

Norwescon 28

SINGLE PATTERN CONTEST

The design chosen for this year's competition is the 18th century coat from Simplicity 4923. Note that we are only using the coat, not the entire ensemble.

Shown as a pirate coat on the pattern envelope, this garment can also be made as a women's riding habit jacket or as a military uniform, if you want a historically inspired coat. Or, use your creativity for a fantasy-inspired design, as well as the many embellishment options for this coat.

The pattern comes in men's size extra-small through extra-large, and is easy to alter to fit a woman.

The Simplicity pattern 4923 is available in the Seattle area from any of the local fabric stores, including Pacific Fabrics, Hancock Fabrics, and JoAnne Fabrics, as well as online from Simplicity Patterns at <http://www.simplicity.com/s2b.htm>.

Rules

1. The coat (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 shape of the cuffs, adding a collar, and eliminating the front closures are allowed. You may also choose to line your garment. Making major changes such as adding wide side gores, princess seams, or completely eliminating the 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 may be entered in this contest.
3. The pattern comes in a variety of sizes, and you may adjust the pattern pieces as needed to achieve a comfortable fit. You may lengthen or shorten the garment if desired, as long as the finished length would be considered a coat, and it maintains the basic silhouette of the original pattern.

4. Materials and techniques are entirely up to you. All types of embellishments from historical to fantasy are encouraged; however, no messy substances are allowed.
5. The works of Norwescon 28 Artist Guest of Honor Stephen Hickman can be a design consideration. (See Stephen's website at <http://stephenhickman.com>).
6. Please limit your work to the coat itself. While the other items in the pattern (shirt, waistcoat, and pants) may be fun to wear with your coat 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 28 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.
10. Entries may be brought to the Art Show on Thursday from 4pm to 9pm or on Friday from 8am to 10am. 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. A representative from the Single Pattern Contest will be there to coordinate setting up your entry.

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 10th**. 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 March 21st, 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 from the Single Pattern Contest representative at the Art Show. Put your name and contact information (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 one page of supporting documentation for the judges, explaining decorative or workmanship elements, materials used, or historical research if applicable. If you are re-creating a media costume or were inspired by a work of art,

please provide a color picture of the original. Judging time is limited, so we cannot accept more than one single-sided 8½ x 11 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 your 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 the division in which they want to compete. 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, and may award ribbons or other prizes at their discretion.

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

The winners will be announced at Masquerade.

Pick-up

Garments should be removed from the Art Show on Sunday, anytime after 12:00pm and before the Art Show closes.