

Contest Description

Edmonton Expo Centre, Edmonton

May 6 & 7, 2026

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| EVENT: Car Painting | LEVEL: Secondary | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WORLDSKILLS TRADE #: 36 | LOCATION: Hall C, Edmonton Expo Centre, Edmonton | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DURATION: 14 Hours (Two Days) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COMPETITION SCHEDULE: <u>May 6</u> <table border="1"> <tr><td>COMPETITION ORIENTATION</td><td>8:15AM</td></tr> <tr><td>COMPETITION BEGINS</td><td>9:30AM</td></tr> <tr><td>BREAK</td><td>10:00AM</td></tr> <tr><td>RESUME COMPETITION</td><td>10:15AM</td></tr> <tr><td>LUNCH BREAK</td><td>12:00PM</td></tr> <tr><td>RESUME PROJECT</td><td>1:00PM</td></tr> <tr><td>BREAK</td><td>2:00PM</td></tr> <tr><td>RESUME PROJECT</td><td>2:15PM</td></tr> <tr><td>COMPLETION OF DAY 1</td><td>4:00PM</td></tr> </table> | COMPETITION ORIENTATION | 8:15AM | COMPETITION BEGINS | 9:30AM | BREAK | 10:00AM | RESUME COMPETITION | 10:15AM | LUNCH BREAK | 12:00PM | RESUME PROJECT | 1:00PM | BREAK | 2:00PM | RESUME PROJECT | 2:15PM | COMPLETION OF DAY 1 | 4:00PM | <u>May 7</u> <table border="1"> <tr><td>COMPETITION ORIENTATION</td><td>8:15AM</td></tr> <tr><td>COMPETITION BEGINS</td><td>8:30AM</td></tr> <tr><td>BREAK</td><td>10:00AM</td></tr> <tr><td>RESUME COMPETITION</td><td>10:15AM</td></tr> <tr><td>LUNCH BREAK</td><td>12:00PM</td></tr> <tr><td>RESUME PROJECT</td><td>1:00PM</td></tr> <tr><td>BREAK</td><td>2:00PM</td></tr> <tr><td>RESUME PROJECT</td><td>2:15PM</td></tr> <tr><td>COMPLETION OF DAY 2</td><td>4:00PM</td></tr> </table> | COMPETITION ORIENTATION | 8:15AM | COMPETITION BEGINS | 8:30AM | BREAK | 10:00AM | RESUME COMPETITION | 10:15AM | LUNCH BREAK | 12:00PM | RESUME PROJECT | 1:00PM | BREAK | 2:00PM | RESUME PROJECT | 2:15PM | COMPLETION OF DAY 2 | 4:00PM |
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| RESUME PROJECT | 2:15PM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COMPLETION OF DAY 2 | 4:00PM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Please Note: This document is subject to change as competition information is updated. Competitors are responsible for staying up to date with the most recent information. Check the footer for last updated date. Changes will be highlighted in **yellow**.

CONTEST INTRODUCTION

To evaluate each competitor's comprehension of Car Painting terms and procedures, and their ability to perform these tasks in a safe and professional manner.

Purpose of Challenge:

To test the competitor's skills at:

- Cleaning
- Surface Preparation
- Masking
- Undercoat Application
- Topcoat Application



- Polishing

Pre-Requisites:

- Cleaning Abilities
- Sanding Skills
- Masking Techniques
- Refinish Skills
- Polishing techniques

SKILLS AND KNOWLEDGE TO BE TESTED

- **Cleaning:** To demonstrate proper cleaning techniques using proper cleaners.
- **Sanding:** To be able to featheredge, back sand, and scuff sand using industry standards
- **Masking:** Demonstrate masking techniques to protect areas from unwanted overspray without using excessive materials.
- **Polishing:** Demonstrate ability to remove defects from a refinished panel and polish clear coat to back to a high gloss finish.
- **Undercoat Application:** Be able to mix/catalyze undercoats, set-up a spray gun, and apply undercoat materials as per manufacturer's tech sheet.
- **Topcoat Application:** Be able to mix solvent and waterborne base coats, set-up a spray gun and apply as per manufacturer's technical data sheet.

PROJECT DESCRIPTION

Please see detailed project information at the end of this document.

Note:

- Competitors must wear supplied identification Tags/Badges.
- Competitors must not speak to spectators, other competitors, teachers or advisers during competition.
- Competitors requiring clarification of instructions or questions during competition must seek it from a Provincial Technical Committee Member (PTC).
- Washroom breaks – committee member must escort competitor.
- I-Pods, cellular phones, or other electronic devices are not allowed in the competition area.

SAFETY

Each competitor **must**:

- Wear CSA approved, steel toed, footwear (competitors responsibility)
- Wear coveralls (provided)
- Wear safety glasses (competitors responsibility))
- Wear dust respirator (provided)
- Wear cartridge respirator (provided)
- Wear gloves when necessary (solvents) (provided)



2026 Provincial Skills Canada Competition

- Abide by all safety regulations
- Do Not use compressed air to blow self-off

Equipment and Materials Supplied by the Committee:

| | | |
|--|-------------------------------------|-------------------------|
| Non-allergenic Nitrile Gloves | Disposable painter's coveralls | Ear Plugs |
| Spray guns | Fresh air respirator while spraying | Particulate masks (N95) |
| The Provincial Committee will provide all the necessary tools, equipment, and materials for the competition. | | |

Please Note: Competitors must use the tools provided by the committee. Personal air tools (other than the listed equipment) will not be allowed in the event area.

Equipment and Materials Competitors Must Supply:

| | | |
|--|--------------------------------|---------------------|
| Safety glasses with side shield and brow bar | Safety footwear (CSA Approved) | Charcoal respirator |
|--|--------------------------------|---------------------|

Competition Specific Rules

The following Competition Specific rules along with SCA's overall Policies and Procedures provide specific details in competition areas that may vary from one another. Any additional contest rules will be reviewed during the Competitor Orientation.

| Topic/Task | Contest Specific Rule |
|-------------------------------------|---|
| Use of competitor tools/ equipment | Competitors are not allowed to bring their own tools or equipment to perform tasks, all tools and equipment will be supplied by the committee. |
| Use of Technology | Competitors are not allowed laptops, tablets, cameras, cell phones, ear buds, calculators or other personal electronics in the competition area unless specified by the committee for certain tasks. |
| Use of Artificial Intelligence (AI) | Competitors cannot use AI to develop/generate any of the submitted work for any aspects of the competition. |

JUDGING INFORMATION

The contestants will be judged on specific project standards, as determined by industry acceptance, as well as the technical committee and judges. Contestants will also be asked a number of verbal questions throughout the competition.





ADDITIONAL INFORMATION

Skills Canada Alberta Regional and Provincial Rules and Regulations

[Regional and Provincial Rules and Regulations](#)

Skillz & Thrillz Podcast

Check out our podcast – Skillz & Thrillz: Alberta’s Trade & Tech Youth Podcast. Our talented alumni share tips and tricks on how to succeed in competitions and your career! Their insights can help you prepare for your Skills journey, and who knows, you might just be a future guest!

<https://skillsalberta.com/student-resources/skillz-thrillz-albertas-trade-tech-youth-podcast/>

Project Change at the Competition

Where a Test Project has been circulated to competitors in advance, the PTC can change the project up to a maximum of 30% of the work content for the competition.

Competitor Registration

Registration for the Provincial Skills Canada Competition (PSCC) will open online on January 14, 2026 @ 3:30 PM. Please refer to this competitions event page for additional registration and competition information: <https://skillsalberta.com/competition/>

Lunch

Lunch for accredited competitors will be provided by Skills Canada Alberta.

Parking & Venue Maps

Parking is FREE for all attendees.

Attendees **MUST** register for FREE parking by clicking the below link. Attendees can pre-register their vehicle at anytime prior to the PSCC or register onsite at the PSCC.

<https://www.offstreet.io/events/CBLHM7U1>

<http://edmontonexpocentre.com/attend/parking/>

Opening Ceremonies / Competitor Onsite Registration

Opening Ceremonies for the PSCC will take place on Tuesday May 5, 2026, at 6:00 PM in Hall D of the Edmonton EXPO Centre. Admission is free, and everyone is welcome to attend. It is important to note that competitor registration will open immediately following the Opening Ceremonies.

Awards Ceremony

The Awards Ceremony will take place on Thursday May 7, 2026, at 6:30 PM in Hall D of the Edmonton EXPO Centre. Admission is free and everyone is welcome to attend. The Awards Ceremony will be shown live at <http://skillsalberta.com/>



Team Alberta Information

Team Alberta will be selected at the PSCC Awards Ceremony. Gold medalists will then be eligible to participate at the Skills Canada National Competition (SCNC) on May 27- May 30, 2026, in Toronto, Ont. It is recommended that competitors review and become familiar with the SCNC contest description and project at <https://www.skillscompetencescanada.com/en/event/skills-canada-national-competition-2026/>

During the PSCC Awards Ceremony on Thursday May 7, 2026, Gold medalists will be given their Team Alberta information package and will confirm their participation in the SCNC. Students must be present at the Awards Ceremony to claim their position on Team Alberta. If the Gold medalist is not able to attend SCNC, the next highest-ranking individual will be asked to participate. If a student is not able to attend the Awards Ceremony an email confirming the student's interest in Team Alberta participation must be emailed to javierad@skillsalberta.com prior to the start of competition on May 6, 2026.

Please prepare your students in advance to accept a position on Team Alberta and review how your school will support their participation.

Please see this link for additional Team Alberta information: <https://skillsalberta.com/team-alberta/>

Questions?

Please contact Mike Sury MikeS@SkillsAlberta.com

COMMITTEE MEMBERS

| | |
|----------------------------|------------------|
| Cecile Bukmeier (Chair) | Hannah Ganske |
| Stephen Giordano | Nicholas Chan |
| Darcy Jankuta | Jessica Anderson |

PLEASE SEE DETAILED PROJECT INFO BELOW.



Project Information

1. Polishing Project

- You must remove all defects from the clear coat finish on the panel.
- When you come to a **STOP**, you must call a judge to evaluate your progress before you move on to the next step.
- In the event of a tie, the winner will be determined by the time completing all projects combined.

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| 1. Pick a hood and mask other half with 36" paper. |
| STOP |
| |
| 2. Remove specified defects and prepare hood for compound stage. |
| STOP |
| |
| 3. Compound and polish hood. |
| STOP |
| |
| 4. Clean up area. |
| STOP |

Maximum time for Project 1 : 3 hours



2. Prep Project

- You will fix and prepare a damaged panel for paint. You must choose a blendable match from the spray out cards provided.
- When you come to a **STOP**, you must call a judge to evaluate your progress before you move on to the next step.
- In the event of a tie, the winner will be determined by the time completing all projects combined.

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| 1. Repair damage, sand and mask panel for spot prime. |
| 2. STOP |
| 3. Apply primer |
| 4. STOP |
| 5. Prepare the remainder of panel for paint application. |
| 6. STOP |

Maximum time for Project 2 : 3 hours



3. Painting Project

- You will perform a standard wet-on-wet application on a vehicle panel.
- When you come to a **STOP**, you must call a judge to evaluate your progress before you move on to the next step.
- In the event of a tie, the winner will be determined by the time completing all projects combined.

| |
|---|
| 1. Select panel and place in booth. |
| 2. Mix wet-on-wet sealer as per manufacturer recommendations. |
| 3. Apply wet-on-wet sealer as per manufacturer recommendations. |
| 4. Clean gun in appropriate solvent. |
| STOP |
| |
| 5. Mix basecoat as per manufacturer recommendations. |
| 6. Apply basecoat to repair area. |
| 7. Clean gun in appropriate solvent. |
| STOP |
| |
| 8. Mix clear coat as per manufacturer recommendations. |
| 9. Apply clear coat to entire panel. |
| 10.Clean up area. |
| STOP |

Maximum time for Project 3 : 3 hours



4. Paint Defect Analysis

- You must identify the defects on each panel and a recommended repair.
- In the event of a tie, the winner will be determined by the time completing all projects combined.

| |
|---|
| 1. Identify the defects on each panel and record on provided worksheet. |
| 2. Record a recommended repair for each defect. |
| 3. Provide completed worksheet to judge. |

5. Masking Project

- You will mask a fender and front door.
- You must use the same masking materials shown on display picture for select areas.
- A minimum of 18" (45cm) barrier is required around the panels
- When you come to a **STOP**, you must call a judge to evaluate your progress before you move on to the next step.
- In the event of a tie, the winner will be determined by the time completing all projects combined.

| |
|---|
| 1. Clean vehicle and mask panels to match display picture. |
| ALL MASKING WASTE MUST BE KEPT IN COMPETITOR WASTE BIN |
| <u>STOP</u> |

Maximum time for Project 4 and 5 : 3 hours

