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1. General Contest Information

1.1: Purpose of Contest

To evaluate competitors' understanding and ability to solve a problem using software as well as displaying coding skills. This contest is offered as an official contest. This contest is not offered at the Skills Canada National Competition (SCNC). For WorldSkills Information, please visit the Skills Ontario website under Competitor Eligibility.

1.2: Technical Chair

- Jon Swaine, Bayridge SS
- Contact: swainejw@limestone.on.ca

1.3: 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 – 3:30	Competition
3:30 – 4:00	Clean-Up
4:00 – 5:00	Dinner (pizza provided)
5:00 – 6:30	Awards Ceremony (Gymnasium)
6:30 – 7:30	Open house and collection of projects/tools

*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

1.4: Challenge Statement

For this challenge the competitor will use object-oriented programming to create a program that solves a large-scale problem, simulating something in the "real world". One example might be creating an inventory system for a business. Once finished (at 2:00), they will print out all their code (on paper), and they will stay to present their program to the judges - a 5 minute *maximum* presentation showing how their program works and how much of the "assignment" they got done.

2. Skills and Knowledge to be Tested

PRACTICAL 100%

The following programming languages are accepted for this competition:

- C/C++
- C#
- Python
- Java

In addition …

- Students should be prepared for the competition by developing the following knowledge/abilities:
  - Problem solving/knowledge
  - Creating user requirements
  - Planning and flowcharts

Programming Skills

- Variables
- File I/O
- Algorithms
- Arrays/Lists
- Control Structures
- Object Oriented programming concepts.
- Console Based Applications and/or Windows/Mac based applications.
- Students must provide source files (.js, .cs, or .py), project files where applicable, and are encouraged to include an executable/jar file.

Automated coding tools, such as GitHub Copilot and ChatGPT, are not permitted. Competitors using these tools will be disqualified at the discretion of the Technical Committee.

3. Judging Criteria

Criteria Checklist - How much of the challenge was completed successfully? Were there any bonus/creative features added that made it stand out? To be evaluated by the judges DURING the presentation.	50%
Final Product and Presentation - How was the user experience when running the program … (ease of use, user interface, user-friendliness)? Did the presentation show good knowledge? To be evaluated by the judges DURING the presentation.	25%
Code Review – Coding standards (commenting and structure), readability, quality of solutions, logic, creativity. To be evaluated by the judges AFTER the presentation.	25%
Total, Mark out of 100	100%

As the rules state, there are no ties. If the score is tied after the contest, the final product will be used as the tie breaker.

Rule infractions will result in appropriate mark deductions at the discretion of the Technical Committee. Any disqualifications will be reviewed by the Director of Competitions.

4. Equipment and Materials

4.1 Supplied by Competitor:

- Students are expected to bring their own computer, BYOD – Bring Your Own Device
- Compatible computer with Windows or Mac
- Preferred IDE (Integrated Development Environment) for your language of choice (Microsoft Visual Studio, Visual Studio Code, IntelliJ, BlueJ, Eclipse, etc.)
- Competitors may only use the built-in functions/classes which come from the standard libraries of the corresponding SDKs (Software Development Kits):
  - Only standard libraries from Java/Python are allowed
  - Only the APIs/Classes in .NET runtime are allowed
  - Only Microsoft implementation of the C runtime library (CRT) and Microsoft implementation of the C++ standard library shipped with Visual Studio are allowed
- No back up devices will be provided.
- Refillable water bottle, water stations will be on/ near the contest site.
- All general health and safety guidelines and protective equipment as noted in the Safety section

4.2 Supplied by Skills Ontario Technical Committee:

- Access to WiFi
- Printers to print code once finished

- Google Drive folder where competitors will hand-in their folders of work
- Power outlets

Use of the Internet, books, notes, materials, old programs, and assisting devices is/are allowed.

Prior to attending the Limestone Skills Competition, students should be familiar and competent in the use of the tools and equipment listed above as well as what safety precautions will be observed.

5. Safety

Safety is a priority at the Limestone Skills Competition. At the discretion of the 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.