



# DUDS TO DAZZLE

## 101

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*Erie County 4-H*



# WHAT WILL BE COVERED

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- ❖ What is Duds to Dazzle
- ❖ How does the contest work
- ❖ What are the categories
- ❖ Rules of Play
- ❖ What do you need to compete – “The Kit”

# WHAT IS DUDS TO DAZZLE?

It's a contest where teams of youth are given a textile to repurpose using only the items in their sewing kits and craft closet, and their knowledge and skills learned in the 4-H Clothing and Textiles project.



**Startup Item**



**Completed Project**



# Duds to Dazzle

## Contest Objectives

- Allow participants to exhibit knowledge and skills gained through their 4-H Clothing & Textiles project by designing, constructing, and presenting a finished product.
- Allow participants learning opportunities.
- Promotes teamwork.
- Help 4-H'ers gain experience in public speaking.
- Provide leadership opportunities for young people.

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# CONTEST RULES

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**Participation:** Enrolled in the Erie County 4-H Youth Development program

**Age divisions:** Cloverbud: age 5-7 as of January 1<sup>st</sup>  
4-H Member: age 8-18 as of January 1<sup>st</sup>

**Members per team:** Minimum of three and a maximum of five members.  
Cloverbuds will not be working in teams.



# CONTEST RULES

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**Substitution of team members:** Substitutions are allowed in the case of a team member becoming ill or family emergency. Please notify the 4-H office as soon as possible.

**Registration and entry fee:** No fee at this time to participate.

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





# THE CATEGORIES

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- ❖ Wearable
- ❖ Non-Wearable
- ❖ Accessory/Jewelry

# WEARABLE

clothing that is suitable to be worn by people or pets

shirt, coat, vest, dress, costume, leggings, swimsuit cover, etc.

## Example:

Turn that pair of  
old, ill-fitting jeans  
into a fantastic  
Denim Skirt.



## Example:

Recycle a pair of  
jeans into a  
designer doggy  
fashion jacket.





# NON-WEARABLE

an item made from clothing that is not suitable to be worn

pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas ornament, etc.

## Example:

Recycling a pair of old jeans into  
a Christmas stocking and  
embellish it.



# ACCESSORY/JEWELRY

article or set of articles that can be added to an outfit in order to make it more useful, versatile, or attractive  
earrings, scarf, headband, hat, belt, necklace, etc.

## Example:

Create a purse from  
an old pair of jeans  
with a decorative  
fabric applique and  
braided handle.



## Example:

Recycling the  
leather label off of  
an old pair of jeans  
to make a cuff  
bracelet.





# CONTEST RULES

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**Attire:** Each team is encouraged to wear coordinating clothing appropriate for construction and the team presentation.

**Resource materials provided at contest:** Resource materials will be provided for each team at the contest. These include:

- Unraveling the Mystery of Design Elements and Principles in Clothing
- Laundry on Your Own
- Safety Guide
- Hand Stitches
- Pricing
- Simple Seaming Techniques

No other resource materials will be allowed. Teams may not use their personal copies of the resources during the contest.



**Sewing kit:** Each team must supply their own equipment for the competition. Teams may bring only the supplies listed in the sewing kit inventory. Sewing kits will be checked by contest officials as teams check in for the contest. Any extra equipment will be confiscated and the team may be disqualified.



# SEWING KIT

- ☐ SEWING MACHINE: (MIN. 1, MAX 3)
- ☐ SEWING MACHINE MANUAL
- ☐ PRESSER FEET (MAX 5)
- ☐ BOBBINS
- ☐ SEWING MACHINE NEEDLES (VARIETY)
- ☐ CUTTING MAT (NO LARGER THAN 24" X 36")
- ☐ ROTARY CUTTER (W/ BLADE COVER)
- ☐ HOT GLUE GUN (MAX 2) AND STICKS (1 PKG.)
- ☐ IRON
- ☐ TABLE TOP IRONING BOARD OR TOWEL
- ☐ BLOWDRYER
- ☐ TACKY GLUE
- ☐ NOTE CARDS (1 PKG) 3"X5" OR 4"X6"
- ☐ FILLED WATER BOTTLE (MAX 16 OZ)
- ☐ PAPER TOWELS (1 ROLL)
- ☐ TRASH BAG
- ☐ MANUAL PENCIL SHARPENER
- ☐ PENCILS / PENS (MAX 5)
- ☐ CLEAR GRIDDED RULER / CUTTING EDGE
- ☐ POWER STRIP
- ☐ EXTENSION CORD
- ☐ FABRIC MARKING PENS / PENCILS (MAX OF 2)
- ☐ HAND SEWING NEEDLES (ASSORTMENT)
- ☐ SHEARS (MAX 5)
- ☐ STRAIGHT PINS & PIN CUSHION
- ☐ TAPE MEASURE (MAX 5)
- ☐ SEAM RIPPER (MAX 5)
- ☐ THREAD (MAX OF 12 SPOOLS)
- ☐ SAFETY PINS (ASSORTMENT)
- ☐ LAMP (Floor or Table)

# 2017 UPDATES

- ❖ Traditional Textile Review will happen this year in May, therefore our clothing evaluation opportunity has moved from D2D back to Textile Review.
- ❖ There will be no lunch provided at the event.
- ❖ There are updated resources on the 4-H website for D2D- please take the time to look!
  - A new scorecard and evaluation rubric have been designed
- ❖ There have been a few changes to the supply kit- make sure you are prepared by viewing the document on our website.
- ❖ Our event is limited to 12 teams.
- ❖ If there are open slots on a teams and an independent member wishes to participate they will be added where possible- the team will be notified in advance.



# SCHEDULE

Suggested contest schedule for the Duds to Dazzle Clothing & Textile Competition:

- 9:00 a.m. Educator, Committee Members and Judges Arrive
- 9:00 a.m. Judge Orientation
- 9:30 a.m. Teams Check In
- 9:45 a.m. Team Set Up Complete, Orientation
- 10:00 a.m. Teams Allowed to Open Assignments & Begin!
- 10:15 a.m. Supply Closet Open
- 10:15 a.m. Cloverbuds Check In
- 10:30 a.m. Cloverbuds begin project
- 11:00 a.m. Teams Design Must Be Complete / Cloverbuds finished
- 11:15 a.m. Team Presentations / Cloverbud Show & Tell (optional Clothing Evaluation will begin before lunch if presentations finish early)
- 12:00 p.m. Awards



# POST COMPETITION

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- ❖ Pack-up supplies
- ❖ Awards will be handed out



# CONTEST RULES

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**Awards:** Awards will be determined by the committee and are based on sponsorships.

Ribbons and Certificates will be presented.

**Adult Supervisor:** Each team **MUST** have a supervisor. Please understand your number one job that day is to ensure our youth are using safe techniques when creating their items. You will also be accountable for keeping track of time for the team.

**Supply Kit Check:** Team, be aware that your Supply Kit will be checked at registration. Be prepared and ready!





# RULES OF PLAY

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1. Teams will report to the designated location for check-in.
2. An orientation will be provided for all participants.
3. 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 and Non-wearable.**
  - Each team will have an adult supervisor to ensure safety.



# RULES OF PLAY

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4. A textile, resources and any necessary additional instructions will be located at each station to assist the team.
5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
6. Only participants and contest officials (Group Leader) will be allowed in construction areas.



# RULES OF PLAY

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7. 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 team in the same category will receive the same start up item.





# RULES OF PLAY

9. 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. The final product must be 50% or more of 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. A minimum of 50% of the purse they chose to make must be comprised of the curtain.*

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# RULES OF PLAY

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- 9. Teams are challenged with being creative in developing an original product with the materials provided.
- 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 scratch paper, 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.
- d. No cell phones in the competition area.

# SCENARIO EXAMPLE

## **NON-WEARABLE**

❖ Angie completed spring cleaning in her home. Between all of the members of the family, a trash bag of denim jeans that were no longer being worn was collected. Angie lives in the country and is not easily accessible to the public to hold a garage sale.

❖ Your team is to refurbish the old jeans into a non-wearable item.



# RULES OF PLAY

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.

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# RULES OF PLAY

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## 10. Presentation continued:

- 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' clothing and textiles 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.



# RULES OF PLAY

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11. Clean-up: Teams must clean up their construction areas. Clean-up time is included in the 60-minute construction allotment.

12. Placing will be based on rankings of teams by judges. Judges' results are final.

13. An awards program will be held at the conclusion of the judging process.

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# SCORECARD

## ERIE COUNTY 4-H DUDS TO DAZZLE COMPETITION SCORECARD

Team Name:

Category:

Criteria	Comments	Score
<b>Team Preparation</b>		
Preparation: Team members display a logical process for creating their final product. Tasks are completed efficiently 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)
<b>Construction</b>		
Use of Materials: 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 sewing used during construction. Materials and steps included.		(10)
Design: Finished product meets category requirements given. Design is creative within category guidelines.		(10)
Completion: 0= Project incomplete in time frame. 5= Project is complete. Product is ready for marketability		(0 or 5)
<b>Team Presentation</b>		
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.		(10)
Fiber Characteristics and Care: Knowledge of fiber characteristics and general care of the textile used in the constructed item.		(0 or 5)
Overall Appearance: Level of skill performed, techniques harnessed, enhancements made, design principles employed, etc. Product fits assigned category. Presentation appearance of Team.		(10)
Presentation Skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.		(10)
<b>Judges Signature:</b>	<b>Total Score</b>	

Additional Comments:



# RUBRIC

Erie County 4-H Duds to Dazzle Evaluation Rubric

Team Preparation	2	4	6	8	10
<b>Preparation:</b> Team members display a logical process for creating their final product. Tasks are completed efficiently and in a logical order.	Lacks any organization. No obvious planning has been done before starting. Tasks are not completed in a logical order.	Some organization but no plan. Team members choose what they want to do without discussion.	Discussion of a work plan and tasks are chosen by team members. Minimal or no plan for the order required for tasks to complete the project	Team members display a logical process for creating their final product. Tasks are completed efficiently and in a logical order	Team meeting where all necessary steps are outlined and specific tasks are assigned in a logical order. May include a written outline.
<b>Safety Precautions:</b> Team members exhibit knowledge of how to use tools in the kit safely in the development of the constructed item.	Safety precautions are not observed by more than one team member(s) and no correction is given by another team member.	One team member is not observing safety precautions and no correction is given by another team member.	One or more team members are not using tools safely, but corrections are made by other team members.	Team members exhibit knowledge of how to use tools in the kit safely in the development of the constructed item.	Safety reminders are discussed before starting. Safety reminders are given periodically as new tools are used.
<b>Teamwork:</b> Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of work space.	Work space is not cleaned up. Team members are not working together.	Work space is not tidy. One or more team members are not working on a specific task.	Work space is tidy. All team members had specific tasks and worked together with limited disagreements.	Cooperation, effectiveness, communication of team members, and efficient use of time including cleaning of work space	Every team member has designated tasks. Team leader encouraged all members, made sure everyone was on task. Team members assisted each other as needed.
Construction	2	4	6	8	10
<b>Use of Materials:</b> 50% of the final product made from the start up item or items provided. Utilization of the sewing closet. Innovative use of materials.	Less than 50% of the final product made from startup item. Materials have no coordination effort. Items are hazardedously assembled.	50% of the final product made from startup item. Some coordination of materials but are not selected for appropriate use.	50% of the final product is made from startup item. Coordination of materials from a functional standpoint and innovative use of materials. At least 3 items from sewing closet used.	75% of the final product made from startup item. Excellent coordination of materials. Innovative utilization of sewing closet materials. At least 3 items from sewing closet used.	90-100% of the final product made from startup item. Superb final product, potential manufacturability. Extremely innovative use of materials. At least 3 items from sewing closet used.



# TEAM WORKSHEET

## 4-H DUDS TO DAZZLE CLOTHING & TEXTILE 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:

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 would they buy the item):  
Purchaser:

Purchase Location:

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

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



# D2D INTRO

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❖ <https://www.youtube.com/watch?v=ikVcGML22xE>

# SUPPLY CLOSET

❖ <https://www.youtube.com/watch?v=F9KnzxfWUOE>





# PRESENTATION PREP

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❖ <https://www.youtube.com/watch?v=M7yiZlBeStM>



# ONLINE REGISTRATION

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- ❖ 4-H Website:
- ❖ Register as an individual
- ❖ Closes March 10<sup>th</sup>

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# ERIE COUNTY FAIR

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- ❖ Special new class for D2D creations! Each team member will receive a premium as long as competition creation arrives on evaluation day via one team member.
- ❖ Fashion Show: D2D teams can model and share their creation in the fashion show.
- ❖ D2D participants will qualified to enter the drawing for the sewing machine to be chosen on stage during fashion show.





# QUESTIONS?

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