



2021 SKILLS CANADA VIRTUAL NATIONAL COMPETITION

CONTEST DESCRIPTION

Carpentry

SECONDARY

Table of Contents

1	THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY	3
2	CONTEST INTRODUCTION.....	3
3	CONTEST DESCRIPTION.....	4
4	EQUIPMENT, MATERIAL, CLOTHING.....	4
5	HEALTH AND SAFETY.....	5
6	CONTEST SPECIFIC RULES.....	6
7	ADDITIONAL INFORMATION	8
8	NATIONAL TECHNICAL COMMITTEE MEMBERS	9

1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

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

¹Numeracy, ²Oral Communication, ³Working with Others, ⁴Continuous Learning, ⁵Reading Text, ⁶Writing, ⁷Thinking, ⁸Document Use, ⁹Digital

These essential skills have been identified in section 2.4 and 3.2 of your Contest Description and if applicable, in your Project and all other supporting project documents.

2 CONTEST INTRODUCTION

2.1 Description of the associated work role(s) or occupation(s).

<http://skillscompetencescanada.com/en/skills/construction/carpentry/>

2.2 Purpose of the Challenge.

Assess the contestant's ability to accurately and safely complete certain carpentry tasks using generally accepted carpentry practices.

2.3 Duration of contest.

6 hours

2.4 Skills and Knowledge to be tested.

- Quality, accuracy, and attention to detail while performing tasks necessary to complete project.
- Site housekeeping
- Ability to safely work to deadline and manage materials effectively. ⁷
- Pre-requisites: Work planning skills, ability to interpret plans⁸ and specifications includes (elevations, sections and details), ability to do trades math¹, and proficiency in the safe use of hand and power tools.

3 CONTEST DESCRIPTION

3.1 List of documents produced and timeline for when competitors have access to the documents on the Skills/Compétences Canada website

- All competition documents will be posted as they are ready for distribution
- Assessment Process
- Project
- List of building material and fasteners

3.2 Tasks that may be performed during the contest

- Project is to be built in metric measurement¹ (plans will be metric only)⁸
- Measuring and laying out components¹
- Cutting material
- Assembly of components
- Construction to be traditional framing methods
- Construction may consist of floor, wall, roof systems and finishing⁷

4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and/or material provided by the competitor and/or the host facility.

Equipment is recommended but not limited to.

- All required building material and fasteners
- 7 1/4" Circular Saws
- Drill & Impact Driver
- Jig Saw and blades
- 2 saw horses for each competitor
- A minimum 2 step ladder available
- Premium Quick Square
- 8m/26ft Tape
- Block Plane
- 1" dia x 6" wood spade bit
- Impact driver bits
- 3/8" HSS brad point drill bits
- Carpenter's belt or apron
- Level 2' Maximum
- Calculator (programmable allowed)
- Lead pencils and erasers
- Carpenter's hammer(s)

- Metric Framing square and stair gauges
- Combination square/speed square
- Chalk line
- Utility knife with blades
- Sanding block and 2 sheets 80 and 120 grit sand paper
- # 2 bit driver for drill (for #8, #10 Robertson screws)
- Cross cut hand saw
- Wood chisels
- Sliding T-bevel
- Cat's paw (nail puller)
- All clamps overall length must be 18" or less
- Nail sets
- No premade jigs, power tools accessories, or written notes are allowed.
- No 4' T-squares. No auger bits. No other fasteners than those provided by SCC. No ratchet straps.

4.2 Required clothing provided by the competitor.

- Appropriate clothing for tasks to be performed.
- Sleeveless shirts, sweatpants and shorts are not permitted.

5 HEALTH AND SAFETY

5.1 Safety program

SCC has implemented a comprehensive safety program as health and safety is an integral part of our competitions. Our safety program includes guidelines and procedures in order to make the work environment in each skill area safer.

5.1.1 Safety manual

As part of our program a safety manual has been created in order to monitor and document health and safety within each skill area. It includes a definite plan of action designed to prevent accidents. The safety manual will be provided for every skill and these instructions must be followed and respected by all participants and officials at the SCNC.

5.1.2 Safety workshop

During orientation, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

5.2 Personal protective equipment (PPE) provided by the competitor

- N95 Respirators/Mask

- Hearing Protection
- CSA approved steel toed boots
- Hard Hats
- Safety glasses (mandatory to be worn at all times)

Note: Competitors will not be allowed to compete if the above items are not brought and used with the exception of respiratory protection and gloves which is optional.

5.3 COVID-19 Protocol

The final COVID-19 guidelines will be shared with participants closer to the event.

The COVID guidelines already in place within the participants' jurisdiction would take precedence to the below protocol.

The following are suggested COVID-19 protocols that might be in place for the duration of the competition. It is the responsibility of the participants (Competitor, Proctors, NTC members, and anyone onsite during the competition) to ensure that the COVID guidelines are respected.

- Participants to complete and sign electronically a self-screening form at the beginning of each day of the competition. If a competitor is showing any symptoms, they might not be allowed to participate in the competition.
- Participants will be assigned a workspace in which they must remain at for the duration of the competition.
- Participants to ensure a minimum of 2m physical distancing from others at all times.
- Participants entering the competition space must use hand sanitizer provided at each entrance/exit.
- Participants to wipe work surfaces (e.g. desks, tables, and chairs) and objects (e.g. headsets, keyboards, equipment) with antibacterial wipes before and after use.
- Face covering as per the local health authority requirement.

6 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during competitor orientation.

TOPIC/TASK	RULE
Project / Documentation	<ul style="list-style-type: none"> • Competitors will not be allowed to bring pre-made jigs and/or templates to the skill area

	<ul style="list-style-type: none"> • Competitors will not be allowed to bring notes made outside of the competition area and break or lunch time will not be allowed inside the skill area • The Blueprints for the Tests Project will be given to the competitors in writing on the first morning of competition. • The Blueprints must remain face down at the beginning of the day and after lunch until the start is called. • The Blueprints will remain in the skill area at all time • The Blueprints will be returned to the Proctor during lunch, breaks and at the end of the competition • Each competitor will have their original drawings returned to them • Competitors are strictly prohibited to take any photos or make copies of the Blueprints. Competitors will be expelled from the skill area for taking pictures. • Any notes taken during the competition must remain on site at all times.
Schedule	<ul style="list-style-type: none"> • Competitors who complete their project before time runs out, are required to clean up their area and return their Blueprints to the NTC/Proctor to have their time recorded • Competitors will be required to help with ½ hour cleanup of tools, materials and skill area at the end of the day
Leaving the site	<ul style="list-style-type: none"> • Competitors, are required to sign in and sign out if they leave the skill area for any reason outside of breaks and lunch
Tools / Infrastructure	<ul style="list-style-type: none"> • Competitors will be allowed time to check their materials for quantity (as per competition materials list) and quality prior to the contest. If material is missing or wish to exchange a piece of wood, competitors must advise the NTC member or proctor <u>and will be required to sign-off their material checklist sheet.</u> • Competitors must plan the use of their materials carefully. Competitors will be provided with just enough material to complete the project • Marks will be deducted if Competitors require extra material • Marks will not be deducted for natural defects in the material • All materials must remain inside the marked construction area of each competitor

Use of technology - personal laptops, tablets and mobile phones	<ul style="list-style-type: none"> • Competitors are not allowed to bring personal laptops tablets or mobile phones into the skill area • National Technical Committee (NTC) members, Proctors, and Interpreters and judges are allowed to use personal devices into the skill area with permission of the Chair
---	--

7 ADDITIONAL INFORMATION

7.1 Interpreter

If a competitor requires the help of an interpreter during the competition, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.

7.2 Ties

- Tiebreaker #1: The competitor who finished their project in the smallest amount of time will be declared the winner.
- Tiebreaker #2: The competitor with the highest score in the efficient use of materials/professionalism criteria will be declared the winner.
- Tiebreaker #3: The competitor with the highest score in the safety criteria will be declared the winner.

7.3 Competition rules

Refer to the competition rules of the Skills Canada National Competition which can be found on our website.

8 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
British-Columbia	Thomas Haag
Northwestern Territories	Mike McCloskey
Yukon	Cory France
Alberta	Paul Bettio
Saskatchewan	Clint Stevens
Manitoba	Scott Savoy
Nunavut – Chair	Gerald Manning
Ontario	Len Rance
Québec	Justin Morin
New Brunswick – Co-Chair	Steven Austin
Prince Edward Island	Donnie Brown
Newfoundland & Labrador	Amos Pynn

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Nathalie Maisonneuve (nathaliem@skillscanada.com).