

Norwescon 27

SINGLE PATTERN CONTEST

The design chosen for this year's competition is Simplicity 5907. This easy-to-make jacket or vest is ideal for quilting, embroidery, piecework, and many other fantasy and decorative embellishments. [Note this pattern was discontinued in the new Spring catalogue.](#)

[Simplicity 5348 may be substituted if you have not already purchased 5907.](#) Simplicity 5348 is now available at Pacific Fabrics, Hancock Fabrics, and JoAnne Fabrics, as well as online from Simplicity Patterns at <http://www.simplicity.com/s2b.htm>.

Rules

1. The jacket or vest (hereafter referred to as "the garment") must be made from the basic pattern. Minor creative design changes are permitted. This could involve such things as eliminating, changing, or adding minor pieces, as long as the overall silhouette is recognizable as being derived from the pattern. For example, changing the sleeves to $\frac{3}{4}$ length, modifying the shape of the collar, adding epaulettes, and eliminating the front closures are allowed. You may also choose to line your garment. Making changes such as adding wide side gores, princess seams, or leg-o-mutton sleeves are not allowed, as these significantly change the silhouette.
2. The garment may be made any size, as long as it fits a human being. Sorry, no doll, action figure, pet, or alien-sized garments for this contest.
3. The pattern comes in a variety of sizes, and you may adjust the pattern pieces to achieve the fit you are comfortable with. You may lengthen or shorten the garment if desired, as long as the finished length falls somewhere between your waist and knees, and maintains the basic silhouette of the original jacket or vest pattern.
4. Materials and techniques are entirely up to you. All types of embellishments from traditional to fantasy are encouraged; however, no messy substances are allowed.
5. The Norwescon 27 theme, Putting the Science in Science Fiction, or the works of our Artist Guest of Honor Don Dixon, can be a design consideration, but are not a requirement.
6. Please limit your work to the garment itself. While accessories such as under-robos, headpiece, jewelry, shoes, etc., may be interesting and fun when you wear your

garment as a hall costume, they are not part of this competition and should not be displayed with your entry.

7. You must have a Norwescon 27 badge number to enter the competition. Anyone who is a member of the convention, including ConCom members, may enter. Only the Single Pattern Contest Judges themselves may not enter, as this would constitute a conflict of interest.
8. One entry per person.
9. All entries will be displayed in the Art Show. Contestants need to bring a dress form or other stable floor stand on which to display their entry. If you do not have a dress form or floor stand, contact the Contest Director at alphamike99@yahoo.com for loaner arrangements.
10. Entries may be brought to the Art Show on Thursday any time that it is open. All contestants must have their entries in no later than Friday evening. If you cannot bring your entry to the Art Show yourself, you may have someone else bring it for you, as long as they have your Norwescon badge number to complete the Entry Card.

Pre-Registration

We need to know how many pieces will be in the show in advance, so we can plan space and time for judging and display. Please contact the Contest Director at alphamike99@yahoo.com as soon as you know that you want to enter, and **no later than March 15th**. We have a limited amount of space, so if your plans change and you later decide not to enter, please let the Contest Director know as soon as possible, but before April 1st, so that we do not have empty reserved spaces in the Art Show.

Documentation

Each entry must be clearly identified with a Single Pattern Contest Entry Card, available at the Art Show desk. Put your name and contact information (e-mail address, and a phone number if you are not staying at the hotel) on one side, and your badge number and competition division on the other side.

Please provide supporting documentation for the judges (for example, explaining decorative or workmanship elements, historical research if applicable, materials, an image if you are re-creating or were inspired by a work of art, etc.) on one side of an 8½ x 11 page. Judging time is limited, so we cannot accept more than one single-sided page of documentation per entry. A 12-point sans serif font is a good choice for typed entries. Handwritten documentation is fine as long as it is legible.

To ensure documentation stays with the garment, contestants are encouraged to place their Entry Card and supporting documentation page in a clear plastic document protector. Bring whatever you need (for example, a ribbon or safety pin) to secure the documentation to the dress form or stand.

Competition Divisions and Judging

There are two competition divisions: Beginner/Intermediate and Advanced/Expert. It is up to each contestant to choose which division they want to compete in. As a guideline, if you are a Novice or Journeyman level costumer, enter the Beginner/Intermediate division. If you have competed in Masquerade at the Master level, have sewn professionally, or have won Best Workmanship or Best in Show in a Single Pattern Contest, enter the Advanced/Expert division.

Judging takes place on or before Saturday afternoon of the convention. The judges will examine the garments for creativity, workmanship, use of materials, and overall concept.

Judging will be “blind”; in other words, the judges will only see the contestant’s badge numbers and entry divisions, not their names.

Ribbons and other prizes may be awarded at the judges’ discretion. Winners will be announced at Masquerade.

Pick-up

Entries should be retrieved Sunday, anytime after 12:00pm and before the Art Show closes.