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## 1 THE SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

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 next phase and very important aspect of our Skills for Success (SfS) initiative is to provide a *Skills Report Card* to each competitor at the Skills Canada National Competition. The purpose of the report card is to inform the competitor about their current level of nine identified Skills for Success based on their competition scores. With this knowledge, the competitor will be made aware which skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

The following 9 skills have been identified and validated as key skills for success for the workplace in the legend below:

<sup>1</sup>Numeracy, <sup>2</sup>Communication, <sup>3</sup>Collaboration, <sup>4</sup>Adaptability, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity and Innovation, <sup>9</sup>Digital

These Skills for Success have been identified in section 2.4 and/or 3.2 of your Contest Description and if applicable, in your Project and supporting documents.

## 2 CONTEST INTRODUCTION

### 2.1 Description of the associated work role(s) or occupation(s)

[https://www.skillscompetencescanada.com/en/skill\\_area/fashion-technology/](https://www.skillscompetencescanada.com/en/skill_area/fashion-technology/)

### 2.2 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.

### 2.3 Duration of contest

Minimum 18 hours

## 2.4 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.

Competitors will design, draft, cut, construct and embellish a lined **coat/jacket** according to the theme, the mandatory criteria and the criteria randomly selected by the Expert from a ballot draw.

Elements of the Ballot Draw of day one of the competition may include:

- Ballot number 1 – Different kind of pockets
- Ballot number 2 – Different kind of collars
- Ballot number 3 – Different kind of vent and slit

Competitors must follow the ballot draw. The elements selected must be used. If the wrong elements are used the Competitor will not receive any marks for those criteria.

Competitors will receive a set of basic coat/jacket block - front, back and sleeve

## 2.5 List of documents produced and timeline for when competitors have access to the documents on the Skills/Compétences Canada website

DOCUMENT	DATE OF DISTRIBUTION
Project	January 2022
Watermark Croquis	January 2022
Image of coat/jacket block	January 2022
Coat/jacket block	January 2022
Samples of fabric and accessories	January 2022
Guide of mandatory elements characteristics and pictures	January 2022
Marking criteria document	February 2022

## 2.6

## 2.7 Tasks that may be performed during the contest

- **TASK 1: Technical drawing**
  - Competitors will make the **technical drawing** of the **coat/jacket** according to the theme, the mandatory criteria and the criteria randomly selected by the Expert from a ballot draw. (Drawing will not be marked but is for reference when patterns are marked.)
- **TASK 2: Pattern drafting<sup>1,6</sup>**
  - Competitors will draft the **pattern** for the **coat/jacket**.
- **TASK 3: Cutting**
  - Competitors will **cut** all the fabrics for the **coat/jacket**.
- **TASK 4: Construction<sup>7</sup>**
  - Competitors will make the **construction** of the **coat/jacket**.
- **TASK 5: Mystery box<sup>8</sup>**
  - Competitors will receive a mystery box containing different items. They will use the content to create some embellishment according to the mandatory criteria and enhance the overall design

*Skills for Success – <sup>1</sup>Numeracy, <sup>6</sup>Writing, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity & Innovation*

## 3 EQUIPMENT, MATERIAL, CLOTHING

### 3.1 Equipment and material provided by Skills/Compétences Canada

- Watermark (technical drawing)
- Pattern paper
- Fabric, lining, fusing
- Different shoulder pads
- Different sleeve heads
- Different fusible tape
- Different construction tape
- Mystery box material
- Thread
- Coat/jacket block
- Industrial automatic sewing machine with needles, regular sewing foot, zipper foot and invisible zipper foot (TBC)
- Industrial overlock
- Dress form
- Domestic ironing board
- 8-foot-tall pole for hanging semi-industrial gravity feed irons

**COMPETITORS WILL BE REQUIRED TO USE THE MATERIAL AND EQUIPMENT PROVIDED BY SCC. ALL OTHER MATERIAL AND EQUIPMENT WILL BE REMOVED FROM THE SKILL AREA.**

**3.2** Equipment and material provided by the competitor

- Technical drawing tools
- Pattern drafting tools
- Cutting tools – rotary cutters and mats are permitted
- Sewing construction tools
- Pressing tools i.e. ham, sleeve board, press cloth, seam roll, etc.
- Iron – recommend a semi-industrial gravity feed including iron rest

**3.2.1** Toolboxes Guidelines

One of the objectives of SCC is the sustainability of the Competition. As a result, the toolboxes brought by Competitors will be restricted to the following maximum specifications.

The Competitor toolbox must not exceed 0.08 meters<sup>3</sup> in volume. It can be multiple toolboxes but the total of all toolboxes must not exceed the maximum volume indicated. There is no exception to this rule. If the Competitor toolbox is larger than what is indicated, the Competitor with the guidance of the Expert, will need to remove items from the toolbox and those items will not be used during the competition. All tools must fit inside one or more toolboxes. Tools outside of a toolbox will not be permitted.

**3.3** Required clothing provided by the competitor

- Flat soft sole closed shoes – sneakers are acceptable
- Long hair must be tied back
- Dangling jewelry not permitted
- Long flowing sleeves are not permitted

**4 HEALTH AND SAFETY**

**4.1** Safety program

SCC has implemented a comprehensive safety program as health and safety is an integral part of our competitions. Our safety program includes guidelines and procedures to make the work environment in each skill area safer.

#### 4.1.1 Safety manual

As part of our program a safety manual has been created in order to monitor and document health and safety within each skill area. It includes a definite plan of action designed to prevent accidents. The safety manual will be provided for every skill and these instructions must be followed and respected by all participants and officials at the SCNC.

#### 4.1.2 Safety workshop

During orientation, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety, and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

#### 4.2 List of required personal protective equipment (PPE) provided by competitors

- Proper footwear as per section 4.3.

#### 4.3 COVID-19 Protocol

The COVID-19 guidelines will be shared as soon as they are available.

The COVID-19 guidelines will be subject to change based on the BC COVID-19 guidelines in place at the time of the competition.

### 5 SAFETY REQUIREMENTS

#### 5.1 Safety workshop

Upon arrival at the Skill area, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

#### 5.2 List of required personal protective equipment (PPE) provided by Skills/Compétences Canada

- Ear plugs will be provided (optional)

### 5.3 List of required personal protective equipment (PPE) provided by the competitor

- Judges will note safe work procedures relevant to garment production i.e. keeping work space clear of obstacles, powering off machines when not in use, adherence to clothing requirements, etc.

**Note:** Contestants who do not have the required protective gear will not be allowed to participate in the contest

## 6 ASSESSMENT

### 6.1 Point breakdown

**Note:** This list is subject to change.

TASKS	/100
Pattern drafting	20
Sewing construction	70
Mystery box	10

## 7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during the competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Material	<ul style="list-style-type: none"> <li>• The block is subject to minor changes according to the final dress forms and notions available.</li> </ul>

## 8 ADDITIONAL INFORMATION

### 8.1 Interpreter

If a competitor requires the help of an interpreter once onsite during the competition, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.



## 8.2 Ties

- Tiebreaker #1: In the event of a tie, the competitor with the highest score in the Sewing Construction criteria will be declared the winner.
- Tiebreaker #2: If a tie still remains, the competitor with the highest score in the Pattern drafting criteria will be declared the winner.
- Tiebreaker #3: If a third tie occurs, the competitor with the highest score in the Mystery box criteria will be declared the winner.

## 8.3 Test Project change at the Competition

Where the Test Project has been circulated to Competitors in advance, Expert shall change a maximum of 30% of the work content. Please refer to the Competition Rules.

## 8.4 Competition rules

Refer to the competition rules of the Skills Canada National Competition which can be found on our website.

## 9 TEAM CANADA EXPERT

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Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Sophie Courchene at [sophie@skillscanada.com](mailto:sophie@skillscanada.com)