



Jeux de Génie
EngGames 2027
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GUIDE ON THE RESPONSIBLE PURCHASING ASSESSMENT

JANUARY 3RD TO 7TH 2027 | UNIVERSITÉ LAVAL
ENGINEERING GAMES' 36TH EDITION



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INTRODUCTION

Now is the time to think about your delegation's gear. A wide variety of outfits and accessories that reflect your delegation's chosen theme will colour the many events of the Quebec Engineering Games. However, it is important to choose your suppliers carefully. In fact, did you know that the purchases we make in our daily lives, such as the clothing and accessories we wear, can have environmental and social impacts? To help guide you through your decision making process, this guide offers some points to consider. It also presents more ecologically responsible ideas that you can use as a basis for making your selection.

Over the years, sustainability has become an integral pillar of the Quebec Engineering Games. As such, we require you to adhere to certain eco-responsibility standards regarding the selection of clothing and accessories to be worn by your delegation.

Please note that this guide is also followed by the organizing committee, which is committed to making responsible choices.



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ASSESSMENT DESCRIPTION

CONTRIBUTION TO SOCIETY - RESPONSIBLE PURCHASING

The fashion industry has a significant impact on the environment and society. It contributes massively to overproduction and pollution by consuming natural resources and using chemicals that can be harmful. It also generates enormous amounts of textile waste, as clothing is often of poor quality and soon thrown away. Furthermore, some working conditions are precarious and pose health and safety risks. This reality is even more striking with the ubiquity of fast fashion and the rise of ultra-fast fashion. Fast fashion relies on rapid, low-cost production. Ultra-fast fashion, on the other hand, pushes the boundaries even further. For example, fast-fashion companies create a few thousand new styles per year, compared to thousands of styles per day for ultra-fast fashion! Furthermore, abnormally low prices only encourage overconsumption (Rotten Hand, n.d.). A production model like this, when scaled up considerably, only exacerbates the problems faced by the fashion industry. Furthermore, in North America, used clothing that cannot be resold is shipped in bales to economically disadvantaged countries that lack the capacity or technology to handle our waste (Journal de Montréal, 2026). Thus, responsible purchasing is important for several reasons: reducing environmental impact, ensuring ethical labor practices, supporting the local economy, reducing waste, etc.

As human beings, we can all have a positive impact through our everyday consumption. These are issues that you, as engineers, will encounter in your careers. So let's start this journey right away! Each delegation will need to fill out an Excel sheet with the following information: type of item and associated activities, country of origin, materials, product website, and the sustainability rating assigned. The assessment includes 9 sustainability criteria with which the clothing and accessories will be evaluated. Please fill out the form to the best of your ability, and be aware that all information will be cross-checked. A higher level will earn you more points. The number of delegation items will also affect your score. The evaluation is based on an average. Your goal is to achieve the highest score possible to stand out in the assessment.

An item considered ecologically responsible is built to last and was manufactured with consideration for its environmental and social impact (consumer health, working conditions, etc.). The ecoresponsibility of products is part of a sustainable development approach that “meets the needs of the present without compromising the ability of future generations to meet their own needs” (Government of Quebec, 2024).

WHAT IS CLOTHING WASTE?

Over the years, we accumulate clothes, some of which just collect dust in our closets. In fact, we wear for shorter and shorter periods of time clothes that might once have been our go-to shirt for special occasions or our favorite party outfits. With fashion changing so quickly, we buy far more clothes than we actually need. So these days, it is no surprise to find brand-new clothes, still with their tags on, in thrift stores.

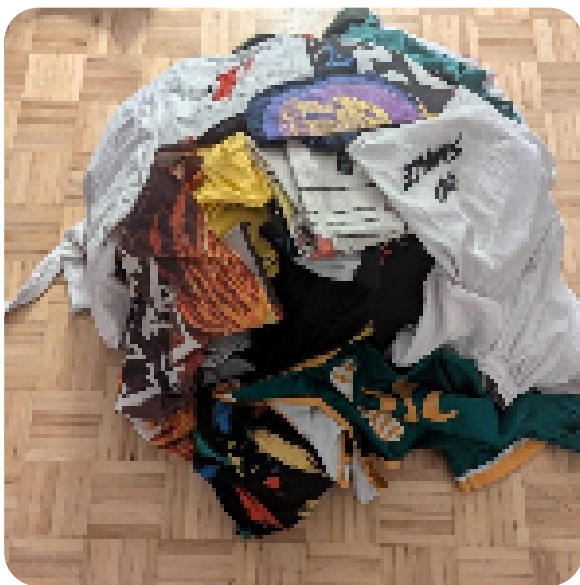


Figure 3.1 - Example of clothing collected over several years within the Engineering Games community



Interesting Fact

“The clothing industry accounts for 10% of annual greenhouse gas emissions. Globally, 85% of the textiles produced end up in landfills within the same year” (Radio-Canada, 2022).

As part of the Engineering Games, we collect funky clothes, the ones that make Muggles stare at us with envy. Although they are eye-catching, most are not high quality, are not reused, and were not made ethically. So we need to ask ourselves about the impact of the clothes we choose. Are we really going to wear them after the Engineering Games? After we graduate? Does this item fall apart easily after just a few wears?

Not sure what to do with that pile of clothes and items you no longer use?

Here are a few ideas to help you give them a second life responsibly:

- Donate them to members of the Engineering Games community (swaps, donations, bingo, raffles);
- Organizations that repurpose clothing by altering it;
- Costume-making;
- Clothing drop-off bins on your campus or elsewhere;
- Thrift stores.



EVALUATION CRITERIA

In order to assess responsible purchasing, delegations must submit a declaration of clothing items and accessories using the Excel sheets provided by the organizing committee. There are two Excel sheets to fill out: one for delegation clothing and one for delegation accessories.

The declaration form is divided into several sections:

- Identification
- Expenses
- Evaluation of the clothing item or accessory
- General information on the product
- Multiplier factor based on the number of items
- Evaluation criterion

IDENTIFICATION

The identification section simply requires you to enter the name of the person responsible for completing the declaration form, their email address, and the name of the university.

EXPENSES

The Expenses section was added in the 2027 edition. The purchase of GEAR is a significant expense for delegations. In order to take the associated costs into account and ensure the event is accessible to everyone, the organizing committee asks you to list the total expenses related to the purchase of GEAR. You are also asked to provide the cost of each individual item. This data can then be analyzed and compared across different universities, particularly between small and large delegations.

5% of your total score will be deducted if this section is not completed.

EVALUATION OF THE CLOTHING ITEM OR ACCESSORY

The evaluation is based on the average score for each item according to the criteria grid. A multiplier will be applied to this average based on the number of garments or accessories. You may have up to a maximum of 16 clothing items and 10 accessories for your delegation. The details of the evaluation are described below. First, certain basic information must be provided to properly identify the item being evaluated. Next, how the multiplier works is explained. Finally, the evaluation grid is shown, and the criteria are explained in greater detail for better understanding. **Delegation items are excluded from the responsible purchasing assessment.**

On each day of the Engineering Games, delegations will be required to do fit-checks for members of the Social Conscience team to verify the accuracy of your answers.

GENERAL INFORMATION ON THE CLOTHING ITEMS/ACCESSORIES

To verify the validity of your answers, you must provide basic information about the clothing items and accessories. The required information is as follows:

- **The total number of different items of clothing or accessories**
- **Type of clothing or accessory:** You must select an option from the drop-down list in Table 1.
- **The quantity of each item of clothing or accessory. For an item to be included in the assessment, there must be at least 5 copies of that same item.**
- **Reason:** Indicate the day or competition for which this clothing item is worn.
- **Main materials:** Knowing the materials allows us to determine the environmental impact of each item.
- **Item link:** The link (or any relevant supporting evidence) is essential for verifying the validity of your responses.

Table 1 : List of clothing and accessories

CLOTHING		ACCESSORIES
Short-sleeve shirt	Cap	Patches
Long-sleeve shirt	Socks	All types of bags
Sports shirt	Bandana	Pins
Hoodie/jacket/cardigan	One-piece	Glasses
Fleece	Dress	Key chains/lanyards
Pants	Button-up shirt	Can opener
Sports pants	Blazer	Liquid containers
Leggings	Jumpsuit/overalls	Fanny pack
Skirt	Shoes	Lunch box / coolers
Coat		Stickers/tattoos
Tuque		Lozenges/gum/mints
Hat		Flag



MULTIPLICATION FACTOR

The purpose of the multiplication factor is to encourage the first “R” of the 3RV-E hierarchy, namely reduction. Overconsumption is defined as the purchase or use of goods and services beyond essential needs. It exceeds the planet’s capacity to naturally renew its resources. It is completely normal to want clothing that represents one’s delegation and journey. However, this desire can sometimes lead to excess, and it is precisely this issue that the multiplication factor aims to address. **That is why the organizing committee has set a limit of 16 clothing items and 10 accessories per delegation. Tables 2 and 3 present the applicable multiplication factors based on the number of items. Thus, a delegation with fewer items will benefit from a more advantageous multiplication factor.**

Table 2: Multiplication factor according to the number of accessories

NUMBER OF ACCESSORIES	MULTIPLICATION FACTOR
11 accessories or more	0
6 - 10 accessories	1
1 - 5 accessories	2

Table 3: Multiplication factor according to the number of clothing items

NUMBER OF CLOTHING ITEMS	FACTEUR DE MULTIPLICATION
16 clothing items or more	0
11-15 clothing items	1
6 - 10 clothing items	2
1-5 clothing items	3

EVALUATION GRID

You will find the simplified evaluation grid in Table 4. **In the next section, the criteria are explained in more detail. The grid contains 9 criteria. Each criterion, except “Has the item already been worn?”, allows you to accumulate points (1 or 0.5 points) for an item.** If you answer “yes” to the first criteria, it is not necessary to evaluate the others. A reused item automatically receives 9 points.

Table 4: Evaluation grid for delegation clothing items and accessories

Has the item already been worn?*	Yes (9 pts)	-	No (0 pts)
*If you answered yes to this criterion, you do not need to complete the following sections			
Is this a recurring item?	Yes (1 pts)	Partially (0,5 pts)	No (0 pts)
Is the item versatile?	Yes (1 pts)	Partially (0,5 pts)	No (0 pts)
Are the materials locally sourced?	Yes (1 pts)	Partially (0,5 pts)	No (0 pts)
Are the materials ecologically responsible?	Yes (1 pts)	Partially (0,5 pts)	No (0 pts)
Is the item locally manufactured?	Yes (1 pts)	Partially (0,5 pts)	No (0 pts)
Is the item’s customization done locally?	Yes (1 pts)	Partially (0,5 pts)	No (0 pts)
Is the item distributed locally?	Yes (1 pts)	Partially (0,5 pts)	No (0 pts)
Does the item have certifications?	Yes (1 pts)	-	No (0 pts)

EVALUATION CRITERIA DESCRIPTION

The evaluation criteria for the responsible purchasing assessment are based on the main issues related to the industrial production of clothing and accessories. You will find the detailed evaluation criteria below. Simplified versions of these criteria are also available in the declaration form (Excel sheet).

Has the clothing item/accessory already been worn?

An item that has already been worn is one that is not new: something you already owned but had not been using, something you obtained from a relative or friend, or something you purchased from a thrift store.

This criterion awards the maximum number of points (9 points) that a clothing item or accessory can receive. As a result, it is unnecessary to evaluate the other criteria for the same item. A reused garment or accessory receives the maximum score because it has the lowest environmental and social impacts. In a consumption context, our habits can be guided by the 3RV-E hierarchy. The acronym 3RV-E stands for: reduce, reuse, recycle, valorize, and eliminate. Thus, reuse is ranked second in the priority order.

Here are a few ideas for you:

- Use or buy items from your own wardrobe and personalize them, for example with clothing prints or
- fabric paint (fabric paint only!), etc.
- Shop at thrift stores to find fun sunglasses.

Is this a recurring item?

One point is awarded if the item is reused from one edition to another, meaning it does not need to be repurchased every year. If the item is used every year but must be repurchased only for new members who do not already own it, it receives 0.5 points. However, if the item was specifically designed for this edition of the Engineering Games, no points are awarded.

The item must remain identical from year to year, except for necessary changes (e.g., supplier changes, minor adjustments, etc.). Unlike a non-recurring item, a delegate receives this item once and **does not receive a new one** for all subsequent participations in the Engineering Games.

Delegations are made up of several dozen people, so reducing the number of copies of a garment or accessory is an effective way to reduce negative impacts.

Is the item versatile?

If your garment is versatile (1 point), it is an item that can be worn in everyday life. A partially versatile garment can be worn in some contexts (e.g., festive parties, student events). A non-wearable item (e.g., funky leggings) earns no points because it can only be worn in the context of the Engineering Games.

The versatility of a garment is important because the environmental impact of an item decreases with each use. Thus, a shirt that is worn more frequently has a lower impact than a shirt worn only once for an event. The versatility of a piece of GEAR is therefore important in this context. The ability to reuse the item in settings other than the Engineering Games increases as its versatility increases. **Table 5 presents examples of versatile and non-versatile items that the Social Conscience team will use as a basis for evaluating clothing during a fit check.**

Table 5: Examples of clothing and accessories classified according to their versatility

Versatile item	Partially versatile item	Non-versatile item
Jacket, hoodie, plain coat with or without logo	Jacket, hoodie, multicolored coat with unusual prints	Extravagant leggings, tailored pants
Backpack	Multicolored delegation shirt with unusual prints	Less common garment pieces: one-piece, wrestling singlet, overalls
Liquid container	Delegation pins, patches, fanny packs	Bandana
Plain headwear with or without logo	Headwear, multicolored with unusual prints	Extravagant headwear
Common accessories : regular sunglasses	Colorful accessories: fun sunglasses	Extravagant accessories: bottle opener, 3D-printed object

Are the materials of locally sourced?

In the context of this assessment, locally sourced materials extend to North America. If the material is locally sourced (1 pt), it will be specified. Otherwise, it is assumed that the materials are not locally sourced (0 pts). For a partial score (0.5 pt), some of the materials may be locally sourced.

It is more difficult to obtain points for this criterion, as the textile industry and its accessories are mostly concentrated in Asia. However, some products are made from synthetic fibers recycled from North American plastic or U.S. cotton. Hemp and linen are also materials that can be locally grown and have strong fiber potential.

Are the materials ecologically responsible?

Eco-responsible materials include natural fibers (organic cotton, hemp, bamboo, flax), synthetic fibers (Tencel/Lyocell, Modal, viscose), as well as recycled fibers (recycled cotton, recycled PET, etc.). It is important to note that 100% of materials must be eco-responsible to obtain 1 point. If the item is partially made of eco-responsible materials, it receives 0.5 points. If no eco-responsible material is used, no points are awarded.

Eco-responsible materials can be identified through product labels, descriptions, or recognized certifications. Do not hesitate to consult the Social Conscience team for verification, as there is a lot of innovation in this field.

Is the item locally manufactured?

An item is considered locally manufactured if it is produced in Quebec or in neighboring provinces/states (Ontario, New Brunswick, Maine, Vermont, New Hampshire, New York) (1 pt), in the rest of Canada or the United States (0.5 pt), or in the rest of the world (0 pts).

Manufacturing refers to the production of the entire garment or accessory. This does not refer to raw materials (e.g., fabric), but to the finished product (e.g., a T-shirt).

Is the item's customization done locally?

An item is considered locally customized (1 point) if it is customized in Quebec or in neighboring provinces/states (Ontario, New Brunswick, Maine, Vermont, New Hampshire, New York) (1 pt), in the rest of Canada or the United States (0.5 pt), or in the rest of the world (0 pt).

Customization refers to modifications made to a garment or accessory in order to adapt its style to customer demand. Several companies specializing in product customization are located in North America.

Is the item distributed locally?

An item is considered locally distributed (1 point) if the distributor is located in Quebec or in neighboring provinces/states (Ontario, New Brunswick, Maine, Vermont, New Hampshire, New York) (1 pt), in the rest of Canada or the United States (0.5 pt), or in the rest of the world (0 pt).

The “Contact” section of websites often indicates the location of the distributor.

Does the item have certifications?

An item is considered certified if it meets environmental and social standards verified by an independent organization (for example: Fair Trade, GOTS, OEKO-TEX, B Corp, Carbon Neutral, etc.). By providing the product link, the organizing committee can verify the presence of these certifications. One point is awarded.

Various certifications exist on the market. “In-house” certifications are not accepted. An “In-house” certification is one created by the same company that produces the item. Furthermore, certifications must be credible and issued by a third party.

FILE SUBMISSION

The two declaration documents for delegation clothing and accessories must be submitted no later than December 31st, 2026.

Send them to the Social Conscience email address:
conscience-sociale@jeuxdegenie.qc.ca



QUESTIONS AND ORGANIZING COMMITTEE

For any questions regarding the guide on eco-responsibility of promotional items and the “Contribution to Society – Responsible Purchasing” assessment, please submit them to the Social Conscience team :



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APPENDIX A

SUPPLIERS BANK

Suppliers	General information
https://www.sanmarcanada.com	Distribution center in Ontario and elsewhere in Canada.
https://www.lasport.ca	Distribution center in Laval.
https://www.pepconcept.com/customapparel.htm	Customization in Montreal. Sells several products made with ecofriendly materials. Can act as an intermediary for custom-made clothing from CL Sportwear (see next line).
https://clsportswear.com/	Custom manufacturing available in Laval.
https://www.designunik.ca/	Supplier from Quebec.
https://artofwhere.com/info/about-us	Supplier from Quebec.
https://www.sportira.com/en/made-in-canada-custom-uniforms	Customization in Canada. Sells certain products made with ecoresponsible materials.
https://www.4imprint.ca/	Canadian supplier.
https://www.justlikehero.com/	Supplier from Quebec and Ontario.

APPENDIX A (CONT.)

PRODUCTS BANK

Products	General information
https://www.gildan.com/ca/en/5000-adult-t-shirt-en_ca?color=037	T-shirt made from U.S.-grown cotton, sourced through North, American distributors, and carries several recognized certifications.
https://fr-ca.ssactivewear.com/p/gildan/64000?color=white-softstyle_ringspun	
https://www.printful.com/fr/personnaliser/broderie/bobs	Bucket hat with certifications and distributed in Ontario.
All-Over Print Recycled Unisex Basketball Jersey Printful	Sports tank top made from recycled plastic and distributed through a distribution center in Ontario.
Custom Pins - Order from 1 piece, 0.5 inch CustomPins CA	Custom-made pins , distributed in Canada.
https://www.martinivispak.com/fr_ca/product/chapeau-bob?9037	Bucket hat made in Quebec.
https://www.printful.com/ca/custom/mens/all-over-shirts/all-over-print-unisex-button-shirt	Shirt distributed by an Ontario-based distributor and made from recycled polyester.
https://www.jerzees.com/shop/p/nublend-sweatpants/973MR?color=ROYAL	Sweatpants made with 50% U.S.-grown cotton.
https://www.jannapromotions.com/p/XXQYQ-KLKXV/champion-adult-powerblend-open-bottom-fleece-pant-with-pockets	Sweatpants made with 50% U.S.-grown cotton and distributed by a Canadian distributor.
https://www.russellathleticbusiness.com/shop/p/dri-power-unisex-full-zip-hoodie/697HBM1?page=1	Hoodie made with 50% U.S.-grown cotton.

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