

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 Fashion & Interior Design 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 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 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.
 - 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 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 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!

