

# QUIZ BOWL

## PURPOSE

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

## CLOTHING REQUIREMENTS

**For men:** Official red blazer, windbreaker-style jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie from Midwest Trophy; black socks and black shoes.

**For women:** Official red blazer, windbreaker style jacket or sweater; black dress slacks or skirt with businesslike white, collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

## OBSERVER RULE

Observers will be allowed to watch the match providing 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.

## EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
  - a. One table for each team plus a table for the apparatus and scorekeeper and sufficient tables for the judges
  - b. Chairs for all participants, committee and judges
  - c. Podium and, if necessary, a public address system
  - d. Quiz Bowl apparatus
  - e. Sufficient score sheets and pencils for judges
  - f. Paper for the team members
  - g. Calculators for contest officials
2. Supplied by the contestants:
  - a. Each team member must submit a one page, typewritten résumé
3. Personnel required:
  - a. Moderator
  - b. Operator for the Quiz Bowl apparatus/timekeeper
  - c. Judges who will serve as scorekeepers

## SCOPE OF THE CONTEST

### **Knowledge Performance**

A written test will be administered to all team members, including alternates.

### **Skill Performance**

Teams will demonstrate communication skills, team work, 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 school may enter one 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 as long as five members were originally registered.
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, as described in numbers 7, 8, and 9.
3. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.
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. Points are awarded on the basis of one point awarded for a correct response and one point deducted for an incorrect response.
5. A round shall be defined as 100 questions, with no time limit.
6. A match shall be defined as two rounds, which includes a preliminary round and the final round.
7. 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.
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 to bring a No. 2 pencil to use for the written test.
9. The written test questions shall follow the same question proportion formula as the active rounds and be based upon 100 points. Once scored, the individual scores of all team members, including alternates, will be averaged to create a team score. The written test team score will be used for seeding teams to competition rooms for the preliminary round.
10. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
11. 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. One point will be awarded for a correct answer. One point will be deducted from any team that gives an incorrect answer.
12. A team may buzz in as soon as they feel 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.
13. 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.
14. 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.

15. 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.

16. Any team member may give the team's answer.

17. If the answer is incomplete, the moderator may ask the team member to be more specific. For example, if the correct answer given is Roosevelt, the moderator may ask which one, or for more information.

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

19. 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.

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

21. The Quiz Bowl apparatus will maintain the official time, which is used only for responding to questions. The apparatus time read out will face the operator and WILL NOT be visible to the teams.

22. There will be no true/false or multiple choice questions.

23. 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 may make challenges, and only at the point at which they occur. Challenges may not be made once the next question is read.

24. Topics for general academic knowledge may include but shall not be limited to: science, math, history, geography, English (including literature), spelling, government, the arts and music.

25. Professional Development questions may be drawn from the following sources: *SkillsUSA Leadership Handbook*; SkillsUSA Web site; Professional Development Program; CSEP (Postsecondary); CareerSafe; Total Quality Curriculum; Advisor's Success Kit '04; *SkillsUSA Champions* magazine; *USA Today*; *Robert's Rules of Order, Newly Revised*; OSHA's Teen Worker site ( [www.osha.gov/SLTC/teenworkers/](http://www.osha.gov/SLTC/teenworkers/index.html) index.html ); and the Youth EEOC site ( [youth.eeoc.gov/](http://youth.eeoc.gov/) ). Items found in any conference publication, e.g. official program, *Medallion* magazine.

26. The source for current events questions will be *USA Today*. Items will be taken from issues published no more than three months prior to the date of the contest. The sources can be print, media or online versions.

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

28. The written test team score will be used as a tiebreaker during the active rounds. No tiebreaker rounds will be conducted.

29. For the preliminary round score, 80 percent of the team's active score plus 20 percent of the team's average written score will be used. The preliminary round will be used as an eliminator, if necessary. For the final round, 80 percent of the team's active score plus 20

percent of the team's average written score will serve as the final score. The final score will be used to determine the medallion winners.

Jerry Longwell  
jerry1123@windstream.net  
724-543-3122