

2024 Duds to Dazzle Contest

(Attachment C)

Objective:

Allow participants to exhibit knowledge and skills gained through their 4-H Fashion and Interior Design project by designing, constructing, and presenting a finished product. Allowing participants to learn how fashion practices impact the environment. Learn ways to become a more sustainable consumer and designer. Help 4-H'ers gain experience in public speaking, promoting teamwork, and leadership opportunities.

Participant Rules:

1. **Participation:** Participants must be 4-H members currently enrolled in a Texas 4-H Youth Development County program and actively participating in the Fashion and Interior Design project.
2. **Eligibility:** Age divisions are determined by a participant's age as of August 31 of the current 4-H year in accordance with what is stated in the current Texas 4-H Rules and Guidelines:
 - a. Junior Division: 3rd grade – 5th grade
 - b. Intermediate Division: 6th grade – 8th grade
 - c. Senior Division: 9th grade – 12th grade
3. **Teams per County:** Each county may enter a maximum of three junior and/or intermediate teams, and a maximum of three senior teams in the Duds to Dazzle contest.
4. **Members per Team:** Each team will have at **least three and no more than four** members. Junior/Intermediate teams may include members in different division but if an intermediate age participant is on the team, then the team must enter as an intermediate. Senior teams may not include members of different age divisions.
5. **Design categories:** There will be three categories in each age division: Wearable, Accessory/Jewelry, and Non-wearable. Teams will be randomly assigned to a category, but assignments will not be until the contest begins.
 - a. Wearable is clothing that is suitable to be worn by people or pets. Ex. Shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
 - b. Accessory/Jewelry is an article or set of articles that can be added to an outfit to make it more useful, versatile, or attractive. Ex: Apron, earrings purse, headband, hat, belt, necklace, etc.
 - c. Nonwearable is an item that is not suitable to be worn. Ex: pillow, towel, jewelry, pouch, cellphone, or iPad case, stuffed animal, doll clothes, Christmas stockings, etc.
6. **Attire:** Each team will have the option to wear coordinated clothing appropriate for construction and the team presentation. A team name is acceptable.
7. **Resource Materials:** A Planning and Presentation Worksheet will be provided for each team at the contest. No other resource materials will be allowed. The following resources are available for teams to use in preparation for competition: Unraveling the Mystery of Design Elements and Principles in Clothing, Laundry on Your Own, Hand Stitching, Pricing Tips and Tricks, Safety Guide, Simple Seaming Techniques and How Does Fast Fashion Affect the Environment? *Guides are on the District 12 4-H website*

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8. **Sewing Kit.** Each team must supply their own equipment for the competition. A team can choose not to include a listed item, but no additional item can be added. Kits may be checked by contest officials as teams check in for the contest. Any extra equipment will be confiscated, and the team may be disqualified.
9. **Alternates:** An alternate cannot participate in the District 4-H Fashion Sensation contest unless approved by the County Extension Agent and District 12 4-H Specialist prior to the registration closing.

Duds to Dazzle Sewing Kit

Each team will bring a sewing kit containing only one each of the following items unless a different quantity is noted. A team can choose not to include a listed item, but no additional item can be added. A team may organize their kit by utilizing a storage container of choice.

Supply Box:		
3" x 5" or 4" x 6" note cards (1 pkg)	3-in-1 beading tool	Calculator
Extension Cord	Fabric Markers (box of 10 or less)	First aid kit
Grid ruler	Hot glue gun & glue sticks (1 pkg)	Manual pencil sharpener
Paper plates (max 25)	Pencils/Pens (max 5 each)	Power Strip
Safety Pins (1 pkg assortment)	Seam ripper (max 5)	Self-healing cutting mat
Sewing machine manual	Sew-on Velcro fastener (1 pkg)	Sketchbook
Straight pins (1 pkg)	Tape measure (max 5)	Thread (max of 12 spools)
Trash bags (1 box of 13-gal)	1" hook and eye closer	Bobbins
Elastic (1/2" and 1"; 1pkg. each)	Fabric Clips	Fabric marking pens/pencils (max 2)
Glue – crafting glue and/or fabric glue (2 containers)	Hand sewing needles (assortment)	Iron
No-sew adhesive tape (max of 10 yards)	Paper towels (1 roll)	Pin cushion
Presser feet (max 5)	Rotary cutter gloves (1 pair)	Seam gauge
Self-adhesive Velcro fastener (1 pkg)	Sewing machine (standard, no Serger)	Sewing machine needles (variety)
Shears/scissors (max 5)	Storage bags – Gallon/Quart (1 box of each)	Tabletop ironing mat or board
Thimble (max 5)	Timer or stopwatch	Water bottle (max of 16 oz.)

Rules of Play

1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. No electronic devices or jewelry (except for medically required) is allowed in the contest. This includes cell phones, smart watches, or other communication devices.
4. Each team will be directed to construction station. There will be collections of materials at each station, no pattern. The materials following categories: Wearable, Accessory/Jewelry, or Non-wearable.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. A textile, worksheet, and any necessary additional instructions will be located at each station to assist the team. Teams will no longer be given a scenario card.
7. Only participants and contest officials will be allowed in construction areas.
8. Teams that may experience any equipment malfunctions may not replace the equipment with supplies from another team, volunteer, County Extension Agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
9. Each team will be provided with a startup textile item(s) for their assigned category and will create a garment/item using them. All 3 categories may be provided the same textile(s), or each category may receive a separate original item(s). Clarification: at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry get 5 silk neck ties; and the teams entered in the non-wearable category are given table runners or every team competing in Duds to Dazzle is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.
10. Teams are challenged to be creative in developing an original product with the materials provided.
 - a. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the visible final product must include the initial material(s). Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the visible finished purse must be comprised of the curtain. The lining of the purse that can be opened is considered visible. If the shower curtain is used as stabilizer between layers of fabric would not be visible.
 - b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. Teams must take and use a minimum of 2 items from the supply closet. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
 - c. The sketch book, note cards, and worksheet may be used to prepare for construction of the item and the team's presentation. Teams should be exact on materials utilized, construction steps, techniques used, etc.

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11. When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.
 - a. All team members must participate in the presentation, with at least three of them having a speaking role.
 - b. Judging time will include:
 - i. 5 minutes for the presentation
 - ii. 3 minutes for judge's questions
 - iii. 4 minutes between team presentations for judges to score and write comments.
 - c. Teams are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
 - d. Judges will use questions from the Duds to Dazzle question list. Judges may ask teams questions that are related to the item constructed during the contest.
 - e. No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
12. Teams must clean their construction areas. Clean-up time is included in the 60-minute construction allotment. Only "hot" items will be allowed to remain in the construction area, such as an iron or glue gun.
13. It is at the discretion of the contest officials whether finished products will remain, or if teams may take.
14. Placing will be based on ranking of teams by judges. Judges' results are final.
15. An awards program will be held after the judging process.

Participant Orientation

1. Welcome to District 12 4-H Fashion Sensation Contest!
2. Teams will have 60 minutes to construct a garment or item, plan a presentation, and clean up the construction area. A 30-minute warning, 10-minute warning, 5-minute warning, and 1-minute warning will be given. We suggest that you start working on your presentation at the 10-minute warning. No talking or writing is allowed after the 60 minutes is up.
3. Each team will be provided with a set of materials reflective of the assigned category and will create a product using them.
 - a. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the visible final product must include the initial material(s). Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the visible finished purse must be comprised of the curtain. The lining of the purse that can be opened is considered visible. If the shower curtain is used as stabilizer between layers of fabric would not be visible.
 - b. Teams will have access to a “closet” of additional materials that may be incorporated into their constructed piece. Each team must take and use a minimum of 2 items from the “closet” and is allowed to select a maximum of _____ additional materials (explain process).
4. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, volunteers, County Extension Agents, or contest officials. Instead, team members must work together and be creative in completing construction without malfunctioning equipment.
5. If electricity goes out during the construction phase of the contest, teams are asked to turn away from the table immediately. Contest officials will stop the clock so that no construction time is lost.
6. Trash cans are located throughout the room for your use.
7. Each team had the opportunity to include a small first aid kit in their sewing kit. If you did not bring a first aid kit, the contest officials have one. If you happen to need first aid, please let your group leader know immediately so they can assist you.
8. After the 60-minute construction time is up, your area must be clean, and all the supplies and scrap materials must be put into your sewing kit, returned to the sewing closet, or thrown away. Points can be deducted for unclean construction areas. It is allowable to leave hot items, such as an iron, on the table to cool.
9. After time is called for the 60-minute construction period, no talking or writing is allowed among any team members. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
10. Please remain seated once time is up, and do not leave the room unless escorted by your group leader to another room to wait to give your team presentation. (If needed, provide instructions on where teams will wait to give presentations.)

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11. If you need to use the restroom, please let your group leader know.
12. After your team presentation, please walk back to your assigned seating area quietly, and place your constructed project back on the designated table. (It is at the discretion of the contest officials if finished products will remain or if teams may take.)
13. After your team presentation, you may be asked to complete an evaluation, giving you the opportunity to share with us your experience in the Duds to Dazzle Fashion & Interior Design Competition. When you are done with the evaluation, you are dismissed to leave.
14. Good luck and have fun!

Judges Orientation

1. Welcome!
2. Teams will be made up of three to four team members.
3. Contest and Judging Procedures:
 - a. Groups have been randomly assigned to one of three categories: Wearable, Accessory/Jewelry, or Non-wearable.
 - b. Teams do not know to which category they have been assigned until they arrive today.
 - c. Each team will be provided with a set of materials reflective of the assigned category and will create a garment/item using them.
 - d. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the visible final product must include the initial material(s). Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the visible finished purse must be comprised of the curtain. The lining of the purse that can be opened is considered visible. If the shower curtain is used as stabilizer between layers of fabric would not be visible.
 - e. Teams will have access to a “closet” of additional materials that may be incorporated into their design. Each team must take and use a minimum of 2 items from the “closet” and is allowed to select a maximum of _____ additional materials (explain process).
 - f. Each team is provided with a worksheet that can be used to help the team members prepare their presentation. Teams are not allowed to bring in their own resources.
 - g. Forty-five percent of the team score is based on the preparation portion of the contest. Judges will be responsible for monitoring and evaluating teams during the preparation portion. Judges’ comments and scores will be entered in Section 1 of the scorecard.
 - h. At least three members of the team must have a speaking role during the presentation, and all members must participate.
 - i. After the 60-minute construction period, teams will give their presentation. Judges’ comments and scores will be entered on Section 2 of the scorecard. There will be:
 - i. 5 minutes for presentation
 - ii. 3 minutes for judges questions
 - iii. 4 minutes between team presentations for scoring and comments
 - j. When asking questions of the teams, please be certain to keep them age appropriate. While each presentation will vary, it is also important to try your best to be consistent with the questions you ask each team.
 - k. Please be sure to provide comments on the scorecard for each team. This will help them improve their presentation in the future. Constructive feedback gives young people a positive learning experience.

Duds to Dazzle District 12 4-H Scorecard		
Team Name:	County:	Age Division:
Criteria:	Comments:	Score
1. Team Preparation – to be judged during the preparation portion of the contest.		
Design Process: Team members display a rational process for creating their final product. Tasks are completed resourcefully and in a logical order.		15
Safety Precautions: Team members exhibit knowledge of how to use tools in the kit safely in the development of the constructed item.		5
Teamwork: Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of workspace.		15
Use of Materials: <ul style="list-style-type: none"> Utilized a minimum of 2 items from the supply closet. Innovative use of start-up item. Minimum of 50% of the final product made from the start up item or items must be visible. Product fits assigned category. 		10
2. Team Presentation – to be judged during the presentation and question/answer portion of the contest.		
Quality and overall appearance of final product: Level of skill performed, techniques utilized, enhancements made, design principles used, etc.		25
Product Sales Presentation or Pitch: Overall effectiveness of communication skills. Must include the following: <ul style="list-style-type: none"> Sustainable fashion fact Target audience Estimate price per unit. Materials used and construction steps. Fiber characteristics and care. 		30
Additional Comments:	<div>Total Score:</div>	

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4-H Duds to Dazzle Fashion and Interior Design
Planning and Presentation Worksheet

Project Description (sketch or describe what your finished product will look like):

Construction (know the materials used and steps in the construction of the item):

Materials:

Steps:

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Knowledge of general care of the textile used in the construction of the item (know what fiber is in the textile and how to clean it):

Care instructions:

Intended purchaser and purchase location (who is the intended audience, and where they would buy the item):

Purchase location:

Estimated sell price (what would the retail cost be to purchase the item; explain):

Team member roles (list each team member and their tasks/responsibilities):