



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
E-Record			
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			

Clothing Construction Information

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
Judging Element 2: 4-H Clothing Construction STEAM Unit 1 N/I=Needs Improvement -must have comments					
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					