



**TO:** County Extension Agents - ANR, FCH, 4-H

**FROM:** Lizabeth Gresham  
CEA-FCH, Potter County  
Contest Superintendent

Chelsey Tillman  
CEA-FCH, Oldham County  
Assistant Superintendent

**SUBJECT:** District 1 Duds to Dazzle Contest

**CONTEST DATE:** April 25, 2019

**LOCATION:** WTAMU Ag Science Complex - Piehl-Schaffer Pavilion  
600 WTAMU Drive

**REGISTRATION:** Deadline midnight April 15, 2019 via 4-H Connect  
Late Entries accepted through midnight April 18  
Registration Fee: \$10.00  
Late Fee: Additional \$20.00

**SCHEDULE:** Check in Time: 9:00 a.m.  
Agent & Judges Orientation Time: 9:15 a.m.  
Contest Time: 10:00 a.m.  
Presentation & Judging Begins: 11:15 p.m.  
Awards: 1:00 p.m. (Tentative)

Enclosed are the guidelines for the 2019 District 1 Duds to Dazzle Contest. Please read all guidelines carefully. For questions, comments or concerns please contact: Lizabeth Gresham, Duds to Dazzle Chair, [Lizabeth.Gresham@ag.tamu.edu](mailto:Lizabeth.Gresham@ag.tamu.edu) or Chelsey Tillman, Duds to Dazzle Co-Chair, [Chelsey.Tillman@ag.tamu.edu](mailto:Chelsey.Tillman@ag.tamu.edu)

Attached, you will find lists of resources, contest rules and guidelines, schedule for the day of the contest, important dates, and other contest specifics.

If you have suggestions or comments, please notify Lizabeth, Chelsey Tillman, or Brandon Dukes as soon as possible. We look forward to a quality 4-H experience for everyone!

Sincerely,

Clothing & Fiber Arts Committee: Billie Peden, Wendy Hazzard, Kay Rogers, Tanya Holloway, Jill Killian, Amalia Mata, Lizabeth Gresham, Chelsey Tillman, Carolyn Prill-Bennett, Jessica Livingston.

<b>April 2</b>	Trashion Design State entry submitted, and Kay Rogers, Tanya Holloway and Linda Bice notified of intent to display at District Fashion Show.
<b>April 4</b>	<b>Also, please keep in mind that we need 14 judges for Storyboard on April 22<sup>nd</sup> 18 judges for Duds to Dazzle on April 25<sup>th</sup>, and around 32 judges for Fashion Show on April 27<sup>th</sup>. We need your help recruiting judges for all these contests.</b> Submit names of judges to the <i><b>District Big Fun in D1 GoogleDocs Volunteer Judging Document:</b></i> <a href="https://docs.google.com/spreadsheets/d/1D6F36h72RZzLPxLOpvtID7bQ5jp_RJtn51z_f49QtOM/edit#gid=0">https://docs.google.com/spreadsheets/d/1D6F36h72RZzLPxLOpvtID7bQ5jp_RJtn51z_f49QtOM/edit#gid=0</a> Each county must submit <i>at least</i> two names for interview judges. BE SURE TO INCLUDE ALL CONTACT INFORMATION!
<b>April 15</b>	<b>Deadline for Registration for all Spring Big Fun in D1! Contests</b>
<b>April 16</b>	Counties must certify all Spring Big Fun in D1! 4-H Connect Entries
<b>April 18</b>	<b>Late Entry Deadline with additional \$20.00 late fee</b>
<b>April 22</b>	Fashion Show Paperwork and Fashion Storyboard entries are due in District 1 office by 9:00 a.m. Judges' orientation begins at 9:00 a.m. <b><u>This is the Clothing and Textiles workday. All committee members, FCH agents and 4-H agents required to help.</u></b>
<b>April 24</b>	<b>1:30 P.M. Duds to Dazzle Contest Set-Up</b>
<b>April 25</b>	9:00 A.M. – Contest and Fashion Storyboard Display. <b><u>All committee members are required to attend and help.</u></b>
<b>April 27</b>	Fashion Show Contest and Trashion Show Display.
<b>May 2019</b>	State Clothing and Textiles Contest paperwork due to State Office.

#### **Deadlines for State Clothing Contests**

The deadlines listed are the dates that applications and entries need to be postmarked.

- The Texas 4-H Fashion and Interior Design Ambassador Program Applications
  - Applications are submitted online, March 1-31, 2018
- Trashion Show Video Application
  - April 2, 2019
- Fashion Show Paperwork due
  - May 1, 2019
  - Submit paperwork online
- Fashion Storyboard Check-in
  - Day of the event (TBA)

**Please keep in mind that these times are tentative and subject to change.**

The District Duds to Dazzle Contest and Fashion Storyboard Display will be held at WTAMU Ag Science Complex - Piehl-Schaffer Pavilion 600 WTAMU Drive on Thursday, April 25, 2019.

**Wednesday, April 24<sup>th</sup>**

**1:30 P.M.** Clothing Committee arrives and sets up for Duds to Dazzle Contest and Display of Fashion Storyboards.

**Thursday, April 25<sup>h</sup> - WTAMU Ag Complex Piehl-Schaffer Pavilion**

9:00 A.M. Agent & Judges Orientation – (Wet Lab)  
9:00 A.M. Contestant Check-In – (Foyer)  
9:30 A.M. Contestant Orientation – (Pavilion)  
10:00 A.M. Duds to Dazzle Contest Begins – (Pavilion)  
11:15 A.M. Presentation and Judging Beings – WTAMU Happy State Bank Academic and Research Building – 2<sup>nd</sup> Floor  
1:00 P.M. Approximate Time for Awards Program – (Pavilion)

Please note the following information:

- Each county may enter a maximum of two Junior, two Intermediate and unlimited Senior teams.
- You may not combine Junior/Intermediate members with a Senior Team.
- District 1 Duds to Dazzle Clothing & Textiles Competition Rules and Resources are below.
- Rules and guidelines are below:

## District 1 4-H Rules, Guidelines and Resources



# **The Texas 4-H Duds to Dazzle Clothing & Textile Competition**

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

## **OBJECTIVES**

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

## PARTICIPANT RULES (COUNTY/DISTRICT LEVEL)

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

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 two Junior teams, two Intermediate teams and two Senior teams (district rule). The first and second place teams in all three age divisions should advance to the district contest.
  - a. Each district may advance three Senior teams to compete in the state contest (the first place team in each category at the district contest). Teams advancing to state will not automatically be assigned to the same category as they were at district.
4. *Members per team.* Each team will have at least three and no more than five members.
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.* Entry fees will be \$10 per team member with no refunds.
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.

## RULES OF PLAY

1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. Each team will be directed to a construction station. There will be collections of materials at each station, but no pattern. The materials must be used to represent a constructed item from one of the following categories: Wearable, Accessory/Jewelry, or Non-wearable.
4. A textile, resources, and any necessary additional instructions will be located at each station to assist the team.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. Only participants and contest officials will be allowed in construction areas.
7. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
8. Construction: Each team will be provided with a startup textile item(s) for their assigned category, and will create a garment/item using them. Each category may be provided the same textile, or each category may receive a separate original item.  
*Clarification: at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry get 5 silk neck ties; and the teams entered in the Non-wearable category are given table runners. Or, every team competing in Duds to Dazzle is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
9. Teams are challenged with being creative in developing an original product with the materials provided.
  - a) Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the final product must include the initial material(s).  
*Clarification if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the finished purse must be comprised of the curtain.*



- b) Teams will have access to a “closet” of additional materials that may be incorporated into their products. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
  - c) The sketch book, note cards, and the Duds to Dazzle Clothing & Textile Competition Worksheet may be used to prepare for construction of the item and the team’s presentation. Teams should be exact on materials utilized, construction steps, techniques used, etc.
10. Presentation: When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.
- a) All team members must participate in the presentation, with at least three of them having a speaking role.
  - b) Judging time will include:
    - i. 5 minutes for the presentation
    - ii. 3 minutes for judges’ questions
    - iii. 4 minutes between team presentations for judges to score and write comments
  - c) Teams are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
  - d) Judges may ask teams questions that are not directly related to the particular item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members’ clothing and textiles project learning experiences.
  - e) No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
11. Clean-up: Teams must clean up their construction areas. Clean-up time is included in the 60-minute construction allotment. Only “hot” items will be allowed to remain in the construction area, such as an iron or hot glue gun.
12. It is at the discretion of the contest official if finished products will remain or if teams may take.
13. Placing will be based on rankings of teams by judges. Judges’ results are final.
14. An awards program will be held at the conclusion of the judging process.

## PARTICIPANT ORIENTATION

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

1. Welcome to the 4-H Duds to Dazzle Clothing & Textile Competition!
2. Teams will have 60 minutes to construct a garment or item, plan a presentation, and clean up the construction area. A 30-minute warning, 10-minute warning, 5-minute warning, and 1-minute warning will be given. We suggest that you start working on your presentation at the 10-minute warning. NO talking or writing is allowed after the 60 minutes is up.
3. Each team will be provided with a set of materials reflective of the assigned category and will create a product using them.
  - a. Teams must incorporate each material into the 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/items that may be incorporated into their constructed piece. Each team is allowed 4 additional materials/items. (Examples, one piece of material = one item, 6 buttons = one additional material/item, etc.) If you have any questions regarding this, please ask your group leader or the agent manning the “closet.”
4. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
5. If electricity goes out during the construction phase of the contest, teams are asked to turn away from the table immediately. Contest officials will stop the clock so that no construction time is lost.
6. Trash cans are located throughout the room for your use.
7. Each team had the opportunity to include a small first aid kit in its sewing kit. If you did not bring a first aid kit, the contest officials have one. If you happen to need first aid, please let your group leader know immediately so they can assist you!

8. After the 60-minute construction time is up, your area MUST be clean, and all the supplies and scrap materials must be put into your sewing kit, returned to the sewing closet, or thrown away. Points can be deducted for unclean construction areas.
9. After time is called for the 60-minute construction period, no talking or writing is allowed among any team members. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
10. Please remain seated once time is up, and do not leave the room unless escorted by your group leader to another room to wait to give your team presentation. (If needed, provide instructions on where teams will wait to give presentations.)
11. If you need to use the restroom, please let your group leader know.
12. After your team presentation, please walk back to your assigned seating area QUIETLY, and place your constructed project back on the table. These projects will be displayed for the remainder of the week and can be picked up the final day of Texas 4-H Roundup. (Provide information about when and where items can be picked up.)
13. After your team presentation, you will be asked to complete an evaluation, giving you the opportunity to share with us your experience in the Duds to Dazzle Clothing & Textile Competition. When you are done with the evaluation, you are dismissed to leave. Please be quiet when you leave, taking your sewing kit with you!
14. If you have any questions, please ask your group leader.
15. Good Luck!!!

## 4-H DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION RESOURCES

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

- Laundry on Your Own (L-5200) – Texas A&M AgriLife Extension Service Bookstore, <http://www.agrilifebookstore.org/Default.asp>
- Unraveling the Mystery of Design Elements and Principles in Clothing (4H 313) – Iowa State University Extension, <http://www.extension.iastate.edu/publications/4h313.pdf>
- Hand Stitching (15.105). SEW-lutions Guidelines, Your Guide to Successful Sewing, [http://www.sewing.org/files/guidelines/15\\_105\\_running\\_stitch\\_basting.pdf](http://www.sewing.org/files/guidelines/15_105_running_stitch_basting.pdf)
- Simple Seaming Techniques (11.110). SEW-lutions Guidelines, Your Guide to Successful Sewing, [http://www.sewing.org/files/guidelines/11\\_110\\_simple\\_seaming\\_techniques.pdf](http://www.sewing.org/files/guidelines/11_110_simple_seaming_techniques.pdf)
- Pricing (CDFS-1326-95). Ohio State University Fact Sheet, <http://ohioline.osu.edu/cd-fact/1326.html>
- Safety Guide, <http://texas4-h.tamu.edu/files/2014/08/D2D-safety-final.pdf>

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