

4-H Artistic Clothing

Create Your Own

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 _____

Project Type: (Check One)

Wearable _____
 Non-wearable _____

Member Name: _____

County: _____

Int. _____ Sr. _____

Exhibit: Completed Artistic Clothing e-Record presented in a sturdy binder/notebook. An article/garment or display board (optional). 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, written description (50 percent) and quality of exhibit (50 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?					
What leadership development experiences did you participate in?					
Citizenship/Community Service					
Demonstrations/Presentations/Speeches					
Expense Record/Return on Investment					
Goal Evaluation					
Project Photos					
Story					
4-H Artistic Clothing Pages - Create Your Own Information					
List of garments made					
Written description of project including goals, plans, accomplishments and evaluation					
Criteria	E	G	F	N/I	Comments
Judging Element 2: Artistic Clothing Create Your Own Exhibit - Wearable N/I = Needs Improvement - must have comments					
Creativity:					
Project is unique and interesting					
Combination of materials is appealing and imaginative					
Quality of Workmanship:					
Workmanship suitable for intended use					
Item/piece is appropriately finished for appearance and stability					
Create Your Own Exhibit - Non-Wearable					
Educational merit					
Accuracy of information					
Shows creativity					
Neatness – readable, well-organized					
Quality – relates to project entered					

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

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