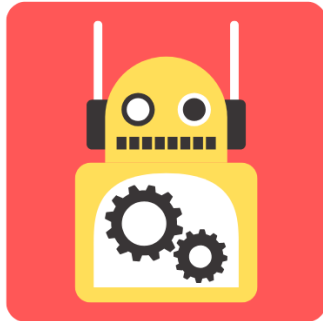
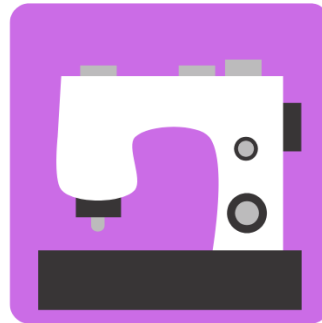


MAY 1-2, 2026



COME ALIVE IN D5 ROUNDUP



**PANOLA COLLEGE
1109 W PANOLA ST • CARTHAGE**

**REGISTER AT 4HONLINE
HTTPS://TEXAS.ONLINE.COM
FEBRUARY 10 - APRIL 1
LATE APRIL 2-7
FEES ARE PER PERSON PER CONTEST**

**QUESTIONS?
CONTACT YOUR LOCAL
COUNTY EXTENSION AGENT
MUST QUALIFY AT COUNTY
LEVEL TO PARTICIPATE**

COMPLETE GUIDELINES AT [HTTPS://D54-H.TAMU.EDU](https://d54-h.tamu.edu)

If you need any type of accommodation to participate in this program or have questions about the physical access provided, please contact Carolyn Walton at carolyn.walton@ag.tamu.edu by April 1, 2026.

Texas A&M AgriLife Extension Service provides equal opportunities in its programs and employment to all persons, regardless of race, color, sex, religion, national origin, disability, age, genetic information, veteran status, sexual orientation, or gender identity. The Texas A&M University System, U.S. Department of Agriculture, and the County Commissioners Courts of Texas Cooperating.

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New!

New!

New!

New!

GENERAL INFORMATION



Come Alive in D5 Roundup Dates

- Friday, May 1 – Saturday, May 2, 2026

Contestant Orientation

- Tune-in for an overview of the Come Alive in D5 event. Have your questions answered regarding logistics, where to be for each contest, etc.
- A recording of the program will be emailed April 17, 2026 to county agents and registered contestants. The program will be posted on the District 5 Facebook page and website.

Location

- All contests will take place at Panola College, 1109 W Panola St, Carthage, TX 75633.
- A map of the facility with contest rooms will be posted on the [District 5 Texas 4-H Facebook](#) page and website by April 17, 2026.

How to Register

- All registrations for the 2026 Come Alive in D5 Roundup will be conducted on the Texas 4HOnline system. **It is the responsibility of the 4-H member and their parent to ensure they are registered for Come Alive in D5 on time, correctly, and the payment has been accepted.**
- Enter individually on 4HOnline at <https://texas.4honline.com>
- Payments declined will need to be cleared and accepted BEFORE contest date for the contestant to be considered registered and eligible to participate.
- **Required and completed paperwork must be submitted by due dates listed under contest headings in order for participant to compete. Late or incomplete paperwork will not be accepted.**
- Team Events: All team members must be registered and listed in 4HOnline when enrolling.

District Deadlines

- Regular registration is open from **February 10, 2025 to April 1, 2026.**
- Late registration – **April 2-7, 2026** (late fees apply).

Entry Divisions (grade by September 1, 2025)

- Junior Grades 3, 4, and 5
- Intermediate Grades 6, 7, and 8
- Senior Grades 9, 10, 11 and 12


Special Accommodations

- Any competitor who requires medically required auxiliary aids or special accommodations must contact the District office at least 2 weeks before the competition or note such needs when registering on 4HOnline.


Entry Fees

- State qualifying contests - \$25 per contestant per entry. Late registration - \$50 per contestant per entry.
- All other contests fee – \$15 per contestant per entry. Late registration - \$30 per contestant per entry.
- The general refund policy for 4HOnline is that no refunds are provided to a 4-H member or family once the registration is approved. In extreme circumstances, such as a death in the immediate family, severe illness/accident, or cancellation of an event, refunds will be provided, less any expenses already incurred by the event.


Participant Check-in and Help Desk

- 
- All youth participants will need to check in at the Yoga room located inside of the Student Center at least 15 minutes before contest start time as listed in the schedule of events. Look for 4-H signage!
 - Check-in will be required for each day's events.
 - Questions during the event? Stop by the Help Desk to have your questions answered.


Adult Attendance

- 
- A parent/guardian/or designated adult, over age 18, must remain on the premises the entire time of the event (other 4-H youth cannot be classified as a designated adult of a minor, regardless of their age).
 - The name of the designated adult will need to be provided when registering in 4HOnline and he/she will need to sign-in at the check-in desk with youth participant.
 - The ratio of 1 adult to 8 youth is required for this Program for Minors as required by the Texas A&M University System.

Event Paperwork

- 
- All Come Alive in D5 participants (4-H youth contestants, volunteers, and agents) in attendance will be required to complete a Health and Safety Statement form.
 - You may complete this form by downloading and printing during 4HOnline registration, printing from the District 5 website <https://d54-h.tamu.edu>, or completing it on-site at the check-in desk. Incomplete paperwork will not be accepted. **Every box/line must be completed or filled with Not Applicable.**

Volunteer Assistance

- 
- We are greatly appreciative to any adults desiring to assist with any of the contests as a timekeeper, door monitor, or judge as this event continues to grow. Please use this Google link to sign-up to help:
https://docs.google.com/forms/d/e/1FAIpQLSez3ydwmm7UskuGCmk45JOO6x5xId2i76ROCGBiJg2-ijH_mQ/viewform?usp=sharing

Types of Contests

- 4-H contests are classified as either:
 - Qualifying (participation is **required** at the county and district levels to advance to state or national),
 - Invitational
 - District 5 only
 - Come and Go
 - Drop Off/Exhibited
- Contests at Come Alive in D5 are either scheduled for specific days and times, come and go format, or drop off. Each of these contests are described below.

Qualifying Contests

- District 5 enrolled 4-H members (Junior, Intermediate, and Senior age divisions) that have qualified at the county level are eligible to participate in qualifying contests at the district level in the Come Alive in D5 event.
- In order for a youth to enter into a qualifying contest at the Texas 4-H Roundup, participants must be a **senior** level 4-H member (9th – 12th grades as of the September 2025 school year) and score 80 percent of total points required to advance to state.
- To be eligible to participate in qualifying contests at the state level, 4-H members must qualify at county and district competitions and advance in the number of placings listed below by contest:
- Texas 4-H Roundup contestant paperwork and registration information is available online at <https://texas4-h.tamu.edu/events/roundup/>

Contest	Number that can advance to state
Consumer Decision Making	3 teams or 3 individuals
Duds to Dazzle	3 teams
Educational Presentations	3 entries per category
Fashion Show	1 entry per category
Leaders 4 Life	3 teams
Public Speaking	3 individuals
Quiz Bowls (Livestock, Horse, and FCH)	3 teams per Quiz Bowl
4-H Talent Showcase (Share-the-Fun)	2 entries per category

Invitational Contests

- Ribbons will be awarded youth placing 1st – 3rd and will be presented by local county agents the week following the contest. Contest placings will be announced via email to county agents and posted to the District Facebook page.
- The contests listed below are considered invitational events at the state level:

Contest	Participation at state
Agricultural Product Identification	Open to seniors (3 individuals from same county constitute a team)
Photography Judging	Open to seniors (3 individuals from same county constitute a team)
Robotics Challenge	Open to senior teams (can have intermediate member)
Entomology Collection (judged April 1)	Open to seniors

District 5 Only Contests

- Ribbons will be awarded youth placing 1st – 3rd and will be presented by local county agents the week following the contest. Contest placings will be announced via email to county agents and posted to the District Facebook page.
- The contests listed below are available at the District level only:

Contest
Horticulture Identification
Fabric & Textile Creations
Lego Imagineering
Floral Designs

Come & Go Contests

- Come & Go contests allow registered 4-H members to participate at any given time during Day 1 from 9:00 am to 12:00 pm.
- Ribbons will be awarded youth placing 1st – 3rd and will be presented by local county agents the week following the contest. Contest placings will be announced via email to county agents and posted to the District Facebook page.
- The contests listed below are considered Come & Go contests during Come Alive in D5:
 1. Agriculture Product Identification
 2. Horticulture Identification

Drop Off & Go Exhibited Contests

- Drop Off & Go contests allow registered 4-H members to “drop off” their entry for judging either at their county office (ask your county agent for their deadline on receiving project) or on-site, no later than Day 1 at 10:00 am.
- Ribbons will be awarded youth placing 1st – 3rd and will be presented by local county agents the week following the contest. Contest placings will be announced via email to county agents and posted to the District Facebook page.
- The contests listed below are considered Drop Off & Go contests or exhibits during Come Alive in D5:
 1. Fabric & Textile Creations
 2. **Junior & Intermediate Storyboards** (hard copy format) (Note: Senior Storyboards are digital entries and will be submitted electronically for judging between April 15- May 1, 2026, see Storyboard contest information).
 3. **Lego Challenge** exhibit – judging will take place in March with PowerPoint showcase and placings available on Day 2 of Come Alive in D5.
 4. **Lego Imagineering** exhibit – judging will take place on Day 2 with creations on display on after the contest is completed. A people’s choice voting station will be available and voting open on Day 2 during the 4-H Fund Spot hours of operation.
 5. **General Photography** exhibit – judging will take place in February with PowerPoint showcase and placings available on Day 2 of Come Alive in D5.
 6. **Entomology Collections** exhibit - judging will take place in April with collections and placings available on Day 2 of Come Alive in D5.

Schedule of Events

- A detailed schedule with time/room locations for each contest will be released in early-April. The day and approximate time frame that the contests will be held is noted below:

Friday, May 1	Saturday, May 2
Check-in Desk Opens 8:30 am	Check-in Desk Opens 8:30 am
Contest begins at 9:00 am <ul style="list-style-type: none"> Public Speaking Ag Product ID Horticulture ID Photography Judging Floral Designs Livestock Quiz Bowl Horse Quiz Bowl 	Contests begin at 9:00 am <ul style="list-style-type: none"> Lego Imagineering Consumer Decision Making FCH Quiz Bowl 4-H Fun Spot – opens at 9:00 am Storyboard, Textile Creations and Photography displays open Adult workshop 1 – 10:00 am – Practice Gym Contest begins at 10:00 am <ul style="list-style-type: none"> Duds to Dazzles Robotics
Drop & Go entries due by 10:00 am <ul style="list-style-type: none"> Storyboard – Juniors & Intermediates Fabric & Textile Creations Contest begins at 10:30 am <ul style="list-style-type: none"> Talent Showcase Contest begins at 1:00 pm <ul style="list-style-type: none"> Educational Presentations 	Contest begins at 1:00 pm <ul style="list-style-type: none"> Fashion Show Interviews Adult workshop 2 – 1:15 pm – Practice Gym 4-H Fun Spot – closes at 2:30 pm
Awards Ceremony ~ 4:00 pm	Fashion Show and Awards Ceremony ~ 3:00 pm

Electronic Devices

- No electronic devices or jewelry (except for medically required) is allowed in contest areas. This includes cell phones, smart watches, or other communication devices.

Contest Viewing

- The following contests are open for families/friends to view: Educational Presentations (Senior age division only), 4-H Talent Showcase, Robotics Challenge, and Fashion Show.
 - To limit distractions, audience members must SILENCE their cell phones and limit talking with others until intermission periods.
 - Except for Robotics Challenge, door monitors will be utilized during these contests as audience members will only be allowed to enter or exit the judging room between



contestant presentations. After a contestant has begun their presentation, no one may enter or exit the judging room.

- All other contests will be closed to viewing. Parents/project leaders may assist their youth member with computer set-up for Educational Presentations.
- An exhibit area will be open for viewing entries in Fabric & Textile Creations, Entomology Collections, Best in Show photography entries, and Junior & Intermediate Storyboards.
- A Power Point slide show will be exhibited in the practice gym to showcase entries in Photography, Lego Challenge and Senior Storyboards.

Food Concessions

- The student center dining hall will be open for lunch on both Friday and Saturday. Please enjoy all your food inside the Student Center.
- No food or drinks are permitted in the auditorium.



Award Ceremonies for State Qualifying Contests

- The award ceremony is provided to recognize youth competing in state qualifying contests so that they know their placing in a timely manner to register for State 4-H Roundup. Placings for all other contests will be emailed to county agents and posted on the District 5 Facebook page in 1 to 2 weeks after Come Alive in D5.
- **Friday:** An awards ceremony will be conducted following the tabulation of the Talent Showcase for state qualifying contests at approximately 4:00 p.m.
- **Saturday:** An awards ceremony will be held following tabulation of the Fashion Show at for state qualifying contests at approximately 3:00 p.m.

May 1 – Day 1	May 2 – Day 2
Contest Placings Announced	Contest Placings Announced
Educational Presentations	Consumer Decision Making
Public Speaking	Fashion Show
Horse Quiz Bowl	Duds to Dazzle
Livestock Quiz Bowl	FCH Quiz Bowl
4-H Talent Showcase	

Prizes

- 1st – 3rd places will be presented a rosette and a prize to be selected by the committee for state qualifying contests.
- Invitational, District 5, Come and Go, Drop and Go, and all photography contests are ribbon shows and youth placing 1st-3rd will be presented a ribbon one week after the contest by their county agent.
- Placings for Come Alive in D5 will also be published via email and the District 5 4-H website one week after this event. Information will also be released via judgingcard.com each evening after the award ceremony.
- Entry via 4HOnline gives permission to the District office to use the participant's name and/or photograph as needed for marketing and promotion purposes.

Scorecards

- Rankings, judges' comments, and other correspondence will be forwarded to the contestant's county Extension office. Please allow up to three weeks for processing.
- See the Appendix for contest scorecards.

Questions Before Contest

- Contact your local county Extension agent for eligibility, participation, and county-level contest questions.
- Contact the District 5 office at 903-834-6191 for Come Alive in D5 questions.

Questions at Contest

- Please see help desk attendant located at the Help Desk located in front of the area of the Student Center.
- Please provide feedback for the Come Alive in D5 event by completing a short QR code survey located at the Help Desk.

Local Lodging

Holiday Inn Express
2295 SE Loop
Carthage, TX 75633
903-693-8585

Best Western Inn
2235 SE Loop
Carthage, TX 75633
903-693-6700

Contest Rules of Play Information

- Rules of play for each of the contests are provided in the pages that follow. Be sure to read the specific information provided for **each** contest in which your 4-H member is participating as rules may vary from contest to contest.

4-H Fun Spot (youth & adult activities)

Stop by the youth and adult activity 4-H Fun Spot from 9:00 am to 2:30 pm on Saturday to join in a 4-H activity, explore new projects or contests, or engage in a learning workshop.

Bring your friends to Come Alive in D5 as the 4-H Fun Spot is open to all 4-H youth and parents. Entry fee is only one item for our community service project.

We will have friendly fun competition games, activities and more available all day. Check the schedule of activities – prizes for participation! Hosted by your Come Alive in D5 Steering Committee and D5 4-H Council Officer team.



New!

4-H Fun Spot Activity Times and Descriptions

Test Your Talents - Youth Activities

Where: Practice Gym in the Student Center

When: See times below for each activity



4-H District 5 Lego Imagineering – come and go 9:00 am to 2:00 pm

Get a glimpse of what D5's newest 4-H contest, Lego Imagineering, is all about with this activity! Pick a category, use the clue, and build a masterpiece from scratch using provided Lego bricks.!



4-H Youthful Expression Art Contest – come and go 9:00 am to 2:30 pm

Create an original artwork based on your favorite 4-H Project experience(s) Drawing, color or paint. Use your imagination, creativity, style, and uniqueness to express your personal experiences in 4-H.

Learn and Grow - Adult Workshops

Where: Practice Gym in the Student Center

When: See times below for each workshop



Introducing the Floral Design Contest – 10:00 am

This workshop prepares adults to teach and support youth participating in the new 4-H Floral Design Contest. Participants will learn contest guidelines, basic floral design principles, and tips for coaching youth as they create a floral arrangement. This session equips adults with the tools and confidence to bring this new contest opportunity back to their counties. Make and take session!



Record Books Reimagined: Navigating the New Texas 4-H Format – 1:00 pm

A new year brings a new look for Texas 4-H Record Books! This adult-focused workshop will walk families and volunteers through the updated record book format, highlighting what's changed and how to use it with confidence. Whether you're new to record books or just need a refresher on the new system, this session will give you the tools to support a successful and stress-free recordkeeping year.

AG PRODUCT IDENTIFICATION



This contest provides youth the ability to further their knowledge and skills when evaluating agricultural products grown in Texas.

Entry

- Enter as an individual and/or a team of 3 to 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- There is no limit in the number of entries per county.

Contest

- This contest is a come and go event with small groups permitted into the contest room every 30 minutes on the hour and half-hour (morning of Day 1). The last group that will be permitted to participate in the contest may begin no later than 30 minutes before the contest day ending time.
- Contestants will receive orientation before entering the contest and will be provided a scantron form, pencil, and clipboard to respond to questions.
- Twenty (20) Texas agricultural products from categories such as protein, fruits, vegetables, nuts, grains, and fibers are selected. These selected products are exhibited at separate stations. Contestants choose the correct identification of each product from four possible answers.
- Following the product identification, each station has one multiple-choice question pertaining to the product on display. Questions can be general to the industry that produced the product, (i.e., Texas' national ranking, economic impact to Texas, general nutrition content, region of production) or specific to the individual product that is on display (i.e., cooking method, use, growing season, specific nutrition of the cut or variety).
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class in which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.
- While the contest is in progress, there shall be no talking or any other type of communication between contestants. If a contestant has a question once the contest begins, please direct that question to the assigned group leader or the contest superintendent.

Time Limits

- Contestants are given 30 seconds at each station to answer both questions on their scantron.

Scoring

- Contestants will receive five (5) points for each product that is correctly identified and five (5) points for each question that is correctly answered. However, for points to be awarded on questions pertaining directly to the product displayed, the product must be correctly identified. Points will be awarded for correct answers to questions general to the industry regardless of the product being correctly identified. A total of 200 points is possible for each individual. Team scores can reach 600 points (three high scores counted).
- Five (5) stations will be selected as tie breakers in advance of the contest. Teams with the highest cumulative scores at these five stations will win any ties.
- Scantrons will be scored at the close of the contest and placings will be tabulated.

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at https://texas4-h.tamu.edu/wp-content/uploads/agproductid_resource_guide.pdf.

CONSUMER DECISION MAKING



This contest will include eight judging classes and two sets of oral reasons. Seven classes are selected from the current Consumer Decision Making Study Guide; the eighth class is a “mystery” class.

Entry

- Enter as an individual and/or a team of 3 to 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- There is no limit in the number of entries per county.

Contest Classes

- This contest is a come and go event with small groups permitted into the contest room every 30 minutes on the hour and half-hour (afternoon of Day 2). The last group that will be permitted to participate in the contest may begin no later than 30 minutes before the contest day ending time.
- You will be completing 8 contest classes. This should take between 30 to 60 minutes. Classes will be selected from the official list provided by the State 4-H Office as listed below. Utilize the 2025-2026 Consumer Decision Making Study Guide at https://texas4-h.tamu.edu/wp-content/uploads/roundup_consumer_decision_making_guide_2026 to find information on contest classes that will be used at the district level.
- Classes include:

• Activewear	• Outdoor Equipment
• Athletic Shoes	• Professional Dress
• Cell Phones	• Tablets
• Fitness Equipment	• Televisions
• Grocery Meats	• Wireless Portable Speakers
• Headphones	• Outdoor Backpacks
• Laptops and Chromebooks	• Dental Products

Scoring

- You will be granted 7 minutes to complete and submit your answers for each class. The time starts when you begin the class and ends when you submit your placings for the class.
- Once all 8 contest classes have been completed, you will be directed to another room for reasons.
- Scantrons will be scored at the close of the contest and placings will be tabulated

Reasons

- Reasons classes will be clearly identified, however, understand there will be no extra time allowed to make reasons notes on these classes. Again, you will only have 7 minutes to take any notes you might need and submit your placings for the class.

- You will have 2 minutes to write each set of reasons. Reasons should be written using proper sentence structure and wording as provided in the Oral Reasons Guide.
 - Seniors will write reasons for two (2) classes.
 - Intermediates will write reasons for one (1) class.
 - Juniors will not write any reasons.

Study Guide

- State contest rules and Oral Reason Guide can be found at: https://texas4-h.tamu.edu/wp-content/uploads/2015/09/consumer_decision_making_oral_reasons.pdf

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/duds to dazzle team contest guide 2026.pdf](https://texas4-h.tamu.edu/wp-content/uploads/duds-to-dazzle-team-contest-guide-2026.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.

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.)

EDUCATIONAL PRESENTATIONS



An educational presentation is a structured demonstration of knowledge and skills in a specific project area conducted by a 4-H member. It is designed to showcase the members' ability to effectively communicate information on a particular topic to an audience.

Entry

- Enter as an individual or a team that is comprised of two members of the same 4-H age division.
- 4-H members will be asked to provide the title of their presentation at time of registration. Titles must completely relate to the selected topic category. Missing or incomplete information may disqualify a contestant from participation.
- Contest superintendent reserves the right to reclassify a presentation into a different category based upon criteria below.
- **Presentations must be submitted via email to Jheri-Lynn McSwain at jlmcswain@ag.tamu.edu no later than April 17, 2026. Late presentations will not be accepted and those arriving after this date will be disqualified from competition.**

County Entries

- Each county may enter three contestants or teams per age division per category.

Contest Orientation

- Orientation will take place in the hallway, outside the contest rooms, at 11:45 am on Day1 (before the first presentation).

Contest Topic Categories

Before selecting your category, make sure the presentation does not fit better in another educational presentation category.

AGRICULTURE & NATURAL RESOURCES

The relationship between agriculture and natural resources is essential because agriculture relies heavily on natural resources like fertile soil, water, and sunlight. Sustainable agricultural practices aim to manage these resources in ways that ensure their long-term availability while minimizing negative impacts on the environment.

Topics related to agriculture:

- Practice of cultivating plants for food, fiber, medicinal plants, and other products used by humans.
- Farm and ranch economics
- Meat science
- Dairy cattle
- Topics related to activities such as planting, growing, harvesting, and managing crops.
- Ag technology
- Farm Safety

Topics related to the breeding and raising of livestock or small animals should be under those specific categories: Beef, Sheep & Goats, Swine, Horse, Animal Science

Topics related to natural resources:

- Entomology
- Forestry
- Range Science
- Water Conservation
- Horticulture
- Wildlife & Fisheries
- Shooting Sports
- Soil & land management
- Outdoor education
- Environmental Stewardship
- Food Production and Food Security
- Other ANR field of study

Youth will relate information to knowledge or skills learned in the field of Agriculture and Natural Resources. **Note : You must choose only one category but Ag Technology related topics could be submitted under the STEM category. Farm Safety related topics could be submitted under the Safety & Injury Prevention category.**

ANIMAL SCIENCE

The topic focuses on the study of animals that are smaller in size and often kept as pets, including but not limited to dogs, cats, rabbits, guinea pigs, and birds. This presentation aims to provide a comprehensive understanding of various aspects related to the care, behavior, health, training, and well-being of small animals.

Topics could include:

- Anatomy and Physiology
- Nutrition
- Housing and Enrichment
- Healthcare and Preventive Medicine
- Behavior and Training
- Reproduction and Breeding
- Common Diseases and Vet Care
- Pet Selection and Responsible Ownership

Presentations focused on large animals must be entered respectively in the Beef, Sheep & Goats, Swine or Horse category or those focused on Wildlife should be in the Agricultural and Natural Resources category.

BEEF

A beef educational presentation pertains to the delivery of information regarding a range of relevant subjects, both present and future-oriented, that encompass:

- Advanced reproductive technologies
- Animal Husbandry
- Effective nutritional management practices
- Optimal animal health strategies
- Considerations in breeding and genetics
- Behavioral insights in beef cattle
- Understanding beef carcasses and end-products
- Analysis of production costs

- Fundamental aspects of overall herd management
- Insights into cattle marketing strategies

These presentations may be tailored to specific sectors within the beef industry, including cow-calf, stocker, or feedlot segments. The aim is to provide comprehensive knowledge to individuals engaged in beef production and management, enabling them to make informed decisions that enhance the efficiency, sustainability, and profitability of their operations.

FAMILY AND CONSUMER EDUCATION

Family and Consumer Education (FCE) is a subset of Family and Consumer Sciences (FCS) that specifically focuses on educational programs and initiatives aimed at enhancing the knowledge, skills, and well-being of individuals and families. The subject matter of Family and Consumer Education encompasses a range of topics designed to empower individuals with practical life skills, promote healthy family dynamics, and contribute to the overall betterment of society. Topics should be centered around improving the well-being of individuals and families by addressing various aspects of daily life.

Topics can include, but are not limited to:

- Life skills education
- Family dynamics and relationships
- Financial literacy and management
- Consumer education and decision making
- Nutrition and healthy eating
- Culinary arts and food science
- Fashion and interior design
- Home management and organization
- Parenting and child development
- Consumer education and decision making
- Communication and Conflict Resolution

Please review the description for Health & Wellness and Safety and Injury Prevention for topics pertaining to those subject areas.

HEALTH & WELLNESS

Health and wellness refer to the state of well-being that encompasses physical, mental, emotional, and social well-being. Health and wellness involve the conscious pursuit of optimal health through lifestyle choices, practices, and attitudes that promote vitality, resilience, and a high quality of life. The topics covered encompass a range of subjects relevant to youth health and wellness, encouraging active living, and chronic disease prevention.

Topics could include:

- Physical Activity and Exercise
- Mental Health and Stress Management
- Sleep Health
- Substance Abuse Prevention
- Disease Prevention
- Heart Health
- Environmental Health
- Preventing the spread of the cold and flu / Covid-19
- Body Image and Self-Esteem

Presentations should focus on healthy lifestyles, chronic disease prevention and wellness, no illness/treatment. It is suggested that project experiences in this area include topics aimed at youth health/wellness, the promotion of active living, and chronic disease prevention.

Please review the description for Family Consumer Education and Safety and Injury Prevention for topics pertaining to those subject areas.

HORSE

The educational presentation aims to encompass the theoretical and hands-on proficiencies acquired within the 4-H horse project. The presentation can cover various aspects of horse care, management, training, and usage. It aims to provide both theoretical understanding and practical insights to the audience. The goal is to empower the listeners with valuable information and techniques that they can apply in real-life scenarios involving horse projects, such as improving their ability to care for horses, manage their well-being, enhance their training, and make informed decisions about horse-related activities.

Topics could include:

- Breeds
- Anatomy
- Nutrition
- Health and Veterinary Care
- Behavior and Training/Showmanship
- Grooming and Maintenance
- Tack and Equipment
- Housing and Facilities
- Riding Skills and Techniques
- Breeding and Reproduction
- Equine Careers
- Ethics and Welfare
- Horse-Related Legislation and Regulations
- Equine Industry Trends

These topics provide a well-rounded understanding of horse care, management, and horsemanship, catering to both newcomers and experienced individuals in the 4-H horse project. The presentation aims to empower participants with the knowledge and skills needed for responsible horse ownership, successful project management, and participation in horse-related activities.

OPEN

This category serves as an option for youth participants when their presentation does not align with the predefined categories. This category enables participants to showcase their unique ideas, creativity, and skills. It encourages innovative thinking and provides an opportunity for youth to explore subjects that are important to them even if those subjects do not fit within the existing educational presentation category.

Make sure your topic does not fit better within another category before selecting Open. Contest superintendent reserves the right to reclassify a presentation into a different category based upon criteria published.

PROMOTE 4-H

Participants are encouraged to select a target audience not familiar with 4-H to promote the overall 4-H program, or some aspects of 4-H, by exhibiting a promotional approach that effectively communicates the principles and values of the 4-H program. The presentation should demonstrate their marketing and promotional skills by effectively showcasing and explaining the essence of 4-H. The presentation serves as a delivery method to enhance the visibility of 4-H among audiences in and outside the 4-H community.

SAFETY & INJURY PREVENTION

An educational presentation on safety and injury prevention addresses the importance of safeguarding oneself from potential hazards and minimizing the risk of injuries. This presentation aims to inform and educate the audience about strategies and practices that contribute to their well-being in various

environments, including home, school, work, and recreational settings. The goal of this presentation is to empower individuals with information and tools that enable them to make informed decisions, minimize risks, and create safer environments for themselves and those around them.

Suggested presentation topics include:

- Safety Awareness
- Safe Practices
- Home Safety
- Fire Safety
- First Aid/Emergency care
- Transportation Safety
- Digital Safety
- Recreational Safety
- Emergency Preparedness
- Farm Safety

Please review the description for Family Consumer Education and Health and Wellness for topics pertaining to those subject areas. ***Note : You must choose only one category but Farm Safety related topics could be submitted under the Safety & Injury Prevention category.***

SCIENCE, ENGINEERING, TECHNOLOGY, AND MATH (STEM)

This presentation aims to illuminate the synergies between STEM disciplines by examining how technology, research, and cutting-edge ideas converge. It fosters an understanding of the ways in which scientific advancements can revolutionize methods, boost efficiency, and address contemporary challenges in the field. Through this exploration, the presentation seeks to inspire an appreciation for the dynamic relationship between STEM evolution.

Suggested presentation topics include:

- Biotechnology
- Ag technology
- Biogenetics
- Bioengineering
- Mechanical Engineering
- Space Exploration and Astrophysics
- Green Energy and Sustainable Technologies
- Virtual Reality (VR) and Augmented Reality (AR)
- Cybersecurity and Data Privacy
- Robotics and Automation
- Coding and Programming

Note : You must choose only one category but Ag Technology related topics could be submitted under the STEM category.

SHEEP AND GOAT

A sheep and goat educational presentation involves providing information on a wide array of pertinent subjects, encompassing both current and forward-looking aspects related to the raising of sheep and/or goats, as well as the utilization of their meat, milk, or fiber.

These presentations can include discussions on:

- Animal Husbandry
- Reproductive technologies
- Effective practices for nutritional management
- Optimal strategies for animal health
- Considerations in breeding and genetics

- Behavioral insights specific to sheep and goats
- Analysis of production costs
- Fundamental elements of comprehensive herd management
- Insights into marketing strategies for sheep and goats
- Reproduction and breeding techniques

These informative sessions can be tailored to focus on either sheep or goats or both, and topics may span various aspects, such as diverse breeds, lambing or kidding and care of ewes and does, wool production and processing (if applicable), and approaches to marketing lamb meat and wool products.

SWINE

Swine-related presentations can cover a diverse range of topics, from basic swine anatomy and breeds to advanced swine management practices, ensuring that attendees gain valuable insights into every aspect of swine care and production.

These presentations can include discussions on:

- Animal Husbandry
- Breeds
- Anatomy
- Nutrition
- Health and disease management
- Behavior/handling
- Market trends
- Reproduction and breeding
- Housing
- Market trends/economics

These presentations should provide a comprehensive exploration of swine care and production, covering topics from swine breeds and anatomy to advanced management practices, fostering a deeper understanding of the world of pigs for participants of all levels of experience.

The category of Ag Technology and Farm Safety was discontinued for 2023-2024. Those presentations that have been entered in this category in the past, will still have a place under either Ag & Natural Resources, STEM, or Safety and Injury Prevention.

Accuracy of Information/Resources

- With the computer and internet being used heavily in educational presentations, 4-H members must know the difference between research and non-research-based information.
- Contestants are required to use information that is factual and can be supported through adequate documentation. Examples of such websites are federal, state, and local governments, independent research sites, and Texas A&M AgriLife Extension Service websites. Internet information that is questionable includes personal documentation sites, chat rooms, message boards, etc.
- 4-H members must prepare a list of references (i.e. bibliography, works cited) for their presentation.

Originality

- Educational Presentations MUST be the original work of the 4-H member. 4-H members may NOT share/utilize the same presentations delivered by other members/siblings/family members.



New!**Topic Subject**

- Subjects in the educational presentations should address emerging or current issues in each of the contest areas.
- Senior contestants are encouraged to research these emerging and/or current issues to develop presentations.

Visuals

- The use of charts, photographs, computer graphics/programs, and other visual materials are permitted. Visuals should contribute to the presentation. Each presentation is an example of the participant's ability to communicate an idea.
- No firearms, weapons, fireworks, open flame burners, live ammunition, or live animals are allowed to be used by a contestant in any Come Alive contest. However, posters and pictures of such items are allowed and encouraged.

Video, Audio and Display Equipment**New!**

- Contest officials will provide laptops, screens, extension cords and projectors.
- If using a computer, be sure the presentation is in some form of Microsoft Office (PowerPoint, Word, or Excel).
- All fonts used must be true type. These fonts specifically include Arial and Times New Roman.
- Take into consideration that Internet connectivity may not be available. Be prepared to incorporate any video or other graphics that may require Internet to be directly embedded in the presentation. Make sure the image/ video is included as part of the thumb drive or method used to provide your presentation to the contest Superintendent/Coordinator.

Time Limits

- A time limit of 12 minutes will be allowed for each presentation.
- A penalty of 2 points per minute over time will be deducted from final score.
- Judges' questions will be limited to 5 minutes.

Scoring

- Senior age-division only: After the judges have asked their final questions and scored the presentation, the floor will be open for a total of two minutes for the audience to ask questions from the presenter. These answers will not be scored.
- See the 4-H Educational Presentation scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

New!**Judges Gifts and Hand Outs**

- Gifts of any kind MAY NOT be presented to the judges in any contest.
- Handouts may be made available to the entire audience.

Study Guide

- See the publication "4-H Educational Presentations" for additional information on this contest at https://texas4-h.tamu.edu/wp-content/uploads/educational_presentation_guide_2026.pdf

FABRIC & TEXTILE CREATIONS



The **Fabric and Textile Creations** contest is designed for 4-H members to showcase their skills in creativity and fashion outside of clothing for people. You will create a design using one or more fabrics, textiles, or other fiber product with or without a sewing component.

Entry

- Enter as an individual or as a team in the QUILT category.

County Entries

- There is no limit to the number of entries per county; one entry per person, per category.

Entry Creations – Enter all fabric and textile creations other than clothing. Examples: pillowcases, quilts, jewelry, tote bags, table runners, etc. Clothing created should be entered in the Fashion Show contest.

Check-in and Pick-up of Entry Item

- Entries will be dropped off in the ballroom located inside the Student Center building by 10:00 am on Day 1 of Come Alive in D5. You may make arrangements with your county agent to bring your exhibit to the event.
- Label must be completed and affixed to entry item when dropping off (see Label section for more information).
- Entries will be judged on Day 1 and then exhibited in the ballroom during the remainder of the event for others to view.
- Contestant or a designated person identified at check-in must pick up their entry items between 3:00 and 4:00 p.m. on Day 2 of Come Alive in D5. Items not picked-up at this time will be returned to the district office for pick-up by county agents.

Categories

- *Accessory* – Includes items such as purses, tote bags, belts, phone covers, etc.
- *Jewelry* – includes necklaces, bracelets, rings, earrings, etc.
- *Pet or doll clothing* – includes items that can be worn by a pet, any other animal or to dress a doll.
- *Bedding* – quilts, baby blankets, pet beds, etc.
- *Home décor* – items that are easy to move and make a home visually appealing such as throw pillows, table runners, or wall hangings.
- *Team Quilts* - This category includes baby, lap and bed quilts that have been constructed by more than one youth participant. Entries can include items from youth quilting groups/clubs, Quilts of Valor, etc. All participants must be registered members of 4-H. Only one participant will complete the entry online. This is the **ONLY** category that more than one participant can help with construction of the entry.

New!

Fabric & Textiles Creation Label

- The Fabric & Textile Creations label must be affixed to entry. Items submitted without a label will be accepted for display only and the item will not be judged.
- The label must be legibly printed or typed and **completely** filled out.
- Incomplete labels will constitute disqualification from this contest.
- Labels are attached in the appendix or can be downloaded from the District 5 website at <https://d54-h.tamu.edu>

Contest

- Fabric & Textile Creation must be presented at contest for judging.
- Contestant will NOT provide a verbal presentation or interview during the contest and does not need to be at the Come Alive in D5 to place in the show.

Scoring

- See the 4-H Fabric & Textile Creations scorecard in the Appendix for scoring criteria.
- Each creation must conform to and will be evaluated based upon the following, but is not limited to:
 - Visual Appeal/Creativity of Creation – Creation should show evidence of creativity by the 4-H member.
 - Quality of Workmanship – Creations should be neat and demonstrate quality of workmanship.

FAMILY COMMUNITY HEALTH QUIZ BOWL



This contest helps participants increase their knowledge of basic nutrition, consumer information, food and kitchen safety, food preparation skills and storage, and health.

Entry

- Enter as a team of four members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams in the same age-division must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card will be issued each team member who registered.

County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets, based upon age division.
- Each contest is a double elimination tournament where a total of two losses are needed to eliminate a team from further competition.

Question Types

- The number of questions used per round will include at least eight (8) one-on-one questions, sixteen (16) toss-up questions, and two (2) to four (4) bonus questions.
 - **One-on-One** questions are those to which only one member of each team may respond in a head-to-head match between the acknowledged members of each team. These points will count toward individual and team scores.
 - **Toss-up** questions are open to response by all contestants. These points will count toward individual and team scores.
 - **Bonus** questions are attached to toss-up questions and are given to the team that correctly answered the toss-up question. These points count toward a team score only and do NOT count towards individual points. No more than 25% of toss-up questions will have a bonus question attached and in general will be somewhat more difficult.

Contest Room

- **ONLY THE TEAM** is allowed in the contest room. All others must remain in the designated waiting areas or outside the building.
- Teams must check-in and check-out of the contest room.

Scoring

- The overall team score shall be determined by totaling the top scores of the members. Only positive scores will qualify for placings 1st – 3rd.
- An individual high point award will be presented in each age division.

New!

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources. See the study guide and list of resources used on the web at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_resources_2025_2026.pdf
- The Texas 4-H Quiz Bowl contestant paperwork is available online at <https://texas4-h.tamu.edu/projects/food-nutrition/>

FASHION SHOW



The **Fashion Show** is designed for 4-H members to showcase their skills in buying and construction. You will create a clothing or fashion item, turn in paperwork explaining your item, complete an interview with a panel of judges, and, finally, model the outfit on the runway.

Entries

- Enter as an individual.

County Entries

- Each county may enter one contestant per age division per category for a total of ten Juniors, ten Intermediates, and ten Seniors in the District Fashion Show.

Fashion Show Order

- The show order for the on-stage modeling experience by contestants will be determined once entries have been received.
- The minimum 50-word and 75-word maximum commentary must be provided on the paperwork for presentation during the Fashion Show (see information under Fashion Show paperwork on the next page).

Categories

- **New!** *Buying:* All garments worn (garments that are visible) during the interview process must be included in the buying worksheet.
 - Business/Interview Attire: This category features outfits appropriate for job interviews, scholarship interviews, job fairs, or other professional settings.
 1. Professional – A polished, conservative look such as a business suit, blazer with dress slacks or skirt, or a coordinated pantsuit.
 2. Business Casual – A more relaxed yet neat and professional style, including collared shirts, sweaters, khakis or slacks, modest dresses or skirts, and clean dress or casual shoes.
 - Fantastic Fashions under \$25: This category encourages 4-H members to explore alternative shopping options by purchasing outfits from garage sales, consignment stores, thrift shops (like Goodwill or Salvation Army), or other resale venues. The goal is to demonstrate smart consumer skills while creating a complete, stylish look. **Receipts are required for all visible items during the interview**—except shoes, including accessories and jewelry. Handwritten receipts are acceptable for garage sale purchases. **Please attach receipts to the last page of the entry form in the space provided.**
 - Semi-Formal to Formal: Garments in this category are designed for semi-formal or formal occasions and must be constructed from appropriate fabrics for such events.
 - Semi-Formal attire is stylish and polished, but less formal than black-tie.
 - Women: midi or maxi dresses, wrap dresses, cocktail dresses, pantsuits, or jumpsuits.
 - Men: slacks with a blazer, two-piece suit (with or without a tie), and accessories like pocket squares or dress watches.


- Formal attire is suitable for events such as prom, evening weddings, or gala parties.
Women: floor-length gowns, knee-length cocktail dresses, or a classic little black dress.
Men: two- or three-piece suit or tuxedo with a shirt and tie.
 - Special Interest: This category highlights outfits that support a participant's specific hobby, sport, or lifestyle needs such as equestrian gear, dancewear, hiking apparel, or rock-climbing clothing. Entries should demonstrate the ability to make smart purchasing decisions for specialized clothing that must be functional, durable, and appropriate for the activity.




- *Construction*: Garments may be constructed by sewing, knitting, or crocheting. Accessories may be purchased. All garments worn (garments that are visible) during the interview process must be constructed. Close-fitting legwear, tights, and pantyhose do not need to be constructed.
 - Everyday Living: This category features garments designed for daily activities and relaxed settings. Whether it's casual sportswear, weekend outfits, sleepwear, or clothes for school and social hangouts, participants create practical, comfortable, and stylish looks suited for everyday life. The focus is on functionality, quality construction, and appropriate fabric choices that reflect the wearer's lifestyle and personality.
 - Refashion: This category is an eco-friendly category where participants upcycle old or damaged textiles into entirely new garments. Using creativity and sewing skills, youth transform items like curtains or t-shirts into fresh, fashionable pieces—beyond simple alterations—to keep materials out of landfills.
 - Semi-Formal to Formal: Garments in this category are designed for semi-formal or formal occasions and must be constructed from appropriate fabrics for such events.
 - Semi-Formal attire is stylish and polished, but less formal than black-tie.
Women: midi or maxi dresses, wrap dresses, cocktail dresses, pantsuits, or jumpsuits.
Men: slacks with a blazer, two-piece suit (with or without a tie), and accessories like pocket squares or dress watches.
 - Formal attire is suitable for events such as prom, evening weddings, or gala parties.
Women: floor-length gowns, knee-length cocktail dresses, or a classic little black dress.
Men: two- or three-piece suit or tuxedo with a shirt and tie.
 - Theatre/Costume: This category showcases garments created for stage productions, cosplay, or themed events. Costumes may be fully constructed from fabric or creatively built on existing clothing. Designs often feature imaginative concepts, innovative materials, and bold details with a balance between theatrical flair and wearability.



- *Texas Natural Fibers*: All garments worn (garments that are visible – i.e., blouse under jacket or vest) during the interview process must be included in the Texas Natural Fiber worksheet. Garments may be constructed by the participant or purchased, provided they prominently feature one or more Texas-grown fibers. Fiber content may include cotton, wool, mohair, or blended fabrics containing these materials. Participants must be able to identify the fiber content and explain its Texas connection during the judging interview.
 - Cotton: Each garment entered must contain a minimum of 60% cotton.
 - Wool/Mohair: Each garment entered must contain a minimum of:
 - 60% wool and 40% other fiber.
 - 60% mohair and 40% other fiber.
 - 60% blend of the two fibers and 40% other fiber.
 - 100% wool/mohair blend is also acceptable

- 
 • *Upcycle Your Style*: A majority of the outfit should be upcycled (for example, a pair of denim jacket and jeans with embroidery work paired with a non-upcycled shirt, a tie-dyed dress with a vest or a hand painted jacket with a sweater.).
 - The focal point of the outfit should be the upcycled item. Garment may be new or used, purchased from a store, resale shop, or already owned.
 - Alterations should focus on decorative or creative enhancements rather than major structural reconstruction.
 - 4-H members will take a new or used garment and enhance it through creative decoration or embellishment to provide additional value and personal flair. The purpose of this category is to encourage youth to practice sustainable fashion habits by giving new life to clothing through thoughtful design choices.
 - Participants may add trims, appliqués, patches, paint, embroidery, dye techniques, or other decorative details to upgrade and personalize a garment.
 - The finished product should reflect the participant's creativity, style, and decision-making skills, while demonstrating how small changes can transform and extend the life of a clothing item.


Fashion Show Paperwork - 4-H Fashion paperwork is required for participants in the 2026 4-H Fashion Show. Paperwork must be emailed to Jheri-Lynn McSwain at jlmcswain@ag.tamu.edu on or before April 17, 2026. **Paperwork must be complete to include before and after pictures. Paperwork submitted incomplete or after the due date will result in disqualification from participation in this event.** Participants who experience difficulties with the PDF forms should contact their county extension office for assistance.

- Paperwork is attached in the appendix or can be downloaded as a fillable PDF at https://texas4-h.tamu.edu/wp-content/uploads/fashion_show_guidelines_2026.pdf

Time Limits

- The judges will conduct a 5-minute interview of each contestant with questions based upon the scorecard and Fashion Show paperwork submitted.

Judging Interview

- Introduction/Presentation - Each contestant will start by introducing themselves and model their garment to the judges. Participants will then provide a 5-minute presentation to the judges.
- During the presentation the participants need to describe their project activities, outfit selection, construction or buying skills and their knowledge of fiber and fabrics. Prior to competing, the participant should review the contest scoresheet to see areas that will be judged.
- Question and Answer - Judges will have the opportunity to ask each participant questions from the list of contest questions, as well as questions related directly to the participant's garment or project experiences. This portion of the interview should last up to 3 minutes.
- All garments to be judged must be WORN by the contestant during the judging interview and Fashion Show. Garments may not be carried or worn by another individual.
- All garments must have been created or purchased (buying category) during the current 4-H year by the contestant.
- Senior and Intermediate age division contestants must construct or purchase their entire outfit.
- Junior age division contestants are permitted to construct an entire outfit or one piece of an outfit. Judges will ask Junior contestants what part of their outfit they made/purchased.

Fashion Show

- After all contestants have completed the Judging Interview, a rehearsal with all contestants will be conducted. Only contestants and committee members will be permitted in the Fashion Show room during rehearsal. The Fashion Show will begin at the conclusion of the rehearsal.
- Contestants must be present for all 4-H Fashion Show activities to include interview, dress rehearsal, and public fashion show.
- If ties should occur, the ties will be broken using scores in the following order:
 - Construction skills
 - Outfit selection, fit, and appearance
 - Interview
 - Knowledge of fiber and fabric characteristics
 - Paperwork

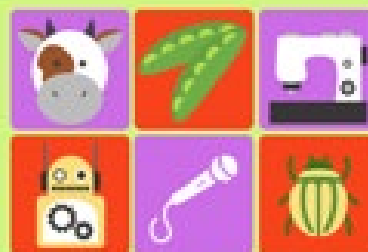
Scoring

- See the 4-H Fashion Show scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

Study Guide and Resources

- The Texas 4-H Fashion Show contestant paperwork is available online on the [D5 website](https://texas4-h.tamu.edu/projects/fashion-interior-design/) or at <https://texas4-h.tamu.edu/projects/fashion-interior-design/>

FLORAL DESIGNS



New!

This contest challenges members to showcase abilities and skills that have been obtained through project instruction, to promote the development of skills in floral design and horticulture through competition, and to recognize accomplishments in the area of floriculture.

Entries

- Enter as an individual.

County Entries

- Each county agent will determine the number of individuals qualifying to represent their county. The district does not cap the number of participants.

Attire

- ALL participants must wear closed-toe shoes.

Electronic Devices

- No electronic devices or jewelry (except for medically required) is allowed in contest areas. This includes cell phones, smart watches, or other communication devices.

Contest Viewing

- The Floral Design contest will be closed to viewing. Parents/project leader may assist their youth member to the contest room door with supplies.
- The designs will be on display after the contest.

Floral Design Supply Box

- Each contestant must supply their own equipment for the competition.
- A contestant can choose not to include a listed item, but no additional item can be added.
- Supply boxes will be checked by contest officials as contestants check in for the contest.
- Any extra equipment will be collected, and the contestant may be disqualified.
- A contestant may organize their kit by utilizing a storage container of choice.

Floral knife	Floral tape
Floral glue	Stem strippers
Hot glue gun and glue	Anchor tape
Extension cord	Greening pins
Scissors/floral snips	Wire cutters
Glue dots	Floral wire

Contest

- Each contestant will be directed to a construction worktable where their startup box of materials will be located (flowers, foliage, and container). Only materials supplied by the show officials will be allowed. All materials will be the same for each team.
- The contest will consist of one-themed round where contestants will design and execute an arrangement. The design type will be revealed on the day of the contest immediately before the event begins. Design types may include round, symmetrical, asymmetrical, linear, or oblong.
- Contestants will have one hour (60 minutes) to plan and execute their design.
- Only participants and contest officials will be allowed in construction and judging areas.
- Contestants that may experience any equipment malfunction(s) may not replace the equipment with supplies from another participant, volunteers, County Extension Agents, or contest officials. Instead, contestants must work to be creative in completing construction without the malfunctioning equipment.
- Contestants are challenged with developing assigned design using floral materials provided.
- No paints, ribbons, or other decorative accessories of any kind may be supplied by the team.
- Contestants must clean their construction areas. Clean-up time is included in the 60-minute design allotment. Only “hot” items will be allowed to remain in the construction area, such as a glue gun.

Scorecards

- Rankings, judges’ comments, and other correspondence will be forwarded to the contestant’s county Extension office. Please allow up to three weeks for processing.
- There is a total of 100 possible points from the preparation scorecard (see attached scorecard).
- There is NOT an interview portion of this contest. However, judges may ask questions from participants during the preparation of their design.

HORSE QUIZ BOWL



The primary objective of the Horse Quiz Bowl contest is to provide an opportunity for youth enrolled in 4-H to demonstrate their knowledge of equine-related subject matter in a competitive setting.

Entry

- Enter as a team of 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams in the same age-division must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card will be issued each team member who registered.

County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets, based upon age division.
- Each contest is a double elimination tournament where a total of two losses are needed to eliminate a team from further competition.

Question Types

- The number of questions used per round will include at least eight (8) one-on-one questions, sixteen (16) toss-up questions, and two (2) to four (4) bonus questions.
 - **One-on-One** questions are those to which only one member of each team may respond in a head-to-head match between the acknowledged members of each team. These points will count toward individual and team scores.
 - **Toss-up** questions are open to response by all contestants. These points will count toward individual and team scores.
 - **Bonus** questions are attached to toss-up questions and are given to the team that correctly answered the toss-up question. These points count toward a team score only and do NOT count towards individual points. No more than 25% of toss-up questions will have a bonus question attached and, in general, will be somewhat more difficult.

Scoring

- The overall team score shall be determined by totaling the top scores of the members. Only positive scores will qualify for placings 1st – 3rd.
- An individual high point award will be presented in each age division.

Contest Room

- ONLY THE TEAM is allowed in the contest room. All others must remain in the designated waiting areas or outside the building.
- Teams must check-in and check-out of the contest room.

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources.
- See the study guide and list of resources used on the web at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_resources_2025_2026.pdf



HORTICULTURE IDENTIFICATION



Horticulture samples will be selected and exhibited at separate stations from a predetermined list of 20 plants (2026 Identification List).

Entry

- Enter as an individual.

County Entries

- There is no limit in the number of entries per county.

Contest

- This contest is a come and go event with small groups permitted into the contest room every 30 minutes on the hour and half-hour. The last group that will be permitted to participate in the contest may begin no later than 30 minutes to the contest day ending time.
- Contestants will receive orientation before entering the contest and will be provided a scantron form, pencil, and clipboard to respond to questions.
- Horticulture specimens from the attached predetermined list of ornamentals, flowers, trees, shrubs, ground cover, vines, tropical, perennials, and annuals are selected for identification. These selected specimens are exhibited at separate stations either as an actual sample or a pictorial representation.
- If live samples are provided, they must remain on the table and cannot be touched.
- Contestants must identify the following number of specimens based upon age division:
 - Junior 10
 - Intermediate 15
 - Senior 20
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class in which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.
- While the contest is in progress, there shall be no talking or any other type of communication between contestants. If a contestant has a question once the contest begins, please direct that question to the assigned group leader or the contest superintendent.

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Time Limits

- Contestants are given 30 seconds at each station to select their answer from multiple choice options.

Scoring

- Contestants will receive one (1) point for each sample that is correctly identified by with the correct scientific and common name.
- Scantrons will be scored at the close of the contest.

Plant List – Study Guide

- Below is the plant list for the 2026 contest.

**Horticulture ID Contest
2026 Plant List**

1. Glossy abelia (*Abelia x grandiflora*)
2. African Lily (*Agapanthus africanus*)
3. Angelonia (*Angelonia angustifolia*)
4. Caladium (*Caladium x hortulanum*)
5. Pentas (*Pentas lanceolata*)
6. Pampas Grass (*Cortaderia selloana*)
7. Purple coneflower (*Echinacea purpurea*)
8. Hydrangea (*Hydrangea macrophylla*)
9. Lantana (*Lantana camara*)
10. Yaupon holly (*Ilex vomitoria*)
11. Gulf muhly grass (*Muhlenbergia capillaris*)
12. Virginia creeper (*Parthenocissus quinquefolia*)
13. Autumn sage (*Salvia greggii*)
14. Vitex/Chaste tree (*Vitex agnus-castus*)
15. Zinnia (*Zinnia cvs.*)
16. Bell pepper (*Capsicum annuum*)
17. Lettuce (*Lactuca sativa*)
18. Tomato (*Solanum lycopersicum*)
19. Zucchini (*Cucurbita pepo*)
20. Peach tree (*Prunus persica*)

LEADERS 4 LIFE



Leaders 4 Life Skill-a-thon is a competition to challenge county teams in their leadership skills, knowledge of parliamentary procedure, and service-learning activities.

Entry

- Enter as a team of 4 to 6 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card will be issued each team member who registered.

County Entries

- **Leaders 4 Life:** Each county may enter three teams per age division.

Contest

- Each team will consist of four to six members, including at a minimum the president, vice president, secretary, and treasurer. Up to two additional team members can be in any position—such as reporter or recreation leader—or just as members of the club. Officer positions are determined by the team in advance.
- The **Senior** Team Leaders 4 Life Skill-A-Thon has two components:
 - **Parliamentary Procedure Contest**—The teams will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six county 4-H council members will have 20 minutes to conduct the meeting before a panel of judges. The maximum number of points for this part of the contest is 100. The problems may incorporate any of these motions:

• Main motion	• Reconsider a motion
• Rise to a point of order	• Withdraw a motion
• Lay on table	• Postpone a motion definitely
• Appeal to decision of chair	• Division of a question
• Amendment previous question	• Postpone a motion indefinitely
• Division of assembly	• Refer motion to a committee
• Rescind a motion	• Object to consideration of the question
• Take from the table	
 - Each team must provide its own minutes, treasurer's report, letter of communication, and committee report. Prepared scripts are not allowed. Contest officials will check these materials before the team enters the planning room and collect them at the end of its presentation.
 - Before the demonstration, each team will have 15 minutes to discuss the order of business and the problems of new business with fellow teammates in the planning room. No coaches, parents, agents, or other 4-H members not part of the team will be allowed in

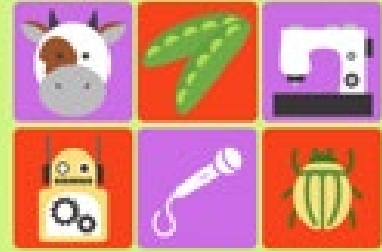
- the planning room. Contestants may make notes on their agendas during the planning time.
- Use of the gavel: The gavel is a symbol of authority. It is used by the president to maintain order and keep the meeting running smoothly.
- **Question-and-Answer Session**—The Question and Answer part of the Parliamentary Procedure Demonstration will consist of 12 questions (worth up to 5 points each) for the team. These questions will be rotated through the team members in this order: President/Vice President/Secretary/Treasurer/member 1, etc. When all team members have been asked the first question, the rotation will start over until all 12 questions have been asked.
- The teams will present a simulated 4-H meeting no longer than 20 minutes. Five points will be deducted from the average score for every minute over the 20-minute limit. That is, meetings over 20 minutes will get a five-point deduction; over 21 minutes a 10-point deduction, over 22 minutes a 15-point deduction, and so on. The deductions will be handled in tabulation. The timekeeper will keep track of the length of presentations and provide the information for tabulation.
 - The teams will be given three problems to incorporate into the demonstration. A skeleton agenda will also be provided. The teams must demonstrate all actions on the score sheet. They must incorporate six motions into their demonstration: main motion, amend a motion, division of the assembly, lay on the table, take from the table, and withdraw a motion.
- Contest Components for **Intermediate** Teams: The following modifications will be made for intermediate teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—Each team will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six intermediate members will have 15 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the intermediate division (100 points):
 - Only two types of motions must be demonstrated: main motion and amend a motion.
 - Teams will be given one problem to incorporate into its presentation. The problem will be based on one of these motions: Division of the assembly, lay on the table, take from the table, withdraw a motion.
 - **Question-and-Answer Session**—Each intermediate team will be asked seven questions. Every team member must answer at least one question but no more than two questions. The team members will answer in this order: president, vice president, secretary, treasurer, member, and member. The remaining questions may be answered by any team member, and the team will choose who will answer each question before it is read. Each question is worth up to 10 points, for a maximum score of 70 points.
 - Questions will be based on these documents: *Dunbar's Meeting Procedure Guide*, *Dunbar's Guide For Making Motions*, and *Dunbar's Parliamentary Procedure Glossary*.
 - The team must also complete and turn in a Promote 4-H Showcase Piece form to explain when and how the showcase piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).
- Contest Components for **Junior** Teams: The following modifications will be made for junior teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—The teams will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six junior members will have 10 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the junior division (100 points):
 - Only two types of motions must be demonstrated: main motion and amend a motion.
 - No problems will be given to the team to incorporate into its presentation.

- The team must also complete and turn in the Promote 4-H Showcase Piece form to explain when and how the piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at https://texas4-h.tamu.edu/wp-content/uploads/leaders_4_life_contest_guidelines.pdf

LEGO IMAGINEERING



Use your IMAGINEERING skills to build an original Lego creation using a mystery theme provided at contest.

New!

Entry

- Enter as an individual or as a team of 2 or 3 members.

County Entries

- There is no limit in the number of entries per county.

Electronic Devices

- No electronic devices or jewelry (except for medically required) is allowed in contest areas. This includes cell phones, smart watches, or other communication devices.

Contest Viewing

- The Lego Imagineering contest will be closed to viewing. Parents/project leader may assist their youth member to the contest room door with supplies.
- The creations will be on display after the contest.

Imagineering Supply Box

- Each contestant must supply their own equipment for the competition.
- A contestant can choose not to include a listed item, but no additional item can be added.

One Lego brand box of bricks	One building base
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Contest

- Tables will be provided each team or individual for the build.
- Contestants will be provided a mystery theme at the beginning of the contest.
- No Lego kits or 4-H robotics allowed.
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class in which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.

Time Limits

- Contestants are given 30 minutes to build their creation.

Scoring

- Judges will ask questions related to mystery theme, inspiration, and creativity during the build. No judging presentation will be required.
- Creations will be on display during the 4-H Fun Spot with a People's choice voting station open during display.

LIVESTOCK QUIZ BOWL



The Livestock Quiz Bowl is an exciting, fast paced contest for youth to display their knowledge of the livestock industry and the science surrounding cattle, swine, sheep, and goats.

Entry

- Quiz Bowl Teams will be comprised of four (4) members. This is to ensure teams advancing to National contests have the minimum number of contestants (4) required at all National contests.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams in the same age-division must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card will be issued each team member who registered.

County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets, based upon age division.
- Each contest is a double elimination tournament where a total of two losses are needed to eliminate a team from further competition.

Question Types

- The number of questions used per round will include at least eight (8) one-on-one questions, sixteen (16) toss-up questions, and two (2) to four (4) bonus questions.
 - **One-on-One** questions are those to which only one member of each team may respond in a head-to-head match between the acknowledged members of each team. These points will count toward individual and team scores.
 - **Toss-up** questions are open to response by all contestants. These points will count toward individual and team scores.
 - **Bonus** questions are attached to toss-up questions and are given to the team that correctly answered the toss-up question. These points count toward a team score only and do NOT count towards individual points. No more than 25% of toss-up questions will have a bonus question attached and in general will be somewhat more difficult.

New!

Contest Room

- **ONLY THE TEAM** is allowed in the contest room. All others must remain in the designated waiting areas or outside the building.
- Teams must check-in and check-out of the contest room.

Scoring

- The overall team score shall be determined by totaling the top scores of the members. Only positive scores will qualify for placings 1st – 3rd.

- An individual high point award will be presented in each age division.

Study Guide and Resources

- All questions used in the quiz bowl contest will come from official sources.
- Complete Texas Quiz bowl guidelines and rules are available at https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_resources_2025_2026.pdf

PHOTOGRAPHY JUDGING



The Texas 4-H Photography Judging contest allows 4-H members to demonstrate skills in the evaluation, selection, and placing of photographs based on industry standards and expectations.

Entry

- Enter as an individual or as a team of 3 to 4 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- There is no limit in the number of entries per county.

Contest

- Contestants will receive orientation before entering the contest and will be provided a scantron form, pencil, and clipboard to respond to questions.
- The 4-H members participating in the contest will judge six classes of photographs and two classes of problems, testing both the participant's knowledge and skills in the photography project.

Classes	Max Points Per Class	Total Points Possible
6 photo judging classes	50	300
2 photo problems classes	40	80
2 oral reasons sets	50	100
	Possible Individual Score	480

New!

- The **6 photo judging classes** consist of photographs from the categories of people, animals, plant/flora, nature/landscape, special/digital effects, night photography, black & white, animals (domestic or wildlife), details/macro, architecture, or other categories as deemed by the contest committee and judges.
- The **2 photo problem classes** will cover such things as exposure, ISO, shutter speed, focal length, white balance, camera settings, composition, technique, photo shooting situations, and other questions as deemed necessary by the contest committee and judges.
- Only registered contestants, committee members and judges are permitted in the judging room.
- Contestants may not leave once the contest has started unless permission is given by the contest superintendent. Contestants should not separate themselves from the class on which their group is working. Contestants should not in any way willfully obstruct the work of another contestant.
- While the contest is in progress, there shall be no talking or any other type of communication between contestants. If a contestant has a question once the contest begins, please direct that question to the assigned group leader or the contest superintendent.

Oral Reasons

- After scoring all 8 classes, youth will then transition into the reasons portion of the contest to present over two (2) classes.
- Youth have 10 minutes to prepare their reasons over both classes before being called before the judge.
- All age divisions will give reasons as part of the official contest.
- The scores from the reasons portion of the contest will be added to the overall judging score.

Time Limits

- Contestants are given 5 minutes to judge each class. Contestants will be given a warning of 1 minute before time is up.

Scoring

- All contestants are eligible for individual awards.
- Team scores are a combined total of the top three scores of the team members.
- Ties will be broken on the consistency of judging all classes. If ties still exist, ranking with the ties will be the discretion of the contest superintendent.
- Scantrons will be scored at the close of the contest.

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at <https://texas4-h.tamu.edu/projects/photography/> and https://texas4-h.tamu.edu/wp-content/uploads/photography_judging_procedures_2026.pdf



PUBLIC SPEAKING



4-H public speaking is a program and activity within the 4-H youth development organization that focuses on helping young people develop their communication and public speaking skills. Public speaking builds confidence, develops communication skills and critical thinking, and promotes leadership development and personal growth.

Entry

- Enter as an individual.
- 4-H members will be required to provide the title of their presentation when registering to participate in this contest. Registration without a presentation title will result in disqualification from the contest.

County Entries

- Each county may enter three contestants per age division.

Originality

- Speeches MUST be the original work of the 4-H member. 4-H members may NOT share/utilize the same presentations delivered by other members/siblings/family members.

Time limits

- A time limit of 5 to 8 minutes will be allowed for each speech.
- A penalty of 2 points per minute under or over time will be deducted from final score.

Suggested presentation topics

- The presentation should serve to persuade others regarding a particular issue or concern. Current events, youth issues, or other topics related to youth that are appropriate for member's age and experience. Appropriate credit must be given for references used.
- Topic resources: Print media (e.g. newspapers, magazines, scholarly journals), broadcast media (e.g. television, cable, radio), or E-media (email, internet, websites).
- Contestants should be prepared to answer questions concerning the subject matter of their presentation following their conclusion.

Visual aids and props may not be used.

Scoring

- See the 4-H Public Speaking scorecard in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

ROBOTICS CHALLENGE



The Robotics Challenge is structured as a sumo-style competition. The sumo format will test teams' strategy, engineering design, and programming skills. Teams will bring a fully assembled and programmed robot to compete against others in the tournament until a winner is declared. Two robots will “wrestle” in a *dohyō* (sumo ring) designed for robots. As with human sumo wrestling, the goal of sumo-style robotics is to gain leverage over an opponent and force it out of the ring.

Entry

- Enter as a team of 2 or 3 members.
- Mixed age division teams are allowed. Example: A junior can move up to the intermediate age group, but an intermediate cannot move down to the junior age division.

County Entries

- Each county may submit three teams per age division.
- A total of 9 team entries per county may be submitted for the district contest.

Contest Brackets

- Teams will be randomly selected in contest brackets.
- Each contest will use the Swiss Tournament format. This type of non-elimination tournament guarantees each team a minimum number of matches (more when compared to a single or double elimination tournament). The number of matches will be announced the day of the contest. Teams earn points for match wins and draws. Teams will be randomly paired for their first match. Subsequent pairings are based on a team's points and standings. Teams will be matched with other teams who have the same or nearly the same points. The team with the highest point total at the end of the tournament is declared the winner.

The Robot

- **Teams will check-in their robots between 9:00 and 10:30 a.m. on Day 2.** At check-in, the robot will be inspected by contest officials to ensure it meets the guidelines outlined in these rules. The robot will be inspected to ensure it meets all parts, dimensions, weight, programming, and other requirements listed below. If the robot fails to pass the first inspection, the team will be allotted up to 10 minutes to make corrections and resubmit the robot for a second inspection. Failure to meet requirements after a second inspection will result in disqualification from the tournament.
- Requirements/Limitations:
 - The robot must be fully assembled at check-in using all parts. Only the parts on the robot at check-in may be used during the tournament. No additional parts may be brought in or used after check-in. This is to ensure each robot will meet weight restrictions for the duration of the tournament.
 - Teams can reconfigure their robot between matches using only the parts used on their robot presented at check-in.
 - The robot must be entirely constructed from Lego brand manufactured parts. No non-Lego parts of any sort allowed. Pieces must be in its original factory condition (not cut, bent, reshaped, etc.). Only

New!

- standard Lego construction methods are allowed. Pieces cannot be glued, taped, wired or otherwise held together.
- Only 1 EV3, NXT, Spike Prime, or Robot Inventor brick can be used in the construction and autonomous control of the robot.
 - The robot must be 100% controlled autonomously by the onboard EV3, NXT, Spike Prime, or Robot Inventor brick. No remote controls of any type allowed.
 - There is no limit to the number of Lego brand sensors or motors.
 - The robot can weigh up to 1.5 kilograms. There is no minimum weight. A tolerance may be given by contest officials.
 - Throughout the tournament, and at the beginning of each match, the robot must be able to fit inside a 10"x10" square box. There is no height limit. The robot may autonomously expand to any size once the round starts **and** the 5-second programming delay has expired (see The Program section).
 - The robot must not physically separate into pieces. It must remain a single centralized robot throughout the match.
 - No pieces can be purposely dropped or placed onto the playing field by the robot that might impede the mobility of its opponent. Robots may not throw anything at its opponent nor drop items onto the playing field. Any part used to purposely entangle the opponent's robot is not allowed. In the event a piece falls off during the round, the judge may elect to remove the piece if he/she deems such action will not impede the progress of the two robots; otherwise, it will remain on the playing field until the end of the round.
 - The robot must possess a form of mobility and use that mobility throughout the match. Stationary robots will be deemed disabled (see Scoring).
 - The robot cannot have parts or mechanisms that intentionally cause damage to its opponent. Normal pushes, lifts, and collisions are not considered intentional damage.
 - No sharp edges or pointed pieces allowed. If the part could easily cause physical damage to a person, the playing field, or the opponent's robot, it is not allowed.
 - After the programmed 5-second delay (see The Program section, rule 2 below), the robot must move or attempt to move continuously throughout the match or it will be declared disabled; thus, losing the round.
 - The robot must not have any parts or adhesives that adhere, fasten, or somehow secure the robot to the playing surface or its opponent. Sticky substances that might improve traction or grip are not allowed. Tires and other parts of the robot that will come into contact with the playing surface will be tested during inspection using an index card. The robot must not pick up and hold the card for more than 2 seconds.
 - The competitor/robot must not use any device, such as jammers or using strobe lights, that may obstruct the control of the opponent robot's operation,
 - No powders, gases, or liquids may be stored/used by the robot.
 - Robots may be re-inspected at any time during the tournament for any reason.
 - Failure to adhere to these rules may result in forfeiture of the match. A second violation will result in disqualification from the tournament as well as forfeiture of all awards and standings.

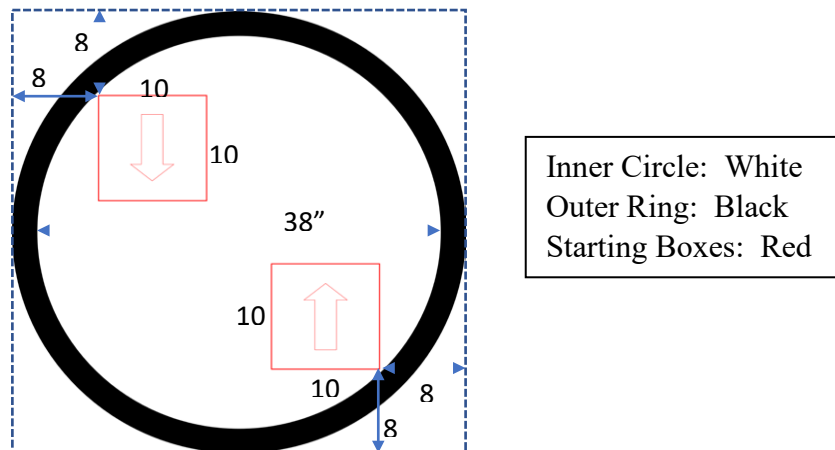
The Program

- The robot must be pre-programmed to have a 5-second delay after pressing the start button before any physical action by the robot takes place. This delay will allow time for the contestants to back away from the ring so that robot sensors do not detect contestants.
- Every robot's program will be tested for the 5-second delay during inspection and may be re-inspected at any time during the tournament.
- Teams may use any firmware or software language for their EV3, NXT, Spike Prime, or Robot Inventor brick.
- Teams may change or update their program(s) between matches, so long as the team's robot is not currently needed in the staging area or about to compete in a match.

The Playing Field

- The platform in which robots will compete upon will have the following specifications:
 - The substructure will be constructed from MDF, plywood, plastic, or similarly rigid material. Short legs may be fastened to the bottom of the substructure to raise it off the floor.
 - The surface will be a covered printed vinyl material, which will be adhered to the substructure.
 - Total diameter is 42"
 - Top center is white (38" in diameter) with a 2" black border (see Figure 1)
 - The playing field surface will be approximately 2-4" above the arena floor.
 - Two 10"x10" starting boxes will be located 8" from the outer edges of the ring (see Figure 1).
 - Measurements may vary slightly from ring to ring and will have a tolerance of up to ½".

Figure 1. Playing Field Dimensions and Colors



Rounds and Matches

- Within a match, teams will play up to 3 separate rounds. The team that wins the most rounds, wins the match. See Scoring section for further details.
- Teams will be randomly paired in their first match.
- Following a team's first match, they will be paired against teams with similar points using the Swiss tournament program.
- The team with the greatest number of points at the end of the tournament will be declared the winner.
- A round begins at the command of the contest official.
- A round ends in a win/loss/draw when one of the following occurs:
 - One or both robots touch the arena floor
 - When both robots are entangled for 10 seconds
 - When one or both robots is not engaged for 10 seconds
 - A robot has become disabled for 10 seconds
 - A player interferes with the match (gets too close to the ring, touches the ring, touches a robot in play, etc.)
 - A rule has been violated

Scoring

- During a round, a robot may push, shove, lift, grab, or knock over its opponent while attempting to push it out of the ring. Sumo is a game of pushing and leverage, not intentional destruction. Wedges are allowed, because it is a means to gain leverage while pushing an opponent.

- Flipping an opponent onto its side, back, or off the ring is also allowed.
- A team wins a **round** when one of the following occurs:
 - The opposing team's robot, on its own or by force from its opponent, is the first to touch (with any part) the arena floor.
 - The opposing robot becomes disabled and fails to engage for 10 or more seconds.
 - An opposing team member violates a rule.
- A team wins a **match** when it has 1 or more **round** wins than the other team.
- A match draw occurs when both teams have the same win-loss record.

Match Point Values

- A win is worth 2 points
- A bye is worth 2 points
- A draw is worth 1 point
- A loss is worth 0 points

Below are sample round/match scoring scenarios. Note: this does not cover every possibility.

Round	Scenario 1	Scenario 2	Scenario 3	Scenario 4	Scenario 5
1	Team A wins	Team A wins	Draw	Draw	Team B
2	Team A wins	Team B wins	Draw	Draw	Time expires before next round begins
3	Team B wins	Draw	Team A	Draw	n/a
Match Result	Team A wins	Draw	Team A wins	Draw	Team B wins
Points Awarded	Team A = 2 Team B = 0	Team A = 1 Team B = 1	Team A = 2 Team B = 0	Team A = 1 Team B = 1	Team A = 0 Team B = 2

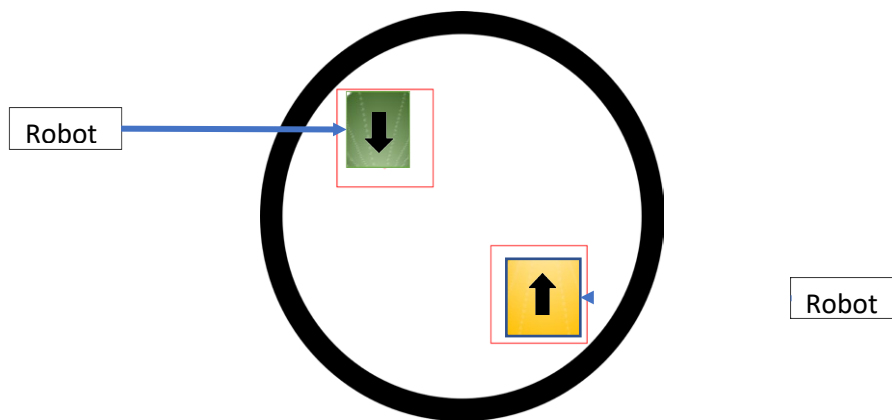
- A piece or pieces of a robot that breaks off the main structure of the robot during a match and lands on the arena floor does not constitute the opponent leaving the arena.
- If both robots become entangled for 10 seconds, or if it is determined that both robots touched the arena floor at the same time, the round will be declared a draw. Entanglement is defined as engaged robots that are not making significant progress toward the edge of the arena.
- Matches will be scored by a single judge. Immediately following a round, any match competitor may challenge the outcome or rule. All challenges must be resolved with the judge and/or contest official prior to the next round beginning. Challenges should be used sparingly, and if abused, contest officials reserve the right to revoke a team's use of future challenges. At the end of the match, once the score card has been signed by both team captains, the results are final and cannot be challenged.
- If a team fails to report to the staging area and/or their assigned ring when called, they will forfeit the match and not be awarded any points. In such cases, the opposing team will be awarded a match win.
- A penalty may be declared by the judge if he/she is witness to unsportsmanlike conduct by a team member or determines a rule has been violated. In such cases, 1 point will be deducted from the team in violation.

Team Procedures

- When announced, teams will bring their robot (powered up and ready to compete) to the designated staging area. Teams that fail to report to the staging area after the third call will forfeit their match.

- Teams will be directed to a playing field and place their robots in one of the two starting squares.
- The team captain will place the robot in its ready position. Other team members must stay in the designated contestant spectator area. Team captains can change between matches if desired.
- Each robot must be placed completely within the 10" x 10" square with the front of the robot facing in the same direction as the arrow. (see Figure 2)
- A contest official will countdown to start the match.
- When the first round begins, the team captain will press the start button on his/her robot and then move to the designated contestant spectator area during the 5-second programming delay. At this point, the robot may not be touched by any team member until the judge announces the results of the round.
 - If there is a false start (one team pushes the button before the other), a restart will be ordered by the judge.
 - If a team false starts a second time within a round, the opposing team will be awarded a round win.
- The judge will monitor the round until it ends.
- The judge will then instruct both team captains to retrieve his/her robot and reset it for the remaining rounds.
- At the conclusion of the match (3 rounds), the judge will announce and record the match results. Both team captains will review and initial the scorecard.
- Depending on the tournament schedule, the team will either proceed to the next playing field, return to the staging area, or to the team holding area.

Figure 2. Robot Placement Example



Other Contest Details

- Teams are only allowed to bring the following:
 - 1 Pre-built, pre-programmed robot (see The Robot section above)
 - 1 empty container to transport robot and/or listed store supplies in
 - Unlimited number of replacement batteries
 - Battery charger
 - 1 power strip
 - 1 laptop or tablet for programming only (no internet access will be provided for teams)
 - Electronic devices used for medical reasons are permitted.
- Teams are NOT allowed to bring the following:
 - Extra Lego parts or pieces
 - Cell phones, except for medical reasons. In such cases, please notify contest officials prior to the contest
 - Food or beverages of any sort.
- Contest officials will not have nor provide any parts, supplies, or computers for teams to borrow/use.
- No communication will be allowed between spectators and teams during the tournament.

- No adults (includes coaches) are allowed on the gym floor once the tournament begins.
- Team-to-team communication is allowed and encouraged.
- If programming or construction problems arise, teams are highly encouraged to communicate and assist one another.
- Tips for inspection:
 - Have your robot powered up and ready.
 - Be ready to demonstrate the required 5-second programming delay.
 - Make sure ALL pieces you may use during the tournament are attached to your robot at check-in.
 - Ensure your robot meets all rules outlined above.
 - Make sure all firmware is up to date prior to the tournament.

STORYBOARDS



The 4-H Storyboard is an industry-inspired method of displaying original designs. The best storyboards create vivid visual images that are interesting and appealing to viewers. The storyboard “tells the story” of the designer’s original design. The storyboard includes original illustrations and flats, as well as additional materials (such as inspiration and trend photos, fabric swatches, and material samples) that have influenced the unique design.

Enter

- Enter as an individual.

County Entries

- Each county may enter one contestant per category per age division for a total of six Juniors, six Intermediates, and six Seniors in the Storyboard contest.

Submission of Storyboards for Judging

- Junior and Intermediate storyboards will be submitted as a physical board.
 - Must be between 18" and 24", in one direction and 24" and 30" in the other direction.
 - Storyboards can be 3-dimensional.
- Senior storyboards will be submitted electronically (see additional information on following page).

New!

2026 Theme “Style Gone Country” The design brief serves as the inspiration and the direction of a 4-H member’s original design for the 4-H Storyboard contest. Celebrate the spirit of country living through fashion and interior design that honors tradition while embracing creativity. Whether you're inspired by rustic textures, Western flair, farm-to-fashion sustainability, or the beauty of rural life, show how your design reflects the values, grit, and charm of life gone country. From denim to décor, let your story ride tall in the saddle.

New!

Check-in and Pick-up of Junior and Intermediate Storyboards

- Entries will be dropped off at the check-in desk by 10:00 am on Day 1 of Come Alive in D5. You may make arrangements with your county agent to bring your exhibit to the event.
- Entries will be judged on Day 1 and then exhibited during the remainder of the event for others to view.
- Contestant or a designated person identified at check-in must pick up their entry items between 3:00 and 4:00 p.m. on Day 2 of Come Alive in D5. Items not picked-up at this time will be returned to the district office for pick-up by county agents.

Junior and Intermediate Storyboard Label

- The storyboard label must be affixed to the back of the storyboard. The label must be legibly printed or typed and **completely** filled out. Incomplete labels will constitute disqualification from this contest.
- Do not put your name on the front of the storyboard.
- Labels can be printed from the Appendix or downloaded from the D5 website in a fillable PDF at <https://d54-h.tamu.edu>

Junior and Intermediate Contest

- Storyboard must be presented at contest for judging.
- Contestant will NOT provide a verbal presentation or interview during the contest and does not need to be at Come Alive in D5 to place in the contest.

Submission of Storyboards for Judging – Seniors

- Digital format. Storyboards can be created using a digital platform including but not limited to Canva, Picmonkey, InDesign, Illustrator, Photoshop, Adobe Illustrator, and PowerPoint. All entries must be saved as a PDF, jpeg, jpg or png.
- Storyboard size requirements. Storyboard dimensions need to be between 18”and 24” (in one direction) and 24”and 30” (in the other direction). Recommended size is 18” X 24”.
- Each storyboard must be created by the 4-H member. Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design.
- Entries will be uploaded online, via Submittable, between April 15-May 1, 2026.
 - After you register in 4HOnline, you will receive the link via email to upload your Storyboard in Submittable.
 - If you do not have a Submittable account, you can create a free account. Instructions can be viewed [here](#).
 - Login to your Submittable account and complete a short form (and upload) for each of your photos. No additional fees will be incurred on Submittable.
 - **Youth must complete information in both systems for the digital storyboard entry to be considered complete. Failure to do so will result in disqualification.**



Original Work

- All design illustrations and flats should be the original work of the 4- H member. The design may be hand drawn or computer drawn. No “copying and pasting” from someone’s design as seen on the Internet, in a magazine, or other sources for the original design. Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design. Each storyboard must be created by the 4-H member.

Contest Information for All Age Divisions

Categories - A 4-H member may enter only one storyboard in the following categories:

- *Wearable* - clothing that can be worn. Includes items such as pants, shorts, skirts, blouses, sweaters, coats, dresses, etc.
- *Accessory* - belts, purses, bags, hats, etc.
- *Jewelry* - necklaces, bracelets, rings, earrings, etc.
- *Home Furnishings* – Items that make a home comfortable for living or working in. Examples include: couch, ottoman, chair, tables, desks, beds and the like.
- *Pet clothing* - items that can be worn by a pet or any other animal.
- *Home décor* - items that are easy to move and make a home visually appealing, examples of home décor items include: throw pillows, table runner, or wall hanging.

Number of garments/designs

- Focus on one garment/design for the storyboard. Contestants may provide up to two (2) variations of the original design.

Scoring

- See the 4-H Storyboard scorecard in the Appendix for scoring criteria.
- Each Storyboard must conform to and will be evaluated based on the following, but is not limited to:
 - Visual Appeal/Creativity of Storyboard – Storyboards should show evidence of creativity

- by the 4-H member. Layout of storyboard should illustrate a theme, mood, or an idea.
- A good storyboard should have a strong focal point.
 - Placement of the inspirational items should allow the eye to flow across all elements of the board without distracting from the design.
 - “White space” or “blank space” should be kept in consideration. Too much or too little white space detracts from the design.
 - Additional photos and other materials can be used to show the inspiration for the design. These additional materials should enhance the storyboard, without taking away from the original design.
- Quality of Workmanship – Storyboards should be neat and demonstrate quality of workmanship.
 - Consistent Color Palette – Use a consistent color palette and theme throughout the board.
 - Fabric Samples, Trims, and Embellishments – Fabric samples must be included on the board and be appropriate for the design illustrated. Trims and embellishments that would be used on the garment/outfit should be included, if applicable to the design.
 - If the exact fabric swatch cannot be found, a “basic swatch” may be used to illustrate fabric type (denim, linen, etc.), and can draw out the detail.
 - Examples of trims and embellishments would be top stitching, piping, buttons, etc.
 - Consistent Theme – All elements are cohesive and support the design brief.
 - Originality of Designs – All design illustrations and flats should be the original work of the 4-H member. The design may be hand drawn or computer drawn. No “copying and pasting” from someone’s design as seen on the Internet, in a magazine, or other sources for the original design.
 - Design Detail – Should include at least one Illustration and at least one Flat.
 - Illustration– Include at least one main artistic and appropriate illustration. At least one illustration must be on a model/croquis. The model/croquis does not have to be an original drawing and may be traced. See the example at <http://www.universityoffashion.com/fashion-croquis/>
 - Flats – Include at least one flat. Flats are working drawings that are not on a model/croquis that illustrate other views like you would find on a dressmaker’s pattern envelope. The flats should depict the garment from other views and details. See the example at <http://www.universityoffashion.com/fashion-croquis/>.
 - Flats combine style with information - You have created an original design and now you need to be able to create a drawing to help someone else see how to make it. Flats are drawn to define shape, fit, construction and sometimes fabrication. Flats are more factual than the same garment drawn on the figure, posed for dramatic looks. They show how a garment is to be made versus how it will be worn. These drawings for fashion manufacturing are always drawn looking at the garment, never at an angle. Consider this your only means of communication to the seamstress; if you leave out a detail, the garment won’t end up being manufactured properly. The details must be exact and clearly specified.
 - Titles/Labels The title for each storyboard is **Style Gone Country**. The title for each storyboard should help the viewer to understand the overall theme or feel of the storyboard.
 - A subtitle may be used for a more personalized name of the design.
 - Labels may be included to enhance the storyboard or to clarify a point, but they will not be required.
 - Completeness – Storyboard follows the contest guidelines and includes an illustration, flat and inspiration pieces.
 - Image Credit – List the photo credits for the pictures used in the storyboard. These will be included on the storyboard label.



4-H TALENT SHOWCASE



The 4-H Talent Showcase (formally Share-the-Fun) is a competitive event related to the Theater and Performance Arts project. 4-H members have the chance to develop a spirit of cooperation with their fellow 4-H members; develop self-confidence through public performance; stimulate interest in broad-based recreation in 4-H clubs; encourage 4-H members to discover and develop their talents and to grow socially, culturally, and further develop leadership skills.

Entry

- Enter as an individual and/or a team of 2 to 9 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).

County Entries

- Each county may enter two contestants or teams per age division per category.

Categories

- *Choreographed Routine*
 - The act requires choreography and can be demonstrated through twirling, pom-pom squad routines, jump rope teams, basketball dribbling exhibitions, or dance (jazz, tap, country & western, ballroom, etc.).
 - Sign language presentations to music have been added to choreographed routines. However, if a participant is SINGING and SIGNING, this entry should be entered in the Vocal Category.
 - No speaking to form a skit or story line.
 - All 4-H members entered in the category must be a part of the act.
 - Acts may use recorded music on CD or digital music player but may not use an accompanist.
 - Judged on material chosen, talent, creativity, showmanship, and costuming.
- *Variety Show*
 - This is an acting category. Variety Show, also known as variety arts or variety entertainment, is entertainment made up of a variety of acts including sketch comedy, magic, acrobatics, juggling, and ventriloquism and other acts that do not fit into the other six categories.
 - Acts cannot incorporate 4-H related material or theme. (Otherwise, it would be categorized as 4-H Skit).
 - Creativity is encouraged, but the degradation of any individual or organization is not permitted.
 - May incorporate music, vocal selections, and/or choreographed routines, but these aspects cannot be more than half of the performance.
 - Judged on material chosen, talent, creativity, showmanship, costumes, and props.
 - Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.
- *Poetry/Prose*
 - Acts which showcase poetry or prose are required.
 - The act may NOT incorporate vocal, musical, and/or choreographed routine.



- This category does not require 4-H related material, however, if an original poem or prose piece showcasing 4-H is written, this would be acceptable.
- Every 4-H member entered in the category must be a part of the performance on stage.
- Material does **NOT** have to be memorized.
- Judged on material chosen, message, talent, presentation style, props/costuming.
- Definitions
 - **Poetry** is generally characterized by structured meter and rhyme that tells a story or provides a message to the reader.
 - **Prose** is distinguished from poetry by its greater variety of rhythm and its closer resemblance to the patterns of everyday speech. Another description might be an excerpt from a larger piece such as a play or book.
- *Vocal*
 - Vocal presentation may be done a cappella or with an accompaniment of a USB, mp3 or mp4 player.
 - No accompanist will be allowed for this category.
 - All members in the act must be singing.
 - No lip sync will be allowed.
 - Contestants may not present skits, poetry or other speaking during the act. They may, however, move around the stage and incorporate choreography with their presentation for the purpose of enhancing their showmanship.
 - Sign language may be added to enhance the performance, but entries that strictly showcase sign language without vocal presentation are not permitted in this category, they must be entered in choreographed routines.
 - Judged on talent, showmanship, vocal presentation, and material chosen.
- *4-H Skit*
 - May be a 4-H based story line, promoting 4-H, community service, a project or activity.
 - This category may also address a specific youth issue and present ways in which this issue can be addressed through 4-H efforts.
 - May incorporate music, vocal selections, and/or choreographed routines but these aspects cannot be more than half of the performance.
 - Skits can be humorous, creative and make fun of but not degrade Extension employees or the 4-H program.
 - All 4-H members entered in the category must be a part of the act.
 - Judged on material chosen, talent, creativity, showmanship, costumes, and props.
 - Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.
- *Instrumental Music*
 - Musical presentation may be musical instruments accompanied by background recorded music or an instrumental performance only. A piano is NOT available for use. Contestants must provide their own keyboard, if needed for their presentation.
 - No accompanist will be allowed.
 - Participants may not sing or incorporate a skit, poetry, prose, or choreography with their act.
 - Judged on talent, showmanship, musical presentation, and material chosen.

- *Solo/Band Performance*
 - This act incorporates a combination of vocal and musical/instrumental talents.
 - Acts that are vocal only or musical/instrumental only are not to be entered in this category.
 - A piano is NOT available for use. Contestants must provide their own keyboard, if needed for their presentation.
 - All 4-H members entered in the category must be a part of the act by playing a musical instrument, singing, or both (solo performance must play an instrument and sing).
 - Participants MUST incorporate singing in the acts, but cannot incorporate skits, poetry, or prose. They may, however, move around the stage and incorporate choreography with their presentation for the purpose of enhancing their showmanship.
 - Judged on talent, showmanship, musical presentation, vocal presentation when applicable, and material chosen.

Presentation Material

- Participants must compete with the same material at all levels of competition—county, district, and state. For example, you cannot choose one song for your act and then change songs between District and State.
- Acts may fine-tune performances based on critiques from county and district judging, but changing material completely is prohibited.


Props

- Props utilized must be able to go through doors that are 6 ft. wide and 7 ft. tall.
- The following materials may not be used in any category: talcum powder/baby powder, flour, pies, food, water, oil, loose feathers, flower petals, hay, straw, helium balloons, glitter, sand, confetti, open flames or other substances which are hard to clean up, may cause damage, or be dangerous to participants.
- No roller skates, shoes with spikes, cleats, motorized vehicles or live animals will be allowed.

Introduction of the Act

- Contestants do not need to introduce themselves. At Come Alive, each act will be introduced individually, immediately prior to their performance by the announcer.
- The introduction/description will be submitted as part of the Required Information Form that is due prior to Come Alive. Anything that needs to be said should be included in the introduction to be read by the announcer; however, if you choose to add information, it will count against your performance time and may confuse judges depending on the delivery method.

Required Information Form

-  4-H Talent Showcase contestants must complete and submit the **REQUIRED Information Form by April 1, 2026 to Jheri-Lynn McSwain at jlmcswain@ag.tamu.edu**. This form is attached in the appendix or can be found as a fillable PDF at the following link on the District 5 website at <https://d54-h.tamu.edu>
- **Paperwork submitted incomplete or after the due date will result in disqualification from participation in this event.**

Adult Assistance – Set-up

- Only adult coaches and/or agents will be allowed backstage, in the vicinity of the storage area of props, and to assist the 4-H members with set-up and break down of props and equipment. 4-H members or other youth who are not a part of the team will not be allowed to assist with set-up or take down.
- One person should be designated by the group to work with the stage manager when it is your turn to set up for your performance. This person should know exact locations for all equipment, props, etc. on stage and be able to give clear instructions.

Adult Assistance - Performance

- During a performance adult coaches may give cues for music backstage and help with costume/prop changes backstage. They are NOT allowed to participate in any other form in the act while the act is

going on. Any voices heard during the performance from backstage must be either a participant OR a recorded voice.

Accompanist

- NO Accompanist will be permitted for any category.
- If music is required, it must be submitted on the Required Information Form or performed by the contestant. See Category Descriptions for specific rules for each category.
- A piano is NOT available for use. Contestants must provide their own keyboard, if needed for their presentation.

Practice/Warm Up

- There will NOT be a location for warm-up or practice. 4-H members should rehearse and come prepared to present a top-notch performance. The Come Alive schedule does not allow time for practice.
- A brief amount of time will be permitted to view stage, backstage, etc. following participant orientation.

Dressing Rooms

- Male and female dressing rooms will be provided.

Music

- Participants are responsible for providing a device (i.e., smartphone, CD player, MP3 player, laptop, etc.) that has a ¼" aux connection to be linked to the PA system in the auditorium, along with their music selection. Speakers and input cable will be provided.

Stage Contest Area

- Stage - approximately 10 feet wide and 10 feet deep and raised
- Projector screen (may bring own projector; projector will NOT be provided)
- Stool
- Table
- Chair
- Theatrical lighting; no spotlights
- Microphones and inputs based upon individual need

Time Limits

- Contestants may use up to four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.

Scoring

- A penalty of five (5) points per minute or part of a minute over the time limits allowed will be deducted from the total score.
- See the 4-H Talent Showcase scorecards in the Appendix for scoring criteria and areas of focus in which interview/judges' questions are generated.

Appendix

See the links in the District 5 website to access fillable PDF forms for the following contests

<https://d54-h.tamu.edu>

- Fashion Show paperwork
- Textile and Fabric Creations label
- Fashion Storyboard label
- Talent Showcase information form

Reminder:

- Required and completed paperwork must be submitted by due dates listed under contest headings in order for participant to compete. **Late or incomplete paperwork will not be accepted.**



2026 D5 4-H Fashion Show Buying Entry Form

Category: Business/Interview Fantastic Fashions under \$25 Semi-formal to Formal Special Interest

Name: _____ **Number of years in Clothing Project:** _____

County: _____ **Age Division:** ___ Junior ___ Intermediate ___ Senior

Insert a high-quality photo front and back view head-to-toe photo of participant in the competition garment in the space below. Photo/Photos should not exceed the space below.

Front	Back

Insert commentary for Fashion Show. In 75 words or less, write a script about you and your outfit to be used during the Public Fashion Show. Highlight the garment that you will be wearing, 4-H Fashion and Interior Design activities or community service that you have been involved in and future goals.

What is the total cost of your outfit? Identify garments and include cost with sales tax for items purchased for this year's project. For Fantastic Fashions under \$25, attach a copy of your receipts to this form.

Individual Item	Cost
Total Cost of Outfit (Items purchased for this project)	

Fiber content and permanent care labels are required on clothing by Federal Regulations. Complete the label information below for each your clothing items. If the permanent labels have been removed answer the question below the table as best as possible.

Clothing Item						
Fiber Content						
Permanent Care Label						
Brand/Mfr's Name						
Country of Origin						

Summary of Project Activities

- 1) Learning activities 2) Community Service 3) Leadership

Purchase Justification Summary - Explain in several sentences why the purchase(s) were a good choice in relation to:

- 1) Fit 2) quality 3) cost 4) care and 5) garment use

Fantastic Fashions Under \$25:

Attach a copy of your receipts to this page to validate you spent under \$25 total for the outfit you are showcasing in the Fashion Show

2026 D5 4-H Fashion Show Buying Score Sheet

Name: _____ County: _____

Age Division: ___ Junior ___ Intermediate ___ Senior

Category: Business/Interview Fantastic Fashions Under \$25 Semi-formal to formal Special Interest

Category	Total Value	Comments	Actual Score
Paperwork <ul style="list-style-type: none"> • Completeness of paperwork • Paperwork shows application of consumer shopping skills– price, care, quality, & selection 	5		
Project Activities <ul style="list-style-type: none"> • Fashion and Interior Design activities adequate for age and experience level • Demonstrates involvement in project 	10		
Outfit Selection <ul style="list-style-type: none"> • Demonstrates knowledge of garment features that complement the member's body size and shape • Outfit selected suitable for intended use • Garment and accessories fashionable and appropriate 	25		
Knowledge of Fiber & Fabric Characteristics <ul style="list-style-type: none"> • Garment style makes effective use of the fiber and fabric characteristics • Knowledge of garment fiber content and care instructions 	10		
Consumer Buying Skills <ul style="list-style-type: none"> • Identifies quality of workmanship in garments purchased • Garment cost computed accurately 	25		
Interview <ul style="list-style-type: none"> • Creates a good first impression • Uses positive vocal qualities • Answers questions correctly, with confidence • Possesses good verbal communication skills 	25		
Total Score	100		
		Judge's Initials:	



2026 D5 4-H Fashion Show Construction Entry Form

Category: Everyday Living Refashion Semi-formal to Formal Theatre/Costume

Name: _____ **Number of years in Clothing Project:** _____

County: _____ **Age Division:** ___ Junior ___ Intermediate ___ Senior

Insert a high quality photo front and back view head-to-toe photo of participant in the competition garment in the space below. Photo/Photos should not exceed the space below.

Front	Back

Insert commentary for Fashion Show. In 75 words or less, write a script about you and your outfit to be used during the Public Fashion Show. Highlight the garment that you will be wearing, 4-H Fashion and Interior Design activities or community service that you have been involved in and future goals.

Refashion category only - before pictures

Front

Back

2026 D5 4-H Fashion Show Construction Score Sheet

Name: _____ County: _____

Age Division: ___ Junior ___ Intermediate ___ Senior

Category: Everyday Living Refashion Semi-Formal to Formal Theatre/Costume

Category	Total Value	Comments	Actual Score
Paperwork <ul style="list-style-type: none"> Completeness of paperwork Paperwork shows application of skills learned in the project 	5		
Project Activities <ul style="list-style-type: none"> Fashion and Interior Design activities adequate for age and experience level Demonstrates involvement in project 	10		
Outfit Selection, Fit and Appearance <ul style="list-style-type: none"> Demonstrates knowledge of garment features that complement the member's body size and shape. Fabric and notions selected appropriate for garment constructed. Pattern alterations or techniques used to obtain a good fitting garment. Garment neat and pressed. 	25		
Knowledge of Fiber and Fabric Characteristics <ul style="list-style-type: none"> Garment style makes effective use of the fiber and fabric characteristics. Knowledge of garment fiber content and care 	10		
Construction Skills <ul style="list-style-type: none"> Garment is well made (plaids and seams match, edges smooth, hem even, closures neat, well pressed) Description of sewing techniques used. Appropriate construction methods used and understood their importance. 	25		
Interview <ul style="list-style-type: none"> Creates a good first impression. Uses positive vocal qualities. Answers questions correctly, with confidence Possesses good verbal communication skills 	25		
Total Score	100		
		Judge's Initials:	



2026 COME ALIVE IN D5
TALENT SHOWCASE

Completed form must be emailed to jlmcswain@ag.tamu.edu by April 1st. *If this form is not completely filled out, the child will not be eligible to compete.*

Name of Individual/Team: _____ County: _____

Type of Entry: Individual Team

Please select the CORRECT Category (*Check definitions if you are unclear*):

- Choreographed Routines Vocal Poetry /Prose Variety Show
 4-H Skit Musical/Instrumental Solo/Band Performance

Age Division: Junior (3rd – 5th grade) Intermediate (6th – 8th grade) Senior (9th – 12th grade)

Performer's Name(s) and Email(s) (*Only 1 form needed per group or individual*)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Title of Presentation: _____

Brief Description of act to be used to introduce performance: _____

REQUIRED

Coach's Name: _____

Coach's Email: _____ Cell phone: _____

Do you have props to unload: Yes No

IMPORTANT: Are you participating in any other contests on Friday?

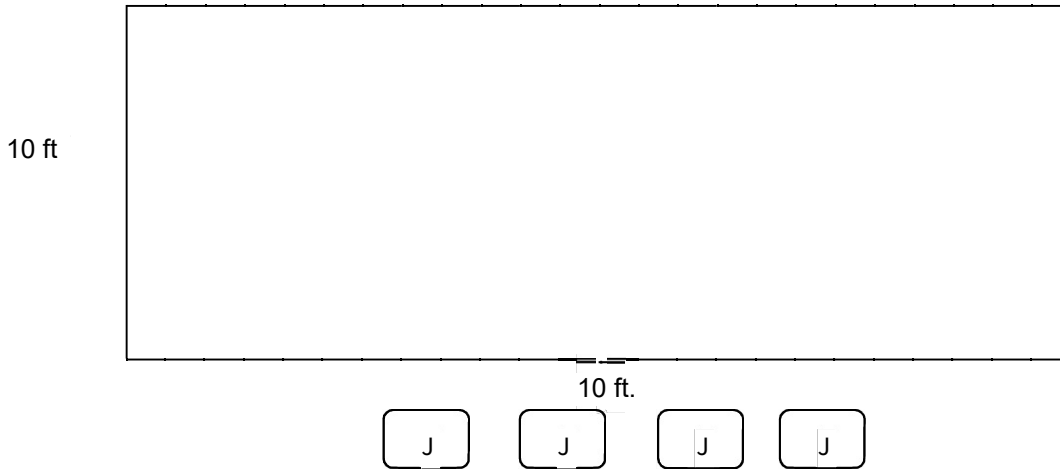
Yes No

If yes, please list contest: _____

Please review the information letter with the specifics of what will be provided in your contest location and the rules and regulations for the category in which you are entered. Check below if needed:

- | | | |
|---------------------------------------|---------------------------------------|--|
| <input type="checkbox"/> Sound System | <input type="checkbox"/> Microphone | <input type="checkbox"/> Second Microphone |
| <input type="checkbox"/> Power Source | <input type="checkbox"/> Music Stands | <input type="checkbox"/> Projector screen |
| <input type="checkbox"/> Table | <input type="checkbox"/> Stool | <input type="checkbox"/> Chair |

Draw a diagram of the arrangement of props on stage. (i.e keyboard, drums, chairs, props, etc.) If none needed, please enter n/a.



Additional Notes:

- Participants are responsible for providing a device (i.e., smartphone, CD player, MP3 player, laptop, etc.) that has a 1/4" aux connection to be linked to the PA system, along with their music selection. Speakers and input cable will be provided.
- Props/equipment must be unloaded/loaded backstage only between 8:00-9:30 am.
- Parents/coaches will be allowed to assist with moving the props on and off the stage.
- It is best to have your material memorized.
- Performances will be viewed by an audience (parents, and guests).
- An emcee will introduce performances; have a closing to your performances so judges will know when you are finished.
- Prose/Poetry may provide a copy of the poem to judges.
- Plan to check-in with contest coordinator and remain in the auditorium at least 30 minutes before your category is scheduled to begin. Participants with contest conflicts should notify contest coordinator when you arrive.
- The same material must be used at all levels county, district, and state.
- Vocal acts cannot lip sync; music should be soundtrack only. Songs can be sung acapella or with recorded music. Check the schedule posted on the D-5 website frequently for changes after April 1st

D5 DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION SCORECARD

Team Name or County	Category:	Age Division:
Criteria	Comments	Score
1. Team Preparation – to be judged during the preparation portion of the contest.		
<p>Design Process: Team members display a rational process for creating their final product. Tasks are completed resourcefully and in a logical order.</p>		(15)
<p>Safety Precautions: Team members demonstrate an understanding of how to safely use the tools provided in the kit during the construction process.</p>		(5)
<p>Teamwork: Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of workspace.</p>		(15)
<p>Use of Materials:</p> <ul style="list-style-type: none"> Utilized a minimum of 2 items from the supply closet. Innovative use of start-up items. A 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.		
<p>Quality and Overall Appearance of Final Product: Demonstrates the level of skill applied, techniques used, enhancements made, and adherence to design principles.</p>		(25)
<p>Product Sales Presentation or Pitch: Overall effectiveness of communication skills. Must include the following:</p> <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:		Total Score
		Judge's Initial

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.

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.)

Score Sheet for Educational Presentations

Name: _____ County: _____ District: _____

Age Division: (Check one) _____ Junior _____ Intermediate _____ Senior

Category: _____ Order in Room: _____

Presentation Title: _____

Time: (Max 12 min) Start Time: _____ End Time: _____ Elapsed Time: _____

(Check the Box for which Quality Scale that applies)					
	Needs Improvement	Fair	Good	Excellent	Superior
Subject Matter (50%)					
Presentation Appropriately related to Category: (5%)					
Selection of Subject: (15%)					
Practical - Is the subject important to the project area and to the 4-H member?					
Reason for Choice - Why did the 4-H member choose this topic? This can be implied in talk.					
One Basic Theme - Is the presentation confined to one theme or is it so broad in scope that it cannot be covered in the allotted time?					
Accurate, Up-To-Date & Complete, Appropriate: (20%)					
Information is correct					
Up-to-Date - Is it the most current information to which the 4-H member would have access or is obsolete information given?					
Complete - Are all the steps in the process shown? Is the information adequate to cover the topic?					
Appropriate for Experience - Is the presentation appropriate to the experience of the 4-H member?					
Knowledge of Subject & Related Skills: (10%)					
Understands principles and practices presented.					
Questions adequately answered.					
Presentation (30%)					
Introduction: Effective, interesting. This is an explanation of the presentation, not an introduction of the 4-H member. Does it get the attention of the audience? Is the purpose of the speech clearly stated? If the importance of the subject established? (5%)					
Audience Appeal – Did the 4-H member maintain the attention of the audience? If using visuals were they readable throughout the room? Did they interact with the audience, use voice inflection, etc. to keep interest. Was it something of interest?. (5%)					
Visual Aids: Equipment, models, charts, and supplies effective and well arranged. Choose the teaching aid to best tell the story. Charts and models neat, concise, large enough, & appropriate. Visual aids utilized in presentation. (5%)					

Presentation (Continued)	Needs Improvement	Fair	Good	Excellent	Superior
Logical Sequence: Well organized, clear, logical steps. Evidence shows the 4-H'er has planned presentation. (5%)					
Verbal Presentation – Is the presentation well-coordinated? Has the 4-H organized the presentation to create a smooth flow of information? If the 4-H member is doing a demonstration, does the explanation match the process? If information is given is it to fill time during the process; is it related to what is being shown? (5%)					
Summary: Key points summarized. Reliable sources used and cited. (5%)					
Stage Presence (20%)					
Appearance & Poise: Neat, well groomed, good posture, appropriately dressed for task being performed. Calm, pleasant, confident; keeps composure when something appears to go wrong or does go wrong. Self-assured, yet pleasant manner. (10%)					
Voice & Grammar: Distinct, forceful, yet natural. Clear voice with distinct enunciation & reasonably strong. Enthusiastic. Correct, well-chosen words. Not memorized. Use correct grammar with clear meaning. (10%)					

Provide constructive feedback:

Judge's Initials _____

D5 2026 4-H FABRIC & TEXTILE CREATIONS LABEL

This label should be entered with your creation. Label details must be neatly printed or typed. Label information should be COMPLETE!

4-H FABRIC & TEXTILE CREATIONS LABEL



Age Division (please check one): Junior Intermediate Senior

Category (please check one): Accessory Jewelry Bedding Pet or Doll Clothing Home Decor Team Quilt

County: _____

Name: _____

Birthday: _____

4-H Age (as of 8/31/25): _____

I do hereby consent and agree that Texas A&M AgriLife Extension Service, Texas 4-H and Youth Development Program staff have permission to take photographs and/or record video and/or audio of me and/or my property and to use these for 4-H Youth Development educational, promotional, and/or marketing materials. I further do hereby give the right to exhibit any such works publicly or privately, including posting on the Texas 4-H and Youth Development Program website. I waive any rights, claims, or interests I may have to control the use of my identity, the identity of the subject(s), or likeness in the photographs, video, or audio and agree that any uses described herein may be made without compensation or additional consideration. I represent that I have read and understand the foregoing statement, and I am competent to execute this agreement.

I have read and understand the foregoing statement, and I am competent to execute this agreement.

Name (please print): _____

Signature: _____ Date: _____

Parent/Guardian Name (please print): _____

Signature: _____ Date: _____

Agent Name: _____

Agent Signature: _____

Originality of Design

In 100 words or less, answer the following prompt in regards to originality:

Where did you get the idea for your design? What was your inspiration? What makes your design different from others on the market?



District 5 4-H Textile/Fabric Creations



County:

Junior Intermediate Senior

Accessory Jewelry Pet or Doll Clothing Bedding Home Décor Team Quilt

Member Name:

		Poor 1	Fair 2	Good 3	Excellent 4
Workmanship	Item is well made				
	Neat and clean				
	Appropriate techniques used during construction				
	Item makes good use of fiber and textile characteristics				
	Textile is appropriate for intended use				
Creativity	Design and use of patterns, colors, textures, etc.				
	Pleasing rhythm and balance				
	Unity throughout the total design				

Total Score (possible 32 points)

Comments:

District 5 4-H 2026 Floriculture Design Challenge



County: Junior Intermediate Senior

Member Name:

Category		10-5 points	4-0 points	Points Earned
Design Principles and Elements (60 points)	Balance (10 points)	Shows visual and physical balance	Not balanced, leans or falls over	
	Line (10 points)	Good use of line to establish design skeleton	Needs improvement with line	
	Space (10 points)	Spacing is appropriate	Spacing needs improvement	
	Focal Area (10 points)	Focal area is well established and defined	Lack of emphasis and focal area	
	Proportion (10 points)	The arrangement and container are proportionate	Component relationship needs improvement	
	Form (10 points)	Arrangement form meets the type outlined in the contest	The arrangements form is not appropriate for the type outlined	
Mechanics/ Execution (20 points)	Mechanics (10 points)	All mechanics covered	Large amounts of mechanics are exposed	
	Execution (10 points)	All Flowers and/or materials were used efficiently, design techniques used well	Excess leftover flowers and materials, little evidence of design techniques	
Display/ Professionalism (20 points)	Display (10 points)	Overall design neat and clean	Neatness and cleanliness lacking	
	Professionalism (10 points)	End product shows value and quality	Value and quality lacking	
			Total Points Max 100 points	

NOTES/CONSTRUCTIVE FEEDBACK:

D5 4-H LEGO IMAGINEERING SCORECARD



Name	County	Age Division:
Criteria	Comments	Score
Creativity and Originality: How unique and imaginative the design is, including innovative concepts or building techniques.		(20)
Design and Construction: The quality of the build, stability, attention to detail, and ability to execute the intended concept effectively.		(20)
Storytelling and Presentation: How well the entry follows the mystery theme through the build and accompanying description. Does the build communicate a story or concept within the theme.		(20)
Quality and Overall Appearance of Final Product: Demonstrates the level of skill applied, techniques used, enhancements made, and adherence to design principles.		(20)
Overall Impact: The lasting impression and cohesiveness of the creation as a whole.		(10)
Timeliness and Neatness: Completed the project within the allotted timeframe, and worked within the table space provided.		(10)
Additional comments:	Total Score	
	Judge's Initial	

**2026 D5 4-H Fashion Show
Texas Natural Fiber Entry Form**

Name: _____ **Number of years in clothing project:** _____
County: _____ **Age Division:** ___ Junior ___ Intermediate ___ Senior

Insert a high-quality front and back view head-to-toe photo of participant in the competition garment in the space below. Photo/Photos should not exceed the space below.

Front

Back

Insert commentary for Fashion Show Natural Fiber. Minimum of 50 words and maximum of 75 words. This commentary should be different from buying or construction, if competing in both.

Identify fiber content of each item in your outfit

Name of clothing item	Fiber content

Tell about the characteristics of the natural fibers in your outfit.

Describe the care requirements of these garments.

Describe the fiber to fabric production process.

Describe how you have promoted the use of natural fibers.



SCORE SHEET FOR PUBLIC SPEAKING



Name: _____	County: _____	District: _____
Age Division: (Check one) <input type="checkbox"/> Junior <input type="checkbox"/> Intermediate <input type="checkbox"/> Senior		
Presentation Title: _____		
Time (5-8 minutes)	Start Time: _____	End Time: _____ Elapsed Time: _____

<i>Judges' Comments</i>												
Delivery & Expression	(circle Quality Scale that applies)	60										
<p>Delivery: (20 pts) Appearance <i>Grooming and dress</i> <i>Poise and posture</i> Voice clear and understood Appropriate vocal dynamics Correct use of grammar</p> <p>Expression: (30 pts) Eye contact with audience Appropriate use of gestures/body language Audience appeal Uniqueness of presentation Educational value (5 pts)</p> <p>Questions (10 pts) Accuracy of answers Poise and self-confidence</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center; width: 15%;">1-12 pts</td> <td style="text-align: center; width: 15%;">13-24 pts</td> <td style="text-align: center; width: 15%;">25-36 pts</td> <td style="text-align: center; width: 15%;">37-48 pts</td> <td style="text-align: center; width: 15%;">49-60 pts</td> </tr> <tr> <td style="text-align: center;">Poor</td> <td style="text-align: center;">Fair</td> <td style="text-align: center;">Good</td> <td style="text-align: center;">Excellent</td> <td style="text-align: center;">Superior</td> </tr> </table> <p>Provide constructive feedback:</p>	1-12 pts	13-24 pts	25-36 pts	37-48 pts	49-60 pts	Poor	Fair	Good	Excellent	Superior	
1-12 pts	13-24 pts	25-36 pts	37-48 pts	49-60 pts								
Poor	Fair	Good	Excellent	Superior								
Composition & Organization	(circle Quality Scale that applies)	40										
<p>Introduction (15 pts) Attention of audience gained Importance of subject established Purpose clearly stated</p> <p>Body (20 pts) One central theme Information accurate-source given Information current Logical sequence</p> <p>Summary (5 pts) Major points emphasized</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center; width: 15%;">1-8 pts</td> <td style="text-align: center; width: 15%;">9-16 pts</td> <td style="text-align: center; width: 15%;">17-24 pts</td> <td style="text-align: center; width: 15%;">25-32 pts</td> <td style="text-align: center; width: 15%;">33-40 pts</td> </tr> <tr> <td style="text-align: center;">Poor</td> <td style="text-align: center;">Fair</td> <td style="text-align: center;">Good</td> <td style="text-align: center;">Excellent</td> <td style="text-align: center;">Superior</td> </tr> </table> <p>Provide constructive feedback:</p>	1-8 pts	9-16 pts	17-24 pts	25-32 pts	33-40 pts	Poor	Fair	Good	Excellent	Superior	
1-8 pts	9-16 pts	17-24 pts	25-32 pts	33-40 pts								
Poor	Fair	Good	Excellent	Superior								
Total Score (Max 100 points)												
Overtime Penalty (2 points per 1/2 minute)												
FINAL SCORE												

Judge's Initials _____



4-H STORYBOARD LABEL

This label should be entered with storyboard. Label details must be neatly printed or typed. Label information should be COMPLETE!

4-H STORYBOARD LABEL

Age Division: Junior Intermediate Senior

Category (please check one): Wearable Accessory Jewelry Furniture Pet Clothing Home Decor

Name: _____

District: _____ County: _____

4-H Age (as of 8/31/25): _____

I do hereby consent and agree that Texas A&M Agrilife Extension Service, Texas 4-H and Youth Development Program staff have permission to take photographs and/or record video and/or audio of me and/or my property and to use these for 4-H Youth Development educational, promotional, and/or marketing materials. I further do hereby give the right to exhibit any such works publicly or privately, including posting on the Texas 4-H and Youth Development Program website. I waive any rights, claims, or interests I may have to control the use of my identity, the identity of the subject(s), or likeness in the photographs, video, or audio and agree that any uses described herein may be made without compensation or additional consideration. I represent that I have read and understand the foregoing statement, and I am competent to execute this agreement. I have read and understand the foregoing statement, and I am competent to execute this agreement.

Name (please print): _____

Signature: _____ Date: _____

Originality of Design

In 100 words or less, answer the following prompt in regards to originality:

Where did you get the idea for your design? What was your inspiration? What makes your design different from others on the market?

Image credits: URL shortening tools can be used when sharing your image credits.



2026 D5 Fashion Storyboard Score Sheet

Name _____ County _____ District _____

Age Division Junior Intermediate Senior

Category Wearable Accessory Jewelry Home Décor Pet Clothing Furniture

LAYOUT		COMMENTS	Point Range	Points Awarded
LAYOUT OF STORYBOARD	Visual Appeal <ul style="list-style-type: none"> Evidence of creativity and originality. Original design as the focal point. Effective use of white space and placement of inspirational items. 		0-15	
	Cohesiveness of imagery and overall aesthetic of the board <ul style="list-style-type: none"> Assesses how well different parts of the storyboard align with the overall design theme, creating a seamless and unified visual experience. Evaluates how effectively the design elements come together to support and enhance the design narrative. 		0-10	
	Color Palette <ul style="list-style-type: none"> Colors should be well-coordinated and contribute to the overall design narrative without clashing or creating visual discord. Use of a cohesive color theme throughout the storyboard. 		0-5	
	Fabric Samples, Trims, and Embellishments <ul style="list-style-type: none"> Use of applicable fabric samples, trims, and embellishments for design 		0-5	
	Integration of Design Elements <ul style="list-style-type: none"> Ensures that color schemes, fonts, images, and other design elements are consistently applied throughout the storyboard. All images should work together cohesively, reflecting a unified design aesthetic and supporting the overall theme. The arrangement of design elements should guide the viewer's eye smoothly across the storyboard, ensuring a cohesive and engaging visual experience. 		0-15	
ILLUSTRATIONS & FLATS	Originality in Design Illustrations <ul style="list-style-type: none"> Demonstrates proficient use of tools and techniques, whether computer-generated or hand-drawn, with clean lines, accurate proportions, and attention to detail. Originality is reflected in the design lines, color choices, and selected fabrics. The illustration should highlight unique and inventive design aspects. 		0-15	
	Design Detail in Flats <ul style="list-style-type: none"> Black and white flat drawings should accurately and clearly depict all construction details, including seams, darts, pockets, fastenings, and topstitching. 		0-15	
	Titles/Labels <ul style="list-style-type: none"> The storyboard should include the design brief title and any additional labels that provide relevant details about the overall design. 		0-5	
GUIDELINES	Completeness (i.e., illustration, flats, and inspiration) <ul style="list-style-type: none"> The storyboard must adhere to contest guidelines and include all required elements: an illustration, flat drawings, and inspiration materials. 		0-10	
	Image credits listed on Storyboard label Included list of photo credits for pictures on the storyboard label.		0-5	
		Total Score	100	



2026 D5 4-H TALENT SHOWCASE SCORE

Category: 4-H Skit (Maximum of 9 participants)

County: _____ Age Division: _____ Junior _____ Intermediate _____ Senior

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MATERIAL CHOSEN —appropriate for youth audience; features 4-H project, activity, community service or other related topic; <u>OR</u> addresses youth issue, current affair or world event.		10	
TALENT —ability to do what the activity or skill requires; memorization; acting ability		25	
CREATIVITY —produce something new, unique, original; creativity in delivery of act		25	
SHOWMANSHIP —stage personality; poise, confidence, expression, voice projection, gestures, stage presence		20	
PROPS/COSTUMING —appropriate and supportive of the act		10	
AUDIENCE APPEAL —evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: August 2024

2026 D5 4-H TALENT SHOWCASE SCORE

Category: *Choreographed Routines*

(Maximum of 9 participants)

County: _____ Age Division: ____ Junior ____ Intermediate ____ Senior

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
TALENT —ability to do the activity or skills required; rhythm, appropriate gestures, memorization and artistic delivery; synchronized movement; consistency in formation		30	
CREATIVITY —ability to produce something new, unique, original		15	
SHOWMANSHIP —stage personality; poise, confidence, expression, gestures, stage Presence		25	
COSTUMING —appropriate for youth audience; fits well and is flattering		10	
MATERIAL CHOSEN —appropriate for youth audience and the ability of performer		10	
AUDIENCE APPEAL —evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: August 2024

2026 D5 4-H TALENT SHOWCASE SCORE

Category: *Variety Show*

(Maximum of 9 participants)

County: _____ Age Division: _____ Junior _____ Intermediate _____ Senior

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MATERIAL CHOSEN— <i>appropriate for youth audience</i>		10	
TALENT— <i>ability to do what the activity or skill requires; memorization; acting ability</i>		25	
CREATIVITY— <i>produce something new, unique, original; creativity in delivery of act</i>		25	
SHOWMANSHIP— <i>stage personality; poise, confidence, expression, voice projection, gestures, stage presence</i>		20	
PROPS/COSTUMING— <i>appropriate and supportive of the act</i>		10	
AUDIENCE APPEAL — <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

* NOTE: Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: August 2024

2026 D5 4-H TALENT SHOWCASE SCORE

Category: *Instrumental Music*

(Maximum of 9 participants)

County: _____ Age Division: ____ Junior ____ Intermediate ____ Senior

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MUSICAL PRESENTATION – <i>selection is appropriate to skill level; instruments are tuned properly; sound level is appropriate</i>		30	
TALENT – <i>ability to do what the activity or skill requires</i>		25	
SHOWMANSHIP – <i>stage personality; poise, confidence, expression, musical projection, gestures, stage presence</i>		25	
MATERIAL CHOSEN – <i>appropriate to youth audiences</i>		10	
AUDIENCE APPEAL – <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: August 2024

2026 D5 4-H TALENT SHOWCASE SCORE

Category: *Poetry/Prose*

(Maximum of 9 participants)

County: _____ Age Division: _____ Junior _____ Intermediate _____ Senior

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
MATERIAL CHOSEN — <i>appropriate for youth audience; Poetry or Prose material</i>		15	
MESSAGE — <i>communication of a theme or idea</i>		15	
TALENT — <i>skills and ability to perform the presentation well</i>		25	
PRESENTATION STYLE — <i>method of acting; distinctive or characteristic manner; overall excellence; skill or grace in performance and/or appearance</i>		25	
PROPS/COSTUMING — <i>appropriate and supportive to the act</i>		10	
AUDIENCE APPEAL — <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: August 2024

2026 D5 4-H TALENT SHOWCASE SCORE

Category: *Solo/Band Performance*

(Maximum of 9 participants)

County: _____ Age Division: _____ Junior _____ Intermediate _____ Senior

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
SOLO/BAND PERFORMANCE – <i>selection is appropriate to skill level; instruments are tuned properly; sound level is appropriate; voices and music are balanced</i>		30	
TALENT– <i>ability to do what the activity or skill requires</i>		25	
SHOWMANSHIP– <i>stage personality; poise, confidence, expression, musical projection, gestures, stage presence</i>		25	
MATERIAL CHOSEN– <i>appropriate to youth audiences</i>		10	
AUDIENCE APPEAL – <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: August 2024

2026 D5 4-H TALENT SHOWCASE SCORE

Category: *Vocal*

(Maximum of 9 participants)

County: _____ Age Division: ____ Junior ____ Intermediate ____ Senior

Name of Act: _____

Team Members: _____

JUDGING CRITERIA	JUDGE'S COMMENTS	POSSIBLE SCORE	ACTUAL SCORE
VOCAL PRESENTATION — <i>exercising the power of producing voice, speech, or sound; expressing one's self as to relate to character or message being portrayed</i>		30	
TALENT — <i>ability to do what the activity or skill requires</i>		25	
SHOWMANSHIP — <i>stage personality; poise, confidence, expression, projection of voice, gestures, stage presence</i>		25	
MATERIAL CHOSEN — <i>appropriate material for voice range</i>		10	
AUDIENCE APPEAL — <i>evokes reaction from audience that is desired from the performance (laughter, clapping, serious, quiet)</i>		10	
SUB-TOTAL SCORE		100	
PENALTY-TIME LIMIT*			
TOTAL SCORE		100	

*** NOTE:** Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Revised: August 2024

2026 D5 4-H Fashion Show Upcycle Your Style Score Sheet

Name: _____ District: _____ County: _____

Age Division: ___ Junior ___ Intermediate ___ Senior

Category	Total Value	Comments	Actual Score
Paperwork <ul style="list-style-type: none"> Completeness of paperwork Paperwork shows application of consumer shopping skills– price, care, quality, & selection 	5		
Project Activities <ul style="list-style-type: none"> Fashion and Interior Design activities adequate for age and experience level Demonstrates involvement in project 	10		
Creativity <ul style="list-style-type: none"> Design is unique – The look is original and showcases your personal style and vision. Innovative Use of Materials – Fabrics and items are combined in unexpected or exciting ways that work together. Design clarity – The outfit shows balance in shape, line, size and overall visual appeal 	25		
Knowledge of Fiber & Fabric Characteristics <ul style="list-style-type: none"> Garment style makes effective use of the fiber and fabric characteristics Knowledge of garment fiber content and care instructions 	10		
Quality of Design <ul style="list-style-type: none"> Decoration is secure and durable Workmanship Garment is properly finished for appearance and stability 	25		
Interview <ul style="list-style-type: none"> Creates a good first impression Uses positive vocal qualities Answers questions correctly, with confidence Possesses good verbal communication skills 	25		
Total Score	100		
		Judge's Initials:	

2026

The members of Texas A&M AgriLife will provide equal opportunities in programs and activities, education, and employment to all persons regardless of race, color, sex, religion, national origin, age, disability, genetic information, veteran status, sexual orientation or gender identity and will strive to achieve full and equal employment opportunity throughout Texas A&M AgriLife.



2026 D5 4-H Fashion Show Upcycle Your Style Entry Form

Name: _____ **Number of years in Clothing Project:** _____
County: _____ **Age Division:** ___ Junior ___ Intermediate ___ Senior

Insert a high-quality photo front and back view head-to-toe photo of participant in the competition garment in the space below. Photo/Photos should not exceed the space below.

Front	Back

Insert commentary for Fashion Show. In 75 words or less, write a script about you and your outfit to be used during the Public Fashion Show. Highlight the garment that you will be wearing, 4-H Fashion and Interior Design activities or community service that you have been involved in and future goals.

What type of clothing item(s) did you upcycle? Were the garments new, thrifted or from your closet?

How did you develop the idea for your design from start to finish?

List the techniques to upcycle this garment?

How will you launder and care for this garment?

Detailed cost to create this garment?

Before pictures

Front

Back

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