



Duds to Dazzle

Entry Deadline: March 6, 2026

District 3 Contest: April 11, 2026

Archer City (Morning Contest)

To Register:

Call 940-659-1228 or

Email lynette.babcock@ag.tamu.edu

Palo Pinto County 4-H will be able to advance two teams per age group to the District 3 4-H Duds to Dazzle Contest.

If Palo Pinto County 4-H has more than two teams per age group, a county level contest will be held during the week of March 16th..

The Palo Pinto County 4-H contest will follow District 3 4-H Guidelines.

OBJECTIVES

- Allow participants to exhibit their knowledge and skills when preparing and presenting their constructed product.
- Allow participants to learn from other team members.
- Promote teamwork.
- Help 4-H'ers gain experience in public speaking.
- Provide leadership opportunities for young people.

District 3 4-H Duds To Dazzle

PARTICIPANT RULES

1. **Participation** Participants must be 4-H members currently enrolled in a Texas 4-H and Youth Development county program and actively participating in the Clothing & Textile project.
2. **Age** Age divisions will be the participant's grade level as of August 31, 2025 (current 4-H year):
 - Junior/Intermediate- 8 years old and in the 3rd grade through 8th grades.
 - Senior- 9th-12th grades.
3. **Teams per County** Each county may enter a maximum of **two** Junior/Intermediate teams and a maximum of **two** Senior teams. The first and second place teams in both age divisions should advance to the district contest. At the county contest, this will require that all teams within one age division be judged against each other and placed (not judged and placed according to category).
4. **Members per team** Each team will have at least three and a maximum of four members.
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 Duds to Dazzle. The substitute 4-H member must have participated in the county Duds to Dazzle to be eligib.
6. **Registration and entry fee** Palo Pinto County 4-H will pay for each participant entry fee

and register participants.

7. **Design categories** There will be 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 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, hat, belt, necklace, etc.
 - c. **Non-wearable** is an item that is not suitable to be worn. Ex: pillow, towel, jewelry pouch, cellphone or iPad case, stuffed animal, doll clothes, Christmas stocking, etc.
8. **Attire** Each team will have the option to wear coordinating clothing appropriate for construction and the team presentation.
9. **Resource materials provided at contest** A *Planning and Presentation Worksheet* will be provided for each team at the contest. Resource materials will **NOT** be provided for each team at the contest. Contest preparation materials include: *Unraveling the Mystery of Design Elements and Principles in Clothing, Laundry on Your Own, Hand Stitching, Pricing Tips and Tricks, Safety Guide, and Simple Seaming Techniques*. No other resource materials will be allowed. Teams may not use their personal copies of the resources during the contest.
10. **Sewing Kit** Each team must supply their own equipment for the contest. Teams may bring only the supplies listed in the sewing kit section. **Supply Boxes will be certified by County Agents before arriving at the contest. Random spot checks will be done the day of the contest.** Any extra equipment will be confiscated, and the team may be disqualified.
11. **Awards** The top five high scoring Duds to Dazzle teams in each category will be recognized with “place ribbons” during the awards program. The first place Senior Division team in each Duds to Dazzle category will advance to state competition but may not be automatically assigned to the same category as they were at district.
12. **Participants with disabilities.** Any competitor who requires auxiliary aids or special accommodations must contact the District Extension Office at least 2 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.

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

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 for medically required) is 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 must be used to represent a constructed item from one of the following categories: Wearable, Accessory/Jewelry, or Non-wearable.
5. A textile, resources, and any necessary additional instructions will be located at each station to assist the team.
6. Each team will have 60 minutes to construct an item, plan a presentation, and clean up the construction area.
7. A textile, 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.
8. Only participants and contest officials will be allowed in construction areas.
9. 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.
10. 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 category 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.*
11. 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 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.

12. 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 item constructed during the contest. Instead, some questions may address the general knowledge gained through the 4-H members' Fashion & 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.
13. 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 gluegun.
14. It is at the discretion of the contest officials if finished products will remain or if teams may take.
15. Placing will be based on rankings of teams by judges. Judges' results are final.
16. An awards program will be held at the conclusion of the judging process.

DUDS TO DAZZLE CLOTHING & TEXTILE COMPETITION SCORECARD

Team # or Team Name:	County:	Category:	Age Group:				
CRITERIA		Comments	Score				
1. Team Preparation –to be judged during preparation portion of the contest							
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 workspace.			(10)				
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 technics used during construction. Materials and steps included.			(10)				
2. Team Presentation – to be judged during the presentation portion of the contest move under construction							
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.			(10)				
Overall Appearance: Level of skill performed, techniques harnessed, enhancements made, design principles employed, etc. Product fits assigned category.			(10)				
Presentation Skills: Overall effectiveness of communication skills (voice, poise, articulation), number of members presenting, etc.			(10)				
Additional comments:		Total Score					
		Judges' Initials	<table border="1" style="width: 100%; height: 30px; border-collapse: collapse;"> <tr> <td style="width: 25%;"></td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> </tr> </table>				

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 they would 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):

District 3 4-H Duds to Dazzle Sewing Kit Certification Form

The following is a list of supplies for a 4-H Duds to Dazzle Sewing Kit. Teams may choose to have less than what is listed below, however, any additional items may not be included in the supply box.

<input type="checkbox"/> 3" x 5" or 4" x 6" note cards (1 pkg.)	<input type="checkbox"/> 1" hook and eye closer
<input type="checkbox"/> Bobbins	<input type="checkbox"/> 3-in-1 beading tool
<input type="checkbox"/> Clear gridded ruler	<input type="checkbox"/> Calculator
<input type="checkbox"/> Elastic (1/2" and 1"; 1 pkg. each)	<input type="checkbox"/> Crafting glue or fabric glue (2 types)
<input type="checkbox"/> Fabric Clips	<input type="checkbox"/> Extension cord
<input type="checkbox"/> Fabric markers (box of 10 or less)	<input type="checkbox"/> Fabric marking pens/pencils (max. of 2)
<input type="checkbox"/> Filled water bottle (max. of 16 oz.)	<input type="checkbox"/> First aid kit
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<input type="checkbox"/> No-sew adhesive tape (max. of 10 yds.)	<input type="checkbox"/> Pencils/pens (max. 5 each)
<input type="checkbox"/> Paper towels (1 roll)	<input type="checkbox"/> Power strip
<input type="checkbox"/> Pin cushion	<input type="checkbox"/> Rotary cutter (with blade cover)
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<input type="checkbox"/> 3" x 5" or 4" x 6" note cards (1 pkg.)	<input type="checkbox"/> 1" hook and eye closer

Agent

Date

County