

# MIDDLE SCHOOL FASHION DESIGN & TECHNOLOGY PILOT EVENT

## OVERVIEW

Applying leadership and 21st century skills, participants demonstrate expertise in fashion design principles by creating a wearable design that reflects the theme.

**Theme: Beach/Coastal Attire.  
No swimwear.**

NOTE: Teams will submit one (1) or two (2) garments for judging (top and bottom or one [1]-piece.) All required components must fit inside a 32-quart plastic container. Accessories (hats, gloves, boots, etc.) are not required or part of the garment.

## ELIGIBILITY

One (1) team per chapter of two to four (2-4) individuals may participate.

## PROCEDURE

### PRE-CONFERENCE

A. Participants review the TSA Honor Statement for Competitive Events found in the General Rules and listed in the individual competitive event rules.

B. Participants create a garment based on the middle school theme:

C. Participants concentrate their efforts on designing a wearable prototype with technological elements.

D. Participants prepare their documentation portfolio according to the regulations.

### PRELIMINARY ROUND

A. Participants check in the following at the time and place stated in the conference program (contained in a plastic storage container not exceeding 32 quarts):

1. The wearable prototype
2. Patterns
3. The documentation portfolio

B. Entries are reviewed by judges with neither students nor advisors present based on the following criteria:

1. Judges score the Garment and Pattern criteria to determine the top twenty-four (24) preliminary round contestants, which will not be posted. Only the item(s) specified in the annual theme, patterns and portfolio are judged. Additional accessories, not named in the event requirements, are not to be considered in scoring.

2. Judges score the Documentation Portfolio Criteria of those top twenty-four (24) contestants to determine the top twelve (12) finalists.

3. A list of twelve (12) semifinalists (in random order) will be posted.

### SEMIFINAL ROUND

A. Participants report at the time and place stated in the conference program to sign up for a presentation/interview time.

B. Participants report at the assigned time and place for the presentation/interview.

C. Semifinalists present their designs and answer questions from the judges.

D. Models are present and wearing the prototypes designed by the team.

E. Participants are allowed ten (10) minutes to complete the presentation/interview broken down as follows:

1. two [2] minutes for set-up
2. three [3] minutes for the presentation
3. three [3] minutes for the interview
4. two [2] minutes for removal of items

Points will be deducted from a team's score for exceeding the ten (10)-minute time frame allowed for the semifinal round.

F. Final evaluation by judges takes place immediately following the completion of the presentation/interview.

G. The top ten (10) finalists are announced at the awards ceremony.

## PRELIMINARY ROUND

A. Participants submit their portfolio, patterns, and prototype(s), in a plastic container not exceeding 32 quarts. The container must only include the portfolio, patterns, prototype(s), and components listed in the annual theme. A cardboard box is not a plastic container.

B. The portfolio, patterns, and prototype MUST be submitted together in the plastic storage container not exceeding 32 quarts.

C. ALL components of the entry (patterns, prototypes, etc.) must be the original work of the participants.

D. Prototypes (garments):

1. Any type of prototype (garment) that is typical of responsible clothing design and creation is considered appropriate.
2. The purchase/use of special textiles (water/ fireproof materials, etc.) is not required.
3. Information about textiles must be used in the research/design portfolio, but the prototype does not have to be constructed using these materials.
4. No hangers or dressmaker mannequins are allowed. All required components must be submitted in the plastic storage container not exceeding 32 quarts.
5. The prototype, with any additional items required by the annual theme, must be placed in the container with the portfolio and patterns.
6. The prototypes must be presentation quality.
7. Any portfolio or garment that depicts inappropriate or unacceptable designs is disqualified.
8. Only the required prototypes (garments) are to be submitted for evaluation. Additional items, including accessories and other garments, may be used only in the semifinalist presentation and may not be submitted for preliminary judging.

E. Patterns:

1. Full-sized student-made pattern(s) must be included.
2. Patterns must be made of appropriate lightweight paper.
3. Patterns must NOT be purchased.

F. Documentation Portfolio:

1. Documentation materials (comprising "a portfolio") are required and must be secured in a clear front report cover with the following single-sided, 8.5" x 11" pages, in this order:
  - a. Title page with the event title, chapter ID#, the conference city and state, and the year; one (1) page
  - b. Table of contents; one (1) page
  - c. Interpretation of theme; maximum of one (1) page
  - d. Explanation of the design and construction of the prototypes, textiles used, notions needed, sewing/construction techniques used, etc.; maximum of two (2) pages
  - e. Design process sketches (hand-drawn); maximum of three (3) pages
  - f. Computer-drawn final design printouts; maximum of three (3) pages
  - g. References/resources; maximum of two (2) pages

## SEMIFINAL ROUND

A. If required, each semifinalist team must have access to student TSA member model(s) and the team-created prototypes in order to compete in the semifinals. Models must be members of the team's TSA chapter.

B. Spectators are not permitted during the semifinal challenge.

## EVALUATION

### PRELIMINARY ROUND

#### Tier 1

- a. The prototype (wearable garments)
- b. The patterns

#### Tier 2

- c. The documentation portfolio

### SEMIIFINAL ROUND

- A. The presentation/interview

Refer to the official rating form for more information.

## TSA HONOR STATEMENT

All work must be created and completed by individual competitors or teams. Plagiarism, the use of Generative Artificial Intelligence (GenAI) software, copyright violation, cheating, and falsification of information are prohibited. Participants may NOT use any generative artificial intelligence (GenAI) tools (e.g. ChatGPT, Google Gemini, GitHub Copilot, etc.). Any attempt to gain an unfair advantage will not be tolerated. Competitors at any level of TSA competition understand and agree to abide by the TSA Honor Statement. If it is determined that a student violated the TSA Honor Statement, a rules violation of twenty percent (20%) will be incurred.

## STEM INTEGRATION

This event aligns with the STEM (Science, Technology, Engineering, and Mathematics) educational standards

## LEADERSHIP AND 21<sup>ST</sup> CENTURY SKILLS

This event provides opportunity for students to build and develop leadership and 21st century skills including but not limited to – Communication, Collaboration/Social Skills, Initiative, Problem Solving/Risk Taking, Critical Thinking, Perseverance/Grit, Creativity, Relationship Building/Teamwork, Dependability/Integrity, and Flexibility/Adaptability

## CAREERS RELATED TO THIS EVENT

This competition has connections to one (1) or more of the careers below:

- Fashion Layout Editor
- Fashion Magazine Editor
- Fashion Merchandiser
- Model
- Tailor

# FASHION DESIGN AND TECHNOLOGY

## 2025 & 2026 OFFICIAL RATING FORM

### MIDDLE SCHOOL

Judges: Using minimal (1-4 points), adequate (5-8 points), or exemplary (9-10 points) performance levels as a guideline in the rating form, record the scores earned for the event criteria in the column spaces to the right. The X1 or X2 notation in the criteria column is a multiplier factor for determining the points earned. (Example: an "adequate" score of 7 for an X1 criterion = 7 points; an "adequate" score of 7 for an X2 criterion = 14 points.) A score of zero (0) is acceptable if the minimal performance for any criterion is not met.

#### Go/No Go Specifications

- Before judging the entry, ensure that the items below are present; indicate presence with a check mark in the box.
- If an item is missing, leave the box next to the item blank and place a check mark in the box labeled ENTRY NOT EVALUATED.
- If a check mark is placed in the ENTRY NOT EVALUATED box, the entry is not to be judged.

- ☐ TIER 1 - Required garments/patterns and prototypes are present and in a plastic storage container not exceeding 32 quarts
- ☐ TIER 2 - Documentation portfolio is present
- ☐ ENTRY NOT EVALUATED

TIER 1 - GARMENTS (50 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
<b>Proper Sewing/ Construction Techniques Used/ Evident</b> (X2)	Prototype construction fails to meet accepted standards and/or techniques of construction.	Prototype construction meets acceptable standards and construction techniques.	Prototype construction is of high quality and indicates use of a variety of appropriate techniques.	
<b>Use of Notions</b> (buttons, zippers, snaps, embroidery, embellishments, etc) (X1)	Little or no use of notions is evident in the garments.	An adequate choice and variety of notions are used in the garments; notions are somewhat appropriate.	An excellent choice and variety of notions are used that enhance the overall appearance and quality of the garments.	
<b>Creativity, Originality, and Difficulty of Garment Creation</b> (X1)	Garment lacks creativity, and/or originality, and/or difficulty in execution.	Garment is of decent quality and demonstrates some degree of difficulty and originality.	Garment is of industry standard; they clearly demonstrate originality, creativity, and skill.	
<b>Integration of Technology</b> (X1)	Little or no use of technology is evident in the garments.	Technology is somewhat integrated, but it does not contribute to the overall design.	Technology is integrated successfully and adds value to the overall design of the garment.	
TIER 1 - GARMENTS SUBTOTAL (50 points)				

TIER 1 - PATTERNS (20 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
<b>Hand- Made Garment Patterns</b> (X2)	Patterns are poorly constructed, and/or are missing key components.	Patterns are generally well constructed; some key attributes and designs are included.	Patterns are designed to detail standards and are of appropriate specifications.	

**TIER 1 – PATTERNS SUBTOTAL (20 points)**

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

Indicate the rule violated: \_\_\_\_\_

**TIER 1 – SUBTOTAL (70 points)**

**TIER 2 – DOCUMENTATION PORTFOLIO (60 points)**

CRITERIA	Minimal performance	Adequate performance	Exemplary performance
	1-4 points	5-8 points	9-10 points
<b>Portfolio Components</b> (X1)	Portfolio is unorganized and/or is missing three (3) or more components.	Portfolio has most components and is generally organized per the order of the event guide listing; it has sufficient content.	All components are included in the portfolio; content and organization per the order of the event guide listing are excellent.
<b>Interpretation of Theme</b> (X1)	The interpretation of the theme is very weak and unconvincing.	The interpretation of the theme is somewhat convincing, with some appropriate justification.	The interpretation of the theme is clear, concise, and thorough, with convincing justification.
<b>Explanation of Garment Prototypes</b> (X1)	The explanation is unclear, poorly organized, and/or does not accurately describe the garment prototypes.	The explanation is loosely organized, with adequate attempts to describe the garment prototypes and their production.	The explanation is clear, concise, and/or demonstrates extensive knowledge of garment prototypes and production.
<b>Design Process Sketches</b> (X1)	Sketches are poorly executed and/or lack necessary details in the design process.	Sketches are complete as drawn and include most notations and references to the design process.	Sketches are well executed, organized, and clearly represent the design process.
<b>Computer Drawings for Final Design</b> (X1)	Computer drawings fail to accurately portray the final design; there are major omissions of important details.	Computer drawings somewhat illustrate the final design, with many important details included.	Computer drawings of the final design are clear, accurate, and effectively portray the final product.
<b>Resources/References</b> (X1)	Research is inadequate, with very few credible resources and references provided and/or documented.	Research is adequate with most important resources and references adequately documented; references are somewhat credible.	Research is comprehensive, and all resources and references are properly documented and credible.

**TIER 2 – DOCUMENTATION PORTFOLIO SUBTOTAL (60 points)**

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

Indicate the rule violated: \_\_\_\_\_

**PRELIMINARY SUBTOTAL (130 points)**

Record scores  
in the column  
spaces below.

SEMIFINAL PRESENTATION (70 points)			
CRITERIA	Minimal performance	Adequate performance	Exemplary performance
	1-4 points	5-8 points	9-10 points
<b>Organization</b> (X1)	Participants seem unorganized and unprepared for the presentation.	Participants are generally prepared for the presentation.	The presentation is logical, well organized, and easy to follow.
<b>Knowledge</b> (X2)	Participants seem to have little understanding of the concepts in their project; answers to questions may be vague.	Participants exhibit an adequate understanding of the concepts in their project.	Participants show clear evidence of a thorough understanding of the project.
<b>Articulation</b> (X1)	Presentation of the project is unclear, unorganized, and illogical; leadership and/or 21 <sup>st</sup> century skills are not evident.	Presentation of the project is somewhat logical and clear; leadership and/or 21 <sup>st</sup> century skills are somewhat evident.	Presentation of the project is clear, concise, and easy-to-follow; leadership and/or 21 <sup>st</sup> century skills are clearly evident.
<b>Delivery</b> (X1)	The team is verbose and/or uncertain in its presentation/ interview; participants' posture, gestures, and lack of eye contact diminish the interview.	The team is somewhat well-spoken and distinct in its presentation/ interview; participants' posture gestures, and eye contact are acceptable.	The team is well-spoken and distinct in its presentation/interview; participants' posture, gestures, and eye contact result in a polished, natural, and effective interview.
<b>Quality of Prototype on Model</b> (X2)	The prototype does not appear to fit and/or is inappropriate for the person modeling (color, style, textures, etc.).	The prototype is generally well-made for the person modeling.	The prototype clearly is made and designed for the model – fitting nicely, with appropriate style, colors, textures, etc..
<b>SEMIFINAL PRESENTATION INTERVIEW SUBTOTAL (70 points)</b>			

Record scores in the column spaces below.


#### TIME DEDUCTIONS

Time violation-a deduction of five (5) points will be incurred for exceeding the semifinalist presentation time limit.

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

Indicate the rule violated: \_\_\_\_\_


**Semifinal Subtotal – SUBTOTAL (70 points)**

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**To arrive at the TOTAL score, add any subtotals and subtract rules violation points, as necessary TOTAL (200 points)**

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

JUDGE Printed name: \_\_\_\_\_

Signature: \_\_\_\_\_



# FASHION DESIGN AND TECHNOLOGY

## EVENT COORDINATOR INSTRUCTIONS

### PERSONNEL

- A. Event coordinator
- B. Judge:
  - 1. Preliminary round, two (2) or more
  - 2. Semifinal round, two (2) or more
  - 3. Timekeeper

### MATERIALS

- A. Coordinator's packet, containing:
  - 1. Event guidelines, one (1) copy for the coordinator and for each judge
  - 2. TSA Event Coordinator Report
  - 3. Stick-on labels for entries, as needed
- B. Stopwatch, one (1)
- C. Tables for entries
- D. Tables and chairs for judges
- E. Chairs for audience
- F. One (1) table, approximately six feet (6') long, for judges

### RESPONSIBILITIES

#### AT THE CONFERENCE

- A. Attend the mandatory coordinator's meeting at the designated time and location.
- B. Report to the CRC room and check the contents of the coordinator's packet.
- C. Review the event guidelines and check to see that enough personnel have been scheduled.
- D. Inspect the area(s) in which the event is to be held for appropriate set-up, including room size, tables, chairs, etc. Notify the event manager of any potential problems.

- E. At least one (1) hour before the event is to begin, meet with judges and assistants to review time limits, procedures, regulations, evaluation, and all other details related to the event. If questions arise that cannot be answered, speak to the event manager before the event begins.
- F. Ensure the judges have access to the online judging system.

#### EVENT CHECK-IN

- A. Check in the entries at the time and place stated in the conference program.
- B. If check-in is on the first day of the conference, requirements for attire do NOT apply during check-in.
- C. Late entries are considered on a case-by-case basis and only when the lateness is caused by events beyond the participant's control.
- D. In order to compete, participants must be on the entry list or must have CRC approval.
- E. Each entry must include the team's identification number in the upper right-hand corner of the entry.

#### PRELIMINARY ROUND

- A. Judges independently evaluate each entry.
- B. Entries are reviewed by judges with neither students nor advisors are present based on the following criteria:
  - 1. Judges score the Garment and Pattern criteria to determine the top twenty-four (24) preliminary round contestants, which will not be posted.
  - 2. Judges score the Documentation Portfolio criteria of those top twenty-four (24) contestants to determine the top twelve (12) finalists.
- C. Decisions about rules violations must be discussed and verified with the judges, event coordinator, and CRC manager to determine either:
  - 1. To deduct twenty percent (20%) of the total possible points in this round or
  - 2. To disqualify the entry.
- D. Judges determine twelve (12) semifinalists.
- E. Create a semifinalist sign-up sheet.

#### SEMIFINAL ROUND

- A. Participants report at the time and place stated in the

conference program to sign up for a presentation/  
interview time.

B. Participants report at the assigned time and place for  
the presentation/interview.

C. Manage semifinalist presentations.

D. Allow the first team to enter the event room, and  
provide two (2) minutes for set-up of materials.

E. The event coordinator or assistant introduces the  
team by entry number only.

F. Each team is allowed three (3) minutes for the  
presentation and three (3) minutes to answer interview  
questions.

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

H. Discuss rule violations (e.g. 20% deduction,  
disqualification) and have all relevant parties initial the  
rating form.

I. If necessary, manage security and the removal of  
materials from the event area.