



The 4-H Duds to Dazzle Solo Showcase Invitational is designed to provide youth the opportunity to participate in an individual Duds to Dazzle contest. Participants will utilize the knowledge and skills gained through participation in the 4-H Fashion and Interior Design project. Please refer to the Texas 4-H Roundup Guide for more details on contest date and location, as well as registration requirements.

Texas 4-H Duds to Dazzle Fashion & Interior Design Competition Handbook 2024-25

PARTICIPANT RULES (STATE LEVEL)

1. **Participation.** Participant must be 4-H member currently enrolled in a Texas 4-H Youth Development County program and actively participating in the Fashion & Interior Design project.
2. **Eligibility.**
Senior Division: Grades 9 thru 12
3. **Individual contest.** Participant will work independently in this contest.
4. **Duds to Dazzle Team and Individual Invitational.** Individuals competing in the Duds to Dazzle team event cannot compete in the Solo Showcase Invitational.
5. **Registration and entry fee.** Individuals will be required to register using the standard Texas 4-H Roundup registration process and will pay all registration fees associated with Texas 4-H Roundup. A **maximum of 28** individuals will be able to register for the event.
6. **Design categories.** There will be two categories: Wearable and Non-wearable. Individuals will be randomly assigned to a category, but assignments will not be announced until check-in on the day of contest.
 - a. Wearable is clothing, jewelry and accessory that is suitable to be worn by people or pets (i.e., shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.)
 - b. Non-wearable is an item that is not suitable to be worn. (i.e., pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.)
7. **Attire.** Individuals must wear clothing appropriate for construction and the presentation.
8. **Resource materials provided at contest.** A *Planning and Presentation Worksheet* will be provided for each participant at the contest. No other resource materials will be allowed. The following resources are available for participants 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, Simple Seaming Techniques* and [How Does Fast Fashion Affect the Environment?](#)
9. **Sewing Kit.** Each invitational must supply their own equipment for the contest. An individual can choose not to include a listed item, but no additional item can be added. Sewing kits may be checked by contest officials as participants check in for the contest. See attached sewing kit list.
10. **Awards.** The committee will determine state awards.
11. **Schedule.** The state contest schedule will be provided to contestants prior to the competition and is set by the state contest committee based upon the number of participants and facilities used.
12. **Participants with disabilities.** Any competitor who requires auxiliary aids or special accommodation must contact the state 4-H office at least two weeks before the competition.

Texas 4-H Duds to Dazzle

Solo Showcase Invitational



RULES OF PLAY

1. Contestants 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 participant will be directed to a construction station. **Participants may set up their workstations before the contest begins.** There will be collections of materials at each station, but no pattern. The materials following categories: Wearable, or Non-wearable.
5. Start-up item or items, worksheet, and any necessary additional instructions will be located at each station to assist the participant.
6. Each participant will have 1 hour (60 minutes) to construct an item, plan a presentation, and clean up the construction area.
7. Only participants and contest officials will be allowed in construction areas.
8. Individuals that may experience any equipment malfunction(s) may not replace the equipment with supplies from another participant, volunteers, County Extension Agents, or contest officials. Instead, participants must be creative in completing construction without malfunctioning equipment.
9. Each participant will be provided with a startup textile item(s) for their assigned category and will create a garment/item using them. Each category may be provided with the same textile, or each category may receive a separate original item.
Clarification: *at contest, all individuals competing in Wearable may receive a men's button-down dress shirt and the individuals entered in the non-wearable category are given table runners or every individual competing in Solo Showcase is provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
10. Individuals are challenged with being creative in developing an original product with the materials provided.
 - a. Individuals must incorporate each material into the product. However, they 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 wearable and the participant 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. Participants will have access to a “closet” of additional materials that may be incorporated into their products. A **minimum of 2** items must be used from the “closet”. The number of additional materials a participant 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 participant’s presentation. Individuals should be exact on materials utilized, construction steps, techniques used, etc.
11. When time is called, each participant will present their item, according to the criteria on the score card, to a panel of at least two judges. An individual can display the final product to the judges as they choose: model, hold, or place on the table.
- a. Judging time will include:
 - i. 3 minutes for the presentation
 - ii. 3 minutes for judges’ questions
 - iii. 4 minutes between presentations for judges to score and write comments.
 - b. Individuals are allowed the use of note cards during the presentation but should not read from them, as this minimizes the effectiveness of their communication.
 - c. Judges may ask questions that are related to the item constructed during the contest.
 - d. No talking or writing is allowed among any participants while waiting to give the presentation. Participants caught talking and/or writing will receive a warning. The second time, the individuals will be disqualified and asked to leave the contest facility. Participants should not have pens or pencils in their possession while waiting to give their presentation.
12. Participants 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.
13. It is at the discretion of the contest officials if individuals will get to keep their finished products, or if the item will remain.
14. Placing will be based on ranking by judges. Judges’ results are final.
15. An awards program will be held after 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 Fashion & Interior Design Competition!
2. Individuals will have **1 hour (60 minutes)** to construct a garment or item, plan a presentation, and clean up the construction area. A 20-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. Participants will be provided with a set of materials reflective of the assigned category and will create a product using them.
 - a. Participants must incorporate each material into the product. However, individual participants 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 wearable, and the individual participant 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. Participants will have access to a “closet” of additional materials that may be incorporated into their constructed piece. Participants **must use 2 items** from the closet. A maximum of ____ additional materials is allowed.
4. Participants that may experience any equipment malfunction(s) may not replace the equipment with supplies from another participant, volunteers, County Extension Agents, or contest officials. Instead, participants must be creative in completing construction without malfunctioning equipment.
5. If electricity goes out during the construction phase of the contest, participants 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. Participants can 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 participants. Individuals caught talking and/or writing will receive a warning. The second time, the individuals will be disqualified and asked to leave the contest facility. Participants 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 presentation.
11. If you need to use the restroom, please let your group leader know.
12. After your 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 participant may take them when they leave.)
13. After your presentation, you may be asked to complete an evaluation, giving you the opportunity to share with us your experience in the Duds to Dazzle Fashion & Interior Design 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!!!

Duds to Dazzle Sewing Kit

Each participant will bring a sewing kit containing only one each of the following items unless a different quantity is noted. A participant can choose not to include a listed item, but no additional item can be added. Kit organization is up to the participant.

<input type="checkbox"/>	3" x 5" or 4" x 6" note cards (1 pkg.)	<input type="checkbox"/>	1" hook and eye closer
<input type="checkbox"/>	3-in-1 beading tool	<input type="checkbox"/>	Bobbins
<input type="checkbox"/>	Calculator	<input type="checkbox"/>	Elastic (1/2" and 1"; 1 pkg. each)
<input type="checkbox"/>	Extension cord	<input type="checkbox"/>	Fabric Clips
<input type="checkbox"/>	Fabric markers (box of 10 or less)	<input type="checkbox"/>	Fabric marking pens/pencils (max. of 2)
<input type="checkbox"/>	First aid kit	<input type="checkbox"/>	Glue - crafting glue and/or fabric glue (2 containers)
<input type="checkbox"/>	Grid ruler	<input type="checkbox"/>	Hand sewing needles (assortment)
<input type="checkbox"/>	Hot glue gun & glue sticks (10 sticks)	<input type="checkbox"/>	Iron
<input type="checkbox"/>	Manual pencil sharpener	<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"/>	Storage bags–Gallon/quart (1 box each)
<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"/>	Water bottle (max. of 16 oz.)

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 will 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 Fashion & Interior Design Solo Showcase Invitational
 - Allow participants to exhibit knowledge and skills gained through their 4-H Fashion & Interior Design project by designing, constructing, and presenting a finished product.
 - Allow participants to learn about how fashion practices impact the environment.
 - Learn ways to become a more sustainable consumer and designer.
 - Help 4-H'ers gain experience in public speaking.
 - Provide leadership opportunities for young people.
4. Contest and Judging Procedures (review so group leaders understand the process and can answer questions if needed):
 - Participants have been randomly assigned to one of two categories: Wearable, or Non-wearable.
 - Participants do not know to which category they have been assigned until they arrive today.
 - Participants will be provided with a set of materials reflective of the assigned category and will create a garment/item using them.
 - Participants must incorporate each material into the constructed product. However, individual participants may determine the exact amount of each material to use. A minimum of 50% of the visible finished product must be from the initial start-up item or items.
 - Participants will have access to a “closet” of additional materials that may be incorporated into their product. Participants **must use 2 items** from the supply closet in their final product.
 - Each participant is provided with a worksheet. No other written resources may be used.
 - Individuals that may experience any equipment malfunction(s) may not replace the equipment with supplies from another participant, volunteers, County Extension Agents, or contest officials. Instead, participants must be creative in completing construction without malfunctioning equipment. If electricity goes out

during the construction phase of the contest, participants 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 all participants.
 - Please observe participants 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.
 - Participants 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 the first aid kit is located.*
 - After the 60-minute construction time is up, each participant'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 participants. Individuals caught talking and/or writing will receive a warning. The second time, the individuals will be disqualified and asked to leave the contest facility. Participants should not have pens or pencils in their possession while waiting to give their presentation. Group leaders are asked to monitor and observe participants for talking and/or writing and can give warnings, keeping contest officials informed of warnings given.
 - *Provide instructions on where to lead participants waiting for presentations.*
 - After the 60-minute construction period, individuals will give their presentation. There will be:
 - 3 minutes for a presentation,
 - 3 minutes for judges' questions, and
 - 4 minutes between presentations for scoring and comments.
 - Please send participants to the judging room in order by participant number. It is 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 timekeepers for presentations, review their responsibilities (i.e., knock on door at 5 minutes and then open door at 6 minutes).*
 - During the construction portion of the contest, or while participants 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.
5. 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 them into judging groups.
 - Need 2-3 judges per category.
3. Objectives of the 4-H Duds to Dazzle Fashion & Interior Design Solo Showcase Invitational Competition:
 - Allow participants to exhibit knowledge and skills gained through their 4-H Fashion & Interior Design project by designing, constructing, and presenting a finished product.
 - Allow participants to learn about how fashion practices impact the environment.
 - Learn ways to become a more sustainable consumer and designer.
 - Help 4-H'ers gain experience in public speaking.
 - Provide leadership opportunities for young people.
4. Contest and Judging Procedures:
 - Participants have been randomly assigned to one of two categories: Wearable, or Non-wearable.
 - Participants do not know to which category they have been assigned until they arrive today.
 - Individuals will be provided with a set of materials reflective of the assigned category and will create a garment/item using them.
 - Participants must incorporate each material into the product. However, individuals 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 wearable, and the individual 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.*
 - Participants will have access to a “closet” of additional materials that may be incorporated into their design. Participants **must use 2 items** from the “closet”.

- Participants are provided with a worksheet that can be used to help the participant prepare their presentation. Individuals are not allowed to bring in their own resources.
 - Judges will receive:
 - A copy of the scorecard.
 - A percentage of the score is based on the preparation portion of the contest. Judges will be responsible for monitoring and evaluating participants during the preparation portion. Judges' comments and scores will be entered in Section 1 of the scorecard.
 - After the 60-minute construction period, participants will give their presentation. Judges' comments and scores will be entered on Section 2 of the scorecard. There will be:
 - 3 minutes for a presentation,
 - 3 minutes for judges' questions, and
 - 4 minutes between presentations for scoring and comments.
 - Presentations should highlight the elements provided on the scorecard, as well as additional information they may feel the judges should know.
 - Review the scorecard with the judges.
 - Participants 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 participants, please be certain to keep them age appropriate. While each presentation will vary, it is also important to try your best to be consistent with the questions you ask each participant.
 - Please be sure to provide comments on the scorecard for each participant. 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 the contestants. 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 timekeepers, knocking on door after 5 minutes and then opening the door after 6 minutes OR – each judging team will be given a timer and asked to monitor time.
5. Thank you!

DUDS TO DAZZLE SOLO SHOWCASE INVITATIONAL SCORECARD

Name	County:	Category:	
Criteria	Comments	Score	
1. Preparation –			
Preparation: Used rational process for creating their final product. Tasks are completed resourcefully and in a logical order.		(10)	
Safety Precautions: Demonstrate an understanding of how to safely use the tools provided in the kit during the construction process.		(10)	
Time Management: Efficient use of time to remain productive and successfully complete the planned design within the allotted timeframe.		(15)	
Use of Materials: Utilized a minimum of 2 items from the supply closet.		(5)	
2. Presentation – to be judged during the presentation and question/answer portion of the contest.			
Creativity and Innovative Use of Materials <ul style="list-style-type: none"> Originality in design Creative use of materials 		(10)	
Use of Startup Item: Successfully transformed the startup item into something new and usable. <ul style="list-style-type: none"> A minimum of 50% of the final product is made from the start-up item and must be visible. 		(10)	
Functionality: Crafted a well-built item specifically designed to serve its intended purpose.		(10)	
Craftsmanship: Skill, attention to detail, and quality applied in creating item <ul style="list-style-type: none"> Quality of Construction– Level of skill performed, techniques utilized, enhancements made, design principles used, etc. Finishing– Edges, seams and other details neatly finished. 		(20)	
Presentation: Showcase the completed item while evaluating its environmental impact, sustainability practices, and effectiveness in reducing waste.		(10)	
Additional comments:		Total Score	
		Judge's Initial	

4-H DUDS TO DAZZLE FASHION & INTERIOR DESIGN 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:

4-H DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION RANKING FORM

Age Division/Category _____

PLACING	PARTICIPANT NAME	COUNTY
1		
2		
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(Judges' initials)

4-H DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION RESOURCES

In preparation for the Duds to Dazzle Fashion & Interior Design Competition, participants may choose to study the following resources:

- Duds to Dazzle Explore Curriculum
- Laundry on Your Own
- Unraveling the Mystery of Design Elements and Principles in Clothing (4H 313) – Iowa State University Extension
- Hand Stitching (15.105). SEW-lotions Guidelines, Your Guide to Successful Sewing
- Simple Seaming Techniques (11.110). SEW-lotions Guidelines, Your Guide to Successful Sewing
- Pricing Tips and Tricks
- Safety Guide

- How Does Fast Fashion Affect the Environment?

These resources and additional information regarding the Duds to Dazzle Fashion & Interior Design Competition can be found on the Texas 4-H website at, <https://texas4-h.tamu.edu/projects/fashion-interior-design/>.