2022-23 EDITION

SkillsUSA CHAMPIONSHIPS

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 in Quiz Bowl.

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

ELIGIBILITY (TEAM OF FIVE TO SEVEN)

Open to active SkillsUSA members currently enrolled in technical, skilled and service occupations, including health occupations. Each state may send one high school and one college/postsecondary team.

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 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.

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 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.

OBSERVER RULE

Observers will be allowed to watch the match providing space is available. No talking or gesturing will be permitted. The event chair or moderator may remove observers and/or close the event to observers for cause.

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
   a. One table for each team and sufficient tables for the moderator and judges
   b. Chairs for all participants, committee and judges
   c. Podium and, if necessary, a public-address system
   d. Internet-based buzzer system
   e. Audience chairs
   f. Sufficient score sheets and pencils for judges
   g. Paper for the team members
   h. Calculators for competition officials
2. Supplied by the competitors:
   a. Device (smartphone or tablet) that can connect to the internet to be used as the buzzer. The device must be sufficiently charged for the competition. Charging in the competition room is not available.
   b. All competitors must create a one-page resume. See "Resume Requirement" below for guidelines.
3. Personnel required:
   a. Moderator
   b. Operator for the Internet based buzzer system/timekeeper
   c. Judges who will serve as scorekeepers

RESUME REQUIREMENT

Competitors must create a one-page resume to submit online. SkillsUSA national competitors should submit their resume by June 1. The link for resume 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.

SCOPE OF THE COMPETITION

KNOWLEDGE PERFORMANCE

A Quiz Bowl written knowledge test will be administered to all team members, including alternates. Competitors are also required to take the SkillsUSA professional development test. Competitors must complete the written test(s) 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 frame.

COMPETITION GUIDELINES

1. A state may enter one high school team and one college/postsecondary team with a minimum of five registered members each. The team may perform with four members without penalty in the event that a member fails to show up or is forced to withdraw within five days of the competition, as long as five members were originally registered and verified by the SkillsUSA national headquarters. (See General Regulations.)

2. A team may register up to two alternates (in addition to the five team members). The alternates are required to attend orientation and take the written test(s). The alternate scores will be included in the team average. Registered alternates who take the test(s) may then be allowed to participate in active rounds.
3. The competition is divided into two segments: the written tests and the active round(s).
4. Scoring is based on 1,000 points, with 80% of the score from the active round and 20% from the written test(s).
5. Each competitor, including alternates, will take two (2) written tests. One will be a 50 question Quiz Bowl test (100 points) covering general academic and current events issues. The other will be the national SkillsUSA Professional Development test (100 points).
6. Written test(s) individual 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, including alternates, will be averaged.
7. 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 room. If conducted, the preliminary round will serve as an eliminator.
8. The written test(s) team score will be used for seeding teams to competition rooms for the preliminary round, if necessary.
9. An active round shall be defined as 100 questions, with no time limit.
10. Active round points are determined on the basis of eight points awarded for a correct response and eight points deducted for an incorrect response.
11. Approximately 30 percent of the questions asked will be about professional development issues, 30 percent will be about current events and 40 percent will consist of general academic knowledge.
12. Professional Development questions may be drawn from the following sources: SkillsUSA Member Handbook; SkillsUSA website; SkillsUSA Framework; CareerSafe; SkillsUSA Champions digital magazine; any resource published by SkillsUSA; Robert's Rules of Order, Newly Revised; OSHA's Teen Worker site (www.osha.gov/SLTC/teenworkers/) and the Youth EEOC site (youth.eeoc.gov/). Items found in any SkillsUSA conference publication, e.g., NLSC app, SkillsUSA Awards & Recognition book and any material from the NLSC Opening Ceremony may be included.
13. 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.
14. 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.
15. Each team will be assigned a table location at the beginning of the round by the competition chair or moderator.
16. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.
17. The moderator will read a question, and the team that buzzes in first will be recognized to answer the question.
18. Once a team buzzes in, it must wait to be recognized. Any team that responds to the question before being recognized will be scored with an incorrect answer.
19. 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.

20. 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.
21. Once recognized, the team members may confer among themselves but must respond within five seconds. In the event that a team misses an answer, unless another team buzzes before the moderator can begin or finish the question, the moderator will begin re-reading the question following the procedure outlined above for the other teams. A question will not be re-read during actual play except upon the request of a judge.
22. Only the first answer given will be considered. If it is a wrong response, the team cannot give another answer, and another team has an opportunity to respond to the question. If the moderator inadvertently gives the answer away, the question is voided.
23. Any team member may give the team's answer. Once a team member starts an answer only that person may finish providing information.
24. If the answer is incomplete, the moderator may ask the team to be more specific. For example, if the correct answer given is "Roosevelt," the moderator may ask for a full name, or for more information.
25. The moderator will provide the correct response in the event no team gives the correct answer.
26. Teams may not use notes, reference materials, calculators or any type of electronic communication. Blank paper will be provided by the officials and taken up at the end of each round. Participants will supply their own pens or pencils to use during the rounds.
27. The judges will make the final ruling on correct or incorrect responses.
28. The buzzer system will maintain the official time, which is used only for responding to questions.
29. There will be no true/false or multiple-choice questions in the active rounds.
30. In the event that 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.
31. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team.
32. The written-test(s) team score will be used as a tiebreaker during the active rounds. 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 including poise, eye contact, confident appearance, attitude and natural movements.
5.2. Use good language mechanics as in diction, pronunciation, enunciation and volume.

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

6.1. Display clothing that meets national standards for competition
6.2. Demonstrate good grooming in dress and personal hygiene
6.3. Wear clothing that fits well.
6.4. Press clothing prior to competition.
6.5. Demonstrate a professional appearance in dress, good grooming, and personal presentation.

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. 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

- Simplify numerical expressions
- Solve practical problems involving percents
- 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.

Math Standards

None Identified

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

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

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

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.*