

# FASHION REVUE

## **Section Rules & Regulations:**

1. Participants must be enrolled in a 4-H Clothing or Fashion Revue Project for the current year and the entry must be the current year's work. Participants may only compete in two classes. Class descriptions are listed below.
2. Awards: Participants will receive a Ribbon. Rosettes will be awarded to the Constructed Grand Champion/Reserve Champion and Ready-to-Wear Grand Champion/Reserve Champion. Special awards will be awarded to Best Model and Best Accessorized in Senior and Junior divisions.
3. All entries may have single or multiple garments (Ex. Casual Wear could be a sundress and jacket. Sports/Lounge Wear could be shorts and a top or a pajama set.) **Please see below for more class detail as many changes have been made for 2010!!**
4. Entry forms must be received in the 4-H Office by June 1, 2010.

## **CONSTRUCTED GARMENT CLASSES**

X3001 Sports/Lounge Wear  
X3002 Costumes  
X3003 Creative Choice  
X3004 Re-design  
X3005 Formal Wear  
X3006 Business Professional  
X3007 Outer Wear  
X3008 Dresses/Regular Wear  
X3009 Separates

## **READY-TO-WEAR GARMENT CLASSES**

X3015 Sports/Lounge Wear  
X3016 Costumes  
X3017 Formal Wear  
X3018 Business Professional  
X3019 Outer Wear  
X3020 Dresses/Regular Wear  
X3021 Separates

## **MARYLAND 4-H FASHION REVUE CLASSES/DESCRIPTIONS**

The 4-H Fashion Revue is open to members ages 8 – 18. Age divisions are juniors 8-13, Seniors 14-18 years old as of January 1, 2010. Clovers ages 5-7 as of January 1, 2010 will be allowed to model their outfits this year.

### **CLASS DESCRIPTIONS: GARMENT CONSTRUCTED AND MODELED BY 4-H MEMBER**

All outfits must be constructed by the 4-Her.

**Sports/Lounge wear** - Outfits include jogging outfits, beach wear, tennis wear, riding habits, ski outfits, skating, or other sports outfits. Lounge wear includes appropriate sleep wear, sundress, skirt.

**Costumes** - Costumes which are historic, ethnic, or created for theatrical or special events.

**Creative Choice** - Outfits which are knitted, crocheted, or made from fabric that the member has tie-dyed, batiked, hand-painted, appliquéed or created by similar methods.

**Formal Wear** - Outfit suitable for evening or semi-formal events, including men's wear, long or short dress or skirt.

**Outer Wear** - Pull-over jackets, short and long coats, rain wear, capes, blazers, and other garments to be worn outdoors but not specifically designed for a particular sport.

**Separates** - Outfit of at least **three coordinated** garments which must be modeled together. For example: skirt, blouse and vest; pants, shirt, jacket.

**Business/Professional** – Outfits appropriate for job interviews or professional settings.

**Dresses/Regular Wear** – Outfits suitable for everyday/school – dress, shirts, blouse, shorts, pants, and skirts. Must be complete outfit.

**Re-design** – Any outfit that you re-design from an existing, pre-made garment.

**CLASS DESCRIPTIONS: READY-TO-WEAR FASHION MODELED BY 4-H MEMBER**

ALL OUTFITS MUST BE MADE UP OF OUTFITS BOUGHT WITH A BUDGET IN MIND.

**Active Sports Wear** - Outfits include jogging outfits, beach wear, tennis wear, riding habits, ski outfits, skating, or other sports outfits. Lounge wear includes appropriate sleep wear, sundress, skirt.

**Costumes** - Costumes which are historic, ethnic, or created for theatrical or special events.

**Formal Wear** - Outfit suitable for evening or semi-formal events, including men's wear, long or short dress or skirt.

**Outer Wear** - Pull-over jackets, short and long coats, rain wear, capes, blazers, and other garments to be worn outdoors but not specifically designed for a particular sport.

**Separates** - Outfit of at least **three coordinated** garments which must be modeled together. For example: skirt, blouse and vest; pants, shirt, jacket.

**Business/Professional** – Outfits appropriate for job interviews or professional settings.

**Dresses/Regular Wear** - Outfits suitable for everyday/school – dress, shirts, blouse, shorts, pants, and skirts. Must be complete outfit.

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**MARYLAND 4-H FASHION REVUE**  
**CRITERIA FOR READY-TO-WEAR**

**I. VALUE OF INVESTMENT**

Focus on purchasing/selection decisions

**A. Quality for Money Invested**

Analysis of garment construction and workmanship is consistent with use, cost of garment, fabric and style. Notions and trims are compatible. Outfit is clean and pressed.

**B. Reasons for Selection**

Why was garment purchased. How does garment fit into wardrobe. Activities for which garment will be worn. Outfit suitable for more than one occasion and more than one season.

**C. Cost (Cost per wearing)**

Price related to the quality and use of the item.

**D. Care Requirements**

Care cost is not excessive. Outfit durable, easy to care for and clean. All trim and workmanship durable with care required for the garments.

**E. Alterations/Restyling (If applicable)**

Do they lend to the overall appearance. Techniques appropriate for fabric.

**II. THE MODEL**

Focus on the model

**A. Poised**

Model is self-confident and feels at ease.

**B. Grooming**

Skin, hair and nails are clean, well cared for. Appropriate make-up and neat appearance.

**C. Modeling Skills and Presentation.**

Model makes a good first impression, is self-assured; presents self with pride, a smile, and eye contact with the audience. Presents outfit to best advantage.

**III. OUTFIT ON THE MODEL**

Focus on both the model and the total look of the outfit.

**A. Total Look**

Outfit is a pleasing combination. Complements the model. The fabric texture, trims, findings, and color should be suitable for the garment design and individual.

**B. Fashion**

Fashion influences through fabric, color, style lines, garment details, and accessories. Fashion influences used effectively - suited to the individual and appropriate to overall outfit.

**C. Design**

Total outfit looks "smart" and put together - coordinated. Outfit is becoming to wearer. Outfit conceals figure or body build problems. Outfit parts pleasing in proportion to one another and to wearer. Effective use of color, texture, and line. Outfit is distinctive or individualistic.

**D. Fit**

Appropriate amount of designer and standard ease for comfort and appearance at neck, shoulders, sleeves, waist, and side seams. Alterations made if needed.

**MARYLAND 4-H FASHION REVUE**  
**JUDGING CRITERIA - CONSTRUCTED BY MEMBER**

**I. GARMENT APPEARANCE**

Focus on the quality of work as seen when the garment is worn.

- A. Correct pressing**
- B. Smooth seams**
- C. Invisible hems**
- D. Straight top stitching**
- E. Plaids and designs matched**
- F. Garment cut on the grain**
- G. Details and closures lie smooth**

**II. THE MODEL**

Focus on the model

- A. Poised**  
Model is self-confident and feels at ease.
- B. Grooming**  
Skin, hair and nails are clean, well cared for. Appropriate make-up and neat appearance.
- C. Modeling Skills and Presentation**  
Model makes a good first impression, is self-assured; presents self with pride, a smile, and eye contact with the audience. Presents outfit to best advantage.

**III. OUTFIT ON THE MODEL**

Focus on both the model and the total look of the outfit.

- A. Total Look**  
Outfit is a pleasing combination complementing the model. The fabric texture, trims, findings, and color should be suitable for the garment design.
- B. Fit**  
Appropriate amount of designer and standard ease to produce a good fit of neck, shoulders, sleeves, waist and side seams.
- C. Attractiveness**  
Fabric emphasizes best illusion of the model and the design of garment. Color match personal color characteristics. Garment length and design in keeping with current fashion trends.
- D. Lines and Design**  
Line creates an ideal look. Design appropriate for model.

**IV. SUITABILITY**

**Garment Appropriate**

Garment appropriate match for the category description.  
Appropriate for age of model.

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## NEW FASHION REVUE CLASSES (ANNE ARUNDEL COUNTY ONLY)

### FASHION DESIGNER

For this class you will need to design different outfits, Seniors 10; Intermediates 8; Juniors 5. Design must include drawings either in black & white or color. These must be designs that you came up with, not copied from fashion magazines, etc.

\*You must have one of each of the following in your portfolio; the others are of your choice. You must also have a swatch of material that your outfit is/should/could be made of.

- \*1. Casual outfit – meaning one that you would wear for everyday use (example, school, date, etc.)
- \*2. Prom Gown or Suit
- \*3. 3 or 4 piece outfit your choice, occasion of your choice
- \*4. Sunday best - meaning something you would wear to church
- 5. Sports outfit – meaning a team sport. Something designed for the whole team
- \*6. Jeans – meaning any kind of jeans type outfit

**Remember** you must have a minimum of the number of designs required for your age division, but no more than 15 different outfits designed by you. These designs must be drawn by you, not computer generated.

### SEAM FINISHES

A sample of different seam finishes including hems. Seniors 8; Intermediates 5; Juniors 3. Show sample on a 5x5 sample card, explain the kind of seam finish and when and how you would use it.

### MATERIALS ID

Display different kinds of materials with swatches of them, Seniors 8; Intermediates 5; Juniors 3. Know and explain what they are made of, how they are made and what they are used for (example, 100% cotton, wool, nylon, satin, etc.) where did it come from, how is it produced and processed, and where, when and how would you use it in fashion design today. Explain advantages and disadvantages of these materials and their uses in fashion design. Be able to identify swatches on display.

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