Upgradation of ITIs into Centers of Excellence-Broad guidelines for implementation of the scheme

<u>Apparel</u>

These Centres will be providing multiskill training to meet the skill requirement of particular sector of industry with their active involvement in all aspects of training. The training will be provided in three parts as given below:

- ✓ Training in Basic skill areas for a period of one year.
- Training in Advanced modules of six months duration after Broad based basic Training(BBBT)
- ✓ The testing & certification for the Basic skill training & advanced training during next six months will be conducted by NCVT
- ✓ Training in specialized modules mainly in the industry(The course curricula, duration etc will be designed in consultations with the IMC/local industry). The trade testing & certification for specialized module will be done jointly by the State Government & Industry. Said certificate will have recognization from NCVT

As per the recommendations of the EFC, Training in the shop floor should constitute alteast 25-40% of the curriculum.

The training programme will have multi-entry and multi-exit provisions as given below:

- ✓ trainee can opt to go to the labour market after completing broad based basic training of one year duration or after completing advanced module.
- trainee can come back after some time to seek admission for advanced/ additional advanced /specialised module

Training in Advanced modules

- After the BBBT of one year duration, for subsequent training in Advanced Module, a CoE may select minimum three modules, so as to ensure that all the 96 trainees could be accommodated in the three modules in two shifts each.
- If it is felt that available modules are not sufficient to cater to the needs of local industry in a particular state, States may develop suitable module(s) accordingly in consultations with the industry & forward the same to DGE&T for seeking approval of NCVT.
- > A trainee at a time can opt only for one module of 24 weeks duration.
- Admission Criteria, Space requirement, Qualification of instructor of the various modules of "Apparel" sector are attached herewith.

Facilities for passed out trainees from Conventional Pattern for admission in Advanced module.

Subject to availability of seats, NTC /NAC passed outs from conventional system of the trades mentioned against each advanced module in the enclosed statement, could be offered admission accordingly.

MODULE NO.	NAME OF THE MODULE	Admission criteria	Space require ment	Durati on In Weeks	Qualificatio n/Status Of Instructor
AAT-01 AAT-02	Computer Aided Pattern Making, & " Fashion Designing	Completed BBBT in Apparel sector OR NTC/NAC in relevant trade OR Diploma in relevant area Completed BBBT in Apparel sector OR	sq m 70 70	24 weeks	Degree in relevant area with minimum three years teaching/ind
AAT-03	Shirts & Trousers"	NTC/NAC in relevant trade OR Diploma in relevant area	70		ustrial experience in the
AA1-03	Shirts & Housers	Completed BBBT in Apparel sector OR NTC/NAC in relevant trade OR Diploma in relevant area	70		relevant field OR
					Diploma in relevant area with min five years teaching/ind ustrial experience in the relevant field

Advanced Module for Sector "Apparel"

"Fashion Designing"

(Duration – 6 months)

SECTOR / AREA : APPAREL

Duration : 6 months

Name of Course : "Fashion Designing"

Module No	Name of Module	Duration of Module in Week
1	Basic Sketching	12
2	Garment Sketching	12

Sub Module: Basic Sketching

Week No	Theory	Practical
	Introduction to the Course : Career in Fashion World. Knowledge of Tools required for sketching . Safety Precautions to be kept in mind during use of tools. Terminology used in Fashion Designing.	Learning to draw the figures. Drawing straight female figure. Steps to draw a figure i.e. Page Planning, Proportions Planning, Geometric Shapes and Flash out the figures.
3 & 4	Introduction to the Fashion – its history and trends Difference in between Clothing and Fashion. Functions of Clothing. Fashion Cycle.	Practice of drawing different facial views as Front, Profile or Three Quarter. Practice of drawing Eyes, Nose, and Lips.
5.	Source of Inspiration of Fashion – Nature, Folk and Historical Costume, Museums, Galleries, Travel etc. Elements of Design , line, shape, value, colour & texture.	Practice of Sketching of Hairs, Hands & Feet.
	Knowledge of Principles of Design- Repetition, Gradation, Rhythm, Radiation, Harmony, Contract Dominance, Proportion Balance . Knowledge of Pencil Techniques and Shade.	Practice of pencil technique to show shading, highlights, shadows, light, outlines etc.
7.	 Colour & Colour theory Characteristics of colour : Hue, Value, Chrome. Colour Wheel and Colour Schemes Physical effect of Colour. Colour Matching. Colour forecast 	Practice of making colour wheel Practice of making designs in different colour schemes
8	Role of Fabric in Fashion. Different type of fabrics available. Fabric Properties. Knowledge of different type of texture & patterns – as Shiny Surface, Sheer Pattern ,Prints, Checks, Strips, Laces, Fur, Quilting etc.	Practice of developing Texture & patterns as Shiny Surface ,Sheer Pattern, Prints, Checks, Strips, Laces, Fur, Quilting etc.

10.	Knowledge of difference in Male and Female figure. Knowledge of Dress Code.	Sketching of male figures in different poses Sketching of male hands, feet etc.
11. & 12.	Stages of Knowledge of the children's growth - Toddlers, Children & Teenagers.	Practice of sketching of different child figures. Practice of sketching their hands, feet, face etc.

Sub Module: Garment Sketching

E.

13.	Knowledge of sketching of garments. Principles of sketching garments. Knowledge of Basic garment shapes Creation of illusion of three dimensional effect.	Practice of sketching clothed figure. Practice of giving effects to the garments.
	Knowledge of basic garments details as : Necklines, Collars, Lapels, Sleeves, Cuffs, Gathers, Pleats, Ruffles, Frills, Cowls etc.	Practice of drawing different Necklines, Collars, Lapels, Sleeves, Cuffs, Gathers, Tucks, Pleats, Ruffles, Frills, Cowls, Gorses, Godets, Pockets etc.
16.	Knowledge of different types of Tops and Bodice. Knowledge of different types of Shirts	Practice of sketching Various Tops, Bodice and Shirts.
17. &18.	Knowledge of different type of Jackets and Coats. Knowledge of different types of Pants.	Practice of Sketching different type of Jackets, Coats and Pants.
	Types and Properties of Garments according to various themes such as occasion, environment, season, purpose etc.	Practice of drawing garments according to occasion, environment, season and purpose etc.

24	PROJECT: Work on a theme. Design the dresses, stitch one or two from them and present in the Fashion Show.
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Tools and Equipment

For Theory Room

Sr.	Details	Remarks
No.		
1	Chair with armrest and writing pad	16 Nos.
2	White Board	Minimum 1 No.
3	Audio System of good sound quality OR	Minimum 1 No.
	Public Address System within the Class Room	
	range	
4	Overhead Projector with high quality inbuilt	Minimum 1 No.
	thermostat Condenser & Twin Lamp	
5	Teaching Transparency OR Other Teaching	As per Requirement
	Aid.	
6	Multimedia Projector (with all attachment)	Minimum 1 No.

For Practical Room

Sr.	Details	Remarks
No.		
1	Instructor's table & chair	1set
2	Drawing Table	16 No
3	Revolving Stool cum chair with adjustable	16 No
	height	
4	Drawing Boards	16 No
5	Scales 12", 24"	16 set
6	Set of set squared	16 set.
7	Lockers with 8 drawers for Trainees.	02 No
8.	Locks	16 No
9	Storage Almirah	As required
10	Book Shelf (Glass panel)	01 No
11	Set of Set Squares	17 Set
12	White Board with Accessories	01 Set
13	Air Conditioner Split type 1.5 Ton	01 No

- Neat and Clean premises duly painted.
- Cold drinking water facility should be provided.
- Classrooms and Lab facility available as per the requirement of the course.
- Proper Lighting and ventilation provided.
- Proper storage facility available to store the components, meters, etc.

"A" class electrical line laying done with proper Earthing to avoid hazards.

Advanced Module for Sector Apparel

"Shirts & Trousers"

(Duration – 6 months)

SECTOR / AREA : APPAREL

Duration : 6 months

Name of Course : Shirts & Trousers

Module No	Name of Module	Duration of Module in Week
1	Shirts	10
2	Trousers	10
3	Job Training & Project	04

Sub Module: Shirts

Week No	Theory	Practical
1 & 2	Introduction to the course its importance and job opportunities. Different type of shirts available due to fitting aspect, Design, Collar, Armhole, Sleeve, Collar, Pocket, etc. Measurements required to draft a shirt. Methods of taking body measurements. Methods of taking measurements from garments. Study of Measurement charts.	measurements. Practice of Drafting shirt for other size.
3.	Drafting of shirts Block, Front, Back Sleeves, Collar, Cuff (Full Size) Practice of making Shirt Block in different sizes.	Practice of running the special Machines to be used in stitching of shirts.
4.	Different types of collars to be used in shirts Different types of sleeves to be used in shirts. Different types of cuffs to be used in shirt sleeves.	Practice of stitching the collars, cuffs with special machines.
5.	Adaptation of shirt block in designer shirts. Adaptation of shirt block in safari shirt.	Practice of preparing collars with special machines. Practice of stitching shirts.
6.	Practice of cutting shirts in checks / strips (Broad check, Narrow check , symmetrical check, unsymmetrical check etc) Lay planning of components for matching of design.	Cutting & Stitching of texture designed shirts.

7.	Drafting of shirts with Raglan / Kimono sleeve. Drafting of shirts for abnormal figures as corpulent stooping figure	Practice of stitching shirts with Raglan / Kimono sleeve. Practice of stitching shirts for Corpulent / stooping figures.
8	through shirt block.	Practice of stitching jackets with yokes, Slant pockets & front placket finished with zip.
9.	Knowledge of accessories to be used in shirts & designing of shirts with them.	Stitching of shirts using accessories
10.	Alteration in pattern due to fitting defects/design etc.	Correction of such pattern and improving in stitched shirt
	Process of Finishing / Checking of Stitched shirt measurements.	Finishing, Pressing and Packing of Shirt.
<u>Su</u>	b Module: Trousers	
11.	Different types of trousers available due to the design, fitting, lengths, material etc.	Practice of using the Hi – Tech machines to be used in stitching of Trousers.
& 12	Material and accessories available for Trousers.	
	Available for stitching the Trousers Measurements required to draft a	Practice of making different pockets with Hi – Tech machines .
13.	of measurements.	Practice of Drafting Trousers with Direct measurement system & Drafting of Trousers Block with standard measurement/ Individual measurement
	Study of Measurement Charts. Study of Measurements of abnormal figures.	

14.	Knowledge of different style to be used in finishing of Belts, Front Plackets etc.	Practice of finishing of different Belts, Front Plackets with special machines.	
	Knowledge of adaptation of trousers block in different styled trousers.	Stitching of trousers finishing different	
	Different types of pockets available in trousers.	Pleated pantOne piece narrow bottom	
15 to 18	Drafting and Pattern making of different types of trousers according to individual measurements. Process of finishing / checking of measurements	pant - Bell Bottom Pant - Jump Suit - Jeans - Pant for corpulent figures. Pressing & Packing of trousers.	
19.	Knowledge of fitting defects and their alterations	Practice of corrections / alterations in the Pattern due to defects.	
	Difference in ladies and Gents Trousers. Different type of Ladies trousers. Measurements of ladies trousers. Drafting a ladies trousers. le: Job Training and Project	Prepare pattern, cut, stitch a ladies t type of Ladies trousers. ments of ladies trousers. a ladies trousers.	
	······		
21 & 22	On – the – Job Training in any Export House working with related garments.		
23. & 24.	Design, Draft, cut and stitch a set of upper body and lower body garments and present the same.		

Furniture Items

For Theory Room

Sr.	Details	Remarks
No.		
1	Chair with armrest and writing pad	16 Nos.
2	White Board	Minimum 1 No.
3	Audio System of good sound quality OR	Minimum 1 No.
	Public Address System within the Class Room	
	range	
4	Overhead Projector with high quality inbuilt	Minimum 1 No.
	thermostat Condenser & Twin Lamp	
5	Teaching Transparency OR Other Teaching	As per Requirement
	Aid.	
6	Multimedia Projector (with all attachment)	Minimum 1 No.

For Practical Room

Sr.	Details	Remarks
No.		
1	Instructor's table & chair	1 set
2	Drawing Table	16 No
3	Revolving Stool cum chair with adjustable	16 No
	height	
4	Drawing Boards	16 No
5	Lockers with 8 drawers for Trainees.	02 No
6	Storage Almirah	As required
7	Book Shelf (Glass panel)	01 No
8	Set of Set Squares	17 Set
9	White Board with Accessories	01 Set
10	Air Conditioner Split type 1.5 Ton	01 No

II) Tools, Machinery Equipment etc. for a batch of 16 Trainee

Sr. No	Description	Quantity
	Trainee Toolkit	
1	Measuring tools – wooden scale, arm sticks(all types), Measure tape, ruler (wooden), Ruler (steel) (24")	17 nos.
2	Cutting Seizers 6"	17 nos.
3	Different type of dummies – children, ladies and gents	As per Requirement
4	Different type of cloth hanger	As per Requirement
5	Scissor 10'	17 nos.
6	Scissors 8"	17 nos.
7.	Tailors Square Plastic	17 nos.
8.	Leg Shaper Plastic	17 nos.

9	Marking Wheel	17 nos.
10.	Pattern Master (Shaper Set)	17 nos.
11.	Hip Curve plastic	17 nos.
12.	Arm hole French curve big plastic	17 nos.
13	Sharpener (Table Model)	02 nos.
14	Gum tape Dispenser	02 nos.
15.	Waste paper basket – tin\plastic	08 nos.
16.	Cutting table with cork sheet top -8' x 6'	16 nos.
17.	Pattern Punch 1/4"	02 nos.
18.	Pattern notcher	02 nos.
19.	Pattern Hanging Hooks	75 nos.
20.	Pattern Hanging Stand	02 nos.
21.	Gent's dress form with stand size 32,34,36,38	01 no.
22.	Calculator Desk Type	01 no.
23.	Steel Lockers over all sizes 195 cm x 90 cm x 48 cm having a compartment grills with provision for separate locks	03 nos.
24.	Locks for above	16 nos.
25.	Wall Clock	01 no.
26.	White Board (fixed on wall) 120 x 120 cm.	01 no.
27	O.H.P. with trolley and screen	01 no.s

Tools and Equipment

For Practical Room

Sr.	Details	Qty.
No.		
1	Single Needle High Speed Industrial Straight	16 nos.
	lock stitch machine	
2	Twin needle feed lock stitcher with thread	01 no.
	trimmer	
3	Single needle, 2 thread ultra high speed over	01 no.
	lock sewing machine	
4	Double needle feed off the arm	01 no.
5	Twin needle 3 thread flat bed covering stitcher	01 no.
	with front cutter for making belt 100 ps.	
6	Single needle flat bed double chain stitcher	01 no.
7	Automatic lock stitch placket welt sewer	01 no.
8	Electronic button hold machine	01 no.
9	Electronic bar tack machine	01 no.
10	Belt fixing machines	01 no.
11.	5 thread over lock machine with safety stitch	01 no.
12.	Blind stitch machine	01 no.

13.	Double needle patch pocket fixing machine	01 no.
14.	Collar stitching and turning machine	01 no.
15.	Cuff stitching and turning machine	01 no.
16.	Fusing Machine	01 no.
17.	Vacuum Pressing system	01 no.
18.	Stain removing table with accessories	01 no.

- Neat and Clean premises duly painted.
- Cold drinking water facility should be provided.
- Classrooms and Lab facility available as per the requirement of the course.
- Proper Lighting and ventilation provided.
- Proper storage facility available to store the components, meters, etc.

"A" class electrical line laying done with proper Earthing to avoid hazards.

Advanced Module for Sector Apparel :

COMPUTER AIDED PATTERN MAKING & DESIGNING (Duration – 6 months)

SECTOR / AREA : APPAREL

BROAD BASED BASIC TRAINING

Duration : 6 months Name of Course : Computer Aided Pattern Making (Advanced)

<u>Module</u> <u>No</u>	Name of Module	<u>Duration of Module</u> <u>in Week</u>
1	Pattern Making	12
2	Fashion Studio	12

PATTERN MAKING

Week No.	Theory	Practical
1	Career in CAD Technology. Introduction to Computer behaviors. Safety precautions to be taken during the use of computer. Commands of Word, Excel, Power Point, Internet.	Search information from NET, save and prepare a power point presentation related to the subject.
2	Introduction to the different software related to the subject available in the market Knowledge of different modules in the Software. Advantages and Disadvantages of Software. Working behavior of Export Houses . Process flow chart.	Practice of different commands as creation of point line, dart, fullness, pleats etc.
3	<u>Digitizing -</u> Knowledge of process of Digitizing. Knowledge of Digitizer. Importance of Digitizing.	Practice of Tools to use digitizer. Practice of Pattern Digitizing. Save the digitized pattern. Apply Rule Table.
4 & 5	<u>Grading</u> Importance Of Grading Types of Grading Different types of Grading - Point Grading - Line Grading - Body Grading - Rule Grading - Button Grading etc. Grading of Internal point Match grading through comparison.	Practice of Grading the Pattern in different manner-Point grading, line grading, body grading, rule grading, button grading, grading internal points etc.
6&7	Marker Making Introduction to Marker Making. Utility of Marker Technical Terms related to Marker Different forms / Tables required for Marker Making. Knowledge of Fabric Details – One way, two way,	Practice of filling different forms/ tables Practice of Marker Making – Manual practice
	fabric width, knit / woven fabric Knowledge of advanced tools related to efficient / Fast marker making	Practice of Marker Making – Auto nesting Practice of efficient maker making using advanced tools
	Different calculations related to marker making	Block / Buffer

US, UK measurements/ specifications Pattern creation through spread knowledge of contents of spread sheet. 10. Use of Technical tools like Dart manipulation, adding fullness, pleats etc. Application of technical tools i pattern manipulation and prepa final pattern. 11. Knowledge of Production sheets, Reports, Costing, Inventory Control etc. Practice of Different report generation and process control 12. Knowledge of Plotter and Auto Cutting system , Spreading Techniques. Practice of tools to create a new model – free hand, according to masurements. 13. Importance of fashion designing in the industry Knowledge of terminology related to the subject. Knowledge of scanner and scanning tools Practice of Tools to create a new model – free hand, according to measurements. 14 Knowledge of tools to drape a dress to the model. Practice of Tools to drape a dress over the model. 15. Knowledge of tools to add accessories to the dress. Practice of adding different accessories to the dress a lace ribbons, Buttons etc. 16 Knowledge of tools to create various effects to the Dress. Practice of adding different accessories to the dress a lace ribbons, Buttons etc. 17. Knowledge of tools to create various effects to the Dress. Practice of adding different accessories to the dress a lace ribbons, Dutons etc.	8	Pattern Making Knowledge of Industrial measurement charts like	Practice of Making patterns of different styles.
9 Reading of spread sheets Knowledge of contents of spread sheet. Pattern creation through spread sheets. 10. Use of Technical tools like Dart manipulation, adding fullness, pleats etc. Application of technical tools i pattern manipulation and prepa final pattern. 11. Knowledge of Production sheets, Reports, Costing, Inventory Control etc. Practice of Different report generation and process control 12. Knowledge of Plotter and Auto Cutting system, Spreading Techniques. Practice of tools to create a new model – free hand, according to model – free hand, according to measurements. 13. Importance of fashion designing in the industry Knowledge of terminology related to the subject. Knowledge of terminology related to the subject. Knowledge of scanner and scanning tools Practice of Tools to drape a dre to the model - 2D draping, 3D draping 14 Knowledge of Tools to drape a dress to the model. Practice of stitching the pattern to the model. 2D draping, 3D draping 15. Knowledge of tools to add accessories to the dress. Practice of scanning a fabric. Create new design of the fabric Apply fabric design / texture variation. 16 Knowledge of tools to create various effects to the Dress. Practice of moder of the fabric Apply fabric design / texture variation. 18. Knowledge of material available in software library& process to use the same Practice to use the library mate library& process to use the same 19 to Four		•	different styles.
10. Use of Technical tools like Dart manipulation, adding fullness, pleats etc. Application of technical tools i pattern manipulation and prepa final pattern. 11. Knowledge of Production sheets, Reports, Costing, Inventory Control etc. Practice of Different report generation and prepases control 12. Knowledge of Plotter and Auto Cutting system , Spreading Techniques. Practice of working with plotte and auto cutting system Printing of pattern in different ways. FASHION STUDIO 13. Importance of fashion designing in the industry Knowledge of available facilities related to fashion sketching Knowledge of terminology related to the subject. Knowledge of Tools to draw a model Knowledge of scanner and scanning tools Practice of Tools to drape a dress to the model. 14 Knowledge of Tools to strich the pattern & check over the model. Practice of stitching the pattern decking over the model about fitting aspect & alteration of pattern. 16 Knowledge of tools to create various effects to the Dress. Practice of adding different accessories to the dress. 17. Knowledge of material available in software library& process to use the same Drape new fabric to the model 18. Knowledge of material available in software library& process to use the same Dractice to use the library mate 23 & Submit a job training report. Submit a job training report.	9	Reading of spread sheets	Pattern creation through spread sheets.
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12. Knowledge of Plotter and Auto Cutting system , Spreading Techniques. Practice of working with plotte and auto cutting system Printing of pattern in different ways. FASHION STUDIO 13. Importance of fashion designing in the industry Knowledge of available facilities related to fashion sketching Practice of tools to create a new model – free hand, according to measurements. Nowledge of tools to draw a model Knowledge of scanner and scanning tools Practice of Tools to drape a dress to the model. Practice of Tools to drape a dress over the model. 14 Knowledge of Tools to drape a dress to the model. Practice of stitching the pattern to the model-2D draping, 3D draping 15. Knowledge of tools to stitch the pattern & check over the model. Practice of adding different accessories to the dress. 16 Knowledge of tools to create various effects to the Dress. Practice of scanning a fabric. Create new design of the fabric Apply fabric design / texture variation. 17. Knowledge of material available in software library& process to use the same Practice to use the library materiation. 18. Knowledge of material available in software library& process to use the same Practice to use the library materiation. 19 to Four weeks on the job training in any Export House where CAD is available. 22	11.		
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19 to 22Four weeks on the job training in any Export House where CAD is available.23 &Submit a job training report.	18.	6	Practice to use the library material
			where CAD is available.

Computer Lab

Sl. No	Description	Quantity
Soft	ware	
1	Software Corel Draw, Photoshop, Adobe Illustrator, Image ready, Idea or equivalent (Licensed Version)	As reqd.
2	Software for Pattern Making, Grading and Marker making (latest version)	17 No.
3	Software for Textile Designing (latest Version) Fashion Studio	17 No.
4	Software for 3D Simulation (latest version)	17 No.
Gene	eral Machinery	
1a	Pentium IV Computer or latest (Server - Linux) 2.8 GHz & above, 1GB RAM,80gGB HDD,DVD Combo Drive ,15" Monitor, optical scroll mouse, multimedia key board, 32bit LAN card with UPP port, necessary Drivers	1No
b	Pentium IV Computer or latest (Client windows XP or higher),2.8 GHz,512 MB RAM,40/80 GB HDD, DVD Combo Drive,15"/17"Moniter, optical scroll mouse, multimedia key Board, LAN card, necessary Drivers & Antivirus software	16 No
c	Networking: Above computer systems connected in LAN	
d	Broad Band internet Connection, minimum speed 256 kbps	
2	UPS 500 VA or Centralized UPS with 5 KVA Capacity	17 or 1No
3	Desk Top Laser Printer	2 No
4	Inkjet Printer	1No
5	Scanner	1No
6	LCD Projector with Screen	1No
7	Overhead Projector with Screen	1No
Worl	kshop Furniture	
1	Instructor Table and Chair	1No each
2.	Computer Table	17 nos.
3.	Revolving Chair	17 nos.
4.	White Board with Accessories	01 no.
5.	Shoe Rack	As required
6.	Locker with 8 drawers (standard size)	02 nos.
7.	Locks	16 nos.
8.	Storage Almirah	As required
9.	Book Shelf (Glass Panel)	01 no.

For Theory Room

Sr. No.	Details	Remarks
1	Chair with armrest and writing pad	16 Nos.
2	White Board	Minimum 1 No.
3	Audio System of good sound quality OR Public	Minimum 1 No.
	Address System within the Class Room range	
4	Overhead Projector with high quality inbuilt	Minimum 1 No.
	thermostat Condenser & Twin Lamp	
5	Teaching Transparency OR Other Teaching Aid.	As per Requirement
6	Multimedia Projector (with all attachment)	Minimum 1 No.

For Practical Room

Sr. No.	Details	Remarks
1	White Board	1 No.
2	Air Conditioner Split Type 1.5 TON	1 No.

- Neat and Clean premises duly painted.
- Cold drinking water facility should be provided.
- Classrooms and Lab facility available as per the requirement of the course.
- Proper Lighting and ventilation provided.
- Proper storage facility available to store the components, meters, etc.

"A" class electrical line laying done with proper Earthing to avoid hazards.