



Decorate Your Duds

4-H Decorated Clothing Revue

Objectives

The purpose of this program is to help youth:

1. Develop leadership abilities, build character and assume citizenship responsibilities
2. Build self-confidence and poise by developing:
 - a. An understanding of “self” so individuals may create and select clothing representative of their personality
 - b. Skills necessary to plan, select and decorate clothing for different occasions while remaining aware of garment care and cost effectiveness
 - c. Knowledge of and skill in the use of a decision-making process
3. Decorate and model a garment that reflects creativity and a sense of individual style
4. Develop poise, good posture and grooming habits
5. Share knowledge and skills learned through Clothing Revue participation with others

Who May Enter

Any youth enrolled in a clothing and textiles project who is age 8 to 12 on Sept. 1 (Preteen) and age 13 to 18 on Sept. 1 (Teen).

Member’s Role

1. Decorate a garment and/or accessory in a way that it reflects individual style. This can be an item already in the wardrobe, or constructed or purchased for this specific use. The decoration process, workmanship and quality of the finished project will be evaluated, not the original construction of the garment/accessory independently from the project. The interview and 4-H'er's knowledge of the decoration process also are key components of the final score. The clothing decorated must be appropriate for modeling in a public revue.
2. Select suitable and complementary accessories.
3. Bring the decorated garment/accessory and completed fact sheet to the event. Judging will include the appearance of the decorated item on the 4-H'er, knowledge of the project and subject area, the embellishment process, and poise, posture and grooming within the 4-H'er's abilities.

Award Schedule

■ County

Each county may select Decorate Your Duds members to participate in the North Dakota State Fair in Minot. County awards are determined locally.

■ State

All entries at the State Fair will be awarded a ribbon. Outstanding overall presentation will be recognized with an Award of Excellence.

Preteen Teen

Placing _____

Name _____ County _____

Age as of Sept. 1 _____ Years in 4-H _____

Title of exhibit _____

Project represented _____ Years in project _____

Check one: Accessory Garment

Decorate Your Duds Evaluation Form

	Very Good	Average	Needs Improving
Quality of Workmanship (20 percent) Workmanship is accurate Workmanship is secure, durable and functional Decoration of garment or accessory is properly finished for appearance			
Creativity (15 percent) Design idea is unique and original Combination of materials is appealing and imaginative			
Quality of Design (20 percent) Design is suitable to garment/accessory for the materials used Colors and textures are compatible Design and garment/accessory follow the principles of good design: – Proportion – Balance – Emphasis – Rhythm – Unity			
Interview (30 percent) Learning Experiences: What did you gain from this experience? How has this project been useful and/or helpful? Knowledge About Garment/Accessory: Embellishment process			
Personal Appearance (15 percent) – Posture – Grooming – Poise – Attitude – A smile			

Judge's Comments:

Visit North Dakota 4-H on line at www.ndsu.edu/4h

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