

## 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, 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 their 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. It is allowable to leave hot items, such as an iron, on the table to cool.
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 designated table. It is at the discretion of the contest officials if finished products will remain or if teams may take.
13. After your team presentation, you maybe 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.
14. If you have any questions, please ask your group leader.
15. Good Luck!!!

