

**2021 MICHIGAN SKILLSUSA CHAMPIONSHIPS
TASK & MATERIALS LIST**

SKILL OR LEADERSHIP AREA: Quiz Bowl

CONTEST LOCATION:

Virtual

RESUME:

Each student must submit a one-page printed resume before the contest starts at the contest site (present to contest coordinator, not judges). This is the only time that resumes can be turned in. Failure to do so will result in a 10-point penalty.

STUDENT MUST SUPPLY:

- 1 page resume (one for each student)
- Same supplies as listed in the SkillsUSA Championships Technical Standards

CONTEST INFO:

- *Please refer to the National Technical Standards for detailed information related to this contest.*
- How to access SkillsUSA National Technical Standards:
https://www.youtube.com/watch?v=aR9Jet0PRP8&feature=emb_logo
- National Contest Updates are located:
<https://www.skillsusa.org/competitions/skillsusa-championships/contest-updates/>

CLOTHING REQUIREMENT (if different from National contest):

- SkillsUSA official dress
- No heels over 2"
- No hats (unless part of industry standard)
- No logos, no names, all identifying information must be covered.
- 2021 only – no deductions will be made if full official dress is not available

OBSERVERS ALLOWED IN ROOM DURING COMPETITION?

- Yes

Observers will be allowed to watch the match if 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.

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: <http://updates.skillsusa.org>.

ELIGIBILITY

(TEAM OF 5-7) Open to active SkillsUSA members currently enrolled in technical, skilled and service occupations, including health occupations.

SCOPE OF THE CONTEST

Knowledge Performance

~~A written test will be administered to all team members, including alternates. Contestants must complete the written test 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.

Contest Guidelines

1. A state may enter one high school team and one college/postsecondary team comprised of five registered members each. The team may perform with four members without penalty if a member fails to show up or is forced to withdraw within five days of the competition, if 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. The alternate scores will be included in the team average. Registered alternates who take the test may then be allowed to participate in active rounds.
3. Scoring is based on 1,000 points, where 80% comes from the active round and 20% from written test. The preliminary round score is the sum of the team's preliminary active round score and written score. The preliminary round will be used as an eliminator, if necessary. For the final round, the sum of the team's final round active score and written score will serve as the final score. The final score will be used to determine the medallion winners.
4. 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.
5. Professional Development questions may be drawn from the following sources: SkillsUSA Leadership Handbook; SkillsUSA website; Professional Development Program; Career Essentials: Foundations; SkillsUSA Framework; CareerSafe; SkillsUSA Champions magazine; any resource published by SkillsUSA; Robert's Rules of Order, Newly Revised; OSHA's Teen Worker site (www.osha.gov/SLTC/teenworkers/index.html); and the Youth EEOC site (youth.eeoc.gov/). Items found in any conference publication, e.g., program app, Awards and Recognition book and any material from the Opening Ceremony may be included.
6. The sources for current-events questions will be CNN and Fox News. Items will be taken from these sources published no more than 90 days prior to the date of the contest. The

sources can be media or online versions.

7. 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.
8. During the pre-contest orientation session, the contest chair will administer a written test to all team members. All team members, including registered alternates, must take the written test to be eligible to participate with their team in the active rounds. Participants are responsible for bringing a No. 2 pencil to use for the written test.
9. Written test individual scores will be calculated as the number of correct answers divided by total number of questions. Once scored, the individual scores of all team members, including alternates, will be averaged. The team's written test score is calculated by multiplying the team's average, as a percentage, by 200.
10. The written test team score will be used for seeding teams to competition rooms for the preliminary round, if necessary.
11. A round shall be defined as 100 questions, with no time limit.
12. Active round points are determined based on eight points awarded for a correct response and eight points deducted for an incorrect response.
13. When team registration exceeds the technical capacity of a contest room preliminary rounds may be held.
14. A break will be taken after every 25 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at these breaks, after notifying the moderator.
15. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator. Quiz Bowl, 2021 • 3 16. The mod
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 presses the buzzer first will be recognized to answer the question. 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. Eight points will be awarded for a correct answer. Eight points will be deducted from any team that gives an incorrect answer.
18. 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.
19. Once a team buzzes in, it must wait to be identified by the moderator. Any team that responds to the question before being recognized by the moderator will be scored with an incorrect answer.
20. Once recognized, the team members may confer among themselves but must respond within five seconds. If 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.
21. Only the first answer given will be considered. If it is a wrong response, the team cannot give another answer, and another team is to have an opportunity to respond to the

- question. If the moderator inadvertently gives the answer away, the question is voided.
22. Any team member may give the team's answer. Once a team member starts an answer only that person may finish providing information.
 23. 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 which one, or for more information. Any team member may provide the additional information.
 24. The moderator will give the correct response in the event no team gives the correct answer.
 25. 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.
 26. The judges will make the final ruling on correct or incorrect responses.
 27. The Quiz Bowl apparatus will maintain the official time, which is used only for responding to questions. The apparatus time-readout will face the operator and will not be visible to the teams.
 28. There will be no true/false or multiple-choice questions in the active rounds.
 29. 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 is read.
 30. If the audience gives away an answer, the moderator may void the question with no penalty for any team.
 31. The written-test team score will be used as a tiebreaker during the active rounds. No tiebreaker rounds will be conducted.