

# District 9 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 (DISTRICT LEVEL)

**Note:** *These rules may be modified to accommodate the needs of a county level contest. Therefore, be sure to obtain the current year's rules for your county event.*

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.** Age divisions are determined by a participant's age as of August 31 of the current 4-H year.  
Junior/Intermediate Division: 8 years old and in 3rd grade, or 9 to 13 years old  
Senior Division: 14 to 18 years old
3. **Teams per county.** Each county may enter a maximum of two Junior/Intermediate teams and a maximum of two Senior teams (district rule). The first and second place teams in both age divisions should advance to the district contest. At the county contest, this will require that all teams within one age division be judged against each other and placed (not judged and placed according to category).
4. **Members per team.** Each team will have at least three and no more than five members. Teams may not include members in different age divisions. See rule #2.
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.** Each team may be required to pay a registration fee to cover the cost of materials for the contest. Registration and fees are due on 4-H Connect.
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.* District awards will be determined by the committee.
  
12. *State Contest Qualification. Teams per district.* Each district may advance three 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.
  
13. *Contest Schedule.* A contest schedule will be available during the week preceding the contest. The number of heats will depend on the total number of teams entered. Teams will need to arrive about an hour before their assigned time to have sewing kits checked and verified.
  
14. *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.



## 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 clear storage containers.

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|---|--|
| 1" foam paint brush (max. of 3)         | 1" hook and eye closer                 |
| 3" x 5" or 4" x 6" note cards (1 pkg.)  | 3-in-1 beading tool                    |
| Clear gridded ruler                     | Cutting mat (no larger than 24" x 36") |
| E-6000 glue adhesive                    | Elastic (1/2" and 1", 1 pkg. each)     |
| Extension cord (two-prong)              | Fabric markers (box of 10 or less)     |
| Fabric marking pens/pencils (max. of 2) | Filled water bottle (max. of 16 oz.)   |
| First aid kit (optional)                | Gallon/quart storage bags (1 box each) |
| Hand sewing needles (assortment)        | Hot glue gun & glue sticks (1 pkg.)    |
| Iron                                    | Manual pencil sharpener                |
| Mod podge (max. of 16 oz.)              | No-sew adhesive tape (max. of 10 yds.) |
| Paper towels (1 roll)                   | Pencils/pens (max. 5 each)             |
| Pin cushion                             | Power strip                            |
| Rotary cutter (with blade cover)        | Safety pins (1 pkg. assortment)        |
| Seam ripper (max. 5)                    | Self-adhesive Velcro fastener (1 pkg.) |
| Sewing machine (standard, no serger)    | Sewing machine kit:                    |
| Sewing machine manual                   | Sewing machine needles (variety)       |
| Sew-on Velcro fastener (1 pkg.)         | Bobbins                                |
| Shears/Scissors (max. of 5)             | Presser feet (max. of 5)               |
| Sketchbook                              | Straight Pins                          |
| Tabletop ironing mat or board           | Tape measure (max. 5)                  |
| Thimble (max. of 5)                     | Thread (max. of 12 spools)             |
| Timer or stopwatch                      | Trash bags (1 box of 13-gal.)          |



## 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 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. 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. Placing will be based on rankings of teams by judges. Judges' results are final.
13. Awards will be announced during the "Big Time in D9" awards assembly the evening following the contest. Teams and supporters are encouraged to stay for the entire awards presentation.



## 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 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 garment/item. 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 constructed piece. Each team is allowed \_\_\_\_ additional materials (explain process).
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 will 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 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.

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!!!





## DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION SCORECARD

| TEAM #:   | AGE DIVISION:  | CATEGORY:        | RANK:  |  |  |  |  |
|---|----------------|------------------|--|--|--|--|--|
| CRITERIA  | Maximum points | Comments         | 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             |                  |  |  |  |  |  |
| Additional comments:  |                | Total Score      |  |  |  |  |  |
|   |                | Judges' Initials | <table border="1" style="width: 100%; height: 30px; border-collapse: collapse;"> <tr> <td style="width: 25%;"></td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> </tr> </table> |  |  |  |  |
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## **4-H DUDS TO DAZZLE CLOTHING & TEXTILE PLANNING & PRESENTATION 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 Sell 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 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).

