



# ISTQB® Testing Cup Attendee Manual

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*Global Final – Copenhagen | October 20, 2025*

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## Welcome

Welcome to the ISTQB® Testing Cup 2025!

You are about to join a global challenge designed to bring together ISTQB® certified professionals from around the world. This competition offers a chance to test your skills in a real-world scenario, collaborate with peers, and gain international recognition. This manual provides all the important information you need to prepare, participate, and compete fairly and confidently.

## About the Competition

The ISTQB® Testing Cup is a global competition designed for ISTQB-certified testers. It promotes collaboration across countries, helps participants apply their skills in practical scenarios, and supports the growth of the global testing community.

The final competition will take place in Copenhagen on October 20, 2025, during the ISTQB® General Assembly.

## Team and Participation Guidelines

Each team consists of two participants who must hold ISTQB® certifications. Participants cannot be board members or executives of local ISTQB® boards and may not represent a specific company or board.

Each member board can submit one team per country. Boards representing multiple countries can submit one team per country. A participant may only join one local competition.

All local competitions must be completed by the end of September 2025. Finalists will be invited to the global competition in Copenhagen. Travel and accommodation for two nights will be covered by the local boards.

All attendees must fill out and sign the "ISTQB® Testing Cup 2025 – Participant User Manual & Acknowledgment" document. The member board is responsible for taking the signatures and giving them to the ISTQB Testing Cup representative before the global competition.

The competition uses a web-based System Under Test (SUT), which does not require installation. No sponsor branding will be allowed at the global level.

## Competition Day Schedule

The global final will be held on October 20, 2025.

- 09:00 to 12:00: Test planning, analysis, and design
- 12:00 to 13:00: Lunch break
- 13:00 to 16:00: Test implementation, execution, and reporting
- 16:00 to 17:00: Judges' debriefing

## Setup and Tools

Each team will be seated together and provided with stable Wi-Fi or LAN access (if your laptop does not support LAN please have your adaptor with yourself).

Each team will receive one monitor, one keyboard, and one mouse. Participants may bring additional laptops and are required to bring any necessary internet adaptors.

The following items are allowed during the competition:

- Headphones
- Mobile phones
- Pen and paper
- AI tools

Teams will have access to Google Drive, with a setup that we will use for the reporting month before the event. The fields required in the reports include:

- ☐ Summary
- ☐ Description
- ☐ steps to reproduce (custom field)
- ☐ Expected result
- ☐ Actual result
- ☐ Device type
- ☐ OS version
- ☐ Browser type:
- ☐ Browser version
- ☐ Priority
- ☐ Severity
- ☐ Area of impact (category standard field?)
- ☐ Additional information
- ☐ Frequency
- ☐ Product risk (relevant requirements)
- ☐ Issue type (functional, performance, ...)

Teams may ask questions to the Product Owner during the competition.

The System Under Test will be a web-based application, accessible through the event's IP if needed. Each participant will receive individual credentials, with access restricted to one session per user.

## Disqualification Rules

Teams will be disqualified for the following:

- Receiving external help or using unauthorized tools or data according to the SUT regulations
- Sabotaging other teams' work
- Displaying unprofessional behavior toward the Product Owner, judges, or other participants
- Having unregistered or unqualified team members join
- Arriving later than 09:15

- Wearing branded clothing or displaying promotional items related to a commercial company or board during the competition is not allowed.

## Scoring Criteria

Teams can achieve a maximum of 130 points based on the following categories:

### Test Plan Quality (20 points)

- Coverage of product risks
- Clear scope and realistic time management
- Use of tools and systematic approach
- Negative points for focusing only on one test type or creating an unworkable schedule

### Test Analysis and Design (20 points)

- Focus on high-risk features
- Well-defined test conditions, cases, and charters
- Prioritization and traceability
- Negative points for missing basic tests or designing more than executing

### Test Implementation (20 points)

- Quality of test data, scripts, and tools
- Logical procedures and completeness
- Negative points for hardcoded data or lack of sanity checks

### **Test Execution (20 points)**

- Detection of critical defects and clear reporting
- Accurate severity ratings and traceability
- Negative points for false positives or poor test coverage

### **Summary Test Report (20 points)**

- Overview of actual versus planned testing
- Remaining risks, conclusions, and clear communication
- Use of visuals and easy-to-understand layout
- Negative points for unsupported conclusions or missing summaries

### **Non-Functional Testing (20 points)**

- Evaluation of usability, performance, security, or accessibility
- Relevant testing aligned with product risks
- Negative points for incorrect tool usage or confusion between test types

### **AI Usage (5 points)**

- Useful prompts supporting test process steps
- Screenshots of AI-generated content included
- Negative points for irrelevant or unusable AI output

### **Bonus Points (5 points)**

Awarded for innovation, use of new technologies, critical defect detection, professional conduct, and clear communication with the Product Owner

## **System Under Test (SUT)**

The System Under Test is a web-based application designed to support various types of testing including functional, performance, security, and exploratory testing. Further information will be provided in a separate criteria document.

## **Appeals and Complaints**

Only official team representatives may submit complaints. Complaints must relate to scoring, application of rules, or judge behavior.

Complaints must be submitted in writing to the Appeals Officer within 60 minutes after the competition ends. The submission must include:

- Team name
- Specific issue
- Supporting arguments or evidence

A neutral judge and members of the Testing Cup committee will review the complaint. They may request clarification, review evidence, or speak with involved parties.

Decisions will be communicated before the announcement of winners. These decisions are final, and no further appeals will be accepted after results are announced. All complaint details will remain confidential.

## **Judging and Governance**

There will be five judges:

- four will evaluate the teams' performance



- One will handle disagreements or conflicts

The Testing Cup committee, including a representative from the hosting board and the MWG stream lead, will oversee the competition and make final decisions. The MWG stream lead also serves as the Appeals Officer.

Judges are expected to:

- Act with integrity and impartiality
- Maintain confidentiality
- Apply criteria consistently
- Be available throughout the competition
- Avoid all real or perceived conflicts of interest