

4-H Artistic Clothing Upcycle Your Style 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)
 Applied _____
 Stitched _____
 Combination _____

Member Name: _____

County: _____

Jr. _____ Int. _____ Sr. _____

Exhibit: Completed Artistic e-Record presented in a sturdy binder/notebook. An exhibit consisting of up to three coordinated wearable garments (No accessory items, i.e. shoes, jewelry, belts, hats, etc.).

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?			
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 Pages - Upcycle Your Style Information

List of garments made				
Technique Sheet – Descriptions of steps in order				
Project description (goals, plans, accomplishments, evaluation)				

Criteria	E	G	F	N/I	Comments
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Judging Element 2: Artistic Clothing Upcycle Your Style

N/I = Needs Improvement - must have comments

Creativity:

Design idea is unique					
Combination of materials is appealing and imaginative					
Workmanship					
Decoration is secure and durable					
Garment is properly finished for appearance and stability					
Quality of Design:					
Design is suitable to garment and to the materials					
Colors and textures are compatible to finish					
Design and garment follow the principles of good design: Proportion, Scale, Balance, Rhythm, Unity, and Movement					

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

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