

Technical Description

Fashion and Design

Skill 27



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1 Skill Overview

1.1 Skill Name and Category

Fashion and Design, 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 is divided into the following modules:

- Module A: Dress Manufacturing
- Module B: Dress Decoration

Competitors may divide the total competition time between the two modules as they choose.

1.4 Description of the Skill

Fashion and Design involves the creation of a women's outfit and tailor-made garments using the fabric provided, guided by specific instructions and patterns. Each competitor works with their own set of tools and is responsible for setting up and operating their sewing machine. In addition to technical accuracy, competitors are encouraged to add a personal and creative touch to embellish the garment, showcasing their individual style and design sensibility. The completed outfit is presented on a mannequin, reflecting the competitor's craftsmanship, creativity, and attention to detail.

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 total competition time of 6 hours between the modules as they choose. The dress completed in Module A is decorated in Module B.

Module A: Dress Manufacturing

- **Cutting Plan and Cutting**

Competitors prepare the provided pattern, create a cutting layout on the fabric and cut the required pieces. This area assesses their understanding of pattern markings, fabric grain and material use in relation to the fabric and the garment's intended use.

Assessment focuses on speed, fluency, precision, efficient use of fabric and appropriate sorting of cutting scraps.

- **Manufacturing and Finishing**

Competitors manufacture and finish the dress according to the provided instructions. The Task Assignment defines the design and exact requirements. This area assesses professional competence, mastery of work methods and the ability to produce a finished garment that meets the requirements.

Assessment focuses on professional working practices in accordance with the instructions and the quality of the finished garment.

- **Work Ethic and Responsibility**

Competitors are expected to work professionally throughout the competition. This area assesses working methods, time management and responsible conduct.

Assessment covers an entrepreneurial approach to work, compliance with occupational safety and ergonomic working practices, and adherence to the principles of sustainable development.

Module B: Dress Decoration

- Competitors decorate and customise the women's dress completed in Module A.
- Each competitor receives an identical set of materials and accessories in a black box provided by the Organiser. Only these materials and accessories may be used for the decoration.

2.3 Task Assignment Technical Requirements

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

- Check garment details against the provided design
- Perform the required garment construction and sewing processes
- Shape the garment or semi-finished product using pressing and steaming equipment
- Thread and operate sewing equipment
- Perform quality control during garment construction
- Identify, prevent, and correct sewing defects
- Perform final finishing operations and prepare the completed garment for presentation
- Apply garment decoration and customisation techniques

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

3 Materials and Equipment

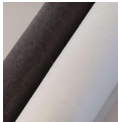
3.1 Materials and Equipment Provided by the Competition Organiser

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 foot.	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		Work chair with adjustable height	1
06	Female dress form (mannequin)		Female dress mannequin. Size/ specification to be confirmed later	1

No.	Equipment / Material	Picture	Specifications	Quantity
07	Main project fabric		Designated primary fabric required for the Task Assignment	1 set
08	Lining and interfacing		Iron-on fusible interfacing and structural lining fabric	1 set
09	Sewing threads		High-quality machine-sewing thread colour-matched to the provided primary fabric	1 set
10	Pattern blocks and drafting paper		Printed paper pattern blocks and paper for drafting	1 set
11	Functional notions / haberdashery		Garment Accessories according to the Task Assignment	1 set
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

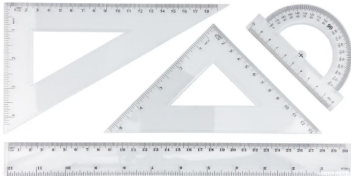
3.2 Materials and Equipment Supplied by Competitors

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.

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

No.	Equipment / Material	Picture	Specifications	Quantity
01	Tailor's scissors		Competitor's choice	1

No.	Equipment / Material	Picture	Specifications	Quantity
				
02	Paper scissors		Competitor's choice	1
03	Hand sewing needles		Competitor's choice	1 set
03	Pincushion		Competitor's choice	1
04	Tailor's chalk / pencils		Competitor's choice	1 set
05	Needle threader		Competitor's choice	1
06	Thimble		Competitor's choice	1
07	Seam ripper		Competitor's choice	1
08	Sewing pins		Competitor's choice	1 set
09	Weights			5

No.	Equipment / Material	Picture	Specifications	Quantity
			Suitable for pattern cutting/ fabric weights	
10	Magnetic feeder guide		Suitable for the sewing machine provided	1
11	Point turner		Competitor's choice	1
12	Rulers		Somometer, straight rulers, and L-square	1 set
13	Stationery tools		Pens, permanent markers, pencils, eraser, and pencil sharpener	1 set
14	Tape measure		Standard: Metric only (cm/mm) Scale: Centimetres and millimetres on both sides, no inch scale	1
15	Sewing supplies		Different sewing supplies by competitor's choice, such as awl, manual cutting tools, clapper (pressing board), basting thread, pressing cloth, cutting mat	1 set

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 fashion design and garment construction 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

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 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
Module A:Dress Manufacturing	
Cutting Plan and Cutting	10
Manufacturing and Finishing	65
Work Ethic and Responsibility	10
Module B: Dress Decoration	15
Total	100