



2025 27th ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION

CONTEST NAME: Electronics

CONTEST NO: 16

CATEGORY: Secondary– Maximum 6 competitors

CONTEST LOCATION: Manitoba Institute of Trades and Technology – 7 Fultz – Fabrication lab

CONTEST START TIME AND DURATION:

8:30 am start time – approximately 1:00 pm

PURPOSE OF CHALLENGE:

To evaluate each competitors' skills and to recognize outstanding students for excellence and professionalism in the field of Electronics Technology

SKILLS AND KNOWLEDGE TO BE TESTED:

The contest will cover the theoretical (**20 %**) and practical (**80%**) aspects of current state of the art electronic industry standards. The competitor **may** be asked to demonstrate abilities in the following areas:

- Interpret electronic schematic diagrams, wiring diagrams, and technical specifications.
- Identify and test common electrical and electronic components.
- Construct, analyze and troubleshoot DC circuits including series resistance, parallel resistance, series-parallel resistance and switching circuits.
- Construct, analyze and troubleshoot AC circuits including capacitive, inductive and RLC circuits.

- Construct, analyze and troubleshoot analog circuits including comparator circuits and regulated power supplies.
- Hand solder through-hole or surface mount components on a printed circuit board to acceptable industry standards.
- Hand de-solder components on a printed circuit board to acceptable industry standards.
- Reverse engineer an electronic circuit.
- Troubleshoot simple electronic circuits having a preinstalled fault.
- Demonstrate use of common electronic measuring equipment including multimeters, power supplies, frequency generators and oscilloscopes

POINT BREAKDOWN / 1000 TOTAL:

Theory – **20%**

Practical – **80%**

NATIONAL COMPETITION ELIGIBILITY:

- A mark of **70% or higher** must be scored by the gold medalist in each contest in order for them to attend the National Skills Competition

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

All equipment/materials required for contest, but not supplied by competitor.

EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:

Hand Tools:

- 25 watt Solder Iron, Stand, Tip Cleaner, tips of choice. **Butane solder devices will not be allowed.**
- Hand vacuum extractor or Solder Wick
- Long nose pliers
- Side Cutters
- Wire Stripper
- Screwdrivers; Slot, Philips
- “Third Hand” including magnifying glass
- Power bar, 4 or more outlet
- **Extra equipment will be available if needed**
- **Students will be provided with instruction on any test equipment being used.**

Technical Committee will inspect other tools for suitability.

Miscellaneous:

- Pens, pencils, eraser, ruler
- Safety Glasses/Goggles
- 2 breadboards, minimum size each 2" x 6" (wire will be supplied)
- Desk Lamp (optional)
- No programmable calculator
- Hearing protection to block out some of the noise from other contests

WORKSITE SAFETY RULES / REQUIREMENTS:

Competitors are to be dressed in a clean and safe manner (no jewelry on hands or wrists).

Safety glasses must be worn for the soldering/desoldering project. Failure to comply with Tech Committee Members may result in disqualification from the competition at the discretion of the Committee.

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

In the event of a tie, the winner will be determined by the highest mark in the breadboarding project will be declared the winner.

If a tie still exists then the winner will be determined by the highest mark in the soldering and desoldering projects.

If a tie still exists then the winner will be determined by the highest mark in the reverse engineering project.

THE IMPORTANCE OF ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY;

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential Skills) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The following 9 skills have been identified and validated as key skills for success for the workplace: 1.Numeracy, 2.Communication, 3.Collaboration, 4.Adaptability, 5.Reading, 6.Writing, 7.Problem Solving, 8.Creativity and Innovation, 9.Digital

TECHNICAL COMMITTEE MEMBERS CONTACT INFORMATION:

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