



QUIZ BOWL

SkillsUSA Championships Technical Standards



PURPOSE

To test the knowledge of selected team members on various aspects of general academic knowledge, professional development, and current events.

First, download and review the General Regulations at updates.skillsusa.org.

ELIGIBILITY (TEAM OF FIVE UP TO SEVEN)

Open to a team of five (5) up to seven (7) active SkillsUSA members from the same local chapter (school). Each state may send one high school and one college/postsecondary team. A full team, a minimum of five (5), must be registered. See General Regulations for more information about substitution and penalty rules. All team members must register as competitors.

CLOTHING REQUIREMENTS

Class A: SkillsUSA Official Attire

- Official SkillsUSA red blazer or official SkillsUSA red jacket
- Button-up, collared, white dress shirt (accompanied by a plain, solid black tie or SkillsUSA black tie), white shirt (collarless or small-collared) or white turtleneck, with any collar not to extend into the lapel area of the blazer, sweater, windbreaker or jacket
- Black dress slacks or black dress skirt (knee-length at minimum)
- Black closed-toe dress shoes

Note: The official SkillsUSA windbreaker, sweater and black Carhartt jacket are no longer available for purchase in the SkillsUSA Store. However, these clothing items are grandfathered in as previous official SkillsUSA clothing and can be worn in SkillsUSA competitions as directed in this document.

OR:

Class E: Competition Specific — Business Casual

- Official SkillsUSA white polo shirt
- Black dress slacks or black dress skirt (knee-length minimum)
- Black closed-toe dress shoes

Note: Wearing socks or hose is not required. If worn, socks must be black dress socks and hose must be either black or skin-tone and seamless/nonpattern.

These regulations refer to SkillsUSA Championships Clothing Classifications that are pictured and described at skillsusastore.org. If you have questions about competition uniforms, call the SkillsUSA Store at 888-501-2183.

Note: Competitors must wear their official competition clothing to the competition orientation.

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
 - a. One table with five (5) chairs for each team
 - b. Podium and, if necessary, a public-address system
 - c. Buzzer system (may be Internet-based)
 - d. Score sheets and pencils for judges
 - e. Paper for the competitors
 - f. Calculators for competition official(s)
 - g. Competition staff
 - 1). Competition official
 - 2). Moderator
 - 3). Operator for the Internet-based buzzer system/timekeeper
 - 4). Scorekeepers (e.g., judges)
2. Supplied by the competitors:
 - a. Each competitor is allowed one (1) device (smartphone or tablet) that can connect to the Internet to use as a buzzer. The device must be sufficiently charged for the competition. Note: Charging in the competition area is prohibited. A portable power bank is allowed.
 - b. Writing utensils (pencils and/or pens)
 - c. All competitors must create and submit online a one-page single sided resume. See “Online Submission Requirements” below for guidelines.

Note: All national competitors must also check for competition-specific updates and/or competitor preparation instructions on the SkillsUSA website at updates.skillsusa.org.

PROHIBITED DEVICES

Cellphones, electronic watches and/or other electronic devices not approved by a competition’s national technical committee are **NOT** allowed in the competition area. Please follow the guidelines in each technical standard for approved exceptions. Technical committee members may also approve exceptions onsite during the SkillsUSA Championships if deemed appropriate.

Penalties for Prohibited Devices

If a competitor's electronic device makes noise or if the competitor is seen using it at any time during the competition, an official report will be documented for review by the Director of the SkillsUSA Championships. If confirmed that the competitor used the device in a manner which compromised the integrity of the competition, the competitor's scores may be removed.

ONLINE SUBMISSION REQUIREMENTS

All SkillsUSA national competitors must submit their one-page single sided resume online. The deadline and link for online submissions will be published on updates.skillsusa.org.

Failure to submit any of the required document(s) listed below by the established deadline will result in a 10-point penalty.

1. One-page single sided resume

Your submission must be saved as PDF file type using the file name format of "Your Last Name_Your First Name_Resume." For example, "Amanda Smith" would save the individual PDF submissions file as:

- Smith_Amanda_Resume

OBSERVER RULE

The technical committee reserves the right to allow or prohibit observers into competition area(s). If allowed, no observer may enter or exit the competition area while a competitor is presenting. Observers are not allowed to talk to or make gestures to competitors. No videotaping or photography is allowed during the competition. All phones and electronic devices must be silenced and put away. The competition staff reserves the right to request any observer to leave if they are perceived as a distraction.

SCOPE OF THE COMPETITION

KNOWLEDGE PERFORMANCE

A knowledge test will be administered to all team members. Competitors are also required to take the SkillsUSA Professional Development Test. Competitors must complete both tests to be eligible for active rounds.

SKILL PERFORMANCE

Teams will demonstrate communication skills, teamwork, problem solving, and time-management skills by determining and presenting the answer to each question clearly within the five-second time limit.

COMPETITION GUIDELINES

1. A state may enter one high school team and one college/postsecondary team with a minimum of five or up to seven (7) registered competitors.

- a. A team may perform with four members but will be penalized one-fifth of the possible points. (See General Regulations.)
- 2. Scoring specifications
 - a. Scoring is based on 1,000 points, with 70% of the score from the active round, 10% professionalism, and 20% from the knowledge test(s).
 - b. Each competitor will take two (2) knowledge tests. One will be a test (100 points) covering general academic and current events/issues. The other will be the SkillsUSA Professional Development Test (100 points).
 - 1). Individual knowledge test(s) scores will be calculated as the number of correct answers divided by the total number of questions. Once scored, the individual scores of all team members will be averaged.
 - c. Teams will participate in an active round where competitors will use a buzzer system to score points for their team by answering questions (700 points).
 - 1). Active round points are determined based on seven points awarded for a correct response and seven points deducted for an incorrect response
 - d. Professionalism (100 points) will be assessed based on the team's overall performance throughout the competition. This component includes projecting a professional self-image through attire and grooming as well as demonstrating positive attitude and professional presentation skills of patience, persistence, politeness, and preparedness
- 3. Competition question sources
 - a. Approximately 30 percent of the questions asked will be about professional development issues, 15 percent will be about current events, 15 percent from LifeSmarts and 40 percent will consist of general academic knowledge.
 - b. Professional development questions may be drawn from the following sources: SkillsUSA Member Handbook; SkillsUSA website; SkillsUSA Framework; SkillsUSA Champions digital magazine; any resource published by SkillsUSA; and Robert's Rules of Order, Newly Revised. Items found in any SkillsUSA conference publication, e.g., the NLSC app, SkillsUSA Awards & Recognition book, and any material from the NLSC Opening Ceremony may be included.
 - c. The sources for current-events questions will be CNN and Fox News. Items will be taken from these sources published no more than 120 days prior to the date of the competition. The sources can be print media or online versions.
 - d. LifeSmarts questions will be core consumer topics focusing on five key areas: consumer rights and responsibilities, the environment, health and safety, personal finance, and technology. Resources are available online at [LifeSmarts.org/](https://www.lifesmarts.org/).
 - e. Topics for general academic knowledge may include but shall not be limited to science, math, social studies, English (including literature), spelling, government, the arts and music.
- 4. Active round specifications
 - a. An active round (700 points) shall be defined as 100 questions, with no time limit.
 - 1). Breaks are taken following questions 25, 50 and 75 for the judges to verify scores.
 - 2). There will be no true/false or multiple-choice questions in the active rounds.

- 3). The active round may consist of a preliminary and a final. A preliminary round will be conducted only when team registrations exceed the capacity of the competition area. If conducted, the preliminary round will serve as an eliminator and a finals competition will be conducted.
 - a) The team's averaged test(s) score will be used for seeding teams to the competition area(s) for the preliminary round, if necessary.
- b. Each team will be assigned a table at the beginning of the round by the competition official or moderator.
 - 1). Five (5) competitors will be seated at the table as active participants for each round.
 - a) The sixth and/or seventh competitor for any team will be seated as observers in the competition area, if applicable.
 - i.) During the breaks following questions 25, 50 and 75 as directed by the moderator teams may request to substitute competitors seated in the observation area.
- c. Teams may not use notes, reference materials, calculators, or any type of electronic communication.
- d. Blank paper will be provided by the officials and taken up at the end of each round.
- e. Competitors will supply their own pens or pencils to use during the rounds.
- f. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer. The team that buzzes in first will be recognized to answer the question.
 - 1). The buzzer system will maintain the official time, which is used only for responding to questions.
 - 2). If the moderator inadvertently gives the answer away, the question is voided.
 - 3). If the audience gives away an answer, the moderator may void the question with no penalty for any team.
- g. A team may buzz in as soon as it feels it knows the answer. However, the moderator will stop reading the question, and the team must answer based upon what has been read to that point. Some questions may require multiple answers.
- h. Once a team buzzes in, they must wait to be recognized.
 - 1). Any team that responds to the question before being recognized will be scored with an incorrect answer.
 - a) During a preliminary round, the moderator may allow each team one (1) pass if they say an answer without being recognized.
- i. Once recognized, the team members may confer among themselves but must respond within five seconds.
 - 1). Any team member may give the team's answer. Once a team member starts an answer only that person may finish providing information.
 - 2). If the answer is incomplete because only a partial correct answer is given, then:
 - a) For a question that has a two (2) part answer, the moderator may ask the team for "more information".
 - b) For a question that asks for a person's name and the team gives only the first and/or last name, the moderator may ask for the full name.

- 3). Only the first answer given will be considered. The team cannot give another answer.
- 4). If a wrong response is given, the team cannot give a second answer, and the opposing team(s) will be given an opportunity to buzz in and answer the question.
 - a) The moderator will direct the buzzer operator to reset and begin re-reading the question following the procedure outlined above.
 - b) The process continues until either a correct answer is accepted and/or no team buzzes in to answer.
 - c) The moderator will provide the correct response in the event where no team gives the correct answer.
- j. A question will not be re-read during actual play except upon the request of a competition official.
- k. The judges will make the final ruling on correct or incorrect responses.
- l. If a team believes that an incorrect answer was accepted, or a correct answer was not accepted, it may offer a challenge. Only team members seated at the table may make challenges, and only at the point at which they occur. Challenges may not be made once the next question has begun.
- m. The team's test(s) score will be used as a tiebreaker. No tiebreaker rounds will be conducted.

STANDARDS AND COMPETENCIES

QUIZ 1.0 — Demonstrate knowledge of general academics, professional development and current events.

- 1.1. Prepare to respond to a variety of questions.
- 1.2. Read and retain key points from a variety of related sources.

QUIZ 2.0 — Demonstrate communication skills, teamwork, problem solving skills and time-management skills.

- 2.1. Speak clearly and listen effectively to the moderator, judges team members in a time sensitive situation.
- 2.2. Use conflict resolution techniques to bring the group to consensus about an answer.
- 2.3. Maintain awareness of time remaining to answer a question.
- 2.4. Use problem solving skills to determine answers to posed questions and scenarios.
- 2.5. Utilize strong teamwork skills to determine answers utilizing the strengths of all team members.

QUIZ 3.0 — Demonstrate problem-solving skills.

- 3.1. Use good problem-solving techniques in determining correct answers in both a team and time sensitive setting.
- 3.2. Identify the strengths and weaknesses of each team member to determine which member will answer specific categories of questions.

QUIZ 4.0 — Demonstrate multicultural sensitivity and awareness.

- 4.1. Show knowledge of history, ethnic and cultural differences found in various cultures from around the United States and the world.
- 4.2. Respond appropriately to questions around various cultures.

QUIZ 5.0 — Demonstrate professional presentation skills in voice, presence, enthusiasm and mechanics.

- 5.1. Exhibit presence includes poise, eye contact, confident appearance, attitude and natural movements.
- 5.2. Use good language mechanics in diction, pronunciation, enunciation and volume.
- 5.3. Demonstrate positive attitude, patience, persistence, professionalism, politeness and preparedness.
- 5.4. Exhibit understanding of the impact of words and actions.

QUIZ 6.0 — Project a professional self-image through attire and grooming.

- 6.1. Demonstrate a professional appearance in dress, good grooming, and personal presentation.
- 6.2. Display clothing that meets national standards requirement for competition.
- 6.3. Demonstrate good grooming in personal hygiene.
- 6.4. Wear clothing that fits well.
- 6.5. Present a wrinkle-free appearance.

QUIZ 7.0 — SkillsUSA Framework

The SkillsUSA Framework is used to pinpoint the Essential Elements found in Personal Skills, Workplace Skills, and Technical Skills Grounded in Academics. Students will be expected to display or explain how they used some of these essential elements. For more, visit:

www.skillsusa.org/who-we-are/skillsusa-framework/.

COMMITTEE-IDENTIFIED ACADEMIC SKILLS

The technical committee has identified that the following academic skills are embedded in this competition.

Math Skills

- Simplify numerical expressions.
- Solve practical problems involving percentages.
- Solve single variable algebraic expressions.
- Find surface area and perimeter of two-dimensional objects.
- Find volume and surface area of three-dimensional objects.
- Apply Pythagorean Theorem.
- Make predictions using knowledge of probability.
- Solve problems using proportions, formulas and functions.
- Find slope of a line.
- Use laws of exponents to perform operations.
- Use measures of interior and exterior angles of polygons to solve problems.

- Add, subtract, multiply and divide.

Science Skills

- Use knowledge of cell theory.
- Use knowledge of patterns of cellular organization (cells, tissues, organs, systems).
- Use knowledge of carbon, water and nitrogen cycles.
- Use knowledge of reproduction and transmission of genetic information.
- Use knowledge of the particle theory of matter.
- Describe characteristics of types of matter based on physical and chemical properties.
- Use knowledge of physical properties (shape, density, solubility, odor, melting point, boiling point, color).
- Use knowledge of chemical properties (acidity, basicity, combustibility, reactivity).
- Use knowledge of classification of elements as metals, metalloids, and nonmetals.
- Use knowledge of potential and kinetic energy.
- Use knowledge of mechanical, chemical and electrical energy.
- Use knowledge of heat, light and sound energy.
- Use knowledge of speed, velocity and acceleration.
- Use knowledge of Newton's laws of motion.
- Use knowledge of principles of electricity and magnetism.
- Supply scientific terms, given definition.

Language Arts Skills

- Demonstrate comprehension of a variety of informational texts.
- Use text structures to aid comprehension.
- Organize and synthesize information for use in written and oral presentations.
- Demonstrate knowledge of appropriate reference materials.
- Use print, electronic databases and online resources to access information in books and articles.
- Select appropriate verbal responses to oral and written questions.

CONNECTIONS TO NATIONAL STANDARDS

State-level academic curriculum specialists identified the following connections to national academic standards.

Science Standards

- Understand atmospheric processes and the water cycle.
- Understands Earth's composition and structure.
- Understands the composition and structure of the universe and the Earth's place in it.
- Understands the principles of heredity and related concepts.
- Understands the structure and function of cells and organisms.
- Understands relationships among organisms and their physical environment.
- Understands biological evolution and the diversity of life.

- Understands the structure and properties of matter.
- Understands the sources and properties of energy.
- Understands forces and motion.
- Understands the nature of scientific knowledge.
- Understands the nature of scientific inquiry.
- Understands the scientific enterprise.

Language Arts Standards

- Students read a wide range of print and nonprint texts to build an understanding of texts, of themselves, and of the cultures of the United States and the world; to acquire new information; to respond to the needs and demands of society and the workplace.
- Students apply a wide range of strategies to comprehend, interpret, evaluate and appreciate texts. They draw on their prior experience, their interactions with other readers and writers, their knowledge of word meaning and of other texts, their word identification strategies, and their understanding of textual features (e.g., sound-letter correspondence, sentence structure, context, graphics).
- Students adjust their use of spoken, written and visual language (e.g., conventions, style, vocabulary) to communicate effectively with a variety of audiences and for different purposes.
- Students conduct research on issues and interests by generating ideas and questions, and by posing problems. They gather, evaluate and synthesize data from a variety of sources (e.g., print and nonprint texts, artifacts, people) to communicate their discoveries in ways that suit their purpose and audience.
- Students use a variety of technological and information resources (e.g., libraries, databases, computer networks, video) to gather and synthesize information and to create and communicate knowledge.
- Students use spoken, written and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion, and the exchange of information).

Source: IRA/NCTE Standards for the English Language Arts. To view the standards, visit: www.ncte.org/standards.