

## 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!!!