Texas 4-H Duds to Dazzle

RULES OF PLAY

1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. No electronic devices or jewelry (except for medically required) is allowed in the contest. This includes cell phones, smart watches, or other communication devices.
4. Each team will be directed to a construction station. There will be collections of materials at each station, but no pattern. The materials following categories: Wearable, Accessory/Jewelry, or Non-wearable.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. A textile startup item(s), worksheet, and any necessary additional instructions will be located at each station to assist the team. Teams will no longer be given a scenario card.
7. Only participants and contest officials will be allowed in construction areas.
8. Teams that 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 malfunctioning equipment.
9. Each team will be provided with a startup textile item(s) for their assigned category and will create a garment/item using them. All 3 categories may be provided the same textile(s), or each category may receive a separate original item(s).

   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 N****on-wearable*** *category are given table runners* ***or*** *all teams 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. Teams are challenged to be 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 visible 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 visible finished purse must be comprised of the curtain. The lining of the purse that can be opened is considered visible. If the shower curtain is used as stabilizer between layers of fabric would not be visible.*

b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. Teams must take and use a **minimum of 2** items from the supply closet. 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 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.

12. 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 will use questions from the Duds to Dazzle question list. Judges may ask teams questions that are related to the item constructed during the contest.

    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.

13. Teams must clean 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 glue gun.

14. It is at the discretion of the contest officials if finished products will remain, or if teams may take.

15. Placing will be based on ranking of teams by judges. Judges' results are final.

16. An awards program will be held after the judging process.