

4-H Clothing Construction

STEAM Unit 1

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: _____

Jr. _____ Int. _____ Sr. _____ Yrs. in Project _____

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 no more than five pattern pieces without set-in sleeves, zippers, collars, or buttonholes. Sergers may be used as a seam finish only. 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					
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					

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

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