

## **2026 LOYALIST SKILLS COMPETITION CODING – SECONDARY LEVEL – JAN. 14, 2026**

**Competition Date:** Monday, February 23, 2026

**Snow Date:** Friday, February 27, 2026

**Location:** Loyalist College

### **PURPOSE OF THE CONTEST:**

The purpose of the competition is to provide the competitors with an opportunity to demonstrate their knowledge and skill in Math and Python coding as they prepare for post-secondary education

### **SKILLS AND KNOWLEDGE TO BE TESTED:**

**PRACTICAL:** 100%

The Python programming language, VSCode editor with extensions and MS Word is used for this competition.

The maximum time allocated to competitors for coding is 4 hours. Judging time should not exceed 1 hour.

Students should be prepared for the competition by developing the following knowledge/abilities:

#### **Problem Solving/Knowledge**

- User Requirements
- Test Plans
- Math Programming Skills
- Variables
- File I/O
- Algorithms
- Arrays/Lists
- Control Structures
- Relational Database design skills
- Deployment (working executable file, LICENSE file, README.md)
- Object Oriented programming Concepts
- Console and/or Windows Applications
- End to End Application Development

Students are expected to provide a source file, project file (.py) and an executable file.

The file naming format and shared drive location for documentation upload will be distributed at time of the competition after attendance is taken.

A working windows executable file is required for code review and judging.

Submissions that do not include the executable file will not be considered for an award.

Automated coding tools, such as GitHub, Copilot or ChatGPT, are not permitted.

There should be no communication between candidates.

There are no other resources allowed except inline help.

Competitors using external tools will be disqualified at the discretion of the Technical Committee.

#### **JUDGING CRITERIA:**

- Coding standards and Quality 10%
- Creativity 10%
- Logic 60%
- Deployment (working executable file, LICENSE file, and README.md) 20%

Total, Mark out of 100

As the rules state, there are no ties. If the score is tied after the contest, the Deployment 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.

#### **EQUIPMENT AND MATERIALS:**

Supplied by Loyalist College:

Compatible desktop computer with MS Windows

Limited Administrator permissions on the computer

VSCode IDE (Integrated Development Environment)

Competitors may only use the built-in help/functions/classes which come from the standard libraries of the corresponding VSCode extensions.

No back up devices will be available/ provided.

Please Note: Tools and materials may change based on availability. Books, notes, materials and assisting devices are not permitted unless listed above.

#### **SAFETY**

Safety is a priority at Loyalist.

At the discretion of Technical Committee, any competitor can be removed from the competition site for not acting in a safe manner, Competitors must show competence in the use of the equipment outlined in this scope and can be removed at the discretion of the judges and technical chairs if they do not display equipment competency.