

Barbering Competition Update

Updates are to amend, remind, or clarify material from the State Technical Standards for the Barbering Competition at the SkillsUSA South Carolina State Leadership & Skills Conference. Updates for the national competition will be put out through the national website. It is the responsibility of the Advisor and Competitor to be familiar with all material on the Conference Webpage, Technical Standards, all Updates, and anything else related to the competition and the conference.

Equipment & Materials

- 1. Supplied by the technical committee:
 - Drop cord for power and table
 - Blood spill kit

Note: The competitor will show the steps a barber will take for an effective client consultation on the live model (no manikin) used for the competition at the state level.

- 2. Supplied by the competitor:
 - Bring an extension cord if you have more than one clipper
 - Need a. e., f. (blow dryer) if needed, g. o., s.
 - Do NOT need p. − r., t. − v.

Resume Requirements

Competitors must create a one-page resume to submit online. Instructions for submission are online through the state conference webpage. Failure to submit by the posted deadline will result in a penalty.

Testing Requirements

This year's competition will only have the Professional Development Test (SkillsUSA Knowledge Test). There is no written skill test this year related to barbering. There is also no written skills test for barbering at the national level. Instructions for taking the Professional Development Test online, in advance, is posted on the state conference webpage.



Competition Guideline Updates / Reminders

- NO PRE-CUTTING OF HAIR, MUSTACHE OR BEARD FOR HAIRCUTTING COMPETITION
- Competition rules will be reviewed before the competition.
- All guidelines follow those in the state competition Technical Standards, on the state conference webpage, with a couple of alterations (below):
- Items that are not allowed during the competition for any cut/style include stencils, ornaments, hairpieces, leveling devices, and additional free-standing lighting.
- Live models are used instead of manikins.
- Each contestant may enter only one model per competition. Touch-up color spray and colored pencils can be used during the competition. Contestants will not be allowed to wear any smock, cape, or clothing that reflects their school's name.

There will be no eating, drinking, or coaching by anyone from the audience during the competition.

- Once the competition begins, students will work alone, and will not be addressed, gestured to, or communicate with the advisors. If a student should require a restroom break, they may speak to a judge or a technical chair before leaving the area. Should a student leave their respective workstation without proper approval, their work will be declared "COMPLETED" and no further work will be allowed on the project.
- 2. Students who do not meet the safety and dress standards as set forth will be penalized and/or disqualified. Any infraction of this rule will be dealt with individually and immediately during the competition.
- 3. Students must make every effort to uphold the standards of this competition and are fully responsible for their personal contents, their workstation, and tools. Should the students have problems with their workstation, interference from others, or power problems, they should immediately summon a judge or technical chair to provide a solution. In the event of unforeseen delays in a student's ability to complete their project, the time required to alleviate the situation will not count towards the student's overall time.
- 4. No worn-out, dirty, torn, drooping, very loose, or inappropriate clothing will be allowed.
- 5. No tennis shoes, open-toe shoes, or sandals will be allowed. Leather or similar work shoes will be allowed.



- 6. Watches, rings, bracelets, etc. should be kept to an absolute minimum. Should a judge determine a safety issue exists relative to a student's dress or personal accessories, the student will be asked to make a remedy or be disqualified from the competition.
- 7. No personal electronic devices. If a student should have a PDA or phone that rings or otherwise becomes known to the judge, the student will be penalized according to the judge's discretion and the criteria of the competition.
- 8. No alcoholic beverages, non-prescription drugs, or foods allowed within the workstations. Plastic bottled water is accepted.
- 9. Students may go to the restrooms or water fountains only after notification of their respective judges and receiving permission to leave the workstation. Remember, time is a consideration.
- 10. Any special student or instructor needs must be addressed during the pre-competition meeting/orientation. The instructor should contact the technical chair and the state coordinator should special needs be present and require attention before the competition.
- 11. Workstations will be assigned by the technical chair and assigned during the precompetition meeting/orientation.
- 12. It is the student's and advisor's responsibility to advise all visitors, family or friends of the competition rules regarding entering workstation areas or communication with the students during the competition.
- 13. Students will be in their workstations when the official time begins. Failure to be at your workstation when the competition begins will result in penalty points. Anyone not on station minutes after the official start of the competition must report to the judges for permission to begin. A ruling will be made as to the validity of the tardiness. Disqualification is possible for this infraction.
- 14. All judges will be blind as to the name and school of the contestant. They will be known only by their competitor number.
- 15. Students are to remain at their workstation or on the competition floor adjacent to the workstation until they are released by the respective judges.



16. Students are required to clean their work area upon completion of judging. Students will be advised and given directions for materials disposal and removal. Failure to completely clean the workstation will result in penalties and/or disqualification.

Skill Description – Haircut

- Demonstrate setup, preparation and sanitation.
- Demonstrate fading, blending, outlining and finishing.
- Follow all safety and sanitation procedures and maintain a clean area at all times.
- Show the finished cut with styling and enhancement products as needed.
- Incorporate current trends in creative haircut.
- Professionalism is used throughout the cutting process.
- Show various techniques throughout the cut.
- Show passion and enthusiasm while doing the cut.
- Overall beginning to finished outcomes.