INTERNATIONAL ABILYMPICS HELSINKI 2027

Technical Description

Painting and Decorating

Skill 34



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1 Skill Overview

1.1 Skill Name and Category

Painting and Decorating, Construction and Building Technology

1.2 Number of Competitors

This is an individual Skill Competition with one competitor.

1.3 Competition Time

The total competition time is 6 hours and is divided into the following modules:

- Module A: Painting
- Module B: Wallpaper and Moulding

Competitors may divide the total competition time between the two modules as they choose.

1.4 Description of the Skill

Painting and Decorating focuses on the skilled preparation and finishing of surfaces through painting and wallpapering, following a specific pattern and detailed instructions. Competitors are required to:

- Prepare surfaces to ensure optimal adhesion and finish quality
- Apply decorative paint with precision and consistency
- Install wallpaper accurately, aligning patterns and seams as instructed

In addition, participants may be tasked with creating a logo or lettering, showcasing their ability to execute fine detail work. Success in this skill demands attention to detail, steady technique, and a strong understanding of materials and tools.

2 Task Assignment Overview

2.1 Task Assignment Description and Familiarisation Session

The Task Assignment is the main competition task used to assess the competitors' skills. It defines what the competitors must complete during the competition and forms the basis for all assessments. The final result is evaluated only on the finished work produced during the official competition time.

A familiarisation session is organised on C-1. During this session, competitors may enter the workshop, see the workspace, check the available tools and materials, and ask questions about procedures or practical arrangements. Competitors are not allowed to practise, start, or rehearse any part of the Task Assignment during this session.

2.2 Task Assignment Structure

The competition consists of two modules. Competitors complete both modules on the same wall, using separate areas of the workpiece. A total of 6 hours is allocated to completing both modules. Competitors may divide this time between the modules as they choose.

Module A: Painting

Competitors apply a decorative colour-wash finish to a wall area. The colour wash consists of a base colour followed by a lighter or darker variation of the same colour, applied using a sponge or cloth.

Competitors receive the stencil and task instructions at the start of the competition. Competitors must position the stencil in the centre of the painted area and paint accurately using a foam pouncer, without paint leaking beneath it.

The painting area is approximately 1,060 × 1,200 mm.

Module B: Wallpaper and Moulding

Competitors cover the wall area with wallpaper, accurately aligning the pattern and seams according to the task requirements. Finish the wallpaper neatly around the outer edges of the board.

The wallpapering area is approximately 1,060 × 1,100 mm.

The finished work must include the supplied moulding, which is pre-cut to the required length and ready for installation.

The Task Assignment defines the exact requirements, including surface preparation, dimensions, colours, patterns, work area boundaries, stencil placement, moulding installation, and required finishes.

2.3 Task Assignment Technical Requirements

Competitors are required to demonstrate the following skills and knowledge:

- preparing surfaces for painting and decorating;
- applying paint using different painting techniques;
- achieving a smooth and even painted finish;

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- applying a colour-wash finish using a sponge or cloth;
- positioning and painting a stencil accurately without paint leaking beneath it;
- applying wallpaper accurately to the working surface;
- aligning wallpaper patterns and seams correctly;
- making accurate cuts around required elements; and
- installing moulding using a finishing nailer.

The Task Assignment defines the requirements, including dimensions, colours, patterns, placement, materials, and finishes, and may include task-specific variations or additional elements.

3 Materials and Equipment

3.1 Materials and Equipment Provided by the Competition Organiser

The Organiser provides the materials, tools, and equipment listed below.

Images are for reference only. They do not indicate a specific brand or model unless otherwise stated in the specifications. Quantities are per competitor unless otherwise stated.

Items will be available at the competitor's workstation or in the designated competition area, as appropriate. Where exact brands, models, or task-specific material details are not specified, these may be confirmed before the competition or defined in the Task Assignment, as appropriate.

No.	Equipment / Material	Picture	Specifications	Quantity
01	Pre-painted plasterboard		1,060 × 2,300 mm	1
02	Step ladder			1
03	Work light			1
04	Foldable wallpaper table			1
05	Extension lead			1
06	Paint tray			1
07	Sponge		For colour wash	1

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08	Piece of cloth		For colour wash	1
09	Mixing stick			4
10	Paint can		For mixing paint	2
11	Paint roller		180 mm	1
12	Brush		Suitable for the painting task	1
13	Cutting tool			1
14	Spirit level			1

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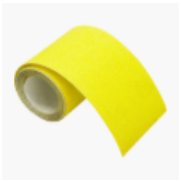
15	Wallpaper smoother			1
16	Paste roller			1
17	Wallpaper tear-off ruler			1
18	Sponge		For cleaning paste	1
19	Bucket			1
20	Foam pouncer			1
21	Stencil		The exact stencil design will be revealed at the start of the competition.	1

22	Finishing nailer		Shared equipment in the competition area	1
23	Water-based interior wall paint		Different colours as required for the task	
24	Painter's tape		50 m	1
25	Paper-based non-woven wallpaper		The exact wallpaper design will be revealed at the start of the competition.	½ roll
26	Sandpaper		300 mm from roll	
27	Wallpaper adhesive		Ready-to-use	1
28	Moulding		12 × 42 mm; supplied cut to the required length and ready for installation	1
29	Masking tape with plastic sheeting			1

3.2 Materials and Equipment Supplied by Competitors

Competitors may bring only the materials, tools, and equipment listed below. Personal tools and equipment must fit within a toolbox or tool case suitable for checked luggage, with a maximum

total weight of 23 kg, including the toolbox or case. This requirement does not apply to clothing, footwear, personal protective equipment (PPE), or equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.

Images are for reference only. They do not indicate a specific brand or model unless the specifications state otherwise. Quantities are per competitor unless otherwise stated.

No.	Equipment / Material	Picture	Specifications	Quantity
01	Woven gloves			1 pair
02	Rubber gloves			1 pair
03	Vinyl gloves			1 pair
04	Protective clothing			1
05	Safety shoes			1 pair
06	Safety glasses			1
07	Refuse bags		For covering paint trays	1

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08	Measuring tape		1

3.3 Prohibited Materials and Equipment

Competitors may use only the materials, tools, and equipment listed in Sections 3.1 and 3.2, unless otherwise authorised by the Skill Manager or Chief Judge. This restriction does not apply to clothing, footwear, or personal protective equipment (PPE) required in Section 4.1, or to equipment required due to the competitor’s condition or special needs and agreed in advance with the Organiser.

All other materials, tools, and equipment are not permitted.

4 Skill-Specific Requirements

4.1 Skill-Specific Requirements

The Skill-Specific Requirements below apply to this Skill Competition and must be followed in addition to the Abilympics Competition Rules. The Skill Manager or Chief Judge may provide additional instructions, as needed, to ensure the competition is conducted safely and fairly.

Topic	Skill-Specific Requirements
Materials and tools provided by the Organiser	Competitors must check all materials, tools, and equipment provided by the Organiser before the competition begins. If anything is missing, damaged, or defective, competitors must immediately inform the Judges. No replacements will be provided after competition time has commenced, unless authorised by the Judges. If equipment provided by the Organiser fails and the failure is confirmed not to have been caused by the competitor, the Chief Judge may grant additional time.
Use of personal tools	Competitors may bring and use only the personal tools, materials, and equipment listed in Section 3.2. This restriction does not apply to equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.
Personal protective equipment (PPE)	Competitors must wear protective clothing, safety footwear, and safety glasses during the competition. Appropriate protective gloves must be worn during painting tasks, as required for the specific work process.
Clothing / Uniform	Competitors must wear their own suitable workwear, including safety shoes. Clothing must not display large commercial logos or promotional branding. Small, non-distracting brand marks are permitted.
Sideline coaching	Competitors must remain at their workstations or within the designated competition area during competition time, unless authorised to leave by the Judges. Competitors may not communicate with other competitors or members of the public during competition time. Competitors may communicate with Judges, Interpreters, personal assistants, and other authorised persons when required. The role and permitted involvement of a personal assistant must be agreed in advance with the Organiser based on the competitor's condition or special needs.

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Topic	Skill-Specific Requirements
Use of technology	Competitors may not use personal laptops, tablets, mobile phones, smartwatches, or other personal communication or electronic devices during competition time. Competitors must store such devices away and may access them only during the lunch break or at the end of the competition day. This restriction does not apply to devices required due to the competitor's condition or special needs and agreed in advance with the Organiser. Judges and Interpreters may use devices required for their official duties only as agreed by the Skill Manager and the Chief Judge. The Skill Manager and the Chief Judge may use devices required for competition management and will specify any additional restrictions or permitted device use within the competition area.

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5 Assessment Framework

5.1 Assessment Principles

All Abilympics Skill Competitions are marked out of 100 points.

Points are divided between criteria that reflect the required skills and expected outcomes.

Two methods of assessment are used:

- **Measurement**: objective, factual scoring (e.g., size, accuracy).
- **Judgement**: expert evaluation of quality, technique, and artistic choices.

5.2 Assessment Areas

Detailed marking criteria and scoring are provided in the Task Assignment.

Assessment focuses on the following key areas:

Assessment Area	Points
Module A: Painting	60
Module B: Wallpaper and Moulding	40
Total	**100**

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