

District 11 Duds to Dazzle

Clothing & Textile Competition

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

OBJECTIVES

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

PARTICIPANT RULES (COUNTY/DISTRICT LEVEL)

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

1. **Participation.** Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Clothing and Textiles project.
2. **Age.** Age divisions are determined by a participant's grade as of August 31 of the current 4-H year.

Junior/Intermediate Division:	3 rd grade to 8 th grade
Senior Division:	9 th grade to 12 th grade
3. **Teams per county.** Each county may enter a maximum of two Junior/Intermediate teams and a maximum of two Senior teams (district rule). The first and second place teams in both age divisions should advance to the district contest. At the county contest, this will require that all teams within one age division be judged against each other and placed (not judged and placed according to category).
4. **Members per team.** Each team will have at least three and no more than five members. Teams may not include members in different age divisions. See rule #2.
5. **Substitution of team members.** Substitution of team members should be made only if necessary. Only the same number of 4-H members qualifying at the county level will be eligible to participate at the district level. No more than two team members may be substituted, up to the day of the Duds to Dazzle Clothing & Textile Competition.
6. **Entry fee.** Each team may be required to pay a registration fee to cover the cost of materials for the contest.
7. **Design categories.** There will be three categories in each age division: Wearable, Accessory/Jewelry,

and Non-wearable. Teams will be randomly assigned to a category, but assignments will not be announced until check-in on the day of the contest.

- a. Wearable is clothing that is suitable to be worn by people or pets. Ex: shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
 - b. Accessory/Jewelry is an article or set of articles that can be added to an outfit to make it more useful, versatile, or attractive. Ex: earrings, purse, scarf, headband, hat, belt, necklace, etc.
 - c. Non-wearable is an item that is not suitable to be worn. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.
8. *Attire*. Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation.
 9. *Resource materials provided at contest*. Resource materials will be provided for each team at the contest. These include *Unraveling the Mystery of Design Elements and Principles in Clothing*, *Laundry on Your Own*, *Hand Stitching*, *Pricing*, *Safety Guide*, and *Simple Seaming Techniques*. No other resource materials will be allowed. Teams may not use their personal copies of the resources during the contest.
 10. *Sewing kit*. Each team must supply their own equipment for the competition. Teams may bring only the supplies listed in the sewing kit section. Sewing kits will be checked by contest officials as teams check in for the contest. Any extra equipment will be confiscated, and the team may be disqualified.
 11. *Awards*. County/District awards will be determined by the committee and are based on sponsorships.
 12. *Participants with disabilities*. Any competitor who requires auxiliary aids or special accommodations must contact the District Extension Office at least two weeks before the competition.

Sewing Kit

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

- 1" foam paint brush (max. of 3)
- 1" hook and eye closer
- 3" x 5" or 4" x 6" note cards (1 pkg.)
- 3-in-1 beading tool
- Clear gridded ruler
- Cutting mat (no larger than 24" x 36")
- E-6000 glue adhesive
- Elastic (1/2" and 1", 1 pkg. each)
- Extension cord
- Fabric markers (box of 10 or less)
- Fabric marking pens/pencils (max. of 2)
- Filled water bottle (max. of 16 oz.)
- First aid kit (optional)
- Gallon/quart storage bags (1 box each)
- Hand sewing needles (assortment)
- Hot glue gun & glue sticks (1 pkg.)
- Iron
- Manual pencil sharpener
- Mod podge (max. of 16 oz.)
- No-sew adhesive tape (max. of 10 yds.)
- Paper towels (1 roll)
- Pencils/pens (max. 5 each)
- Pin cushion
- Power strip
- Rotary cutter (with blade cover)
- Safety pins (1 pkg. assortment)
- Seam ripper (max. 5)
- Self-adhesive Velcro fastener (1 pkg.)
- Sewing machine (standard, no serger)
- Sewing machine kit:
 - Sewing machine manual
 - Sewing machine needles (variety)
- Sew-on Velcro fastener (1 pkg.)
- Bobbins
- Shears/Scissors (max. of 5)
- Presser feet (max. of 5)
- Sketchbook
- 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.)
- Rotary cutter gloves (1 pair)
- Seam gauge
- Paper Plates (max. 25)
- Straight Pins (1 package)

RULES OF PLAY

1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. Each team will be directed to a construction station. There will be collections of materials at each station, but no pattern. The materials must be used to represent a constructed item from one of the following categories: Wearable, Accessory/Jewelry, or Non-wearable.
4. A textile, resources, and any necessary additional instructions will be located at each station to assist the team.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. Only participants and contest officials will be allowed in construction areas.
7. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
8. Construction: Each team will be provided with a textile reflective of the assigned category and will create a garment/item using it. Each category may be provided the same textile, or each may receive a separate original item. *Clarification: at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry get 5 silk neck ties; and the teams entered in the Non-wearable category are given table runners. Or, every team competing in Duds to Dazzle is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
9. Teams are challenged with being creative in developing an original product with the materials provided.
 - a. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use. The final product must be comprised of a minimum of 50% of the initial material(s). *Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the finished purse must be comprised of the curtain.*
 - b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
 - c. The sketch book, note cards, and the Duds to Dazzle Clothing & Textile Competition Worksheet may be used to prepare for construction of the item and the team's presentation. Teams should be exact on materials utilized, construction steps, techniques used, etc.
10. Presentation: When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.
 - a. All team members must participate in the presentation, with at least three of them having a speaking role.

- b. Judging time will include:
 - i. 5 minutes for the presentation
 - ii. 3 minutes for judges' questions
 - iii. 4 minutes between team presentations for judges to score and write comments
 - c. Teams are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
 - d. Judges may ask teams questions that are not directly related to the particular item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' clothing and textiles project learning experiences.
 - e. No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
11. Clean-up: Teams must clean up their construction areas. Clean-up time is included in the 60-minute construction allotment. Only "hot" items will be allowed to remain in the construction area, such as an iron or hot glue gun.
 12. Placing will be based on rankings of teams by judges. Judges' results are final.
 13. An awards program will be held at the conclusion of the judging process.

For a complete guide to the Duds to Dazzle Contest, please see the Texas 4-H Duds to Dazzle guidelines.