

PANHANDLE DISTRICT 1 4-H

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

From: Kayla Lanford Contest Chair
Racheal Oeleis Co-Chair
Tina Bryant District 4-H Specialist

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

Contest Date: **May 1, 2025**

Location: **WTAMU Ag Complex Piehl-Schaffer Pavilion
600 WTAMU Drive**

Registration: **March 10 – April 9 on 4-H Online Fee: \$15
Late Registration April 14 – 16 Late Fee: \$50**

Schedule: **Check-in: 3:00 p.m.
Contest Begins: 3:30 p.m.
Awards: 6:00 p.m.**

Awards: 1st place will receive a banner and medal, 2nd place will receive a medal, 3rd place will receive a medal in each category of each age division. There will be a drawing in each age division for a prize.

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.



Texas A&M AgriLife Extension Service
6500 Amarillo Blvd. West | Amarillo, TX 79106
Tel. 806-677-5600 | Fax. 806-677-5644 | d14-h@ag.tamu.edu

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The Texas A&M University System, U.S. Department of Agriculture, and the County Commissioners Courts of Texas Cooperating.

PARTICIPANT RULES (DISTRICT LEVEL)

1. **Participation.** Participants must be 4-H members currently enrolled in a Texas 4-H.
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 **3** junior and **3** intermediate teams, and **unlimited** senior teams.
4. **Members per team.** Each team will have at least three and no more than four members. Juniors may move up to Intermediates, but Intermediates can NOT move up to Seniors.
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 coordinated clothing appropriate for construction and the team presentation. A team name is acceptable.
 7. **Electronic Devices.** No electronic devices or jewelry (except for medically required) is allowed in the contest. This includes cell phones, smart watches, or other communication devices.
 8. **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, Simple Seaming Techniques and How Does Fast Fashion Affect the Environment?
 9. **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 with 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. Every team competing in Duds to Dazzle could be provided with an adult sized t-shirt to refurbish. The choice is at the discretion of the contest officials.
5. Teams are challenged to be 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 visible 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 visible finished purse must be comprised of the curtain. The lining of the purse that can be opened is considered visible. If the shower curtain is used as stabilizer between layers of fabric would not be visible.
 - 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. 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.

7. 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**)
 - 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 to gain full points.
 - Teams will NOT be given a scenario.
8. No talking or writing is allowed among any team members while waiting to give the team presentation.

4-H DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION RESOURCES

In preparation for the Duds to Dazzle Fashion & Interior Design 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
- How Does Fast Fashion Affect the Environment?

These resources and additional information regarding the Duds to Dazzle Fashion & Interior Design Competition can be found on the Texas 4-H website. <https://texas4-h.tamu.edu/projects/fashion-interior-design/>