



PURPOSE

This contest's purpose is for students to create a banner representing New York and SkillsUSA. The banner must be accompanied by supporting documentation, and a team of two SkillsUSA members must be prepared to give an oral presentation.

ELIGIBILITY (Team of 2)

Open to active NY SkillsUSA members enrolled in career and technical programs. One Banner, presented by a Team of 2 members, from each Chapter may enter the NYS competition.

CLOTHING REQUIREMENTS

SkillsUSA NYS Official Attire:

- Official Red Blazer, NYS Black Jacket, the older red national windbreaker or older red sweater and the Black or Red Jacket from Nationals.
- 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 of the outer layer coats
- 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 shoes that are not backless or open toe.

Note: Contestants must wear their contest clothing to the contest orientation meeting. Also bring #2 pencil, and a safety assurance form.

All competitors are required to take the SkillsUSA professional development test at orientation.

DEVICES

Cell phones or other electronic devices not approved by the NYS Chairperson will be collected by the contest chair during the competition. Chairpersons will announce their acceptance by listing it on their standard or at the orientation meeting. In case of emergencies, advisors should allow the competitors to take their phones to the contest areas.

***If the competitor uses their device in a manner which compromises the integrity of the competition, the competitor's score may be penalized.

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
 - Equipment needed to display banners. (PVC pole)
 - All information necessary for the contestants and evaluators.
2. Supplied by the contestant:
 - The banner
 - Attachments that make the banner 'hang ready', such as grommets, rod pocket and rod, zip ties, or other means, used or needed to hang the banner on supplied PVC poles.
 - Required notebook and information
3. All competitors must create a one-page résumé and submit a hard copy at orientation.
***Failure to do so will result in a 10-point penalty.

Note: Your resumes will be judged as part of your contest

SCOPE OF THE COMPETITION

Skill Performance

The contest is designed to assess the ability of the competitors to design and produce a banner that clearly stands for 'SkillsUSA' **and** 'New York.' It also evaluates members' abilities to give a presentation and to prepare a notebook about the creation of the banner.

Knowledge Performance

All competitors are required to take the SkillsUSA professional development test during the orientation meeting. There will be no skill-related written test.

CONTEST GUIDELINES

BANNER

- The banner and notebook must be brought between **3pm and 6pm** on the day of the orientation meeting.
- Entries will be limited to one per chapter.
- **Banner size can be one of the following standard sizes : 36-inches x 60-inches, 24-inches x 48-inches OR 60-inches x 24-inches.**
- The banner may be constructed of any material. Three-dimensional items should **not** be added to the surface of the banner.
- The SkillsUSA logo must be incorporated in the design according to logo branding requirements. Proper guidelines for the logo can be found on the national website.
- The words 'New York' must be on the banner and clearly visible from **20 feet**.
- Trademark or copyrighted material, logos, materials copied directly from the internet, and/or photographs that include faces of people may only be used if written consent or permission has been obtained. These documents/forms must be included in the notebook.
- **Ethical USE of AI as per National Guidelines:** Integrity is a core value at SkillsUSA, and all student members must uphold this principle-- whether using AI-based tools or otherwise. Learning to use AI is an emerging skill, and competitors should be aware of the limits of AI tools. You may use AI programs, e.g. ChatGPT, to help generate ideas and brainstorm. However, you should note that the material generated by these programs may be inaccurate, incomplete, or otherwise problematic. You will be responsible for any errors or omissions provided by the tool. Beware that use may also stifle your independent thinking and creativity. You may not submit any work generated by an AI program as your own. If you include material generated by an AI program, it should be cited like any other reference material. It works best for topics you understand. AI is a tool, but one that you need to acknowledge using. Please include a paragraph at the end of any assignment that uses AI explaining what you used the AI for and what prompts you used to get the results. Failure to do so violates the integrity policy. ...Don't use it if it isn't appropriate for the case or circumstance.

For competitions, responsible use of AI-based tools in completing tasks or assessments must be done in accordance with the following:

1. You must clearly identify the use of AI-based tools in your work. Any work that utilizes AI- based tools must be clearly marked and cited as such, including the specific tool(s) used.
 2. You must be transparent in how you used the AI-based tool, including what work is your original contribution. An AI detector may be used to detect AI-driven work.
 3. You must ensure your use of AI-based tools does not violate any copyright or intellectual property laws.
 4. You must not use AI-based tools to cheat on assessments.
 5. You must not use AI-based tools to plagiarize without citation.
- Banners must be constructed by current chapter members with guidance from instructors and advisors.
 - This may be a group effort, but only two members of the team will do the presentation part of the contest.
 - Offensive images or text will not be accepted for competition.
 - Graphics and photographs must be clear from ten feet.
 - A maximum of \$200 in purchased, donated, or borrowed materials may be spent on the banner.

- **Banners must be picked up between 2 and 4 pm on Thursday.**

NOTEBOOK

- A three-ring, 1-inch binder notebook must accompany the banner and be handed to the Chairperson for evaluation.
- The notebook must not exceed **10 pages** (20 surfaces).
- The notebook must include the following information and be presented in this order:
 - Information about the team that created the banner.
 - Design Process: How the idea was selected and developed to achieve the final design.
 - *Including documentation of AI use if applicable as mentioned above.*
 - Details of construction and printing (such as printed by students, taken to a professional printer, done by a graphics company, etc.).
 - Equipment, tools and computer programs used to achieve the final product.
 - *Including use of AI tools if applicable as mentioned above.*
 - 5x7 inch image of final banner on an 8.5x11 inch letter size paper.
 - Cost verification letter. This must be in the form of a letter from instructor or administrator – *on school letterhead* – stating team member names and verifying the cost of materials used, donated, or receipts for outside printing.
 - One-page resume for each of the two presenters must be included.

PRESENTATION

- Both members of the team must speak during the presentation.
- Presenters should introduce themselves to the judges before beginning.
- The presentation must be between **3 to 5 minutes** in length. Judges may then ask presenters questions.
- Must have a clear introduction, body, and conclusion.
- Members must speak clearly and project loud enough to be heard.
- Presenters must show poise, eye contact, and confidence.
- Correct grammar and word usage must be professional.
- The presentation must include information about:
 - presenters,
 - team that designed the banner (including student members other than the chosen two presenters),
 - how the idea and design were formed (design process) and developed into the final product,
 - the computer programs, tools and equipment that were used,
 - and the actual printing of the final banner.