OVERVIEW

Students have the opportunity to research, develop, and create garment designs, garment mock-ups, and portfolios that reflect the current year’s published theme. Twelve (12) qualifying semifinalist teams participate in an on-site event in which they present their potential garment designs to the judges on a TSA runway.

The theme challenge for 2013 is to design two (2) outfits associated with protective clothing for a first responder that can be worn daily. Participants are responsible for creating three (3) items total that can be worn with either of the outfits.

The theme challenge for 2014 is to design two (2) outfits for a NEW children’s fairy tale storybook character. Participants are responsible for creating three (3) items total that can be worn with either of the outfits.

PURPOSE

Humans need protection from weather, environmental factors, occupational hazards, and other adversaries. Clothing is designed and worn for utilitarian purposes, decoration, identification, status, and modesty. TSA members will demonstrate an understanding of and expertise in using design and technology processes to convey a fashion concept.

ELIGIBILITY

Entries are limited to one (1) team of two to four (2-4) members per chapter.

TIME LIMITS

A. Entries must be started and completed during the current school year.

B. Semifinalists will be allowed ten (minutes) for a presentation. A deduction of five (5) points will be incurred for exceeding the presentation time limit.
**ATTIRE**

Professional dress as described in Competitive Events Attire is the minimum requirement for the finals.

**PROCEDURE**

A. Participants check in their entry at the time and place stated in the conference program.

B. Entries are reviewed by evaluators. Neither students nor advisors are present at this time. A semifinalist list in random order is posted.

C. The semifinalists report to the event area at the time and place stated in the conference program.

D. Each semifinalist team must have access to student TSA member models and the team-created garments to compete in the semifinals.

E. The event coordinator will allow students to sign up for times to present their designs in a closed interview and runway fashion show for the judges only.

F. Semifinalists use the assigned time to present their designs. An interview is conducted with one spokesperson answering questions from the judges and acting as the emcee, describing and presenting the designs while the models walk the runway wearing the designed garments.

G. Any type of garment design that is typical of responsible clothing design and creation is considered appropriate.

H. During the semifinals, participants will be allowed ten (10) minutes to complete the runway presentation [two (2) minutes for set-up, six (6) minutes for the presentation, and two (2) minutes for removal]. Points will be deducted from a team’s score for exceeding the ten (10)-minute time frame allowed for the presentation.

I. Final evaluation from judges takes place immediately following the completion of the interview and runway presentation.

**REGULATIONS**

A. All work must be completed during the current school year. Participants will use a 32-quart plastic storage box to submit their portfolio, patterns, and any accessories. Garments should be put on hangers and placed in protective plastic bags, garment bags, or on dressmaker mannequins.
B. Portfolio

1. A portfolio of twenty (20) pages is required and must be submitted with the garments. A standard three (3)-ring binder, with a clear front sleeve for a cover page should be used. The cover page must include the event title, the conference city and state, and the year. The inside of the binder must include the following single-sided, 8½” x 11” pages, in this order:
   a. Title page with the event title, the conference city and state, and the year; one (1) page
   b. Table of contents; one (1) page
   c. Literature research summary; two (2) pages
   d. Interpretation of theme; two (2) pages
   e. Explanation of the garment types, textiles used, notions needed, sewing techniques used, etc.; two (2) pages
   f. Design process sketches (hand-drawn); five (5) pages
   g. Computer-drawn final designs print-outs; five (5) pages
   h. References/resources; two (2) pages
   i. Submit a DVD with four (4) photos of a model wearing the entry (views: back, front, left side, right side). The photos may become part of a TSA general session, and they will be posted in the TSA video library. An electronic copy of the photo consent form is required on the DVD. The DVD will not be returned and earns zero (0) points.

C. Patterns/mock-ups

Full-sized student-made pattern(s) and paper/cloth mock-ups [three to four (3-4) patterns and mock-ups on appropriate lightweight paper or inexpensive cloth]

Patterns may not be professional, store bought patterns.

D. Garments

1. Garments for initial judging must be put on hangers, or on dressmaker mannequins; the portfolio should accompany the garments.
2. The garments must be presentation quality.
3. All designs and garments should be appropriate for viewing at the national TSA conference.
4. Any portfolio or garment that depicts inappropriate or unacceptable designs will be disqualified.
5. All patterns, mock-ups and garments must be designed, sketched, computer-drawn, developed and sewn by students.

E. Participants must provide their own sound system/CD player, power strip and extension cord for the runway presentation.
expertise pertaining to the entry in the following areas: overall
garment design and originality, theme interpretation, sewing
techniques, and fabrics used.

EVALUATION

Evaluation is based on points earned for the portfolio, patterns and
garments, and a presentation. Scores on the portfolios, pattern and
garments will determine the twelve (12) semifinalists. Points earned
from the interview on-site runway semifinalist presentation will be
added to the portfolio score to determine the final ranking of the top
ten (10) finalists.
STEM INTEGRATION

This event aligns with the STEM educational standards noted below. Please refer to the STEM Integration section of this guide for more information.

Science, Technology, Engineering, Mathematics

PRIMARY LEADERSHIP SKILLS

Leadership skills promoted in this event:

- COMMUNICATION — Students display a visual understanding of a fashion idea. Suggested leadership lessons: Personality Types and Promote It
- CREATIVE THINKING — Students create designs that appeal to a broad audience. Suggested leadership lessons: Color Hunt and HAT To Be Creative
- TEAMWORK — Students divide responsibilities among team members. Suggested leadership lessons: Teams and Restaurant Business Plan

Additional leadership skills promoted in this event: decision making, organization

TSA AND CAREERS

This competition connects to one or more of the career areas featured in the TSA AND CAREERS section of this guide. Use The 16 Career Clusters chart and the TSA Competitions and The 16 Career Clusters grid as resources for information about careers.

CAREERS RELATED TO THIS EVENT

- Fashion designer
- Fashion layout editor
- Fashion magazine editor
- Model
- Tailor
PHOTO/FILM/VIDEO
CONSENT AND RELEASE

I hereby give permission for images of my child or myself (as applicable), captured during Technology Student Association (TSA) activities through video/film, photo or digital camera, to be used solely for the purposes of TSA promotional materials and publications, and I waive any rights of compensation or ownership thereto.

Name of minor in images (please print)

Name of minor’s parent/guardian (please print)

Name of adult in images (please print)

Parent/guardian or adult’s signature (as applicable)

Date
FASHION DESIGN

EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

A. Event coordinator

B. Evaluators for the twelve (12) semifinalist team presentations, two (2) or more

C. Timekeeper

MATERIALS

A. Coordinator’s notebook, containing:
   1. Event guidelines, one (1) copy for the coordinator and for each evaluator
   2. Official rating forms
   3. List of entries with finalist report
   4. List of evaluators/assistants
   5. Marking pens or pencils for each evaluator
   6. Semifinalist list for posting
   7. One (1) stopwatch
   8. Results envelope

B. Tables and chairs for three (3) evaluators

C. Chairs for audience

D. One (1) table, approximately six feet (6’) long, for judges

RESPONSIBILITIES

A. Upon arrival at the conference, report to the CRC room and check the contents of the coordinator’s notebook. Review the event guidelines and check to see that enough evaluators/assistants have been scheduled.

B. Inspect the area(s) in which the event is being held for appropriate set-up, including room size, chairs, tables, screens, outlets, etc. Notify the event manager of any potential problems.

C. One (1) hour before the event is scheduled to begin, meet with your evaluators/assistants to review time limits, procedures, and regulations. If questions arise that cannot be answered, speak to the event manager before the event begins.

D. For participants who violate the rules, the decision either to deduct 20% of the total possible points or to disqualify the
entry must be discussed and verified with the evaluators, event coordinator, and a CRC manager; all must initial either of these actions on the rating form.

E. Allow the first participant to the event room and provide two (2) minutes for set-up of materials. The event coordinator or assistant introduces the participants by entry number only. No nametags or clothing that give any indication of the hometown, school, or chapter are allowed. Each team will be allowed six (6) minutes for the presentation.

F. Each team is allowed two (2) minutes to remove all materials.

G. Following the last participant’s presentation, the evaluators total their scores, making adjustments for time penalties.

H. Secure the evaluators’ signatures on their score sheets.

I. Evaluators independently assess the semifinalist participants in the runway portion of the event and average their scores to determine the ranking of the top ten (10) finalists. Evaluators discuss and break any ties.

J. Complete and submit the finalist report, which includes a ranking of the top ten (10) finalist teams, and all related forms in the results envelope to the CRC room.

K. If necessary, manage security and the removal of materials from the event area.
# Fashion Design

## 2013 & 2014 Official Rating Form

### Portfolio (70 points)

<table>
<thead>
<tr>
<th>CRITERIA</th>
<th>Minimal performance 1-4 points</th>
<th>Adequate performance 5-8 points</th>
<th>Exemplary performance 9-10 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Portfolio components</td>
<td>Some parts of the portfolio are missing; the portfolio is unorganized, messy and lacks quality.</td>
<td>Most components are the portfolio present but they are loosely organized and lacking in quality.</td>
<td>All components of the portfolio are included; strong effort and quality of work are evident.</td>
</tr>
<tr>
<td>Summary of research (X1)</td>
<td>The summary is too brief and lacks the appropriate details expected for the event.</td>
<td>The summary of the research is sufficient but lacks some of the key details that would be expected.</td>
<td>The summary is organized, clear and concise, with appropriate and necessary details included.</td>
</tr>
<tr>
<td>Interpretation of theme (X1)</td>
<td>The interpretation of the theme is very weak and unconvincing.</td>
<td>The interpretation of the theme is clear but lacks appropriate justification.</td>
<td>The interpretation of the theme is clear, concise and thorough, with convincing justification.</td>
</tr>
<tr>
<td>Explanation of garment types (X1)</td>
<td>Explanation is or unclear, poorly organized and does not accurately describe the garment types.</td>
<td>Explanation is loosely organized but does attempt to describe the garment types and their production.</td>
<td>Explanation is clear and concise and demonstrates extensive knowledge of garment types and production.</td>
</tr>
<tr>
<td>Design process sketches (X1)</td>
<td>Sketches are poorly executed and lack necessary details in the design process.</td>
<td>Sketches are complete as drawn but lack several important notations and references to the design process.</td>
<td>Sketches are well executed, organized, and clearly represent the design process.</td>
</tr>
<tr>
<td>Computer drawings for final design (X1)</td>
<td>Computer drawings fail to accurately portray the final design; there are major omissions of important details.</td>
<td>Computer drawings somewhat accurately illustrate the final design, but several important details are missing.</td>
<td>Computer drawings of the final design are clear, accurate, and effectively portray the final product.</td>
</tr>
<tr>
<td>Resources/references (X1)</td>
<td>Research is inadequate, with very few credible resources and references provided.</td>
<td>Research appears adequate but the resources and references are poorly documented.</td>
<td>Research is comprehensive, and all resources and references are properly documented.</td>
</tr>
</tbody>
</table>

**SUBTOTAL (70 points)**

### Patterns/Mock Ups (30 points)

<table>
<thead>
<tr>
<th>CRITERIA</th>
<th>Minimal performance 1-4 points</th>
<th>Adequate performance 5-8 points</th>
<th>Exemplary performance 9-10 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Two or more hand-made garment patterns (X1)</td>
<td>Patterns are poorly constructed or missing key components.</td>
<td>Patterns are well constructed; some key attributes are not included that could impact the final product.</td>
<td>Patterns are designed to detailed standards and are of a production quality.</td>
</tr>
<tr>
<td>Creativity, originality, and difficulty (X1)</td>
<td>Patterns/mocks-ups clearly lack creativity, originality or difficulty in execution.</td>
<td>Patterns/mocks-ups are of good quality, but they are lacking in difficulty and originality.</td>
<td>Patterns/mocks-ups are of industry standard; they clearly demonstrate originality, creativity and skill.</td>
</tr>
</tbody>
</table>
### FASHION DESIGN (continued)

#### Patterns/Mock Ups (30 points) (continued)

<table>
<thead>
<tr>
<th>Interpretation of theme (X1)</th>
<th>Minimal performance</th>
<th>Adequate performance</th>
<th>Exemplary performance</th>
</tr>
</thead>
<tbody>
<tr>
<td>(continued)</td>
<td>Pattern fails to adequately and appropriately demonstrate the theme.</td>
<td>Pattern reveals a somewhat successful attempt to demonstrate the theme.</td>
<td>The pattern clearly and appropriately demonstrates the theme.</td>
</tr>
</tbody>
</table>

**SUBTOTAL (30 points)**

#### Quality of Garments (40 points)

<table>
<thead>
<tr>
<th>CRITERIA</th>
<th>Minimal performance</th>
<th>Adequate performance</th>
<th>Exemplary performance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Proper sewing techniques used/evident (X1)</td>
<td>Garment construction fails to meet accepted standards and techniques of construction in relation to the fabric selected.</td>
<td>Garment construction meets acceptable standards and construction techniques.</td>
<td>Garments show that a variety of appropriate techniques were used in the construction.</td>
</tr>
<tr>
<td>Quality fabric and lining (X1)</td>
<td>The quality of the fabric and lining are not appropriate for the garments and style representing the interpretation of the theme.</td>
<td>The quality of the fabric and lining are acceptable but uninspiring in presenting the interpretation of the theme.</td>
<td>The quality of the fabric and lining exemplify the interpretation of the theme and the quality of the final garments.</td>
</tr>
<tr>
<td>Use of notions (buttons, zippers, snaps, embroidery, embellishments, etc.) (X1)</td>
<td>Little or no use of notions is evident in the garments.</td>
<td>A variety of notions is appropriately used in the garments.</td>
<td>An excellent choice and variety of notions are used that enhance the overall appearance and quality of the garments.</td>
</tr>
<tr>
<td>Pressed, ironed, hanging on hangers in a dressmaker bag, or on a dressmaker mannequin (X1)</td>
<td>Garments are not pressed or arranged in an appropriate manner.</td>
<td>Garments are pressed and arranged appropriately, but not in a dressmaker bag or on a dressmaker mannequin.</td>
<td>Garments are pressed and arranged for display in a garment bag or on a dressmaker mannequin in a professional manner.</td>
</tr>
</tbody>
</table>

**SUBTOTAL (40 points)**

**STATIC DISPLAY TOTAL (140 points)**

Rules violations (a deduction of 20% of the total possible points) must be initialed by the evaluator, coordinator and manager of the event. Record the deduction in the space to the right.

### Semifinalist On-site Presentation (60 points)

<table>
<thead>
<tr>
<th>CRITERIA</th>
<th>Minimal performance</th>
<th>Adequate performance</th>
<th>Exemplary performance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Organization (X1)</td>
<td>Participants seem unorganized and unprepared for the presentation and interview.</td>
<td>Participants are generally prepared for the interview but are somewhat disorganized in their overall presentation.</td>
<td>The presentation and interview with the evaluators are logical, well organized, and easy to follow.</td>
</tr>
<tr>
<td>Clarity (X1)</td>
<td>The presentation and interview are full of illogical thoughts that lack clarity.</td>
<td>The presentation and interview are somewhat logical and easy-to-understand and follow.</td>
<td>The presentation and interview provide a clear, concise, and easy-to-follow description of the project.</td>
</tr>
<tr>
<td>Articulation (X1)</td>
<td>Participants are verbose, illogical in presenting, and use many “uhhs, ums, hmmms, etc.”</td>
<td>Participants are logical and fairly well spoken, with little use of “uhhs, ums, hmmms, etc.”</td>
<td>Participants are well-spoken, distinct, and clear throughout the presentation.</td>
</tr>
</tbody>
</table>
### Fashion Design

**Semifinalist On-site Presentation (60 points) (continued)**

<table>
<thead>
<tr>
<th>Quality of garments on models (X1)</th>
<th>The garments do not appear to fit and/or are appropriate for the person modeling (color, style, textures, etc.).</th>
<th>The garments fit neatly but may not be the best color, style, texture, etc. for the person modeling.</th>
<th>Garments are clearly made and designed for the model–fitting nicely, with appropriate style, colors, textures, etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knowledge and expertise</td>
<td>Participants seem to have little understanding of the concepts in their project; interview answers are vague.</td>
<td>Participants exhibit an understanding of the concepts in their project; interview answers are weak.</td>
<td>Participants responses show clear evidence of a thorough understanding of the project.</td>
</tr>
<tr>
<td>See Regulation F (X2)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**SUBTOTAL (60 points)**

Time violation (a deduction of five points total will be incurred for exceeding the semifinalist presentation time limit). Record the deduction in the space to the right.

Rules violations (a deduction of 20% of the total possible points) must be initialed by the evaluator, coordinator and manager of the event. Record the deduction in the space to the right.

(To arrive at TOTAL score, add any subtotals and subtract rules violation points, as necessary. Check your math twice!) **TOTAL (200 points)**

**Comments:**

I certify these results to be true and accurate to the best of my knowledge.

**Evaluator**

Printed name: ___________________________ Signature: ___________________________