2022-23 EDITION

SkillsUSA CHAMPIONSHIPS

JOB SKILL DEMONSTRATION OPEN

SkillsUSA Championships Technical Standards

PURPOSE

To evaluate each competitor's ability to demonstrate and explain an entry-level technical skill used either in the occupational area for which he or she is training or outside the training area.

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

ELIGIBILITY

Open to active SkillsUSA members. Each state may send one middle school, one high-school and one college/postsecondary competitor.

CLOTHING REQUIREMENTS

Competitors may wear SkillsUSA official Class A attire or other official competition dress appropriate for the occupational area of the demonstration which includes SkillsUSA Class B through I attire.

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 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.

Note: Wearing socks or hose is no longer 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 clothing items that are pictured and described at www.skillsusastore.org. If you have questions about clothing or other logo items, call 1-888-501-2183.

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

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
   a. Timekeeper
   b. A performance space of 8'x12' that contains one table and one duplex (two plug-ins) 120-volt (15-amp) electrical outlet
2. Supplied by the competitor:
   a. All materials and equipment needed for the demonstration to be completed two times, once for the preliminaries and again for the finals, if required.
   b. All competitors — except for middle school students, who are exempt from the resume requirement — must create a one-page resume. See "Resume Requirement" below for guidelines.

RESUME REQUIREMENT

Competitors (except for middle school students, who are exempt from this requirement) must create a one-page resume to submit online. SkillsUSA national competitors should submit their resume by June 1. The link for submission will be published on http://updates.skillsusa.org on May 1. Failure to submit a resume will result in a 10-point penalty.

Your resume must be saved as a PDF file type using file name format of "Last Name_First Name." For example, "Amanda Smith" would save her resume as **Smith_Amanda**. If you need assistance with saving your file as a PDF, visit the Adobe website for more information.

***Note*:** Check the Competition Guidelines and/or the updates page on the SkillsUSA website at http://updates.skillsusa.org.

PROHIBITED DEVICES

Cell phones 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 SkillsUSA Championships director. If confirmed that the competitor used the device in a manner which compromised the integrity of the competition, the competitor's scores may be canceled.

OBSERVER RULE

1. Observers are not allowed to talk or gesture to competitors.
2. Judges may disqualify competitors who receive assistance from observers.
3. No videos, pictures or note-taking in the room. All electronics must be turned off.
4. Observers may not enter or exit while the competitor is presenting.
5. Any judge, timekeeper or doorkeeper has the right to ask an observer to leave if they are being a distraction for any competitor.

SCOPE OF THE COMPETITION

KNOWLEDGE PERFORMANCE

There is no written knowledge exam for this competition. Competitors are required to take the SkillsUSA professional development test. Middle school competitors are exempt from testing requirements.

SKILL PERFORMANCE

The competition requires a demonstration performing an occupational skill accompanied by a clear explanation of the topic using experiments, displays or practical operations.

COMPETITION GUIDELINES

1. An actual technical skill must be performed as opposed to an illustrated talk.
2. Notecards and other reference materials are not permitted.
3. Any technical skill may be demonstrated. The skill does not have to relate to the occupational program of the competitor.
4. The demonstration shall be at least five minutes in length but shall not exceed seven minutes. ***Penalty*:** Five points will be deducted for each 30 seconds or fraction thereof under five minutes or for each 30 seconds or fraction thereof over seven minutes.
5. Time limit: Time will be started when the demonstration begins. The timekeeper will signal the speaker at five minutes, six minutes and six minutes 30 seconds.
6. Competitors will be allowed three minutes to set up the demonstration and three minutes to clear the demonstration room. ***Penalty*:** Five points will be deducted for each 30 seconds or fraction thereof over the three-minute allowance.
7. A performance space of 8'x12' will be provided that contains one table and one duplex (two plug-ins) 120-volt (15 amp) electrical outlet.
8. Any visual or auditory aids (signs, charts, transparencies, slides, diagrams, tapes, CDs) are to be prepared by competitors. Professionally prepared visuals and audio materials may not be used. No open flames, no combustible or hazardous chemical compounds, no fluids containing pathogens or toxic chemicals and no pressurized containers will be allowed.
9. The competitor will not mention his or her name, school, city or state.
10. The demonstration is an individual performance; however, assistants may be used to set up and dismantle the demonstration if it is very heavy or large. Otherwise, the competitor is responsible for setting up the demonstration. Models or assistants may be used in the demonstration but will not say or do anything that assists the demonstration other than serve as a model as needed, e.g., facial, clothing design demonstration, etc.

11. Basic safety practices related to the skill performed must be followed. Safety violations will be subject to penalties of one to 10 points. Judges may interrupt the demonstration for serious violations.
12. The competitor may show the judges an item, but may not physically hand a judge any item, including food sampling.

STANDARDS AND COMPETENCIES

JSDO 1.0 — Develop and write an effective presentation that demonstrates a technical job skill related to the competitor's field of training.

1.1. Prepare a job skill demonstration that lasts five to seven minutes.
1.2. Organize the demonstration in a logical and coherent manner.

JSDO 2.0 — Deliver the presentation in a professional manner meeting the standards outlined by the technical committee.

2.1. Perform the actual technical skill in the presentation.
2.2. Explain the topic using experiments, displays or practical operations.
2.3. Demonstrate an effective and pleasing delivery style.
2.4. Effectively use verbal illustrations and examples.
2.5. Make a formal and effective introduction to the presentation that clearly identifies the scope of the demonstration.
2.6. Pronounce words in a clear and understandable manner.
2.7. Use a variety of verbal techniques including modulation of voice, changing volume, varied inflection, modifying tempo and verbal enthusiasm.
2.8. Demonstrate self-control and poise while presenting.
2.9. Demonstrate good platform development and personal confidence.
2.10. Communicate the primary points of the demonstration in a compact and complete manner.
2.11. Tie organizational elements together with an effective closing.
2.12. Complete the demonstration within the time limits set by competition requirements.

JSDO 3.0 — Wear appropriate clothing for the national competition.

3.1. Display clothing that meets national standards for competition.
3.2. Demonstrate good grooming in dress and personal hygiene.

JSDO 4.0 — Safety and hazardous materials.

4.1. Students cannot demonstrate with pressurized aerosol cans, compressed air, gasses, flammable liquids or biohazardous materials.
4.2. The demonstration may be interrupted or discontinued for severe safety violations.

JSDO 5.0 — 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. Please reference the graphic above, as you may be scored on specific elements applied to your project. For more, visit: www.skillsusa.org/about/skillsusa-framework/.

COMMITTEE IDENTIFIED ACADEMIC SKILLS

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

Math Skills

- Use fractions to solve practical problems
- Use proportions and ratios to solve practical problems
- Simplify numerical expressions
- Solve practical problems involving percentages
- Solve single variable algebraic expressions
- Measure angles
- Find surface area and perimeter of two-dimensional objects
- Find volume and surface area of three-dimensional objects
- Apply transformations (rotate or turn, reflect or flip, translate or slide and dilate or scale) to geometric figures
- Construct three-dimensional models
- Apply Pythagorean Theorem
- Make predictions using knowledge of probability
- Make comparisons, predictions and inferences using graphs and charts
- Organize and describe data using matrices
- Solve problems using proportions, formulas and functions
- Find slope of a line
- Solve practical problems involving complementary, supplementary and congruent angles
- Solve problems involving symmetry and transformation
- Demonstrate measuring skills
- Convert from metric to English measurements and from English to metric measurements

Science Skills

- Use knowledge of speed, velocity and acceleration
- Use knowledge of work, force, mechanical advantage, efficiency and power
- Use knowledge of simple machines, compound machines, powered vehicles, rockets and restraining devices
- Use knowledge of principles of electricity and magnetism
- Use knowledge of static electricity, current electricity and circuits
- Use knowledge of magnetic fields and electromagnets

- Use knowledge of motors and generators

Language Arts Skills

- Provide information in conversations and in group discussions
- Provide information in oral presentations
- Demonstrate use of verbal communication skills, such as word choice, pitch, feeling, tone and voice
- Demonstrate use of nonverbal communication skills, such as eye contact, posture and gestures using interviewing techniques to gain information
- Demonstrate comprehension of a variety of informational texts
- Use text structures to aid comprehension
- Identify words and phrases that signal an author's organizational pattern to aid comprehension
- Understand source, viewpoint and purpose of texts
- 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
- Demonstrate informational writing
- Edit writing for correct grammar, capitalization, punctuation, spelling, sentence structure and paragraphing

CONNECTIONS TO NATIONAL STANDARDS

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

Math Standards

None Identified

Source: *NCTM Principles and Standards for School Mathematics. For more information, visit: www.nctm.org.*

Science Standards

Understands the nature of scientific inquiry.

Source: *McREL compendium of national science standards. To view and search the compendium, visit: www2.mcrel.org/compendium/browse.asp.*

Language Arts Standards

- 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 employ a wide range of strategies as they write and use different writing process elements appropriately to communicate with different audiences for a variety of purposes.
- 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.*