

4-H Artistic Clothing Buymanship Project Judging Sheet

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 _____

Member Name: _____

County: _____

Int. _____ Sr. _____

Exhibit: Completed Buymanship e-Record presented in a sturdy binder/notebook. One completed outfit, including belts and scarves. No other accessories allowed. The exhibit needs to be neat, clean, pressed, and ready for display. 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			
Project Goals			
What 4-H projects are you 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			
Project Expense/Return on Investment			
Goal Evaluation			
Project Photos			
Story			

Artistic Clothing: Buymanship Information

Photos: front and back view			
List of items added to your wardrobe this year			
Completion of 2 activities chosen from the list and placed in the e-record (self-assessment, wardrobe inventory, clothing plan of action, or selecting becoming colors)			

Criteria	E	G	F	N/I	Comments
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Judging Element 2: Buymanship Exhibit

N/I = Needs Improvement - must have comments

Is clean, neat, and attractive in appearance					
Style and design is appropriate for age and build of exhibitor (photo indicated)					
Style and design is appropriate for intended use					
Demonstrates use of creativity					

E = Excellent G = Good F = Fair N/I = Needs Improvement

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Revised 2024