



26th ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION APRIL 10, 2025

CONTEST NAME: FASHION TECHNOLOGY

CONTEST NO: 31

CATEGORY: Secondary and Post-Secondary

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

CONTEST DURATION: 6 HOURS & PRIOR IN-SCHOOL PATTERN WORK

CONTEST SCHEDULE:

April 10, 2025	
7:15 am to 7:30 am	<ul style="list-style-type: none">• Equipment should be set up and ready• Orientation• Submission of fashion illustration, technical drawing, pattern and supply order form• Competitors will identify their two main design details on their technical drawing.
7:30 am to 11:00 am	Competition
11:00 am	Submission of pocket sewing
11:00 am to 11:30 am	Lunch
11:30 am to 2:00 pm	Competition
2:00 pm	Project Submission (on mannequin)
2:00 pm to 2:30 pm	Clean Up
3:30 pm	Closing Ceremony

PURPOSE OF CHALLENGE:

- Provide Fashion Technology students with an opportunity to apply their technical skills and creativity into the development of a marketable garment for the Fashion Industry.
- To assess the participant's ability in creative design, pattern usage, pattern drafting and sewing construction.
- Recognize students for their excellence in apparel design and construction.
- Evaluate competitor's level of preparation for employment in the competitive and fast-paced Fashion Industry.
- Prepare for the national level competition (Secondary Only).

Note: The Manitoba contest scope is based on the national scope. However, due to only having 6 hours instead of 12, the pattern drafting and cutting will need to be completed at the school level. Also, this project is simpler. There are notes in this scope that state the differences that competitors and trainers can keep in mind when training. Only the Secondary competition advances to Nationals.

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 oversized coat (with a collar and lapel, buttons, and set-in sleeves) to include required design elements (see contest description) and construct it.

Prior to starting the competition, the competitor should:

1. Read this scope thoroughly.
2. Brainstorm ideas (sketching and researching) for their design to narrow down and select a final design concept for the oversized coat.
3. Set-up a training schedule with their mentor to practice:
 - a. The development of the pattern for the design
 - b. The order of operations for the construction of the garment
 - c. Garment construction techniques
 - d. Finishing techniques
 - e. Use of tools, equipment, and supplies
 - f. Time management

CONTEST BREAKDOWN:

Technical Drawing of the Provided Design/Pattern to be Modified:



Requirements for the design:

- Full lining
- Include at least two of the following design components on the outside of the coat: yoke, design/style lines, vent(s) or slit(s), belt with tabs, pleats, gathers, extra pockets, epaulettes, etc. Competitors must identify their two main design changes on their technical drawing.
- **All darts must be transferred and/or manipulated.**
- At least 1 pocket (patch, double welt, or single welt)
- 2 buttons or 2 snaps
- Industry standard hem treatment
- Two accessories (from the optional supply list) – at least one of them must be on the outside of the coat
- Competitors must NOT alter the following mandatory components of the coat block when creating the pattern, and the final construction must reflect the dimensions of the pattern:
 - Sleeve Cap
 - Armhole shape
 - Shoulder length
 - Two-piece Collar/Collar Stand and lapel
 - Neckline
 - Section of front piece with buttons and collar
 - Length of the coat must finish a min. of 1 meter at the center back

Skills Canada Note: The national project will require a mandatory vent with mitred corner, 2 bound buttonholes, shoulder pads, sleeve heads, 2 identical pockets (type randomly drawn at the competition) and at least 2 design details of the competitor's choice. At the national level, all pattern drafting will be done at the competition.

Before Competition:

- Competitors must prepare a front and back view fashion illustration of their proposed coat design in colour, using a croquis of their choice. This can be done in any style, using whichever medium best showcases the competitor's creativity, artistic strengths, and understanding of their intended client. This must be the participant's own creation and not a copy of another's work. This must be done on 11" x 17" paper.
- Use the croquis provided (print on 8.5" x 11" paper) to complete a front and back technical drawing. It is intended that the drawing be completed directly on the croquis page. The technical drawing should be drawn as if the garment is laid flat on a table (not on a body). Do not colour the technical drawing. This drawing must be completed in black pen and must include all seams, closures, and details such as top stitch, pockets, etc.
- **Points will be deducted if the fashion illustration and technical drawing are not submitted at orientation.**
- *Post Secondary students may digitally draw their technical and/or illustration. Secondary students must hand draw theirs.*
- Select supplies for design from those provided. Supply Order Forms must be completed prior to the start of the competition. **Competitors need to use at least 2 of the optional supplies (at least 1 on outside of the coat).**
- The competitor will use the standard size pattern provided (*coat is designed to fit mannequin, not the competitor*) and alter it to match their technical drawing. Modifications are to be made clearly and directly on the pattern. It is not necessary to re-draw the pattern pieces; competitors may neatly use tape to alter/modify patterns. Patterns must have all needed symbols (grainline, notches, etc.) and labels (piece name, number to cut).
- Pattern must be completed, and fabric cut and fused, prior to the competition. Competitors need to make sure that all needed notches and markings are transferred to the fabric because patterns need to be submitted prior to the competition start. Competitors may label their fabric pieces with tape when they cut out the fabric. No sewing is to be done prior to competition day.

During Competition:

- Competitors will be constructing an oversized coat from the pattern that they prepared prior to the competition day. Fabric should be cut prior to competition day.
- Competitors will not be allowed any notes, listening devices, or communication with their trainers about sewing construction during the competition. Competitors may consult with their trainer during lunch. Trainers may assist competitors with machine issues during the competition.
- Industry sewing standards for garment construction should be maintained as equipment allows.
- The mandatory pocket (competitor's choice of single welt, double welt, or patch) needs to be completed by lunch for judging.
- The coat must be on the mannequin by 2:00 pm to be counted in the contest.

JUDGING AND POINT BREAKDOWN:

Coloured Illustration	2%
Technical Drawing	5%
Creativity, difficulty and suitability of design	10%
Pattern Development	20%
Garment Construction	50%
Final Fit and Appearance	10%
Safety	3%
Total	100%

Important Reminder: Points will be deducted if fashion illustration and technical sketches are not provided at the beginning of the competition.

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 to attend the National Skills Competition.

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

- Domestic iron and ironing board
- Table close to power outlets
- Fabric, thread, interfacing, optional accessories, and buttons/snaps
- Machine needles (competitors can supply their own if they want)

Important Note: Please contact Crystal Bodfish for a list of supplies, fabric, and pattern. This will be sent out to registered schools in March.

EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:

Competitors must provide their own tool kit containing, at a minimum, the following items: (All kits will be inspected upon arrival.)

- Garment construction tools (shears, seam ripper, etc.)
- Pressing tools (press cloth, pressing ham, etc.)
- Portable sewing machine (competitors may pre-wind their bobbins with black thread)

Important Note: Machines are to be set up on April 9, the night before the competition.

WORKSITE SAFETY RULES / REQUIREMENTS:

Competitors must comply with security and safety regulations at each workstation. Competitors must wear closed toed shoes, no high heels and no slip-on shoes. Long hair must be tied back. Dangling jewellery and long flowing sleeves are not permitted. Competitors will not be permitted to compete until they have the needed safety equipment. Ear plugs and safety glasses are optional. Competitors are permitted to listen to music, on low, during the competition. However, they must be able to hear if a committee member is trying to talk to them. *Please note: listening devices will not be permitted at Nationals.*

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

Information regarding rules, regulations, and conflict disputes:

<https://skillsmanitoba.ca/competitions/>

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 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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Other Fashion Technology Technical Committee Members:

Maggie Cox - Murdoch McKay Fashion Design Teacher
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