28th ANNUAL SKILLS MANITOBA COMPETITION
CONTEST DESCRIPTION
APRIL 9, 2026

CONTEST NAME: FASHION TECHNOLOGY

CONTEST NO: 31

CATEGORY: SECONDARY and POST-SECONDARY (Two Competitions)
****Maximum 4 competitors from each High School, 6 competitors total for Post Secondary**

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

CONTEST DURATION: 4 HOURS on competition day & 9 HOURS of competition work at school (this does not include training/practicing time)

CONTEST SCHEDULE:

April 9, 2026	
8:15 am	• Equipment should be set up and ready • Orientation • Submission of fashion illustration, pant technical drawing, pant pattern and pant construction
8:30 am to 11:30 am	Competition: Vest Construction Judging: Pant Project
11:30 am to 12 pm	Lunch
12:00 pm to 1:00 pm	Competition Continued
1:00 pm	Project Submission
1:00 pm to 3:00 pm	Judging and Clean-Up
3:30 pm	Closing Ceremony

If no competitor is finished their vest at 1 pm: 15 minutes are added until one competitor completes the project or up until 1:30 pm.

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.

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 construct two garments:
  - Design, pattern make, cut and sew a pant for Spring/Summer with a front fly, a waistband, pockets and accessories.
  - Construct a lined vest with a collar/lapel, welt pocket and slits.

- 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 pant.
  - The quality of the pant and vest construction.
  - The fit and wearability of the pant and vest.
  - The overall appearance of both garments.
  - Conformity of the design of the pant to the technical drawing.

CONTEST BREAKDOWN:

1.1 List of documents produced and timeline for when competitors have access to the documents on the Skills Manitoba website.

DOCUMENT	DATE OF DISTRIBUTION
Project/ Contest Description Document	January 2026
Croquis	January 2026
Technical Drawing of Pant and Vest	February 2026
PDF of pant block and vest pattern in ¼ scale (approx.)	February 2026
Images of fabric and notions	February 2026
Pattern, Fabric, and Notions (sent to Participating Schools)	March 2026

1.2 Contest Tasks:

- Competitors will be making a pant and a vest for Spring/Summer with fashion illustration of both garments and technical drawing and pattern of the pant only.
- Candidates will create their pattern from the pant block provided.
- Industry sewing standards for garment construction to be maintained as equipment allows.

Completed at competitor's school:

- Fashion illustration
- Technical drawing
- Pant pattern
- Pant construction
- Cutting out and fusing of vest fabric

Completed on competition site and day:

- Sewing of vest – including pocket and zipper

Requirements for design:

1. Before Competition (can be completed at school or home)

- Competitors must prepare a front and back view fashion illustration of the vest and their proposed pant 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 of the pant only. 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.**
- Select supplies for design from those provided. **Competitors need to use at least 2 of the optional supplies.**

2. Pant Project (9 hours maximum – before April 9th at competitor's school)

- Due to limited time, Competitors must complete the pant project at the school level. They should be given 9 hours to complete this project (not including training/practice time).

- The competitor will use the standard size pattern provided (pant 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.
- Competitors draft the pattern, cut, and construct their pants.
- Lining fabric must only be used for the interior of the pants.
- A pant block will be provided. Competitors must NOT alter or add to the mandatory components listed below. The final pattern and construction must match the pattern's dimensions, markings and cutting instructions. Any project missing one or more of these required elements will be marked incomplete and no points will be awarded for the missing parts.
  Mandatory components:
  - Waistband (no belt loops, no topstitching, etc.)
  - Fly-front zipper with topstitching
  - Button, buttonhole placement, and hook-and-bar
  - **If competitors do not have access to a buttonhole machine, they are required to mark the buttonhole placement (will not lose points for this).*
  - Minimum length: **18 cm below the knee**

- Block for pant includes 1 cm seam allowances and the following pieces:
  - Front
  - Back
  - Fly Shield
  - Fly Facing
  - Waistband

- Design must incorporate the transfer or conversion of ALL darts.
- Competitors must clearly show all dart manipulation on their pattern pieces.
- Competitors must include **two** of the following **design components** on the pants: yoke, or other design lines, vent(s) or slit(s), tabs, straps, added fullness (for ex.: pleats, gathers, tucks), extra pockets, etc.
  - Competitors must **identify their design elements on their technical drawing** (#1 and #2).

- Competitor's must include either patch or welt pockets as part of their design.
  - These pockets must be placed on the **exterior** of the pants.
  - Competitors must incorporate **two symmetrical pockets** of this style into their design.
  - Pockets must be identical but position on garment may vary.

- **Additional pockets** of a **different style** (ex: in-seam, western) or additional pockets of the selected style may be included as extra design details.

- Competitors must also use a **minimum of three types of accessories** provided: snaps, decorative rivets, buckles, ribbon, additional zippers, etc. (Final options to be announced in February 2026).
    - All accessories must be used on the exterior of the pant.
    - Accessories will be evaluated separately from the design elements/components of the pants.
        - *For example: if accessories are incorporated into the pockets/design elements, they will not count towards the creativity, difficulty, or construction of the pockets/design element as these factors are assessed within the category of "accessories".*

- Industry standard **hem treatment** for design must be incorporated.

3. **VEST (4.5 hours maximum on Competition Day – April 9)**

- Competitors will construct a **vest** with a lining from the fabric that they precut and pre-fused. This pattern must not be altered and competitor's must respect the technical drawing for this design.
- Vest pattern includes 1 cm seam allowances and the following pieces:
    - Centre Front (left and right)
    - Side Front
    - Back
    - Top Collar
    - Under Collar
    - Front Facing
    - Back Hem Facing
    - Front Hem Facing
    - Handkerchief Pocket Welt
    - Front Lining
    - Side Front Lining
    - Back Lining
    - Pocket Bag Lining
    - Pocket Bag Facing
- 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) and any interfacing fusing on the Vest need to be completed by lunch for judging.
- The vest must be submitted by 1:00 pm to be counted in the contest.

JUDGING AND POINT BREAKDOWN:

Colour 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%**

1.3 Point breakdown:

TASKS	/100
Pant: Final Fit and Appearance	5
Pant: Creativity and Suitability of Design (this includes fashion illustration and technical drawings)	7
Pant: Sewing of seams, darts, and hem	5
Pant: Waistband	6
Pant: Fly	5
Pant: Buttonhole, button and hook and eye closure	3
Pant: Surprise Design Element (Pockets) as per ballot draw	10
Pant: Design Details 1 & 2	9
Pant: Accessories	3
Vest: Final Fit and Appearance	3
Vest: Sewing of seams, darts, and hem	5
Vest: Collar and Lapel	9
Vest: Welt pocket	10
Vest: Zipper closure	7
Vest: Armhole	5
Vest: Slits	7
Professional Practice (Safety)	1

- In the event of a tie, the winner will be determined by:
  a) the highest score in the sewing 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.
- Only the gold medalist of the Manitoba **Secondary** Fashion Technology Competition will advance to nationals. There is currently not a Post-Secondary Fashion Technology Competition at Skills Canada.

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

- Iron and ironing board
- Table close to power outlets
- Fabric, thread, interfacing, optional accessories, button, zipper
- Machine needles (competitors may also supply their own)
- Pant supplies:
    - 2 m (approximately 156cm wide) medium weight stretch denim
    - 0.5 m lining (approximately 142cm wide)
    - 0.5 m interfacing (approximately 150cm wide)
    - Zipper: 19 cm
    - Button 1.2mm
    - Hook-and-bar
    - Snaps, decorative rivets, buckles, ribbon, additional zippers, etc. (Final options to be announced in February 2026).
    - Thread (2 colors)
- Vest supplies:
    - 0.5 m main fabric
    - 0.5 m lining fabric
    - 0.5 m interfacing
    - Zipper 20.5cm
    - Thread

EQUIPMENT, TOOLS, AND 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.)

- Portable sewing machine
- Garment construction tools (shears, seam ripper, etc.)
- Pressing tools (press cloth, pressing ham, etc.)
- Pattern and Design Tools and Supplies (to be used on the school - these are not needed at the competition site)

Important Note: Competitors must set up their sewing machines on April 8, the night before the competition, or before 8:15 am on April 9.

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.

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

Information regarding rules, regulations, and conflict disputes:
https://skillsmanitoba.ca/competitions/

TOPIC/TASK	CONTEST SPECIFIC RULE
Technology Use	No phones, smart watches, laptops, etc.
Fashion Drawings	Technical drawing and Fashion Illustration must be submitted at the beginning of day one
Tools and Equipment	Personalized tools need to be approved in advance. For approval, contact the committee no later than 1 week prior to the competition date.

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.

TECHNICAL COMMITTEE MEMBERS:

Crystal Bodfish
Grade 9-12 Fashion Design Teacher
HBOIERC, Norway House, MB
Ph. 204-359-4100 (HBOIERC Front Office) or 204-301-7040 (Cellphone)
crystal.bodfish@fsdnet.ca

Michelle Maynard - MC College Fashion Design Instructor

Maggie Cox - Murdoch McKay Fashion Design Teacher

Anna McGregor - MC College Director