NYS SkillsUSA Quiz Bowl Virtual Project

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

Knowledge Performance
The contest will include a Resume, Exam, and Virtual Quiz Bowl Competition. See SkillsUSA Virtual Technical Standards for competencies measured.

Written Exam
Contestants will be provided a link to the Quiz Bowl exam to completed virtually. Contestants will log into a scheduled Zoom session and will take the test while being proctored via Zoom. Contestants have 60 minutes to complete their exam and each student must take the exam independently.

Scoring Information
The following pre-submission items will be judged by industry professionals prior to virtual in-person Zoom session. *See Technical Standards for specific judging criteria

1. The team is to send their Resumes to the following email: ecoughlin@nysskillsusa.org
   Subject area to read: Quiz Bowl

2. Written Quiz Bowl Exam to be completed virtually, proctored via zoom

3. The team must show their contestant number at all times.

Zoom Interview/Role Play
You will receive a specified date/time to participate in the virtual Quiz Bowl via Zoom. You should be dressed in your SkillsUSA attire for this session. We will be using BuzzIn.live! Online Buzzer System
**NYS Quiz Bowl (Virtual)**

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

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

**CLOTHING REQUIREMENTS**

**NYS SkillsUSA Official Attire:**
- Red SkillsUSA blazer, windbreaker or sweater, or black or red NYS SkillsUSA jacket.
- Button-up, collared, white dress shirt (accompanied by a plain, solid black tie), white blouse (collarless or small-collared) or white turtleneck, with any collar not to extend into the lapel area or the blazer, sweater, windbreaker or jacket.
- Black dress slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
- Black dress shoes.
- No identification of the contestant, school or state is allowed on clothing.
- No offensive, vulgar or inappropriate images or text are allowed on contestants clothing.
- Skirts must be at least knee-length.
- Proper Personal Protective Equipment (PPE) must be worn by contestant to meet all state, local and school requirements due to COVID-19.
- Scoring deductions may only be given and/or disqualification of contestant if clothing safety standards are not met.

**OBSERVER RULE**
Observers will not be allowed to watch the match. 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. Score sheets for judges.
   b. Access codes for the judges to enter the Zoom meeting
2. Supplied by the contestants:
   a. Table and chairs for each team and a laptop to be used to activate the buzzer system.
   b. Computer with high-speed internet capability and camera to use applications such as Zoom, Teams, etc. The minimum recommended internet bandwidth speeds for joining Zoom meetings, accessing on-demand curriculum and other online operations is 2.0 Mbps up and down. You can test your current internet speeds by following this link: [https://www.speedtest.net/](https://www.speedtest.net/). Allow the page to load and click on GO.
c. A secondary camera(s) may be required to provide judges with the ability to view contestants from different angles. Additional camera requirements will be located on the NYS SkillsUSA.

d. A contest Proctor will be required to be on site to assist judges. A local industry expert is preferred to serve as the Proctor and shall not be an individual that has been involved with the training of the contestants. The Proctor will serve as the onsite ‘hands and eyes’ for the judges. Proctor will follow instructions from the judges for safety and operations related to the competition. Proctor may be asked by judges to perform several tasks such as operating a portable camera to show specific components or steps, measure parts, or any task that will provide judges with information needed to assist in accurate scoring of the contestants work or presentation. However, the Proctor shall not serve as a judge nor have any influence on contestant scores.

e. The contestants instructor or advisor shall be on site to observe all competition activities to ensure a safe and healthy competition experience for all participants. That instructor or advisor will not be allowed to interact or interfere with the competitor unless a safety issue arises that requires interaction. Any other support or interaction between the contestant and the instructor/advisor will result in disqualification.

f. All competitors must create a one-page résumé and submit an electronic copy to the technical committee chair at least seven (7) days in advance of the competition. Failure to do so will result in a 10-point penalty. Instructions for submission of the electronic résumé copy will be provided on the NYS SkillsUSA website at http://nysskillsusa.org.

Note: Instructions to download and install the Buzzer app will also be located on the website at: http://nysskillsusa.org.

3. Personnel required:
   a. Moderator.
   b. Operator for the Quiz Bowl apparatus (timekeeper).
   c. Judges who will serve as scorekeepers.
   d. At least two individuals in addition to the moderator to serve as co-hosts for the Zoom meeting (possibly more if multiple breakout rooms are being used simultaneously).

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 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. 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. The written test will be administered online at least 2 weeks prior to the date of the active round. All team members, including registered alternates must take the written test to be eligible to participate with their team in the 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 teams 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 teams 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/); 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. An orientation session will be held via Zoom on a designated day prior to the day of the preliminary event. The written test will be administered online at least 2 weeks prior to the date of the active round. All team members, including registered alternates must take the written test to be eligible to participate with their team in the active rounds.

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 teams written test score is calculated by multiplying the teams 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 on the basis of 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. At the conclusion of the preliminary round, the contest chair or moderator will announce the day and time of the final round. The teams eligible to move to the final round will be announced on the SkillsUSA website no later than 7:00pm (EDT) on the day of the preliminary round.

15. 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.

16. Each team will be assigned a team number at the beginning of the event by the contest chair or moderator.

17. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.

18. While the event is in progress, the microphones of the contestants will be muted to avoid feedback and confusion.
The judges may unmute a team’s microphone at any time to monitor a team’s participation.

19. 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.

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 a team buzzes in, it must wait to be identified by the moderator. Recognition by the moderator will include having the team’s microphone unmuted.

22. 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. (This will only be able to occur if each team is located together).

23. 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.

24. Any team member may give the team’s answer. Once a team member starts an answer only that person may finish providing information.

25. 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.
26. The moderator will give the correct response in the event no team gives the correct answer.

27. Teams may not use notes, reference materials, calculators or any type of electronic communication. Participants will supply their own pens or pencils to use during the rounds. Teams may be asked to scan the room at any time for the judges to determine no unapproved items are being utilized.

28. The judges will make the final ruling on correct or incorrect responses.

29. The Quiz Bowl apparatus (Buzzer App) will maintain the official time, which is used only for responding to questions.

30. There will be no true/false or multiple-choice questions in the active rounds.

31. 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 is read.

32. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team.

33. The written-test 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 academic knowledge, 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 and time-management skills

2.1 Speak clearly and listen effectively to 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
QUIZ 3.0 — Wear appropriate clothing for the national contest

3.1 Display clothing that meets national standards for competition

3.2 Demonstrate good grooming in dress and personal hygiene

QUIZ 4.0 — 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/.