WorldSkills Juniors

TECHNICAL DESCRIPTION

Painting and Decorating
CONTENTS

1 INTRODUCTION .................................................................3
2 WORLDSKILLS JUNIORS STANDARDS SPECIFICATION (WSJSS) .....................5
3 ASSESSMENT STRATEGY AND TECHNICAL FEATURES OF ASSESSMENT ..........13
4 MARKING SCHEME .............................................................14
5 TEST PROJECT ....................................................................20
6 SKILL MANAGEMENT AND COMMUNICATION .............................................24
7 OCCUPATIONAL SAFETY AND HEALTH REQUIREMENTS .............................25
8 MATERIALS AND EQUIPMENT .........................................................26
9 SKILL-SPECIFIC RULES .............................................................30
10 VISITOR AND MEDIA ENGAGEMENT ..................................................31
11 SUSTAINABILITY ..................................................................32
12 TEST PROJECT GUIDELINES BASED ON PAST COMPETITIONS ..................33
13 SPECIAL RULES FOR THE 14–16 AGE GROUP .......................................34
1 INTRODUCTION

1.1 PROFESSIONAL SKILL NAME AND DESCRIPTION

1.1.1 PROFESSIONAL SKILL NAME

The skill name is Painting and Decorating

1.1.2 DESCRIPTION OF THE ASSOCIATED WORK ROLE(S) OR OCCUPATION(S).

A painter and decorator work in the commercial and public sectors and is responsible for the external and internal appearance of a building and its protection from water, rust, corrosion, mold, and insect infestation. There is a direct relationship between the nature and quality of the service required and the payment made by the client. Therefore, the painter and decorator has a continuing responsibility to work professionally and interactively with the client in order to give satisfaction and thus maintain and grow the business.

Painting and decorating is closely associated with other parts of the construction industry, and with the many products that support it. The painter and decorator works internally and externally in very diverse environments, for example in companies, factories, schools, hotels, the homes of clients, and on building sites in all weather conditions. He or she may offer a range of services, including interpreting client requirements to the environmental and sustainability of materials/drawings, advising on designs/colours, painting, spraying, decorative coatings, wallpapering, gilding, and sign writing to a high standard.

Work organization and self-management, communication and interpersonal skills, problem solving, innovation, creativity, and the ability to prepare surfaces thoroughly with meticulous care including hazardous surfaces such as lead and asbestos. These are the universal attributes of an outstanding painter and decorator. In a mobile labour market, the painter and decorator may work in teams, or alone, or in both from time to time. Whatever the structure of the work, the trained and experienced painter and decorator takes on a high level of personal responsibility and autonomy.

From carefully determining the requirements of the client, working safely and tidily, exceptional planning and scheduling, precision and attention to detail to the fine gilding of objects and finishing of furniture, every process matters and mistakes are largely irreversible and costly.

With the international mobility of people, the painter and decorator faces rapidly expanding opportunities and challenges. For the talented painter and decorator there are many commercial and international opportunities; however, these carry with them the need to understand and work with diverse cultures, trends, and fashions. The diversity of skills associated with painting and decorating is therefore likely to expand.

1.1.3 NUMBER OF COMPETITORS PER TEAM

Painting and Decorating is a single Competitor skill competition.

1.1.4 AGE LIMIT OF COMPETITORS

The Competitor must be at least 14 years old, a maximum of 16 years.
1.2 RELEVANCE AND SIGNIFICANCE OF THIS DOCUMENT

This document contains information about the standards required to compete in this skill competition, and the assessment principles, methods and procedures that govern the competition.

Every Expert and Competitor must know and understand this Technical Description.

In the event of any conflict within the different languages of the Technical Descriptions, the English version takes precedence.

1.3 ASSOCIATED DOCUMENTS

Since this Technical Description contains only the information pertaining to the relevant professional skill, it must be used in association with the following documents:

- WSR Competition Standing Orders;
- WSR online resources referenced in this document.
- WSR Policy and statutory regulations
- Skill-specific occupational health and safety instruction
2 WORLDSKILLS JUNIORS STANDARDS SPECIFICATION (WSJSS)

2.1 GENERAL WORLDSKILLS JUNIORS STANDARDS SPECIFICATION (WSJSS) INFORMATION

The WSJSS specifies the knowledge, understanding and specific skills that underpin international best practice in technical and vocational performance. It should reflect a shared global understanding of what the associated work role(s) or occupation(s) represent for industry and business (www.worldskills.org/WSSS).

The skill competition is intended to reflect international best practice as described by the WSJSS, and to the extent that it is able to. The Standards Specification is therefore a guide to the required training and preparation for the skill competition.

In the skill competition the assessment of knowledge and understanding will take place through the assessment of performance. There will only be separate tests of knowledge and understanding where there is an overwhelming reason for these.

The Standards Specification is divided into distinct sections with headings and reference numbers added.

Each section is assigned a percentage of the total marks to indicate its relative importance within the Standards Specification. This is often referred to as the “weighting”. The sum of all the percentage marks is 100.

The Marking Scheme and Test Project will assess only those skills that are set out in the Standards Specification. They will reflect the Standards Specification as comprehensively as possible within the constraints of the skill competition.

The Marking Scheme and Test Project will follow the allocation of marks within the Standards Specification to the extent practically possible. A variation of five percent is allowed, provided that this does not distort the weightings assigned by the Standards Specification.
### 2.2 WORLD SKILLS STANDARDS SPECIFICATION

<table>
<thead>
<tr>
<th>Section</th>
<th>Importance (%)</th>
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<td>1</td>
<td>5</td>
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</table>

#### Work organization and management

A specialist shall know and understand:
- Health and safety legislation, obligations, and documentation
- Accident/first-aid/fire emergency procedures and reporting
- How to work safely with electricity
- The situations when personal protective equipment must be used
- The purposes, uses, care, maintenance, and storage of all tools and equipment together with their safety implications
- The purposes, uses, care, and storage of materials to include effects of temperature and sunlight
- The importance of following manufacturer’s instructions, e.g. surface preparation, internal angles, shading, and application
- Sustainability measures applying to the use of ‘green’ materials and recycling
- The ways in which working practices can minimize wastage and help to manage costs
- The principles of work flow and measurement
- The significance of planning, accuracy, checking, and attention to detail in all working practices
- The value of managing own continuing professional development

A specialist shall know how:
- Follow health and safety standards, rules and regulations including manufacturer’s
- Identify health and safety hazards on construction sites and undertake risk assessments
- Position warning signs and notices for the safety of the general public
- Identify and use the appropriate personal protective equipment including safety footwear, ear, and eye protection
- Take necessary safety precautions when working at heights, e.g. using scaffolding and ladders
- Select, use, clean, maintain, and store all tools and equipment safely
- Select, use, and store all materials safely
- Plan the work area to maximize efficiency and maintain the discipline of regular tidying
- Consistently measure accurately
- Work efficiently and check progress and outcomes regularly
- Consistently maintain high quality standards and working processes
<table>
<thead>
<tr>
<th>2</th>
<th><strong>Communication and interpersonal skills</strong></th>
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<tbody>
<tr>
<td></td>
<td>A specialist shall know and understand:</td>
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<tr>
<td></td>
<td>• The significance of establishing and maintaining customer confidence</td>
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<td></td>
<td>technical considerations related to heritage/preservation work</td>
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<td></td>
<td>• The roles and requirements of architects and related trades</td>
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<td></td>
<td>• The value of building and maintaining trust/productive working</td>
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<td>relationships</td>
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<td>• The importance of swiftly resolving misunderstandings and conflicting</td>
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<td>demands</td>
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<td></td>
<td>A specialist shall know how:</td>
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<td></td>
<td>• Interpret customer requirements and manage customer expectations</td>
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<td>positively</td>
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<td></td>
<td>• Visualize and translate customer wishes making recommendations</td>
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<td></td>
<td>which meet/improve their design and budgetary requirements</td>
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<td></td>
<td>• Provide specialist technical advice and guidance on heritage projects</td>
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<td>• Present portfolio of previous work to demonstrate range and quality of</td>
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<td>experience and expertise</td>
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<td></td>
<td>• Produce a cost and time estimate for customers</td>
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<td></td>
<td>• Recognize the needs of architects and related trades</td>
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<td>• Introduce architects and related trades to support customer</td>
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<td></td>
<td>requirements</td>
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<td>• Work effectively in a team to facilitate efficiency/productivity/quality</td>
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<td></td>
<td>and cost control</td>
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<td>3</td>
<td><strong>Problem-solving, innovation, and creativity</strong></td>
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<td>A specialist shall know and understand:</td>
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<td></td>
<td>• The types of problem which can occur within the work process such as</td>
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<td></td>
<td>poor pasting</td>
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<td></td>
<td>• Diagnostic approaches to problem solving</td>
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<td></td>
<td>• Trends and developments in the industry including new materials,</td>
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<td></td>
<td>Methods, and equipment/technology, e.g. colour mixing</td>
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<td></td>
<td>A specialist shall know how:</td>
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<td></td>
<td>• Check work regularly to minimize problems at a later stage</td>
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<td></td>
<td>• Challenge incorrect information to prevent problems</td>
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<td></td>
<td>• Recognize and understand problems swiftly and follow a self-</td>
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<td></td>
<td>managed process for resolving</td>
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<td>• Recognize opportunities to contribute ideas to improve the product</td>
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<td></td>
<td>and overall level of customer satisfaction</td>
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<td></td>
<td>• Show willingness to try new methods and embrace change</td>
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</tbody>
</table>
### 4 Produce and interpret plans/technical drawings

A specialist shall know and understand:

- The details required for floor plans in construction drawings including sections, datum levels, wall constructions, material codes, depth dimensions, heights, schedules, and specifications
- Symbols e.g. for materials
- Scales
- The benefits of planning the sequence of material and labour requirements including the use of bills of quantities, programs of work, stock systems, critical path analysis, lead times, schedules, and pricing systems
- External and internal colour schemes, e.g. monochromatic, analogous, and complementary, warm/advancing, contrasting, and cool/receding
- The need for accurate drawings to produce accurate work

A specialist shall know how:

- Produce hand or computer aided designs (CAD)
- Interpret drawings accurately
- Produce colour schemes
- Provide colour matches e.g. for type/era of building
- Check for specialist requirements, e.g. to be fire retardant
- Accurately measure from technical drawings and scale
- Check for accuracy, challenge and make recommendations to architect/client
- Accurately calculate quantities of materials required and price work
- Produce schedules of work

### 5 Apply paints brush and roller

A specialist shall know and understand:

- Purposes of painting: protection, preservation, sanitation, decoration, and identification, e.g. colour coding
- The significance of following manufacturer’s guidelines
- COSHH requirements
- Impact of materials on the general public and necessary precautions e.g. allergies
- Range of brushes, rollers and trowel/texturing tools
- The variety of surface coatings e.g. water and solvent borne; wood Treatments, e.g. stains and preservatives
### Apply paint by spray

**A specialist shall be able to:**

- Check condition of substrates e.g. new or existing, hazardous/non-hazardous
- Check type of substrates e.g. timber, plaster (porous and non-porous surfaces), plastic, or metal
- Use the correct preparation process for the type of substrate to include: cleaning, priming, de-greasing, sealing
- Prepare the paint following the correct process, including: stirring/mixing/straining
- Select the appropriate equipment to apply the paint depending on the material, substrate, and quantity of work
- Take into consideration the effects of temperature on paint e.g. humidity levels and weather conditions for external work
- Protect the surrounding area to include: coverage of floors/features and signage to avoid effects on people
- Apply the correct paint system for the type of substrate using brush, roller, paint pad, or spray, e.g. primer, undercoat, and gloss
- Use masking aids for ‘cutting in’/producing accurate lines
- Regularly check the quality of the painting by opacity test to ensure consistent coverage
- Refer to other trades where problems emerge (immediately or at a later stage) for investigation, e.g. water stain
- Check quality of finish meets specification to include no defects and take any corrective action

**A specialist shall know and understand:**

- Purposes of painting: protection, preservation, sanitation, decoration, and identification, e.g. colour coding
- The importance of following manufacturer’s guidelines
- COSHH requirements
- The impact of materials on the general public and necessary precautions, e.g. allergies
- Materials which cannot be sprayed e.g. paste and some primers

**A specialist shall know how:**

- Check condition of substrate, e.g. new or existing
- Check type of substrate, e.g. timber, plastic, or metal
- Use the correct preparation process for the type of substrate to include: cleaning, priming, de-greasing, and sealing
- Prepare the paint following the correct process, as appropriate, to include: stirring/mixing/straining and viscosity required
- Select the appropriate equipment to apply the paint depending on the material, substrate, and quantity of work
- Take into consideration the effects of temperature, on paint, e.g. humidity levels and weather conditions for external work
- Protect the surrounding area to include: coverage of floors/features and signage to avoid effects on people
- Select the appropriate spray equipment e.g. HVLP, airless, electro- static, and pressure feed
- Apply spray paint, following COSHH and manufacturer’s guidelines for the type of substrate, e.g. primer, undercoat, and gloss
- Use large scale masking aids for ‘cutting in’/producing accurate lines
- Clean and thoroughly maintain spray equipment
- Regularly check the quality of the painting by opacity test to ensure consistent coverage
- Check film thickness by WFT (wet film thickness) or DFT (dry film thickness)
- Refer to other trades where problems emerge (immediately or at a later stage) for investigation, e.g. water stain
- Check quality of finish meets specification to include no defects and take any correction action

<table>
<thead>
<tr>
<th>7</th>
<th>Apply wallpaper</th>
<th>15</th>
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</thead>
<tbody>
<tr>
<td>A specialist shall know and understand:</td>
<td></td>
<td></td>
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<tr>
<td>- Methods of production including: wet embossing, laminating, dry embossing, heat expansion, particles on to wet adhesive</td>
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<tr>
<td>- Methods of printing to include: block, screen, machine, wet, dry, and embossing</td>
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<tr>
<td>- Types of pattern to include: set/straight match, drop/offset match, and random/free match</td>
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<tr>
<td>- Range of papers (including specialist) and their characteristics: pulps, anaglyptic, washable, vinyl, duplex, simplex, fabric-backed vinyl, paper backed fabrics, hand-print, paper-backed vinyl, warps/weft less, lincrusta, supadurables, flock, hessian, metallic, glass fibre, foil, and damp</td>
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<tr>
<td>- The situations when lining paper is required, including solvent-painted</td>
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<tr>
<td>- Wall and excessive making good</td>
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<tr>
<td>- Methods of trimming: pre-trimmed and remove selvedge</td>
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<tr>
<td>- The importance of accurate trimming when removing a selvedge</td>
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<tr>
<td>- Methods of jointing, for paper types to include: butt, overlap, and cut</td>
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<tr>
<td>- International performance symbols e.g. spongeable, peelable, and offset match</td>
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<tr>
<td>- Types of adhesive, e.g. cellulose and starch and their suitability for different papers</td>
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<tr>
<td>- Pasting methods in relation to the range of papers: pasting machine</td>
<td></td>
<td></td>
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<tr>
<td>- Brush, roller, ready pasted and past the wall</td>
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</tbody>
</table>
A specialist shall know how:

- Check condition of substrate, e.g. new or existing
- Check type of substrate, e.g. timber, plastic, plaster, or metal
- Use the correct preparation process for the type of substrate to include: cleaning, priming, de-greasing, sealing for a defect, e.g. water or oil stains
- Size and seal for even porosity of the surface or apply lining paper as appropriate
- Check for pattern matching requirements: random, set, off-set, alternate lengths, and reverse
- Cut and trim wallpaper efficiently for cost effectiveness
- For high quality/expensive papers take particular precautions, e.g. use of cotton gloves
- Paste the wall and the paper or use a pasting machine (if not ready pasted) using a range of adhesives e.g. for vinyl, flock, and lincrusta
- Ensure manufacturer’s guidelines are followed with regard to soaking times as necessary
- Select the best starting position, e.g. working away from the light and take into consideration patterns including murals
- Hang to vertical or plumb line and check for accuracy, taking corrective action as required
- Re-plumb as appropriate e.g. around obstacles
- Ensure joints are butt with exceptions such as damp-proof paper
- Check for quality, e.g. shade variation and notify manufacturer as appropriate
- Check overall quality meets customer specification

## 8 Apply decorative techniques

A specialist shall know and understand:

- Historical considerations for restoration and preservation work e.g. following a flood or fire
- Variety of decorative techniques
- Preparation methods to include: wet abrading, dry abrading, making
- Good and spot priming
- Defects which can occur: uneven colour, ropiness, sinking, bittiness
- Appropriate coating types for use as ground coats for painted decorative work

A specialist shall know how:

- Select and use and apply specialist materials e.g. sponging, ragging, bagging, stippling and blending, wood graining, marbling and trompe l’oeil, gilding (gold and silver leaf)
- Select and use specialist tools, e.g. for gilding
- Design and apply stencils
- Apply to a range of surfaces, e.g. cardboard, plastic, timber, plaster, and metal
- Prepare the surfaces to a perfect finish including clean, smooth, and sized

## 9 Apply sign writing/lettering

Apply sign writing/lettering
A specialist shall know and understand:
- Stencil types: positive, negative, and multi-plate
- Methods used for enlarging and reducing stencils: accurate measurement, grid, illuminated projection, and photocopy
- Methods of transferring a design – including trace, pounce, and photocopy onto the stencil plate materials of paper and proprietary
- Stencil card
- The suitability of base materials used for cutting stencil plates: glass plate, proprietary cutting mat
- The importance of cleanliness, hand position, knife angle, direction of cutting, blade sharpness, repair of broken ties,
- size and sequence of pattern (small areas and vertical lines first), free movement of stencil plate, margin widths
- Methods for securing stencils to surfaces: proprietary, spray adhesive, and tape masking (low-tack)

The specialist shall be able to:
- Take into consideration number of repeats/connections, location of doors, windows, corners, access requirements, room dimensions, stencil size, and spacing when working on walls
- Follow the required order of application
- Transfer images using different methods, e.g. tracing, pouncing, CAD materials
- Apply the frisk film using different methods, e.g. spray and roller
- Ensure enlarging
- Apply the finish by free hand or template
- Accurately measure when setting out the lettering

| Total | 100 |
3 ASSESSMENT STRATEGY AND TECHNICAL FEATURES OF ASSESSMENT

3.1 MAIN REQUIREMENTS

The Strategy establishes the principles and techniques to which the WSR assessment and marking must conform.

Expert assessment is the cornerstone of WSR competitions. For this reason, it is the subject of continuous professional improvement and scrutiny. The accumulated assessment experience will determine the future use and development direction of main assessment tools used on WSR competitions: The Marking Scheme, competition task and Competition Information System (CIS).

Assessment on the WSR competitions falls within one of the two categories: measurements and jury’s decision. For both types of assessment, the use of explicit benchmarks against which to assess each aspect is essential to guarantee quality.

The Marking Scheme must follow the WSJSS weightings. The Test Project is the assessment vehicle for the skill competition, and should also follow the WSJSS. The CIS enables timely and accurate recording of marks, and has an expansive supportive capacity.

The Marking Scheme, in outline, will lead the process of Test Project design. During the further development the Marking Scheme and the Test Project will be designed and developed through an interactive process in order to ensure joint optimization of inter-relations within the scope of the WSJSS and the Assessment Strategy. They will be submitted to the Chief Expert for approval together in order to demonstrate their quality and conformity with the WSJSS.
4 MARKING SCHEME

4.1 GENERAL GUIDANCE

This section describes the role and place of the Marking Scheme, how the Experts will assess the Competitor’s work demonstrated through the Test Project performance, as well as the procedures and requirements for marking.

The Marking Scheme is the main tool of WSR competitions and defines the compliance of the Test Project assessment with the WSJSS. It is intended for the allocation of points between each assessed aspect which can be related to only one WSJSS module.

Through the reflection of the weightings specified in the WSJSS, the Marking Scheme sets out the Test Project development parameters. Depending on the skill nature and the requirements to its assessment it can be helpful to develop the Marking Scheme in detail early on so it can be used as a guide for the Test Project development. Otherwise the Test Project development shall be based on the generalized Marking Scheme. Further development of the Test Project is accompanied by the development of assessment criteria.

Section 2.1 specifies the maximum acceptable variation percentage, the Test Project Marking Schemes based on the weightings provided in the Standards Specification.

The Marking Scheme and the Test Project may be developed by one person, or a group of Experts, or a third-party developer. Detailed and final Marking Scheme and Test Project shall be approved by the Chief Expert.

Furthermore, all Experts are encouraged to submit their proposals on the development of marking schemes and Test Projects to the Discussion Forum for their further review by the Chief Expert.

In all cases a complete marking scheme approved by the Chief Expert shall be entered into the CIS at least two days prior to the competition, with the use of a standard CIS spreadsheet or other agreed-upon methods. The Chief Expert is responsible for this process.

4.2 ASSESSMENT CRITERIA

The main headings of the Marking Scheme are the Assessment Criteria. These headings are derived in conjunction with the Test Project. In some skill competitions the Assessment Criteria may be similar to the section headings in the Standards Specification; in others they may be totally different. There will normally be between five and nine Assessment Criteria. Whether or not the headings match, the Marking Scheme as a whole must reflect the weightings in the Standards Specification.

Assessment Criteria are created by the person(s) developing the Marking Scheme, who are free to define criteria that they consider most suited to the assessment and marking of the Test Project. Each Assessment Criterion is defined by a letter (A-I). It is advisable not to specify either the Assessment Criteria, or the allocation of marks, or the assessment methods, within this Technical Description.

The Mark Summary Form generated by the CIS will comprise a list of the Assessment Criteria.

The marks allocated to each Criterion will be calculated by the CIS. These will be the cumulative sum of marks given to each Aspect within that Assessment Criterion.
4.3 **SUB CRITERIA**

Each assessment criterion is divided into one or more sub criteria. Each sub criterion becomes a heading in the Marking Scheme.

Each (sub criteria) marking form is specified with a certain date on which it will be filled.

Each (sub criteria) marking form contains assessable aspects that are subject to assessment. Each assessment method is assigned with a special marking form.

4.4 **ASPECTS**

Each aspect describes in detail one of the assessed indicators, as well as possible marks or marking instructions.

A marking form lists in detail each marked aspect together with the number of points allocated for its assessment.

The sum of the points allocated to each Aspect must fall within the range of points specified for each skill section in the WSJSS. It will be displayed in the CIS point allocation spreadsheet in the following format:

<table>
<thead>
<tr>
<th>WorldSkills Standard Specification (WSJSS) Sections</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
<th>H</th>
<th>Total points for the WSJSS section</th>
<th>WSJSS POINTS FOR EACH SECTION</th>
<th>VARIANCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2.75</td>
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<td>0.25</td>
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<td>7.75</td>
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<td>6</td>
<td>2.00</td>
<td>7.00</td>
<td>14.00</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>23.00</td>
<td>22.00</td>
<td></td>
<td>1.00</td>
</tr>
<tr>
<td>points for criterion</td>
<td>11.00</td>
<td>14.00</td>
<td>13.00</td>
<td>12.00</td>
<td>14.75</td>
<td>10.25</td>
<td>10.00</td>
<td>15.00</td>
<td>100.00</td>
<td>100.00</td>
<td>6.00</td>
</tr>
</tbody>
</table>
4.5 **ASSESSMENT AND MARKING**

There is to be one marking team for each Sub Criterion, whether it is assessed and marked by judgement, measurement, or both. The same marking team must assess and mark all competitors, in all circumstances. The marking teams must be organized to ensure that there is no compatriot marking in any circumstances. (See 4.6.)

Decisions are made using a scale of 0–3. In order to apply the scale in a clear and consistent manner the jury must carry out a decision with due regard to:

- (criteria) comparison standards as detailed guides to each aspect
- 0–3 scale, where:
  0: performance does not meet the industry standard;
  1: performance meets the industry standard;
  2: performance meets and, in specific respects, exceeds the industry standard;
  3: performance wholly exceeds the industry standard and is assessed as excellent

Each aspect is assessed by three Experts, each Expert must perform assessment, after that the allotted marks will be compared. In case the Expert marks vary by more than 1 point, the Experts must bring up the assessment of this aspect for discussion and eliminate the variance.

4.6 **ASSESSMENT AND MARKING USING JUDGEMENT**

Judgement uses a scale of 0-3. To apply the scale with rigour and consistency, judgement must be conducted using:

- benchmarks (criteria) for detailed guidance for each Aspect (in words, images, artefacts or separate guidance notes).
- the 0-3 scale to indicate:
  0: performance below industry standard
  1: performance meets industry standard
  2: performance meets and, in specific respects, exceeds industry standard
  3: performance wholly exceeds industry standard and is judged as excellent

Three Experts will judge each Aspect, with a fourth to coordinate the marking and acting as a judge to prevent compatriot marking.

4.7 **MEASUREMENT ASSESSMENT**

Three Experts will be used to assess each aspect. Unless otherwise stated only the maximum mark or zero will be awarded. Where they are used, the benchmarks for awarding partial marks will be clearly defined within the Aspect.

4.8 **USE OF MEASUREMENT AND JUDGEMENT ASSESSMENTS**

Decisions regarding the selection of criteria and assessment methods will be made during the design of the competition through the Marking Scheme and Test Project.
4.9 COMPLETION OF SKILL ASSESSMENT SPECIFICATION

Days and allocation of judgement and measurement marks will be finalized at the Competition by the Experts, however 30% minimum of measurement and/or blind marking must be carried out on day C4.

Schedule of completed work for marking Judgement = J, Measurement = M

Each completed module (or parts thereof) will be assessed on the day on which it is completed, except wallpapering:

- Module 1 (Free Technique):
  - Info sheet, artistic composition (Judgement), technical execution, colour concept, accurate implementation.

- Module 2 (wallpaper):
  - Cutting and pattern matching to internal corner, clean surfaces, connections, dimensional accuracy.

- Module 3 (Lettering, design):
  - Lettering: correct colour, clean surfaces, straight lines, clean corners, no visible reference lines, dimensional accuracy;
  - Design: correct colour, clean surfaces, straight lines, clean corners, no visible reference lines, dimensional accuracy, overall appearance (Judgement)

- Module 4 (Mural):
  - Clean surfaces, mixing colour tones, mixing colour shade, dimensional accuracy, overall appearance (Judgement.).

- Module 5 (Speed Competition)
  - Speed, precision painting

Marking scale will be made available on the forum six months prior to the Competition.

- Colour mixing (Module 5)
  - Colour tone;
  - Colour shades.

In the first instance the various elements will be arranged according to their quality. The best quality work will be placed first, the least quality work last. Works of an identical quality will be grouped together and given the same number of points.

In the second instance the best work is given the maximum number of points possible for this element; the other works are given lower numbers of points according to their quality.

- Speed competition (Module 5)

At the speed competition all Competitors have to work as fast and as precisely as possible. The expenditure of time will be awarded with maximum 2 marks. The swiftest Competitor will be awarded 2 marks, the others in the order in which they complete the task 0.50 marks less (if there are more Competitors than 5, the marking needs to be changed). Competitors who finish simultaneously will receive the same number of marks,
the next Competitor 1.00 or more marks less.

• Dimensional Accuracy
  For the dimensional accuracy tests, a deviation of ± 1 mm from the required measurement will be tolerated and deviations of more than 1 mm from the required measurement will be given 0 marks:
  ± 1 mm = 1 Mark.
  Maximum 1 mark will be awarded per measurement point.

• Free technique
  The free technique will be dismantled and marked according to three criteria:
  • Technical execution, max. 8 marks (measurement)
  • The technical execution will be assessed with measurement criteria. The detailed and final marking scheme is developed and agreed by all Experts before the Competition.
  • Artistic composition, max. 6 marks (judgement);
    • The artistic composition will be assessed with judgement criteria by all the Experts.
    • The level of difficulty must also be assessed by the judgement group
  • The information sheet will be assessed with measurement criteria, max 0.50 marks;
  • Colour concept 2 mark;
  • Accurate implementation 2 marks;
  • The final work needs to match the information sheet.

4.10 SKILL ASSESSMENT PROCEDURES

Final detailed aspects for the measurement marking will be decided by the Experts prior to Competition.

The Experts will be deployed for marking purposes as follows:

• Judgement marking - total 16 marks
  • Free technique (artistic composition), max. 6 marks;
  • Design (overall appearance) max 2 marks;
  • The artistic composition will be assessed by all the Experts including Chief Expert and Deputy Chief Expert and an average mark will be calculated.

• Measurement marking - total 76 marks
  • Three Experts for the evaluation which they will do together;
  • One Expert compiles the results;
  • One Expert checks the compilation;

• Speed competition, total 2 marks
  • One Expert compiles the results;
  • One Expert checks the compilation;
  • Two Experts checks the reports;
  • All other Experts checks the competition;

• Colour mixing, total 6 marks
  • Five Experts line the elements according to their quality (as described at section 4.8) whereas at least four Experts have to agree to it;
• One Expert to compile the results;
• One Expert to check the compilation;

• Groups of Experts;
  • The groups of Experts will be put together by the Chief Expert and the Deputy Chief Expert. The groups must consist of both experienced and new Experts;
  • Each Expert in the group assesses every Competitor.

4.11 PENALTY SYSTEM

• There will be penalties for Competitors who use forbidden material, tools, or machines.
  • If a Competitor uses a forbidden material, tools, or machine, this must be reported by at least three Experts to the Chief or Deputy Chief Expert in written words on a signed paper sheet. If possible, there should be a photograph taken from the forbidden tool, material, or machine.
  • The penalty for using a forbidden tool, material or machine will be zero marks in the module the tool, material, or machine has been used.
5 TEST PROJECT

5.1 MAIN REQUIREMENTS

Sections 3 and 4 govern the development of the Test Project. These notes are supplementary.

Whether it is a single entity, or a series of stand-alone or connected modules, the Test Project will enable the assessment of the skills in each section of the WSSS.

The purpose of the Test Project is to provide full, balanced and authentic opportunities for assessment and marking across the Standards Specification, in conjunction with the Marking Scheme. The relationship between the Test Project, Marking Scheme and Standards Specification will be a key indicator of quality, as will be its relationship with actual work performance.

The Test Project will not cover areas outside the Standards Specification, or affect the balance of marks within the Standards Specification other than in the circumstances indicated by Section 2.

The Test Project will enable knowledge and understanding to be assessed solely through their applications within practical work.

The Test Project will not assess knowledge of WorldSkills rules and regulations.

This Technical Description will note any issues that affect the Test Project’s capacity to support the full range of assessment relative to the Standards Specification. Section 2.2 refers.

5.2 FORMAT/STRUCTURE OF THE TEST PROJECT

The format of the Test Project comprises a series of separately assessed modules.

5.3 TEST PROJECT DESIGN REQUIREMENTS

Criteria that has to be submitted

- The Test Project consisting of all modules except module 5 has to be prepared by an Independent Designer. This is done in consultation with the Skill Competition Manager and is not circulated.
- The Test Project must:
  - Comply with the current valid Technical Description;
  - Comply with the requirements and numbering defined by WorldSkills;
  - Module four consists of a colour drawing showing the design and lettering (name of the venue and year) as well as details of the construction.
  - Outline in colour, M1:10;
  - Design drawing, M1:10, measurements in cm;
  - Specification of the colour tone with an international code,
  - Be submitted with proof it can be constructed and is feasible within the given time (section 5.5)
• The necessary materials to be used will be made available, already mixed, at the competition venue. Therefore, the colours of the design and the lettering must be precisely indicated when the Test Project is submitted, e.g. RAL, NCS or other international colour codes.
• All the colours that will be used in the competition must be globally available.
  • Wall paint for panels, top skirting
  • Design colours
  • Paste or wallpaper glue
• The wallpaper must be to be globally available.
• the Test Project. The other three colours must be mixed as colour shades. The colour

5.4 TEST PROJECT DEVELOPMENT

The Test Project is developed based on the samples provided by the Chief Expert on the WSR forum (http://forum.worldskills.ru). The provided Test Project samples shall be changed once a year.

5.4.1 WHO DEVELOPS TEST PROJECTS/MODULES

The Test Project is designed by an independent designer with the exception of module 5 which is drawn by the Experts at the Competition.

5.4.2 HOW IS THE TEST PROJECT DEVELOPED

The proposals for the Test Project modules are developed independently.

<table>
<thead>
<tr>
<th>TIME</th>
<th>ACTIVITY</th>
</tr>
</thead>
<tbody>
<tr>
<td>At the previous Competition</td>
<td>The Experts define the requirements of the individual modules.</td>
</tr>
<tr>
<td>Six (6) months before the Competition</td>
<td>Choice of wallpaper, module 2: The wallpaper must be minimum 530mmm wide, it must have a pattern (with repeat) and has to be washable. The Skill Competition Manager selects a minimum of three wallpaper samples and requests all the registered Experts to vote on them via the Discussion Forum on the WorldSkills website. The wallpaper that receives the most votes is selected.</td>
</tr>
</tbody>
</table>
5.5 **TEST PROJECT VALIDATION**

The independently designed Test Project must be accompanied by a functional demonstration/proof of construction/feasibility in the given time etc. for example with a photograph of a project that was completed in compliance with material and equipment specifications, the required professional skills, and the time limit.

5.6 **TEST PROJECT COORDINATION (PREPARATION FOR COMPETITION)**

Coordination of the Test Project will be undertaken by the Chief Expert

5.7 **MATERIALS PROPERTIES AND MANUFACTURER’S INSTRUCTIONS**

Specific material and/or manufacturer specifications required to allow the Competitor to complete the Test Project will be supplied by the Competition Organizer and are available from [www.worldskills.org/infrastructure](http://www.worldskills.org/infrastructure) located in the Expert Centre.

The following material specifications must be complied with at the competition venue:

- All coating materials must be water-based;
- All coatings used on the inner panel for spraying must be suitable for spraying (per the technical data sheet). The provided material has to be suitable with the chosen spray system.
- Wallpapers according to section 5.4.3;
- The door must be a real door made from MDF with moulding and pre-primed.
For modules 1, 3, and 4 MDF panels are required, minimum 18 mm thick, for stability. The Competitor workstations need to be a minimum of 2.8m x 2.2m.

- The chosen spray gun or spray system must be clearly defined minimum three months before the Competition;
- Skirting (top + bottom) must be made from MDF, pre-primed and fixed with screws (no nails)
6 SKILL MANAGEMENT AND COMMUNICATION

6.1 DISCUSSION FORUM
All pre-competition discussions are held on a special forum (http://forum.worldskills.ru). Solutions for the development of competence should be taken only after a preliminary discussion on the forum. Also, the notification on all important events relevant to the skill shall take place on the forum. This forum is moderated by the International Expert and (or) the Chief Expert (or an Expert assigned by them).

6.2 INFORMATION FOR COMPETITORS
The information for Competitors is published in accordance with the Standing Orders of the carried out competition. The information may include:
- Competition Rules
- Technical Descriptions
- Marking Schemes
- Test Projects
- Infrastructure List
- WorldSkills Health, Safety, and Environment Policy and Regulations
  Other Competition-related information

6.3 TEST PROJECTS [AND MARKING SCHEMES]
Circulated Test Projects will be available from www.worldskills.org/testprojects and the Competitor Centre (www.worldskills.org/competitorcentre).

6.4 SKILL MANAGEMENT
General skill management is carried out by the Chief Expert with a potential involvement of the Expert community.

Skill management within a specific competition is carried out by the Chief Expert in accordance with the Competition Standing Orders.
7 OCCUPATIONAL SAFETY AND HEALTH REQUIREMENTS

Refer to WorldSkills Health, Safety, and Environment Policy and Regulations for Host country or region regulations.

The following skill-specific safety requirements apply:

All Competitors must use safety glasses and masks when using any hand, power, or machine tools or equipment likely to cause or create chips or fragments that may injure the eyes;

Experts will use the appropriate personal safety equipment when inspecting, checking, or working with a Competitor’s project.

All Competitors must bring and use:

- Coveralls;
- Work gloves;
- Rubber gloves;
- Safety goggles (white glass);
- Regular P2 vapour respirator;
- Safety shoes including toe protection.
8 MATERIALS AND EQUIPMENT

8.1 INFRASTRUCTURE LIST

The Infrastructure List details all equipment, materials and facilities provided by the Competition Organizer.

The Infrastructure List is available at https://www.worldskills.org/internal/competition-documentation/worldskills-kazan-2019/infrastructure-lists/

The Infrastructure List specifies the items and quantities requested by the Experts for the next Competition. The Competition Organizer will progressively update the Infrastructure List specifying the actual quantity, type, brand, and model of the items. Items supplied by the Competition Organizer are shown in a separate column.

At each Competition, the Experts must review and update the Infrastructure List in preparation for the next Competition. Experts must advise the Director of Skills Competitions of any increases in space and/or equipment.

At each Competition, the Technical Observer must audit the Infrastructure List that was used at that Competition.

The Infrastructure List does not include items that Competitors and/or Experts are required to bring and items that Competitors are not allowed to bring – they are specified below.

8.2 COMPETITOR TOOLBOX

The maximum toolbox size is 1.50m³. It does not matter how long or how high the boxes are, as long they are not over 1.50m³.

You can bring more than one toolbox, as long the total volume is not bigger than 1.50m³.

8.3 MATERIALS, EQUIPMENT AND TOOLBOX TOOLS

The following tools and materials (incl. tools and materials for the special painting technique) will be brought by the Competitor in a toolbox:

<table>
<thead>
<tr>
<th>ITEM</th>
<th>PICTURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Filler for wood</td>
</tr>
<tr>
<td>2</td>
<td>Abrasive materials</td>
</tr>
<tr>
<td>3</td>
<td>Personal tools for all modules</td>
</tr>
<tr>
<td>4</td>
<td>Materials for module three, free technique</td>
</tr>
<tr>
<td>ITEM</td>
<td>PICTURE</td>
</tr>
<tr>
<td>------</td>
<td>---------</td>
</tr>
<tr>
<td>5</td>
<td>Drawing and measuring tools (commercially available)</td>
</tr>
<tr>
<td>6</td>
<td>Various brushes, rollers and pads</td>
</tr>
<tr>
<td>7</td>
<td>1 x set of paper hanging tools</td>
</tr>
<tr>
<td>8</td>
<td>1 x Mal stick and Painters ruler</td>
</tr>
<tr>
<td>9</td>
<td>1 x disposable sieves;</td>
</tr>
<tr>
<td>10</td>
<td>1 x screwdriver</td>
</tr>
<tr>
<td>11</td>
<td>1 x spirit or digital level</td>
</tr>
<tr>
<td>12</td>
<td>1 x sponge</td>
</tr>
<tr>
<td>13</td>
<td>1 x set of palettes knives</td>
</tr>
<tr>
<td>14</td>
<td>1 x glass scraper</td>
</tr>
<tr>
<td>15</td>
<td>1 x grid for roller tray several foam rubber rolls</td>
</tr>
<tr>
<td>16</td>
<td>1 x masking tape dispenser.</td>
</tr>
<tr>
<td>17</td>
<td>Sanding machine</td>
</tr>
<tr>
<td>18</td>
<td>Vacuum cleaner</td>
</tr>
<tr>
<td>19</td>
<td>Lights</td>
</tr>
<tr>
<td>20</td>
<td>Ladder</td>
</tr>
<tr>
<td>21</td>
<td>Platforms</td>
</tr>
<tr>
<td>22</td>
<td>Waterborne filler for the door</td>
</tr>
</tbody>
</table>

### 8.4 MATERIALS AND EQUIPMENT PROHIBITED ON SITE
Not applicable.

### 8.5 MATERIALS AND EQUIPMENT PROHIBITED IN THE SKILL AREA
Not applicable.
8.6 PROPOSED WORKSHOP AND WORKSTATION LAYOUTS

Workshop layouts from previous competitions are available at www.worldskills.org/sitelistout.
Example workshop layout:

![Workshop Layout Diagram]

Side A: 1.00 m x 2.20 m, Side B: 2.80 m x 2.20 m
The Experts will consider and confirm the following criteria prior to the Competition:

- **Workstation**
  - A workstation with a wall to work on will be made available to each Competitor. On-site conditions must be taken into account. The area for the workstation for each Competitor must be 3.10 m x 3 m.
  - **Type of construction**
  - The walls must consist of MDF and must have been filled, sanded, primed, and given an opaque coat of mat white, water-based paint of a quality suitable for walls (dispersion paint) before the beginning of the competition. The finished walls must be tested for adhesion strength with adhesive tape!
  - **Preparation at the Competition venue (by the Workshop Manager)**
  - The surfaces to be treated (walls, panels, etc.) must be prepared by the respective Workshop Manager Assistant according to the instructions for the assignment/given by the Chief Expert. The templates, lettering, and transfer sheets must adhere to the surface (work surface in the booth) but should not cause damage when removed. The sheets will be tested by the Workshop Manager and made available after consultation of the Chief Expert.

- **Workstation layout**
  - The space must be made available for the work booths and workstations of the Competitors according to section 8.6. This layout is binding.
  - **General terms and conditions concerning the workstation**
  - The following general requirements apply to the workstation:
    - The lighting of the worked-on walls must remain constant at 600 lux (without shadows);
    - The light has to be equal in every work bay at every time during the day and evening during assessment;
    - The room temperature must be at least 18°C and may not exceed 24°C;
    - The workstation must not be located close to professions that cause dust and must provide as much daylight as possible;
    - The workstation needs to include an Expert and Competitor corridor at the front. The corridor needs to be clean and walkable. The workstations are not included in the corridor.

The personal workstation of each Competitor is shown below (measurements in centimetres). There must be enough room for equipment and machines as outlined under 9.6.
## 9 SKILL-SPECIFIC RULES

Skill-specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from skill competition to skill competition. This includes but is not limited to personal IT equipment, data storage devices, internet access, procedures and work flow, and documentation management and distribution.

<table>
<thead>
<tr>
<th>TOPIC/TASK</th>
<th>SKILL-SPECIFIC RULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use of technology – USB, memory sticks</td>
<td>• Competitors, Experts, and Interpreters are allowed to bring memory sticks into the workshop however they cannot be removed from the workshop until the conclusion of the Competition. They must be stored in the locker overnight.</td>
</tr>
<tr>
<td>Use of technology – personal laptops, tablets and mobile phones</td>
<td>• Competitors, Experts, and Interpreters are allowed to bring personal laptops, tablets or mobile phones into the workshop however they cannot be removed from the workshop until the conclusion of the Competition. They must be stored in the locker overnight.</td>
</tr>
<tr>
<td>Use of technology – personal photo and video taking devices</td>
<td>• Competitors, Experts, and Interpreters are allowed to bring personal photo and video taking devices into the workshop however they cannot be removed from the workshop until the conclusion of the Competition. They must be stored in the locker overnight.</td>
</tr>
<tr>
<td>Templates, aids, etc.</td>
<td>• Competitors are allowed to have templates for Module three only – free technique.</td>
</tr>
<tr>
<td>Drawing, recording</td>
<td>• All Test Project documents must be stored in the Expert room in lockers by the Chief Expert.</td>
</tr>
<tr>
<td>Health, Safety, and</td>
<td>• Refer to the WorldSkills Health, Safety, and Environment policy and guidelines document.</td>
</tr>
<tr>
<td>Sustainability</td>
<td>• Competitors can only bring the minimum amounts of material required for the free technique module.</td>
</tr>
<tr>
<td>Penalty System</td>
<td>• There will be penalties for Competitors who uses forbidden materials, tools, or machines.</td>
</tr>
<tr>
<td></td>
<td>• If a Competitor uses a forbidden material, tool, or machine, this has to be reported by at least three Experts to the Chief- or Deputy-Chief Expert in written words on a signed paper sheet. If possible, there should be a photograph taken from the forbidden tool, material, or machine.</td>
</tr>
<tr>
<td></td>
<td>• The penalty for using a forbidden tool, material, or machine will be 0.00 Points in the module the tool, material, or machine has been used.</td>
</tr>
</tbody>
</table>
10 VISITOR AND MEDIA ENGAGEMENT

Following is a list of possible ideas to maximize visitor and media engagement:

- Speed module (Module 6);
- Display screens;
- Detail descriptions of the Test Project;
- Enhanced understanding of Competitor activity;
- Competitor profiles;
- Career opportunities;
- Daily reports about the competition status.
11 SUSTAINABILITY

This skill competition will focus on the sustainable practices below:

- Recycling;
- Use of ‘green’ materials;
- Use of completed Test Projects after Competition;
- Efficient use of water to rinse paint brushes.
12 TEST PROJECT GUIDELINES BASED ON PAST COMPETITIONS

12.1 DESCRIPTION OF PROJECT AND TASKS

The Competitor has to carry out, independently, the following tasks:

- All preparations of base walls and woodwork;
- Application with filling tools, paintbrush, and paint roller;
- Preparation and application of wall hangings;
- Drawing and attaching a design;
- Attaching lettering and signs;
- Measuring points;
- Painting of colour bands;
- Application of a free painting technique of the Competitors own choice;
- Materials and tools for free technique must be brought by the Competitor.
- Pre-fabricated foils are allowed.

12.2 INSTRUCTIONS TO THE COMPETITOR

Workstation size for the Competitor: 1.00m x 2.80m wide and 2.20m high. Between the corner of Wall A and B angle from 90 degree.

Open on the front side (facing the visitors).

A minimum of one spray booth per five Competitors will be provided for the Competition. Wall A (2.20m x 1.00m) for free painting technique.

Wall B (2.20m x 2.80m) for wall-paper hanging, decoration design and lettering, colour bands.

The Competitors will be allowed to enter they work bay five min before the start in the morning and after every brake during the day. They are allowed to prepare their tools and clean up the work bay. But it is forbidden to do any work on the walls, panels, etc. and also no preparation of the paints (e.g. thining, decant, stir up etc.)

Decoration design, lettering, and measuring (approx. 5,5 hours)

Hanging wallpaper (approx. 1.5 hours)

Free technique - demonstrate personal abilities (approx. 3 hours) Painting color stripes and measuring (approx. 2 hour)

Total time +/- 12 hours
13 SPECIAL RULES FOR THE 14–16 AGE GROUP

The Test Project performance time shall not exceed 4 hours per day.

During the development of the Test Project and the Marking Scheme, it is required to consider the specific features and the limitations of the applied OHSE rules for this age group. It is also required to take into account anthropometric, psychophysiological and psychological characteristics of this age group. This way, the Test Project and the Marking Scheme can cover not all of the WSJSS units and areas depending on the specific features of the skill.

The Competitor can work for a maximum of 12 hours.

At the time of the competition, the Competitor must be at least 14 years old, a maximum of 16 years. A Competitor should be with an attendant during all competition time.

The attendant must have written documents signed by the parents:

- Consent to process personal data.
- Consent to the participation of a minor in the Championship "Young Professionals" (WorldSkills International) and to accompany him by a proxy.