

DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION

Information & Guidelines

In the Texas 4-H Youth Development Program, 4-H members participate in the Fashion & Interior Design project to become knowledgeable in a multitude of concentrated skills including, but not limited to, design, construction and consumer buying. The Texas 4-H Duds to Dazzle qualifying competition has taken another step in expanding the learning experience by “going green” through the introduction of eco-fashion.

OBJECTIVES

- Allow participants to exhibit knowledge and skills gained through their 4-H Fashion & Interior Design 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.
- Assist youth in gaining an appreciation for recycling textiles so that they do not end up in the waste stream.

PARTICIPANT RULES (COUNTY/DISTRICT LEVEL)

1. *Participation.* Participants must be 4-H members currently enrolled in a Texas 4-H Youth Development county program and actively participating in the Fashion & Interior Design project.
2. *Eligibility.* Youth may participate in 4-H from September 1st of grade three through August 31st following completion of grade twelve, with these age restrictions:
 - Minimum age - 8 (in addition to being in the 3rd grade)
 - Maximum age - 18 (as of August 31, 2022)

 - Junior Division: Grades 3, 4 and 5
 - Intermediate Division: Grades 6, 7 and 8
 - Senior Division: Grades 9,10,11 and 12
3. *Teams per county.* Each county may enter a maximum of three junior and/or intermediate teams, and a maximum of three senior teams (district rule).
4. *Members per team.* Each team will have at least three and no more than five members. Junior/intermediate teams may include members in different age divisions. See rule #2. Senior teams may not include members of different age divisions.
5. *Substitution of team members.* Substitution of team members should be made only if necessary. Only the same number of 4-H members qualifying at the county level will be eligible to participate at the district level. No more than two team members may be substituted, up to the day of competition.
6. *Entry fee.* Each team may be required to pay a registration fee to cover the cost of materials for the contest. The fee will be determined by the committee.

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 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: apron, earrings, purse, 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. A team name is acceptable.
9. *Resource materials.* A *Planning and Presentation Worksheet* will be provided for each team at the contest. No other resource materials will be allowed. The following resources are available for teams to use in preparation for competition: *Unraveling the Mystery of Design Elements and Principles in Clothing, Laundry on Your Own, Hand Stitching, Pricing Tips and Tricks, Safety Guide, and Simple Seaming Techniques.*
10. *Sewing kit.* Each team must supply their own equipment for the competition. A team can choose not to include a listed item, but no additional item can be added. Kits will be checked by contest officials as teams check in for the contest. Any extra equipment will be confiscated, and the team may be disqualified. See next page for list.
11. *Awards.* County/District awards will be determined by the committee.
12. *Participants with disabilities.* Any competitor who requires auxiliary aids or special accommodations must contact the County/District Extension office at least two weeks before the competition.

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.

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

RULES OF PLAY

1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. No electronic devices or jewelry (except medically required) is allowed in the contest. This includes cell phones, smart watches or other communication devices.
4. 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.
5. A textile, worksheet, and any necessary additional instructions will be located at each station to assist the team. Teams will no longer be given a scenario card.
6. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
7. Only participants and contest officials will be allowed in construction areas.
8. 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.
9. Each team will be provided with a startup textile item(s) for their assigned category, and will create a garment/item using them. Each category may be provided the same textile, or each category may receive a separate original item. *Clarification: at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry get 5 silk neck ties; and the teams entered in the Non-wearable category are given table runners. Or, every team competing in Duds to Dazzle is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
10. Teams are challenged with being creative in developing an original product with the materials provided.
 - a. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the final product must include the initial material(s). *Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the finished purse must be comprised of the curtain.*
 - b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
 - c. The sketch book, note cards, and 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.
11. When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.

- a. All team members must participate in the presentation, with at least three of them having a speaking role.
 - b. Judging time will include:
 - i. 5 minutes for the presentation
 - ii. 3 minutes for 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 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.
 - e. No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
12. Teams must clean their construction areas. Clean-up time is included in the 60-minute construction allotment. Only "hot" items will be allowed to remain in the construction area, such as an iron or glue gun.
13. It is at the discretion of the contest officials if finished products will remain, or if teams may take.
14. Placing will be based on ranking of teams by judges. Judges' results are final.
15. An awards program will be held after the judging process.

4-H DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION RESOURCES

In preparation for the Duds to Dazzle Clothing & Textile Competition, participants may choose to study the following resources:

- Duds to Dazzle Explore Curriculum
- Laundry on Your Own
- Unraveling the Mystery of Design Elements and Principles in Clothing (4H 313) – Iowa State University Extension
- Hand Stitching (15.105). SEW-lotions Guidelines, Your Guide to Successful Sewing
- Simple Seaming Techniques (11.110). SEW-lotions Guidelines, Your Guide to Successful Sewing
- Pricing Tips and Tricks
- Safety Guide

These resources and additional information regarding the Duds to Dazzle Clothing & Textile Competition can be found on the Texas 4-H website at: <https://texas4-h.tamu.edu/projects/clothing-textiles/>.