



# 4-H Clothing Construction

## STEAM 2 Unit 3

### 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 2 Clothing Unit 3. 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. Exhibit can also include up to **TWO** advanced techniques. To be separate from Steam 2 Unit 2 the project **MUST** be a fabric different from 50% cotton and/or have up to two advanced techniques

**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).

E-Record Criteria	Complete	Not Complete	Comments
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				
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
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Judging Element 2: 4-H Clothing Construction STEAM 2 Unit 3	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					
Collar					
Facing and interfacings					
Sleeves					
Zipper					
Waistline and treatments					
Fasteners and buttons					
Pockets					
Hems					
Advanced Techniques					

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

Revised 2026