


D8 4-H FASHION & INTERIOR DESIGN EVENTS

District Contest Information

- Date:** Monday April 20, 2020
- Location:** Cleburne Conference Center
 1501 West Henderson Street, Cleburne, TX 76033
www.cleburneconference.com
- Time:**
- See attached schedule.
 - The Fashion Show & Duds to Dazzle Contests will be held on the same day. 4-H members may participate in both events. They will be judged in Fashion Show first, then compete in Duds to Dazzle.
 - There will be no concessions available during the contest.
 - The schedule is TENTATIVE until entries are received and processed.
- Deadlines:** Please see your County Extension Agent for registration requirements and deadline.
<http://counties.agrilife.org/>
- Paperwork for ALL AGE DIVISIONS:** Paperwork for **ALL AGE DIVISIONS** Fashion Show (Buying, Construction, Natural Fiber) must be uploaded as a single pdf file on 4-H Connect by the deadline.
- Storyboards**  In addition to the registration on 4-H Connect by March 20, a photograph of the storyboard and the Storyboard label will be uploaded into 4-H Connect. **Do not mail.**
- **DO NOT BRING THEM TO THE DISTRICT OFFICE.**
 - All board photos will be on display during Fashion Show on monitors in the facility.
- Entry Fee:** \$10 per 4-H member per event
- Late Entries.** Late entries will be permitted with an additional:
- \$20 late fee per 4-H member up to 60 hours after the regular contest deadline (Monday at noon).
 - No Duds to Dazzle teams may be added after the 60-hour late fee deadline.
 - To add an individual entry (to Fashion Show, Natural Fiber, or Fashion Storyboard) or an individual member to a Duds to Dazzle team after the 60-hour deadline, a \$50 late fee per 4-H member will be assessed in addition to the regular registration fee.

D8 4-H FASHION & INTERIOR DESIGN EVENTS

TENTATIVE 2020 D8 4-H Contests Schedule

Fashion Show

Group Leaders

10:30 am – 11:00 am	Check in
11:15 am – 11:30 am	Orientation

Contestants & Judges

10:30 am – 11:00 am	Check in
11:15 am – 11:30 am	Orientation
11:45 am – 1:15 pm	Interviews/Judging *

Duds to Dazzle

Group Leaders

12:00 pm – 1:00 pm	Check in
1:30 pm – 1:45 pm	Orientation

Contestants

12:00 pm – 1:00 pm	Check in
1:30 pm – 1:45 pm	Orientation
1:45 pm - 2:45 pm	Preparation Phase
2:45 pm – 3:45 pm	Presentation Phase

Judges

12:00 pm – 1:00 pm	Check in
1:30 pm – 1:45 pm	Orientation
1:45 pm - 2:45 pm	Preparation Phase
2:45 pm – 3:45 pm	Presentation Phase

Awards Presentation

Approximately 4:00 pm

**Students competing in both Fashion Show & CDM will be accommodated to allow for both contests*

D8 4-H FASHION & INTERIOR DESIGN EVENTS

General Rules & Guidelines

OVERVIEW

The 4-H Fashion Show is designed to recognize 4-H members who have completed a Clothing and Textiles project. The following objectives are taught in the Clothing and Textiles project: knowledge of fibers and fabrics, wardrobe selection, clothing construction, comparison shopping, fashion interpretation, understanding of style, good grooming, poise in front of others, and personal presentation skills.

PURPOSE

The Fashion Show provides an opportunity for 4-H members to exhibit the skills learned in their project work. It also provides members an opportunity to increase their personal presentation skills.

ELIGIBILITY REQUIREMENTS

- Membership.** Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Clothing & Textiles project.
- Age Divisions.** Age divisions are determined by a participant's grade as of August 31, 2018 as follows:


<u>Division</u>	<u>Grades</u>	
Junior	3*, 4, or 5	<i>*Must be at least 8 years old</i>
Intermediate	6, 7, or 8	
Senior	9, 10, 11, or 12*	<i>*Must not be older than 18 years old</i>

- Events.** There are four (4) events conducted at the District Fashion Show:

Fashion Show	3 age divisions (Junior, Intermediate, Senior)
Natural Fiber	Seniors only
Fashion Storyboard	3 age divisions (Junior, Intermediate, Senior)
Duds to Dazzle	2 age divisions (Junior/Intermediate, Senior)
- Number of Entries.** Participants may enter a maximum of one entry in each of the five (5) events.

Fashion Show	Buying or Construction Division
Natural Fiber	Cotton or Wool/Mohair/Alpaca
Fashion Storyboard	Accessory, Jewelry, Home Décor, Home Furnishings, Pet Clothing, or Wearable
Duds to Dazzle	<i>Categories are not pre-assigned.</i>

Counties may enter a maximum of one entry in each division/category in Fashion Show and Natural Fiber. There are no limits to the number of Fashion Storyboards per county. There are no limits on the number of Duds to Dazzle entries per county.

5. **Qualifying for State.** Only Senior 4-H members are eligible to advance to state.
- a. Fashion Show: The district will send one (1) contestant from each of the four (4) categories in the Construction Division (Everyday Living, Refashion, Semi-Formal to Formal, and Theatre/Costume) and one (1) contestant from each of the four (4) categories in the Buying Division (Business/Interview Attire, Fantastic Fashions Under \$25, Semi-Formal to Formal, and Special Interest). (Maximum of 8 entries.) If a participant qualifies for the Texas 4-H Fashion Show in Buying or Construction and in Natural Fiber, he/she will be able to compete in both at the Texas 4-H Fashion Show.
 - b. Natural Fiber Contest: The district will send one (1) contestant from each of the two (2) categories (Cotton and Wool/Mohair/Alpaca) in the Natural Fiber Contest. (Maximum of 2 entries.) If a participant qualifies for the Texas 4-H Fashion Show in Buying or Construction and in Natural Fiber, he/she will be able to compete in both at the Texas 4-H Fashion Show.
 - c.  Fashion Storyboard: The district will send the top three (3) placing entries in each of the six (6) categories (Accessory, Home Décor, Home Furnishings, Jewelry, Pet Clothing, and Wearable). (Maximum of 15 entries.)
 - d. Duds to Dazzle. The district will send one (1) team per category. (Or, if there are not enough District entries to make three categories, the top three (3) placing entries will qualify to advance.) Teams advancing to state will not automatically be assigned to the same category as they were at district.

D8 4-H FASHION SHOW

Fashion Show Guidelines

1. **Overview, Objectives, Purpose.** To recognize 4-H members who have completed a fashion and interior design project. The following objectives are taught in the fashion and interior design project: knowledge of fibers and fabrics, wardrobe selection, clothing construction, comparison shopping, fashion interpretation, understanding of style, good grooming, poise in front of others, and personal presentation skills. The purpose of the Fashion Show is to provide an opportunity for 4-H members to exhibit the skills learned in their project work. It also provides members and opportunity to increase their personal presentation skills.
2. **Fashion Show Divisions.** There are two divisions in the Fashion Show: Buying and Construction. Contestants may enter one category in one division.

The 4-H member must choose a division and category at the county level and must compete in that division and category at all levels of competition. The entry worn at county must be the entry worn at district and state. Accessories such as shoes, jewelry, hats, gloves, and scarves may be changed, but changes must be included on the paperwork. The appropriate garment category should be determined by the style, fabric, and use of garment. No one may change division or categories between district and state contests.

BUYING	CONSTRUCTION
<ul style="list-style-type: none"> • Garments will be purchased • <u>All age divisions</u>: All garments worn (garments that are visible – i.e. blouse under jacket or vest) during the interview must be included in the buying worksheet. • <u>Seniors only</u>: In Buying, the first-place winners at the Texas 4-H Fashion Show may enter the same category in which they have previously been awarded a first place entry at the Texas 4-H Fashion Show. 	<ul style="list-style-type: none"> • Garments may be constructed by sewing, knitting, or crocheting. Accessories may be purchased. • <u>Juniors/Intermediates only</u>: May construct one visible item of clothing. For example, the 4-H member may construct a skirt, but purchase a blouse to complement the skirt. The blouse would not be considered during the judging process. • <u>Seniors only</u>: All garments worn (garments that are visible – i.e. blouse under jacket or vest) during the interview must be constructed. Close-fitting leg wear, tights, and pantyhose do not need to be constructed. • <u>Seniors only</u>: In Construction, the first-place winners at the Texas 4-H Fashion Show may enter the same category in which they have previously been awarded a first-place entry at the Texas 4-H Fashion Show.

3. **Fashion Show Categories.** Below is a list of categories and description of each. Agents should assist 4-H members in placing entries in appropriate categories. Those not placed in appropriate categories may be disqualified.

JUNIOR/INTERMEDIATE BUYING CATEGORIES	
Everyday Living	Includes casual sportswear, weekend-wear, sleepwear, clothing for school, casual after-school events, or hanging out with friends.
Fantastic Fashions under \$25	This category is designed to expand the 4-H member's shopping experience to include different shopping venues. Outfits must be purchased at a garage sale, consignment store, Goodwill, Salvation Army, or other retail business. Receipts are required for everything that is visible during the interview, except shoes. Receipts for garage sales can be handwritten. This includes jewelry and accessories. Do not need to account for sales tax.
Dressy	Garments worn to dressy activities such as church, banquets, luncheons and 4-H interviews. Examples are children's suits and dressy dresses. Original material must be fabric and not from recycled items.
Special Interest	Limited to special purpose garments. Examples are band, pep squad and cheerleader uniforms; sleep wear; theatrical and circus-type costumes such as clown suits and ballet costumes; equestrian clothing and riding apparel; hiking clothing; or rock-climbing clothing. Garments in this category should not be suitable for ordinary activities.
JUNIOR/INTERMEDIATE CONSTRUCTION CATEGORIES	
Everyday Living	Includes casual sportswear, weekend-wear, sleepwear, clothing for school, casual after-school events, or hanging out with friends.
ReFashion	The result of modifying existing clothing or fabric item (such as table cloth or curtain) into something more fashionable. The main purpose of ReFashion is creativity, as well as sewing skills. The member designs and sews a wearable garment from previously used garments or fabric item. The completed garment is different from its original use, not just an alteration. (Examples: neck ties sewn together to form a skirt or taking old t-shirts and making them into a skirt)
Dressy	Garments worn to dressy activities such as church, banquets, luncheons and 4-H interviews. Examples are children's suits and dressy dresses. Original material must be fabric and not from recycled items.
Special Interest	Limited to special purpose garments. Examples are band, pep squad and cheerleader uniforms; sleep wear; theatrical and circus-type costumes such as clown suits and ballet costumes; equestrian clothing and riding apparel; hiking clothing; or rock-climbing clothing. Garments in this category should not be suitable for ordinary activities.

SENIOR BUYING CATEGORIES	
Business/Interview Attire	<p>Entry should be an outfit you would wear for a job interview, scholarship interview, job fair, or other professional event.</p> <p>1. Professional – This is a more traditional, conservative approach (e.g., business suit or blazer, tie and dress slacks for men; business suit, pantsuit, or jacket and dress for women) and may vary by employer or industry.</p> <p>2. Business Casual – This trend is more relaxed and comfortable but demonstrates good judgment in choices and displays a neat appearance (e.g., polo shirt, shirt with a collar or sweater, khakis or other slacks, dress or casual leather shoes for men and women; moderate length dress or skirt for women).</p>
Fantastic Fashions under \$25	<p>This category is designed to expand the 4-H member’s shopping experience to include different shopping venues. Outfits must be purchased at a garage sale, consignment store, Goodwill, Salvation Army, or other retail business. Receipts are required for everything that is visible during the interview, except shoes. Receipts for garage sales can be handwritten. This includes jewelry and accessories. Do not need to account for sales tax.</p>
Semi-Formal to Formal	<p>Entry must be designed for semi-formal to formal occasions and made from fabrics intended for the same. Semi-formal is a little less formal than formal black tie. Ex. For women dresses or stylish pantsuit made of taffeta, chiffon, satin or other similar fabrics. For men dress includes jacket or vest, trousers and a tie. Current fashion does not dictate that a tie is necessary. Formal includes men’s suits and tuxedos and women’s formal gowns, wedding dresses, and bridesmaid dresses.</p>
Special Interest	<p>Entry should be a specific outfit that you NEED to know how to purchase wisely. Entry should be something that reflects a special interest of the participant, such as equestrian clothing and riding apparel, dance costumes, hiking clothing, or rock-climbing clothing.</p>
SENIOR CONSTRUCTION CATEGORIES	
Everyday Living	<p>Includes casual sportswear, weekend-wear, sleepwear, clothing for school, casual after-school events, or hanging out with friends.</p>
ReFashion	<p>The result of modifying existing clothing or fabric item (such as table cloth or curtain) into something more fashionable. The main purpose of ReFashion is creativity, as well as sewing skills. The member designs and sews a wearable garment from previously used garments or fabric item. The completed garment is different from its original use, not just an alteration. (Examples: neck ties sewn together to form a skirt or taking old t-shirts and making them into a skirt)</p>
Semi-Formal to Formal	<p>Entry must be designed for semi-formal to formal occasions and made from fabrics intended for the same. Original material must be fabric and not from recycled items. Semi-formal is a little less formal than formal black tie. Ex. For women dresses or stylish pantsuit made of taffeta, chiffon, satin or other similar fabrics. For men dress includes jacket or vest, trousers and a tie. Current fashion does not dictate that a tie is necessary.</p>
Theatre/Costume	<p>Garment intended for use as a costume, which would include stage production. May be sewn from fabric or from another garment. These garments may be unusual or innovative materials; imaginative but wearable.</p>

4. **Fashion Show Judging Process.**

a. All Age Divisions:

- **Judges.** Contestants will be judged by a panel of no less than two qualified judges.
- **Age Divisions, Divisions, and Categories.** Each age division and category will be judged separately.
- **Paperwork.** All paperwork will be uploaded to 4-H Connect at the time of entry and will be prejudged. There is no need to bring paperwork with you to the contest.
- **Interview.** Judges will interview contestants. No presentation will be given by contestants.
- **Time Limits.** Judges will have **four (4) minutes** to ask questions of the contestant. Following this time, the contestant will leave the judging room and the judges will have an **additional four (4) minutes** to score the contestant and write comments.
- **Questions.** Judges may only ask questions from the list of “Possible Interview Questions” for the appropriate division included in this packet. Judges may ask follow-up questions as needed based upon interview responses.
- **Garment:** Contestants will wear their Fashion Show garments in front of the judges.
- **Judges’ Decisions.** All judges’ decisions are final after awards presentation is made.
- **Parents.** No parents will be allowed in judging area. Parents will have a designated area to wait until their student is finished being judged.

5. **Paperwork Requirements.**

- Contestants will upload their appropriate required paperwork (see age division table below) to 4-H Connect by the deadline set by the county so paperwork may be judged prior to the District Fashion Show. (Check with your County Extension Agent for county deadlines.)
- The paperwork should be uploaded as a single pdf file.
- This paperwork will be judged prior to the Fashion Show.
- Interview judges will be given a copy of this paperwork prior to the interview. If uploaded properly, contestants will not need to bring their paperwork to the interview.
- Numerical paperwork scores will be combined with numerical interview scores to determine final ranking.

Juniors & Intermediates	<ul style="list-style-type: none"> • District 8 4-H Fashion Show Photo Sheet (1 page) • District 8 4-H Project Information Sheet (1 page) • <i>The uploaded pdf file should be only these two pages.</i>
Seniors	<ul style="list-style-type: none"> • 2020 Texas 4-H Fashion Show Buying Entry Form (4 pages) OR • 2020 Texas 4-H Fashion Show Construction Entry Form (4 pages)

6. **Judging Criteria.** Judging is based on the appropriate score sheet and will evaluate contestants based on their paperwork and interviews.
- a. If a contestant does not upload the required paperwork or does not follow all appropriate guidelines a five (5) point deduction will be taken from the final score.
 - b. Ties – if a tie should occur in a Junior or Intermediate category, the ties will be broken using partial scores in the following order:
 - Ability to Evaluate Garment Quality & Apply Knowledge
 - Knowledge of Fiber & Fabric/Uses & Care
 - Appearance, Fit, Fashion
 - Quality of Project Activities & Written Materials
 - Interview
 - c. Ties – If a tie should occur in a Senior category, the ties will be broken using partial scores in the following order:
 - Construction skills/Consumer buying skills
 - Project goals and project activities
 - Knowledge of fiber and fabric characteristics
 - Interview
 - Outfit selection
7. **Garments.** All garments/ensembles to be judged must have been purchased (renting a garment is not permitted in the buying division) or constructed (construction division) during participation in a 4-H fashion and interior design project during the current 4-H year.

Juniors/Intermediates Construction only: May construct one visible item of clothing. For example, the 4-H member may construct a skirt, but purchase a blouse to complement the skirt. The blouse would not be considered during the judging process.

8. **Awards.** The top contestants in each category will be recognized during the awards program.
9. **Top Model Award.** One award will be given to the best model during the Fashion Show for each age division: Junior, Intermediate and Senior. This award will be given to a 4-H member based on poise and modeling skills on stage.

D8 4-H FASHION SHOW

JUNIOR/INTERMEDIATE Fashion Show Possible Interview Questions

Questions for Buying

1. How will the purchase of this garment enhance your present wardrobe?
2. How do you care for this garment? (Example: hand-wash, cold water; dry clean; machine-wash, warm water, etc.)
3. Tell us about the characteristics of your fabric (Example: Does it wrinkle easily? Does it stretch? Does it ravel?)
4. What was the deciding factor in choosing this garment when comparing it against others? (Example: Was it the fit, cost, quality, etc.)
5. How much did your garment cost? Is your garment a good value for money paid for it?
6. How many garments did you compare before deciding to purchase this one?
7. What attracted you to choose this outfit to buy for your Fashion Show entry?
8. Is the fabric natural or man-made in your garment? What is the fabric content?
9. Show us two reasons why you think your garment is well made. (Could show seam finishes, hem, zipper, set-in sleeve, etc.)
10. What did you consider when selecting your accessories? How do you think your accessories complement your garment?
11. Is there anything else you would like to tell us about your Buying project?
12. If you could change one thing about your fashion and interior design project, what would it be?
13. Based on what you learned this year, what are your goals for next year?

Questions for Construction

1. How will this garment enhance your present wardrobe?
2. How do you care for this garment? (Example: hand-wash, cold water; dry clean; machine-wash, warm water, etc.)
3. Tell us about the characteristics of your fabric (Example: Does it wrinkle easily? Does it stretch? Does it ravel?)
4. Name a new technique or skill used making the garment (Example: setting in a zipper, learning to cut out a garment, comparing body measurements against those on the pattern envelope, etc.)
5. How much did your garment cost?
6. What was the hardest part of constructing your garment? (Setting in the sleeves, putting in the zipper, etc.)
7. What attracted you to choose this outfit to construct for your Fashion Show entry?
8. Is the fabric natural or man-made in your garment? What is the fabric content?
9. Show us two reasons why you think your garment is well made. (Could show seam finishes, hem, zipper, set-in sleeve, etc.)
10. What did you consider when selecting your accessories? How do you think your accessories complement your garment?
11. Is there anything else you would like to tell us about your Construction project?
12. If you could change one thing about your fashion and interior design project, what would it be?
13. Based on what you learned this year, what are your goals for next year?

D8 4-H FASHION SHOW

SENIOR Fashion Show Possible Interview Questions

QUESTIONS FOR BUYING

Project Goals and Project Activities

- How did you connect your fashion and interior design project work with community service?
- Describe your fashion and interior design leadership activities. What was your favorite leadership activity?
- Describe your fashion and interior design project goals. Describe how your project goals guided your project work.
- What community service activities were you involved with?

Outfit Selection

- Tell me how you went about selecting this outfit.
- What considerations did you use when you selected this outfit? (fiber, fabric, design, construction)
- How does this outfit meet your clothing needs?
- Explain how and why the style of this outfit is appropriate for your figure type.

Knowledge of Fiber and Fabric Characteristics

- Are the fibers in your garment natural or man-made?
- What is the fiber content of your garment? Tell me two qualities of each fiber.
- How will you care for this garment? Is there any additional cost to consider when caring for this garment?
- Why is this fabric a good choice for your garment? Describe fabric characteristics that make it suitable for the intended use of the garment.

Consumer Buying Skills

- What information does the garment's hangtags give you?
- Why did you select the particular style, color(s), and/or fabric(s)?
- Do you have a clothing budget? If so, who determines the budget amount?
- As you selected the pieces for this outfit, what did you learn about price and quality?
- In your comparison shopping, what did you consider the most important thing to look for?
- What is your "cost per wearing"?

D8 4-H FASHION SHOW

SENIOR Fashion Show Possible Interview Questions

QUESTIONS FOR CONSTRUCTION

Project Goals and Activities

- Describe your fashion and interior design project goals. Describe how your project goals guided your project work.
- Describe your fashion and interior design project activities. What was your favorite activity?
- How did you connect your fashion and interior design project work with community service?
- What community service activities were you involved with?

Knowledge of Fiber and Fabric Characteristics

- Are the fibers in your garment natural or man-made?
- Why is this fabric a good choice for your garment? Describe fabric characteristics that make it suitable for the intended use of the garment.
- How will you care for this garment? Is there any additional cost to consider when caring for this garment?
- Why did you choose to construct this garment rather than buy it?
- What is the fiber content of your garment? Describe two qualities of each fiber.

Construction skills

- How did you decide which sewing methods to use for seams, hems, etc.?
- What skills did you learn while constructing this garment?
- How will you use your sewing skills after you graduate from the 4-H program?
- Why did you choose to construct this garment rather than buy it?
- Describe your sewing experiences.

Outfit Selection

- What occasion do you plan on wearing your garment?
- How often do you plan to use the outfit/accessories? What is your cost per wearing?
- Do you have a clothing budget? Describe how you allocate your clothing dollar.
- Talk about why this garment is a good fit for your body type.
- Describe how this garment will fit with your current wardrobe.

D8 4-H FASHION SHOW

Senior Fashion Show Materials

Senior Fashion Show Materials

Can be found online at:

<https://texas4-h.tamu.edu/projects/fashion-interior-design/>

Construction Entry Form

http://texas4-h.tamu.edu/wp-content/uploads/roundup_fashion_show_construction_entry_2020_fillable.pdf

Construction Score Sheet

http://texas4-h.tamu.edu/wp-content/uploads/roundup_fashion_show_construction_scoresheet_2020_fillable.pdf

Construction Possible Interview Questions

http://texas4-h.tamu.edu/wp-content/uploads/roundup_fashion_show_construction_possible_interview_questions_2020.pdf

Buying Entry Form

http://texas4-h.tamu.edu/wp-content/uploads/roundup_fashion_show_buying_entry_form_2020.pdf

Buying Score Sheet

http://texas4-h.tamu.edu/wp-content/uploads/roundup_fashion_show_buying_score_sheet_2020_fillable.pdf

Buying Possible Interview Questions

http://texas4-h.tamu.edu/wp-content/uploads/roundup_fashion_show_buying_possible_interview_questions_2020.pdf

D8 4-H FASHION SHOW

Natural Fiber Guidelines

1. **Purpose.** The Fashion Show Natural Fiber Contest provides an opportunity for 4-H members to exhibit the skills learned related to Cotton and Wool/Mohair. It also recognizes 4-H members who do outstanding work in a clothing project that includes the study of cotton or wool and mohair.
2. **Seniors Only.** The Natural Fiber Contest is for Seniors only. This is a separate entry from the Fashion Show Construction/Buying Division. The Natural Fiber entry does not have to be the same entry as the Fashion Show Buying or Construction entry.
3. **Natural Fiber Categories.** Below is a list of categories and a brief description of each. Agents should assist 4-H members in placing entries in appropriate categories. Those not placed in appropriate categories may be disqualified.

The 4-H member must choose a category at the county level and must compete in that division and category at all levels of competition. The entry worn at county must be the entry worn at district and state. Accessories such as shoes, jewelry, hats, gloves, scarves may be changed, but changes must be included on the paperwork. The appropriate garment category should be determined by the style, fabric, and use of garment. No one may change categories between district and state contests.

Senior Natural Fiber Categories	
Cotton	Each garment entered must contain a minimum of 60% cotton. Knowledge of fiber characteristics, production, and end use is required.
Wool/Mohair/Alpaca	Each garment entered must contain a minimum of: <ul style="list-style-type: none"> • 60% wool and 40% other fiber. • 60% mohair and 40% other fiber. • 60% alpaca and 40% other fiber. • 60% blend of the above fibers and 40% other fiber. • 100% wool/mohair blend is also acceptable. Knowledge of fiber characteristics, production, and end use is required.

4. **Garment.** The garment selected can be purchased (renting a garment is not permitted) or constructed. A complete outfit, except for a blouse or shirt under the garment, is made of the eligible fashion fabric. Example: Jacket and pants made of wool, but shirt or blouse does not need to be made of wool; a full-length coat made of eligible fashion fabric worn over a garment of any fiber content. Lining fabric, interfacing fabric, and trims are not required to meet the fiber content requirements.

5. **Paperwork Requirements.**

Seniors	<ul style="list-style-type: none">• Contestants will upload their appropriate required paperwork to 4-H Connect by the deadline set by the county, so paperwork may be judged prior to the Fashion Show. (Check with your County Extension Agent for county deadlines.)• The paperwork should be uploaded as a <i>single pdf file</i>.• This paperwork will be judged prior to the Fashion Show.• Interview judges will be given a copy of this paperwork prior to the interview.• Numerical paperwork scores will be combined with numerical interview scores to determine final ranking.• Natural Fiber Paperwork: 2020 Texas 4-H Fashion Show Natural Fiber Entry Form (3 pages)
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6. **Judging Criteria.** Judging is based on the appropriate score sheet and will evaluate contestants based on their paperwork and interviews.

- a. Ties – If a tie should occur in a category, the ties will be broken using partial scores in the following order:
- Knowledge of fiber characteristics and uses sub-total score
 - Ability to apply knowledge sub-total score
 - Appearance, fit, and fashion ability sub-total score
 - Garment is well made

7. **Awards.** The top contestants in each category will be recognized during the awards program.

D8 4-H FASHION SHOW NATURAL FIBER

Fashion Show Natural Fiber Possible Interview Questions

QUESTIONS FOR NATURAL FIBER

Project goals and activities

- Describe your fashion and interior design project goals. Describe how your project goals guided your project work.
- Describe your fashion and interior design project activities. What was your favorite activity?
- How did you connect your fashion and interior design project work with community service?
- What community service activities were you involved with?

Knowledge of fiber characteristics and uses

- Why is this fiber a good choice for your garment? Describe fiber characteristics that make it suitable for the intended use of the garment.
- How will you care for this garment? Is there any additional cost to consider when caring for this garment?
- What is the fiber content of your garment? Describe two qualities of each fiber.

Promotion of natural fiber

- How would you promote your natural fiber to others?
- How is use of natural fibers in clothing important to the Texas economy?
- Describe the process for taking your natural fiber and making it in to cloth.

Appearance, fit and fashion ability

- How does this outfit meet your clothing needs?
- How often do you plan to use the outfit/accessories?
- Do you have a clothing budget?

D8 4-H FASHION SHOW NATURAL FIBER

Senior Natural Fiber Materials

Senior Fashion Show Natural Fiber Materials

Can be found online at:

<https://texas4-h.tamu.edu/projects/fashion-interior-design/>

Natural Fiber Entry Form

http://texas4-h.tamu.edu/wp-content/uploads/fashion_show_natural_fiber_entry_form_2020.pdf

Natural Fiber Score Sheet

http://texas4-h.tamu.edu/wp-content/uploads/fashion_show_natural_fiber_scoresheet_2020.pdf

Natural Fiber Possible Interview Questions

<https://texas4-h.tamu.edu/wp-content/uploads/fashion-show-natural-fiber-possible-interview-questions.pdf>

D8 4-H FASHION STORYBOARD

Fashion Storyboard

1. **Overview.** The 4-H Fashion Storyboard is an industry-inspired method of displaying original designs. The best storyboards create vivid visual images that are interesting and appealing to viewers. The storyboard “tells the story” of the designer’s idea. The storyboard includes original illustrations and flats, as well as additional materials (such as photos from the Internet or magazines, paper, fabric swatches, patterns, etc.) that have influenced the unique design.
2. **Purpose.** The purpose of the 4-H Fashion Storyboard contest is to give 4-H members an opportunity to create a storyboard of their original design. It also provides the members an opportunity to gain knowledge of the career responsibilities of a fashion designer and illustrator, enhance creativity and originality, and develop visual communication skills.
3. **Design Brief.** The following design brief serves as the direction for the 2019 Fashion Storyboards. 4-H members should create their Fashion Storyboard around their interpretation of the design brief.

Game Night

Gather your friends, make some snacks and get ready for Game Night. Do you think about throwback games like Scrabble, Monopoly or Life? Or, modern board games like Catan or Ticket to Ride? Maybe your game night includes Mario Carts and Ms. Pacman. Or maybe you think about games played on a field or a court. Regardless of the game, certainly your Game Night contains strategy, competition and lots of fun. This year be inspired by your favorite game night games.

4. **Participation and Level of Competition.** A 4-H member may enter only one storyboard. Contestants advance from county to district. There are no limits to the number of Fashion Storyboards that a county may enter at the district contest.

Participation in the Fashion Storyboard competition at Texas 4-H Roundup is for Senior Texas 4-H members who have placed 1st, 2nd, or 3rd in their district contest in each category.

5. **Entry of Storyboard.** Each storyboard must be created by the 4-H member. Fashion Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design. 4-H members will upload a photo of their story board onto 4-HConnect.



Submission of Storyboard. Entering the competition is by submitting the Fashion Storyboard only. There will not be an interview. A photograph of the storyboard and the Storyboard label will be uploaded into 4-H Connect. Do not mail.

7. **Identification of Storyboard.** The Fashion Storyboard Label must be Uploaded with the photo.
8. **Number of garments designed.** Focus on one garment/outfit for the storyboard. Contestants may provide up to two (2) variations of the original design.
9. **Categories.** The following is a list of the categories and descriptions. Each storyboard should be entered into one category. A 4-H member may enter only one storyboard.
 - a. **Accessory:** Includes items such as belts, purses, bags, hats, etc.
 - b. **Jewelry:** Includes necklaces, bracelets, rings, earrings, etc.
 - c. **Home Décor:** items that are easy to move and make a home visually appealing. Examples of home décor items include throw pillows, table runner, or wall hanging.

- d. **Home Furnishings:** items that make a home comfortable for living or working in. Examples include: coach, ottoman, chair, tables, desks, bed, and the like.
- e. **Pet Clothing:** Includes items that can be worn by a pet or any other animal.
- f. **Wearable:** Clothing that can be worn. Includes items such as pants, shorts, skirts, blouses, sweaters, coats, dresses, etc.

10. **Scoring.** Storyboards will be evaluated based on the 4-H Fashion Storyboard Score Sheet.

11. **Each Storyboard must conform to and will be evaluated based on the following, but is not limited to:**

- a. **Visual Appeal/Creativity of Storyboard** – Storyboards should show evidence of creativity by the 4-H member. The layout of the storyboard should illustrate a theme, mood, or spirit of an idea.
 - i. A good storyboard should have a strong focal point.
 - ii. Placement of the inspirational items should allow the eye to flow across all elements of the board without distracting from the design.
 - iii. “White space” or “blank space” should be kept in consideration. Too much or too little white space detracts from the design.
 - iv. Additional photos and other materials can be used to show the inspiration for the design. These additional materials should enhance the storyboard, without taking away from the original design.
- b. **Quality of Workmanship** – Storyboards should be neat and demonstrate quality of workmanship.
- c. **Consistent Color Palette** – Use a consistent color palette and theme throughout the board.
- d. **Fabric Samples, Trims, and Embellishments** – Fabric samples must be included on the board and be appropriate for the design illustrated. Trims and embellishments that would be used on the garment/outfit should be included, if applicable to the design.
 - i. If the exact fabric swatch cannot be found, a “basic swatch” may be used to illustrate fabric type (denim, linen, etc.), and the 4-H member can draw out the detail.
 - ii. Examples of trims and embellishments would be top stitching, piping, buttons, etc.
- e. **Dimension** – Must use foam core board or mat board. Must be 20" x 30", displayed horizontally or vertically. Do not use poster board. Storyboards can be 3-dimensional.
- f. **Consistent Theme** – All elements are cohesive and support the design brief.
- g. **Originality of Designs** – All design illustrations and flats should be the original work of the 4-H member. The design may be hand drawn or computer drawn. No “copying and pasting” from someone’s design as seen on the Internet, in a magazine, or other sources for the original design.



- h. **Design Detail** – Should include the at least one illustration and at least one flat.
 - i. *Illustration* – Include at least one main artistic and appropriate fashion illustration. At least one illustration must be on a model/croquis. The model/croquis does not have to be an original drawing and may be traced. See the example below.

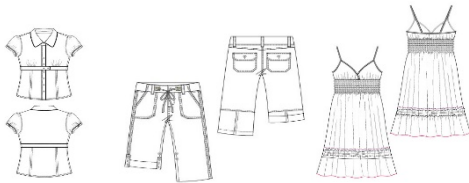
<http://www.universityoffashion.com/fashion-croquis/>
 - ii. *Flats* – Include at least one flat. Flats are working drawings that are not on a model/croquis that illustrate other views like you would find on a dressmaker’s pattern envelope. The flats should depict the garment from other views and details. See the example below.

Flats combine style with information. You have created an original design and now you need to be able to create a drawing to help someone else see how to make it. Flats are drawn to define shape, fit, construction and sometimes fabrication. Flats are more factual than the same garment drawn on the figure, posed for dramatic looks. They show how a garment is to be made versus how it will be worn.

These drawings for fashion manufacturing are always drawn looking at the garment, never at an angle. Consider this your only means of communication to the seamstress; if you leave out a detail, the garment won’t end up being manufactured properly. The details must be exact and clearly specified.

www.fashion-templates.com/technical-drawings.html

Flats
showing other views



Pictures taken from: www.designersnexus.com

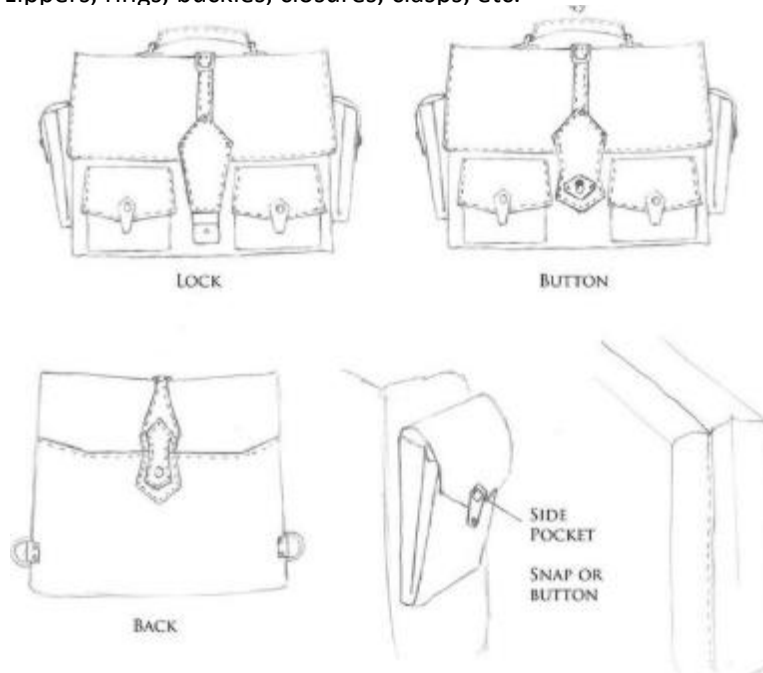
Illustration
outfit drawn on a model/croquis



Jewelry Design – flats need to include technical aspects of a piece of jewelry including clasps, crimp beads, cord or wire, jump rings, etc.

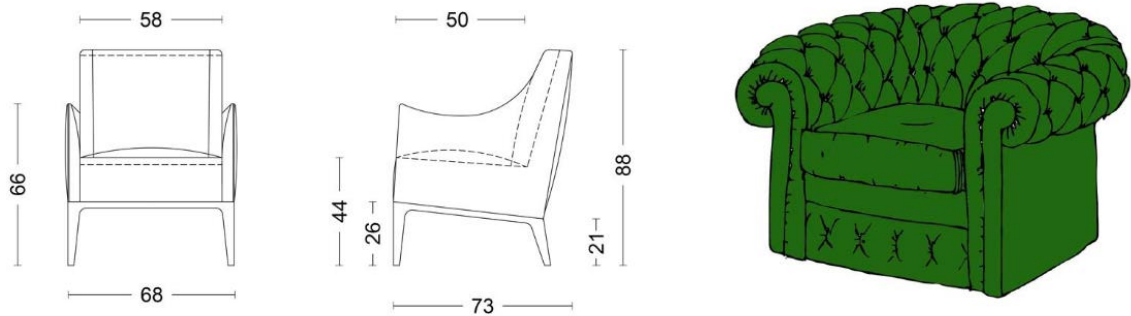


Accessory – flats need to include the technical aspects of the accessory including zippers, rings, buckles, closures, clasps, etc.



Sketch credit: <https://www.deviantart.com/marcusstratus/art/Shadow-Wulfe13-bag-sketches-211405584>

Home Décor and Home Furnishing – can include details on construction materials and dimensions.



Sketch credit: <http://www.danca.nl/productDetail-nona-50.html>

- i. **Titles/Labels** – The title for the storyboard should be the same as the Design Brief: Game Night. Additional labels may be added to the board as needed to provide details as related to the overall design of the board.
 - i. A subtitle may be used for a more personalized name of the design. Labels may be included to enhance the storyboard or to clarify a point, but they will not be required.
- j. **Design Brief** – Storyboards should follow the design brief and category descriptions.

D8 4-H FASHION STORYBOARD

Fashion Storyboard Score Sheet

Fashion Storyboard Materials:

Can be found online at:

<https://texas4-h.tamu.edu/projects/fashion-interior-design/>

Fashion Storyboard Label:

http://texas4-h.tamu.edu/wp-content/uploads/fashion_storyboard_label_2020.pdf

Fashion Storyboard Score Sheet direct link:

http://texas4-h.tamu.edu/wp-content/uploads/fashion_storyboard_score_sheet_2020.pdf

D8 4-H FASHION STORYBOARD

Helpful Hints for Creating a Fashion Storyboard

Careful planning is essential to creating a professional presentation board. The list below is a general planning list to help in the creation of your storyboard.

Purpose The purpose will be to create a storyboard of your original design based on the design brief.

Focus Who would you market this design to?
 What age?
 What are their likes and interests?
 How much would they (or their parents) be willing to spend?
 How would you promote this product?

Creating an Original Design Where did you get the idea for your design?
 What was your inspiration?
 What makes your design different from others on the market?
 Think about the design elements and principles used in the design. How do you use those elements and principles to enhance the design?
 What is your marketing plan?

Quantity **For this contest, you will be creating a single board.**

Materials List See the list on the following page.

Visual Elements The visual elements that make up a professional board presentation fall into three basic categories: photographs/photocopies, fabric/trims, and figure/flat sketches.

Photographs/photocopies: Selecting the right visuals for boards containing mood/theme components is extremely important. Choosing photographs to coordinate with your fabric/color story creates a more aesthetic result and adds to the flow of the board.

Fabrics & trims: Fabrics and trims are a crucial part of the design process and must be displayed appropriately on your board. Whenever possible, trim fabric swatches to be the same size, with the exception of prints, which usually need to be larger to show the repeat of a pattern.

Illustrations and flats: Illustrations and flat sketches need to accurately show original design. An illustration is an outfit drawn on a model/croquis. Flats are working drawings that are not on a model/croquis that illustrate other views like you would find on a dressmaker's pattern envelope. Like the old adage says, "a picture is worth a thousand words."

Layout The layout is the arrangement of all the elements that will be part of the presentation. The arrangement should be both logical and aesthetically pleasing. Most boards read left to right. Economize the space on the fashion board by overlapping your flats and other visuals. Haphazard or random arrangements can be confusing to the viewer.

Techniques and Technologies The techniques and technologies used for creating presentation boards can vary on accessibility. Techniques can vary from cutting and pasting, handwork/ sketching and rendering, color copying, or computer-aided graphics.

Labeling: Mechanically generated for titling or labeling works best. There are many different lettering options.

Computer Design – Commercial design programs are available.

Create Dimension – When specific areas of a board need to be highlighted, an option includes mounting the item with an additional layer or layers of foam core on the main board.

Reproducing the Board – Because presentation boards are both fragile and cumbersome, some may prefer to have copies of their board printed. This is an expensive method (approximately \$60 per board).

Basic Materials List:

- Mat board or foam core
 - Approximately 20" x 30"
- Use magazine, Internet, or similar sources to obtain photos
 - Resize these photos as needed with a photocopy machine or computer for better layout.
 - They must be neat and creatively cut and presented.
 - 3-D mounting is good.
- Lettering
 - Make sure that the font/text goes well with the layout and is an appropriate size.
 - Transferable lettering, hand lettering is not recommended.
 - Check spelling.
 - Check alignment.
- Support Materials
 - Scissors and pinking shears for cutting paper and fabric swatches
 - Various adhesives
 - Rubber cement
 - Rubber cement pick-up
 - Removable adhesive glue stick
 - Remount repositionable adhesive
 - Adhesive transfer tape
 - Drawing pencils - used for a variety of sketching purposes; for both preliminary and finishing techniques, pencils are available in a variety of leads.
 - Decorative papers in various colors and textures and fabric swatches

***This is a general list of supplies. Be sure to test the products before using them on your final product.**

Other helpful tips:

- Avoid glue marks or fingerprints on your board.
- Pins/staples/tacks and tape are not recommended.
- Avoid a scrapbook look or science fair look.
- The background should support the theme and layout.
 - Consider colored boards, paper, or prints.
 - Glue down neatly and securely.
- Do not make your board too heavy or cumbersome.
- Make sure it is sturdy enough to travel.
- Determine your arrangement before you start to glue your designs on the board.

D8 4-H DUDS TO DAZZLE

General Rules & Guidelines

OVERVIEW

In the Texas 4-H Youth Development Program, 4-H members participate in the 4-H Fashion & Interior Design project to become knowledgeable in a multitude of concentrated skills including, but not limited to, design, construction and consumer buying. The Texas 4-H Duds to Dazzle qualifying competition has taken another step in expanding the learning experience by “going green” through the introduction of eco-fashion.

OBJECTIVES

- Allow participants to exhibit knowledge and skills gained through their 4-H Fashion & Interior Design project by designing, constructing, and presenting a finished product.
- Allow participants learning opportunities.
- Promote teamwork.
- Help 4-H members gain experience in public speaking.
- Provide leadership opportunities for young people.
- Assist youth in gaining an appreciation for recycling textiles so that they do not end up in the waste stream.

ELIGIBILITY REQUIREMENTS

1. **Membership.** Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Fashion & Interior Design project.
2. **Age Divisions.** Age divisions are determined by a participant’s grade as of August 31, 2018 as follows:

<u>Division</u>	<u>Grades</u>	
Junior/Intermediate	3*, 4, 5, 6, 7, or 8	<i>*Must be at least 8 years old</i>
Senior	9, 10, 11, or 12*	<i>*Must not be older than 18 years old</i>
3. **Teams per county.** There is no limit to the number of teams per county.
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 competition.
6. **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, apron, hat, belt, necklace, etc.
 - c. Non-wearable is an item that is not suitable to be worn by people or pets. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.

7. **Attire.** Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation. A team name is acceptable.
8. **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 team 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.*
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 can be checked by contest officials. Any extra equipment will be confiscated, and the team may be disqualified.
10. **Awards.** The top five high scoring teams in each category and age division will be recognized with awards during the awards program.

D8 4-H DUDS TO DAZZLE

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 a storage container of choice.

- | | |
|--|---|
| 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 |
| Bobbins | Calculator |
| Clear gridded ruler | E-6000 glue adhesive |
| Elastic (1/2" and 1", 1 pkg. each) | Extension cord |
| Fabric markers (box of 10 or less) | Fabric marking pens/pencils (max. of 2) |
| Water bottle (max. of 16 oz.) | First aid kit |
| Storage bags - Gallon/quart (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 plates (max. 25) |
| Paper towels (1 roll) | Pencils/pens (max. 5 each) |
| Pin cushion | Power strip |
| Presser feet (max. of 5) | Rotary cutter (with blade cover) |
| Rotary cutter gloves (1 pair) | Safety pins (1 pkg. assortment) |
| Seam gauge | Seam ripper (max. 5) |
| Self-adhesive Velcro fastener (1 pkg.) | Self-healing cutting mat |
| Sewing machine (standard, no Serger) | Sewing machine manual |
| Sewing machine needles (variety) | Sew-on Velcro fastener (1 pkg.) |
| Shears/scissors (max. of 5) | Sketchbook |
| Straight Pins (1 package) | 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.) | |

D8 4-H DUDS TO DAZZLE

Rules of Play

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. **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
5. **Resources and Instructions.** A textile, worksheet, and any necessary additional instructions will be located at each station to assist the team.
6. **Time.** Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
7. **Participants only.** Only participants and contest officials will be allowed in construction areas.
8. **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.
9. **Construction:** 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 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.*
10. **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, 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 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.
11. **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 item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' fashion and 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.
12. **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.
13. **Finished Product.** Teams will take their finished product with them and should plan to bring it forward during the award ceremony.
14. **Rankings.** Placing will be based on rankings of teams by judges. Judges' results are final.
15. **Awards Program.** An awards program will be held at the conclusion of the judging process.

D8 4-H DUDS TO DAZZLE

Competition Resources

In preparation for the Duds to Dazzle Fashion & Interior Design Competition, participants should not limit themselves to studying only the resources provided at the contest. Provided contest resources include:

- Duds to Dazzle EXPLORE Curriculum,
https://texas4-h.tamu.edu/wp-content/uploads/Explore_Clothing_DudstoDazzle.pdf
- Laundry on Your Own (L-5200),
https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Laundry_on_Your_Own_L-5200.pdf
- 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-lotions Guidelines, Your Guide to Successful Sewing, https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Hand_Stitching_15.105_SEW-lotions_Guidelines_Your_Guide_to_Successful_Sewing.pdf
- Simple Seaming Techniques (11.110). SEW-lotions Guidelines, Your Guide to Successful Sewing, http://www.sewing.org/files/guidelines/11_110_simple_seaming_techniques.pdf
- Pricing Tips and Tricks,
https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Pricing_Tips_and_Tricks.pdf
- Safety Guide,
https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Safety_Guide.pdf

Additional information and resources regarding the Duds to Dazzle contest can be found on the Texas 4-H website at: <https://texas4-h.tamu.edu/projects/fashion-interior-design/>.

D8 4-H DUDS TO DAZZLE

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):

D8 4-H DUDS TO DAZZLE

Score Sheet

DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION SCORECARD

Team Members:	County:	Category:	Age Division:
Criteria		Comments	Score
1. Team Preparation – to be judged during the preparation portion of the contest.			
Preparation: Team members display a rational process for creating their final product. Tasks are completed resourcefully and in a logical order.			(10)
Safety Precautions: Team members exhibit knowledge of how to use tools in the kit safely in the development of the constructed item.			(10)
Teamwork: Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of work space.			(10)
Use of Materials: Minimum of 50% of the final product made from the start up item or items provided. Utilization of the sewing closet. Innovative use of supplies.			(10)
Construction: Appropriate technics used during construction. Materials and steps included.			(10)
2. Team Presentation – to be judged during the presentation and question/answer portion of the contest.			
Intended Audience: Knowledge of the target audience for final product. Identify where the item would be sold.			(10)
Pricing: Estimate retail price of the constructed item. Understanding of how the price is created.			(10)
Fiber Characteristics and Care: Understanding of fiber characteristics and general care of the textile used in the constructed item.			(10)
Overall Appearance: Level of skill performed, techniques utilized, enhancements made, design principles used, etc. Product fits assigned category.			(10)
Presentation Skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.			(10)
Additional comments:		Total Score	
		Judge's Initial	

D8 4-H DUDS TO DAZZLE

Possible Interview Questions

Use of Materials

- Discuss why you chose to create this item from your starting item or items. What other ideas were discussed?
- Describe the items that were selected from the supply closet and how they impact your final product.

Construction

- How did you decide which methods to use in constructing this item?
- What skills did you learn while preparing for this contest?
- How will you use your construction skills after you graduate from the 4-H program?

Intended Audience

- How would you determine a target audience?
- How would you reach your target audience?

Pricing

- Describe how you determined the whole sale and resale sale prices of your item.
- What information is important to have to determine your whole sale and resale price?

Fiber Characteristics and Care

- Why is this fabric a good choice for your item? Describe fabric characteristics that make it suitable for the intended use of the item.
- How will you care for this item? Is there any additional cost to consider when caring for this item?
- What is the fiber content of your garment? Describe two qualities of each fiber. If you don't know the fiber content, what would be some ways to determine the fiber?

Preparation

- Describe the process for creating your item.
- Describe what went well during the creation of the item and what didn't go so well.
- Describe what you would do differently if you were to create this item again.

Safety

- What do you think is the most important safety rule during the Duds to Dazzle contest?
- Why do you think it is important to understand how to safely use all of the tools in the supply kit?

Teamwork

- What have you learned during the Duds to Dazzle contest that will help you in the future when working in a group?
- What skills do you have that make you a good team member?