

TEST PROJECT - INSTRUCTION SHEETS  
PROJET D'ÉPREUVE - FEUILLES DE DIRECTIVES

# CAR PAINTING PEINTURE AUTOMOBILE

SECONDARY  
NIVEAU SECONDAIRE

CONTINUOUS LEARNING



FORMATION CONTINUE

DIGITAL



COMPÉTENCES NUMÉRIQUES

DOCUMENT USE



UTILISATION DE DOCUMENTS

NUMERACY



CALCUL

ORAL COMMUNICATION



COMMUNICATION ORALE

READING TEXT



LECTURE

WORKING WITH OTHERS



TRAVAIL D'ÉQUIPE

WRITING



RÉDACTION

THINKING



CAPACITÉ DE RAISONNEMENT

## FENDER PROJECT

- You will complete a small dent/scratch repair on the front of a fender. You will be required to blend the color within the designated areas indicated on the Display Fender.
- You will complete a two-tone application on the bottom of the fender as indicated on the Display Fender.
- When you come to a **STOP** during your repair, you must call a judge to evaluate your progress before you move on to the next step.

Directions :

Show all your PPE to the Judges.  
Review the Display Fender.  
Prepare your fender to start the repair process.  
**STOP**

Repair the dent in your fender using spot putty. Block sand the repair. Prepare two-tone area for refinish. Do **NOT** prime.  
**STOP**

Apply Primer to the spot repair area.  
**STOP**

Sand your primer and prepare your panel for basecoat and clear coat application.  
**STOP**

Complete your basecoat blend using color A in the spot repair location within the limits indicated on the Display Fender. Apply basecoat color B to the two-tone area as indicated on the Display Fender.  
**STOP**

Apply clear coat to the full panel.  
Clean up your work area.

Time limit for this task: **5 hour maximum**

## Paint Defect Analysis

- You have been given a set of painted panels containing common paint defects
- You will be asked to identify the defects on each panel
- When you come to a **STOP** during your repair, you must call a judge to evaluate your progress before you move on to the next step.

Directions:

Identify the defects on each panel and record on the provided work sheet.

**STOP**

Suggest recommended repair for each defect

**STOP**

Provide work sheet to Judges.

Time limit for this task: **30 mins maximum**

## POLISHING PROJECT

- You have been given a painted hood and you must remove all defects from the paint.
- A display hood of the completed project will be provided.
- When you come to a **STOP** during your repair, you must call a judge to evaluate your progress before you move on to the next step.

Directions :

Show your PPE to the Judges. Prepare your hood for the compounding stage and remove defects, do not compound.

**STOP**

The hood can now be compounded. Prepare your hood and equipment for the machine glaze stage. Do not machine glaze.

**STOP**

Machine glaze your hood and clean with detail spray.

**STOP**

Apply your chip guard and apply the decal in the top corner per display hood. Clean up your area and return all tools and supplies.

Time limit for this task: **3 hours maximum**

## MASKING PROJECT

- You will mask the side of a vehicle for respray. No parts will be removed and you must be able to open the front door. **DO NOT CUT ON THE VEHICLE OR A ZERO MARK WILL BE ASSESSED.**
- When you come to a **STOP**, you must call a judge to evaluate your progress before you move on to the next step.

Directions:

Mask the vehicle Jambs as requested by the Judge.

**STOP**

Mask the exterior of the vehicle as requested by the judge.

**STOP**

You can now remove the masking and clean up your area.

Time limit for this task: **1.5 hour maximum**

## COLOUR MATCHING

- You will find the correct paint chip to match each of the three colour standards.
- You will look up the formula for colour #3 on the computer and mix the minimum quantity. Produce a spray out card using your mixed paint.
- When you come to a **STOP**, you must call a judge to evaluate your progress before you move on to the next step.

Directions:

Find the correct paint chip for colour #1. Look up the formula on the computer and provide a print out for the judge. Record your name on the print out.

**STOP**

Retrieve the print out from the judge. Mix colour #1, and create a spray out card. Be sure to put your name on your spray out card and submit to judge.

**STOP**

Find the correct paint chip for colour #2. Show your selection to the judge

**STOP**

Find the correct paint chip for colour #3. Show your selection to the judge

**STOP**

Time limit for this task: **1.5 hour maximum**

## Multiple Choice Test

- You will answer a multiple choice test provide by the paint manufacture
- You will refer to your Axalta technical manual (open book test)
- When you come to a **STOP**, you must call a judge to evaluate your progress before you move on to the next step.

Directions :

Complete the test within 30 mins.

**STOP**

Submit your test answers to the judge