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1. General Contest Information

1.1: Purpose of Contest

To provide competitors with the opportunity to demonstrate, through practical and theoretical application, their skills and task knowledge in the industry relevant to practiced skills, what is found in industry, and employment relevant to:

- Creative problem solving in relation to a specific target market
- Technical competence of Adobe Photoshop
- To modify and manage digital imagery and typography
- To gain knowledge and understanding of real-world expectations in this field

Assignment to be provided at time of competition start.

1.2: Objective/Description of event

To produce a specified set of designs (physical and digital products) following a creative brief for a client. Creative brief will be given the morning of competition.

1.3: Technical Committee

Chair(s): Katie Ohlke – ohlkek@limestone.on.ca

Judge(s): Grace Lavergne

1.4: Contest Schedule

Date and Location: Thursday, February 26, 2026 – St. Lawrence College

9:00 – 9:30	Competitor Registration and Welcome (Cafeteria)
9:30 – 12:30	Competition
12:30 – 1:00	Lunch
1:00 – 3:00	Competition
5:00	Awards Ceremony (Gymnasium)

*Competitors must be on time for their contest or may be disqualified at the discretion of the Technical Committee.

Closing ceremony: Thursday, February 26th hosted at St. Lawrence College at 5:30pm



1.5: Additional Information

Images will be provided to be included in competition, no other sources of photographic elements should be used in the designs.

*please note that this competition may have an altered timetable to allow judges increased time for marking.

2. Skills and Knowledge to be Tested

2.1: Specific Requirements

The contest will have a rubric scoring system. The overall score will be the sum of the points awarded for each of the components. Points are awarded as the competitor(s)/project successfully meets/completes certain performance criteria. Performance criteria are structured, when possible, to provide a range of tasks from easy to complex for each category.

Competitors are expected to demonstrate:

- Project planning and time management
- Design basics including colour theory, page layout, bleeds, image resizing, typography, package design, etc.
- Technical competence computers, including file management
- Merging computer graphics into an existing die-line
- Using industry standard software
- Assembly and presentation of final mock-up when required
- Working under pressure
- Following verbal and written communication

3. Judging Criteria

3.1: Rubric

Technical Elements **/50**

Creative elements **/50**

Total **/100**

3.2: Tie Breakers

In the event of a scoring tie, the judges may use their discretion based on visual appeal to select a winner.



4. Equipment and Materials

4.1: Supplied by Competitor

- Ruler, pencil, pencil sharpener and eraser suitable for preliminary design work
- Blank paper for preliminary design work
- Refillable water bottle, water stations will be on/ near the contest site
- USB to save artwork at the end of the competition
- Competitors must be dressed in an appropriate for work manner

4.2: Supplied by Competition

- Tables and chairs
- Microsoft Windows operating system
- Monitor, mouse and keyboard
- Adobe Photoshop
- All images and text to be utilized within the competition

***Contest will be PC based**

4.4: Prohibited

***All phones and personal devices will be strictly prohibited in the competition area.**

5. Safety

Safety is a priority at the Limestone Skills Competition. At the discretion of Technical Committee, any competitor can be removed from the competition site for not having the proper safety equipment and/or not acting in a safe manner.