

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'll 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 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 (review so group leaders understand the process and can answer questions if needed):
 - 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 constructed product. However, teams 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.
 - Teams will have access to a "closet" of additional materials that may be incorporated into their product (explain process, including amounts allowed).
 - Each team is provided with a worksheet. No other written resources may be used.
 - 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. 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.

- Trash cans are located throughout the room for use by teams.
 - Please observe teams 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.
 - Each team 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 first aid kit is located.*
 - After the 60-minute construction time is up, each team'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 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. Group leaders are asked to monitor and observe teams for talking and/or writing and can give warnings, keeping contest officials informed of warnings given.
 - *Provide instructions on where to lead teams to waiting area for presentations.*
 - After the 60-minute construction period, teams will give their presentation. There will be:
 - 5 minutes for a presentation,
 - 3 minutes for judges' questions, and
 - 4 minutes between team presentations for scoring and comments.
 - Please send in teams to the judging room in order by team number. It's 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 3 minutes).*
 - During the construction portion of the contest, or while teams 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.
6. Thank you!

