



4-H Clothing Construction

STEAM Unit 2

Judging Sheet

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 2. Exhibits must use any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing Unit 1. The exhibit MUST INCLUDE one or more of the following techniques: set-in sleeves, zippers, collars, cuffs, and buttonholes. 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			
Project Photos			
Story			

Clothing Construction Information

Criteria	E	G	F	N/I	Comments
Judging Element 2: 4-H Clothing Construction STEAM Unit 2					
General appearance—pressed and clean, appropriate grainline, attention to detail					N/I = Needs Improvement - must have comments
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					
Collar					
Facing and interfacings					
Sleeves					
Zipper					
Waistline and treatments					
Fasteners and buttons					
Pockets					
Hems					

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

An equal access and equal opportunity University. <https://col.st/lI0t3>

American System Placing: (Check One)
<input type="checkbox"/> Champion
<input type="checkbox"/> Reserve Champion
<input type="checkbox"/> Placing 3-10
<input type="checkbox"/> Grand Champion
<input type="checkbox"/> Reserve Grand Champion
Danish System Award: (Check One)
(For County Use Only)
<input type="checkbox"/> Blue
<input type="checkbox"/> Red
<input type="checkbox"/> White

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