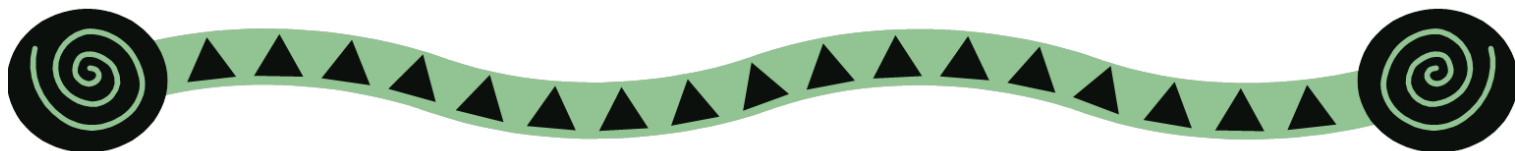


Duds to Dazzle Packet



MEMORANDUM TO: Participants
SUBJECT: 2020 DISTRICT 10 4-H DUDS TO DAZZLE
FROM: Michael Haynes District Extension Administrator Megan Logan District 10 4-H Specialist
DATE: Friday, April 24, 2020
LOCATION: **First United Methodist Church**
1800 North Llano Street
 Fredericksburg, TX 78624
DUDS TO DAZZLE COMMITTEE: Angela Fiedler, Co-Chair Kate Blankenship,
 Nicole Demmer, Co-Chair Hillary Long
 Sonia Coyle Grace Guerra-Gonzalez
 Hillary Putrite
 Connie Sheppard

SCHEDULE: (subject to change)

*****4-H and FCH Agents, please hold Thursday, April 23, 2020 from 2:00-4:00pm to set-up.*****

Time	Duds to Dazzle
1:00pm	Agent Meeting
	Set-Up Registration, Rooms, Etc.
1:30pm	Judges and Contestant Registration
1:40pm-2:10pm	Check Duds to Dazzle Kits
2:00pm	Judges Orientation
2:10pm	Contestant Orientation
2:30pm	Duds to Dazzle Begins
3:30pm	Duds to Dazzle Ends
3:40pm	Duds to Dazzle Judging Begins
5:00pm	Awards Program - ***subject to change depending on tabulation time***



HOUSING/CHAPERONES:

District 10 4-H is not responsible for providing housing for participants. If counties are sending any youth without a parent or legal guardian, the appointed chaperone must follow the child protection procedures outlined in the Texas 4-H Youth Protection guidelines, administered by their respective county Extension office. Parents, legal guardians, and/or chaperones will be responsible for youth and must remain on-site through the duration of Duds to Dazzle.

DISTRICT REGISTRATION:

Regular Registration will be held on 4-H Connect March 10-24, 2020. Late Registration on 4-H Connect March 25-26, 2020 ONLY.

Registration will be found under the name “2019-2020 District 10 Spring Round-Up”

Regular Registration Fees:

- \$10 Fee Per Team Member for Duds to Dazzle

Late Registration Fees:

- \$35 (\$10 Per Team Member Fee for Duds to Dazzle, plus \$25 late registration fee)

RULES:

We will follow the State 4-H Duds to Dazzle rules for seniors. The 2020 State Duds to Dazzle Packet is attached and is also posted on the website at: http://texas4-h.tamu.edu/wp-content/uploads/duds_to_dazzle_contest_guide_2020.pdf

All contestants will be ranked by their judges; this will determine the final placing for this contest. Judges rank will be final.

DISTRICT RULES:

AGE DIVISIONS:

There are three age divisions in District 10 4-H Contests as outlined below. 4-H members' division is determined by their grade as of August 31, 2019.

- Juniors – 3rd Grade (and 8 years old) – 5th Grade
- Intermediates – 6th – 8th Grade
- Seniors – 9th- 12th Grade

COUNTY ENTRIES TO DISTRICT:

Counties may advance 4-H members to the District contest as follows:

Two teams per age division (Junior, Intermediate, Senior) can be sent to district. A county could potentially send a total of 6 teams to compete at the district contest.

Duds to Dazzle:

- Participants will be divided into the three age groups: Juniors, Intermediates, and Seniors.
- There is a Two team per age division limit that can be sent to district.
- Teams can consist of three to five members.

- Teams will be randomly assigned to a category; those assignments will not be announced until registration at the contest.
- There are three categories per age division: Wearable, Accessory/Jewelry, and Non-Wearable.
 - 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, and Simple Seaming Techniques
- 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.
 - There are different kits for each age division, please pay close attention to what your team is allowed to bring.

See Duds to Dazzle section of this letter for more details. You can also refer to the state website at: http://texas4-h.tamu.edu/wp-content/uploads/duds_to_dazzle_contest_guide_2020.pdf

4-H DUDS TO DAZZLE

JUNIOR Sewing Kit

****Each JUNIOR 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 may be added. A team may organize its kit by utilizing clear storage containers. ****

1" hook and eye closer	Pin cushion
3" x 5" or 4" x 6" note cards (1 pkg.)	Power strip
Clear gridded ruler	Safety pins (1 pkg. assortment)
E-6000 glue adhesive	Seam Gauge
Extension cord	Seam ripper (max. 5)
Fabric markers (box of 10 or less)	Self-adhesive Velcro fastener (1 pkg.)
Fabric marking pens/pencils (max. of 2)	Self-Healing Cutting Mat
First aid kit	Shears/Scissors (max. of 5)
Gallon/quart storage bags (1 box each)	Sketchbook
Hand sewing needles (assortment)	Straight Pins (1 pkg.)
Hot glue gun & glue sticks (1 pkg.)	Tabletop ironing mat or board
Iron	Tape measure (max. 5)
Manual pencil sharpener	Thimble (max. of 5)
No-sew adhesive tape (max. of 10 yds.)	Thread (max. of 12 spools)
Paper Plates (Maximum 25)	Timer or stopwatch
Paper towels (1 roll)	Trash bags (1 box of 13-gal.)
Pencils/pens (max. 5 each)	Water Bottle (filled)

4-H DUDS TO DAZZLE

INTERMEDIATE Sewing Kit

****Each INTERMEDIATE 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 may be added. A team may organize its kit by utilizing clear storage containers. ****

1" hook and eye closer	Presser feet (max. of 5)
3" x 5" or 4" x 6" note cards (1 pkg.)	Rotary cutter (with blade cover)
Bobbins	Rotary Cutter Gloves
Clear gridded ruler	Safety pins (1 pkg. assortment)
E-6000 glue adhesive	Seam Gauge
Elastic (1/2" and 1", 1 pkg. each)	Seam ripper (max. 5)
Extension cord	Self-adhesive Velcro fastener (1 pkg.)
Fabric markers (box of 10 or less)	Self-healing Cutting Mat
Fabric marking pens/pencils (max. of 2)	Sewing machine (standard, no serger)
Filled water bottle (max. of 16 oz.)	Sewing machine kit:
First aid kit	Sewing machine manual
Gallon/quart storage bags (1 box each)	Sewing machine needles (variety)
Hand sewing needles (assortment)	Sew-on Velcro fastener (1 pkg.)
Hot glue gun & glue sticks (1 pkg.)	Shears/Scissors (max. of 5)
Iron	Sketchbook
Manual pencil sharpener	Straight Pins (1pkg)
No-sew adhesive tape (max. of 10 yds.)	Tabletop ironing mat or board
Paper Plates (Maximum 25)	Tape measure (max. 5)
Paper towels (1 roll)	Thimble (max. of 5)
Pencils/pens (max. 5 each)	Thread (max. of 12 spools)
Pin cushion	Timer or stopwatch
Power strip	Trash bags (1 box of 13-gal.)

4-H DUDS TO DAZZLE

SENIOR 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.

<input type="checkbox"/>	1" foam paint brush (max. of 3)	<input type="checkbox"/>	1" hook and eye closer
<input type="checkbox"/>	3" x 5" or 4" x 6" note cards (1 pkg.)	<input type="checkbox"/>	3-in-1 beading tool
<input type="checkbox"/>	Bobbins	<input type="checkbox"/>	Calculator
<input type="checkbox"/>	Clear gridded ruler	<input type="checkbox"/>	E-6000 glue adhesive
<input type="checkbox"/>	Elastic (1/2" and 1"; 1 pkg. each)	<input type="checkbox"/>	Extension cord
<input type="checkbox"/>	Fabric markers (box of 10 or less)	<input type="checkbox"/>	Fabric marking pens/pencils (max. of 2)
<input type="checkbox"/>	Water bottle (max. of 16 oz.)	<input type="checkbox"/>	First aid kit
<input type="checkbox"/>	Storage bags—Gallon/quart (1 box each)	<input type="checkbox"/>	Hand sewing needles (assortment)
<input type="checkbox"/>	Hot glue gun & glue sticks (1 pkg.)	<input type="checkbox"/>	Iron
<input type="checkbox"/>	Manual pencil sharpener	<input type="checkbox"/>	Mod podge (max. of 16 oz.)
<input type="checkbox"/>	No-sew adhesive tape (max. of 10 yds.)	<input type="checkbox"/>	Paper plates (max.25)
<input type="checkbox"/>	Paper towels (1 roll)	<input type="checkbox"/>	Pencils/pens (max. 5 each)
<input type="checkbox"/>	Pin cushion	<input type="checkbox"/>	Power strip
<input type="checkbox"/>	Presser feet (max. of 5)	<input type="checkbox"/>	Rotary cutter (with blade cover)
<input type="checkbox"/>	Rotary cutter gloves (1 pair)	<input type="checkbox"/>	Safety pins (1 pkg. assortment)
<input type="checkbox"/>	Seam gauge	<input type="checkbox"/>	Seam ripper (max. 5)
<input type="checkbox"/>	Self-adhesive Velcro fastener (1 pkg.)	<input type="checkbox"/>	Self- healing cutting mat
<input type="checkbox"/>	Sewing machine (standard, no Serger)	<input type="checkbox"/>	Sewing machine manual
<input type="checkbox"/>	Sewing machine needles (variety)	<input type="checkbox"/>	Sew-on Velcro fastener (1 pkg.)
<input type="checkbox"/>	Shears/scissors (max. of 5)	<input type="checkbox"/>	Sketchbook
<input type="checkbox"/>	Straight pins (1 package)	<input type="checkbox"/>	Tabletop ironing mat or board
<input type="checkbox"/>	Tape measure (max. 5)	<input type="checkbox"/>	Thimble (max. of 5)
<input type="checkbox"/>	Thread (max. of 12 spools)	<input type="checkbox"/>	Timer or stopwatch
<input type="checkbox"/>	Trash bags (1 box of 13-gal.)	<input type="checkbox"/>	

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. **Resources and Instructions.** A textile, resources, and any necessary additional instructions will be located at each station to assist the team.
5. **Time.** Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. **Participants only.** Only participants and contest officials will be allowed in construction areas.
7. **Equipment.** Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
8. **Construction:** Each team will be provided with a textile reflective of the assigned category and will create a garment/item using it. Each category may be provided the same textile, or each may receive a separate original item. *Clarification: at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry get 5 silk neck ties; and the teams entered in the Non-wearable category are given table runners. Or, every team competing in Duds to Dazzle is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
9. **Design and Development.** Teams are challenged with being creative in developing an original product with the materials provided.
 - a. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use. The final product must be comprised of a minimum of 50% of the initial material(s). *Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the finished purse must be comprised of the curtain.*

- b. Teams will have access to a “closet” of additional materials that may be incorporated into their products. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
- c. The sketch book, note cards, and the Duds to Dazzle Clothing & Textile Competition Worksheet may be used to prepare for construction of the item and the team’s presentation. Teams should be exact on materials utilized, construction steps, techniques used, etc.

10. **Presentation:** When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.

- a. All team members must participate in the presentation, with at least three of them having a speaking role.
- b. Judging time will include:
 - i. 5 minutes for the presentation
 - ii. 3 minutes for judges’ questions
 - iii. 4 minutes between team presentations for judges to score and write comments
- c. Teams are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
- d. Judges may ask teams questions that are not directly related to the particular item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members’ clothing and textiles project learning experiences.
- e. No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.

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

12. **Rankings.** Placing will be based on rankings of teams by judges. Judges’ results are final.

13. **Awards Program.** An awards program will be held at the conclusion of the judging process.

4-H DUDS TO DAZZLE

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:

- Duds to Dazzle Explore Curriculum https://texas4-h.tamu.edu/wp-content/uploads/Explore_Clothing_DudstoDazzle.pdf
- Laundry on Your Own 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 https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Unraveling_the_Mystery_of_Design_Elements_and_Principles_in_Clothing.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 https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Simple_Seaming_Techniques_11.110_SEW-lotions_Guidelines_Your_Guide_to_Successful_Sewing.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/clothing-textiles/>