



District IV 4-H Youth Development Program

Duds to Dazzle Contest Memo

Date: Friday, April 5, 2024

Location: Texas A&M University-Commerce
Rayburn Student Center
2200 Campbell Street, Commerce Texas 75428

Check-In: 8:30 a.m.

Orientation: 9:00 a.m.

Contest: Begins following Orientation

Schedule. Below is a tentative schedule for the Duds to Dazzle Contest. Times are Subject to Change.

Registration. Each participating member is required to register on 4-H Online and pay the \$12.00 registration fee. Registration will open on March 6, 2024 and closes at midnight on March 22, 2024.

If the county has multiple team entries, please make sure each team member uses the exact same team name when registering. County offices, please double-check and correct any team naming issues at your level before certifying.

Participation. Contestants must be active 4-H members enrolled in a Texas 4-H Youth Development County program in District IV. Contestants must also be academically eligible (according to UIL rules) to compete on the day of the contest.

Age. Age divisions are determined by a participant's grade as of September 1 of the current 4-H year. Age divisions for this contest are:

- Junior (3rd, 4th, & 5th grades)
- Intermediate (6th, 7th, & 8th grades)
- Senior (9th, 10th, 11th, & 12th grades)

Entries per county and qualifying - Counties may enter as many teams as they like.

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Each district may advance the top three senior teams to compete in the state contest. Teams advancing to state will not automatically be assigned to the same category as they were at district.

Members Per Team. Teams shall consist of at least 3 but no more than 4 members. Juniors may move up to intermediates. Only senior-aged members can be on a senior team.

Awards. 1st – 5th placed teams will receive awards. The top 3 senior teams will qualify for state. Teams qualifying for state will not automatically be assigned the same category as they were at District. Placing will be based on rankings of teams by judges. Judges' results are final. Awards will be announced shortly following tabulations.

Participants with Disabilities. If you need any type of accommodation to participate in this program or have questions about the physical access provided, please contact [Denita Young @ 972-952-9252](mailto:Denita.Young@972-952-9252) or djyoung@ag.tamu.edu at least 2 weeks prior to the program or note such needs when registering on 4-H Online.

Team Design categories. There will be three (3) 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.

1. Wearable is clothing that is suitable to be worn by people or pets. Ex: shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
2. 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.
3. 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.

Attire. Each team will have the option to wear coordinated clothing appropriate for construction and the team presentation.

Resource materials provided at contest. 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*.

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Supply Kit. Each team must supply their own equipment for the competition. Teams or individuals may bring only the supplies listed in the supply kit list (linked above). Kits will be checked by contest officials as teams check in for the contest. Any non-approved equipment will be removed and given to the team coach or a parent prior to 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. NO electronic devices or jewelry (except for medically required) is allowed in the contest. This includes cell phones, smart watches, or other communication devices.
4. 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.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. A textile, worksheet, and any necessary additional instructions will be located at each station to assist the team. Teams will no longer be given a scenario card.
7. Only participants and contest officials will be allowed in construction areas.
8. 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.
9. 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 as the discretion of the contest officials.

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10. For the District 4 competition there will be an ironing/pressing station and a rotary cutter station. Each station will have an adult assigned to it, to observe and/or help the participants while they are using these stations. This means that there will be no need to have an iron/tabletop ironing board in the Duds to Dazzle sewing kit that is brought to the D4 competition. Participants will take their rotary cutters and their self-healing cutting mats to the rotary cutter station to do their cutting.
11. Teams are challenged to be 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 **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 a stabilizer between layers of fabric it would not be visible.*
 - b. **Teams will have access to a “closet” of additional materials that may be incorporated into their products. Teams must take and use a minimum of 2 items from the supply closet. 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.

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:
 - 5 minutes for presentation for teams
 - 3 minutes for judges’ questions
 - 4 minutes between team presentations for judges to score and comment

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- 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 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.
- 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.

Clean-up. Teams must clean up their construction areas. Clean-up time is included in the 60-minute construction allotment. Only "hot" items, such as an iron or hot glue gun, will be allowed to remain in the construction area.

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

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

Contest Rules and Resources

- [Duds to Dazzle Guide](#)
- [Scorecard](#)
- [Rules of Play](#)
- [Supply Kit/Sewing Kit List](#)
- [Planning & Presentation Worksheet](#)
- [Possible Interview Questions](#)
- [Participant Orientation](#)
- [Duds to Dazzle YouTube Instructional Video Playlist](#)
- [Hand Stitching \(15.105\). SEW-lutions Guidelines, Your Guide to Successful Sewing](#)
- [How Does Fast Fashion Affect the Environment](#)
- [Laundry on Your Own](#)
- [Pricing Tips and Tricks](#)
- [Safety Guide](#)
- [Simple Seaming Techniques \(11.110\). SEW-lutions Guidelines, Your Guide to Successful Sewing](#)

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- [Unraveling the Mystery of Design Elements and Principles in Clothing](#)