

DUDS TO DAZZLE



Duds to Dazzle is a contest that allows members the opportunity to demonstrate their knowledge and skills learned in the 4-H Clothing and Textiles project. This contest focuses on making a viable product by recycling a textile that no longer serves its original purpose.

Entry

- Enter as a team with at least three and no more than four members.

County Entries

- Each county may enter a maximum of five each junior, intermediate, and senior teams.
- Substitutions 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.

Attire

- Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation. A creative team name is encouraged.

Categories

- Teams will be randomly assigned to a category, but assignments will not be announced until check-in on the day of the contest.
 - *Wearable* - Clothing that is suitable to be worn by people or pets. Ex: shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
 - *Accessory/Jewelry* - 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.
 - *Non-wearable* - 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.

Sewing Kit/Supply Box

- 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.
- The sewing machine can be carried separately from the supply box.
- Supply boxes 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.

Contest

- Each team will be directed to a construction worktable where their startup textile will be located.
- A planning worksheet and any necessary additional instructions/resources will be located at each station to assist the team.
- Only participants and contest officials will be allowed in construction and judging areas.

- 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 the malfunctioning equipment.
- 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. Example: 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.
- Teams are challenged with being creative in developing an original product with the startup textile provided.
 - Teams must showcase the startup textile provided at the beginning of the contest.
 - 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). Example: 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 a minimum of 50% of the finished purse must be comprised of the curtain.
- Teams will have access to a “supply 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.
 - 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.
- 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.

Scoring

- 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.
- See the 4-H Duds to Dazzle scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.
- All team members must participate in the presentation, with at least three of them having a speaking role.
 - Judging time will include:
 - 5 minutes for the presentation
 - 3 minutes for judges' questions
 - 4 minutes between team presentations for judges to score and write comments
 - 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.
- Judges may ask teams questions that are not directly related to the item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' Fashion & Interior Design project learning experiences.
- 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.
 - Tie Breakers: Will be determined by committee.
 - The Texas 4-H Duds to Dazzle contestant paperwork is available online at https://texas4-h.tamu.edu/wp-content/uploads/fashion_duds_to_dazzle_contest_guide_2025.pdf

Study and 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 and can be found at <https://texas4-h.tamu.edu/projects/fashion-interior-design/>
 - Unraveling the Mystery of Design Elements and Principles in Clothing
 - Laundry on Your Own
 - Hand Stitching
 - Pricing Tips and Tricks
 - Safety Guide, and Simple Seaming Techniques

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.

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