



2026

BRICS SKILLS COMPETITION

(BRICS+ FUTURE SKILLS & TECH CHALLENGE)

IT Application Innovation & AI Cross-border

Multilingual Cultural Application

BRICS-FS-67

Technical Description

(International Final - Online)

June, 2026



Content

1. Event Overview	3
1.1 Basic Information	3
1.2 Brief Description	3
2. Skill Standards (Knowledge and Skill Requirements for Competitors)	4
3. Competition Content	9
4. Scoring Standards	12
4.1 General Scoring Principles	12
4.2 Scoring Modules and Point Allocation	12
4.3 Design of Key Scoring Points for Modules	13
4.4 Design of Scoring Methods	14
4.5 Design of Result Calculation and Ranking Rules	14
4.6 Design of Scoring Quality Assurance Measures	15
5. Competition Format	15
5.1 Competition Mode	15
5.2 Team Composition	15
5.3 Other Provisions	16
6. Competition Procedures	16
6.1 Competition Procedures	16
6.2 Competition Schedule	17
7. Technical Management and Communication	18
7.1 Expert Panel	18
7.2 Judging Panel	18
7.3 Arbitration Panel	19

7.4 Technical Support Team	19
7.5 Event Implementation Working Group	19
7.6 Official Communication Channels	20
8. Competition Materials and Equipment	20
8.1 Hardware Equipment	20
8.2 Software Platforms	21
8.3 Prohibited Materials and Equipment within Competition Venues	21
8.4 Mandatory Equipment List and Specifications for Participants	22
8.5 Recommended Competition Venue and Workstation Layout	22
9. Competition Question Set	23
10. Appeals and Arbitration	23
11. Competition Rules	26
12. Competition Awards & Recognition	28
13. Penalty Provisions for Rule Violations	31

1. Event Overview

1.1 Basic Information

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

Event Name: IT Application Innovation & AI Cross-border Multilingual Cultural Application

Event Code: BRICS-FS-67

Team Size: 3 contestants per team

Competition Level: International – International Final

1.2 Brief Description

The IT Application Innovation & AI Cross-border Multilingual Cultural Application event of the 2026 BRICS Vocational Skills Competition (BRICS Future Skills and Technology Challenge) comprises four modules. Competitors are required to complete tasks via computer terminals covering IT Application Innovation and AI theory, data annotation, model training and generation, cross-border multilingual application of AI tools, and aesthetic literacy.

Module 1: Basic Theoretical Knowledge of IT Application Innovation Industry and AI. Competitors complete online theoretical tests including single-choice and true/false questions, covering fundamentals, data collection & processing, data annotation and other relevant theories.

Module 2: Data screening. Assess competitors' ability to select and verify raw

BRICS-FS-67-IT Application Innovation & AI Cross- border Multilingual Cultural Application

image data, evaluating factors including compliance, creativity, usability, integrity and copyright of paper-cutting elements, with a focus on whether the data is suitable as raw corpus.

Module 3: Data annotation. Competitors work in a domestic information innovation server environment, leverage the basic datasets provided by the technical platform and self-defined datasets, conduct independent labeling to build trainable datasets. This module examines competitors' ability to describe, discover, imagine, apply and control linguistic and data feature characteristics.

Module 4: Image generation. Competitors use self-trained models to test their comprehension and performance in generating paper-cutting artworks. Prompts shall be input in Chinese, English or Russian.

2. Skill Standards (Knowledge and Skill Requirements for Competitors)

The technical specifications, professional knowledge and technical skills of this competition event cover the teaching requirements of electronic information-related majors, industrial technical standards and occupational standards, as well as the talent training teaching standards and norms for relevant majors revised in accordance with the higher vocational education catalog. The technical specifications followed by this competition event will be revised in a timely manner.

2-1 List of Teaching Standards

No.	Issuing Authority	Standard Name	Content
1	Ministry of Education	Brief Introduction to Vocational Education	This document specifies comprehensive professional

2026 BRICS Skills Competition (BRICS+ Future Skills & Tech Challenge)

No.	Issuing Authority	Standard Name	Content
		Majors (2022 Revision)	competencies required to complete typical work tasks corresponding to occupational posts or technical fields of respective majors. Competencies include knowledge application, technical operation, tool manipulation, problem analysis, scheme design and implementation, quality control, teamwork and other dimensions, with emphasis on practical capability and post adaptability.
2	Ministry of Education	Teaching Standard for Computer Application Technology Major (510201), Computer Category (5102), Electronics and Information Discipline Group	Learners shall master core competencies including programming, database application, front-end development, data collection and analysis, network equipment operation & maintenance, and information system deployment. It also highlights inquiry-based learning and lifelong learning capabilities to meet the demand for high-quality technical and skilled talents amid industrial digital transformation.
3	Ministry of Education	Teaching Standard for Software Technology Major (510203), Computer Category (5102), Electronics and Information Discipline Group	It covers basic professional knowledge including object-oriented programming, web page design, database application, operating systems and network technologies. Learners shall master core technical capabilities such as interface interaction, software modeling & development, website and enterprise-level project development, software testing, as well as system

BRICS-FS-67-IT Application Innovation & AI Cross- border Multilingual Cultural Application

No.	Issuing Authority	Standard Name	Content
			deployment and operation & maintenance, so as to adapt to the development of digitalization and intelligence.
4	Ministry of Industry and Information Technology	Specification for Software Adaptation Testing of IT Application Innovation	It verifies the functionality, compatibility, performance, reliability and security of software operating on domestic CPUs, operating systems, databases, middleware and other environments. The testing procedures include preparation, scheme formulation, verification and report issuance. Evaluation is conducted based on defect severity to ensure stable, efficient and secure operation of software on IT Application Innovation platforms.
5	Ministry of Education	Revised 2025 Version of Teaching Standards for Higher Vocational College Majors	Promote teaching empowered by digitalization and artificial intelligence: it requires integrating application capabilities of new technologies such as AI into curriculum systems to cultivate students' digital-intelligent thinking and digital technology application capabilities. Meanwhile, teaching premises shall be equipped with virtual simulation training resources and digital teaching platforms to support the cultivation of technical and skilled talents and the digital-intelligent transformation of industries.

2-2 List of Industrial Standards

No.	Standard No.	Official Standard Name	Content
1	GB/T 32421-2015	Software Engineering	Five types of software review and audit are defined: management review, technical review, inspection, walkthrough and audit. The standard clarifies roles, responsibilities, inputs, outputs, procedures and criteria for all activities. It applies to quality assurance throughout the full software lifecycle, aiming to improve software product quality and process controllability.
2	GB/T 30999-2014	Systems and Software Engineering	It provides guidelines for process description by standardizing elements including title, purpose, deliverables, activities, tasks and information items to unify process documentation.
3	GB/T 38556-2020	Information Security Technology	It specifies the technical framework, generation algorithms, authentication and key management of dynamic passwords, applicable to the research, development, production, application and inspection of dynamic password-related products.
4	GB/T 25000.30-2021	Systems and Software Quality Requirements and Evaluation	It establishes a quality requirement framework for systems, software products and data, covering the definition and management of quality requirements.
5	GB/T 45717-2025	Information Technology	It defines the core concepts, classification system and implementation framework of Automated Source Code Quality Measurement (ASCQM), and provides scientific formulas for defect statistics and quality scoring.
6	GB/T 45654-2025	Basic Security Requirements for Generative Artificial Intelligence Services	It specifies basic requirements for generative AI services in three dimensions: training data security, model security and security measures, applicable to service providers conducting relevant businesses.
7	GB/T	Security	Platform & Tool Security: Annotation

No.	Standard No.	Official Standard Name	Content
	45674-2025	Specification for Data Annotation of Generative Artificial Intelligence	platforms/tools shall undergo regular security assessment and vulnerability remediation, with operation logs recorded to ensure full data traceability. Annotation Rule Security: Rules shall distinguish functional annotation and security annotation, clarify objectives, formats and risk identification methods, and provide positive and negative case samples. Annotator Requirements: Four roles (executor, reviewer, arbitrator, supervisor) shall be strictly separated; all staff shall pass training and assessment before taking posts, and their permissions shall be immediately revoked upon resignation or rule violation. Annotation Verification: Security annotation data shall account for no less than 3% of total volume; if over 5% of data fails verification, the entire batch shall be discarded. Security Evaluation Methods: Unified evaluation procedures, expected outcomes and judgment criteria for all security dimensions are defined to provide consistent benchmarks for compliance inspections.
8	GB/T 45652-2025	Security Specification for Pre-training and Fine-tuning Data of Generative Artificial Intelligence	It covers three stages: data collection, preprocessing and utilization, puts forward separate security requirements for pre-training data and fine-tuning data, and specifies corresponding evaluation methods.

2-3 List of Occupational Standards

No.	Standard Name	Content
1	Guidelines for the	Build teaching platforms based on domestic

No.	Standard Name	Content
	Construction of IT Application Innovation Mobile Development Training Rooms	operating systems integrating teaching, practical training and examination functions with full-process management, to cultivate practical talents urgently needed by the IT Application Innovation industry.
2	Occupational Standard for AI Trainer	It covers six core dimensions: data collection and processing, data annotation, system operation & maintenance, business analysis, intelligent model training and system design. Assessment adopts a combined mode of theoretical examination, skill assessment and comprehensive review.

3. Competition Content

The competition mainly covers IT Application Innovation and artificial intelligence theories, data annotation, model training and generation, cross-border multilingual application of AI tools, aesthetic literacy and other dimensions. The total competition duration is 6 hours, including 2 hours for Module 1 and a combined 4 hours for the remaining three modules.

3-1 List of Competition Content

Assessment Module	Assessment Method	Assessment Content	Weighting Factor
Module 1: Basic Theoretical Knowledge of IT Application Innovation Industry and AI	Competitors complete theoretical questions via the examination platform, including single-choice and true/false questions.	Examine competitors' comprehension and mastery of Level 4 and Level 5 theoretical knowledge specified in the <i>National Occupational Skill Standards for AI Trainers (2021 Version)</i> . The scope covers basic knowledge, data collection and processing, data annotation and other relevant theoretical points.	40%

Assessment Module	Assessment Method	Assessment Content	Weighting Factor
Module 2: Data Screening	Competitors shall select 20 images on their own before the competition and submit them to the system in a single batch; no replacement or modification is allowed after submission.	Assess competitors' capability to select and distinguish raw image data. Evaluation criteria include standardized use of paper-cut elements, creativity, usability, integrity and copyright compliance (competitors must guarantee no copyright disputes), with a core focus on the suitability of images as raw data corpus.	10%
Module 3: Data Annotation	1. Annotate assigned paper-cut images, with objective scoring based on annotation quality; multilingual annotation supporting Chinese, English and other languages is required. 2. Competitors shall log into the competition platform with their assigned personal accounts, download the 20 self-submitted images uploaded in Module 2 before the competition, complete on-site annotation, and upload annotated files back to the competition platform.	Competitors shall work under domestic server environments for IT Application Innovation (Kylin, Tongxin UOS, Zhongke Fangde, etc.). They shall make full use of the basic datasets provided by the technical platform together with self-defined datasets to generate trainable datasets through independent labeling. This module mainly assesses competitors' ability to describe, discover, imagine and apply language types and data features. 2D Annotation: Evaluate	35%

Assessment Module	Assessment Method	Assessment Content	Weighting Factor
	3.Competitors shall perform 2D annotation on obstacles in provided photographs by drawing 2D bounding boxes and labeling corresponding category attributes; judges will conduct objective scoring based on annotation quality.	competitors' ability to identify obstacles in 2D images, draw precise 2D bounding boxes, and accurately judge the category attributes of obstacles, as well as their attention to details and standardization of annotation.	
	4.Competitors shall perform 3D annotation on obstacles in provided 3D point clouds by drawing 3D point cloud bounding boxes and labeling corresponding category attributes; judges will conduct objective scoring based on annotation quality.	3D Annotation: Evaluate competitors' ability to identify obstacles in 3D point clouds, draw precise 3D point cloud bounding boxes, and accurately define the category attributes of obstacles, as well as their spatial perception and rigor in annotation.	
Module 4: Image Generation	Competitors independently generate content in accordance with on-site requirements of the competition platform, then submit Chinese/English/Russian prompts, matched generated paper-cut images and creative interpretations of images in specified quantities for evaluation.	Assess competitors' ability to independently train models and their understanding and expressive capacity in paper-cut generation. Prompts can be input in Chinese, English or Russian, and the theme scope of prompts will be announced on-site during the competition.	15%

4. Scoring Standards

4.1 General Scoring Principles

Scoring shall be conducted on-site in strict accordance with relevant industry and enterprise specifications, based on contestants' task completion status against the published competition standards. A combined evaluation mechanism is adopted, integrating process and outcome assessment, craftsmanship and functional assessment, and competency and professional literacy assessment. All scoring criteria are designed to be fair, impartial, transparent, operable and verifiable.

4.2 Scoring Modules and Point Allocation

The full mark for this event is 100 points, comprising four modules. The score allocation and scoring nature of each module are specified as follows:

Module	Module Name	Score	Scoring Nature	Core Orientation
1	Basic Theoretical Knowledge of IT Application Innovation Industry and AI	40	Accuracy Assessment	Knowledge Reserve Capability
2	Data Screening	10	Creativity Assessment	Data Identification Capability
3	Data Annotation	35	Creativity & Usability Assessment	Data Recognition Capability
4	Image Generation	15	Creativity & Completeness Assessment	Pattern Generation Capability
Total	—	100	—	Comprehensive Capability

4.3 Design of Key Scoring Points for Modules

Module 1: Level 4 & Level 5 Theoretical Knowledge under the National Occupational Skill Standards for AI Trainers (40 Points)

This module covers basic theoretical knowledge including fundamentals, data collection and processing, data annotation and other relevant theories. Question types include single-choice questions and true/false questions.

Module 2: Data Screening (10 Points)

Scoring dimensions: standardization, usability, integrity, originality and copyright of datasets. File formats, resolutions and other parameters shall meet specified requirements; contents shall be clear without garbled text or distortion. Unique contents with innovative perspectives or applicable scenarios and good scalability. Suitable for annotation, authentic and reliable contents easy to operate. Complete images without missing segments. Legitimate data sources with clear copyright ownership in compliance with relevant usage regulations.

Module 3: Data Annotation (35 Points)

Scoring is based on the completed annotation volume of datasets and the quality of annotations. All data labels shall comply with specifications with sufficient data volume.

Module 4: Image Generation (15 Points)

High matching degree between prompts and generated images; clear and realistic generated graphics. Aesthetic graphics with proper composition; creative and positive conceptual connotations. Standardized prompts in full compliance with relevant laws and regulations, free of ambiguous expressions.

4.4 Design of Scoring Methods

Scoring adopts a combined model of automatic system scoring and expert evaluation. Objective questions are scored automatically by the system, while subjective operational questions are scored against specified evaluation criteria.

All review materials are encrypted and anonymized for blind evaluation.

A dual-review verification mechanism is implemented: two judges score independently. If the score difference exceeds the specified threshold, the scores shall be submitted to the Chief Judge for final ruling.

All scoring shall be conducted strictly in accordance with the standards released prior to the competition; no temporary revision or discretionary score relaxation is allowed.

4.5 Design of Result Calculation and Ranking Rules

① Total Score = Score of Module 1 + Module 2 + Module 3 + Module 4 (Full mark: 100 points).

② Competitors shall be ranked in descending order of total scores. In case of equal total scores, the team with shorter overall submission time shall take precedence.

③ For entries with identical total scores and identical submission time, ranking priority shall be determined by the following order:

Priority 1: Higher score in Module 3 (Data Annotation);

Priority 2: Higher score in Module 4 (Image Generation);

Priority 3: Higher score in Module 1 (Basic Theories of Information Innovation Industry and Artificial Intelligence);

Priority 4: Higher score in Module 2 (Data Screening).

BRICS-FS-67-IT Application Innovation & AI Cross- border Multilingual Cultural Application

4.6 Design of Scoring Quality Assurance Measures

① All judges shall receive unified 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 results of competitors ranking within the top 30% of total scores shall undergo full recheck; a random recheck rate of no less than 15% shall be applied to all remaining scores.

④ Unified review applications from participating organizations will be accepted during the score publicity period to guarantee fairness and impartiality.

5. Competition Format

5.1 Competition Mode

This competition adopts a three-person team format. The total duration of the preliminary selection shall be no less than 360 minutes. All participating teams shall complete all competition modules within the total six hours based on the assigned project modules.

5.2 Team Composition

Each participating team consists of 3 contestants, with a maximum of 2 instructors assigned to each team.

Team Formation Requirements

All contestants of a team must be from the same institution; cross-institutional team
BRICS-FS-67-IT Application Innovation & AI Cross- border Multilingual Cultural Application

formation is prohibited. Each college/institution may register a maximum of two teams.

5.3 Other Provisions

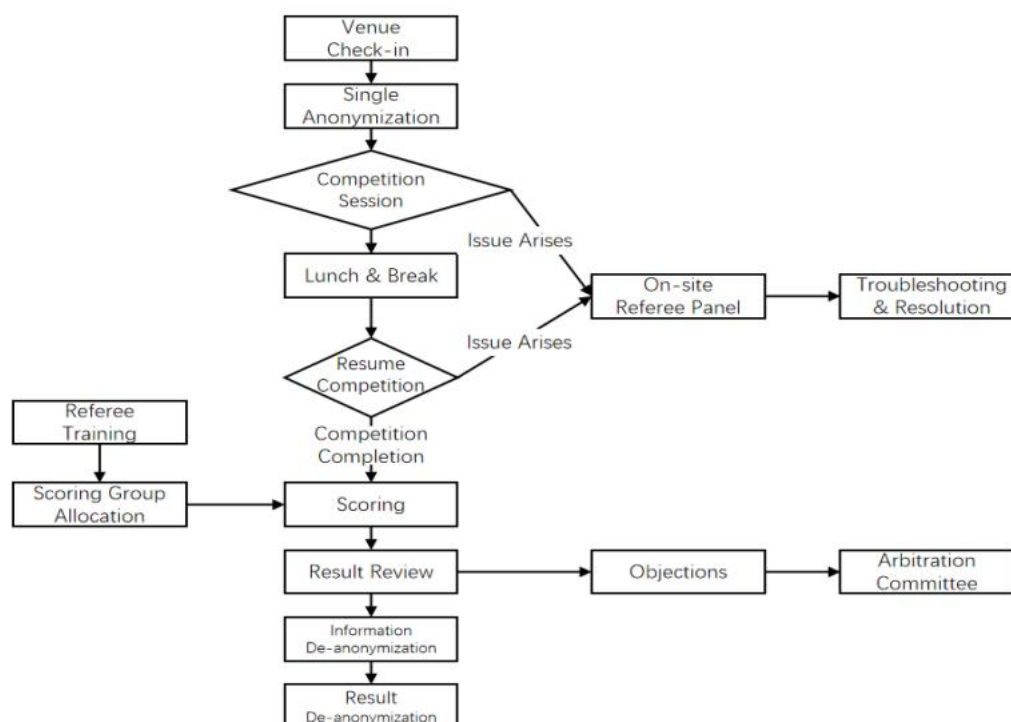
If multiple sessions are required for the competition, the Competition Secretariat shall organize all team leaders to attend an open draw in accordance with the competition schedule to determine the competition session for each team. Teams shall enter the competition venue in batches at the time slots confirmed by the draw to take part in the contest.

In consideration of force majeure such as epidemic prevention and control requirements, the competition reserves the right to adopt a hybrid online-offline competition format.

6. Competition Procedures

6.1 Competition Procedures

6-1 Online Competition Procedures



6.2 Competition Schedule

6-2 Online Competition Schedule

(Subject to the final official notice of the Final)

Date	Time	Arrangement
Registration Day	13:00–14:00	Online check-in for all participating teams
	14:00–14:30	Venue and equipment confirmation by participating teams
	14:30–15:00	Opening Ceremony
	15:30–16:00	Team Leaders' Meeting & Referees' Meeting
	16:00–17:00	Single Anonymization: Teams draw competition IDs
	07:30–07:55	Venue Check-in
	07:55–08:20	Online pre-competition venue inspection conducted by the Chief Referee
	08:20–08:30	Pre-competition equipment and material inspection

Date	Time	Arrangement
Competition Day	08:30–11:30	Official competition for Competitors
	11:30–12:30	Lunch & break at venue
	12:30–15:30	Competition resumption for Competitors
	15:30 – End of Scoring	Result verification & de-anonymization
	Result Review	Official result announcement upon completion of error-free review
	Within 2 hours after result announcement	Appeal acceptance
The third Day	9:00–10:00	Closing Ceremony

7. Technical Management and Communication

7.1 Expert Panel

The Technical Expert Panel consists of a Chief Expert, Deputy Chief Experts and panel members, who shall jointly revise the technical documents relevant to this competition item. The institution where the Chief Expert is affiliated shall not send any participating teams to compete in this event.

7.2 Judging Panel

The 2026 BRICS Vocational Skills Competition implements the Chief Expert Responsibility System, under which the Chief Expert may concurrently serve as the Chief Judge. Judges shall be selected from experts of participating colleges and enterprises nationwide with extensive teaching and practical operation experience. They may participate in judging work only after receiving unified training and passing

BRICS-FS-67-IT Application Innovation & AI Cross- border Multilingual Cultural Application

assessment organized by the Expert Panel, and the recusal system shall be strictly implemented.

The Judging Panel is divided into Encryption Judges, On-site Judges and Scoring Judges according to respective duties. Each group performs its own functions without cross-concurrent appointments, and all judging activities are subject to supervision by the Arbitration Panel throughout the competition.

7.3 Arbitration Panel

The Arbitration Panel is composed of third-party supervisors. It shall supervise the whole judging process, conduct spot checks and re-verification of scores, accept written appeals submitted by participating teams and organize reconsideration, investigate and dispose of violations occurring during the competition, so as to safeguard the fairness and impartiality of the event.

7.4 Technical Support Team

This team is made up of technical staff from technical support institutions and core technicians of the platform supplier. It shall be fully responsible for competition platform guarantee, equipment commissioning, fault troubleshooting and technical consultation throughout the event to ensure the stable, secure and smooth operation of the competition system.

7.5 Event Implementation Working Group

The group comprises staff from the Chinese organizing body, undertaking organizer, co-organizers and technical support institutions of the BRICS Vocational Skills

BRICS-FS-67-IT Application Innovation & AI Cross- border Multilingual Cultural Application

Competition. It undertakes all implementation work of the competition item, covering full-cycle tasks including event organization, training delivery, publicity and promotion, score statistics and logistics coordination, to guarantee the event progresses as scheduled.

7.6 Official Communication Channels

For inquiries concerning registration, software and hardware preparation, examination environment deployment and other related matters prior to the competition, participating institutions may communicate and discuss via the official communication group of this event. Exchanges for pre-competition training, on-site communication during the contest and post-competition sharing can also be conducted through the official group.

Official QQ Group: 296863079 (All participating institutions shall carefully verify the source of information released in the group and guard against fraud.)

8. Competition Materials and Equipment

8.1 Hardware Equipment

No.	Equipment Name	Quantity	Specifications
1	Platform Server	1 unit	CPU: $\geq 1 \times$ Intel Xeon Gold 6142; Memory: $\geq 1 \times$ DDR4 32G RDIMM; Hard Disk: $\geq 8 \times 8T$ 256MB 7200RPM SATA HDD; Power Supply: $\geq 2 \times 1600W$ power supplies; Form Factor: $\geq 2U$ 8-bay rackmount chassis.
2	Computing Server	1 unit	CPU: $\geq 2 \times$ Intel Xeon 6459C (32 cores / 3.0GHz / 350W); Memory: $\geq 4 \times 64G$ DDR5 RECC;

No.	Equipment Name	Quantity	Specifications
			Storage: $\geq 2 \times 480\text{GB}$ SATA SSD + $8 \times 7.68\text{TB}$ SATA SSD; Network Port: $\geq 1 \times$ dual-port 25G Ethernet SFP+ adapter; Expansion Card: $\geq 1 \times$ LSI 9311-8i RAID card; Power Supply: $\geq 4 \times 2700\text{W}$ server power supplies; Graphics Card: $\geq 4 \times$ NVIDIA A5090 32G GPUs (expandable to 8); Form Factor: $\geq 6\text{U}$ rackmount server.
3	Workstation Computer	3 sets per team	CPU: ≥ 8 cores, base frequency $\geq 3.0\text{GHz}$, L3 cache $\geq 16\text{MB}$; Memory: $\geq 16\text{GB}$; Solid State Drive: $\geq 512\text{GB}$; Discrete Graphics: $\geq 2\text{G}$ video memory; Monitor: ≥ 23.8 -inch display.

8.2 Software Platforms

No.	Name	Version	Unit	Quantity
1	All-in-One AI IT Application Innovation Platform	V1.0	Set	1
2	IT Application Innovation Competition Management Platform	V1.0	Set	1
3	AI Trainer Training & Practical Platform	V1.0	Set	1
4	Jianyi Turing AI Generation Platform	V3.0	Set	1

8.3 Prohibited Materials and Equipment within Competition

Venues

All materials and equipment brought by competitors shall be declared and presented to the jury panel. The jury reserves the right to bar any items irrelevant to

competition tasks or those that may create an unfair competitive advantage over rival teams.

8.4 Mandatory Equipment List and Specifications for Participants

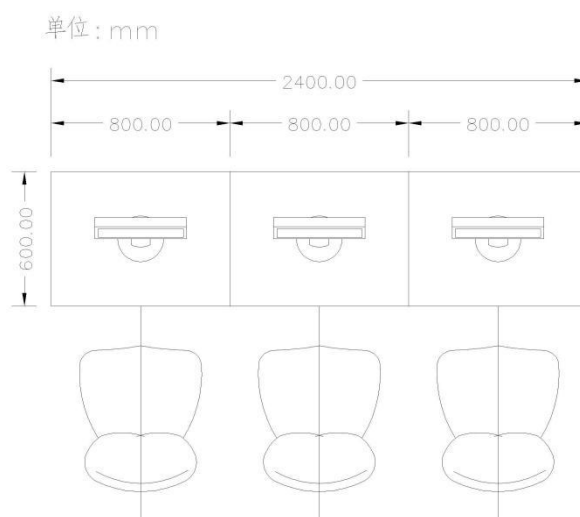
Online participants shall prepare three workstation computers and one smartphone for video connection.

No.	Equipment Name	Quantity	Specifications
1	Workstation Computer	3 sets per team	CPU: ≥ 8 cores, base frequency $\geq 3.0\text{GHz}$, L3 cache $\geq 16\text{MB}$; Memory: $\geq 16\text{GB}$; Solid State Drive: $\geq 512\text{GB}$; Discrete Graphics: $\geq 2\text{G}$ video memory; Monitor: ≥ 23.8 -inch display.
2	Smartphone	1 unit	Must support real-time video call function.

8.5 Recommended Competition Venue and Workstation Layout

Online competition participants shall compete in an independent enclosed workspace; workstation layout shall comply with the attached diagram.

8-1 Workstation Layout Diagram



9. Competition Question Set

Approximately one month prior to the official competition, the Expert Panel shall release sample questions on the official competition website. The question types of the sample shall be around 70% consistent with those of the official competition, and the design logic of test questions shall be approximately 80% consistent.

Official Competition Website: <http://www.brskills.com/jzzy/productjs2026.html>

10. Appeals and Arbitration

(I) Scope of Acceptable Appeals

Any participating team may file an appeal with the Event Arbitration Panel if it objects to any of the following circumstances:

1. Instruments, equipment, tooling, materials, supplies, computer software and hardware, dedicated competition tools and articles used in the competition fail to comply with the provisions of the General Competition Rules or Event-specific Rules;
2. Irregular practices occur during competition judging or on-site venue

management;

3. There are obvious objections to competition scores;

4. Staff members conduct irregular acts in the performance of their duties.

(II) Eligible Appellants

Only the team leader of each participating team is the legitimate subject entitled to file an appeal; no other personnel have the right to lodge an appeal.

(III) Requirements for Appeal Documents

1. Appeals shall be submitted in written form. Contestants shall compile an Appeal Report, which must be signed by the team leader and affixed with the official seal of the participating institution before being formally submitted to the Event Arbitration Panel.

2. The Appeal Report shall truthfully and elaborately describe the specific incident, time of occurrence, involved personnel, relevant evidence and legal basis for the appeal (with clear reference to specific clauses of the General Competition Rules or Event-specific Rules). Appeals with incomplete or vague descriptions shall be deemed invalid.

3. The Arbitration Panel shall reject all oral appeals, unsigned/unsealed written appeals and appeal documents that fail to meet format requirements.

(IV) Appeal Time Limit and Submission Method

1. All appeals must be submitted within 2 hours after the release of published competition scores. Appeals submitted after the time limit shall be regarded as a voluntary waiver of appeal rights and will not be accepted by the Arbitration Panel;

2. Appeal Submission Venue: Office of the Event Arbitration Panel;

3. Arbitration Inquiry Hotline: To be announced before the competition (for

procedural consultation only; oral appeals will not be accepted via phone).

(V) Arbitration Handling Procedures

1. Upon receiving appeal documents, the Arbitration Panel shall review the rationality of the appeal and completeness of supporting materials within the prescribed time to decide whether to accept the appeal, and notify the appellant of the acceptance result without delay.

2. For accepted appeals that meet all requirements, the Arbitration Panel shall organize the Judging Panel to conduct review and deliberation, and issue a final arbitration ruling based on the appeal documents, supporting evidence and actual competition conditions.

3. The written final arbitration ruling shall be formally served to the appellant within 2 hours after acceptance of the appeal to ensure an efficient and transparent handling process.

(VI) Obligations of Appellants and Supplementary Provisions

1. Appellants shall respect the arbitration ruling and may not refuse to receive the arbitration document for any reason.

2. During the arbitration process, appellants shall abide by venue rules and relevant regulations. Radical acts that disrupt competition order or arbitration work are strictly prohibited. Violators will lose their appeal qualification and be subject to severe disciplinary sanctions in accordance with competition disciplinary rules.

3. The arbitration document must be signed and received in person by the appellant (team leader); proxy collection is not allowed. Failure to appear at the designated time and location to sign for the document shall be deemed a voluntary waiver of appeal rights, and the arbitration ruling shall take effect automatically.

4. Before the arbitration ruling is issued, the appellant may submit a written withdrawal application to the Arbitration Panel at any time. The withdrawal shall take effect immediately upon submission, and the Arbitration Panel shall terminate all follow-up handling of the appeal.

11. Competition Rules

(I) Rules for Competitors

1. Competitors shall fill in personal information truthfully in accordance with relevant requirements; failure to do so will result in disqualification from the competition.

2. Competitors shall take part in the competition with uniformly printed competition permits and valid identity documents, and compete at the specified time, sequence and venue as stipulated by the competition event.

3. Competitors shall prepare Russian-language keyboards or Russian keyboard stickers at their own expense based on actual needs.

4. A team consisting of three Competitors shall share one single account. The system allows multiple Competitors to answer questions simultaneously in Module 1. All other modules must be completed separately. For instance, Competitor A undertakes data annotation for Module 3 while Competitor B completes image generation for Module 4. No revisions shall be made once any Competitor submits their answers.

5. Competitors shall thoroughly study and understand all documents relevant to this competition, consciously abide by competition disciplines, follow on-site instructions and arrangements, and compete in a civilized manner.

6.Competitors must strictly comply with safety operating procedures and civilized production codes, and take good care of equipment, instruments and other facilities at the competition venue. Intentional damage to such equipment and instruments is prohibited. Any serious safety incident will lead to immediate disqualification upon approval by the Chief Referee.

7.Competitors are forbidden to bring any electronic devices, communication equipment or other reference materials into the competition arena.

8.Prior to the official start signal, no operation shall be initiated. All teams shall complete competition tasks at their assigned workstations, and any form of cheating is strictly prohibited.

9.Upon the end of the competition, Competitors shall cease all operations immediately and wait within the workstation area away from operating consoles. All documents and tools shall be neatly arranged on operating platforms. Competitors may only leave the arena after staff complete item checks, and no materials shall be taken out of the venue upon departure.

10.When submitting competition outputs, Competitors shall sign the Competition Record Form documented by referees for confirmation.

11.All teams shall attend opening and closing ceremonies, team leader draw meetings, venue familiarization sessions and other scheduled activities of the competition event on time.

12.Any matters not covered herein shall be subject to the ruling of the on-site Referee Panel.

(II)Rules for Instructors

1.Instructors shall formulate training plans reasonably in line with professional

teaching curricula and competition event regulations, provide earnest training guidance for Competitors, cultivate their comprehensive vocational capabilities and sound professional ethics, resist utilitarian competition mindset, and avoid exam-oriented training solely for competitions or replacing formal teaching with competition training.

2. Instructors shall regularly check announcements and updates for the competition event on the official competition website, thoroughly study and master the event's competition regulations, technical specifications and venue requirements, and guide Competitors to complete all pre-competition technical and logistical preparations.

3. Instructors shall arrange insurance coverage for Competitors as required by competition regulations and deliver comprehensive safety education to Competitors.

4. Instructors are not permitted to enter the competition arena in violation of event rules or disrupt the normal running of the competition.

5. If a participating team raises objections regarding the competition process, the team leader shall submit a written appeal to the Event Arbitration Working Group within the prescribed time limit.

6. Team leaders shall take the lead in abiding by and implementing arbitration rulings on appeals, and properly communicate with Competitors. Competitors who suspend participation due to appeals or dissatisfaction with rulings shall be deemed to have forfeited the competition.

12. Competition Awards & Recognition

(1) Certificate Issuance

All participating teams shall receive award certificates jointly issued by the Indian

Organizer and the Chinese Organizing Committee.

(2) Award Criteria for Regional Selection (Regional Selection not led by provincial education authorities)

Awards shall be granted based on the actual competition results of all participating teams in the provincial/regional contest, with quotas allocated as follows: 10% First Prizes, 20% Second Prizes, 30% Third Prizes, and the rest Merit Awards. Electronic international award certificates for the selection contest shall be jointly issued by the Indian Organizer and the Chinese Organizing Party after the contest in accordance with award tiers.

(3) Award Criteria for International Finals

1. Gold, Silver, Bronze and Merit Medals

All teams from BRICS+ countries shall be ranked collectively. The top six domestic and overseas teams shall be awarded gold, silver, bronze medals together with corresponding certificates respectively. On-site participating teams with outstanding performance who fail to win gold, silver or bronze medals shall be granted Merit Medals and certificates, with a maximum quota of three teams.

Detailed medal evaluation rules are specified as below:

(1) The top-ranked team from each participating country is eligible for gold medal ranking; the overall top-ranked team shall be awarded the Gold Medal.

(2) Excluding the gold medal-winning teams, the highest-ranked team from each participating country qualifies for silver medal ranking, among which the top two teams shall receive Silver Medals.

(3) Excluding gold and silver medal-winning teams, the highest-ranked team from each participating country qualifies for bronze medal ranking, among which the top

2026 BRICS Skills Competition (BRICS+ Future Skills & Tech Challenge)

three teams shall receive Bronze Medals.

(4) Offline participating teams with outstanding performance without gold, silver or bronze medals will be awarded Merit Medals, limited to a maximum of three teams.

(5) Online international participating teams will not be provided with physical medals, only corresponding medal certificates.

2. First, Second and Third Prizes

For Chinese teams taking part in the International Finals of the China Division, award quotas shall be set on a rounding basis: 10% First Prizes, 20% Second Prizes and 30% Third Prizes, with corresponding international award certificates issued. All remaining teams will receive Merit Awards.

3. Other Honors & Awards

(1) International Referee Certificates shall be issued to all referees participating in judging work.

(2) International Outstanding Instructor Certificates shall be awarded to Instructors of teams winning First and Second Prizes.

(3) Plaques and certificates of Outstanding Contribution Award shall be presented to entities that have made remarkable contributions to the organization of the competition.

(4) Certificates of Excellent Organization Award shall be granted to organizers of regional selection that actively recruit competitors, conduct pre-competition selection and training, and record no violations or disciplinary misconduct throughout the event.

4. Skills Passport

Competitors with a total score of 60 points or above (full score: 100) may

voluntarily apply for Grade A Skills Passport Certificates (see subsequent application notice for details).

13. Penalty Provisions for Rule Violations

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

1.If a Competitor fails to meet the registration eligibility requirements, participates under another person's identity, or engages in fraud, upon verification by the Competition Office, the Competitor shall be disqualified from the competition. Those who have already received awards shall have their award eligibility revoked, be ordered to return all certificates and prizes obtained, and the violation shall be publicly announced to the public via media channels.

2.Competitors committing any of the following acts shall receive a score of zero for the competition:

(1)Illegally consulting books, notes, slips of paper or other reference materials during the competition;

(2)Committing cheating acts including whispering, peeking at others' answers, or passing hints inside the competition venue;

(3)Carrying or using communication devices during the competition;

(4)Forcibly continuing to answer questions or operate equipment after the Chief Referee announces the end of the competition in accordance with event requirements;

(5)Refusing to abide by referees' decisions, disrupting competition order and interfering with competition progress with serious circumstances;

(6)Committing other violations of competition rules and refusing to stop such acts after being warned.

3.Competitors are prohibited from touching any non-competition instruments and equipment. If damage is caused, the Competitor's affiliated institution shall bear corresponding compensation liability based on the severity of the incident. Competitors who intentionally sabotage instruments and equipment with severe consequences shall be referred to relevant authorities for legal handling.

4.Non-competitor personnel from participating teams who breach competition discipline shall be given a warning or circular criticism based on the severity of the violation. The Competition Organizing Committee reserves the right to issue a circular notice to their affiliated work units according to case circumstances.

5.For referees and event staff violating competition discipline, the Chief Referee shall submit the case to the Provincial Competition Organizing Committee for verification. The personnel concerned shall receive a warning or be disqualified from their duties subject to the severity of the violation.

6.Referees shall promptly correct competitors who operate against safety regulations or fail to wear protective gear, and deduct points from their practical operation scores at discretion.

7.Competitors shall complete safety inspections before starting the competition. Any identified issues must be resolved immediately; unresolved problems shall be reported to referees without delay. Referees shall make judgments and coordinate solutions based on actual conditions. Practical operations may only commence after referees approve the completion of all preparation work. If Competitors overlook potential safety hazards, referees shall point out such risks in a timely manner and

deduct points from their practical operation scores at discretion.

BRICS Skills Competition (BRICS Future Skills Challenge)



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