



**Fashion Design  
(IL-SEW)**  
Food, Hospitality, & Human Services

*State Only Contest*

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**Technical Standard**

**Purpose**

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of commercial sewing, design and embroidery decoration.

**Clothing Requirements**

Business attire recommended.

**Eligibility**

Open to active SkillsUSA members enrolled in programs with commercial sewing, pattern making, design and fashion technology as the occupational objective.

**Equipment and Materials**

Supplied by the technical committee:

- All fabric, thread and related supplies as required for the project
- Commercial/industrial sewing machines
- Any ironing or pressing boards
- Computer equipment for design and pattern making for the project
- Embroidery equipment for the project

Supplied by the contestant:

- Seam ripper
- Scissors and nippers
- Straight pins
- Marking pencil
- Measuring tape or gauge (6" and 12")
- Tweezers
- Loop turner
- Sewing machine screwdriver set
- Black ink pen
- One-page, typewritten résumé

### Scope of the Contest

1. Contestants will demonstrate their ability to perform jobs and skills from the following list of competencies as determined by the SkillsUSA Championships Technical Committee.
  - a. Contestants will receive assignment sheets, patterns and drawings with specifications of the job to be completed.
  - b. Contestants will be evaluated and judged on safety, quality, productivity, following instructions, team building skills, contestant involvement and other skills related to the trade as identified by the industry leaders.
  - c. Contestants will be expected to perform the following operations:
    - i. Surging
    - ii. Backstitching
    - iii. Edge top and under stitching
    - iv. Gauging
    - v. Feeding
    - vi. Programming computer designs
    - vii. Programming embroidery equipment
    - viii. Material utilization
  - d. Design, cut patterns and construct material into the finished product as related to the project.
  - e. Utilize material that should be most feasible for the project.
  - f. Thread needles and wind bobbins on various types of sewing and embroidery equipment.
  - g. Adjust and control sewing and embroidery equipment.
  - h. Assemble project and/or parts from patterns using a variety of types and composition of material.
  - i. Install zippers, buttonholes, collars, cuffs, straps, lining and attach buttons, Velcro and flaps to the finished product.
  - j. Contestants may be required to demonstrate the ability to work as part of a team in design and construction.