

2025 MIFGS JUDGING CRITERIA

Site # - _____

Competition – Floral Design

Judge # - _____

Interpretation of Theme (15 Marks)						
	Poor	Weak	Good	Very Good	Excellent	Total
Interpretation of Theme	3	6	9	12	15	/15
Overall Impact (25 Marks)						
	Poor	Weak	Good	Very Good	Excellent	Total
Originality, Creativity and Innovation	2	4	6	8	10	/10
Use of Colour	2	4	6	8	10	/10
Flower Content	1	2	3	4	5	/5
Principles of Design (35 Marks)						
	Poor	Weak	Good	Very Good	Excellent	Total
Balance	1	2	3	4	5	/5
Rhythm	1	2	3	4	5	/5
Proportion & Scale	2	4	6	8	10	/10
Contrast & Dominance	2	4	6	8	10	/10
Harmony	1	2	3	4	5	/5
Professional Skills (25 Marks)						
	Poor	Weak	Good	Very Good	Excellent	Total
Selection & Conditioning of materials to last five days	2	4	6	8	10	/10
Level of difficulty and effective use of techniques	1	2	3	4	5	/5
Overall workmanship and professional finish	1	2	3	4	5	/5
Innovation of sustainable techniques and mechanics	1	2	3	4	5	/5
Penalty Points Applied						
TOTAL SCORE	/100					

Notes

Award Range

Gold: 80-100

Silver Gilt: 75-79

Silver: 70-74

Bronze: 60-69

Judging Criteria Overview

The following information is provided as a guide and is not exhaustive. The judges will consider how the following information, and any other relevant information, has been applied to a competition entry. Any doubts about a particular category should be researched and understood to optimise the opportunity to excel.

You are permitted to ask questions regarding the Judging Criteria within the planning period. It is acknowledged that any questions asked may not be answered or may be provided as an answer to all participants as part of a competition-wide communication.

Assessment Category and Details		Best displays will:
Interpretation of Theme (15 Marks)		<ul style="list-style-type: none"> Clearly convey the theme to the judge in a distinctive way
Overall Impact (25 Marks)	Originality, Creativity and Innovation (10)	<ul style="list-style-type: none"> Have a design style, materials, colours or techniques employed (or a mix of all) that have not been seen before Show clever use of design elements Utilise unexpected and progressive use of materials Be authentic to the designer's or team's talents
	Use of Colour (10)	<ul style="list-style-type: none"> Use colour as an effective tool to lead the eye through/around the design (e.g. repetition or sequencing, such as dark to light) Have a considered selection and combination of tints, tones and shades of colour/s to create colour harmony – creating unity and impact Be balanced by using different amounts and/or areas of colour of varying chroma
	Flower Content (5)	<ul style="list-style-type: none"> Flowers are used prominently and as a feature of the design Consideration the celebration of flowers that is the Show
Principles of Design (35 Marks)	Balance (5)	<ul style="list-style-type: none"> Offer a 'feeling' of stability when viewed Position and select materials in accordance with their visual weights Consider all three elements of visual balance: vertical, horizontal and depth

	Rhythm (5)	<ul style="list-style-type: none"> • Have flow within the design, the movement exemplified by the use of materials within the display • Where applicable, consider repetition, line direction and the gradation of the design elements
	Proportion & Scale (10)	<ul style="list-style-type: none"> • Consider the size of arrangement/s in relation to others and the space they occupy, and how the materials and elements of design interrelate • Show a relationship between the sizes of the individual materials in the design in creating an overall effect
	Contrast & Dominance (10)	<ul style="list-style-type: none"> • Choose elements to create interest and avoid monotony, emphasising the differences in their properties • Have dominance of only one type of each element, e.g. One colour, one form, one texture etc.
	Harmony (5)	<ul style="list-style-type: none"> • Have all principles and elements of design working in combination with each other to create a unified whole
Professional Skills (25 Marks)	Selection & Condition of materials to last five days (10)	<ul style="list-style-type: none"> • Host botanical materials in sufficient water source • Use appropriate materials for conditions • Showcase high quality materials
	Level of difficulty and effective use of techniques (5)	<ul style="list-style-type: none"> • Display technical skills • Set themselves apart in design complexity
	Overall workmanship and professional finish (5)	<ul style="list-style-type: none"> • Show exemplary attention to detail such as concealing mechanics, trimming edges etc. • Highlight the pursuit of design excellence
	Innovation of sustainable techniques and mechanics (5)	<ul style="list-style-type: none"> • Highlight understanding of sustainable techniques • Show innovation in the implementation of sustainable mechanics