

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.
 - Assist youth in gaining an appreciation for recycling textiles so that they do not end up in the waste stream.
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 finished product must be from the initial start-up item or items.
 - 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 a worksheet. No other written resources may be used.
 - Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, volunteers, County Extension Agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment. 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, 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 can 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.
 - *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 must 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.
 - Assist youth in gaining an appreciation for recycling textiles so that they do not end up in the waste stream.
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, 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.*
 - 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 a worksheet that 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.
 - Fifty percent of the team score is based on the preparation portion of the contest. Judges will be responsible for monitoring and evaluating teams during the preparation portion. Judges' comments and scores will be entered in Section 1 of the scorecard.
 - After the 60-minute construction period, teams will give their presentation. Judges' comments and scores will be entered on Section 2 of the scorecard. 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 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!

