

SEWING and GARMENT DESIGN

- If you use someone else's pattern:
 - You must have permission to use it or it must be open source.
 - You must have created the fabric or its surface design.
 - There must be 3 visible changes to a commercial pattern.
 - If you design an original garment, you may use purchased fabric.
- Up-cycled garments that have been changed by significant textile techniques are acceptable. Applicable techniques include dyeing, feltmaking, stitching, and printing (including but not limited to stamping, marking, image transfer, silk screening).
- For your design, consider the combination of pattern and fabric, choice of hand dyed fabric, choice of fabric content and suitability to purpose.
- Consider construction elements as design tools (e.g. French seam on the outside) Depending upon the artist's intention, unusual finishing techniques are acceptable if they are obviously part of the design and not evidence of poor workmanship.
- Lining put in as pieces attached to seams creates a stronger structure than a loose lining.
- Strive for good fit.

JURY CONSIDERATIONS:**ARTISTRY (Originality and creativity)**

- See above notes regarding pattern
- Is the combination of pattern and fabric interesting?
- If an original design, does it have attributes of good design principles and elements as appropriate?

WORKMANSHIP

- Is workmanship of high quality? (i.e. do you know what you are doing and how to do it well?)
- Inside should look as good as the outside.
- Are seams graded and finished (i.e. serged, bound with organza, French seamed)?
- Are curves clipped? Are the seams flat? Are seams graded as needed?
- Is the fusible used appropriate to the fabric?
- Have facings been under-stitched?
- Has bias been stay stitched as needed?
- Is the handwork neat? Have all loose threads been clipped?

USABILITY

- Will the item wear well?
- Is the fabric appropriate to the intended use?
- Are you sure of the fit for the size indicated?
- Are care instructions included?