



Texas 4-H

DUDS TO
DAZZLE



**Clothing & Textile
Competition**



Acknowledgements

The Duds to Dazzle contest guide was written and developed by:

Charlene Belew, Extension Program Specialist 4-H, D6

Angela McCorkle, Extension Program Specialist, Family Development and Resource Management

With the assistance of:

Amber Halfmann, former Glasscock County Intern

Darlene Locke, Assistant Professor and Extension 4-H and Youth Development Specialist

The contest was pilot-tested by the following county Extension agents:

D1 – Amy Wagner, CEA-FCS, Randall

D2 – Kathy Carr, CEA-FCS, Bailey

D3 – Maranda Revell, CEA-4-H, Young

D4 – Phyllis Griffin, CEA-4-H, Cooke

D5 – Emily Rice Janowski, CEA-FCS, Polk

D5 – Alyssa Puckett, CEA-4-H, Polk

D6 – Joanna Pack, CEA-FCS, Andrews

D7 – Sandy Taylor, CEA-FCS, Runnels

D8 – Micah Holcombe, CEA-FCS, Milam

D9 – Dianne Gertson, CEA-FCS, Fort Bend

D10 – Angela Fiedler, CEA-FCS, Kerr

D11- Kayla Kaspar, CEA-4-H, Fayette

D12 – Dru Benavides, CEA-FCS, Atascosa

Support of the Duds to Dazzle pilot provided by:

Believe in Your Creativity
JANOME

<http://www.janome.com/>

SewVacDirect
real people • real answers • since 1980

<http://www.sewvacdirect.com/index.php>



Texas 4-H Duds to Dazzle Clothing & Textile Competition

Youth in the 4-H Clothing & Textile Project learn about fibers and fabrics, wardrobe selection, clothing construction, comparison shopping, fashion interpretation, understanding of style and design, proper grooming, poise in front of others, and personal presentation skills. The Texas 4-H Duds to Dazzle Clothing & Textile Competition goes one step beyond, utilizing the knowledge and skills learned in the project, while increasing awareness of the impact of the clothing and textile industry on the environment, specifically the waste stream. In the competition, teams of 4-H members will redesign and repurpose discarded garments or textiles into new, viable consumer products.

OBJECTIVES

- Allow participants to exhibit knowledge and skills gained through their 4-H Clothing & Textiles project by designing, constructing, and presenting a finished product.
- Allow participants learning opportunities.
- Promote teamwork.
- Help 4-H'ers gain experience in public speaking.
- Provide leadership opportunities for young people.



PARTICIPANT RULES (COUNTY/DISTRICT LEVEL)

Note: *These rules may be modified to accommodate the needs of a county/district level contest. Therefore, be sure to obtain the current year's rules for your county/district event.*

1. *Participation.* Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Clothing and Textiles project.
2. *Age.* Youth may participate in 4-H year from September 1st of grade three through August 31 following completion of grade twelve.

Junior Division:	Grades 3, 4 and 5
Intermediate Division:	Grades 6, 7, 8
Senior Division:	Grades 9,10,11,12
3. *Teams per county.* Each county may enter a maximum of two Junior and /or Intermediate teams and a maximum of two senior teams (district rule). The first and second place teams in all age divisions should advance to the district contest. At the county contest, this will require that all teams within one age division be judged against each other and placed (not judged and placed according to category).
4. *Members per team.* Each team will have at least three and no more than five members. Junior/Intermediate teams may include members in different age divisions. See rule #2. Senior teams may not include members in different age divisions.
5. *Substitution of team members.* Substitution of team members should be made only if necessary. Only the same number of 4-H members qualifying at the county level will be eligible to participate at the district level. No more than two team members may be substituted, up to the day of the Duds to Dazzle Clothing & Textile Competition.
6. *Entry fee.* Each team may be required to pay a registration fee to cover the cost of materials for the contest.
7. *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 announced until check-in on the day of the contest.
 - 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: earrings, purse, scarf, headband, hat, belt, necklace, etc.
 - c. Non-wearable is an item that is not suitable to be worn. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.
8. *Attire.* Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation.
9. *Resource materials provided at contest.* Resource materials will be provided for each team at the contest. These include *Unraveling the Mystery of Design Elements and Principles in Clothing, Laundry on Your Own, Hand Stitching, Pricing, Safety Guide, and Simple Seaming Techniques*. No other resource materials will be allowed. Teams may not use their personal copies of the resources during the contest.



10. *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 will be checked by contest officials as teams check in for the contest. Any extra equipment will be confiscated, and the team may be disqualified.

11. *Awards.* County/District awards will be determined by the committee and are based on sponsorships.

12. Suggested contest schedule for one heat.

8:00 a.m. Agents, Leaders, and Judges Arrive

8:00 a.m. Leader Orientation, Judge Orientation

8:00 a.m. Duds to Dazzle Clothing & Textile Competition Teams Check In

8:45 a.m. Duds to Dazzle Clothing & Textile Competition Team Orientation

9:00 a.m. Duds to Dazzle Clothing & Textile Competition Begins

10:15 a.m. Presentations and Judging Begins

12:00 p.m. Approximate Time for Awards Program

Suggested contest schedule for two heats.

8:00 a.m. Agents, Leaders, and Judges Arrive

8:00 a.m. Leader Orientation, Judge Orientation

8:00 a.m. Group A Teams Check In

8:45 a.m. Group A Team Orientation

9:00 a.m. Group A Teams Begin Challenge

9:30 a.m. Group B Teams Check In

10:15 a.m. Group A Team Presentations/Judging Begins

10:15 a.m. Group B Team Orientation

10:30 a.m. Group B Teams Begin Challenge

11:45 a.m. Group B Team Presentations/Judging Begins

2:00 p.m. Approximate Time for Awards Program

13. *Participants with disabilities.* Any competitor who requires auxiliary aids or special accommodations must contact the District Extension Office at least two weeks before the competition.



PARTICIPANT RULES (STATE LEVEL)

1. *Participation.* Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Clothing & Textile project.
2. *Age.* Age divisions are determined by a participant's age as of August 31 of the current 4-H year. Only members in the senior division, grades 9, 10, 11 & 12, will be allowed to participate at the state level.
3. *Teams per district.* Each district may advance three teams to compete in the state contest (the first place team in each category at the district contest). Teams advancing to state will not automatically be assigned to the same category as they were at district.
4. *Members per team.* Each team will have at least three and a maximum of five members.
5. *Substitution of team members.* See current rules in the Texas 4-H Roundup Rules and Guidelines.
6. *Registration and entry fee.* Each team will be required to register using the standard Texas 4-H Roundup registration process and will pay all registration fees associated with Texas 4-H Roundup.
7. *Design categories.* There will be three categories: Wearable, Accessory/Jewelry, and Non-wearable. Teams will be randomly assigned to a category, but assignments will not be announced until check-in on the day of the contest.
 - 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: earrings, purse, scarf, headband, hat, belt, necklace, etc.
 - c. Non-wearable is an item that is not suitable to be worn. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.
8. *Attire.* Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation.
9. *Resource materials provided at contest.* Resource materials will be provided for each team at the contest. These include *Unraveling the Mystery of Design Elements and Principles in Clothing, Laundry on Your Own, Hand Stitching, Pricing, Safety Guide, and Simple Seaming Techniques*. No other resource materials will be allowed. Teams may not use their personal copies of the resources during the contest.
10. *Sewing Kit.* Each team must supply their own equipment for the contest. A team can choose not to include a listed item, but no additional item can be added. Sewing kits will be checked by contest officials as teams check in for the contest. Any extra equipment will be confiscated, and the team may be disqualified.
11. *Awards.* State awards will be determined by the committee and are based on sponsorships.
12. *Final Duds to Dazzle Challenge.* At Texas 4-H Roundup, the first place team in each category will compete in a "Final Duds to Dazzle Challenge," which will be scheduled for the same day as the contest.



13. Suggested contest schedule for state 4-H Duds to Dazzle Clothing & Textile Competition.*

- 8:00 a.m. Agents, Leaders, and Judges Arrive
- 8:00 a.m. Leader Orientation, Judge Orientation
- 8:00 a.m. Group A Teams Check In
- 8:45 a.m. Group A Team Orientation
- 9:00 a.m. Group A Teams Begin Challenge
- 9:30 a.m. Group B Teams Check In
- 10:15 a.m. Group A Team Presentations/Judging Begins
- 10:15 a.m. Group B Team Orientation
- 10:30 a.m. Group B Teams Begin Challenge
- 11:45 a.m. Group B Team Presentations/Judging Begins
- 2:00 p.m. Approximate Time for Awards Program
- 3:30 p.m. Final Duds to Dazzle Challenge

*The state contest schedule provided above is tentative and may be altered by the state contest committee based upon the number of participants and facilities.



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 clear storage containers.

<input type="checkbox"/>	1" foam paint brush (max. of 3)	<input type="checkbox"/>	1" hook and eye closer
<input type="checkbox"/>	3" x 5" or 4" x 6" note cards (1 pkg.)	<input type="checkbox"/>	3-in-1 beading tool
<input type="checkbox"/>	Bobbins	<input type="checkbox"/>	Clear gridded ruler
<input type="checkbox"/>	Cutting mat (no larger than 24" x 36")	<input type="checkbox"/>	E-6000 glue adhesive
<input type="checkbox"/>	Elastic (1/2" and 1", 1 pkg. each)	<input type="checkbox"/>	Extension cord (two-prong)
<input type="checkbox"/>	Fabric markers (box of 10 or less)	<input type="checkbox"/>	Fabric marking pens/pencils (max. of 2)
<input type="checkbox"/>	Filled water bottle (max. of 16 oz.)	<input type="checkbox"/>	First aid kit (optional)
<input type="checkbox"/>	Gallon/quart storage bags (1 box each)	<input type="checkbox"/>	Hand sewing needles (assortment)
<input type="checkbox"/>	Hot glue gun & glue sticks (1 pkg.)	<input type="checkbox"/>	Iron
<input type="checkbox"/>	Manual pencil sharpener	<input type="checkbox"/>	Mod podge (max. of 16 oz.)
<input type="checkbox"/>	No-sew adhesive tape (max. of 10 yds.)	<input type="checkbox"/>	Paper towels (1 roll)
<input type="checkbox"/>	Pencils/pens (max. 5 each)	<input type="checkbox"/>	Pin cushion
<input type="checkbox"/>	Power strip	<input type="checkbox"/>	Presser feet (max. of 5)
<input type="checkbox"/>	Rotary cutter (with blade cover)	<input type="checkbox"/>	Rotary cutter gloves (1 pair)
<input type="checkbox"/>	Safety pins (1 pkg. assortment)	<input type="checkbox"/>	Seam ripper (max. 5)
<input type="checkbox"/>	Self-adhesive Velcro fastener (1 pkg.)	<input type="checkbox"/>	Sewing machine (standard, no serger)
<input type="checkbox"/>	Sewing machine manual	<input type="checkbox"/>	Sewing machine needles (variety)
<input type="checkbox"/>	Sew-on Velcro fastener (1 pkg.)	<input type="checkbox"/>	Shears (max. of 5)
<input type="checkbox"/>	Sketchbook	<input type="checkbox"/>	Straight Pins (1 package)
<input type="checkbox"/>	Tabletop ironing mat or board	<input type="checkbox"/>	Tape measure (max. 5)
<input type="checkbox"/>	Thimble (max. of 5)	<input type="checkbox"/>	Thread (max. of 12 spools)
<input type="checkbox"/>	Timer or stopwatch	<input type="checkbox"/>	Trash bags (1 box of 13-gal.)



RULES OF PLAY

1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. Each team will be directed to a construction station. There will be collections of materials at each station, but no pattern. The materials must be used to represent a constructed item from one of the following categories: Wearable, Accessory/Jewelry, or Non-wearable.
4. A textile, resources, and any necessary additional instructions will be located at each station to assist the team.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. Only participants and contest officials will be allowed in construction areas.
7. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
8. Construction: Each team will be provided with a startup textile item(s) for their assigned category, and will create a garment/item using them. Each category may be provided the same textile, or each category may receive a separate original item. *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.*
9. Teams are challenged with being 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 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 finished purse must be comprised of the curtain.*
 - b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. 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 the Duds to Dazzle Clothing & Textile Competition 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.
10. Presentation: 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 judges' 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 may ask teams questions that are not directly related to the particular item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' clothing and textiles project learning experiences.
 - 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.
11. Clean-up: Teams must clean up 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 hot glue gun.
 12. It is at the discretion of the contest officials if finished products will remain or if teams may take.
 3. Placing will be based on rankings of teams by judges. Judges' results are final.
 14. An awards program will be held at the conclusion of the judging process.



PARTICIPANT ORIENTATION

Note: *Not all elements included in the participant orientation may be applicable to each contest offered. Therefore, this orientation may be modified based on the needs of a county/district contest.*

1. Welcome to the 4-H Duds to Dazzle Clothing & Textile Competition!
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 garment/item. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the 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 finished purse must be comprised of the curtain.*
 - b. Teams will have access to a “closet” of additional materials that may be incorporated into their constructed piece. Each team is allowed ____ additional materials (explain process).
4. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the 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 its 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.
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.)



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 maybe be asked to complete an evaluation, giving you the opportunity to share with us your experience in the Duds to Dazzle Clothing & Textile Competition. When you are done with the evaluation, you are dismissed to leave.
14. If you have any questions, please ask your group leader.
15. Good Luck!!!



GROUP LEADER ORIENTATION

Note: *Not all elements included in the group leader orientation may be applicable to each contest offered. Therefore, this orientation may be modified based on the needs of a county/district contest.*

1. Welcome!
2. Make introductions, and assign each group leader to a category. You'll need 1-2 group leaders per category, depending on facilities and whether the contest is run in one or two heats.
3. Objectives of the 4-H Duds to Dazzle Clothing & Textile Competition:
 - Allow participants to exhibit knowledge and skills gained through their 4-H Clothing & Textiles project by designing, constructing, and presenting a finished product.
 - Allow participants learning opportunities.
 - Promote teamwork.
 - Help 4-H'ers gain experience in public speaking.
 - Provide leadership opportunities for young people.
4. Definition of teams:
 - Made up of three to five members.
5. Contest and Judging Procedures (review so group leaders understands the process and can answer questions if needed):
 - Groups have been randomly assigned to one of three categories: Wearable, Accessory/Jewelry, or Non-wearable.
 - Teams do not know to which category they have been assigned until they arrive today.
 - Each team will be provided with a set of materials reflective of the assigned category and will create a garment/item using them.
 - Teams must incorporate each material into the constructed product. However, teams may determine the exact amount of each material to use. A minimum of 50% of the finished product () must be from the initial start-up item or items.
 - Teams will have access to a "closet" of additional materials that may be incorporated into their product (explain process, including amounts allowed).
 - Each team is provided with educational resources. These resources can be used to help the team members prepare their presentation. Teams are not allowed to bring in their own resources.
 - Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
 - 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.

- Trash cans are located throughout the room for use by teams.
- Please observe teams during the 60-minute construction period. If you see an accident getting ready to happen, please do your best to step in and prevent bodily harm or injury.
- Each team had the opportunity to include a small first aid kit in its sewing kit. The contest committee also has first aid kits on-hand in case of an injury (burn, cut, etc.). If a 4-H member needs first aid due to a cut or burn, please assist them if they need help.
 - *Let group leaders know where first aid kit is located.*
- After the 60-minute construction time is up, each team's construction area **MUST** be clean, and all the supplies and scrap material must be placed in their sewing kit, returned to the sewing closet, or thrown away. If they have a hot glue gun or iron cooling, it may be the only thing out on the table other than the completed product.
- 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. Group leaders are asked to monitor and observe teams for talking and/or writing and are allowed to give warnings, keeping contest officials informed of warnings given.
 - *Provide instructions on where to lead teams to waiting area for presentations.*
- After the 60-minute construction period, teams will give their presentation. There will be:
 - *5 minutes for a presentation,*
 - *3 minutes for judges' questions, and*
 - *4 minutes between team presentations for scoring and comments.*
- Please send in teams to the judging room in order by team number. It's important that we stay on time with the judging of presentations so the entire contest can stay on time. Teams should follow the guidelines of only having 5 minutes for their team presentation.
 - *If group leaders are also serving as time keepers for presentations, review their responsibilities (i.e., knock on door at 5 minutes and then open door at 3 minutes).*
- During the construction portion of the contest, or while teams are waiting to give their presentation, if any 4-H member has to use the restroom, you may allow them to go. There are hall monitors ensuring they do not talk to other 4-H members, parents, etc., out in the hallway. When releasing a 4-H member to use the restroom, please alert the hall monitor.
- 6. Thank you.



JUDGES' ORIENTATION

Note: *Not all elements included in the judges' orientation may be applicable to each contest offered. Therefore, this orientation may be modified based on the needs of a county/district contest.*

1. Welcome!
2. Make introductions, and divide into judging groups.
 - Need 2-3 judges per category
3. Objectives of the 4-H Duds to Dazzle Clothing & Textile Competition:
 - Allow participants to exhibit knowledge and skills gained through their 4-H Clothing & Textiles project by designing, constructing, and presenting a finished product.
 - Allow participants learning opportunities.
 - Promote teamwork.
 - Help 4-H'ers gain experience in public speaking.
 - Provide leadership opportunities for young people.
4. Definition of teams:
 - Made up of three to five members
5. Contest and Judging Procedures:
 - Groups have been randomly assigned to one of three categories: Wearable, Accessory/Jewelry, or Non-wearable.
 - Teams do not know to which category they have been assigned until they arrive today.
 - Each team will be provided with a set of materials reflective of the assigned category and will create a garment/item using them.
 - Teams must incorporate each material into their project. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the 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 finished purse must be comprised of the curtain.*
 - Teams will have access to a "closet" of additional materials that may be incorporated into their design (explain process, including amounts allowed).
 - Each team is provided with educational resources. These resources can be used to help the team members prepare their presentation. Teams are not allowed to bring in their own resources.
 - Judges will receive:



- A copy of the scorecard,
 - A copy of the educational resources that teams are given, and
 - A photo of the original textile material provided to the team.
 - Twenty 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
 - 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:
 - 5 minutes for a presentation,
 - 3 minutes for judges' questions, and
 - 4 minutes between team presentations for scoring and comments.
 - At least three members of the team must have a speaking role during the presentation, and all members must participate.
 - Team presentations should highlight the elements provided on the Duds to Dazzle Clothing & Textile Competition Scorecard as well as additional information the team may feel the judges should know.
 - If time allows, review the scorecard with the judges.
 - Teams are allowed the use of notecards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
 - When asking questions of the teams, please be sure to keep them age-appropriate. While each presentation will vary, it's also important to try your best to be consistent with the questions you ask each team.
 - 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.
 - Placing will be based on the order in which you rank teams. Judges' results are final upon announcement.
 - Please stay on time with the judging of presentations so the entire contest can stay on time.
 - Provide instructions on time: Group leaders will serve as timekeeper, knocking on door after 5 minutes and then opening the door after another 3 minutes – OR – each judging team will be given a timer and asked to monitor time.
6. Thank you!



DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION SCORECARD

TEAM #:	AGE DIVISION:	CATEGORY:	RANK:	
CRITERIA		Comments	Score	
1. Team Preparation –to be judged during preparation portion of the contest				
Preparation: Team members display a logical process for creating their final product. Tasks are completed efficiently and in a logical order.			(10)	
Safety Precautions: Team members exhibit knowledge of how to use tools in the kit safely in the development of the constructed item.			(10)	
Teamwork: Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of work space.			(10)	
2. Team Presentation – to be judged during the presentation portion of the contest				
Use of materials: 50% of the final product made from the start up item or items provided. Utilization of the sewing closet. Innovative use of materials.			(10)	
Construction: Appropriate technics used during construction. Materials and steps included.			(10)	
Intended Audience: Knowledge of the target audience for final product. Identify where the item would be sold.			(10)	
Pricing: Estimate retail price of the constructed item.			(10)	
Fiber Characteristics and Care: Knowledge of fiber characteristics and general care of the textile used in the constructed item.			(10)	
Overall Appearance: Level of skill performed, techniques harnessed, enhancements made, design principles employed, etc. Product fits assigned category.			(10)	
Presentation skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.			(10)	
Additional comments:		Total Score		
		Judges' Initials	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td style="width: 30px; height: 30px;"></td> <td style="width: 30px; height: 30px;"></td> <td style="width: 30px; height: 30px;"></td> </tr> </table>	



4-H DUDS TO DAZZLE CLOTHING & TEXTILE PLANNING & 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:



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):

Fiber(s):

Care Instructions:

Safety Precautions (list personal safety precautions taken during the construction of the item):

Intended Purchaser and Purchase Location (who is the intended audience, and where they would buy the item):

Purchaser:

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):



4-H DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION RANKING FORM

Age Division/Category _____

PLACING	TEAM NUMBER	COUNTY
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		

(Judges' initials)



4-H DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION RESOURCES

In preparation for the Duds to Dazzle Clothing Competition, participants should not limit themselves to studying only the resources provided at the contest. Provided contest resources include:

- Laundry on Your Own (L-5200) – Texas A&M AgriLife Extension Service Bookstore, <http://www.agrilifebookstore.org/Default.asp>
- Unraveling the Mystery of Design Elements and Principles in Clothing (4H 313) – Iowa State University Extension, <http://www.extension.iastate.edu/publications/4h313.pdf>
- Hand Stitching (15.105). SEW-lotions Guidelines, Your Guide to Successful Sewing, http://www.sewing.org/files/guidelines/15_105_running_stitch_basting.pdf
- Simple Seaming Techniques (11.110). SEW-lotions Guidelines, Your Guide to Successful Sewing, http://www.sewing.org/files/guidelines/11_110_simple_seaming_techniques.pdf
- Pricing (CDFS-1326-95). Ohio State University Fact Sheet, <http://ohioline.osu.edu/cd-fact/1326.html>
- Safety Guide, <http://texas4-h.tamu.edu/files/2014/08/D2D-safety-final.pdf>

Additional information and resources regarding the Duds to Dazzle contest can be found on the Texas 4-H website at: http://texas4-h.tamu.edu/project_clothing/dudstodazzle.

