

Technical Description

Painting and Waste reuse

Skill 35



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1 Skill Overview

1.1 Skill Name and Category

Painting and Waste reuse, Crafts and Leisure

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: Designing an Artwork
- Module B: Creating an Artwork
- Module C: Story Behind the Artwork – 1 hour

A total of 5 hours is allocated to Modules A and B, and competitors may divide this time freely between the two modules.

Module C has a fixed competition time of 1 hour.

1.4 Description of the Skill

Painting and Waste Reuse is a creative skill focused on transforming waste materials into functional and/or aesthetic objects. Competitors design and produce original creations using discarded items, guided by a specific theme or concept. The process involves imaginative repurposing, artistic painting, and thoughtful composition to give new life to materials that would otherwise be considered waste.

Success in this skill requires innovation, environmental awareness, and strong design and craftsmanship.

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.

During familiarisation, competitors may familiarise themselves with the construction waste materials provided for Modules A and B. The materials are revealed for the first time during the familiarisation session and are not disclosed in advance. Competitors may examine the available materials, but may not take photographs of them. Competitors may not begin or practise any part of the Task Assignment during familiarisation.

2.2 Task Assignment Structure

The competition consists of three modules. Competitors have 5 hours for Modules A and B, which they may divide freely between the two modules. Module C has a fixed competition time of 1 hour.

Competitors design and create an artwork using construction waste materials. The construction waste materials for Modules A and B are revealed on C-1. The artwork must represent biodiversity or the theme of sustainable development. Construction waste materials may include timber, plasterboard, tiles, wallpaper, and paint. Reusing construction materials supports sustainable development and the circular economy while enabling the creation of new useful objects or works of art.

Module A: Designing an Artwork

Competitors design an artwork on a 1 m × 1 m plasterboard using the construction waste materials provided. Competitors may compose and sketch their design on the plasterboard.

Module B: Creating an Artwork

Competitors create the artwork on the plasterboard base using the provided construction waste materials. The completed artwork must follow and develop the design created in Module A.

Module C: Story Behind the Artwork

Competition time: 1 hour

Competitors present the story behind their artwork and explain how it relates to biodiversity or sustainable development. Competitors may use an interpreter during the presentation.

2.3 Task Assignment Technical Requirements

Competitors are required to demonstrate the following skills and knowledge:

- developing and communicating an original design concept;
- designing an artwork based on the given theme;
- selecting and creatively reusing construction waste materials;
- recognising the possibilities and limitations of different reused construction materials;
- combining different materials appropriately in the artwork;
- applying suitable construction, assembly, and finishing techniques;
- using tools and materials safely and appropriately;
- working accurately and efficiently;
- applying principles of sustainable development, reuse, and the circular economy;
- minimising material waste when creating the artwork; and
- presenting and explaining the concept, material choices, and story behind the finished artwork.

The Task Assignment defines the exact requirements, including the theme, dimensions, materials, presentation requirements, 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	Plasterboard		13 × 1000 × 1000 mm	1
02	Utility knife			1
03	Handsaw			1
04	Tile cutter			1 per 3 competitors
05	Tile pliers			1
06	Paints		Several colours	Sufficient quantity

No.	Equipment / Material	Picture	Specifications	Quantity
				
07	Paintbrushes			3
08	Wallpaper		Several types	Sufficient quantity
09	Wallpaper glue			1 per 3 competitors
10	Tile glue			1 per 3 competitors
11	Tiles		Several types and colours	Sufficient quantity
12	Work table			1
13	Board		22 × 100 × 1000 mm	4

No.	Equipment / Material	Picture	Specifications	Quantity
14	Screws		5 × 50 mm	Sufficient quantity
15	Screwdriver	Ruuvi- ja Porakoneet - Makita akkuporakone ddf484t - DDF484T		1
16	Screwdriver bit			1
17	Pen and paper		For designing and sketching	1 set

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.

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No.	Equipment / Material	Picture	Specifications	Quantity
01	Tape measure		Competitor's choice	1
02	Safety glasses			1

No.	Equipment / Material	Picture	Specifications	Quantity
			Suitable for protection against flying particles during cutting, drilling and tile work	
03	Protective gloves		Suitable for handling rough or sharp construction materials	1 pair
04	Safety footwear		Closed footwear with toe protection, suitable for workshop work	1 pair
05	Hearing protection		For use where required by the equipment or noise level	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 provide their own safety glasses, protective gloves, safety footwear with toe protection, protective clothing, and hearing protection. Protective clothing and safety footwear must be worn throughout the practical work. Safety glasses must be worn during cutting, drilling, tile work, and other operations involving flying particles. Suitable protective gloves must be used when handling rough or sharp materials, in accordance with the equipment's safety instructions. Hearing protection must be used where required by the equipment or noise level.
Clothing / Uniform	There is no mandatory uniform. Competitors must provide and wear suitable protective workwear for painting and construction craft work. Clothing must allow safe movement and must not have loose parts that could become caught in tools or equipment. 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

Topic	Skill-Specific Requirements
	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.
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.

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
Preparing Reuse Materials	15
Drafting the Work	15
Technical Execution	25
Creativity of the Work	30
Ecological and Sustainable Viewpoint	15
Total	100