LEVEL UP 2026 - 2027

NYS SkillsUSA

CRIMINAL JUSTICE QUIZ BOWL
TEAM OF 3

PURPOSE

To test the knowledge of team members on various aspects of general academic knowledge, SkillsUSA knowledge, and Criminal Justice related knowledge.

ELIGIBILITY

Open to active SkillsUSA members enrolled in programs with criminal justice as the occupational objective.

CLOTHING REQUIREMENTS

NYS SkillsUSA 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 or black dress skirt (knee-length)
  Note: Wearing socks or hose is no longer required. If worn, socks bust be black dress socks, and hose must be either black or skin-tone and seamless/nonpattern 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, resume, and safety assurance form.**

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:

- One table for each team plus a table for the apparatus and scorekeepers and sufficient tables for the judges.
- Chairs for all participants, committee, and judges Podium and if necessary, public-address system Quiz Bowl apparatus
- Sufficient score sheets and pencils for the judges
- Calculators for contest officials
- 8 ½" x 11" paper to be used by teams 2.

2. Supplied by the contestant:

- Pens, No. 2 pencils and black markers (four to six each)
- All competitors must create a one-page résumé and submit a hard copy to the technical committee chair at orientation. Failure to do so will result in a 10-point penalty. If one team member does not submit a resume the entire team will be deducted 10 points.

OBSERVER RULE

Observers will not be allowed to watch the match.

ORIENTATION

The following are required at the orientation meeting, or a penalty may apply. Refer to the penalties section.

1. Safety form will be collected
2. Resume will be collected.
3. SkillsUSA NYS Official attire is required.
4. NLSC form with student information should be in their name badges with their competition numbers displayed.

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. Advisors should allow the competitors to take their phones to the contest areas in case of emergencies

If the competitor uses their device in a manner which compromises the integrity of the competition, the competitor's score may be penalized. No smart glasses.

SCOPE OF THE COMPETITION

KNOWLEDGE PERFORMANCE

A written test will be administered to all team members. All competitors are required to take the SkillsUSA professional development test at orientation.

SKILLS 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 team is comprised of THREE (3) registered members each. The team may perform with two (2) members without penalty in the event that a member is forced to withdraw within five days of the competition, as long as three members were originally registered and verified by the State SkillsUSA Director.
2. Each team shall have a captain. The captain will be the official "spokesman" for the team.
3. Only captains can say the final answer and only captains can file a challenge.
4. A round shall be defined as 50-100 questions, with no time limit
5. A match shall be defined as two rounds, which includes a preliminary round and the final round. A break will be taken after every 25 questions.
6. Contest officials will verify scores at every break.
7. Points are determined based on one point awarded for a correct response and one point deduction for an incorrect response.
8. During the Orientation meeting, the contest chair will administer a written test to all team members. All team members must take the written test to be eligible to participate with their team in the active rounds. Participants are responsible to bring a No. 2 pencil to use for the written test. The written test is worth 100 points. Once scored, the individual scores of all the team members will be averaged to create a team score
9. Teams may NOT use cell phones, notes, reference materials, calculators, or any type of electronic communication/device. Blank paper will be provided by the officials and picked up (used and blank) at the end of each round.
10. There will be no multiple – choice or true/false questions in the active rounds

Contest Resources

Questions may be pulled from any of the following resources:

Contest Resources

1. Contest Specific: Topics for the Criminal Justice questions shall be
   - Law/Legal;
   - Law Enforcement; and
   - Corrections.
   - 100% of questions for the written test are Professional Development questions may be drawn from any of the following sources;
2. Professional Development Questions
   - SkillsUSA Leadership Handbook
   - SkillsUSA and SkillsUSA New York website
   - Career Safe
   - Career Essentials Suite
   - SkillsUSA Champions magazine
   - OSHA's Teen Worker site www.osha.gov/SLTC/teenworkers.html
   - Robert's Rules of Order, Newly Revised (current edition)

CONTEST PROCEDURE

1. Each team will be assigned a table location at the beginning of the round by the contest chair or moderator.
2. The moderator will ask questions. Questions will only be asked one at a time. Once a buzzard has been activated by a team, the moderator will stop reading the question. The team will have 5 seconds to answer the question based upon what has been read to that point. Some questions may require multiple answers.
3. Once the team activates the buzzard, it must wait to be recognized by the moderator before giving the answer. Any team that responds to a question before being recognized by the moderator will be scored with an incorrect answer.
4. Any member of the team can activate the buzzard, but only the captain will submit the answer. Once the buzzard has been activated, teams will have 5 seconds to answer. Teams may converse within themselves.
5. Only the first answer given will be recognized. If an answer is incomplete, the moderator may ask the captain to be more specific or for more information. (For example, if the correct answer given is President Roosevelt, the moderator may ask for more information or which one.)
6. In the event of an incorrect answer, unless another team buzzes in before the moderator has completed the question; the moderator will re-read the question until the question following the procedure outlined above for the other teams. The question cannot be repeated except upon request of a judge. Teams will have 10 seconds from the time the moderator is done reading the question to respond.
7. If a correct answer is given, the team will receive 1 point, and the moderator will move on to the next question.
8. If a wrong answer is given, the team will be deducted 1 point and cannot give a second answer. The opposing team(s) will be given an opportunity to buzz in and answer the question. 1 point will be awarded for a correct answer. Likewise, 1 point will be deducted for an incorrect answer.
9. The moderator will relay the correct answer if no team answers correctly.
10. If the moderator inadvertently gives away an answer, the question is voided and replaced. The
11. judges will make the final ruling on correct or incorrect responses. The decision of the judges is final.
12. 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 the team captain can submit a challenge and only at the point in which they occur. Challenges may not be made once the next question is read. Team captains will raise their hands before the next question is read to submit a challenge. The judges will have the final say. If a team that submits a challenge is correct, scores will reflect the correct score. If a team that submits the challenge is proved wrong that team shall be deducted a point. Challenge with caution.

STANDARDS AND COMPETENCIES

QUIZ 1.0 — Demonstrate knowledge of general academic knowledge, professional development, and current events

Prepare to respond to a variety of questions. Read and retain key points from a variety of related sources

QUIZ 2.0 — Demonstrate communication skills, teamwork, problem solving and time- management skills

Speak clearly and listen effectively to team members in a time sensitive situation. Use conflict resolution techniques to bring the group to consensus about an answer. Maintain awareness of time remaining to answer a question

QUIZ 3.0 — Wear appropriate clothing for the New York contest

Display clothing that meets the New York standards for competition. Demonstrate good grooming in dress and personal hygiene

QUIZ 4.0 — SkillsUSA Framework

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.