturdy binder/notebook. Article or garment illustrating the skills learned in STEAM Clothing Unit 1. Exhibits must use a firmly-woven, medium-weight cotton or at least 50% cotton-blend fabric. The exhibit should be a simple pattern with two or three pattern pieces without set-in sleeves, zippers, collars, and no button holes. Judges may use the back of the form for more comments.

**Judging Element 1:** 4-H e-Record: Complete means that everything has been filled out. Not complete means that there is something missing and needs a comment as to what is missing or why it is not complete. Project will be evaluated on the quality of information completed in e-record (25 percent) and quality of exhibit (75 percent).

Criteria	Complete	Not Complete		Comments	
<b>E-Record</b>					
Record Cover					
4-H Projects taking this year					
What activities helped you learn the skills for this project? (workshops, project meetings, classes, contest, etc.)					
What leadership development experiences did you participate in?					
Citizenship/Community Service					
Demonstrations/Presentations/Speeches					
Expense Record					
Project Photos					
Story					
<b>Clothing Construction Information</b>					
Articles or garments made					
Fiber content of each garment or article made					
Care of exhibit garment or article made					
Criteria	E	G	F	N/I	Comments
<b>Judging Element 2: 4-H Clothing Construction STEAM Unit 1</b>					
<b>N/I = Needs Improvement - must have comments</b>					
General appearance---pressed and clean, appropriate grainline, attention to detail					
Selection of pattern and fabric Design choice					
Seam finishes (Note: Any selvage finish is acceptable)					
Seam Stitching: straight, even, stitch length, tension					
Topstitching					
Evidence of pressing as you go					
Bias					
Darts, pleats, tucks, gathers					
Facing and interfacings					
Sleeves					
Waistline and treatments					
Fasteners and buttons					
Pockets					
Hems					