

## 4-H DUDS TO DAZZLE

### Rules of Play

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1. **Check-in.** Teams will report to the designated location for check-in.
2. **Orientation.** An orientation will be provided for all participants.
3. **Stations.** 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. **Resources and Instructions.** A textile, resources, and any necessary additional instructions will be located at each station to assist the team.
5. **Time.** Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. **Participants only.** Only participants and contest officials will be allowed in construction areas.
7. **Equipment.** 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. **Design and Development.** 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. **Rankings.** Placing will be based on rankings of teams by judges. Judges' results are final.
13. **Awards Program.** An awards program will be held at the conclusion of the judging process.

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### *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).

## **4-H DUDS TO DAZZLE**

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### *Planning & Preparation Worksheet*

**Project Description (sketch or describe what your finished product will look like):**

**Construction (know the materials used and steps in the construction of the item):**

Materials:

Steps:

**Knowledge of general care of the textile used in the construction of the item (know what fiber is in the textile and how to clean it):**

Fiber(s):

Care Instructions:

**Safety Precautions (list personal safety precautions taken during the construction of the item):**

**Intended Purchaser and Purchase Location (who is the intended audience, and where they would buy the item):**

Purchaser:

Purchase Location:

**Estimated Selling Price (what would the retail cost be to purchase the item; explain):**

**Team Member Roles (list each team member and their tasks/responsibilities):**

# 4-H DUDS TO DAZZLE

## Score Sheet

<b>CATEGORY &amp; AGE DIVISION</b>		<b>TEAM MEMBERS</b>	
<b>COUNTY &amp; TEAM #</b>			

CRITERIA	COMMENTS	MAX POINTS	SCORE
Knowledge of general care of the textile used in the constructed item		10	
Safety precautions used in development of the constructed item		10	
Use of materials: Does the constructed item use all materials/pieces provided? Utilization of the sewing closet?		10	
Construction: Materials and steps		10	
Knowledge of the intended audience to purchase/use the constructed item, and of where the item would be sold		10	
Estimated wholesale and resale prices of the constructed item		10	
Teamwork: Cooperation, effectiveness, and communication of team members		10	
Overall appearance: Level of skill performed, techniques harnessed, enhancements made, design principles employed, etc.		15	
Presentation skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.		15	
		<b>Total Score</b>	
		<b>Judges Initials</b>	