



CONTEST DESCRIPTION

Competition Date	April 3, 2025
Competition location	Holland College Waterfront Campus Automotive Shop Room 122
Trade Number	33
Trade Name	Automobile Technology
Level	Secondary

INTRODUCTION

1.1 Purpose of the Challenge.

Assess the contestant's skills in correctly testing, checking and adjusting automotive, light vehicle systems.

1.2 Duration of contest

7.5 hours

8:00 AM Registration and time for competitors to become familiar with the competition area

8:15 Introductions - details of the competition; question & answer session

8:30 Competition Begins

11:30 Lunch Break (Lunch will be provided to competitors)

12:00 Noon Competition Resumes

4:30 Judging of competition

*schedule subject to change

2. CONTEST DESCRIPTION

2.1 The competition will be delivered over 8 stations (see section 6),
Each station will be marked individually and will test a different skillset.
Each station will be 35 minutes in length.

2.2 Skills and Knowledge To Be Tested

Interpreting information on the worksheet

Identifying and interpreting information in a repair manual/information system

Checking and, where necessary, repairing and adjusting parts

Testing electrical circuits

Fuel supply system

Cooling system

Engine components

Transmission system

Steering and/or suspension

Brake systems



Emission systems
Applications of safety regulations
Performing tasks of the trade
Shop Procedures such as drilling, tapping, flaring, bending, soldering
Theory / Component Exam
The above is a guide only and is subject to change

3. SKILLS FOR SUCCESS

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential Skills) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are crucial for success in Trade and Technology careers.

Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents.

The following 9 skills have been identified and validated as key skills for success for the workplace in the legend below:

Numeracy, Communication, Collaboration, Adaptability, Reading, Writing, Problem Solving, Creativity and Innovation, Digital

4. EQUIPMENT, MATERIAL, CLOTHING

4.1 Each competitor is required to bring the following:

All Contestants will supply their own safety glasses, work uniform and CSA work boots

COMPETITORS WILL NOT BE ALLOWED TO COMPETE WITHOUT THE ABOVE ITEMS.

4.2 Equipment and material provided by the competition site

Tools and equipment will be supplied by the competition committee.

Hearing protection and nitrile gloves will be supplied by the competition committee



4.3 Required clothing (Provided by competitor)

All contestants **will** supply their own safety glasses, work uniform, and CSA work boots. Dark colored denim, blue or black work pants or dark coveralls will be considered acceptable pants

Collared cotton work shirts are preferred, but T-shirts will be allowed (no offensive slogans)

Absolutely NO hoodies permitted. Absolutely NO tank tops or muscle shirts

All clothing will be clean respectable and untorn

Any hats worn will be respectable and clean

NO hand or wrist jewelry will be permitted while competing

5. SAFETY REQUIREMENTS

5.1 List of required personal protective equipment(PPE) provided by competitors

Safety glasses, CSA work boots. (Provided by competitor)

Regular prescription eyewear is not acceptable for use as safety eyewear

Note: Competitors will not be allowed to compete if the above items are not brought and used

6. ASSESSMENT

6.1 Point Breakdown

POINT BREAKDOWN	/800
Engine Mechanical Systems	100
Brake Systems Disc and Drum & ABS	100
Body Electrical	100
Drivability (Powertrain Management)	100
Steering and Suspension	100
Drivelines	100
Theory and Component Recognition	100
Fabrication	100

7. ADDITIONAL INFORMATION

7.1 Tie (No ties are allowed)

Ties are not allowed. In the event of a tie, the theory/component recognition will be used as a tie breaker. In the event there is still a tie – the Body Electrical Station will be the second tie breaker.



7.2 Competition rules

Please refer to the competition rules for all general PSC information.

8. CONTACT INFORMATION

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