2026

BRICS SKILLS COMPETITION

(BRICS+ FUTURE SKILLS & TECH CHALLENGE)

International Digital Resources Design and Application Competition

BRICS-FS-59

Technical Description

(International Final_Offline)

June , 2026

Contents

1 Event Overview 1

1.1 Basic Event Information 1

1.2 Brief Event Description 1

2 Skill Standards (Knowledge and Skill Requirements for Participants) 3

3 Competition Content 9

3.1 Competition Content of Each Category 10

3.2 Competition Duration and Scoring 13

4 Scoring Criteria 13

4.1 Overall Design of Scoring Framework 13

4.2 Scoring Dimensions and Score Composition 13

4.3 Key Scoring Points of Each Dimension 14

4.4 Scoring Mechanism Design 15

4.5 Result Compilation and Ranking Rules 16

4.6 Scoring Quality Assurance Mechanism 17

5 Event Organization and Management 18

5.1 Expert Panel 18

5.2 Judging Panel 18

5.3 Arbitration Panel 19

5.4 Technical Support Team 19

5.5 Event Execution Team 19

BRICS Skills Competition (BRICS+ Future Skills Challenge)

5.6 Official Communication Channels..... 19

6 Competition Materials and Equipment..20

7 Competition Questions.....21

8 Appeal, Arbitration and Emergency Plan..... 21

9 Competition Guidelines..... 22

9.1 Participant Guidelines..... 22

9.2 Instructor Guidelines..... 23

10 Competition Awards and Recognition. 24

10.1 Certificate Issuance..... 24

10.2 Provincial/Regional Preliminary Competition Awards Rules.....25

10.3 International Finals Awards Rules.....25

11 Penalty Provisions for Violations.....27

BRICS Skills Competition (BRICS+ Future Skills Challenge)

1 Event Overview

1.1 Basic Event Information

Event Name: 2026 BRICS Vocational Skills Competition (BRICS Future Skills and Technology Challenge)

Sub-event Name: Design and Application of Internationalized Digital Resources

Sub-event Code: BRICS-FS-59

Team Size (per team): 3–5 participants

Event Stage: International Final

1.2 Brief Event Description

Design and Application of Internationalized Digital Resources Event, 2026 BRICS Vocational Skills Competition (BRICS Future Skills and Technology Challenge)

This competition is built on the Digital Intelligent Cloud Platform of Dalian University of Technology Press. It consists of four categories: Design and Application of Internationalized Digital Teaching Materials, Design and Application of Internationalized Curriculum Resources, Design and Application of Internationalized Post Training Resources, and Design and Application of "Chinese Language + Vocational Skills" Resources. Participating teams shall complete tasks including resource development, content compilation, scheme drafting and on-site presentation with various creation tools. This is a team competition with 3 to 5 members per team; cross-institutional team formation is prohibited.

This event mainly assesses core competencies such as digital resource development, bilingual/multilingual content adaptation, cross-cultural teaching design, and practical implementation of teaching schemes. Participants are required to master professional capabilities covering digital resource production, internationalized teaching design,

BRICS Skills Competition (BRICS Future Skills Challenge)

cross-cultural communication and vocational curriculum planning. Specific requirements are listed below: （1） Be familiar with policies, industrial standards and creation specifications concerning digital education and international vocational education; master theoretical knowledge of digital resource development, bilingual/multilingual content design and cross-cultural communication; possess the capabilities of compliant creation, cultural evaluation and ideological risk control. （2） In accordance with the requirements of the four competition categories, combined with application scenarios such as classroom teaching, on-the-job training and cross-border talent cultivation, develop entries including digital textbooks, video resources and post training resource packages via the competition platform. All works shall feature complete content, standardized formats and coherent logic, integrate multimedia and interactive digital designs, and meet diverse teaching demands. （3） Comply with internationalized design standards and produce works in Chinese-English bilingual or multilingual versions. Standardize professional terminology and polish language expressions, accommodate differences between Chinese and foreign teaching models, learning habits and cultures, and develop deliverables suitable for foreign-related scenarios including international student teaching, cross-border vocational training and overseas employment services. Teams shall complete on-site demonstrations and elaboration on practical value to ensure entries are implementable, promotable and reusable.

2 Skill Standards (Knowledge and Skill Requirements for Participants)

Skill standards define the knowledge, understanding and specific competencies that represent international best practices in technical and vocational performance. Such standards reflect a global consensus on the requirements of relevant job roles or occupations within industries and enterprises.

Vocational skill competitions are designed to demonstrate the international best practices and proficiency levels outlined in these standards. Accordingly, the standards serve as guidance for all training and preparation work related to the competition.

Vocational Competency	Work Content	Skill Requirements
1. Theoretical Cognition & Compliance Control	1.1 Understanding of Industry Specifications and Policies	1.1.1 Be familiar with policies and regulations related to digital education and international vocational education; master technical specifications, quality standards and industrial creation guidelines for digital educational resource development.1.1.2 Grasp original creation requirements and copyright norms for digital teaching resources; be well-versed in relevant knowledge and accountability systems for content review.1.1.3 Understand general

BRICS Skills Competition (BRICS+ Future Skills Challenge)

Vocational Competency	Work Content	Skill Requirements
		rules of international educational cooperation; possess cross-cultural communication competence and multicultural educational philosophies; master basic requirements of data compliance, intellectual property protection and global digital education governance in cross-border educational communication.
	1.2 Basic Application of Language and Cross-Culture	1.2.1 Master standardized translation of professional terminology to ensure accurate meanings, smooth sentences and compliance with international expression habits; own the capability of localized terminology conversion under cross-cultural contexts.1.2.2 Comprehend differences between Chinese and foreign teaching models, learning habits and cultures; be able to avoid cultural cognitive biases.1.2.3 Master integrated teaching skills of "Chinese Language + Vocational Skills"; design and present at least one integrated

BRICS Skills Competition (BRICS Future Skills Challenge)

Vocational Competency	Work Content	Skill Requirements
		teaching segment to demonstrate the linkage design of language and vocational skills.
2. Planning & Design	2.1 Overall Planning of Digital Resources	2.1.1 Complete overall positioning and framework design of digital resources combined with application scenarios including teaching, cross-border training and overseas employment.2.1.2 Sort out content structures, divide knowledge modules and confirm presentation forms of entries in accordance with the requirements of the four competition categories.2.1.3 Formulate resource development ideas, design schemes and practical application plans based on internationalized teaching demands.
	2.2 Design of Teaching Schemes and Evaluation Systems	2.2.1 Be capable of setting curriculum training objectives and planning teaching contents.2.2.2 Design teaching methods, organizational procedures and diversified assessment & evaluation systems adapted to international scenarios.2.2.3 Compile post

BRICS Skills Competition (BRICS+ Future Skills Challenge)

Vocational Competency	Work Content	Skill Requirements
		competency standards and skill level evaluation standards referring to job requirements of employees in overseas Chinese-funded enterprises.
3. Resource Development & Production	3.1 Production of Internationalized Digital Teaching Materials	3.1.1 Skilled in building single-chapter digital textbooks, layout design and content compilation via the Digital Intelligent Cloud Platform.3.1.2 Integrate multimedia and digital functions including pictures, texts, audio & video, interactive exercises and knowledge point links.3.1.3 Optimize content layout to ensure textbooks fit online, offline and foreign-related teaching scenarios.
	3.2 Production of Internationalized Curriculum Resources	3.2.1 Complete teaching script writing, content proofreading and logical sorting, and produce standardized short teaching videos.3.2.2 Standardize video frames, dubbing and bilingual/multilingual subtitles to guarantee standardized demonstration processes and accurate explanation of

Vocational Competency	Work Content	Skill Requirements
		knowledge points.3.2.3 Match complete script documents to achieve high consistency between videos and written texts.
	3.3 Production of Internationalized Post Training Resource Packages	3.3.1 Develop integrated training resources including post competency evaluation criteria, micro-lessons and courseware as a complete set.3.3.2 Sort out training contents in line with international vocational skill standards to make resources fit practical post operation demands.3.3.3 Ensure full adaptability and standardized layout of all resources, and build a logically complete training resource system.
	3.4 Creation of "Chinese Language + Vocational Skills" Resources	3.4.1 Determine creation themes based on overseas post demands, and design teaching sessions such as practical training, Chinese dialogues and classroom interaction.3.4.2 Select suitable presentation forms to complete entries and realize deep integration of vocational skill teaching and

BRICS Skills Competition (BRICS+ Future Skills Challenge)

Vocational Competency	Work Content	Skill Requirements
		Chinese language teaching.3.4.3 Optimize contents according to local overseas characteristics to adapt to learning of foreign trainees and cross-border pre-job training.
4. Entry Inspection & Optimization Capability	4.1 Self-inspection and Optimization of Entries	4.1.1 Conduct comprehensive self-inspection and revision of all digital resources and teaching schemes in terms of content, format and logic.4.1.2 Test the performance of interactive functions, audio & video playback and page jumps to debug and optimize entries.4.1.3 Proofread bilingual/multilingual texts and professional terminology, and revise grammar, translation and expression errors.
	4.2 Content Compliance & Cultural Adaptation	4.2.1 Check potential content risks to ensure entries comply with laws, regulations and positive value orientation.4.2.2 Guarantee cultural adaptability of entry contents, eliminate cultural misunderstandings and sensitive expressions, and meet cross-border

BRICS Skills Competition (BRICS Future Skills Challenge)

Vocational Competency	Work Content	Skill Requirements
		communication requirements.
5. Presentation, Application & Result Elaboration	5.1 On-site Demonstration & Explanation	5.1.1 Skilled in on-site operation and function demonstration of entries, clearly display core contents and digital features of works.5.1.2 Systematically elaborate the design ideas, creative highlights and detailed internationalized adaptation design of entries.
	5.2 Illustration of Application Value & Implementation	5.2.1 Explain the application paths and practical value of entries combined with scenarios such as foreign-related teaching, cross-border training and cultural communication.5.2.2 Interpret result promotion and reuse plans as well as overseas implementation schemes to reflect the universality and promotion value of resources.

BRICS Skills Competition (BRICS Future Skills Challenge)

3 Competition Content

This is a team competition with each team consisting of 3 to 5 members. There are no separate competition divisions, and each team may only select one category to

participate. All participants shall follow identical competition content, time limits and scoring criteria. The competition is divided into two stages: domestic preliminary trials and international finals, with four available entry categories in total. All categories adopt the same assessment process, time allocation and scoring system. Teams shall independently select their competition category before the event. All team members are required to be present on competition day, and in principle every team member shall take part in the presentation and Q&A session.

3.1 Competition Content of Each Category

Category 1: Design and Application of Internationalized Digital Teaching Materials

Centering on teaching scenarios including Sino-foreign cooperative education and education for international students in China, teams shall develop new digital overseas-oriented textbooks suitable for cross-border teaching, overseas learners and campus internationalized instruction. The textbooks shall adopt a modular, project-based and task-oriented structural framework. Relying on the Digital Intelligent Cloud Platform of Dalian University of Technology Press, teams shall complete the design, content compilation, interactive development and practical application planning for a full chapter of digital teaching materials. Entries shall integrate multimedia and interactive teaching resources to fit the online-offline blended international teaching model. Participating teams shall submit standardized textbook documents and deliver an on-site demonstration report to elaborate on the practical application value of the textbooks in internationalized teaching.

Required Submissions: PDF file of the textbook chapter exported from the Digital Intelligent Cloud Platform, and WORD file of the textbook practical implementation

plan. File naming rule: Team Name (e.g. XXX University - Team 1) + Category 1

Category 2: Design and Application of Internationalized Curriculum Resources

Targeting university internationalized major courses, Sino-foreign co-built courses, cross-border shared courses and exclusive courses for international students, teams shall produce teaching videos covering intensive explanations of professional knowledge points, practical vocational skill operations, technical process demonstrations, fine traditional Chinese culture and other themes. All works shall comply with rigorous teaching principles to ensure clear logical structure and highlighted key content. Participating teams will present their entries on-site and illustrate the implementation approaches and application value of such resources in empowering internationalized teaching.

Required Submissions: Curriculum resources in video format (no longer than 15 minutes), WORD documents of teaching courseware and teaching design plans. File naming rule: Team Name (e.g. XXX University - Team 1) + Category 2

Category 3: Design and Application of Internationalized Post Training Resources

Participating teams shall develop practical bilingual or multilingual training resource packages tailored to the actual training needs of local talents and adapted to the job scenarios of employees in overseas Chinese-funded enterprises. Entries shall balance language adaptation and professional job content, and design implementable regular training programs. The aim is to empower the cultivation of local personnel's professional capabilities through high-quality bilingual or multilingual resources, accurately enhance their professional ethics and job skills, support overseas employment and job development with premium training resources, and promote the effective implementation of local employee training.

Required Submissions: Standard WORD documents, micro-lesson MP4 files, and training courseware PPT files, submitted in a compressed package. File naming rule: Team Name (e.g. XXX University - Team 1) + Category 3

Category 4: Design and Application of "Chinese Language + Vocational Skills" Resources

Targeting overseas campus programs, Chinese workshops, international students studying in China, and skill upgrading training for local staff of overseas Chinese-funded enterprises, teams shall develop integrated digital resources combining practical Chinese language application and hands-on vocational skill training. The resources break the separation of language learning and professional skill instruction, realize integrated education where language facilitates career development and vocational skills consolidate language proficiency, and fit universities′ distinctive international education and overseas Chinese vocational training scenarios. Participating teams shall deliver an on-site presentation to elaborate on the core value and application paths of their works in global Chinese promotion, vocational skill export and overseas employment.

Teams may present entries in one of three formats: Digital Teaching Materials, Curriculum Resources or Training Resource Package.

(1) For entries in the format of Digital Teaching Materials: Submit the PDF file of textbook chapters exported from the Digital Intelligent Cloud Platform of Dalian University of Technology. File naming rule: Team Name (e.g. XXX University - Team 1) + Category 4

(2) For entries in the format of Curriculum Resources: Submit video-based curriculum resources (no longer than 15 minutes), teaching courseware and teaching design plans.

File naming rule: Team Name (e.g. XXX University - Team 1) + Category 4

(3) For entries in the format of Training Resource Package: Submit all relevant resources within a compressed package. File naming rule: Team Name (e.g. XXX University - Team 1) + Category 4

3.2 Competition Duration and Scoring

The on-site presentation time for all competition categories is uniformly set at 25 minutes, with an additional 5 minutes for Q&A session, bringing the total duration to 30 minutes. The full score is 100 points.

4 Scoring Criteria

4.1 Overall Design of Scoring Framework

Scoring for this event is conducted based on five core dimensions: Content Quality, International Adaptability, Format Standardization, Digital Design, and On-site Presentation & Innovation, adhering to the principles of unified standards, fairness, impartiality and comprehensive evaluation. In line with the digital and international development requirements of vocational education, the scoring takes into account the practicality, standardization, innovativeness and cross-border implementation value of entries. All categories and teams are assessed under the same core scoring dimensions, with refined scoring indicators applied separately to each category. In strict compliance with the rules of the BRICS Vocational Skills Competition, a multi-level tie-breaking mechanism is adopted to avoid tied rankings, ensuring clear differentiation and exclusive rankings for all participants.

4.2 Scoring Dimensions and Score Composition

The full score of this competition event is 100 points, divided into six fixed-weight scoring dimensions as listed below:

Standardization: 10 points

Content Quality: 20 points

Digital Technology Application: 20 points

Internationalization Level: 20 points

Teaching Effect and Practicability: 15 points

Innovation & Distinctive Features: 15 points

4.3 Key Scoring Points of Each Dimension

All entries must strictly avoid politically and culturally sensitive content and fully comply with compliance requirements for cross-border teaching resource development. Any entry containing relevant sensitive issues will be immediately disqualified from participation and scoring, and will not be evaluated under any subsequent scoring dimensions.

1. Standardization (10 points): The entry features complete overall formatting and standardized, compliant citations of all referenced content. It strictly adheres to ideological guidelines, eliminates political risks, cultural prejudices and all sensitive content, and conforms to the development specifications of cross-border digital educational resources and the format requirements of the competition.

2. Content Quality (20 points): All knowledge points are stated accurately without errors; the content boasts a complete structural system and clear logical flow. Selected cases match real scenarios of overseas post practice and cross-border teaching. The content difficulty is scientifically and reasonably calibrated to fit the learning demands of overseas employees and practical on-the-job application requirements.

3. Digital Design (20 points): The digital resources deliver a favorable interactive experience with well-integrated multimedia materials including graphics, texts, audio and videos. The interface layout is concise and user-friendly, the entry runs stably and smoothly, and it is compatible with a wide range of terminal devices and operating systems.

4. Internationalization Level (20 points): Bilingual or multilingual texts feature authentic and professional expression with unified, standardized translations of professional terminology. The design fully accommodates cultural and customary differences across countries, aligns with universal teaching norms of international vocational education, and its content design and presentation formats are highly adaptable to all overseas online and offline international teaching scenarios.

5. Teaching Practicability (15 points): The application scenarios of the resources are clearly and precisely defined, with complete supporting auxiliary materials such as teaching designs, implementation plans and user guides. The finished resources can be directly put into practical use, with strong replicability and promotion value.

6. Innovation & Distinctive Features (15 points): The resource development leverages new-generation digital technologies such as AI intelligent creation and intelligent proofreading. The teaching organization modes and multimedia integration forms are original and distinctive. Differentiated application scenarios are developed based on vocational education overseas outreach and cross-border talent cultivation, with prominent innovative highlights.

4.4 Scoring Mechanism Design

Judge Arrangement: A professional judging panel will be formed, consisting of vocational education experts, digital resource development technicians, and

practitioners engaged in bilingual/multilingual education and cross-cultural communication. Multiple judges will score independently.

Scoring Rules: Each judge shall score item by item in accordance with unified scoring criteria. The final score of each team will be calculated by removing the highest score and the lowest score, then taking the average of the remaining valid scores, with two decimal places retained.

On-site Supervision: Event supervisors will be assigned to oversee the entire scoring process and verify score sheets to prevent biased or irregular scoring, so as to guarantee fair and impartial evaluation.

Penalty for Irregular Works: If verified that entries involve plagiarism, unauthorized use of others' works, intellectual property infringement, uncredited source materials, or content that violates laws and regulations, ideological requirements or contains negative value orientation, the team shall be awarded zero points for this event.

4.5 Result Compilation and Ranking Rules

(1) Result Calculation Rules

The total competition score of each team is calculated by summing up valid scores of all dimensions. The full total score is 100 points, and all scores shall be rounded to two decimal places. This total score serves as the official final score of the participating team.

(2) Basic Ranking Rules

All teams are ranked in descending order of their total scores; higher total scores correspond to better rankings.

(3) Multi-level Tie-breaking Rules (No tied rankings, unique placement for all teams)

If two or more teams obtain identical total scores, a multi-level tie-breaking comparison mechanism will be activated. Original single-dimension scores will be compared sequentially according to a fixed priority order to separate rankings round by round until every team has a unique rank. The comparison priority is as follows:

First priority: Compare scores of the Standardization dimension; the team with a higher score takes precedence.

Second priority: If Standardization scores are equal, compare Content Quality scores; the team with a higher score takes precedence.

Third priority: If scores of the first two dimensions are equal, compare Digital Technology Application scores; the team with a higher score takes precedence.

Fourth priority: If scores of the first three dimensions are equal, compare Internationalization Level scores; the team with a higher score takes precedence.

Fifth priority: If scores of the first four dimensions are equal, compare Teaching Effect and Practicability scores; the team with a higher score takes precedence.

Sixth priority: If scores of the first five dimensions are equal, compare Innovation & Distinctive Features scores; the team with a higher score takes precedence.

If all six dimension scores are completely identical, all on-site judges will conduct an anonymous re-evaluation vote on site to determine rankings based on valid votes. The team receiving more valid votes will be ranked higher. In the event of a tie in votes, the Chief Judge shall cast the deciding vote to confirm the final ranking, ensuring no tied positions in the competition.

4.6 Scoring Quality Assurance Mechanism

(1) All judges will receive standardized pre-competition training to clarify scoring benchmarks, deduction criteria and judgment principles.

(2) Total scores are automatically calculated by the system to eliminate manual calculation errors.

(3) All teams ranking within the top 30% of total scores will undergo full score review; a random sampling review of no less than 15% will be implemented for the remaining scores.

(4) Unified review applications from participating institutions will be accepted during the score publication period to guarantee fairness and impartiality.

5 Event Organization and Management

5.1 Expert Panel

The Vocational Skill Expert Group consists of a Chief Expert, Deputy Chief Expert and expert members, who are jointly responsible for further revising technical documents related to this competition event. The institution where the Chief Expert is affiliated shall not send any participating teams to this event.

5.2 Judging Panel

The BRICS Vocational Skills Competition implements the "Chief Expert Responsibility System", under which the Chief Expert may concurrently serve as the Chief Judge. Members of the Judging Panel are selected from participating vocational colleges across the country and industrial experts with extensive teaching and practical experience. They may take part in judging only after receiving standardized training from the Expert Group and passing evaluation, and shall strictly abide by the recusal system. Each member of the Judging Panel performs separate duties without cross-concurrent posts, and the entire judging process is subject to supervision by the Arbitration Panel.

5.3 Arbitration Panel

The Arbitration Panel is composed of third-party supervisors. It oversees the judging work and random score review throughout the competition, accepts written appeals submitted by participating teams and organizes reconsideration, investigates and handles irregularities occurring during the event, so as to safeguard a fair and impartial competition.

5.4 Technical Support Team

This team is composed of technical staff from the technical support organization and core technicians of the platform supplier. They are fully responsible for competition platform maintenance, equipment commissioning, fault troubleshooting and technical consultation throughout the event to ensure the stable, secure and smooth operation of the competition system.

5.5 Event Execution Team

This team is made up of staff from the Chinese organizer, executive organizer, co-organizers and technical support units of the BRICS Vocational Skills Competition. It undertakes all implementation work of the event, covering full-cycle tasks including event organization, training delivery, publicity and promotion, score statistics and logistics coordination, to guarantee the smooth progress of the competition as scheduled.

5.6 Official Communication Channels

For inquiries regarding registration prior to the competition, participating institutions may join the official communication group dedicated to the Design and Application of Internationalized Digital Resources Event for consultation and discussion. All pre-competition training exchanges, on-site communication during the event, and

post-competition communication can also be conducted via this official group. Official QQ Group: 442378400 (All participating institutions are reminded to carefully verify the source of information released in the group and guard against fraud.)

6 Competition Materials and Equipment

Participating teams are required to submit the **Originality Statement and Authorization Letter for Entries**, promising that their works are original or have obtained legal authorization, and consenting to the competition organizing committee’s non-commercial display, promotion and archiving of the works. Authorization certificates must be provided if third-party copyrights are involved.

Teams participating offline do not need to bring any hardware devices, software tools or network facilities. All operating equipment, supporting systems and operating environments required for the competition will be uniformly deployed and provided on-site by the organizing committee. Contestants may only bring pre-completed entry files stored completely on a USB flash drive, and bring them into the designated competition area in accordance with venue management requirements for the on-site presentation session. All entries shall be the compliant versions finished before the competition; no modification, addition, deletion or replacement of entry content is allowed after entering the venue. If any teaching aids need to be brought into the venue, contestants shall take the initiative to report them to venue staff before admission and cooperate with inspection. The aids can only be used on-site after passing compliance inspection.

7 Competition Questions

Approximately one month before the official competition, the Expert Panel will release sample competition papers on the official competition website: http://www.brskills.com/jzzy/productjs2026.html.

The sample papers for this event are designed around the core competencies of Design and Application of Internationalized Digital Resources. Set against real scenarios including teaching, cross-border training and overseas employment, the test papers closely align with the requirements of the four competition categories, and clearly specify task objectives, entry specifications and key on-site presentation points.

Each participating team shall complete entry creation in accordance with the sample paper requirements and their selected competition category. During the on-site presentation session, all teams must strictly comply with the presentation specifications and time limits stipulated in the sample paper documents.

8 Appeal, Arbitration and Emergency Plan

(1) Participants may file appeals against unfair supervision, judging results or irregular conduct of judges.

(2) All appeals shall be submitted in writing to the Arbitration Panel within 2 hours upon the completion of the current competition session. The Arbitration Panel shall conscientiously accept and handle appeals, and deliver written settlement opinions to the team leaders of the appellants.

(3) The ruling issued by the Arbitration Panel is final.

(4) In case of unexpected incidents such as on-site equipment breakdown or platform crash, participants shall signal the on-site timekeeper immediately. After verification by the Technical Support Team, incidents shall be handled as follows: - If the fault lasts no more than 3 minutes: the time lost will not be counted against the competition duration, and the presentation will resume continuously. - If the fault lasts more than 3 minutes: spare equipment will be provided or the presentation will be rescheduled to the end of the same day for supplementary demonstration. - If the failure cannot be fixed temporarily on site, the Arbitration Panel will assess the situation and arrange a rematch.

9 Competition Guidelines

9.1 Participant Guidelines

(1) Participants shall truthfully fill in personal information as required; otherwise, their competition qualification will be revoked.

(2) Participants shall take part in the competition with uniformly printed competition badges and valid identity documents, and compete in accordance with the specified time, sequence and venue of the event.

(3) Participants shall carefully study and understand all relevant competition documents, consciously abide by competition disciplines, follow on-site instructions and arrangements, and compete in a civilized manner.

(4) All participants must strictly follow safety operation specifications and civilized competition rules, take good care of equipment and instruments in the competition venue, and refrain from intentional damage to any facilities. In the event of a serious

BRICS Skills Competition (BRICS Future Skills Challenge)

safety accident, the Chief Judge may immediately disqualify the relevant participant upon approval.

(5) Only USB flash drives storing solely entry files are permitted. Devices with communication, internet access, recording or camera functions are strictly prohibited.

(6) Timing commences the moment participants officially start their on-site presentation. Once time expires, on-site staff will issue a stop order, upon which participants must terminate the presentation at once without further explanations or demonstrations.

(7) Upon the end of competition, participants shall stop all operations and pack personal belongings in order. Those who bring teaching demonstration aids shall sort and take all props away from the venue before departure; no items may be left in the competition area.

(8) All teams shall attend the opening and closing ceremonies, team leader drawing lots meeting, venue familiarization and other scheduled activities on time.

(9) Computers used for presentations are uniformly provided by the organizing committee; participants are not allowed to use personal devices.

(10) Matters not covered herein shall be subject to the ruling of the on-site Judging Panel.

9.2 Instructor Guidelines

(1) Instructors shall formulate training plans rationally in line with professional teaching syllabi and competition regulations, and provide earnest guidance to contestants to cultivate their comprehensive vocational capabilities and sound professionalism. They shall refrain from utilitarian thinking and avoid learning merely for competition or replacing formal teaching with competitions.

(2) Instructors shall regularly check notices and updates of this event on the official competition website, thoroughly study and master the competition rules, technical specifications and venue requirements, and guide contestants to complete all technical and pre-competition preparations.

(3) Instructors shall conduct safety education for contestants as stipulated by the competition rules.

(4) Instructors are forbidden to enter the competition venue in violation of relevant regulations or disrupt the normal progress of the competition.

(5) If a participating team raises objections over the competition process, the team leader shall submit a written report to the Arbitration Working Group of the event within the prescribed time limit.

(6) Team leaders shall take the lead in accepting and implementing the arbitration results of appeals, and properly communicate with contestants. Contestants shall not suspend their presentation due to appeals or dissatisfaction with settlement decisions; any such act will be deemed a waiver of participation.

10 Competition Awards and Recognition

10.1 Certificate Issuance

Participating teams will be awarded certificates jointly issued by the Indian organizing party and the Chinese organizing party.

10.2 Provincial/Regional Preliminary Competition Awards Rules

For provincial or regional selection competitions not organized under the leadership of provincial education authorities, awards will be allocated based on the actual

competition results of participating teams in the province or region: the First Prize accounts for 10%, the Second Prize 20%, the Third Prize 30%, and all remaining participants receive Excellence Awards. Electronic international award certificates for the selection competition, jointly issued by the Indian organizer and the Chinese organizing party, will be provided by award rank after the competition.

10.3 International Finals Awards Rules

(1) Gold, Silver, Bronze and Merit Medals

All participating teams from BRICS+ countries are ranked together. The top six domestic and overseas teams will be awarded gold, silver, bronze medals together with corresponding certificates respectively. Up to 3 offline teams with outstanding results that fail to win gold, silver or bronze medals will receive Merit Medals and certificates.

Detailed medal selection rules:

· The top-ranked team from each participating country is eligible for gold medal ranking; the overall highest-ranked team wins the Gold Medal.

· Excluding the gold medal winner, the highest-scoring team from each participating country qualifies for silver medal ranking; the top two teams in this ranking receive Silver Medals.

· Excluding gold and silver medal winners, the highest-scoring team from each participating country qualifies for bronze medal ranking; the top three teams in this ranking receive Bronze Medals.

· A maximum of 3 offline teams with excellent performance without gold/silver/bronze medals will be granted Merit Medals.

BRICS Skills Competition (BRICS Future Skills Challenge)

· Online international teams will not receive physical medals; only corresponding medal certificates will be issued.

(2) First, Second and Third Prizes

For Chinese teams participating in the International Finals of the China Division, prizes are allocated based on rounding off principles: 10% First Prize, 20% Second Prize and 30% Third Prize, with relevant international award certificates provided. All other participants gain Excellence Awards.

(3) Other Awards

· International Judge Certificates for all on-site judges;

· International Outstanding Instructor Certificates for instructors of First and Second Prize winning teams;

· Plaques and certificates of Outstanding Contribution Award for institutions making remarkable contributions to competition organization;

· Excellent Organization Award certificates for provincial or regional selection competition hosts that actively organize participants, carry out pre-competition selection and training, and record no violations during events.

(4) Skills Passport

Contestants whose teams achieve a total score of 60 points or above (full score: 100) may voluntarily apply for a Grade A Skills Passport Certificate (refer to subsequent application notices for details).

11 Penalty Provisions for Violations

To enforce strict competition discipline and ensure an open, fair and impartial competition, penalties for personnel violating competition rules are specified as follows:

(1) If contestants are found ineligible for registration requirements, competing under false identities or engaging in fraud, their competition qualification will be revoked upon verification by the Competition Office. Winners with such violations will have their awards revoked and be ordered to return all certificates and prizes they have received.

(2) Contestants who commit any of the following acts will be awarded zero points for the competition:

· Carrying or using communication devices during the competition.

· Continuing presentations or operations after venue staff announce the end of the competition in accordance with event rules.

· Refusing to abide by judges' rulings, disrupting competition order and interfering with the competition process in serious circumstances.

· Violating competition rules and refusing to stop upon reminder.

(3) Contestants are prohibited from touching equipment not designated for competition use. Any damage to such equipment shall result in compensation liability borne by the contestant's affiliated institution according to the severity of losses. Contestants who intentionally damage equipment in severe cases shall be handed over to relevant authorities for legal handling.

(4) Non-participating team members violating discipline will receive a warning or circular criticism based on the severity of the violation. The Organizing Committee reserves the right to notify their affiliated institutions depending on circumstances.

(5) For judges and staff breaching competition discipline, the Chief Judge shall report to the Provincial Competition Organizing Committee for verification, who will issue a warning or disqualify them from their duties based on the severity of the violation.

BRICS Skills Competition (BRICS Future Skills Challenge)

BRICS Skills Competition (BRICS Future Skills Challenge)