

Fashion Revue Tips for Judges/Exhibitors

Steve Fisher, Retired 4-H Specialist, revised 2012

This information applies to both boys or girls in either purchased or constructed classes. Fashion trends change, sometimes quickly, so be open-minded and explore with the 4-H'er "why" they have selected their outfit. Most 4-H'ers want to look like their other friends, or what they see other kids their age wearing. They get their ideas from TV, magazines, ads, store props and displays. Parents and leaders usually give guidance and assistance to select what is appropriate, and within budget.

1. Be familiar with the scorecard. Evaluation is based on general appearance, presentation or modeling, and knowledge about what is being worn and why—dressy, casual, school or play. Visit ahead of time with the Superintendent about room set-up, how you prefer to work, and be sure to treat all contestants the same.
2. Members should know this is their opportunity to show their best! While in the judging room, they are being evaluated ALL the time they are present with the judge, unless the judge gives permission to relax.
3. An important part of Fashion Revue is to know about the wardrobe plan—how this garment/outfit compliments the body style and fits in with their wardrobe needs and inventory. Think about color, line, texture, special event wardrobe needs.
4. It is wise to try on clothes at the store before they are purchased. Look for quality indicators like a smooth outside appearance. Hems are even and clean. Seams and darts don't pucker. Pockets, trim and plaids match. Threads are trimmed. Zippers work easily.
5. Fit relates to 4-H'ers body type and to fashion. Fit is smooth with appropriate ease, but no unsightly wrinkles. Grant appropriate allowance for growing room in the length of sleeves and inseams. (buttons can be moved on shirt cuffs to make a tighter fit for a longer sleeve). Think BALANCE. Check that "gig lines" are straight—shirt placket/buttons, belt buckle and zipper all in one vertical line; side seams of shirt and slacks in line.
6. Accessories should be used to complete the total look. *Fashion* refers to current popular styles, but choices should reflect fashion that is age appropriate. Caps, hats, jewelry, sunglasses, shoes, ties, watch should complement the total look.
7. Good posture is the basis of good modeling. It is best demonstrated with the head up and shoulders back, stomach in, back straight, but relaxed. Poise is exhibited through easy movements in walking, sitting, standing, smiles and good eye contact—sometimes a hand-shake with the young men.
8. Personal grooming is basic for a neat, attractive appearance. Both body and clothes should be clean, and garments well-pressed (depending on the fashion trend!) Observe hair and nails for cleanliness. Facial hair trimmed for Sr. boys. Since shoes are generally one of the most expensive items of the outfit, be sure they are polished, brushed and clean.
9. Modeling skills take some practice! Walk with good posture. Don't look at the floor. Turns should be as smoothly as possible. Hands, when standing, should be at sides, or creatively positioned—like one in a pocket or on hip. Carrying coordinated props is encouraged—especially for younger members—as it gives something to do with their hands. Just be sure to have a plan for what 4-H'er will do with it when moving or standing. For Seniors, especially, try to change and adapt the look while modeling—unbutton jacket, pull it back, remove jacket, etc. If removing a jacket, keep back to the judge as it is unbuttoned.
10. Plan for care and lifecycle—Know how to launder clothes. Always check the label. Be able to describe the fiber and fabric types. It's OK to wear recycled materials, and some existing wardrobe pieces, but it's important to add at least one new major piece to the outfit.
11. Seniors, and sometimes junior high age, should understand the concept of "Cost per wear". Know how to properly complete the form.

Tips I Give 4-H Members at Trainings

1. Swing your arms naturally as you walk. Do not keep them stiff at your sides. Don't fidget with your hands when you stand. Let arms hang naturally at your sides and keep hands still, or carry a prop. It is also OK to put a hand in a pants pocket, or one or both hands on hips when you take a stand at the end of a turn when modeling.
2. Practice modeling for a few minutes each day for several weeks before judging. Wear the complete outfit so you will be comfortable presenting it—including the shoes. A simple modeling pattern can be a triangle, or "T" line. Smile and make eye contact with the judge. **DON'T LOOK AT THE FLOOR.**
3. Rehearse possible questions the judge might ask during interview judging.

For Young Men

1. Walk with your feet in a normal position. Stand with feet under shoulders. Stop with feet under shoulders, then step out and turn around, hesitate with feet under shoulders, then begin to walk.
2. When wearing dressy slacks, wear a belt. Belts can be optional with a casual outfit.
3. When wearing a suit coat or sports jacket, the sleeve length should come to the bony knot on the wrist when the arm is down at your side. Long sleeve shirt cuffs should be $\frac{1}{2}$ inch longer when thumbs are down and should show below the jacket sleeve.
4. Slacks length—the back of the hem should touch the back of the shoe sole and angle up in front to create a natural "break", or crease, on the top of the shoe. Non-cuffed slacks should have a longer "break" in front than cuffed slacks.
5. Boots are appropriate if they suit the style of the outfit. Western jeans/slacks are generally worn longer so that when a rider is on a horse, they will still be long down over the boot.
6. Young men in the senior division should know how to hand-tie their own tie.

For Young Women

1. Place one foot in front of the other when walking. Stand with feet at either the 12:00 and 10:00, or the 12:00 and 2:00 position. Pivot when turning, but not so fast to lose balance.
2. Shoe heel height should be appropriate for the skirt/pant length.
3. Use make-up appropriately for your age and outfit.