Skills Compétences Canada











CONTEST DESCRIPTION

Fashion Technology

SECONDARY

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

The Government of Canada has updated the previous Essential Skills framework to the new Skills for Success model in response to the evolving labour market and changing skill requirements. This model outlines nine fundamental skills Canadians need to thrive in work, education, training, and daily life.

Skills/Compétences Canada aims to highlight the importance of these skills, vital for success in trade and technology careers. Competitors can see how Skills for Success are integrated into contest descriptions, projects, and project documents. Recognizing these skills during the competition helps competitors match tasks with specific skills necessary for success and understand how these skills apply within their trade or technology programs and future careers.

The nine key Skills for Success, validated for workplace success, are:

1. Numeracy
2. Communication
3. Collaboration
4. Adaptability
5. Reading
6. Writing
7. Problem Solving
8. Creativity and Innovation
9. Digital

These Skills for Success are detailed in sections 2.4 and/or 3.2 (to be completed by SCC) of your Contest Description and, if relevant, 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/

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 apparel design

2.3 Duration of contest

12 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. Candidates will make 2 garments:

• Construct a lined vest (pre-fused and pre-cut) with a collar/lapel, welt pocket and slits.

• Design, pattern make, cut and sew a pant for Spring/Summer 2028 with a front fly, a waistband, pockets and accessories. See project description for full details.

3 CONTEST DESCRIPTION

3.1 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	December 2026
Watermark Croquis	December 2026
PDF of pant block and vest pattern in ¼ scale (approx.)	February 2027
Images of fabric and notions	February 2027
Pictures of the toile of the pant and the vest	February 2027
Fabric and lining swatches, pant block and vest pattern are available through Provincial or Territorial Skills offices	February 2027
Examples of pocket options for pants (basic version)	February 2027
Evaluation Breakdown	March 2027

3.2 Tasks that may be performed during the contest.

- Competitors will be making a vest (day1) and a pant (day1-2) for Spring/Summer 2028 with fashion illustration of both garments and technical drawing and pattern of the pant only. *6,8*
- On day one of the competition, a pocket style, will be drawn. Competitors must respect the draw. Full details in the Project document.*5*
- Updated technical drawing of the pant must be submitted one hour after the beginning of the pant competition on Day 1. Technical drawings must be completed by hand.*6*
- Competitors will create their pattern from the pant block provided.*5*
- Industry sewing standards for garment construction to be maintained as equipment allows.*7*

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.*7,8*
- The quality of the pant and vest construction
- The fit and wearability of the pant and vest.*1*
- The overall appearance of both garments
- Conformity of the design of the pant to the technical drawing *5*

Skills for Success – 1Numeracy, 5Reading, 6Writing, 7Problem Solving, 8Creativity & Innovation

4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by Skills/Compétences Canada

- Fabric and accessory kits
- Lining
- Interfacing
- Pattern paper
- Hook and eye closure for pant
- Inside button for pant
- Open end zipper for vest front closure
- Zipper for pant fly
- Thread
- Block for pant
- Pattern for vest
- Dress form
- Domestic ironing board
- 8-foot-tall pole for hanging semi-industrial gravity feed irons
- Semi-industrial sewing machine with needles, regular sewing foot, zipper foot kit
- Serger/overlock
- Optional - ear plugs

4.1.1

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.

4.2 Equipment and material provided by the competitor.

- Pattern drafting tools
- Sewing construction tools
- Cutting tools – rotary cutters and mats are permitted with safety equipment

approved by the technical committee safety representative.
- Pressing tools i.e., ham, sleeve board, press cloth, seam roll, etc.
- Iron – recommend a semi-industrial gravity feed including iron rest
- The following items are not permitted: books, written notes, diagrams, directions, listening devices, paper, scrap fabric, embellishing materials, sewing machine attachments, and electronic devices including smart watches.

Points will be lost if candidates do not bring the following to orientation:
- Their (as per test project document) fashion illustration of the national project
- Their technical drawings (front and back) on provided watermark for the national project (see Skills Canada website)

4.2.1 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^3 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 NTC, 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.

4.3 Required clothing provided by the competitor.

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

5 HEALTH AND SAFETY

5.1 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.

5.1.1 Safety manual

As part of our program, a safety manual has been created 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.

5.1.2 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.

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

- Ear plugs (optional)

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

Note: Competitors who do not have the required protective equipment will not be allowed to participate in the competition

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

- Protective glove if using rotary cutter

Note: Competitors who do not have the required protective equipment will not be allowed to participate in the competition

6 ASSESSMENT

6.1 Point breakdown

Note: This list is subject to change.

TASKS	/100
Vest: Final Fit and Appearance	5
Vest: Sewing of seams, darts, and hem	4.25
Vest: Collar and Lapel	9
Vest: Welt pocket	8.25
Vest: Zipper closure	7.25
Vest: Armhole	6.5
Vest: Slits	3.5
Pant: Final Fit and Appearance	4.25
Pant: Creativity and Suitability of Design (this includes fashion illustration and technical drawings)	7.75
Pant: Sewing of seams, darts, and hem	4.5

Pant: Waistband	6
Pant: Fly	5
Pant: Buttonhole, button and hook and eye closure	3.75
Pant: Surprise Design Element (Pockets) as per ballot draw	10
Pant: Design Details 1 & 2	9
Pant: Accessories	5
Professional Practice (Safety)	1

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's orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Technology Use	No phones, smart watches, laptops, etc.
Fashion Drawings	Technical drawings 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 your provincial representative no later than 2 weeks prior to the competition date.

7 ADDITIONAL INFORMATION

7.1 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 may not be guaranteed.

7.2 Ties

- Tiebreaker #1: In the event of a tie, the competitor with the highest score for the “Vest” criteria will be declared the winner.
- Tiebreaker #2: If a tie still remains, the competitor with the highest combined score in the Pant: “Fly” and “Waistband” criteria will be declared the winner.
- Tiebreaker #3: If a third tie occur, the competitor with the highest score in the Pant: Pockets criteria will be declared the winner.

7.3 Test Project change at the Competition

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

7.4 Competition rules

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

NATIONAL TECHNICAL COMMITTEE MEMBERS

MEMBER ORGANIZATION	NAME
New Brunswick	Brenda Cameron
Quebec	Jozée Dulude – Chair
Ontario	Enrico Sartor-Séguin – Co-Chair
Manitoba	Crystal Bodfish
Saskatchewan	Marni Gutscher
Alberta	Courtney Proctor
British Columbia	Nina Ho

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Olga Malvine Rwemera (olgamr@skillscanada.com).