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**2025 - 2026 NUECES COUNTY 4-H
 DUDS TO DAZZLE FASHION & INTERIOR DESIGN COMPETITION
 INFORMATION & GUIDELINES**

ENTRIES ARE DUE BY 5:00 P.M., MONDAY, FEBRUARY 16, 2026.

Nueces County Center Auditorium 710 East Main Avenue Robstown, Texas 78380 Monday, March 2, 2026 Check-In at 3:00 P.M.		Richard M. Borchard Regional Fairgrounds Ballroom A 1213 Terry Shamsie Boulevard Robstown, Texas 78380 Tuesday, March 3, 2026 Check-In at 3:00 P.M.	
Educational Presentations	Public Speaking	Vocal	Solo/Band
Poetry/Prose	4-H Skit	Choreographed Routines	Duds to Dazzle
Musical/Instrumental	Variety Show	Fashion Show	Quiz Bowls

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 to learn about how fashion practices impact the environment.
 - Learn ways to become a more sustainable consumer and designer.
 - Promote teamwork.
 - Help 4-H’ers gain experience in public speaking.
 - Provide leadership opportunities for young people.
1. **Participation.** Participants must be 4-H members currently enrolled in a Texas 4-H Youth Development County program and actively participating in the Fashion & Interior Design project.
 2. **Eligibility.** Age divisions are determined by a participant’s age as of August 31 of the current 4-H year in accordance with what is stated in the current Texas 4-H Rules and Guidelines.
 - Junior Division: Grades 3 through 5
 - Intermediate Division: Grades 6 through 8
 - Senior Division: Grades 9 through 12
 3. **Teams per County.** Each county may enter a maximum of three junior teams, three intermediate teams, and three senior teams (district rule).
 4. **Members per Team.** Each team will have at least three and no more than four members. Junior/Intermediate teams may include members in different age divisions. See Rule #2. Senior teams may not include members of different age divisions.
 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. **Entry Fees.** There are no entry fees at the county level.
7. **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 suitable to be worn by people or pets. Examples: 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. Examples: aprons, earrings, purse, headband, hat, belt, necklace, etc.
 - c. **Non-wearable** is an item that is not suitable to be worn. Examples: pillow, towel, jewelry pouch, cell phone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.
8. **Attire.** Each team will have the option to wear coordinated clothing appropriate for construction and the team presentation. A team name is acceptable.
9. **Resource Materials.** 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 teams 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, and How Does Fast Fashion Affect the Environment?*
10. **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 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.
11. **Awards.** The committee will determine county awards. **ALL JUDGING RESULTS AND PLACINGS ARE FINAL.**
12. **Participants with Disabilities.** Any competitor who requires auxiliary aid or special accommodation must contact the Nueces County 4-H Office at least two weeks before the competition.

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.

3" x 5" or 4" x 6" note cards (1 pkg.)	1" hook and eye closer
3-in-1 beading tool	Bobbins
Calculator	Elastic (1/2" and 1"; 1 pkg. each)
Extension cord	Fabric clips
Fabric markers (box of 10 or less)	Fabric marking pens/pencils (max. of 2)
First aid kit	Glue - crafting glue and/or fabric glue (2 containers)
Grid ruler	Hand sewing needles (assortment)
Hot glue gun & glue sticks (10)	Iron
Manual pencil sharpener	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	Storage bags-Gallon/quart (1 box each)
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.)	Water bottle (max. of 16 oz.)



RULES OF PLAY

1. Teams will report to the designated location for check-in.
 2. An orientation will be provided for all participants.
 3. No electronic devices or jewelry (except medically required) are allowed in the contest. This includes cell phones, smart watches, or other communication devices.
 4. Each team will be directed to a construction station. There will be collections of materials at each station, but no pattern. The materials are the following categories: Wearable, Accessory/Jewelry, or Non-wearable.
 5. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
 6. A textile startup item(s), worksheet, and any necessary additional instructions will be located at each station to assist the team. Teams will no longer be given a scenario card.
 7. Only participants and contest officials will be allowed in construction areas.
 8. Teams that may experience any equipment malfunctions 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 malfunctioning equipment.
 9. Each team will be provided with a startup textile item(s) for their assigned category and will create a garment/item using them. All three (3) categories may be provided with the same textile(s), or each category may receive a separate original item(s).
- Clarification:** *At contest, all teams competing in Wearable may receive a men's button-down dress shirt; each team competing in Accessory/Jewelry gets 5 silk neck ties; and the teams entered in the Non-wearable category are given table runners. Or all teams competing in Duds to Dazzle are provided with an adult-sized t-shirt to refurbish. The choice is at the discretion of the contest officials.*
10. 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 visible final product must include the initial material(s).

Clarification: *If the category is Accessory/Jewelry, and the team is provided with 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. The lining of the purse that can be opened is considered visible. If the shower curtain is used as stabilizer between layers of fabric, it would not be visible.*

- b. Teams will have access to a "closet" of additional materials that may be incorporated into their products. Teams must take and use a minimum of 2 items from the supply closet. 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 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.

11. 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:
 - Five (5) minutes for the presentation
 - Three (3) minutes for judges' questions
 - Four (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 will use questions from the Duds to Dazzle question list. Judges may ask teams questions that are related to the item constructed during the contest.
 - 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 possessions while waiting to give their presentation.
12. Teams must clean 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 glue gun.
13. It is at the discretion of the contest officials if finished products will remain, or if teams may take.
14. Placing will be based on ranking of teams by judges. **JUDGES' RESULTS ARE FINAL.**
15. An awards program will be held after the judging process.

4-H DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION RESOURCES

In preparation for the Duds to Dazzle Clothing & Textile Competition, participants may choose to study the following resources:

- Duds to Dazzle Explore Curriculum
- Laundry on Your Own
- Unraveling the Mystery of Design Elements and Principles in Clothing (4H 313) – Iowa State University Extension
- Hand Stitching (15.105). SEW-lotions Guidelines, Your Guide to Successful Sewing
- Simple Seaming Techniques (11.110). SEW-lotions Guidelines, Your Guide to Successful Sewing
- Pricing Tips and Tricks
- Safety Guide
- [How Does Fast Fashion Affect the Environment?](#)

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