

WHAT IS FASHION REVUE?

Fashion Revue is an event that encourages members to focus on their personal appearance and develop their sense of style and fashion. Its primary purpose is to

build self-confidence in young people by helping them find the style that suits them best and work on grooming, posture and stage presence. Members may purchase an outfit or sew a garment for the event. There is no requirement to be in a sewing project to participate! There are lots of opportunities for participation.

Originally known as Dress Revue, this event was for senior members in Clothing and Textiles projects, adding junior, intermediate members and no-sew projects. Fashion Revue showcases entries in several different categories. Garments and outfits presented are the culmination of many hours of 4-H project work, which includes garment selection, construction, accessorizing and modeling. The focus is on “the outfit on the member.” with evaluators looking at the choices each member has made and their skills in selection and construction as they relate to fit and outward appearance.

Some objectives of the Fashion Revue event include:

- Build self-confidence by assembling an outfit that enhances body type, expresses personality and is appropriate for the age of the participant.
- Acquire knowledge and skills in planning, presenting, and participating in fashion revues.
- Demonstrate skills in consumer decision making to explain how the selection of an outfit fits into a clothing budget and the activity for which the outfit is intended.



ENTRY CATEGORIES

- Traditional
- Consumer Science Purchased - \$50 Limit
- Make It With Wool
- Costume Challenge
- Softy Challenge
- Leather Creation
- Quilts

Enrollment in Clothing & Textiles and Sewing projects are required for Traditional Make It With Wool, and Quilts. The other four categories are open to any 4-H member.

CATEGORY DESCRIPTIONS

Traditional

Participants in this category will construct a garment/s and assemble an outfit that showcases their sewing skills and ability to coordinate an outfit. The outfit must contain at least one constructed garment. Participants are encouraged to construct additional garments to complete the outfit but may wear clothing they purchased or already own. Accessories - such as shoes, hats, belts, jewelry, purses, backpacks, etc., - may be purchased, already owned, or made by the member. If items were sewn that cannot be worn - such as in a coordinating jacket, skirt, and pants set or in a pajama set with matching pillow or quilt - these additional items may be carried. Only garments sewn by the participant will be evaluated on construction, but all items worn will be evaluated on the outfit coordination.

The garment/s in this category must be sewn by the member as part of a 4-H Clothing & Textiles Project and modeled by the member at the Fashion Revue event.*

Consumer Science Purchased, \$50.00 Limit

Participants in this category will shop for an entire outfit with the total cost not to exceed \$50.00 not including sales tax. Receipts from the current 4-H year are required for any item that is visible. This includes but is not limited to shoes,

stockings, jewelry, and hair accessories. Gifts, prior purchases, and items without receipts are not eligible for this category. Receipts from yard sales, etc. may be handwritten. The participant should consider value vs. cost, versatility, the shopping experience, and coordination of the outfit within the cost limit.

This category has no 4-H project requirement and must be modeled by the member at the Fashion Revue event.

Make It With Wool

Participants in this category will sew, knit, or crochet garment/s from 100% wool, wool blend (minimum of 60% wool) fabric or yarn or specialty wool fiber. Specialty fibers include alpaca, angora, camel, cashmere, llama, mohair, and vicuna. The entire garment body (front, back, and sleeves) must be wool or wool-blend fabric. Vests worn with a suit, sport coat, or blazer may have a back of non-wool fabric. Vests worn as a top layer or with outerwear coat/jacket must have a wool back. Trims, facings, interfacings, linings, and/or under linings may be fabrics other than wool or wool blends. Hand-spun yarns and/or hand-woven fabrics may be used and must meet above criteria.

Garments created for the Make It With Wool competition that is supported by the American Sheep Industry (<https://makeitwithwool.com/welcome>) meet the requirements for this category. If you choose to enter the Make It With Wool competition, it is your responsibility to ensure that your entry meets the Make It With Wool requirements (<https://makeitwithwool.com/the-facts>).

The garment/s in this category must be sewn by the member as part of a 4-H Clothing & Textiles Project and modeled by the member at the Fashion Revue event.*

Costume Challenge

Participants in this category will create a costume for themselves or another person using any technique, materials, or pattern. It does not need to be sewn from fabric. The costume can be any theme and from any time, place, or country as long as it is 4-H appropriate. 70% of the costume must be handmade by the member; 30% can be handmade or purchased. The member must be able to move comfortably in the costume - sit, stand, walk, and go up and down stairs.

This category has no 4-H project requirement and must be modeled by the person it was sewn for at the Fashion Revue event. The member must be present and participate at the Fashion Revue event if it was sewn for another person.

Softie Challenge

What is a softie? A stuffed animal, cloth doll, plush toy, soft sculpture, or fabric toy. In this challenge, the participant will sew, felt, knit, or crochet a softie using a pattern or their own design. Any type of fabric and any embellishment techniques (trims, embroidery, yarn hair, removable clothing) may be used. Participant must present the entry themselves at the Fashion Revue event.

This category has no 4-H project requirement and must be shown by the member at the Fashion Revue event.

Leather Creations

Participants in the Leather Creations category will create any leather accessory – purse, wallet, belt, saddlebag, key fob, etc. – in any style. Any leather techniques may be used (tooling, carving, dying, painting, shaping, stitching, etc.) Materials used may be any leather, suede, or faux leather products.

This category has no 4-H project requirement and must be shown by the member at the Fashion Revue event.

Quilts

Participants in this category will sew a quilt of any size and pattern. The quilt must have finished edges and may use any quilting method (machine, hand, hand-tie, etc.)

The item/s in this category must be sewn by the member as part of a 4-H Clothing & Textiles Project and shown by the member at the Fashion Revue event.*

**4-H Clothing and Textiles projects include Beginning Sewing, Sewing, and Quilting.*

Please see [https://ucanr.edu/sites/sfd/Competitions/State Fashion Revue/](https://ucanr.edu/sites/sfd/Competitions/State_Fashion_Revue/) for the current years category descriptions.

ENTRY DIRECTIONS

Sign up on the entry survey you will find on this year's Fashion Revue flier

Complete all supplemental forms (including receipts for some categories), and include commentaries and photos. Bring to the event.

Each entry must include:

A full length photo of the member wearing the outfit, head to toe, including shoes.

Optional: One or two additional photos of an accessory or something special about the outfit.

Additional category submission requirements

Consumer Science Purchased - submit photos of receipts

Other Challenges – Will have their own requirements

The entry will reflect the member's 4-H project work. For all categories, the outfit must be created, coordinated and modeled by the 4-H member participant. The garments or outfit may not have been entered or evaluated at the County or State Fashion Revue in a previous year.

Entries in Traditional, Make it With Wool, and Quilts categories must be sewn by members as part of their Clothing & Textiles project.

Entries in Consumer Science Purchased \$50 limit, and other categories do not need to be in a Clothing and Textiles project.

One County Winner, or alternate if County Winner cannot attend, from each age division in each category from each county may enter their outfit in the State Fashion Revue to be held in the summer. Members may qualify in more than one category at the county level, but may only enter in one category at SFR.

DRESS GUIDELINES

All outfits must meet the 4-H Dress Guidelines, found at <http://4h.ucanr.edu/files/210170.pdf> . In addition, for State Fashion Revue all shorts, skirts, dresses, etc. must be at least fingertip length due to the raised fashion show stage. All outfits entered must be suitable for comfortably walking, sitting, and going up and down stairs because of the schedule and location of the State Fashion Revue and the fashion show. County Fashion Revue coordinators will review all outfits based on these guidelines before State Fashion Revue entry.

PRE-WORN GARMENTS

Garments may be worn prior to SFR judging but should be laundered or dry cleaned to not show soil or have perspiration odor. Garments for Consumer Science Purchased \$50 limit should be laundered before use.

FASHION REVUE AGE DIVISIONS

Junior: Age 9-10 as of December 31, of the current program,

Intermediate: Age 11-13 as of December 31, of the current program

Senior: Age 14-18 as of December 31, of the current program

Primary members age 5–8 years old may not exhibit at State Fashion Revue.

EVALUATION

The information submitted in the registration is printed for the evaluation panel.

During the evaluation, each participant gives a short oral presentation about their entry. Presentations are limited to:

- 30 seconds for junior and intermediate members
- 1 minute for senior members

The evaluators will also ask questions and look at the outfits.

RESOURCES

Clue Yourself into Modeling <https://ucanr.edu/sites/uc4-h/files/1641.pdf>

Sewing Skills Progress Chart <https://ucanr.edu/sites/uc4-h/files/50349.pdf>

The Total Look <https://ucanr.edu/sites/uc4-h/files/50351.pdf>

The Total Look Leaders Guide <https://ucanr.edu/sites/uc4-h/files/50350.pdf>

Interfacings <https://ucanr.edu/sites/uc4-h/files/61587.pdf>

Measuring Up, Quality Standard for Sewn Items <https://ucanr.edu/sites/uc4-h/files/61580.pdf>

Ready-made Garment Analysis <https://ucanr.edu/sites/uc4-h/files/61589.pdf>

Fashion Modeling <https://ucanr.edu/sites/uc4-h/files/61592.pdf>

Shop 4-H Clothing Curriculum [STEAM Clothing 1: FUNdamentals – Shop 4-H](#)

[STEAM Clothing 1: FUNdamentals – Shop 4-H](#)

Community Service Resources

Little Dresses for Africa pattern <https://ucanr.edu/sites/uc4-h/files/61590.pdf>

US Troops Drawstring Bag <https://ucanr.edu/sites/uc4-h/files/61591.pdf>

Grocery Bag Pattern [Grocery Bag Pattern \(holiday-crafts-and-creations.com\)](http://holiday-crafts-and-creations.com)

T-Shirt Bag [How To Make A No Sew T-Shirt Tote Bag In 10 Minutes \(mommypotamus.com\)](http://mommypotamus.com)

8 Ways to make a T-Shirt Bag [How to Make a T-shirt Bag: 8 Ways to Make a Bag from a Shirt - Oh, The Things We'll Make! \(thethingswellmake.com\)](http://thethingswellmake.com)