FLORIDA 4-H Clothing & Textile Arts

Guide to Hosting Fashion Revue at County and District Events



Fashion Revue Event Registration Form

Participant Information				
Name:			Years in 4-H:	
Last	First	Date		
County:	Age (as of S		Male Female	
5-7 (Cloverbud)	☐8-10 (Junior)	11-13 (Intermediate)	14-18 (Senior)	
Personally Sewn	Repurposed		Year Sewer	
Garment Picture Please include one before and		rticipant modeling the o	utfit.	
Before (Repurposed Only)		After		

Script

Please insert your Fashion Revue Script here. (Limit 100 words.)



FASHION REVUE RULES

FOR ALL CATEGORIES

- The outfit must be created, coordinated and modeled by the 4-H member participant
- Outfits are subject to review for modesty and appropriate attire. Formal wear may be strapless or have spaghetti straps. No backless dresses, excessive visible cleavage, visible undergarments, lingerie or swim suits. Please follow 4-H dress code.
- Each participant may only enter one category.
- Interview, Before and After photos of the participant wearing the garment, and Modeling are required for all participants at each level of competition
- Report and Skillathon requirements are decided by the County or District.
- *Senior* blue ribbon participants may advance to the State Fashion Revue from their <u>DISTRICT'S</u> Fashion Revue competition.
- Each county may send up to 3 blue ribbon participants in each age division to the District competition for *each* category and 1 extra participant (from any category) from each age division as a "Judge's Choice." Each District may send up to 10 total blue ribbon Senior Fashion Revue competitors to the State competition at 4-H University. For example:

Example District 4-H Fashion Revue Senior Division Blue Ribbon Quality			
Category	Number of Youth		
Personally Sewn	3		
Repurposed	3		
1 st Year Sewer	3		
Judges' Choice: Any Category	1		
Total:	10		

CATEGORIES

1. PERSONALLY SEWN

- To showcase the member's sewing skills and their ability to coordinate an outfit.
- Garment(s) must be sewn by the 4-H member.
- As skill levels range from beginning to advanced, entries in the Personally Sewn category will also vary. The entry might be a one-piece dress or it might be three coordinated pieces. A beginning member might even sew one garment and purchase another, for example a sewn jumper worn with a purchased blouse.
- The entry form would state which garment(s) are sewn.
- A sewn costume would be considered Personally Sewn category.



• There is no separate category for wool or cotton. If the outfit is sewn, regardless of fabric content, it is Personally Sewn.

2. REPURPOSED

- The member *designs and sews* a wearable garment from previously used materials. The completed garment is different from its original use.
- This category focuses on creativity as well as sewing skills.
- The original garment is not yardage like a bedspread or sheet, but *an actual garment*. It might even be two or more original garments. Additional fabric and trim may be added to complete the new garment.
- The new garment must show at least 50% change in construction. This means it can't just be a t-shirt dress cut in half to construct a tank top and elastic-waist skirt. It could be a pair of jeans made into a skirt and apron with calico fabric and trim added. It could be a large dress made into a skirt to fit a smaller person with the dress collar cut down to fit onto a new blouse. It could be 2 old shirts re-made into shorts and a light jacket with trim from a man's tie. It could be an old prom dress made into a new blouse with dress pants cut down from a pair of men's slacks. Be creative!
- Photos must be included with *garments being worn by member* BEFORE and AFTER alterations.

3. 1ST YEAR SEWER

- The member must be a 1st year clothing/textile participant without prior sewing experience.
- Member must submit only ONE garment. The garment may be paired with other
- Participant will choose one of the aforementioned categories and follow all rules and regulations within, but will only be judged in the 1st Year Sewer category.
- **4.** Members may model only **one outfit.**
- **5.** Members **must** submit a commentary.
- **6.** Members will be judged while wearing their outfits; and **must** model in order to be eligible for award recognition.
- 7. The same outfit must be worn at all levels of the Fashion Revue competition (County, District, and State).
- **8.** State Fashion Revue Competition, participants must have been awarded a Blue Ribbon at County Events Fashion Revue.
- 9. Member must be in the *Senior* age division (age 14-18) to compete at State Fashion Revue Competition.
- 10. Sample score sheet can be found at http://florida4h.org/programsandevents_/clothing/
 - Interview & Modeling......30pts (Adjust as needed to meet 100 point total.)
 - Garment...... 50pts
 - Optional sections:
 - Project Report......20pts
 - Skillathon......20pts



Event Prep and Planning:

- ➤ Contact potential judges. These may be adults with fashion experience, local seamstresses (professional or non), members of sewing guilds or quilting bees, or others with experience in sewing.
- ➤ Host site requirements- If your event will have an audience preview where the participants model their garments, make sure your site has a large enough stage or aisle space for a walkway. During the interview session your event will need a room large enough to allow the participant to walk a short way to and from the judges.
- **Fashion Revue participation form (see above)** along with any other County/District Events required paperwork should be turned in prior to the event.
- > To allot for ample time on the day of the event, you should consider 15 minutes per youth to be interviewed, and 5 minutes per youth on stage for audience presentation.
- Activities such as Skillathons or Learning Labs should be on going during the interview process. These are not required, but are optional judged activities to be used at the discretion of the County/District.
- ➤ Modeling on stage for audience will need a Master of Ceremonies or announcer to read scripts while contestants model.

Judging Process

- → Each judge should have an individual Score Sheet for each participant. These may or may not be returned to participants, discretion of judges' and/or Agent in charge.
- → Each youth will participate in a short interview during the competition. The criteria used during the interview process will be:

Project Knowledge	50%
Experiences and accomplishments through 4-H activities	25%
Interview Skills	25%

→ Sample Interview Questions:

- Why did you choose the clothing project?
- What was one of your goals for the year relating to this project?
- How does the outfit you chose express your personality?
- How is the color, fabric, style, or fit of this garment/outfit a good choice for your size, or your body shape?
- Why do you think the fabric is a good choice for the garment design and features?
- How does this garment/outfit show/reflect current fashion trends?
- In what way did the design elements and principles found in this garment/outfit help you to choose this garment/outfit?
- What occasions, purposes, or activities did you have in mind when you selected or constructed this garment/outfit? Why do you think this garment is appropriate for this occasion, purpose, or activity?
- What functional characteristics did you want in your garment/outfit and how does this garment/outfit match your intent?



- How do the accessories you have chosen add to your overall appearance?
- How have you changed or embellished this garment/outfit in any way since choosing/purchasing it?
- Where did you purchase your outfit?
- Would you consider shopping at garage sales, consignment stores, Goodwill or Salvation Army stores in the future? Why or why not?
- How much did this garment/outfit cost?
- Explain how this garment/outfit and the accessories you have chosen mix with or enhance and expand your wardrobe?

\rightarrow How to Judge Garments:

- Youth will be judged on fabric quality, appropriate fabric for the garment, construction quality, appearance of the garment, overall fit of the garment, appropriateness of accessories, and line and design of the garment.
- Fabric Quality
 - 1. Fabric content and fabric texture is suited to the garment design.
 - 2. Fabric used correctly, plaids, stripes, checks and other designs attractively planned for matching.
 - 3. All garment pieces cut and sewn on grain.
 - 4. No flaws in fabric construction.
 - 5. Evenness of days.
 - 6. Care of fabric appropriate for garment function and design.

Construction Quality

- 1. Construction neat in appearance.
- 2. Appropriate techniques for fabric.
- 3. Appropriate and neat seams, seam finishes, and seam treatments for fabric and design.
- 4. Accurate, even stitching, matching of designs using balanced tension and matching thread.
- 5. Appropriate interfacing for fabric design.
- 6. Smooth, even, and flat edges on collars, jackets, lapels, cuffs.
- 7. Inconspicuous facings and hems.
- 8. Constructions markings not visible from right side.
- 9. Enclosed seams graded.
- 10. Seams graded, clipped, notched, and understitched as needed.
- 11. Curves and points same shape and length.
- 12. Darts and seams pressed in right direction, tapered and smooth, come to clean point.
- 13. Smoothly set-on collar and set in sleeves.
- 14. Appropriate and neat hem—well pressed.
- 15. Free from loose threads.
- 16. Fasteners neat and secure.
- 17. Appropriate for garment design.
- 18. Notions and trim appropriate for fabric and design.



Appearance

- 1. Garment becoming to the individual.
- 2. Appropriate inner garments and accessories used to complete the look.
- 3. Garment clean and well pressed—no stains or ribs that need repaired.
- 4. Linings or under garments do not show through the fabric.
- 5. Garment hangs evenly.
- 6. Smooth fit with no wrinkles or pulls.
- 7. Adequate ease—not too tight—not too loose.
- 8. Fashionable design.
- 9. Appropriate notions and trims for fabric and function.
- 10. Appropriate pattern and fabric coordination.

Self Presentation

- 1. Exhibits confidence and is self-assured.
- 2. Moves to model garment to its best advantage.
- 3. Uses appropriate gestures and facial expressions.
- 4. Fresh and well groomed, neat in appearance.
- 5. Engages confidently with judges, full eye contact, speaks clearly and succinctly.
- 6. Thorough knowledge of construction techniques, garment care, fabric, fiber content, origin of recycled items, and cost.

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