



26th ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION APRIL 11, 2024

CONTEST NAME: FASHION TECHNOLOGY

CONTEST NO: 31

CATEGORY: SECONDARY

CONTEST LOCATION: Red River College - Notre Dame Campus – North Gym

CONTEST START TIME AND DURATION: 8:00 am (orientation starts at 7:45 am, ½ hour lunch at 11 am) - 6 HOURS & IN-SCHOOL PATTERN WORK

PURPOSE OF CHALLENGE: Assess the contestant's ability in critical thinking, creative design, pattern making, and sewing construction in the field of apparel design.

SKILLS AND KNOWLEDGE TO BE TESTED:

The contest will focus on practical work. Theoretical knowledge is limited to what is necessary to carry out the practical work. Candidates will manipulate the block for a lined jacket with a collar and lapel, zipper closure, and set-in sleeves to include required design elements (see below) and construct a denim jacket.

Contest Description:

Before the competition (Tasks that need to be completed at the school level):

- Candidates must also use the watermark croquis provided on the Skills Canada website (<https://www.skillscompetencescanada.com/en/competition/scnc-quebec->

[2024-31-fashion-technology/](#)) to complete a front and back technical drawing. It is intended that the drawing be completed directly on the watermark croquis page. The technical drawings must be completed in pencil and must include a collar and lapel, a visible functional zipper front closure, and set in sleeve, as per the basic jacket block. Points will be deducted if the technical drawing is not submitted prior to orientation.

- Candidates will create their pattern from the jacket block provided and pre-cut/interface/serge fabric prior to the competition. This part of the competition will be done at the school level and administered as an exam. Competitors must NOT alter the following mandatory components of the jacket block when creating the pattern, and the final construction must reflect the dimensions of the pattern:
 - Sleeve Cap
 - Armhole shape
 - Shoulder length
 - Collar and lapel
 - Neckline
 - Centre front panel piece including zipper closure
 - The length of the jacket must finish between the waist line and hip line as indicated on the jacket block pattern

Design must:

- incorporate the transfer or conversion of all darts
- include two of the following design components on the body of the jacket: yoke, or other design lines, vent(s) or slit(s), tabs, belt, added fullness (eg. pleats, gathers, tucks), extra pockets, etc.
- two symmetrical pockets
- industry standard hem treatment

During Competition:

- Competitors will be constructing a denim jacket from the pattern prepared at the school level (administered like an exam).
- Industry sewing standards for garment construction should be maintained as equipment allows.

As part of the evaluation, the following aspects will be evaluated:

- Final Fit and Appearance
- Creativity and Suitability of Design (this includes fashion illustration and technical drawings)
- Sewing of seams, darts, and hem
- Collar and Lapel
- Sleeves
- Zipper Closure
- Pockets
- Design Details

As part of the evaluation, the following aspects will be considered:

- The degree of difficulty and skill level of the pattern development as it affects the construction of the jacket
- The quality of the jacket construction
- The fit and wearability of the jacket
- The overall appearance of the garment and conformity of the design to the technical drawing

POINT BREAKDOWN / 100 TOTAL:

Technical Sketch	5%
Creativity and difficulty of design	20%
Sewing Construction	45%
Final pressing	15%
Final Fit and Appearance	<u>15%</u>

TOTAL **100%**

Note: points will be deducted if fashion illustration and technical sketches are not provided at the beginning of the competition.

JUDGING

In the event of a tie, the winner will be determined by:

- a) The highest score in the sewing construction component;
- b) Degree of difficulty in sewing construction.

NATIONAL COMPETITION ELIGIBILITY:

- A mark of **70% or higher** must be scored by the gold medalist in order to attend the National Skills Competition

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

- Two competitors will share a semi-industrial iron and domestic ironing board (provided);
 - Supplies provided: Please contact Crystal Bodfish for a list of supplies plus fabric swatches, and mock pattern. This will be available end of February.
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EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:

Competitors must provide their own tool kit containing, at a minimum, the following items:

- Sewing construction tools;
- a domestic serger and a domestic portable sewing machine with a regular sewing foot, and a zipper foot (to be set up before 7:45 am on April 11, can be set up on April 10)
- Pressing tools;
- Technical drawing tools;

All kits will be inspected upon arrival.

WORKSITE SAFETY RULES / REQUIREMENTS:

Competitors must comply with security and safety regulations at each workstation. Competitors must wear closed toed shoes, no high heels over 2” and no slip-on shoes. Long hair must be tied back. Dangling jewelry and long flowing sleeves are not permitted.

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

THE IMPORTANCE OF SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES;

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential Skills) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The following 9 skills have been identified and validated as key skills for success for the workplace: 1.Numeracy, 2.Communication, 3.Collaboration, 4.Adaptability, 5.Reading, 6.Writing, 7.Problem Solving, 8.Creativity and Innovation, 9.Digital

FOR MORE INFORMATION CONTACT TECHNICAL COMMITTEE MEMBER:

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