INTERNATIONAL ABILYMPICS HELSINKI 2027

Technical Description

Crochet

Skill 22



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1 Skill Overview

1.1 Skill Name and Category

Crochet, Crafts and Leisure

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 is divided into the following modules:

- Module A: Crocheted Hat Following Instructions
- Module B: Free-Choice Crochet

Competitors may divide the 6 hours of competition time freely between the two modules.

1.4 Description of the Skill

Crochet is a handicraft technique in which a textile product is created using a crochet hook and yarn.

Competitors are expected to demonstrate the ability to carefully follow given instructions while also applying their own creativity within the task. The task requires versatile knowledge of crochet techniques, a good understanding of materials, and well-developed practical skills.

The task demands technical precision, consistent quality, structural control, and the ability to finish the product to a high standard. The goal is to produce a high-quality, carefully executed, and aesthetically successful textile product.

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 two modules. Competitors may divide the 6 hours of competition time freely between the two modules.

Module A: Crocheted Hat Following Instructions

- Competitors receive the module-specific instructions in Task Assignment.
- Competitors crochet a hat according to the provided instructions.

Module B: Free-Choice Crochet

- Competitors create a freeform crochet section, which is attached to the hat completed in Module A.
- The design must complement and enhance the work completed in Module A.
- Competitors may use any of the specified colours.
- Additional crochet stitches may be used if they are technically correct.

2.3 Task Assignment Technical Requirements

Competitors must be able to apply the following crochet skills and techniques:

- Read and follow written crochet instructions
- Apply traditional crochet stitches and techniques
- Maintain consistent stitch size and tension
- Shape and construct a crocheted item according to the given instructions
- Join and finish crochet work neatly and securely
- Create and attach freeform crochet elements
- Combine colours and crochet techniques to create a harmonious design
- Apply additional crochet stitches where appropriate, ensuring that they are technically correct

The Task Assignment defines the exact stitches and techniques required for the current competition, including any additional stitches or creative variations.

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	Crochet hooks		2.5–4 mm; size will vary depending on the yarn	2
02	DMC Eco Vita Raffia		One colour	Sufficient quantity
03	Cotton yarn		Different colours	Sufficient quantity
04	Large-eye needle			1
05	White paper		A4	1
06	Pen			1
07	Worktable			1

No.	Equipment / Material	Picture	Specifications	Quantity
08	Chair			1
09	Iron			5 per competition area
10	Ironing board			5 per competition area
11	Pressing cloth		For ironing	5 per competition area
12	Spray bottle			5 per competition area

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	Scissors		Competitor's choice	1
02	Measuring tape		Competitor's choice	1
03	Opening stitch markers		Competitor's choice	2

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 provided by the Organiser before the competition begins. If anything is missing, damaged, or defective, competitors must immediately inform the Judges. No replacements will be provided after 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.
Personal protective equipment (PPE)	PPE is not required for this skill.
Clothing / Uniform	There is no mandatory uniform. Competitors should wear clean, comfortable clothing suitable for crochet work. 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 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.

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Topic	Skill-Specific Requirements
Use of technology	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.

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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
Technical Execution	40
Finishing and Presentation	35
Creativity and Harmony	25
Total	**100**

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