

D8 4-H FASHION & INTERIOR DESIGN EVENTS

District Contest Information

Date: Tuesday, April 16, 2019

Location: Bell County Expo Center
 301 W Loop 121, Belton, TX 76513
www.bellcountyexpo.com

Time:

- See attached schedule.
- The Fashion Show & Duds to Dazzle Contests will be held on the same day. 4-H members may participate in both events. They will be judged in Fashion Show first, then compete in Duds to Dazzle.
- The concession stand will be open to purchase food for lunch or snacks.
- The schedule is TENTATIVE until entries are received and processed.

Deadlines: Please see your County Extension Agent for registration requirements and deadline.
<http://counties.agrilife.org/>

Paperwork for ALL AGE DIVISIONS:  Paperwork for **ALL AGE DIVISIONS** Fashion Show (Buying, Construction, Natural Fiber) must be uploaded as a single pdf file on 4-H Connect by the deadline.

Storyboards: In addition to the registration on 4-H Connect by March 22 the Storyboard must be physically in the **McLennan County Extension Office by Friday, March 29 by 5 pm.**



- All Storyboards must be received by this date. They must be **PHYSICALLY in the McLennan County Extension Office by this date and time.** Consider working with surrounding counties to make a plan to deliver them. They will most likely not withstand shipping.
- **DO NOT BRING THEM TO THE DISTRICT OFFICE.**
- Boards will be sent off for judging so it is imperative they're received by this date. All boards will be on display during Fashion Show and must be picked up upon completion of Fashion Show.

Entry Fee: \$10 per 4-H member per event

Late Entries. Late entries will be permitted with an additional:

- \$20 late fee per 4-H member up to 60 hours after the regular contest deadline (Monday at noon).
- No Duds to Dazzle teams may be added after the 60-hour late fee deadline.
- To add an individual entry (to Fashion Show, Natural Fiber, or Fashion Storyboard) or an individual member to a Duds to Dazzle team after the 60-hour deadline, a \$50 late fee per 4-H member will be assessed in addition to the regular registration fee.

D8 4-H FASHION & INTERIOR DESIGN EVENTS

TENTATIVE 2019 D8 4-H Contests Schedule

Fashion Show

Group Leaders

9:00 am – 9:15 am	Check in
9:15 am – 9:30 am	Orientation

Contestants & Judges

9:15 am – 9:45 am	Check in
9:45 am – 10:00 am	Orientation
10:00 am – 11:30 am	Interviews/Judging

Duds to Dazzle

Group Leaders

11:30 am – 11:45 am	Check in
11:45 am – 12:00 pm	Orientation

Contestants

11:45 am – 12:00 pm	Check in
12:00 pm – 12:15 pm	Orientation
12:15 pm – 1:15 pm	Preparation Phase
1:15 pm – 2:15 pm	Presentation Phase

Judges

11:30 am – 11:45 am	Check in
11:45 am - 12:15 pm	Orientation
12:15 pm – 1:15 pm	Preparation Phase
1:15 pm – 2:15 pm	Presentation Phase

Awards Presentation

Approximately 3:00 pm

D8 4-H FASHION & INTERIOR DESIGN EVENTS

General Rules & Guidelines

OVERVIEW

The 4-H Fashion Show is designed to recognize 4-H members who have completed a Clothing and Textiles project. The following objectives are taught in the Clothing and Textiles project: knowledge of fibers and fabrics, wardrobe selection, clothing construction, comparison shopping, fashion interpretation, understanding of style, good grooming, poise in front of others, and personal presentation skills.

PURPOSE

The Fashion Show provides an opportunity for 4-H members to exhibit the skills learned in their project work. It also provides members an opportunity to increase their personal presentation skills.

ELIGIBILITY REQUIREMENTS

- Membership.** Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Clothing & Textiles project.
- Age Divisions.** Age divisions are determined by a participant's grade as of August 31, 2018 as follows:

<u>Division</u>	<u>Grades</u>	
Junior	3*, 4, or 5	<i>*Must be at least 8 years old</i>
Intermediate	6, 7, or 8	
Senior	9, 10, 11, or 12*	<i>*Must not be older than 18 years old</i>

- Events.** There are four (4) events conducted at the District Fashion Show:

Fashion Show	3 age divisions (Junior, Intermediate, Senior)
Natural Fiber	Seniors only
Fashion Storyboard	3 age divisions (Junior, Intermediate, Senior)
Duds to Dazzle	2 age divisions (Junior/Intermediate, Senior)




There will not be a Trashion Show event.

- Number of Entries.** Participants may enter a maximum of one entry in each of the five (5) events.

Fashion Show	Buying or Construction Division
Natural Fiber	Cotton or Wool/Mohair/Alpaca
Fashion Storyboard	Accessory, Jewelry, Non-wearable, Pet Clothing, or Wearable
Duds to Dazzle	<i>Categories are not pre-assigned.</i>

Counties may enter a maximum of one entry in each division/category in Fashion Show and Natural Fiber. There are no limits to the number of Fashion Storyboards per county. There are no limits on the number of Duds to Dazzle entries per county.

5. **Qualifying for State.** Only Senior 4-H members are eligible to advance to state.
- a. Fashion Show: The district will send one (1) contestant from each of the four (4) categories in the Construction Division (Everyday Living, ReFashion, Semi-Formal to Formal, and Theatre/Costume) and one (1) contestant from each of the four (4) categories in the Buying Division (Business/Interview Attire, Fantastic Fashions Under \$25, Semi-Formal to Formal, and Special Interest). (Maximum of 8 entries.) If a participant qualifies for the Texas 4-H Fashion Show in Buying or Construction and in Natural Fiber, he/she will be able to compete in both at the Texas 4-H Fashion Show.
 - b. Natural Fiber Contest: The district will send one (1) contestant from each of the two (2) categories (Cotton and Wool/Mohair/Alpaca) in the Natural Fiber Contest. (Maximum of 2 entries.) If a participant qualifies for the Texas 4-H Fashion Show in Buying or Construction and in Natural Fiber, he/she will be able to compete in both at the Texas 4-H Fashion Show.
 - c.  Fashion Storyboard: The district will send the top three (3) placing entries in each of the six (6) categories (Accessory, Home Décor, Home Furnishings, Jewelry, Pet Clothing, and Wearable). (Maximum of 15 entries.)
 - d. Duds to Dazzle. The district will send one (1) team per category. (Or, if there are not enough District entries to make three categories, the top three (3) placing entries will qualify to advance.) Teams advancing to state will not automatically be assigned to the same category as they were at district.

D8 4-H DUDS TO DAZZLE

General Rules & Guidelines

OVERVIEW

In the Texas 4-H Youth Development Program, 4-H members participate in the 4-H Fashion & Interior Design project to become knowledgeable in a multitude of concentrated skills including, but not limited to, design, construction and consumer buying. The Texas 4-H Duds to Dazzle qualifying competition has taken another step in expanding the learning experience by “going green” through the introduction of eco-fashion.

OBJECTIVES

- 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 members 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.

ELIGIBILITY REQUIREMENTS

1. **Membership.** Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Fashion & Interior Design project.

2. **Age Divisions.** Age divisions are determined by a participant’s grade as of August 31, 2018 as follows:

<u>Division</u>	<u>Grades</u>	
Junior/Intermediate	3*, 4, 5, 6, 7, or 8	<i>*Must be at least 8 years old</i>
Senior	9, 10, 11, or 12*	<i>*Must not be older than 18 years old</i>

3. **Teams per county.** There is no limit to the number of teams per county.

4. **Members per team.** Each team will have at least three and no more than five members. Teams may not include members in different age divisions. See rule #2.

5. **Substitution of team members.** Substitution of team members should be made only if necessary. Only the same number of 4-H members qualifying at the county level will be eligible to participate at the district level. No more than two team members may be substituted, up to the day of the competition.

6. **Design categories.** There will be three categories in each age division: Wearable, Accessory/Jewelry, and Non-wearable. Teams will be randomly assigned to a category, but assignments will not be announced until check-in on the day of the contest.

- a. Wearable is clothing that is suitable to be worn by people or pets. Ex: shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.
- b. Accessory/Jewelry is an article or set of articles that can be added to an outfit to make it more useful, versatile, or attractive. Ex: earrings, purse, scarf, headband, apron, hat, belt, necklace, etc.
- c. Non-wearable is an item that is not suitable to be worn by people or pets. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.

7. **Attire.** Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation. A team name is acceptable.
8. **Resource materials provided at contest.** A *Planning and Presentation Worksheet* will be provided for each team at the contest. No other resource materials will be allowed. The following resources are available for team 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.*
9. **Sewing kit.** Each team must supply their own equipment for the competition. A team can choose not to include a listed item, but no additional item can be added. Kits can be checked by contest officials. Any extra equipment will be confiscated, and the team may be disqualified.
10. **Awards.** The top five high scoring teams in each category and age division will be recognized with awards during the awards program.

D8 4-H DUDS TO DAZZLE

Sewing Kit

Each team will bring a sewing kit containing only one each of the following items, unless a different quantity is noted. A team can choose not to include a listed item, but no additional item can be added. A team may organize their kit by utilizing a storage container of choice.

- | | |
|--|---|
| 1" foam paint brush (max. of 3) | 1" hook and eye closer |
| 3" x 5" or 4" x 6" note cards (1 pkg.) | 3-in-1 beading tool |
| Bobbins | Calculator |
| Clear gridded ruler | E-6000 glue adhesive |
| Elastic (1/2" and 1", 1 pkg. each) | Extension cord |
| Fabric markers (box of 10 or less) | Fabric marking pens/pencils (max. of 2) |
| Water bottle (max. of 16 oz.) | First aid kit |
| Storage bags - Gallon/quart (1 box each) | Hand sewing needles (assortment) |
| Hot glue gun & glue sticks (1 pkg.) | Iron |
| Manual pencil sharpener | Mod podge (max. of 16 oz.) |
| No-sew adhesive tape (max. of 10 yds.) | Paper plates (max. 25) |
| Paper towels (1 roll) | Pencils/pens (max. 5 each) |
| Pin cushion | Power strip |
| Presser feet (max. of 5) | Rotary cutter (with blade cover) |
| Rotary cutter gloves (1 pair) | Safety pins (1 pkg. assortment) |
| Seam gauge | Seam ripper (max. 5) |
| Self-adhesive Velcro fastener (1 pkg.) | Self-healing cutting mat |
| Sewing machine (standard, no Serger) | Sewing machine manual |
| Sewing machine needles (variety) | Sew-on Velcro fastener (1 pkg.) |
| Shears/scissors (max. of 5) | Sketchbook |
| Straight Pins (1 package) | Tabletop ironing mat or board |
| Tape measure (max. 5) | Thimble (max. of 5) |
| Thread (max. of 12 spools) | Timer or stopwatch |
| Trash bags (1 box of 13-gal.) | |

D8 4-H DUDS TO DAZZLE

Rules of Play

1. **Check-in.** Teams will report to the designated location for check-in.
2. **Orientation.** An orientation will be provided for all participants.
3. **Stations.** Each team will be directed to a construction station. There will be collections of materials at each station, but no pattern. The materials must be used to represent a constructed item from one of the following categories: Wearable, Accessory/Jewelry, or Non-wearable.
4. **Resources and Instructions.** A textile, worksheet, and any necessary additional instructions will be located at each station to assist the team.
5. **Time.** Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. **Participants only.** Only participants and contest officials will be allowed in construction areas.
7. **Equipment.** Teams that may experience any equipment malfunction(s) may not replace the equipment with supplies from another team, leaders, volunteers, county Extension agents, or contest officials. Instead, team members must work together and be creative in completing construction without the malfunctioning equipment.
8. **Construction:** Each team 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 the same textile, or each may receive a separate original item. *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 Non-wearable category are given table runners. Or, every team 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.*
9. **Design and Development.** Teams are challenged with being 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 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 finished purse must be comprised of the curtain.*
 - b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. 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 the Duds to Dazzle Clothing & Textile Competition 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.
10. **Presentation.** 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 may ask teams questions that are not directly related to the particular item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' fashion and interior design project learning experiences.
 - 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.
11. **Clean-up.** Teams must clean up 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 hot glue gun.
12. **Finished Product.** Teams will take their finished product with them and should plan to bring it forward during the award ceremony.
13. **Rankings.** Placing will be based on rankings of teams by judges. Judges' results are final.
14. **Awards Program.** An awards program will be held at the conclusion of the judging process.

D8 4-H DUDS TO DAZZLE

Competition Resources

In preparation for the Duds to Dazzle Fashion & Interior Design Competition, participants should not limit themselves to studying only the resources provided at the contest. Provided contest resources include:

- Duds to Dazzle EXPLORE Curriculum,
https://texas4-h.tamu.edu/wp-content/uploads/Explore_Clothing_DudstoDazzle.pdf
- Laundry on Your Own (L-5200),
https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Laundry_on_Your_Own_L-5200.pdf
- Unraveling the Mystery of Design Elements and Principles in Clothing (4H 313) – Iowa State University Extension, <http://www.extension.iastate.edu/publications/4h313.pdf>
- Hand Stitching (15.105). SEW-lotions Guidelines, Your Guide to Successful Sewing, https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Hand_Stitching_15.105_SEW-lotions_Guidelines_Your_Guide_to_Successful_Sewing.pdf
- Simple Seaming Techniques (11.110). SEW-lotions Guidelines, Your Guide to Successful Sewing, http://www.sewing.org/files/guidelines/11_110_simple_seaming_techniques.pdf
- Pricing Tips and Tricks,
https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Pricing_Tips_and_Tricks.pdf
- Safety Guide,
https://texas4-h.tamu.edu/wp-content/uploads/DudsDazzle_Resource_Safety_Guide.pdf

Additional information and resources regarding the Duds to Dazzle contest can be found on the Texas 4-H website at: <https://texas4-h.tamu.edu/projects/fashion-interior-design/>.

D8 4-H DUDS TO DAZZLE

Planning & Preparation 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:

Knowledge of general care of the textile used in the construction of the item (know what fiber is in the textile and how to clean it):

Fiber(s):

Care Instructions:

Safety Precautions (list personal safety precautions taken during the construction of the item):

Intended Purchaser and Purchase Location (who is the intended audience, and where they would buy the item):

Purchaser:

Purchase Location:

Estimated Selling Price (what would the retail cost be to purchase the item; explain):

Team Member Roles (list each team member and their tasks/responsibilities):

D8 4-H DUDS TO DAZZLE

Score Sheet

CATEGORY & AGE DIVISION		TEAM MEMBERS	
COUNTY & TEAM #			
CRITERIA	COMMENTS	MAX PTS	SCORE
1. Team Preparation – to be judged during preparation portion of the contest			
Preparation: Team members display a rational process for creating their final product. Tasks are completed resourcefully and in a logical order.		10	
Safety Precautions: Team members exhibit knowledge of how to use tools in the kit safely in the development of the constructed item.		10	
Teamwork: Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of work space.		10	
Use of Materials: Minimum of 50% of the final product made from the start up item or items provided. Utilization of the sewing closet. Innovative use of materials.		10	
Construction: Appropriate technics used during construction. Materials and steps included.		10	
2. Team Presentation – to be judged during presentation and question/answer portion of the contest			
Intended Audience: Knowledge of the target audience for final product. Identify where the item would be sold.		10	
Pricing: Estimate retail price of the constructed item. Understanding of how the price is created.		10	
Fiber Characteristics and Care: Knowledge of fiber characteristics and general care of the textile used in the constructed item.		10	
Overall Appearance: Level of skill performed, techniques utilized, enhancements made, design principles used, etc. Product fits assigned category.		10	
Presentation Skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.		10	
		Total Score	
		Judge Initials	

D8 4-H DUDS TO DAZZLE

Possible Interview Questions

Use of Materials

- Discuss why you chose to create this item from your starting item or items. What other ideas were discussed?
- Describe the items that were selected from the supply closet and how they impact your final product.

Construction

- How did you decide which methods to use in constructing this item?
- What skills did you learn while preparing for this contest?
- How will you use your construction skills after you graduate from the 4-H program?

Intended Audience

- How would you determine a target audience?
- How would you reach your target audience?

Pricing

- Describe how you determined the whole sale and resale sale prices of your item.
- What information is important to have to determine your whole sale and resale price?

Fiber Characteristics and Care

- Why is this fabric a good choice for your item? Describe fabric characteristics that make it suitable for the intended use of the item.
- How will you care for this item? Is there any additional cost to consider when caring for this item?
- What is the fiber content of your garment? Describe two qualities of each fiber. If you don't know the fiber content, what would be some ways to determine the fiber?

Preparation

- Describe the process for creating your item.
- Describe what went well during the creation of the item and what didn't go so well.
- Describe what you would do differently if you were to create this item again.

Safety

- What do you think is the most important safety rule during the Duds to Dazzle contest?
- Why do you think it is important to understand how to safely use all of the tools in the supply kit?

Teamwork

- What have you learned during the Duds to Dazzle contest that will help you in the future when working in a group?
- What skills do you have that make you a good team member?