INTERNATIONAL ABILYMPICS HELSINKI 2027

Technical Description

Tailoring

Skill 11



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1 Skill Overview

1.1 Skill Name and Category

Tailoring, Creative Arts and Fashion

1.2 Number of Competitors

This is an individual Skill Competition with one competitor.

1.3 Competition Time

The total competition time is 6 hours and consists of one module:

• Module A: Tailoring – 6 hours

1.4 Description of the Skill

Tailoring involves creating men’s garments using provided fabrics, patterns, and instructions. Competitors must follow the given patterns precisely during cutting and be able to carry out the entire production workflow. This may include tasks such as attaching collars, sleeves, pockets and linings, and assembling garments typically produced in tailoring, such as trousers, vests and jackets.

Each competitor works with their own set of tools and is responsible for setting up and operating the sewing machine. The finished garment demonstrates the competitor’s technical skill, precision and craftsmanship.

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2 Task Assignment Overview

2.1 Task Assignment Description and Familiarisation Session

The Task Assignment is the main competition task used to assess the competitors' skills. It defines what the competitors must complete during the competition and forms the basis for all assessments. The final result is evaluated only on the finished work produced during the official competition time.

A familiarisation session is organised on C-1. During this session, competitors may enter the workshop, see the workspace, check the available tools and materials, and ask questions about procedures or practical arrangements. Competitors are not allowed to practise, start, or rehearse any part of the Task Assignment during this session.

2.2 Task Assignment Structure

The competition consists of one module with four phases. The total competition time is 6 hours. Competitors may divide this time between the phases as they choose.

Module A: Tailoring
Competition time: 6 hours.

Competitors make a men's vest, size 48. The vest has a centre-front opening, two pockets, and is made from wool fabric.

Phase 1: Cutting
Competitors prepare and cut the required pieces using the provided patterns and instructions. Once the patterns have been positioned on the fabric, competitors notify the Judges for assessment before cutting.

Phase 2: Sewing the Front Pieces
Competitors sew the front pieces, including the two pockets, according to the provided design sketches, instructions, patterns, materials and accessories.

Phase 3: Sewing the Back Piece and Assembly
Competitors sew the back piece and attach it to the front pieces according to the provided design sketches and instructions.

Phase 4: Finishing
Competitors complete and finish the vest according to the provided requirements. The finished vest must be properly pressed and presented for final assessment.

2.3 Task Assignment Technical Requirements

Competitors must demonstrate the ability to:

- Check that the garment dimensions and fit meet the specifications
- Complete the garment step by step according to the instructions
- Shape the three-dimensional form of the garment using pressing equipment
- Thread and operate sewing machines
- Perform quality control of the garment
- Prevent and correct sewing errors

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• Finish and press the garment for presentation

The Task Assignment defines the exact requirements and may include task-specific variations or additional elements.

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3 Materials and Equipment

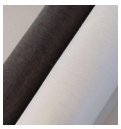
3.1 Materials and Equipment Provided by the Competition Organiser

The Organiser provides the materials, tools, and equipment listed below.

Images are for reference only. They do not indicate a specific brand or model unless otherwise stated in the specifications. Quantities are per competitor unless otherwise stated.

Items will be available at the competitor's workstation or in the designated competition area, as appropriate. Where exact brands, models, or task-specific material details are not specified, these may be confirmed before the competition or defined in the Task Assignment, as appropriate.

No.	Equipment / Material	Picture	Specifications	Quantity
01	Sewing machine		Standard professional sewing machine, complete with all the necessary needles, threads and presser foots.	1
02	Overlock sewing machine		Standard professional overlock sewing machine, complete with all necessary needles and threads	Shared
03	Ironing station with iron and steamer		Suction and blowing functions, electronic steam iron	Shared
04	Workbench			1
05	Chair			1
06			Size 48	1

No.	Equipment / Material	Picture	Specifications	Quantity
	Male dress form (mannequin)			
07	Main project fabric		Designated primary fabric required for the Task Assignment	[Qty to be confirmed]
08	Lining and interfacing		Iron-on fusible interfacing and lining fabric	[Qty to be confirmed]
09	Sewing threads		High-quality machine-sewing thread colour-matched to the provided primary fabric	[Qty to be confirmed]
10	Pattern blocks and drafting paper		Printed paper pattern blocks and paper for drafting	[Qty to be confirmed]
11	Functional notions		Buttons, buttonhole hand-sewing silk and fusible stay tape.	[Qty to be confirmed]
12	Fusing press		Temperature control, adjustable pressure systems, variable belt speeds, ergonomic feeding options, and a modular design for reliable and high-quality fabric bonding.	Shared

3.2 Materials and Equipment Supplied by Competitors

Competitors may bring only the materials, tools, and equipment listed below. Personal tools and equipment must fit within a toolbox or tool case suitable for checked luggage, with a maximum total weight of 23 kg, including the toolbox or case. This requirement does not apply to clothing, footwear, personal protective equipment (PPE), or equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.

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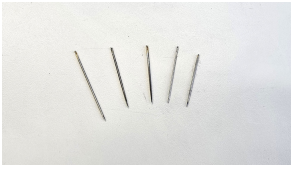
No.	Equipment / Material	Picture	Specifications	Quantity
01	Sewing toolbox		Competitor’s choice	1
02	Tailor’s shears		Competitor’s choice	1
03	Scissors		Competitor’s choice	1–2
04	Hand sewing needles		Competitor’s choice	1 set
05	Pincushion		Competitor’s choice	1
06	Tailor’s chalk / pencils		Competitor’s choice	1 set
07	Needle threader		Competitor’s choice	1
08	Thimble		Competitor’s choice	1
09	Seam ripper		Competitor’s choice	1
10	Sewing pins		Competitor’s choice	1 set

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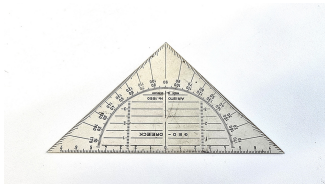
No.	Equipment / Material	Picture	Specifications	Quantity
				
11	Weights		Suitable for pattern cutting	5
12	Magnetic feeder guide		Suitable for the sewing machine provided	1
13	Point turner		Competitor’s choice	1
14	Ruler		Competitor’s choice	1–2
15	Set square		Competitor’s choice	1
16	Tape measure		Competitor’s choice	1

3.3 Prohibited Materials and Equipment

Competitors may use only the materials, tools, and equipment listed in Sections 3.1 and 3.2, unless otherwise authorised by the Skill Manager or Chief Judge. This restriction does not apply to clothing, footwear, or personal protective equipment (PPE) required in Section 4.1, or to equipment required due to the competitor’s condition or special needs and agreed in advance with the Organiser.

All other materials, tools, and equipment are not permitted.

4 Skill-Specific Requirements

4.1 Skill-Specific Requirements

The Skill-Specific Requirements below apply to this Skill Competition and must be followed in addition to the Abilympics Competition Rules. The Skill Manager or Chief Judge may provide additional instructions, as needed, to ensure the competition is conducted safely and fairly.

Topic	Skill-Specific Requirements
Materials and tools provided by the Organiser	Competitors must check all materials, tools, and equipment before the competition begins. If any item is missing, damaged, or defective, competitors must immediately inform the Judges. No replacements will be provided once competition time has commenced, unless authorised by the Judges. If equipment provided by the Organiser fails and the failure is confirmed not to have been caused by the competitor, the Chief Judge may grant additional time.
Use of personal tools	Competitors may bring and use only the personal tools and equipment listed in Section 3.2. No other personal tools or equipment are permitted. This restriction does not apply to equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser. Competitors may not lend or borrow tools or equipment during the competition.
Personal protective equipment (PPE)	PPE is not required for this skill.
Clothing / Uniform	There is no mandatory uniform. Competitors must wear neat, comfortable clothing suitable for tailoring work. Clothing must allow the competitor to work safely and effectively at the workstation. Loose sleeves, scarves, or other loose garments that could become caught in machinery are not permitted. Long hair must be tied back securely. Flat, closed-toe shoes must be worn. Competitors must keep their competitor badge visible on the workstation table rather than wear it, as it could create a safety hazard. Clothing must not display large commercial logos or promotional branding. Small, non-distracting brand marks are permitted.
Sideline coaching	Competitors must remain at their workstations or within the designated competition area during competition time, unless authorised to leave by

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Topic	Skill-Specific Requirements
	the Judges. Competitors may not communicate with other competitors or members of the public during competition time. Competitors may communicate with Judges, Interpreters, personal assistants, and other authorised persons when required. The role and permitted involvement of a personal assistant must be agreed in advance with the Organiser based on the competitor's condition or special needs.
Use of technology	Competitors may not use books, notes, flow charts, diagrams, or time calculations prepared outside the competition. Competitors may not use personal laptops, tablets, mobile phones, smartwatches, or other personal communication or electronic devices during competition time. Competitors must store such devices away and may access them only during the lunch break or at the end of the competition day. This restriction does not apply to devices required due to the competitor's condition or special needs and agreed in advance with the Organiser. Judges and Interpreters may use devices required for their official duties only as agreed by the Skill Manager and the Chief Judge. The Skill Manager and the Chief Judge may use devices required for competition management and will specify any additional restrictions or permitted device use within the competition area.

5 Assessment Framework

5.1 Assessment Principles

All Abilympics Skill Competitions are marked out of 100 points.

Points are divided between criteria that reflect the required skills and expected outcomes.

Two methods of assessment are used:

- **Measurement**: objective, factual scoring (e.g., size, accuracy).
- **Judgement**: expert evaluation of quality, technique, and artistic choices.

5.2 Assessment Areas

Detailed marking criteria and scoring are provided in the Task Assignment.

Assessment focuses on the following key areas:

Assessment Area	Points
Cutting	15
Sewing the Front Pieces	50
Sewing the Back Piece and Assembly	20
Finishing	15
Total	**100**

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