

Fashion Revue

Superintendents – Jo Ann Belk & Hanna Copeland

Narration forms are required for Fashion Revue as well as entering Fashion Revue in FairEntry. These are due on or before July 7 to Jo Ann Belk at csuramfans@msn.com To access the narration form, go to <http://larimer.extension.colostate.edu/larimer-county-fair/> Entries received after July 7 are subject to a late charge of \$25.00/class.

Evaluation for Fashion Revue will be held **Wednesday, July 26**, beginning at **9:00 a.m.** at the **McKee 4-H Building, Loveland**. Information will be sent to participants in June. The Public Fashion Revue will be **Wednesday, July 26**, at the **McKee 4-H Building, Loveland** beginning at **7:00 p.m.** **Participants (except Cloverbuds) must participate in the evaluation portion during the day in order to participate in the Public Revue.** Entrants must participate in the Public Fashion Revue to receive award money and to be eligible for Grand Champion. **Final revisions to narrations will be accepted at the time of live judging. No changes will be accepted after judging.**

1. All Clothing (exception: Sewing for Others), Heritage Arts, Leathercraft and Western Heritage members are **encouraged** to participate in this Revue.
2. Participants must model wearable garments they have made for themselves, **or accessories in County only classes.**
3. **All garments and accessories modeled must be completed.**
4. An "outfit" shall consist of no more than three pieces.
5. Premiums will be given. A Champion and Reserve Champion will be chosen in each class, except where merit does not warrant such designation.
6. Cloverbuds will receive a participation ribbon. **Cloverbuds may wear any appropriate garment or accessory, they do not need to be hand made.**
7. Junior members will compete for the Junior Grand Champion Award. Intermediate members will compete for the Intermediate Grand Champion. Seniors will compete for the Senior Grand Champion Award.
8. **Accessories – This class is not eligible for State Fair, as it is not meant to be a garment. This is a county-level contest only. Examples of what can be entered into this class: shawl, scarf, hat, shoes, socks, handbag, etc.**
9. Members must be enrolled in the unit(s) they model. Garments exhibited at the Fair must be the same as modeled in Fashion Revue.
10. **Buymanship is open only to Intermediate and Senior members.**
11. **Three** Senior Grand Champions may be selected to represent Larimer County at the State Fashion Revue. Each contestant at the State Fashion Revue may model in only one category (for example, Clothing, Heritage Arts, and Leathercraft); so, three individuals may be selected. A Senior Reserve Grand Champion may be selected as a runner-up in the event where one of the Grand Champions can't attend State Fair.

12. **Classes may be split or combined, as necessary.**

Beginning Clothing

Class

110.Beginning Clothing STEAM 1 – Junior
Wearable garment using the skills learned in STEAM Clothing 1. Exhibits must use a firmly woven, medium-weight cotton or at least 50-percent cotton-blend fabric. Exhibit should be a simple pattern with **five pattern pieces** without set-in sleeves, zippers, collars, and no buttonholes.
120. Beginning Clothing STEAM 1 – Intermediate
Exhibit requirement same as for Junior class.
130. Beginning Clothing STEAM 1 – Senior
Exhibit requirement same as for Junior class.
140. Clothing STEAM 2 – Junior
Wearable garment using the skills learned in STEAM Clothing 2. Exhibits may use any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1. The exhibit should include one or more of the following techniques: set-in sleeves, zippers, collars, and buttonholes.
150. Clothing STEAM 2 – Intermediate
Exhibit requirements same as for Junior class.
160. Clothing STEAM 2 – Senior
Exhibit requirement same as for Junior class.

Advanced Clothing

Wearable garments should demonstrate skills beyond STEAM Clothing 2, for example: rolled hems, invisible zippers, tailoring techniques, etc.

170. Advanced Clothing STEAM 3 – Intermediate
Sports Wear
180.Advanced Clothing STEAM 3 – Senior
Sports Wear
190. Advanced Clothing STEAM 3 – Intermediate
Daytime Wear or Casual Wear: could include dress, vest, pants, etc., appropriate for school, going to the movies, etc.
200. Advanced Clothing STEAM 3 – Senior
Daytime Wear or Casual Wear: could include dress, vest, pants, etc., appropriate for school, going to the movies, etc.
210. Advanced Clothing STEAM 3 – Intermediate
Business Wear: could include skirts, jumpers, vests, dresses, non-tailored suits, clothing for work, church, banquets, etc.
220. Advanced Clothing STEAM 3 – Senior
Business Wear: could include skirts, jumpers, vests, dresses, non-tailored suits, clothing for work, church, banquets, etc.
230. Advanced Clothing STEAM 3 – Intermediate
Dressy Dress or Formal Wear
240. Advanced Clothing STEAM 3 – Senior
Dressy Dress or Formal Wear
250. Advanced Clothing STEAM 3 – Intermediate
Non-Tailored Outerwear could include coats, or even ski pants
260.Advanced Clothing STEAM 3 – Senior
Non-Tailored Outerwear could include coats, or even ski pants

Creative Sewing

270. Creative Sewing – Junior
Must be a wearable garment
280. Creative Sewing – Intermediate
Must be a wearable garment
290. Creative Sewing – Senior
Must be a wearable garment
300. Create Your Own 1 – Intermediate
Must be a wearable garment
310. Create Your Own 1 – Senior
Must be a wearable garment

Recycled Clothing

320. Recycled Clothing – Junior
Must be a wearable garment
330. Recycled Clothing – Intermediate
Must be a wearable garment
340. Recycled Clothing – Senior
Must be a wearable garment

Upcycle Your Style

350. Upcycle Your Style – Junior
A coordinated outfit
360. Upcycle Your Style – Intermediate
A coordinated outfit
370. Upcycle Your Style – Senior
A coordinated outfit

Heritage Arts

380. Heritage Arts – All Categories – Junior
Wearable garment
390. Heritage Arts – All Categories – Intermediate
Wearable garment
400. Heritage Arts – All Categories – Senior
Wearable garment

Leathercraft

410. Leathercraft – Unit 6 – Junior
Must be wearable garment
420. Leathercraft – Unit 6 – Intermediate
Must be wearable garment
430. Leathercraft – Unit 6 – Senior
Must be a wearable garment

Buymanship

440. Buymanship – Unit 8 – Intermediate
Wearable garment
450. Buymanship – Unit 8 – Senior
Wearable garment

Accessories

County Only Class

460. Accessories – Junior
Shawl, scarf, hat, Shoes, Socks, handbag, etc.
470. Accessories – Intermediate
Shawl, scarf, hat, Shoes, Socks, handbag, etc.
480. Accessories – Senior
Shawl, scarf, hat, Shoes, Socks, handbag, etc.

Judging Guide for Fashion Revue

- I. **Preparation:** Design and style, choice of fabric and color, overall appearance of garment, accessories, grooming.
- II. **Presentation:** Appropriate for garment style; movement: walking, standing and turns; poise/posture; variety of movement, use of space and creativity; attitude and enthusiasm.