



DISTRICT 10  
SPRING ROUNDUP

**DUDS to DAZZLE**

April 18, 2024

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Fredericksburg, TX

# Duds to Dazzle

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**DATE:** Thursday, April 18, 2024

**LOCATION:** Gillespie Extension Office ([38 Business Ct, Fredericksburg, TX 78624](#))

## SCHEDULE

8:15-8:45 a.m.	Contestant Check-in Opens/Box Checks
9:00 a.m.	Contest Orientation Begins
9:20 a.m.	Duds to Dazzle Contest Begins
	Awards ( <i>immediately following contest and tabulation</i> )

## ABOUT THIS CONTEST

During **Duds to Dazzle**, teams of 3 to 4 receive textiles and each team has 60 minutes to create a new product using item from the supply closet. Each team provides their own supply kit (Supply kit list found in this Duds to Dazzle guide). The teams then present their item to a team of judges. You may also be tested on what you have learned about how the clothing & textile industry impacts the environment, specifically the waste stream.

## CONTEST TYPE

### Qualifying:

1. Counties may send (2) two County Duds to Dazzle teams, per age division. Max 6 teams.
2. District top 3 Senior Teams will advance to State.
  - a. Seniors must compete at District to qualify for State.

## CONTEST STRUCTURE

### Team ONLY

-  1. Teams may consist of **3-4** youth in the same age division.
  - Exception: Juniors may move up to compete with an intermediate team, but intermediates or seniors may not move up or down to a different age division.
2. Teams must be declared in advance by the County agent on 4HOnline.
  - A substitution may be made if a participant cannot attend or is deemed ineligible. Substitutions may only be made with County & District level approval.

## CONTEST RULES

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- **General Rules:** The District 10 Duds to Dazzle Contest will follow the State 4-H Duds to Dazzle rules of play. Please pay special attention to modifications in this document for Junior & Intermediate age divisions. Click links below for PDF documents:
  - [2023-2024 Texas 4-H Duds to Dazzle State Rules & Guidelines](#)
  - Additional Resources: <https://texas4-h.tamu.edu/projects/fashion-interior-design/>
- **Design Categories:** There are three categories per age division: Wearable, Accessory/Jewelry, and Non-Wearable. Teams will be randomly assigned to a category; those assignments will not be announced until registration at the contest.
  - **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, scarf, 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.
- **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](#)
  - [How Does Fast Fashion Affect the Environment?](#)
  - [Duds to Dazzle Explore Guide](#)
  - [Duds to Dazzle YouTube Instructional Video Playlist](#)
- **Sewing Supply Kit Guidelines:** Each team must supply their own equipment for the competition. Teams may bring only the supplies listed in the Sewing Supply kit list. Sewing Supply kits will be checked by contest officials as team's check-in for the contest. Extra equipment will be confiscated, and the team may be disqualified if caught using equipment not on their supply list.
  - Please see supply lists below and pay close attention to what your team is allowed to bring:
    - i. [Junior Sewing Supply Kit List](#)
    - ii. [Intermediate Sewing Supply Kit List](#)
    - iii. [Senior Sewing Supply Kit List](#)
- **Awards Program** – The District Office would like to recruit INTERMEDIATE & SENIOR Age Division 4-H'ers to assist with awards program. Speaking roles and set-up roles are available – **Sign up to the District Office via Google Doc by March 31, 2024.**
  - Click [HERE](#) for Google Form

## DUDS TO DAZZLE RULES OF PLAY

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1. **Arrival:** Teams will report to the Gillespie County Extension office between 8:15-8:45 a.m. for check-in. An orientation will be provided for all participants promptly at 9:00 a.m. Contest will begin at 9:20 a.m.
2. **Spectators:** No parents, coaches or other spectators will be allowed in the contest area after orientation is concluded. Only participants and contest officials will be allowed in contest areas.
3. **Good Sportsmanship:** 4-H Members, coaches and parents are expected to exhibit good sportsmanship before, during and after the contest. Good sportsmanship entails civility and respect toward teammates, other teams, and contest officials/property. Behaviors that go against good sportsmanlike conduct will result in a warning or potential disqualification depending on the severity of the infraction.
4. **Restricted Items:** No electronic devices or jewelry (except for medically required) is allowed in the contest. This includes cell phones, smart watches, or other communication devices.
5. **Contest provided items:** Each team will be directed to a construction station. Teams will be assigned a Design Category at the contest: Wearable, Accessory/Jewelry, or Non-wearable. Each team will be provided with a startup textile item(s) for their assigned category and will create a garment/item using them. No patterns are provided. Teams in the same category will be provided the same textile. Different categories may receive a different textile item. 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.
6. **Time Limit:** Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
7. **Equipment Malfunction:** Teams that experience any equipment malfunction(s) may not replace the equipment with supplies from another team, 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 Time:** Teams are challenged with being creative in developing an original product with the materials provided.
  - a. Teams must incorporate their provided textile into the final 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.
  - b. Teams will have access to a “closet” of additional materials that may be incorporated into their products. **NEW! Teams must use at least 2 items from the closet.** The max 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 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.

## DUDS TO DAZZLE RULES OF PLAY (CONTINUED)

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9. **Clean-Up:** 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.
10. **Presentation:** When time is called, each team will present their item, according to the criteria on the [scorecard](#), to a panel of 2-3 judges. **NEW!** Duds to Dazzle Score Sheet has been revised. Team preparation 45% and team presentation 55%. There is more emphasis on quality and overall appearance of the final product. 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 item constructed during the contest. 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.
11. **Final Rankings & Awards:** All contestants will be ranked by a panel of judges. The judges final ranking will determine the final placings for this contest. Judges’ ranks will be final. An awards program will be held after the judging process. The top 1<sup>st</sup> – 3<sup>rd</sup> placing teams per each category will be awarded.