2025 NORTHWEST LOWER MAINLAND REGIONAL SKILLS CANADA COMPETITION

Fashion Technology Competition Tuesday, January 28, 2025 @ Eric Hamber Secondary 960 W 33rd Ave. Vancouver

1| GENERAL INFORMATION

1.1) Purpose of the Challenge

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

Students will manipulate a provided block for an unlined oversized coat with a collar and lapel, three sew-on snap closures, and dropped shoulder sleeves to include required design elements (see below) and construct an oversized car coat.

1.2) Duration of Competition

The competition day will last **approximately 7 hours and 45 minutes**. <u>Seven hours</u> for the actual competition. When planning the design details, candidates should consider the time frame of the competition. The entire coat must be completed in 7 hours.

The mandatory orientation session begins at 7:30 AM. The competition runs from 8:00 AM until 3:45 PM with a mandatory lunch break scheduled at 12:00 for 45 minutes. (competitors please clean up their stations).

1.3) Skills and Knowledge to be tested. The contest will focus on practical work. Theoretical knowledge is limited to what is necessary to carry out practical work. Candidates will complete an unlined with mandatory elements in the required time.

2| COMPETITION DESCRIPTION OF PROJECT AND TASKS

2.1) Pre-Competition Elements

- Competitors must prepare a colour fashion illustration of their proposed coat design. Points will be deducted if the fashion illustration is not submitted prior to the orientation.
- Competitors must use the croquis provided on the Skills Canada BC website to complete a front and back technical drawing. It is intended that the drawing be completed directly on the croquis page. The technical drawings must be completed in **black pen** and must include a collar and lapel, a bound buttonhole front closure, and drop shoulder sleeve, two design elements, mandatory pockets as per the basic coat block. **Points will be deducted if the technical drawing is not submitted prior to the orientation.**

2.2) During the competition

Competitors will be provided with a specific jacket block. 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 (**NO** pattern modification to the sleeve cap) design elements can occur 5cm below armpit at side seam.
- Armhole shape
- Collar
- Neckline
- Shoulder length
- The length of the coat must be finished between the **hip line** and the **top of the knees**.

PROJECTS THAT DO NOT INCLUDE ALL THE MANDATORY REQUIREMENTS WILL BE MARKED AS INCOMPLETED AND WILL NOT RECEIVE ANY POINTS FOR THE MISSING COMPONENTS

2.3) Design components (level of difficulty and execution of design components will be considered when judging)

- Fabric will be provided for the shell of the garment.
- Design must incorporate the transfer or conversion of ALL darts.
- Competitors MUST include two identical and symmetrical pockets (patch, inseam, single or double welts etc.)
- Competitors must include two of the following design components on the **body of the car coat.** (**Design components added to the sleeve will be included in the evaluation of the sleeve and cannot be selected as their design element.) Yoke, or other design lines, vent(s) or slit(s), tabs, belts, added fullness (e.g. pleats, gathers, tucks), extra pockets, etc. Competitors will identify their design elements (#1, #2 and extra design elements) during orientation on their technical sketches.
- Must use at least one notion(s) provided. (max number per item is (2 additional snaps), (2 zippers), (one metre ribbon), (4 buttons). Notions supplies are limited. Please Advice prior to competition date for preparation.
- Appropriate hem treatment for design must be incorporated.
- All visible seams are finished. (NO raw edges) Acceptable finishes serged, flat fell, lapped etc.

2.4) Block for jacket with two collar and collar stand, buttonhole placement, and set in sleeves includes 1 cm seam allowances.

- coat front
- coat back
- Upper collar
- Under collar

- Collar stand
- Front facing
- Upper sleeve
- Under sleeve

3] Material

3.1) Material provided by Skills Canada BC:

Competitors are limited to items on the supply list. Mandatory template outline (croquis) for technical drawing is available online.

Coat supplies

- 3 m \sim 145–155 cm wide, medium/medium heavy weight woven (twill/plain weave) fabric (non-stretch)
- 1.5 m interfacing
- Pattern drafting paper
- Shoulder pads (optional)
- 3 sew-on snaps/closure (placement as indicated on the coat block). Note: size may change slightly, depending on availability.
- Matching thread
- Extra supplies for design elements
 - o Snaps additional
 - o Zippers separating/regular (not as closure @ CF)
 - Extra buttons
 - o Ribbons (gross grain)

4] Notes to Competitors

- All work must be identified only by your assigned competitor number, **NOT YOUR NAME.**
- Competitors must stay inside their assigned workstation area except when using communal equipment (i.e. Sergers, irons, communal supply table). It is prohibited to talk to other competitors during the competition.
- NO personal listening devices allowed. USE ear plugs if desired.
 Working areas must be kept neat and clean for safety reasons; any messes made by competitors must be cleaned up. Marks <u>MAYBE</u> deducted for safety reasons if working areas are not kept neat and clean.
- Competitors **MAY NOT** use any notions that they bring with them.
- Competitors will be provided with a length of fabric, notions, drafting paper, basic block, and thread, at their workstation at the beginning of the day.

NO REFERENCE MATERIALS OF ANY KIND MAY BE CONSULTED AT ANY POINT DURING THE COMPETITION INCLUDING BREAKS.

All drafting work must be done on the block and drafting paper supplied; all working and finished patterns must be submitted at 12:00 AM.

5] Competition Schedule

Times are approximate and subject to change.

7:15 -7:30 AM: Set-up - workstation preparation, machines tested and threaded, set up irons.

7:30 AM: Competition orientation – procedure for the day

- Technical sketches and fashion illustrations collected at this time (Please label your board with your assigned competitor number)
- Expectations and rules etc. questions from competitors.
- Last minute washroom break
- Marshaling area, first aid etc.
- No communication with outside of competition area
- Use of the numbers in package

8:00 AM: Competition Start

12:00 AM: Lunch break

- ALL PATTERNS COLLECTED FOR MARKING IN PROVIDED ZIPLOCK BAG
- Competitors must stop working.
- Eat lunch, relax, and go to the washroom!

12:45 PM: Competition resumes

3:45 PM: Competition ends

- All garments must be handed in by 3:45 PM on the hangers provided.
- Workstations and surrounding areas must be cleaned up of all items.
- Please recycle both paper and fabric into different bins and take home any large remanent fabric/interfacing for future use.

Pack up!

Clean your station area and return equipment etc. go home and enjoy your weekend. Marking will be done this evening and results will be emailed to everyone by Sunday.

6| EQUIPMENT, TOOLS AND SUPPLIES

- 6.1) Equipment provided by Skills BC Ironing boards (communal)
- 6.2) Equipment and supplies provided by the competitor
 - Sewing machines (domestic, semi-industrial or industrial) Please ensure that you have spare needles, screwdriver etc.

- Sergers (domestic) Please ensure that you have spare needles, screwdriver etc.
- Steam iron and pressing equipment.
- Toolkit needed to construct the garment including at least the following: ruler sets, tape measure, pins, hand sewing needles, scissors (fabric and paper), pencils and erasers, marking equipment (chalk, tracing wheel, etc.) seam ripper.
- Toolkit required drawing pattern including at least the following: pencils and erasers, ruler sets, tape measure, scotch tape, felt pens, tracing paper or marking purposes.

7] ASSESSMENT

Creativity of Design | 10% Mandatory Details | 25% Degree of change from basic block | 10% Garment construction quality and techniques | 50% General Aspects | 5%

The illustration and technical drawing will not be marked on its own but must be presented to provide a general impression of what the garment will look like; marks will be deducted if either or both the drawing or illustration is not available.

8] ADDITIONAL INFORMATION

8.1) Ties

If two or more competitors are tied in medal positions, the degree of difficulty for technical elements will break the tie. The Competition Chair will determine medal placings if competitors are still tied.

8.2) Advancement

The SkillsBC Provincial Fashion Technology Competition is open to the regional gold medalist. Please advise the Competition Chair if you will be able to attend. Silver medalists <u>may</u> also be able to compete at the Provincial competition if space is available.

The Skills Canada British Columbia Provincial Competition is on April 16, 2025, at Abbotsford Trades and Exhibition Centre.

The Provincial gold medalist will be eligible to represent BC at the 2025 Skills/Competences Canada National Competition in Regina, Saskatchewan from May 28- June 1, 2025. The Gold medal winner of the National Skills Competition will qualify for Team Canada at WorldSkills 2026, in Shanghai, China.

The Skills Canada British Columbia competition rules are applicable in areas not covered by the Scope Document. The Scope Document is the main reference document in running this competition.

*NOTE: This is the NWLM regional Fashion Technology document. Other regions are more than welcome to follow this one or modify it to suit their own needs. However, please keep in mind that the provincial document will be similar to this one. Changes will be made for the provincials after the confirmation of the national block in February 2025.

If you would like to have the NWLM block, please send a self-addressed envelope and pre-paid postage to Eric Hamber Secondary School, 960 W. 33rd Ave. Vancouver, B.C. V5Z 0L2.