PANHANDLE DISTRICT 1 4-H



To: County Extension Agents – ANR, FCH, 4-H

From: Chelsey Rash Stephanie Otis

Contest Superintendent Co-Chair

Tina Bryant

District 4-H Specialist

Subject: District 1 Duds to Dazzle Contest

Contest Date: April 20, 2023

Location: WTAMU Stanley Shaeffer Ag Ed Learning Lab

22200 Valleyview Rd., Canyon, TX

Registration: Deadline midnight April 6, 2023 via 4-H Online

No late entries accepted. Registration Fee: \$10

Please Note:

- Each county may enter a maximum of 3 junior teams, 3 intermediate teams and unlimited senior teams
- You may not move junior and intermediate individuals up to compete with a senior team.
- Junior & Intermediate teams will NOT be asked questions or answer questions at the conclusion of their presentation. They need to cover everything on the score card in their presentation in order to gain full points.
- Teams will NOT be given a scenario.
- No electronic devices or jewelry (except for medically required) is allowed in the contest. This includes cell phones, smart watches or other communication devices.

Contest Resources can be found at:

https://texas4-h.tamu.edu/projects/fashion-interior-design/ https://texas4-h.tamu.edu/wpcontent/uploads/fashion_show_duds_to_dazzle_contest_guide_2023.pdf



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PARTICIPANT RULES (DISTRICT LEVEL)

- 1. Participation. Participants must be 4-H members currently enrolled in a Texas 4-H Youth
- 2. **Eligibility.** Age divisions are determined by a participant's age as of August 31 of the current 4-H year in accordance with what is stated in the current Texas 4-H Rules and Guidelines.

Junior Division: Grades 3 thru 5

• Intermediate Division: Grades 6 thru 8

• Senior Division: Grades 9 thru 12

- 3. **Teams per county.** Each county may enter a maximum of <u>three</u> junior and <u>three</u> intermediate teams, and unlimited senior teams.
- 4. Members per team. Each team will have at least three and no more than five members
- 5. **Design categories**. There will be three categories in each age division:
 - Wearable
 - Accessory/Jewelry
 - Non-wearable.

Teams will be randomly assigned to a category.

- Wearable is clothing that is suitable to be worn by people or pets. Ex: shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
- 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.
- 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.
- 6. **Attire**. Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation. A team name is acceptable.
- 7. **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.
- 8. **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.

RULES OF PLAY

- 1. A textile, worksheet, and any necessary additional instructions will be located at each station to assist the team.
- 2. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
- 3. Only participants and contest officials will be allowed in construction areas.
- 4. 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.
- 5. Teams are challenged with being creative in developing an original product with the materials provided.
 - 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.
 - 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.
 - 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.
- 6. When time is called, each team will present their item, according to the criteria on the scorecard, to a panel of two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.
 - 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 (Seniors ONLY)

4 minutes between team presentations for judges to score and write comments

- 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. (Seniors ONLY)
- No talking or writing is allowed among any team members while waiting to give the team presentation.
- 7. 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.