


October 28, 2014

MEMO TO: County Extension Agents - FCS, 4-H and Certain Ag Agents in Dickens, Foard, Kent, Motley, Stonewall, and Throckmorton Counties

FROM: 
Kelli Lehman
Extension Program Specialist 4-H & Youth Development

SUBJECT: **Duds to Dazzle Contest – March 18, 2015**
Young County Arena - Graham, TX

The Texas 4-H Duds to Dazzle Clothing & Textiles Competition utilizes the knowledge and skills learned in the project, while increasing awareness of the impact of the clothing & textiles industry on the environment, specifically the waste stream. In the competition, teams of 4-H members will re-design and repurpose discarded garments.

Deadline: Duds to Dazzle Entry Sheet due to:
Wichita County Extension Office along with a \$20 per team donation to cover the cost of supplies by **March 1, 2015**.

Payable to:
Wichita 4-H Fund
600 Scott Ave.
Suite 200
Wichita Falls, TX 76301

District 3 Duds To Dazzle

District 3 Duds to Dazzle
March 18, 2015
Young County Arena, Graham, Texas
(120 Barclay Graham, TX 76450)

The District 3 Duds to Dazzle Contest is a unique opportunity for agents, parents, volunteers and youth to participate in and voice their opinion in the development of a new contest. The 4-H Duds to Dazzle contest brings fun, learning, application of knowledge and skills, and group competition together at one event.

The Texas 4-H Duds to Dazzle Clothing & Textiles Competition utilizes the knowledge and skills learned in the project, while increasing awareness of the impact of the clothing & textiles industry on the environment, specifically the waste stream. In the competition, teams of 4-H members will re-design and repurpose discarded garments.

Deadline: Duds to Dazzle Entry Sheet due to:

- Wichita County Extension Office along with a \$20 per team donation (payable to Wichita 4-H Fund) to cover the cost of supplies by **March 1, 2015**.

Schedule

9:00 a.m. Agents, Leaders and Judges Arrive
9:00 a.m. Leader Orientation, Judge Orientation
9:00 a.m. Duds to Dazzle Clothing & Textile Competition Teams Check In
9:45 a.m. Duds to Dazzle Clothing & Textile Competition Team Orientation
10:00 a.m. Duds to Dazzle Clothing & Textile Competition Begins
11:15 a.m. Presentations and Judging Begins
1:00 p.m. Approximate Time for Awards Program

(Please note: If team entries exceed the space allotted in the Young County Arena, plans will be put into place for a 2 heat schedule. County Extension Agents will be notified asap.)

OBJECTIVES

- Allow participants to exhibit their knowledge and skills when preparing and presenting their constructed product.
- Allow participants to learn from other team members.
- Promote teamwork.
- Help 4-H'ers gain experience in public speaking.
- Provide leadership opportunities for young people.

District 3 Duds To Dazzle

HIGHLIGHTED CHANGES FROM LAST YEAR

- There are now only 3 categories: Wearable, Non-Wearable and Accessory/Jewelry
- There are new resource materials. The full list includes: *Unraveling the Mystery of Design Elements and Principles in Clothing, Laundry on Your Own, Hand Stitching, Pricing, Safety Guide, and Simple Seaming Techniques.*
- Changes have been made to the Sewing Kit. See the supply list for updates.
- The Scorecard has been updated. See the scorecard for updates.
- The Team Worksheet has been updated and renamed. Please see the [4-H Duds to Dazzle Clothing & Textile Planning & Presentation Worksheet](#) for updates.

HIGHLIGHTED CLARIFICATIONS

- RULE #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: for example, at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry could get 5 silk neck ties; and the teams entered in the Non-wearable category might be given table runners. Or, every team competing in Duds to Dazzle could be provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
- RULE #9
 - Teams are challenged with being creative in developing an original product with the materials provided.
 - a. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use. The final product must be comprised of a minimum of 50% of the initial material(s). *Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the finished purse must be comprised of the curtain.*
 - b. Teams will have access to a “closet” of additional materials that may be incorporated into their products. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
 - c. The sketch book, note cards, and the Duds to Dazzle Clothing & Textile Competition Worksheet may be used to prepare for construction of the item and the team's presentation. Teams should be exact on materials utilized, construction steps, techniques used, etc.

District 3 Duds To Dazzle

2015 DISTRICT 3 DUDS TO DAZZLE TEAM ENTRY SHEET

COUNTY _____

DUE: March 1, 2015 to Wichita County, along with \$20.00 donation per team for supplies.

SENIOR TEAM 1

SENIOR TEAM 2

JUNIOR/INTERMEDIATE TEAM 1

JUNIOR/INTERMEDIATE TEAM 1

District 3 Duds To Dazzle

VOLUNTEER JUDGES/HELPER INFORMATION FORM

Due to: Wichita County Extension office March 1, 2015

Please list adult leaders from your county who have confirmed they will be willing to judge or assist as a helper on March 18, 2015. Be sure to list category division their child is entered in where applicable.

NAME: _____

ADDRESS: _____

EMAIL: _____

CITY AND ZIP: _____

CIRCLE ALL THAT APPLY: 4-H LEADER HOME ECONOMIST FORMER 4-HER

PREFER TO SERVE AS A: JUDGE HELPER

AVOID: JUNIOR/INTERMEDIATE DIVISION SENIOR DIVISION

NAME: _____

ADDRESS: _____

EMAIL: _____

CITY AND ZIP: _____

CIRCLE ALL THAT APPLY: 4-H LEADER HOME ECONOMIST FORMER 4-HER

PREFER TO SERVE AS A: JUDGE HELPER

AVOID: JUNIOR/INTERMEDIATE DIVISION SENIOR DIVISION

District 3 Duds To Dazzle

PARTICIPANT RULES

1. **Participation** Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Clothing & Textile project.
2. **Age** Age divisions will be the participant's age as of August 31, 2014 (current 4-H year):
 - Junior/Intermediate- 8 years old and in the 3rd grade, or 9 to 13 years old
 - Senior- 14-18 years old
3. **Teams per County** Each county may enter a maximum of **two** Junior/Intermediate teams and a maximum of **two** Senior teams. The first and second place teams in both age divisions should advance to the district contest. At the county contest, this will require that all teams within one age division be judged against each other and placed (not judged and placed according to food category).
4. **Members per team** Each team will have at least three and a maximum of five members.
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 Food Challenge. The substitute 4-H member must have participated in the county Duds to Dazzle to be eligible.
6. **Registration and entry fee** Each team will provide a \$20 donation to cover the cost of materials. Checks will be payable to **Wichita 4-H Fund**. Submit to Wichita County Extension Office, 600 Scott St., Suite 200, Wichita Falls, TX 76301, along with Duds to Dazzle Entry Sheet by March 1, 2015.
7. **Design categories** There will be three categories: Wearable, Accessory/Jewelry, and Non-wearable. Teams will be randomly assigned to a category, but assignments will not be announced until check-in on the day of the contest.
 - a. Wearable is clothing that is suitable to be worn by people or pets. Ex: shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
 - b. Accessory/Jewelry is an article or set of articles that can be added to an outfit to make it more useful, versatile, or attractive. Ex: earrings, purse, scarf, headband, hat, belt, necklace, etc.
 - c. Non-wearable is an item that is not suitable to be worn. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.
8. **Attire** Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation.
9. **Resource materials provided at contest** Resource materials will be provided for each team at the contest. These include *Unraveling the Mystery of Design Elements and Principles in*

District 3 Duds To Dazzle

Clothing, Laundry on Your Own, Hand Stitching, Pricing, Safety Guide, and Simple Seaming Techniques. No other resource materials will be allowed. Teams may not use their personal copies of the resources during the contest.

10. **Sewing Kit** Each team must supply their own equipment for the contest. Teams may bring only the supplies listed in the sewing kit section. Sewing kits will be checked by contest officials as teams check in for the contest. Any extra equipment will be confiscated, and the team may be disqualified.
11. **Awards** The top five high scoring Duds to Dazzle teams in each category will be recognized with “place ribbons” during the awards program. The first place Senior Division team in each Duds to Dazzle category will advance to state competition, but may not be automatically assigned to the same category as they were at district.
12. **Participants with disabilities.** Any competitor who requires auxiliary aids or special accommodations must contact the District Extension Office at least 2 weeks before the competition.

4-H DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION RESOURCES

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

- Laundry on Your Own (L-5200) – Texas A&M AgriLife Extension Service Bookstore, <http://www.agrilifebookstore.org/Default.asp>
- Unraveling the Mystery of Design Elements and Principles in Clothing (4H 313) – Iowa State University Extension, <http://www.extension.iastate.edu/publications/4h313.pdf>
- Hand Stitching (15.105). SEW-lutions Guidelines, Your Guide to Successful Sewing, http://www.sewing.org/files/guidelines/15_105_running_stitch_basting.pdf
- Simple Seaming Techniques (11.110). SEW-lutions Guidelines, Your Guide to Successful Sewing, http://www.sewing.org/files/guidelines/11_110_simple_seaming_techniques.pdf
- Pricing (CDFS-1326-95). Ohio State University Fact Sheet, <http://ohioline.osu.edu/cd-fact/1326.html>
- Safety Guide, <http://texas4-h.tamu.edu/files/2014/08/D2D-safety-final.pdf>

Additional information and resources regarding the Duds to Dazzle contest can be found on the Texas 4-H website at: http://texas4-h.tamu.edu/project_clothing/dudstodazzle.

Sewing Kit

Each team will bring a sewing kit containing only one each of the following items, unless a different quantity is noted. A team can choose not to include a listed item, but no additional item can be added. A team may organize their kit by utilizing clear storage containers.

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

RULES OF PLAY

1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. Each team will be directed to a construction station. There will be collections of materials at each station, but no pattern. The materials must be used to represent a constructed item from one of the following categories: Wearable, Accessory/Jewelry, or Non-wearable.
4. A textile, resources, and any necessary additional instructions will be located at each station to assist the team.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. Only participants and contest officials will be allowed in construction areas.
7. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
8. Construction: Each team will be provided with a textile reflective of the assigned category and will create a garment/item using it. Each category may be provided the same textile, or each may receive a separate original item. *Clarification: at contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry get 5 silk neck ties; and the teams entered in the Non-wearable category are given table runners. Or, every team competing in Duds to Dazzle is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
9. Teams are challenged with being creative in developing an original product with the materials provided.
 - a. Teams must incorporate each material into the product. However, teams may determine the exact amount of each material to use. The final product must be comprised of a minimum of 50% of the initial material(s). *Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the finished purse must be comprised of the curtain.*
 - b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. The number of additional materials a team may get will be determined by contest officials and announced during participant orientation.
 - c. The sketch book, note cards, and the Duds to Dazzle Clothing & Textile Competition Worksheet may be used to prepare for construction of the item and the team's presentation. Teams should be exact on materials utilized, construction steps, techniques used, etc.
10. Presentation: When time is called, each team will present their item, according to the criteria on the score card, to a panel of at least two judges. A team can display the final product to the judges as they choose: model, hold, or place on the table.
 - a. All team members must participate in the presentation, with at least three of them having a speaking role.

- b. Judging time will include:
 - i. 5 minutes for the presentation
 - ii. 3 minutes for judges' questions
 - iii. 4 minutes between team presentations for judges to score and write comments
 - c. Teams are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
 - d. Judges may ask teams questions that are not directly related to the particular item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' clothing and textiles project learning experiences.
 - e. No talking or writing is allowed among any team members while waiting to give the team presentation. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
11. Clean-up: Teams must clean up their construction areas. Clean-up time is included in the 60-minute construction allotment. Only "hot" items will be allowed to remain in the construction area, such as an iron or hot glue gun.
12. Placing will be based on rankings of teams by judges. Judges' results are final.
13. An awards program will be held at the conclusion of the judging process.

PARTICIPANT ORIENTATION

Note: *Not all elements included in the participant orientation may be applicable to each contest offered. Therefore, this orientation may be modified based on the needs of a county/district contest.*

1. Welcome to the 4-H Duds to Dazzle Clothing & Textile Competition!
2. Teams will have 60 minutes to construct a garment or item, plan a presentation, and clean up the construction area. A 30-minute warning, 10-minute warning, 5-minute warning, and 1-minute warning will be given. We suggest that you start working on your presentation at the 10-minute warning. NO talking or writing is allowed after the 60 minutes is up.
3. Each team will be provided with a set of materials reflective of the assigned category and will create a product using them.
 - a. Teams must incorporate each material into the garment/item. However, teams may determine the exact amount of each material to use, keeping in mind that a minimum of 50% of the final product must include the initial material(s). *Clarification: if the category is Accessory/Jewelry, and the team is provided a cloth shower curtain as the original item to be refurbished, they do not have to use 50% of the shower curtain. If you choose to make a purse from the shower curtain, you do not need to use 50% of the shower curtain; however, a minimum of 50% of the finished purse must be comprised of the curtain.*
 - b. Teams will have access to a “closet” of additional materials that may be incorporated into their constructed piece. Each team is allowed ____ additional materials (explain process).
4. Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
5. If electricity goes out during the construction phase of the contest, teams are asked to turn away from the table immediately. Contest officials will stop the clock so that no construction time is lost.
6. Trash cans are located throughout the room for your use.
7. Each team had the opportunity to include a small first aid kit in its sewing kit. If you did not bring a first aid kit, the contest officials have one. If you happen to need first aid, please let your group leader know immediately so they can assist you!
8. After the 60-minute construction time is up, your area MUST be clean, and all the supplies and scrap materials must be put into your sewing kit, returned to the sewing closet, or thrown away. Points can be deducted for unclean construction areas.
9. After time is called for the 60-minute construction period, no talking or writing is allowed among any team members. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation.
10. Please remain seated once time is up, and do not leave the room unless escorted by your group leader to another room to wait to give your team presentation. (If needed, provide instructions on where teams will wait to give presentations.)

11. If you need to use the restroom, please let your group leader know.
12. After your team presentation, please walk back to your assigned seating area QUIETLY, and place your constructed project back on the table. These projects will be displayed for the remainder of the week and can be picked up the final day of Texas 4-H Roundup. (Provide information about when and where items can be picked up.)
13. After your team presentation, you will be asked to complete an evaluation, giving you the opportunity to share with us your experience in the Duds to Dazzle Clothing & Textile Competition. When you are done with the evaluation, you are dismissed to leave. Please be quiet when you leave, taking your sewing kit with you!
14. If you have any questions, please ask your group leader.
15. Good Luck!!!



GROUP LEADER ORIENTATION

Note: *Not all elements included in the group leader orientation may be applicable to each contest offered. Therefore, this orientation may be modified based on the needs of a county/district contest.*

1. Welcome!
2. Make introductions, and assign each group leader to a category. You'll need 1-2 group leaders per category, depending on facilities and whether the contest is run in one or two heats.
3. Objectives of the 4-H Duds to Dazzle Clothing & Textile Competition:
 - Allow participants to exhibit knowledge and skills gained through their 4-H Clothing & Textiles project by designing, constructing, and presenting a finished product.
 - Allow participants learning opportunities.
 - Promote teamwork.
 - Help 4-H'ers gain experience in public speaking.
 - Provide leadership opportunities for young people.
4. Definition of teams:
 - Made up of three to five members.
5. Contest and Judging Procedures (review so group leaders understand the process and can answer questions if needed):
 - Groups have been randomly assigned to one of three categories: Wearable, Accessory/Jewelry, or Non-wearable.
 - Teams do not know to which category they have been assigned until they arrive today.
 - Each team will be provided with a set of materials reflective of the assigned category and will create a garment/item using them.
 - Teams must incorporate each material into the constructed product. However, teams may determine the exact amount of each material to use. A minimum of 50% of the initial material(s) must be utilized to complete the final product.
 - Teams will have access to a "closet" of additional materials that may be incorporated into their product (explain process, including amounts allowed).
 - Each team is provided with educational resources. These resources can be used to help the team members prepare their presentation. Teams are not allowed to bring in their own resources.
 - 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.
 - If electricity goes out during the construction phase of the contest, teams are asked to

turn away from the table immediately. Contest officials will stop the clock so that no construction time is lost.

- Trash cans are located throughout the room for use by teams.
- Please observe teams during the 60-minute construction period. If you see an accident getting ready to happen, please do your best to step in and prevent bodily harm or injury.
- Each team had the opportunity to include a small first aid kit in its sewing kit. The contest committee also has first aid kits on-hand in case of an injury (burn, cut, etc.). If a 4-H member needs first aid due to a cut or burn, please assist them if they need help.
 - *Let group leaders know where first aid kit is located.*
- After the 60-minute construction time is up, each team's construction area **MUST** be clean, and all the supplies and scrap material must be placed in their sewing kit, returned to the sewing closet, or thrown away. If they have a hot glue gun or iron cooling, it may be the only thing out on the table other than the completed product.
- After time is called for the 60-minute construction period, no talking or writing is allowed among any team members. Team members caught talking and/or writing will receive a warning. The second time, the team will be disqualified and asked to leave the contest facility. Team members should not have pens or pencils in their possession while waiting to give their presentation. Group leaders are asked to monitor and observe teams for talking and/or writing and are allowed to give warnings, keeping contest officials informed of warnings given.
 - *Provide instructions on where to lead teams to waiting area for presentations.*
- After the 60-minute construction period, teams will give their presentation. There will be:
 - *5 minutes for a presentation,*
 - *3 minutes for judges' questions, and*
 - *4 minutes between team presentations for scoring and comments.*
- Please send in teams to the judging room in order by team number. It's important that we stay on time with the judging of presentations so the entire contest can stay on time. Teams should follow the guidelines of only having 5 minutes for their team presentation.
 - *If group leaders are also serving as time keepers for presentations, review their responsibilities (i.e., knock on door at 5 minutes and then open door at 3 minutes).*
- During the construction portion of the contest, or while teams are waiting to give their presentation, if any 4-H member has to use the restroom, you may allow them to go. There are hall monitors ensuring they do not talk to other 4-H members, parents, etc., out in the hallway. When releasing a 4-H member to use the restroom, please alert the hall monitor.

6. Thank you.



JUDGES' ORIENTATION

Note: *Not all elements included in the judges' orientation may be applicable to each contest offered. Therefore, this orientation may be modified based on the needs of a county/district contest.*

1. Welcome!
2. Make introductions, and divide into judging groups.
 - Need 2-3 judges per category
3. Objectives of the 4-H Duds to Dazzle Clothing & Textile Competition:
 - Allow participants to exhibit knowledge and skills gained through their 4-H Clothing & Textiles project by designing, constructing, and presenting a finished product.
 - Allow participants learning opportunities.
 - Promote teamwork.
 - Help 4-H'ers gain experience in public speaking.
 - Provide leadership opportunities for young people.
4. Definition of teams:
 - Made up of three to five members
5. Contest and Judging Procedures:
 - Groups have been randomly assigned to one of three categories: Wearable, Accessory/Jewelry, or Non-wearable.
 - Teams do not know to which category they have been assigned until they arrive today.
 - Each team will be provided with a set of materials reflective of the assigned category and will create a garment/item using them.
 - Teams must incorporate each material into their project. However, teams may determine the exact amount of each material to use. A minimum of 50% of the initial material(s) must be utilized to complete the final product.
 - Teams will have access to a "closet" of additional materials that may be incorporated into their design (explain process, including amounts allowed).
 - Each team is provided with educational resources. These resources can be used to help the team members prepare their presentation. Teams are not allowed to bring in their own resources.
 - Judges will receive:
 - A copy of the scorecard,
 - A copy of the educational resources that teams are given, and
 - A photo of the original textile material provided to the team.

- After the 60-minute construction period, teams will give their presentation. There will be:
 - 5 minutes for a presentation,
 - 3 minutes for judges' questions, and
 - 4 minutes between team presentations for scoring and comments.
 - At least three members of the team must have a speaking role during the presentation, and all members must participate.
 - Team presentations should highlight the elements provided on the Duds to Dazzle Clothing & Textile Competition Scorecard as well as additional information the team may feel the judges should know.
 - If time allows, review the scorecard with the judges.
 - Teams are allowed the use of notecards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
 - When asking questions of the teams, please be sure to keep them age-appropriate. While each presentation will vary, it's also important to try your best to be consistent with the questions you ask each team.
 - Please be sure to provide comments on the scorecard for each team. This will help them improve their presentation in the future. Constructive feedback gives young people a positive learning experience.
 - Placing will be based on the order in which you rank teams. Judges' results are final upon announcement.
 - Please stay on time with the judging of presentations so the entire contest can stay on time.
 - Provide instructions on time: Group leaders will serve as timekeeper, knocking on door after 5 minutes and then opening the door after another 3 minutes – OR – each judging team will be given a timer and asked to monitor time.
6. Thank you!

DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION SCORECARD

TEAM #:	AGE DIVISION:	CATEGORY:	RANK:				
CRITERIA	Maximum points	Comments	Score				
Knowledge of general care of the textile used in the constructed item	10						
Safety precautions used in development of the constructed item	10						
Use of materials: Does the constructed item use all materials/pieces provided? Utilization of the sewing closet?	10						
Construction: Materials and steps	10						
Knowledge of the intended audience to purchase/use the constructed item, and of where the item would be sold	10						
Estimated wholesale and resale prices of the constructed item	10						
Teamwork: Cooperation, effectiveness, and communication of team members	10						
Overall appearance: Level of skill performed, techniques harnessed, enhancements made, design principles employed, etc.	15						
Presentation skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.	15						
Additional comments:		Total Score					
		Judges' Initials	<table border="1" style="width: 100%; height: 30px; border-collapse: collapse;"> <tr> <td style="width: 25%;"></td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> </tr> </table>				

4-H DUDS TO DAZZLE CLOTHING & TEXTILE PLANNING & PRESENTATION WORKSHEET

Project Description (sketch or describe what your finished product will look like):

Construction (know the materials used and steps in the construction of the item):
Materials:

Steps:

Knowledge of general care of the textile used in the construction of the item (know what fiber is in the textile and how to clean it):

Fiber(s):

Care Instructions:

Safety Precautions (list personal safety precautions taken during the construction of the item):

Intended Purchaser and Purchase Location (who is the intended audience, and where they would buy the item):

Purchaser:

Purchase Location:

Estimated Sell Price (what would the retail cost be to purchase the item; explain):

Team Member Roles (list each team member and their tasks/responsibilities):

4-H DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION RANKING FORM

Age Division/Category _____

PLACING	TEAM NUMBER	COUNTY
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		

(judges' initials)