LEVEL UP 2026 - 2027

NYS SkillsUSA

QUIZ BOWL

PURPOSE

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

ELIGIBILITY (TEAM OF FIVE TO SEVEN)

Open to active NYS SkillsUSA members currently enrolled in technical, skilled, and service occupations, including health occupations.

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 must be black dress socks, and hose must be either black or skin-tone and seamless/nonpattern.
- 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.**

OBSERVER RULE

No observers permitted.

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. 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

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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 resume may be judged as part of your contest. Check the Contest Guidelines and/or the updates page on the NYS SkillsUSA Web site: https://www.nysskillsusa.org

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.

PROHIBITED 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.

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 NYS SkillsUSA professional development test at Orientation. Competitors must complete the written test(s) to be eligible for active rounds.

SKILLPERFORMANCE

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 school may enter one high school team with a minimum 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, as long as five members were originally registered and verified by the SkillsUSA state 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. The score 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; Career Safe; 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 an 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 where 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 includes poise, eye contact, confident appearance, attitude, and natural movements.
5.2. Use good language mechanics 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/.