

SKILLSUSA TEXAS ONLY COMPETITIONS

Updated 11/2/2023

- *These Contest are held at the SkillsUSA Texas Championships District and State Conference*
- *Texas only contests do not advance to the national level.*
- *National SkillsUSA Branded clothing not required for District or State.*
- *Penalties for Resume (-10) and Clothing (-10) will mirror National Standards.*
- *Professional Development Test is part of the contest score*

New Contests for 2023-2024:

[Esports Demonstration Contest – Texas Only](#)

[Middle School Promotional Poster Contest – Texas Only](#)

[Natural Hair Design and Weaving Contest – Texas Only](#)

[Police Application Contest – Texas Only](#)

[Tactical Response Team Contest – Texas Only](#)

[Wedding Cake Design Contest – Texas Only](#)

Contents

SKILLSUSA TEXAS ONLY COMPETITIONS	1
<i>Cosmetology 3D Acrylic Freehand Nail Art-Texas Only</i>	3
<i>Applied Engineering Contest – Texas Only</i>	6
<i>AutoCAD-Civil Design Competition-Texas Only</i>	9
<i>Automotive Trades Tool Identification Competition– Texas Only</i>	11
<i>Building Search Competition - Texas Only</i>	12
<i>Career Promotion Demonstration Contest – Texas Only</i>	14
<i>Community Emergency Response Team (CERT) - Texas Only</i>	16
<i>Construction Materials Identification - Texas Only</i>	20
<i>Construction Trades Tool Identification Contest - Texas Only</i>	21
<i>Desktop Publishing (Electronic Pre-Press) Contest - Texas Only</i>	22
<i>Emblem Ceremony Contest - Texas Only</i>	24
<i>ESports Demonstration Contest – Texas Only</i>	27
<i>Felony Traffic Stop - Texas Only</i>	30
<i>Forensic Science Team - Texas Only</i>	32
<i>Land Surveying Contest – Texas Only</i>	34
<i>Mechanical Drafting Contest – Texas Only</i>	36
<i>Nail Art - Texas Only Contest</i>	38
<i>National Electrical Code Contest – Texas Only</i>	40
<i>Natural Hair Design and Weaving Contest – Texas Only</i>	41
<i>Police Application Contest – Texas Only</i>	43
<i>Precision Machining Technology Contest - Texas Only</i>	45
<i>Promotional Poster Contest, Middle School – Texas Only</i>	47
<i>SkillsUSA Texas Memorial Scholarship Contest - Texas State Only</i>	49
<i>SkillsUSA Texas Outstanding Member Contest - Texas Only</i>	52
<i>Tactical Response Team Contest – Texas Only</i>	55
<i>Texas State Pin Design-Texas Only Contest</i>	58
<i>Texas State T-Shirt Design-Texas Only Contest</i>	61
<i>Wedding Cake Design Contest – Texas Only</i>	64
<i>Welding One Contest – Texas Only</i>	67
<i>Welding Application Contest - Texas Only</i>	70
OCCUPATIONAL QUIZ BOWLS	73
<i>Audio – Video Production Quiz Bowl – Texas Only</i>	74
<i>Automotive Quiz Bowl – Texas Only</i>	76
<i>Cosmetology Quiz Bowl – Texas Only</i>	78
<i>Criminal Justice Quiz Bowl – Texas Only</i>	80
<i>Culinary Quiz Bowl – Texas Only</i>	82
<i>Information Technology Quiz Bowl - Texas Only</i>	84

Cosmetology 3D Acrylic Freehand Nail Art-Texas Only

Purpose

To evaluate a contestant's mastery of entry-level job skills and to recognize outstanding students for excellence and professionalism in the field of 3D Nail Artistry. Skilled and Technical Sciences category.

Eligibility

- Open to active SkillsUSA members enrolled in career technical programs with Cosmetology/Nail Care as the occupational objective.
- 1st & 2nd district winners compete.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes and white lab jacket. *Note:* Contestants must wear their official contest clothing to the contest orientation meeting. There are no exceptions.

Safety Requirement

Students should follow current school and local government guidelines. All implements will be clean and sanitized. Contestant must sanitize his or her hands before beginning procedures, evidence of this should be in the process of preparing for the competition. Disposes of soiled material using infection control procedures. Practice infection control procedures safely throughout competition. Maintains work in a safe and organized manner throughout competition.

Equipment and Materials

Provided by technical committee:

- Table and one chair

To be provided by contestant:

- One practice hand of any kind, prepared prior to contest with solid color, wearable length acrylic base for application.
- One prepared practice hand of any kind displaying the 3D nail art design on 5 fingers as demonstrated in the notebook provided to judges. This hand will be displayed at the contestant's station during the contest. The contestant's number should be visibly labeled on the display hand in black.
- Theme – the contest will use a SUPER HERO theme for 2024
- Clear top coat nail polish laquer.
- Student must supply their own tools and equipment to complete the 3D acrylic nail design application
- The following items are NOT ALLOWED, if they are used the student will be disqualified:
 - a) Gems
 - b) Skins
 - c) Feathers
 - d) Rhinestones
 - e) Glitters
 - f) Threads
 - g) Fabrics
 - h) Foils
 - i) Beads
 - j) Tapes
 - k) Crystals
 - l) Jewelry
 - m) Paints
 - n) Gels
 - o) Molds
 - p) Stencils
 - q) Transfer Foils
 - r) Stamping Plates
 - s) 3D Medium art
 - t) Airbrushing
 - u) Decals
 - v) Cast Moldings
 - w) Light cured polish

Scope of the Contest

The contest will require contestants to perform original, professional and wearable 3D nail art. 2-hour time limit.

Knowledge Performance

There is a written knowledge test required for this contest. The test may include fill in the blank, multiple choice, list, and true/false questions. The content of the test on general nail care knowledge will come from the Milady Textbook of Cosmetology. 30-minute time limit.

Application

Any tip size and any tip length are acceptable, with height no more than ¼ inch. The practice hand, of any kind, used for the contest application must have the solid color base acrylic pre-applied. Students may only use monomer and polymer during the contest. 3-D gel application is not allowed. Clear topcoat may be used to finish their acrylic 3-D nail art design. All 3D acrylic must be completed during the contest time allotted on one hand only.

Cosmetology 3D Acrylic Freehand Nail Art-Texas Only Page 2

Submission at Orientation

The contestant must submit a notebook to the technical committee to include:

1. Cover Sheet
2. Resume
3. Table of Contents
4. A specific theme, written description by the student
5. A written original list created by the student of the steps followed to complete the 3D acrylic application
6. Photographs that clearly show the student work throughout the process
7. Citation Page (copyright approval)

Contest Guidelines

Creativity:

- Must have a specific theme
- Clarity of design
- Level of uniqueness

Color Coordination:

Colors must work together harmoniously or with the theme.

Theme Continuity:

Must utilize the National Esthetics theme for competition year.

Artistic flow from one finger to another

Summary/Overall result workmanship:

Summary/Overall Result/Workmanship

- Execution of skill
- Precision and professionalism throughout the contest
- Cleanliness and organization of the working environment
- Sanitation and safety procedures throughout the contest
- Perception and interpretation of written and verbal directives
- Communication and listening skill

Orientation

- Mandatory in uniform with kit

Contest

1. Skills Contest

Contest total – 400 points

- Notebook
- Creativity
- Color
- Design
- Theme
- Professionalism
- Safety/Sanitation
- Base application
- Organization
- Execution

Deductions taken for penalties

2. Written Technical Test and Employability Test: 90 points
3. PD Test, 10 points

Cosmetology 3D Freehand Nail Art Judges Sheet

Contestant Number:	Score	Comments
Total 0-400 Points		
Base Application Max 15 Points		
Theme Continuity Max 50 Points		
Clarity of Design Max 50 Points		
Level of Creativity Max 50 Points		
Color Coordination Max 40 Points		
Execution of Skill Max 50 Points		
Organization Max 30 Points		
Notebook Max 40 Points		
Professionalism Max 35 points		
Sanitation/Safety Max 40 Points		
TOTAL POINTS: Max 400 Points		
Penalties		
Uniform Penalty -10 Points		
Resume Penalty -10 Points		
TOTAL PENALTY: Max -20 Points		
Tests		
Professional Development Test 10 points		
Written Test Score Max 90 points:		
TOTAL SCORE Max 500 Points:		

Applied Engineering Contest – Texas Only

Purpose

The contest will develop a team of 4 skills needed to safely design, document/plan, present and construct a solution to the engineering problem unveiled to the team at competition. Skilled and Technical Sciences category.

Clothing Requirement

Official khaki work shirt and pants, black or brown leather work shoes, and safety glasses with side shields or goggles. (Prescription glasses can be used if they are equipped with side shields. If not, they must be covered with goggles.) **OR** White polo type shirt with black dress slacks, and black socks, black leather dress shoes.

Eligibility

This contest is open to active SkillsUSA members enrolled in an engineering program.
1st & 2nd state qualifiers compete.

1. All team members must be active members of SkillsUSA at the local, state, and national level in accordance with state and national guidelines for membership.
2. Teams will consist of 4 members with at least one person being OSHA safety certified to act as the team safety observer, a team captain will also be selected, team captain may also be the safety observer for the team, the team captain will be the only one to interact with judges or file complaints, with the exception of the team presentations.
3. Teams may be made up from a variety of SkillsUSA chapters from a **single school**. Skills/knowledge sets needed for the team must be **and are not limited to**: Hydraulics/pneumatics, electricity/electrical controls, robotics, drill press, vertical/horizontal powered saw use, basic construction skills, applied physics, science, and mathematics.

Safety

Follow all CDC, TEA and any OSHA guidelines

Equipment and Materials

Supplied by the technical committee:

- A. Team work space
- B. All necessary building supplies/parts, inventory list, with costs
- C. Hand tools
- D. Reference materials
- E. Design problem

Supplied by contestant:

- A. Pencils one per person and a set of 12 colors map pencils
- B. Measuring tape
- C. Scissors (two per team)
- D. Utility knife or x-acto (two per team)
- E. 12" ruler with both English/metric markings
- F. Protractor/compass
- G. Blank paper
- H. Grid paper
- I. 1 - 1 ½ SkillsUSA 3 ring binder
- J. Safety glasses (1 per team member)
- K. Work gloves (two sets per team)
- L. Basic non-programmable scientific calculators
- M. Resume copy for each team member
- N. Copy of OSHA certification

Applied Engineering Contest - Texas Only Page 2

Scope of Contest

1. Teams will be given an applied engineering problem that must be completed to given specifications and budget. Each team will, using sound engineering concepts and problem-solving processes, develop, document, present, and execute a plan of action.
 - A. Contestants will come up with a plan of action that will include materials needed & costs, schematic/blue prints, order of assembly, theory/math concepts, and safety concerns. The contestant teams will present orally with supporting documentation, to the judges their plan of action for approval. No actual construction will begin until the team's plan has been approved.
 - B. Proto-types and other various experiments maybe conducted first as long as the documentation/presentation process as described in section 1.A has been done first. A new plan of action may then be developed and presented based with the before mentioned process once the results are discovered. This process may be repeated as often as needed.
 - C. Part of the grading process will be based on how close the final completed project matches the group's documentation and plans. Therefore, a history of lessons learned and design evolution must be included in each team's documentation and any major changes to the team's plans of actions documented and approved by judges before work may be accomplished.
 - D. Judges approval DOES NOT MEAN THAT A TEAMS DESIGN PLAN WILL WORK AS PRESENTED. Approval only means that the plan is basically sound, safe, and meets basic requirements to start building. If plan is not approved judges will state what is missing but will not suggest how to nor help in fixing the team's plan of action.
 - E. As work begins and a safety problem develops, as long as the team safety observer catches the safety problem BEFORE it occurs and DOCUMENTS the problem in the team's paper work then no points will be deducted from the individual team's scores.
2. A written theory test will be given to each team member to take individually. The score of each individual member test grade will be averaged together for the team score. The 30-minute timed test will be given once the competition begins. Subject areas that can be tested are:
 - A. Ohms/Kirchoffs Laws
 - B. Power Law
 - C. Metric Prefixes
 - D. Various technical math problems that are algebra/trigonometry based
 - E. Basic safety concepts
 - F. Basic robotic terms and definitions non-equipment specific
 - G. Various laws of physics
3. Each team member will present a resume to the judging committee; the resume will be based on the template as provided in these contest rules. The resume template is not meant to endorse a specific style preferred by industry but to provide a standardized format for grading. While the format given is to be followed, any font style may be used. The resumes are to be written for any company/corporation that the individual contestant is interested in as related to this contest. Each resume will have a typed one-paragraph job description of the position being applied for plus job title and company name. The average grade of all resumes submitted will be used for the team score.

Orientation

- Mandatory in uniform with copies of resumes and OSHA certification to turn in

Skilled and Technical Contest Project

1. **Engineering Notebook**, 60 points
2. **Engineering Product and Performance**, 60 points
3. **Engineering Presentation**, 20 points
4. **Written Testing Results**, 50 points
5. **PD Test**, 10 points

Applied Engineering Contest – Texas Only Rating Sheet

Contestant/Team Number: _____

Judge Name: _____

Judging Criteria	Points Allowed	Points Awarded
ENGINEERING NOTEBOOK- 60 points		
Pre-planning documentation and photo evidence of work.	15 points	
Budget outline and blueprints.	5 points	
Engineering Design process and photo evidence of work.	30 points	
Team Resume and OSHA Certificate	5 points	
Neatness and clarity of notebook.	5 point	
PRESENTATION SKILLS – 20 points		
Each member presents and is well spoken.	15 points	
Effective teamwork in presentation	5 points	
PROJECT PRODUCTION AND PERFORMANCE – 60 points		
Project successfully solves challenge.	40 points	
Product meets expectations from Engineering Notebook.	10 points	
Effectiveness and Efficiency	10 points	
PENALTIES		
Clothing Penalty (-10 per student)		
Resume Penalty (-10 per student)		
TESTS – 60 Points		
Written Engineering Knowledge Test (Team Average)	0-50 points	
Professional Development Test (Team Average)	0-10 points	
Total Contest Possible	200 points	

AutoCAD-Civil Design Competition-Texas Only

Begin – pre-2002

PURPOSE:

To provide the student an opportunity to work with a realistic situation that they may encounter in industry today. Skilled and Technical Sciences category.

STUDENT ELIGIBILITY:

Open to active SkillsUSA members enrolled in programs utilizing AutoCAD as an occupational objective

CLOTHING REQUIREMENTS:

White polo type shirt with black dress slacks, black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes.

STUDENT BRINGS:

1. Contestants will bring their own computer to do the design work with AutoCAD installed.
2. Calculator
3. Resume

TEST SCOPE:

1. Students will have two hours to create a design of a subdivision using the surveyor and engineering notes.
Drawing will include, but not limited to:
 - a) creating lots from the surveyor notes,
 - b) add roads,
 - c) add sidewalks, as specified in notes given to student.
2. Drawing will include all notes and details that are required by engineer notes.
3. Students must be able to create the drawing in model space then move it into paper space at its given scale.

AutoCAD-Civil Design Competition-Texas Only Rating Sheet

Items Evaluated	Possible Points	Contestant Number							
Competence in following instructions/solution to problem	60								
CAD technique	60								
Accurate Dimensioning, notes & legend	40								
Layout & balance of Presentation	40								
Plotted to correct scale	10								
Written test	10								
Oral Professional Assessment	20								
SUBTOTAL:	240								
CLOTHING PENALTY	-10								
RESUME PENALTY	-10								
TOTAL PENALTIES:	-20								
Professional Development Test Score	10								
TOTAL Max Points 250:	250								

8 Contestants per Sheet

Judges Notes:

Automotive Trades Tool Identification Competition– Texas Only

Began - 2012

Purpose:

To evaluate student's knowledge of various tools used in the automotive trades and be able to correctly identify and correctly spell names of the tools. Skilled and Technical Sciences category.

Student Eligibility:

- Any SkillsUSA member enrolled in automotive related courses **that have completed no more than two semesters in an automotive related course** or are enrolled in a middle school chapter.
- Students must be a SkillsUSA member in good standing and were paid attendees at their district contest.

Clothing Requirements: White polo type shirt with black dress slacks, black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes. **OR** work uniforms consistent with Official Technical Standards guidelines for specific automotive trade area. All clothing should not contain any school branding, names or logos.

Materials supplied by

Contest Chair: Test and testing situation

Contestants: 2 pens or pencils

Test Scope:

1. Test will be based on power-point presentation of random tools or physical display of random tools.
2. Test will identify common tools used in various areas of the automotive Trades. (Automotive, Power Equipment, Marine, Motorcycle, Diesel)
3. Students will have 30 seconds per slide to identify **up to** 100 items from a power-point presentation or 30 – 60 minutes to identify a physical display of random tools.
4. Resource Snap-On Catalog

Grading:

1. Each correct answer is worth 2 points.
2. Students will submit a resume to the judges before starting the test.
3. Deduction of -10 for clothing penalty and -10 for lack of resume will be calculated to final score.
4. Professional Development test value 10 points
5. Answer sheet will appear as a worksheet or scantron.

Building Search Competition - Texas Only

Purpose

The purpose of this competition is to evaluate a 4-member team properly and safely conducting a building search. Skilled and Technical contest category.

Eligibility

Open to a team of **four members** who are active SkillsUSA members enrolled in programs with Law Enforcement as the occupational objective. Team members may be combined from more than one SkillsUSA Texas chapter within a school. A student cannot be entered in any other CJ skilled and technical competition. 1st place advances to state from each district.

Clothing Requirement

Light blue (SkillsUSA) work shirt, navy pants and black or brown leather work shoes.

Equipment and Materials

Supplied by the technical committee:

- All necessary materials for the contest including red guns.
- Will provide a properly equipped and marked area to conduct the contest minimum area of two (2) rooms and one (1) hallway, suspect(s) and role player(s).

Supplied by the contestant:

- Small pocket notebook for field notes.
- Belt and training holster
- Flashlight
- Handcuffs and case
- Pens and pencils
- Resume

Scope of the Contest

1. Each four-person team will demonstrate their ability to perform a building search, demonstrating the following:
 - a. Explain/demonstrate a working knowledge of the constitutional laws governing the rules of search and seizure.
 - b. Explain and demonstrate a working knowledge of the constitutional laws governing the rules of arrest.
 - c. Demonstrate verbal and non-verbal communications skills.
 - d. Demonstrate interpersonal skills.
 - e. Describe and demonstrate patrol procedures.
 - f. Demonstrate tactical search procedures.
 - g. Demonstrate arrest procedures.
 - h. Demonstrate officer's safety.
 - i. Demonstrate proper and safe use of a firearm.
 - j. Demonstrate proper handcuffing procedures.
2. Each team will be assigned a number through the registration system. The team will be identified by that number throughout the contest. No identification of contestant's, schools, or city is allowed by verbal or physical means.
3. Contestants must work together as a team without the assistance from instructors, advisors or observers.
4. Contestants will have a thirty-minute (30) minute time limit to complete the contest.
5. A written knowledge test may include fill in the blank, multiple choice, list, and true/false questions. The content of the test is exclusively from the current Texas Commission on Law Enforcement (TCOLE) Basic Peace Officer Licensing Course 720 (1000720). This test will be given to each member of the team and the score averaged.

Orientation

- Mandatory in uniform.

Contest

Skills Contest Project 1040 points

- Penalties assessed for: resumes (-10/pp), uniform (-10/pp) and over time limit for team (-5/min)
- Penalties for teams who leave orientation early before being excused, teams/advisors not notifying tech chair and/or judges before orientation that students could not attend orientation due to a schedule conflict. (-5/pp)
- Safety penalty for any actions that create an unsafe environment. (-5/pp)

Written Tests 60 points

- Knowledge test 50 points, averaged for team score
- Professional Development Test 10 points, averaged for team score

Building Search Texas Only Judges Rating Sheet

Award points for each selection by circling the appropriate number for each activity. Possible skill total points 1050.

Team # _____

- 50 Outstanding:** Appropriate action, proper decisions, extremely professional manner.
- 40 Performed Very Well:** no more than a minor mistake, very professional manner.
- 30 Acceptable performance:** 2 or more minor mistakes, professional manner.
- 20 Marginal performance:** Mistakes, indecisive, less than professional manner.
- 10 Poor performance:** wrong or no decision, not a professional manner.
- 0 Did not attempt skill:** or shows no understanding of the skill.

<i>Initial Contact, each line 0-50 – total 300 points</i>		A	B	C	D
1	Demonstrates proper dispatch communications: location and circumstances.				
2	Contacts witness(es) and /or request dispatch to notify property owner.				
3	Obtains proper intelligence of floor plan & items of interest to pre-plan the search.				
4	Approaches entrance and secures point of entrance and other exits.				
5	Properly utilizes available cover to approach the building.				
6	Appropriately draws weapon when needed.				
<i>Search of the Building, each line 0-50 – total 300 points</i>		A	B	C	D
7	Safe entrance into the building.				
8	Utilizes proper communication with other officer(s).				
9	Aware of other members of the team and their location (no crossfire situation).				
10	Officers covering each other as they move.				
11	Searches each area thoroughly before moving to the next.				
12	Secured or observed all searched areas after being searched.				
<i>Apprehension of Suspect(s), each line 0-50 – 350 points</i>		A	B	C	D
13	Allows the suspect(s) the opportunity to leave the building.				
14	Proper verbal commands used to stabilize suspect(s).				
15	Proper cover positioning of cover officer of arresting officer.				
16	Verbal description of frisks/searches suspect(s) using proper techniques.				
17	Verbal description of properly secures any weapon(s).				
18	Verbal description of proper arrest techniques to secure suspect(s) in handcuffs.				
19	Properly secures the building or turns it over to the owner.				
<i>Evaluation of Professionalism, each line 0-45 -90 points</i>		A	B	C	D
20	Professional bearing, demeanor and teamwork.				
21	Verbal and non-verbal skills and command presence.				
Test Scores Averaged for Team (50 points Max)					
Professional Development Test Scores Averaged for Team (10 points Max)					
Sub Total Skill Score Averaged for Team of 4 (1100 Max):					
Resumes submitted for each team member (-10 points per resume)					
Clothing Violation (-10 points per team member)					
Over the 30-minute Time Limit (-5 points for each min or fraction thereof)					
Orientation or Safety Penalty (-5 points per team member)					
Final Team Score (1100 Max)					

Career Promotion Demonstration Contest – Texas Only

Began – pre-2002

PURPOSE: To encourage local SkillsUSA chapters to promote the organization, career and technical education and related occupational information through a power point presentation. Leadership Development category.

CLOTHING REQUIREMENTS: Official SkillsUSA Competition Clothing recommended but NOT required.

- Red SkillsUSA blazer, windbreaker or sweater, or black or red 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 of 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

ELIGIBILITY: Team of 2-3 students enrolled or have been enrolled in a career and technical program from same campus.

PROVIDED BY TECHNICAL COMMITTEE: Space adequate to set-up presentation materials, tables, electricity, chairs, etc.

PROVIDED BY CONTESTANT: Student will provide all materials needed to successfully demonstrate their multi-media demonstration and a copy of their resumes.

SCOPE OF THE CONTEST

1. The multi-media presentation must demonstrate the team's career area and SkillsUSA activities.
2. The theme for the presentation contest will be established by the SkillsUSA national office and will be announced to the state association by Sept. 1 for the following school year. To verify the national theme, go to www.skillsusa.org.
3. The presentation must be student prepared. The presentation must be the original and creative work of the individual chapter member or members.
4. The presentation will be three to five minutes in length. A five-point penalty will be assessed for each 30 seconds less than three minutes or over five minutes. The presentation will be geared toward a student population or toward the business population.
5. The chapter name, school, city or state may be used without penalty.
6. Student taken photographs are allowed.
7. Each student shall be prepared to participate in an interview component. The interview component will consist of two parts: a presentation and a question/answer session.
8. The interview component will be three to five minutes in length during which the student will describe:
 - i. presentation and how it conforms to the theme,
 - ii. explain the process that the chapter followed to determine the scope and design of the presentation,
 - iii. state the purpose and the educational value of the presentation,
 - iv. discuss the chapter members' participation in the construction of the PowerPoint presentation.
 - v. tell where the presentation will be used after the competition,
 - vi. explain the benefits of the presentation to the chapter members.
9. At the conclusion of the presentation, the judges will ask questions of either student. There will be no time restrictions on the question/answer session.
10. A one-inch Skills USA three ring binder containing pictures and a brief description of the purpose, educational value, development and a construction of the presentation must accompany the presentation. The notebook must be limited to 10 pages (20 surfaces) or less. The interviewing student should know the content of the notebook and the benefits to the chapter members. The interviewing student should use the notebook along with the power point presentation during the presentation and question/answer session to assist the judges with conducting the interview component.
11. Verification: A letter signed by the local school administrator certifying that the presentation was designed and constructed by the students will be the first page of the notebook. The letter should also state the division (secondary or postsecondary) entered. Failure to supply adequate information will penalize the entry 1 to 25 points, depending on the severity of the omission.
12. The notebook must be placed with the presentation prior to judging. Failure to do so will result in the notebook not being judged and no points awarded.

Career Promotion Demonstration Contest – Texas Only Rating Sheet

Contestant/Team Number: _____

Judge Name: _____

Judging Criteria	Points Allowed	Points Awarded
ORAL PRESENTATION-150 points		
ORAL Presentation	0-50 Points	
ORAL: Response to questions	0-50 Points	
ORAL: Use of notebook	0-50 Points	
PRESENTATION-400 points		
PRESENTATION: Gains attention	0-50 Points	
PRESENTATION: Development of Theme	0-50 Points	
PRESENTATION: Effectiveness	0-50 Points	
PRESENTATION: Quality	0-50 Points	
PRESENTATION: Imagination/Creativity	0-50 Points	
NOTEBOOK-40 points		
NOTEBOOK: Verification Letter	0-45 Points	
NOTEBOOK: Contents	0-45 Points	
Professional Development Test Score Averaged 10 points	0-10 Points	
Max 500 Total Points		
PENALTIES		
Official Dress, (or must all be dressed same) per contestant	-10 points	
Interview/Presentation -5 points per 30 seconds under three minutes or over five minutes		
Resumes, per contestant	-10 Points	
Total Penalties		
TOTAL SCORE		

Judges' Comments:

Community Emergency Response Team (CERT) - Texas Only

Began April, 2013

Purpose – This contest is going into review to update rubric and standards

To evaluate a team of six contestants' ability to extricate, triage, transport, and medically assess a trapped disaster victim using skills and knowledge consistent with CERT training. Occupationally Related category.

Eligibility

- Open to active SkillsUSA members enrolled in career technical programs with a current certified CERT instructor, or a curriculum that integrates community emergency response team (TEAM) concepts, training and techniques as an integral component of instructional strategies are eligible to compete. A copy of the instructors CERT certification will be presented at the contestant orientation meeting. Team members may be from the same Independent School District and may include middle school and high school students.
- 1st & 2nd district winners compete.

Clothing Requirement

Light blue (SkillsUSA) work shirt, navy blue work pants, and black or brown leather work shoes/boots. In addition, team members must show ability to wear all CERT Personal Protective Equipment (PPE) at orientation.

Safety Requirement

Students should follow current school and local government guidelines.

Equipment and Materials

Supplied by the technical committee:

- a. Time Keeper
- b. Event equipment
- c. All necessary information and furnishings for judges and technical committee

Supplied by the contestant:

- a. CERT backpack with appropriate and complete PPE
- b. Appropriate medical supplies for triage, treatment, and assessment of medical injuries
- c. Resume.

SCOPE OF THE CONTEST

The contest will require contestants to safely extricate a trapped disaster victim(s), triage, transport, and medically assess the victim(s) in a time-constrained environment.

Knowledge Performance

This test will be given to each member of the team and final score averaged.

There is a written knowledge test required for this contest. The test may include fill in the blank, multiple choice, list, and true/false questions. The content of the test is exclusively from the current Basic CERT Participant Manual, unit 5 (Light Search and Rescue Operations), pages 5-4 through 5-19, page 5-30 through 5-35, unit 3 (Disaster Medical Operations Part 1) pages 3-11 through 3-23, and unit 4 (Disaster Medical Operations Part 2, pages 4-14 through 4-19.

Skills Performance

The contest requires the contestants to safely extricate a trapped victim from a simulated collapse, safely triage and medically treat the victim for life threatening injuries, safely transport the victim to a medical treatment area, and safely assess the victim for additional injuries. There is a 25-minute limit to achieve these objectives.

Contest Guidelines

Contestants will participate as a team in satisfying all of the skill elements. Safety is most important; therefore, the following standards apply:

- a. All PPE will be worn throughout the competition by each team members regardless of role.
- b. Penalties will be assessed for safety infractions.
 - The first safety infraction will result in a **YELLOW CARD** warning and penalty points incurred
 - The second safety infraction will result in a **RED CARD** warning and penalty points incurred
 - The third infraction will result in a **BLACK CARD** team disqualification
- c. Contestant teams start with the maximum points available for the skills elements. Penalty points will be incurred for safety infractions, and elements of the skills performed incorrectly.

Orientation

- Mandatory, in uniform

Contest

2. Skills Project, 1000 points

- 80% of score
- Deductions taken for penalties for each team member.

CONTEST FLOW

This is a linear function contest. The flow is as follows:

- The contest will be set up for contestants before their arrival at the contest site.
- The judge will ask if your team is ready.
- The judges will start the contest timer
- The team will conduct a size up of the scene
- The team will determine roles for extrication
- The team will assess the victim
- The team will extricate the victim
- The team will treat life threatening injuries and triage the victim
- The team will transport the victim to first aid
- The team will conduct a head to toe assessment of the victim and document ALL injuries.
- The team will hand documentation to the judge to complete the skill
- The judge will stop the contest timer ending the event

3. Written Test

- 100 points, each team members score will be used and averaged.

Standards and Competencies

CERT 1.0 – Conduct all skills competencies in a safe manner

- Use PPE and proper techniques to minimize risk to team members and victims

CERT 2.0 – Conduct Size up of skills event

- Using the CERT 9 step Size up process determine and verbalize:
 - ✓ Gathering the Facts
 - ✓ Assess and communicate damage
 - ✓ Consider the probabilities
 - ✓ Asses your own situation
 - ✓ Establish priorities
 - ✓ Make decisions
 - ✓ Develop a plan of action
 - ✓ Take action
 - ✓ Evaluate progress

CERT 3.0 – Safely triage and treat life threatening injuries to the victim

- Search the victim for life threatening injuries and treat them
 - ✓ Airway – observe the airway, if no airflow, use head-tilt-chin lift method to establish airway
 - ✓ Bleeding – identify bleeding and use appropriate techniques to stop the bleeding
 - ✓ Shock – Assess victim for shock and treat for shock
- Triage victim as Immediate, Delayed, Minor, or Dead

CERT 4.0 – Safely direct medical/rescue operations

- Secure site from looters
- Contain fire or utility damage
- Execute rescue and treatment plans
- Request assistance from other agencies as needed

CERT 5.0 – Secure rebuilding resources and support for post disaster scene.

- Emotional support for survivors
- Medical resources available
- Materials, tools, food, clothing sources

CERT 6.0 – Disaster plan judges panel presentations.

Document ALL injuries on a patient assessment form and submit.

Community Emergency Response Team (CERT) Contest Rating Sheet Page 1

Team disqualified over 55 min		Team #	
Skills Elements	Points Total 1000	Points	Comments
Total Written Test Score Averaged	100 points		
PD Test Score Averaged	25 points		
Uniform/Equipment Check	50 points		
Briefing	100 points		
Size Up-Arrival at Scene	100 points		
Structural Assessment	100 points		
Initial Interior Search	100 points		
Injured Persons	100 points		
Completed Interior Search	100 points		
Rescue-Medical Treatment/Evacuation	100 points		
Fire Responders on Scene	50 points		
Disaster Psychology	25 points		
Documentation	25 points		
Additional Considerations	25 points		
Deductions	Max Deduction	Negative Points	
ICS Definition and Importance	-20		
CERT Team Leader	-15		
CERT Scribe/Communication	-15		
CERT SR Group Leader	-15		
CERT MO Leader	-15		
Search Rescue Operations x3	-20		
Observe Scene from Distance	-5		
Objectives on site mgmt	-5		
Gather facts	-10		
Assess and Communicate damage	-10		
Consider probabilities	-10		
Assess own situation	-10		
Establish priorities	-10		
Make decisions	-10		
Develop plan of action	-10		
Take action	-10		
Evaluate progress	-10		
Permitter walk	-20		
Locate & shut off utilities	-20		
Locate & note any hazards	-20		
Report upon completion of walk around	-20		
Name three types of structure damage	-20		
This structure's damage type	-10		
Is it safe to enter? Search plan	-20		
Mark building entry point (Cardstock)	-20		
Perform Call-out for people, listen	-20		
Perform specific search pattern	-20		

Community Emergency Response Team (CERT) Contest Rating Sheet Page 2

CERT JUDGING CRITERIA PAGE 2	Team #	Negative Points	Comments
What and how to search	-20		
Location of person	-10		
Rescuer & injured person safety	-10		
Identify self & ask permission to help	-10		
Responsiveness Assess R – P - M	-15		
Establish Airway	-10		
Control Excessive Bleeding	-10		
Treat for Shock	-10		
Triage Tag appropriate category / information	-15		
Reassure person, continue with search	-10		
Utilize additional CERT members	-20		
Report search findings	-30		
Plan Rescue Operations (What- Who- How?)	-30		
Re-triage patient	-10		
Describe Head To Toe (HTT) Assessment	-10		
What is D- C- A- P- B- T -L -S ?	-20		
State how HTT is performed	-20		
Findings during HTT	-20		
Treatment of injuries	-20		
Documentation on Triage Tag	-15		
Comfort and emotional care provided	-15		
Prepare patient for evacuation	-20		
TL provides scene info to FD, (Status, hazards ,injured)	-20		
Med Ops give patient reports to EMS	-20		
Complete Building Marking (Cardstock)	-10		
Disaster Psychology	-25		
Appropriate incident documentation	-25		
Plans presented calmly	-10		
Request for assistance timely	-10		
Plans presented as a team	-10		
Good communications	-10		
Strong leadership	-10		
Safety Violation - Yellow Card - 100	-100		
Safety Violation - Red Card - 100	-100		
Safety Violation - BLACK CARD	-1000		
Resume Penalty-10pts per member	-60		
Clothing Penalty (10 per person)	-60		
Equipment	-20		
PPE	-10		
TOTAL SCORE from Page 1			
TOTAL DEDUCTIONS			
Final Team Score			1000 Max

Construction Materials Identification - Texas Only

Introduced 2013

Purpose: To test student's knowledge of common construction materials. Skilled and Technical Sciences category.

Eligibility:

Any SkillsUSA member enrolled in construction related courses **who have completed no more than two semesters in construction related course** or are enrolled in a middle school. This includes but is not limited to members enrolled in Building Trades, Plumbing, Electrical, Welding, Masonry, Cabinetmaking, etc. Contest participants **may not** be competing in any skilled contest at the State level.

Clothing:

White polo with black slacks or skirt **or** work uniforms consistent with Official Technical Standards guidelines for specific trade area.

Materials supplied by technical chair:

1. All items to be identified and display area.
2. Grading sheets.

Material supplied by contestants.

1. Pen or Pencil.
2. Tape measure.
3. Resume.

Scope of Contest:

1. An individual will have a designated amount of time to observe and identify commonly used materials in construction trades.
2. Materials will come from construction related courses such as, but not limited to, carpentry, electrical, plumbing, masonry, and welding areas.
3. Items will be displayed in a power point presentation type format. Students will type the answer for each slide.
4. Spelling will be graded.
5. Identification should be as specific as possible. The more specific the better.
Example: 2 x 4 or 2 x 6. NOT "Board or wood".
Example: PVC or Copper elbow. Not "Curved pipe".
Example: 12-3 Romex. Not "wire".
Example: 8" I-Beam. Not "piece of metal".

Grading:

1. Individuals with the highest number of correct items will determine the ranking.
2. Any tie will be decided by time to complete the test, spelling, specifics I.D.s
3. A deduction of -10 points for clothing penalty and -10 points for resume will be calculated to final score.
4. SkillsUSA Professional Development Test score will count 10 points of the score.

Construction Trades Tool Identification Contest - Texas Only

Began - 2012

Purpose:

To evaluate student's knowledge of various tools used in the construction trades and be able to correctly identify and correctly spell names of the tools. Skilled and Technical Sciences category.

Student Eligibility:

- Any SkillsUSA member enrolled in construction related courses **who have completed no more than two semesters in construction related course** or are enrolled in a middle school chapter.
- Students must be a SkillsUSA member in good standing and were paid attendees at their district contest.

Clothing: White polo with black slacks or skirt **or** work uniforms consistent with Official Technical Standards guidelines for specific trade area.

Materials supplied by

Contest Chair: Tools to identify and testing situation, answer sheet

Contestants: Pencil

Safety

Follow all CDC, TEA, State of Texas Guidelines.

Test Scope:

1. Test will be based on correctly identifying, spelling correctly and neatly writing name of tools on display.
2. Test will identify common tools used in various areas of the construction trades. (Carpentry, Cabinetmaking, Masonry, Plumbing, Electrical, Welding)
3. Students will have 60 minutes to identify a physical display of random tools, anything not answered after 60 min is not a penalty but will not have any point value.

Grading:

1. Individuals with the highest number of correct items will determine the ranking.
2. Any tie will be decided by time to complete the test, spelling, specifics I.D.s
3. A deduction of -10 points for clothing penalty and -10 points for resume will be calculated to final score.
4. SkillsUSA Professional Development test score will count 10 points of the score.

Desktop Publishing (Electronic Pre-Press) Contest - Texas Only

Began – pre-2002, Revised 2014

Purpose

This contest will evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of (EPP) Desktop Publishing. Skilled and Technical Sciences category.

Eligibility

This contest is open to active SkillsUSA members enrolled in programs with Graphic Communications as the occupational objective.

Clothing Requirement

White polo type shirt with black dress slacks, black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes

Safety Requirement - Follow all CDC, TEA, State of Texas Guidelines.

Equipment and Materials

Supplied by the Technical Chair

- a) Computer
- b) Printer
- c) Software
- d) Rating sheets for contestants
- e) Other miscellaneous operating supplies
- f) All necessary information and furnishing for judges and technical contestant

Supplied by the contestant:

- | | |
|-----------------------|---------------------------------------|
| a) Line gauge | e) Pen |
| b) Proportional scale | f) Pantone Matching System Book (PMS) |
| c) or pencil | g) Resume |
| d) Jump Drive | |

Scope of the Contest

Contestants will demonstrate their ability to perform tasks selected from the following list of competencies as determined by the SkillsUSA Texas SkillsUSA Texas Championships and Conference Technical Committee. Committee membership includes Texas Printing Instructors Association, Printing Industry of America, San Antonio Litho Club, and Greater San Antonio Graphic Arts Advisory Committee.

- | | |
|---|---|
| 1. Create Digital File | 9. Create PMS colors |
| 2. Set up and Select Appropriate pagination for a given job | 10. Create Reverse type |
| 3. Demonstrate text alignment & element | 11. Set columns |
| 4. Flow copy from word processing program or from CD/Zip/floppy to page layout program. | 12. Use Utilities plug-ins to build booklet |
| 5. Flow graphics from an existing file into a publication | 13. Use of Gradients |
| 6. Create a logo using Adobe Illustrator | 14. Set type on curve |
| 7. Crop photos | 15. Use Master pages |
| 8. Create a color logo from a b/w logo using Adobe Photoshop | 16. Use Text-wrap |
| | 17. Use of clipping/work paths in Adobe Photoshop |
| | 18. Print 2-sided color copy |
| | 19. Scan Photos |

Knowledge Performance

The contest will include a written exam that assesses (EPP) Desktop Publishing knowledge 50 points. Professional development test will count as 10 points of score.

Orientation

- Mandatory, in uniform

Desktop Publishing (Electronic Pre-Press) Contest – Texas Only Judges Sheet

Began – pre-2002, Revised 2014

CONTESTANT #:

Item #	ITEM DESCRIPTION	Points Allowed	Page	Points Earned
1	Front cover followed instructions- org idea for type	(0-20)	all	
2	Placement of images	(0-20)	all	
3	Text Formatting	(0-10)	all	
4	Correct Use of Columns	(0-10)	all	
5	Correct pantone colors and borders around pictures	(0-20)	all	
6	Attention to Detail	(0-20)	all	
7	Correct Fonts-reg, bold, italic, bold italic	(0-10)	all	
8	Back cover design	(0-20)	all	
9	Layout saved to pdf correct pagination	(0-10)	all	
10	Written Test Score	(0-50)		
11	Professional Development Test Score	(0-10)		
	Total Possible this section	(200)	Sub Total	
Grand TOTAL Contest Project				
RESUME PENALTY (-10)				
Student is not dressed in contest approved attire (-10)				
FINAL SCORE				

Comments:

Emblem Ceremony Contest - Texas Only

Began – pre-2002

Purpose

To evaluate the contestants understanding of the symbolic representation of the colors and assembled parts of the SkillsUSA emblem. Leadership Development category.

Clothing Requirement

- Red SkillsUSA blazer, windbreaker or sweater, or black or red 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 of 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

Eligibility

Open to active SkillsUSA student members. One OCC team competing per school. Students cannot be on both OCC and Emblem Ceremony Team. High School and Middle School teams of 3.

Observer Rule

Observers will be allowed to view the demonstration provided space is available. No talking or gesturing will be permitted. No member of the audience is to leave or enter the demonstration room while a team is competing.

Scope of the Contest

- A) Contestants will be judged on the following abilities:
 1. Teamwork and coordinated movements of walking, standing and sitting
 2. Memorization and recitation in unison
 3. Good grooming in dress and personal hygiene
 4. Pronunciation of words in a clear and understandable manner
 5. Good platform deportment and confident appearance]
 6. Variances of voice pitch, tone, tempo and volume
- B) The contest is a demonstration of the SkillsUSA Opening and Closing Ceremonies conducted according to the script provided with these rules. No other method of performing the ceremony will be allowed for the purpose of the contest demonstration.
- C) Teams will draw numbers during the pre-contest orientation meeting to determine the order of performance and demonstration times. Only the president, team captain or other representative of the team will attend the pre-contest meeting.
- D) Each team will consist of three registered members in the roles of Officer A, Officer B and Officer C.
- E) There is no time limit for the demonstration.
- F) The team will be allowed three minutes to properly assemble the contest paraphernalia before the demonstration begins. (No points will be awarded or deducted for method of setup. Each team may have a different way of arranging the stations, chairs, etc.)
- G) Only the official SkillsUSA emblem will be used.

Equipment and Materials

1. Supplied by the technical committee
 - Official SKILLSUSA emblem with easel.
 - U.S. flag
 - Gavel and sound block
 - Speaker's stand (lectern)
 - Two tables 8' long and 30" wide
 - Six chairs
 - Judges copy of the EC Script
 - All necessary information and furnishings for judges and technical committee
2. Students must supply a copy of their resume.

Arrangement of Demonstration Room

Refer to Skills USA Technical Standards - Opening and Closing Ceremony. The number of chairs is optional.

EMBLEM CEREMONY CONTEST SCRIPT

The officers will walk in from the outside entrance to their respective places and remain standing.

OFFICER A: (Raps twice with the gavel.) The meeting will come to order. The emblem is symbolic of the SKILLSUSA organization. You are about to witness the Emblem Ceremony, in which the meaning of each component of our emblem will be given and the significance of the colors described. (Rap the gavel once to seat B and C) (Pick up the Shield and say) The Shield represents patriotism. (pause) The shield denotes our belief in democracy, liberty, and the American way of life. (Affix Shield to emblem stand, turn and call Officer B. Officer B stands, picks up the gear. Officer A returns to seat.)

OFFICER B: (Moves to the podium and says) The Gear represents the industrial society. (pause) The gear, symbolic of the industrial society, denotes the interdependence and cooperation of the individual working with labor and management for the betterment of mankind. (Affix gear to emblem stand and call Officer C. Officer C stands and picks up the torch. Officer B is seated.)

OFFICER C: (Moves to the podium and says) The Torch represents knowledge. (pause) The flaming torch reflects the light of knowledge, which dispels the darkness of ignorance. In the light of the torch, progress will be made toward the vocational goals of the individual (Affix torch to emblem stand and call Officer _____. Officer _____ stands and picks up the orbital circles. Officer C is seated.)

OFFICER _____: (Moves to the podium and says) The Orbital Circles represent technology. (pause) The circles represent the challenge of modern technology and the training needed to accept and master new technical frontiers and the need for continuous education. (Affix circles to emblem stand and call Officer _____. Officer _____ picks up the hands. Officer _____ is seated.)

OFFICER _____: (Moves to the podium and says) The Hands represent the individual. (pause) The Hands portray a search for knowledge and our desire to acquire a skill. In the process of attaining knowledge and skill, we will develop a respect for the dignity of work and become productive and responsible citizens. (Affix the hands to the emblem stand and continue by saying). With the affixing of the golden hands, we add the final official color of SkillsUSA. The colors of the emblem represent our organization. Red and white represent the individual states and chapters; blue represents the common union of the states and the chapters; and gold represents the individual, the most important element of SkillsUSA. (Call Officer A. Officer A stands and picks up the SkillsUSA Officer _____ is seated.)

OFFICER A: (Moves to the emblem stand, affixes the letters and says) All of the components constitutes our emblem. Separately, they represent the fundamental principles and purposes of our organization. The emblem represents SkillsUSA. (pause, move to the podium, rap the gavel three times for all to stand, then say) We will respect our organization by reciting the SkillsUSA Pledge.

IN UNISON: UPON MY HONOR, I pledge

To prepare myself by diligent study and ardent practice to become a worker whose services will be recognized as honorable by my employer and fellow workers,
To base my expectations of reward upon the solid foundation of service,
To honor and respect my vocation in such a way as to bring repute to myself,
And further, to spare no effort in upholding the ideals of SkillsUSA.

OFFICER A: (continues) I now declare this meeting adjourned until our next regular meeting or until a special meeting shall be called by your president. (rap gavel twice)
(Officers exit the room in a formal manner.)

Emblem Ceremony Contest – Texas Only Rating Sheet

Contestant/Team Number: _____

ITEMS EVALUATED	POSSIBLE POINTS	TEAM RATING	REMARKS
Teamwork-240 Points			
Coordinated Activity	40		
Emblem Handling	40		
Group Seating	40		
SKILLSUSA Pledge	40		
Individual Team Member-800 points			
Voices: Pitch, Tempo, Volume, Enthusiasm			
Stage Presence: Poise, Posture, Eye Contact, Attitude, Gracefulness			
Mechanics: Diction, Pronunciation, Enunciation, Memorization, Chronological Presentation			
	President - Officer A	150	
	Shield	100	
	Gear	100	
	Torch	100	
	Orbital Circles	100	
	Hands	100	
	SKILLSUSA	100	
Accuracy of Presentation Overall		20	
Professional Development Test		25	
Written Test		45	
Total Points		1000	
Clothing Penalty 10 points per team member			
Resume Penalty 10 points per team member			
Total Penalties			
TOTAL SCORE		1000	

Judges' Comments

ESports Demonstration Contest – Texas Only

Began – 2023

PURPOSE: Under the Business Management and Administration Career Cluster for TEKS, this competition focuses on students that are preparing for ESports careers managing aspects such as talent development, operations and team/event management. A thorough understanding of business practices, technology, marketing, professionalism and leadership are required. <https://www.texsef.org>

CLOTHING REQUIREMENTS: Official SkillsUSA Competition Clothing recommended but NOT required. White polo type shirt with black dress slacks, black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes.

ELIGIBILITY: Team of 3 students from same campus, enrolled in a career and technical program.

PROVIDED BY TECHNICAL COMMITTEE: 3 PCs and chairs on a table for the team to compete in a space large enough for at least one other team. Internet Connection.

Windows	Minimum	Recommended
OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS
Processor	2.5 GHz Dual Core	3.0+ GHz Quad Core
Memory	4 GB RAM	8 GB RAM
Graphics	NVIDIA GeForce GTX 760, AMD Radeon R9 270X, or better	NVIDIA Geforce GTX 1060, AMD Radeon RX 470, or better
DirectX	DirectX Version 11.0	DirectX Version 11.0
Network	Broadband Internet connection	Broadband Internet connection
Storage	20 GB available space	20 GB available space

PROVIDED BY CONTESTANT: Each team member will provide a game controller. A team will provide a portfolio per the rubric to present in advance online as a single pdf and in person to the judges on site.

SCOPE OF THE CONTEST

1. Submit an online portfolio as a single pdf prior to contest that consists of the following:
 - a. Resume for each team member.
 - b. Cover letter from each team member addressed to a prospective employer detailing ability to be a valuable member to team.
 - c. Copies of any certificates, letters of recognition or awards for each team member relating to the industry.
 - d. A team produced business plan for stating an ESports club. This model should show a career path, address trends in the industry and ethical content creation. The following items must be present in the business plan:
 - i. A mission statement
 - ii. the role each team member will play in the success of the operations
 - iii. basic club budget outlining profitability and fundraising needs
 - iv. sample sponsorship request letter
 - v. club competition rules or membership agreement
 - vi. defined space and equipment needs for competitions and costs associated with in person events
 - e. Create a club logo and include a branding package showing application in social media, clothing and sponsorship or fundraising applications. (<https://esportsgear.com/>)
 - f. Showcase one platform for live stream, podcasting or blogging to showcase the club events
 - g. Include 3 elements of a marketing campaign to showcase the new brand and addressing the needs and challenges of the audience.
 - h. Detail the troubleshooting process to handle 3 common problems that may arise with software and hardware issues during a tournament.
2. Submit a 3 ring binder containing the above portfolio in person to judges the day of competition.
3. Prepare for a team interview to discuss the portfolio in person on day of competition with a judge's panel.
4. Competition bracket will be best of 3 games in Rocket League. One hour per 3 game round allowed. No secondary bracket will be played.
5. Combined score of submission and game play with elimination per round will determine the top 3 teams.

Rocket League Rules:

THIS LEAGUE IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, PSYONIX LLC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS LEAGUE IS BEING PROVIDED TO THE LEAGUE ORGANIZERS AND NOT TO PSYONIX LLC.

1. Anti-Cheat: No additional anti-cheat is required for official matches.

2. Match Procedure

2.1. Tiebreakers: Head to head matchup, Win/loss record in during the season, Goal differential

2.2 Supported Platforms: PC, XBOX/S, XB1, PS5, PS4, Nintendo Switch

2.3. Game Lobby: The Coach or team Captain (designated by the district/state office after brackets formed) should reach out to the other team before the match to share information. The home team will create the lobby.

The away team will have a choice of which team is which color, which will not change for the duration of the match. The default arena played is DFH Stadium. Teams are free to change the arena at any time so long as both teams consent and the arena is playable according to rule 2.3.

a. Lobby Settings:

Game Mode: Soccer Team Size: 3v3 Bot Difficulty: No Bots

Arena: DFH Stadium OR another arena agreed upon by both teams from the list in 2.3.

b. Team Settings: Team Names should be in accordance with the sides chosen by the away team

Primary and accent colors should be set to Default

c. Mutator Settings:

Preset Settings: Custom

Ball Size: Default

Match Length: 5 minutes

Ball Bounciness: Default

Max Score: Unlimited

Boost Amount: Default

Overtime: Unlimited

Rumble: None

Series Length: 5 games

Boost Strength: 1x

Game Speed: Default

Gravity: Default

Ball Max Speed: Default

Demolish: Default

Ball Type: Default

Respawn Time: 3 seconds

Ball Physics: Default

d. Region: As decided on in 2.4. Joinable By: Name/Password (to be determined by hosting team).

2.4. Arenas: The following arenas are available for switching to during an official match:

Aquadom	Mannfield (Night)	Urban Central (Dawn)
Champions Field	Mannfield (Snowy)	Urban Central (Night)
Champions Field (Day)	Mannfield (Stormy)	Utopia Coliseum
DFH Stadium	Neo Tokyo	Utopia Coliseum (Dusk)
DFH Stadium (Day)	Salty Shores	Utopia Coliseum
DFH Stadium (Stormy)	Starbase ARC	(Snowy)
Mannfield	Urban Central	Wasteland

3. Restrictions

3.1. Customization: Any bodies, decals, wheels, rocket boosts, toppers, antennae, goal explosions, trails, or engine audios that are currently disabled in competitive 3v3 queues are not permitted for use in official matches. Anyone caught using these customizations can result in forfeiture of the match.

3.2. Leaving and Rejoining Teams: Players are not allowed to leave their team and then rejoin to put them on the other side of the arena and will be considered cheating.

4. Stoppage of Play

Should a player disconnect from the game less than 30 seconds into the match or before the shot to make the first goal of the game is taken the game will be restarted. If either of these events have occurred, the game will continue. Disconnected players will be able to rejoin the lobby for the next game.

5. Team Rosters

Rocket team rosters require a minimum of 3 players and are limited to a maximum of 4 players (3 starting players and 1 substitute players). Rosters that do not meet the minimum or exceed the maximum number of players will not be allowed to participate in official matches. Player Substitutions may be made only between bracket rounds.

6. Tournament

Rocket League will consist of eight (8) groups. Each group will consist of four teams. Teams will play three (3) matches against the teams in their group. The top two teams will move on to the bracket stage.

6.1. Seeding for bracket play is based on:

1st round: Score of online submission package including PD test

Then: Overall Record in Group Stage

Win/loss record in group stage and Goal Differential

Head to head matchup (if played against the tied team)

ESports Demonstration Contest – Texas Only Rating Sheet

Contestant/Team Number: _____

Judge Name: _____

Judging Criteria	Points Allowed	Points Awarded
<i>Submission</i>	<i>55 Points</i>	
Resumes per team member, 10 points each	0-30 Points	
Cover Letters per team member, 5 points each	0-15 Points	
Certificates, Awards, Recognition Letters 10 points total	0-10 Points	
<i>Business Plan</i>	<i>445 points</i>	
Mission Statement	0-30 Points	
Team member roles, org chart	0-20 Points	
Basic Budget	0-30 Points	
Sponsorship Request	0-20 Points	
Club Rules	0-50 Points	
Event Plans	0-50 Points	
Club Logo	0-50 Points	
Branding Package	0-50 Points	
Platform for event broadcast	0-20 Points	
Marketing Campaign, 10 points per element	0-30 Points	
Troubleshooting process, 10 points per element	0-30 Points	
Team Interview: professional, knowledgeable, prepared	0-35 Points	
PD Score total for all team members (10 points each)	0-30 Points	
Total Submission Score	0-500 points	
<i>PENALTIES</i>	<i>-100 points</i>	
Official Dress, (all be dressed same) per contestant	-10 Points	
Interview/Presentation -10 points per team member that does not participate in interview	-30 Points	
Resumes, per contestant	-10 Points	
No submission of required elements	-50 points	
Total Penalties		
TOTAL SCORE Determines Initial Bracket Placement and Tie Breaker	0-500 Points	
<i>Game Play-points per team</i>	<i>0-500 points</i>	
1 st place = 500 points, 2 nd place = 400 points, 3 rd place = 300 points, 4 th place = 200 points, 5 th place=100 points		
Total Score	0-1000 points	

Judges' Comments:

Felony Traffic Stop - Texas Only

Began – pre-2002

Purpose

To evaluate a team of two contestants' ability to conduct felony traffic stop. Skilled and Technical category.

Eligibility

- Open to a team of two members who are active SkillsUSA members enrolled in programs with Law Enforcement as the occupational objective. Team members may be combined from more than one SkillsUSA Texas chapter within a school. A student cannot be entered in any other CJ skilled and technical competition.
- 1st district winners compete.

Clothing Requirement

- Light blue (SkillsUSA) work shirt, navy pants and black or brown leather work shoes/boots are required.

Safety Requirement

- Students should follow current school and local government guidelines.

Equipment and Materials

Supplied by the technical committee

- All necessary materials for the contest including a properly equipped marked patrol car, handheld radios, a suspect vehicle, and a suspect(s) role player(s).

Supplied by the contestant:

- Small pocket notebook for field notes
- Belt and training holster, red gun
- Pens and pencils (two each)
- Handcuffs and cases
- Flashlight
- Resume

Scope of the Contest

Contestants will demonstrate their ability to perform a felony traffic stop demonstrating the following competencies:

1. Explain and demonstrate knowledge and use of constitutional law governing rules of arrest
2. Demonstrate communication skills
3. Demonstrate interpersonal skills
4. Describe and demonstrate patrol procedures
5. Demonstrate felony arrest procedure
6. Demonstrate officer safety
7. Demonstrate proper use of firearms
8. Demonstrate proper felony handcuffing procedure

Contestants will only be identified by their contestant number found on their name badge. No identification of any contestant's name, school, school district, city, or county by verbal or physical means (clothing or equipment) is allowed. Contestants must work together as a team without assistance from instructors, other contestants, or observers

Knowledge Performance

There is a written knowledge test which may include fill in the blank, multiple choice, list, and true/false questions. The content of the test is exclusively from the Texas Commission on Law Enforcement (TCOLE) Basic Peace Officer Licensing Course 720 (1000720) Chapter 35 Patrol Skills (**TCOLE made these changes effective 07/01/22**)

Skills Performance

The contest will consist of a felony traffic stop to be conducted by each two-person team, following the procedures outlined in the TCOLE Basic Peace Officer Licensing Course 720 (1000720): Instructor Guide, Chapter 35 Patrol Skills and/or Chapter 13 Consular Notification (Identify high-risk vehicle stops and demonstrate appropriate procedures).

Orientation

- Mandatory in uniform

Contest

1. Skills Contest Project

- Contest total 100 points for team
- Penalties assessed for: resumes (-10/pp), uniform (-10/pp) and over time limit for team (-5/min)
- Penalties for teams who leave orientation early before being excused, teams/advisors not notifying tech chair and/or judges before orientation that students could not attend orientation due to a schedule conflict. (-5/pp)

2. Written Test, 50 points

3. Professional Development Test, 10 points

Felony Traffic Stop - Texas Only Judges Sheet

Judging Scale:

- 5= Outstanding. Took appropriate action, made proper decision, extremely professional
- 4= Performed very well, no more than a minor mistake, very professional
- 3= Acceptable performance, 2 or more mistakes, professional
- 2= Marginal performance, mistakes, indecisive, less than professional
- 1= Poor performance, wrong or no decision, not professional

Contestant/Team #	Team Member A/B
Initial Contact (40 points)	0-10 points
Advises dispatcher of location, and gives vehicle and occupant description.	
Draws weapon to cover suspect(s).	
Properly utilizes available cover	
Communicates property with partner	
Removal of Suspect(s) from vehicle (50 points)	0-5 points
Uses proper verbal commands to stabilize suspect(s) in vehicle (show hands, no movement)	
Ensures driver window down before proceeding to next stage.	
Orders driver to turn off ignition, drop keys out window.	
Orders driver to reach out window, open door from outside, exit vehicle with hands in air.	
Orders suspect to raise shirt, turn 360, if weapon is viewed, issues appropriate commands.	
Orders suspect to walk backwards to the patrol car, giving directions as needed.	
When suspect reaches appropriate place, orders them to Safe Handcuffing position and not to move further.	
Secondary officer takes proper cover position, accounting for cross fire	
Orders other occupants from vehicle, even though none are seen.	
Officer makes safe approach to suspect vehicle, properly clears interior, trunk.	
Arrest of Suspect (40 points)	0-10 points
Contestant frisks/searches suspect using proper techniques.	
Contestant locates and properly secures any weapon(s)	
Contestant utilizes safe, effective arrest techniques to secure suspect in handcuffs.	
Advises dispatch of suspect in custody	
Evaluation of Contestants' Professionalism (10 points)	0-5 points
Professional bearing, demeanor, appearance (grooming, equipment)	
Overall knowledge of procedures, techniques, verbal skills, command presence	
Penalties	
Uniform violation per contestant (-10 per contestant)	
Resume per contestant (-10 per contestant)	
Orientation Penalty (-5 points per team member)	
Professional Development Test Score (10 points, average)	
Written Test Scores (50 points, average)	
TOTAL Team Score (200 Max)	

Judges Notes:

Forensic Science Team - Texas Only

Purpose

To evaluate a team of three contestants' knowledge of scientific principles needed to conduct forensic-based laboratory analysis within the law enforcement field. Skilled and Technical category.

Eligibility

- Open to team of three active SkillsUSA members enrolled in career technical programs with a curriculum that includes forensic science. Students may not compete in any other Criminal Justice Competition. Team members must be from same school. 1st district winners compete at state.

Clothing Requirement

White polo type shirt, black slacks or skirt. Shoes need to be black or brown leather work shoes with nude or black stockings or socks. No jewelry. This includes earrings, watches, piercings, rings, necklaces, etc. For hair that is below the collarbone, it should be pulled back and securely fastened. Safety glasses with side shields or goggles (prescription glasses may be used only if they are equipped with side shields. If not, they must be covered with goggles).

Equipment and Materials

- Supplied by the technical committee:
 - a. tables, chairs, contest area, electrical
 - b. Items supplied will be posted prior to district and state contest
- Supplied by the contestant:
 - a. Items required will be posted prior to district and state contest
 - b. Resume

Scope of the Contest

The contest will require contestants to perform forensic laboratory analysis following §130.339. Forensic Science (TEKS), all modules covered under this section are subject to being in the Forensic Science State-level competition. All members are responsible for knowing the information held within the TEKS modules.

Knowledge Performance

A written knowledge test which may include fill in the blank, multiple choice, list, and true/false questions. The content of the Forensic Science Mastery Knowledge Test includes the pre-requisite courses for §130.339. Forensic Science (TEKS) include Biology and Chemistry. As this is the laboratory competition, students should know basic biology and chemistry topics to support their knowledge of forensic science. This test is given to each team member and the score averaged.

Contest Guidelines

- The Forensic Science competition follows §130.339. Forensic Science (TEKS). This means all modules covered under this section are subject to being in the Forensic Science State-level competition. All members are responsible for knowing the information held within the TEKS modules.
 - The pre-requisite courses for §130.339. Forensic Science (TEKS) include Biology and Chemistry. Students should know basic biology and chemistry topics to support their knowledge of forensic science.
- During the contest, teams will work without assistance from judges, instructors, advisors, other contestants, observers, and outside electronic devices. (Calculators/timers provided if necessary for the activity.)
 - Contestants will work as a team to complete a laboratory-based scenario which may include preparing an experiment, obtaining results, and/or drawing conclusions.
 - Each team member will also be required to complete a "Forensic Science Mastery Knowledge Test" individually

Orientation

- Mandatory, in uniform

Contest

- Laboratory-based work, 180 points for team, total team points available for the overall contest is 300 points.
- Deductions taken for laboratory-based errors as identified by the judges' sheets, clothing violations, etiquette violations within the scenarios/testing rooms (the use of profanity, aggressive behavior will not be tolerated).
- Written Technical Skill Test 70 points, highest 2 test scores averaged for total score for the team.
- Professional Development Test 10 points

Contest Resources: 130.339. Forensic Science (TEKS) including pre-requisite courses for Biology and Chemistry.

- Ross Gardner, Practical Crime Scene Processing and In, 3rd edition
- Christine Ramirez, Practical Crime Scene Processing and Inv Workbook, 2nd edition
- Jay Siegel, Forensic Science, The Basics, 3rd edition
- Ashraf Mazayani, Forensic Science Management: From the Crime Scene to the Courtroom, 1st edition, 2018

Forensic Science Team Texas Only– Scoring Rubric

Contestant Number: _____

ORAL EXAMINATION: Each team member must answer at least one question. The judges will determine which contestant answers which question. Questions will not be released prior to contest.

ANALYSIS: Judges present contest upon entering the room. Each team member must participate in the analysis process.

5 – Everything was done properly, and the correct result was obtained

4 – Some things were done improperly, but the correct result was obtained

3 – Several things were done improperly, or the team had to perform the test twice, but the correct result was obtained

2 – Everything seemed to be done properly but the incorrect result was obtained

0 – Correct result was not obtained

6 Stations 55 points=360 points	Score
Test 1 – (0-60 points)	
Test 2 – (0-60 points)	
Test 3 – (0-60 points)	
Test 4 – (0-60 points)	
Test 5 – (0-60 points)	
Test 6 – (0-60 points)	
Station Scores TOTAL	
Written Test Score 130 points (team averaged)	
Professional Development Test Score 10 points (averaged)	
Uniform Penalty (-10 points per student)	
Resume Penalty (-10 points per student)	
Penalty: Improper PPE usage (per person) (0-10 points)	
Penalty: Improper procedure penalty (per person) (0-10 points)	
TOTAL TEAM SCORE 500 max	

Land Surveying Contest – Texas Only

Began 2007-Revised 2014

Purpose

Team of three SkillsUSA members will use fundamental surveying skills to solve problem(s) using field measurements and mathematical calculations demonstrating ability to document to industry standards and plan field exercises. Testing theoretical knowledge using the Certified Surveying Technician, Level 1 examination. Skilled and Technical category.

Clothing Requirement

Khaki work shirt and pants, black or brown leather work shoes, and safety glasses with side shields or goggles. (Prescription glasses can be used if they are equipped with side shields. If not, they must be covered with goggles.)

Eligibility

In order to advance to the State Conference, a team of three members must meet the following criteria:

1. Compete in a District Competition judged by a Registered Professional Land Surveyor (RPLS) or a member of the Texas Society of Professional Surveyors (TSPS)
2. All team members must be active members of SkillsUSA at the local, state, and national level in accordance with state and national guidelines for membership. They must be enrolled in a career & technology program that teaches land surveying as a part of their curriculum.
3. 1st, 2nd, and 3rd, place district teams will advance to the state level.

Equipment and Materials

Supplied by the technical committee:

- | | |
|---|--|
| a. Technical written test | d. Survey measuring tape |
| b. Course lay out | e. Specifications for final work product |
| c. Transit, level, tripod, or instruments | |

Supplied by contestant:

- | | |
|--|---|
| a. Pencils | c. ANSI 2 Survey Safety Vest |
| a. C Basic non-programmable scientific calculators | d. Other materials as required by Texas Society of Professional Surveyors |
| b. Plastic hard hats | e. Resume |

Scope of Contest

Teams will be given a **surveying field exercise** that must be completed to given specifications. Each team will use sound surveying concepts and problem-solving processes, to develop, document, present, and execute a plan of action.

- a. Contestants will prepare a plan of action that will include order of work, theory/math concepts, description of work product, and safety concerns. The contestant teams will present orally with supporting documentation, to the judges their plan of action for approval. No actual surveying will begin until the team's plan of action has been approved.
- b. Overseen by an advisory committee composed of industry representatives approved by TSPS.

Course layout: The course layout will consist of an on-the-ground surveying task designed to address horizontal angle measurements, distance measurement and elevation determinations based on the instrumentation provided to the teams at the contest event. The course will involve at least three different instrument set-ups on different stations and require closure either upon itself or into a predetermined control monument. Teams will be graded on their approach to the problem, procedures used to make the appropriate measurements with accuracy and precision.

Final Product: The final product will involve basic trigonometric calculations of the collected field data and the results will be plotted in map form with the required values displayed. The maps will be graded on scaled accuracy, neatness, and clarity of displayed values. The answers will be graded against values predetermined by the advisory committee. The problems will involve basic issues such as: determining the bearing and distance of an unobservable line through an object; the angular relationship between unobservable lines; the distance of an object in relation to an unobservable line; the difference in elevation between non-intervisible objects; the height of a remote object; the area of a parcel; or a combination of similar surveying problems.

Written theory test: individual test grades will be averaged for the team score. Students who score individually a 70 or more will be notified at the time of testing that they are eligible to take the CST Level 1 certification test free of charge.

Subject areas to be covered include:

- | | |
|----------------------------|--|
| A. Surveying Principles | E. Various surveying math problems that are algebra/trigonometry based |
| B. Measurement | F. Basic safety concepts |
| C. Unit Conversion | G. Basic surveying terms and definitions |
| D. Various laws of physics | |

Resumes: Each team member will present a resume to the judging committee written for any company in surveying field. One page typed with one paragraph of the job description of the surveying position applied for plus job title and company name. The average grade of all resumes submitted will be used for the team score.

Land Surveying Contest – Texas Only Rating Sheet

Contestant Number: _____

Judging Criteria	Points Allowed	Points Awarded
Project Completion: 475 Points		
Chaining	0-95 Points	
Horizontal Angles	0-95 Points	
Vertical Angles	0-95 Points	
Latitudinal Differences	0-95 Points	
Azimuth & Bearings	0-95 Points	
Field Notes: 275 points		
Cover Sheet	0-65 Points	
Legend/Key	0-65 Points	
Organization	0-65 Points	
Ability for Judges to Recreate Survey	0-80 Points	
TEAM WRITTEN KNOWLEDGE TEST (100 points average for team)	0-100 Points	
PROFESSIONAL DEVELOPMENT TEST (average for team)	0-10 Points	
TEAM SAFETY PRACTICES	0-140 Points	
PENALTIES		
TEAMS RESUME SCORE, 10 points per student	Max -30 Points	
TEAMS CLOTHING PENALTY, 10 points per student	Max -30 Points	
TOTAL SCORE	1000	

Comments

Mechanical Drafting Contest – Texas Only

Began – 2002

Purpose: To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of mechanical drafting. Skilled and Technical Sciences category.

Clothing Requirement:

White polo type shirt with black dress slacks, black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes

Eligibility: Open to active SkillsUSA– members enrolled in programs with technical/mechanical drafting as the occupational objective.

Equipment:

Supplied by the technical committee:

- The technical drafting workstation will be equipped with a flat table (approximately 24"x72"), a second table with space for a personal drafting equipment and a chair.
- Drafting paper/vellum
- All necessary information and furnishings for judges and technical committees

Supplied by the contestant:

- Typical personal drafting equipment and supplies desired for traditional drafting
- resume.

Notes:

1. The setup, and the removal of all drafting equipment used in the contest will be the responsibility of the contestant.
2. Students may bring published drafting reference books, manuals, published technical drafting reference books, tables and calculators. Reference materials may not take up more than 1 cubic foot of space and may not be shared by contestants.

Scope of the Contest:

1. The contest will focus on the solution of the given problems by applying appropriate mechanical drafting skills to solve visualization and presentation problems of a mechanical nature. The contestants will be required to solve industry-developed problems.
2. Contestants will demonstrate their ability to perform mechanical drafting skills selected from the following list of competencies as determined by the Texas SkillsUSA Texas Championships and Conference mechanical drafting committee.
 - a. Scale Usage
 - b. Sketching
 - c. Orthographic views
 - d. Auxiliary views
 - e. Sectional views
 - f. Dimensioning and tolerances including geometric dimensioning and tolerances
 - g. Detail and assembly drawings
 - h. Fasteners and hardware
 - i. Presentation/pictorial drawings
 - j. Materials and specifications
 - k. Manufacturing processes
 - l. Power transmission
 - m. Sheet metal developments
 - n. Use of reference materials
 - o. Calculation of mass properties (volume, density, etc.)
3. During the contest, the contestants will work independently. No assistance will be given by other contestants, instructors or observers.

Mechanical Drafting Contest – Texas Only Score Sheet

Contestant Number:		
Judge No:		
Solution to the Problem: 200 Points		
Items Evaluated:	Possible Points	Awarded Points
Sheet 1	100	
Sheet 2	100	
Total	200	
Annotated Problem using ANSI Dimensioning/Tolerance Standards: 100 Points		
Items Evaluated:	Possible Points	Awarded Points
Sheet 1	50	
Sheet 2	50	
Total	100	
Followed Directions: 200 Points		
Items Evaluated:	Possible Points	Awarded Points
Sheet 1	100	
Sheet 2	100	
Total	200	
If Time Permits: 90 Points		
Items Evaluated	Possible Points	Awarded Points
Permits B (Assembly)	90	
Total	90	
PENALTIES		
Items Evaluated	Possible Penalty	Deductions
Resume Penalty	- 10	
Clothing Penalty	- 10	
Total	- 20	
Professional Development Test	10	
	TOTAL POINTS	
	TOTAL PENALTIES	
	TOTAL SCORE (max 500)	

Comments:

Nail Art - Texas Only Contest

Purpose

To evaluate a contestant's mastery of entry-level job skills and to recognize outstanding students for excellence and professionalism in the field of Nail Artistry. Skilled and Technical Sciences category.

Eligibility

Open to active SkillsUSA members enrolled in career technical programs with Cosmetology/Nail Care as the occupational objective. 1st & 2nd district winners compete.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes and white lab jacket.

Safety Requirement

Students should follow current school and local government guidelines. All implements must be clean and sanitized. Contestant must sanitize his or her hands before beginning procedures. Disposes of soiled material using infection control procedures. Practices infection control procedures safely throughout competition. Maintains work in a safe and organized manner throughout competition.

Equipment and Materials

Provided by technical committee:

- Table and two chairs

Provided by contestant:

- 1 practice hand of any kind, prepared prior to contest with solid color, wearable length acrylic base for application. Tools, supplies and equipment needed to complete the theme of the decoration.
- 1 practice hand of any kind, prepared prior to contest displaying the final design illustrated in the notebook. This hand will be displayed at the contestant's station during the contest. The contestant's number should be visibly labeled on the display hand in black.

Orientation

Mandatory, in uniform with kit and on time. Each contestant must submit a notebook at orientation to include:

- a. Cover Sheet
- b. Table of Contents
- c. A specific description of the theme, in paragraph form, written by the student
- d. A written list created by the student of the steps followed to complete the art design
- e. Photographs that clearly show the steps throughout the process of the student completing the work
- f. Citation Page (copyright approval)
- g. Resume

Application

All artwork must be done during the contest on one hand only. Acrylic paints or nail polish are acceptable. The following items are NOT allowed: gems, skins, feathers, rhinestones, glitters, threads, fabrics, foils, beads, tapes, jewelry, crystals, transfer foils, stamping plates, 3D medium art, air brushing, decals/stencils, cast moldings, gel polish or light cured polish, dip powder or use of acrylic monomer and polymer during application. If these items are used the contestant will be disqualified and not scored.

Theme/Creativity

Colors must work together harmoniously or with the theme. This contest will use SUPER HERO theme for 2024. Artistic flow from one finger to another. Clarity of design. Level of uniqueness.

Summary/Overall, result workmanship:

1. Execution of skill
2. Precision and Professionalism throughout the contest
3. Cleanliness and organization of the working environment
4. Sanitation and safety procedures throughout the contest
5. Perception and interpretation of written and verbal directives
6. Communication and listening skill

Knowledge Performance 50 points, 30 minutes

Written test: fill in the blank, multiple choice, true/false from general nail care knowledge in Milady Textbook.

Skills Performance 300 points

The contest requires the contestants to recreate the displayed practice nail hand, following the notebook procedures submitted at Orientation. There is a 2-hour limit to achieve these objectives.

Nail Art –Texas Only Judges Sheet

Contestant #:	Score	Comments
Base Application Max 15 Points		
Theme Continuity Max 30 Points		
Clarity of Design Max 40 Points		
Level of Creativity Max 40 Points		
Color Coordination Max 40 Points		
Execution of Skill Max 40 Points		
Organization Max 30 Points		
Notebook Max 40 Points		
Professionalism Max 25 points		
Sanitation/Safety Max 40 Points		
TOTAL POINTS: Max 300 Points		
Penalties		
Uniform Penalty -10 Points		
Resume Penalty -10 Points		
TOTAL PENALTY: Max -20 Points		
Total Score		
Professional Development Test 10 Points		
Written Score 50 points		
TOTAL SCORE: 400 points Max		

Judges remarks:

National Electrical Code Contest – Texas Only

Written Assessment Contest
Began - 2009

Purpose:

To evaluate each contestant's knowledge of the National Electrical Code and recognize their efforts for excellence and professionalism in the field of electrical trades and technology. Skilled and Technical category.

Eligibility:

Open to active SkillsUSA student members who are currently enrolled in a program in which the occupational objective is electrical trades and technology.

Clothing Requirement:

White polo type shirt with black dress slacks, black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes.

Equipment:

1. Supplied by the technical committee:

- Desk or table and chair for taking the exam
- Blank scratch paper to be used for calculations
- All necessary information and furnishings for judges and technical committees

2. Supplied by the contestant:

- Latest edition of the National Electrical Code NFPA 70
- A four (4) function calculator (cannot have any electrical programming functions)
- Two (2) #2 pencils
- Resume

Scope of the Contest:

The contest will focus on the solution of the given problems by applying and/or referencing the appropriate National Electrical Code chapters, articles and calculations.

Scoring:

A deduction of -10 points for clothing violation and -10 for resume will be calculated in final score.

A Professional Development Test worth 10 points is included in the final score.

Contest advancement:

A district contest must be held in order for students to advance to state. The top two students at the district level will advance to state.

*Developed by Joseph Luna, proposed by TOETTIPS – Teachers of Electrical Trades/ Technology in Public Schools
September 12, 2009*

Natural Hair Design and Weaving Contest – Texas Only

10/2023

Eligibility:

Open to active SkillsUSA student members who are currently enrolled in a program in which the occupational objective is cosmetology.

Clothing Requirements:

Official SkillsUSA Cosmetology Competition Attire.

Equipment and Material:

Supplied by the Contestant, Kit Check:

- Report folder with drawings, descriptions
- Resume
- Mannequin Stand or tripod
- Mannequin of choice
- Weave or Hair pieces, if using color pieces must be pre colored
- Bonding glue
- Styling products: Spritz, Hair spray, Oil sheen
- Thread and Needle
- Thermal irons
- Rubber bands
- Hair or Bobby pins
- Wig cap or netting
- Blow dryers
- Scissors
- Brushes
- Combs
- Clips/ clamps
- Drape
- Towels
- Neck strips
- Clippers

Scope of Contest:

Contestants will demonstrate their ability to create an original weave style comparable to industry. The competition will include a written knowledge test assessing knowledge of cosmetology. Competitors must create a drawing of their creative design with 2 application methods of weaving and 2 braiding techniques for weaving foundation. Be sure to use colored pencils to show the color applications. One application on each side of a manikin head. Competitors will need two copies of their design theme. Design themes must be hand drawn and no bigger than 8"x10." A typed description of the inspiration and method used to develop the creative design and techniques utilized. Must be at least ½ page. The report folder must be presented at orientation. Upon completion the contestant must present manikin and drawings in folder to the judges for a brief presentation (not longer than 3 minutes) and general questions and answers with the judges. Multiple colors of weave may be used. Bonding and sewing methods of attaching the weave to the natural hair are both required; braiding is not acceptable as an attachment method. Standards using sewing & bonding, cutting and styling techniques; competencies the technical committee will consider are:

- The style must be an original, creative, weave design.
- The difficulty of the style should show evidence of advanced skill level.
- The style must include attaching, shaping & thermal styling of artificial hair.
- Neatness of style.

At district the manikin's hair must be prepared prior to contest ½ of the head for each type of application, ie: pre-braided and pre-gelled (ready for weave attachment). Contestants at state contest will come to orientation with manikin with no braids or prep. Each student will be asked to recreate a specific braid style from a picture provided at orientation. They will have 30 minutes to duplicate the braid from the image. After orientation they will, on their own time, prep the two sides of the manikin for weaving techniques as they did for district to create the style in their notebook and present.

Timing

- Bonding and sewing /60min District and State
- Thermal styling /45min District and State
- Cutting /30min District and State
- Recreate braid/30 min, State Only

Natural Hair Design and Weaving Contest – Texas Only Judges Sheet

Contestant Number: _____

Judging Criteria	Points Allowed	Points Awarded
Bonding and sewing within 60 min	0-150 Points	
Cutting within 30min	0-150 Points	
Styling within 45min	0-150 Points	
<i>Braid Recreation (State Only)</i>	0-120 Points	
Sanitation/Cleanliness	0-80 Points	
Professionalism	0-80 Points	
Creativity/ Difficulty of Style	0-80 Points	
Quality & neatness of style	0-80 Points	
Written Test	0-50 Points	
<i>Mannequin Properly Prepared Beforehand (District Only)</i>	0-120 Points	
Final manikin presentation/interview	0-25 Points	
Final Manikin matches drawings	0-25 Points	
Professional Development Test	0-10 points	
Total Score	0-1000	
Penalty: Not in Official Dress	-10 Points	
Resume not submitted	-10 Points	
Sanitation or safety violation (-10 points per incident)	-10 points	
Kit Check incomplete	-10 points	
Presentation over 3 minutes (-10 points per 30 seconds)	-50 points	
Total Penalties		
FINAL CORE	0-1000 points	

Judges Notes:

Police Application Contest – Texas Only

Began 2023

Purpose:

To evaluate the readiness and competencies of SkillsUSA members who aspire to pursue a career in law enforcement or public safety. This contest aims to provide a comprehensive assessment of their knowledge, physical fitness, and interpersonal skills relevant to the police application process. It allows participants to demonstrate their ability to effectively handle various aspects of law enforcement procedures while maintaining strict adherence to constitutional laws and ethical standards.

Eligibility:

Active SkillsUSA members who are enrolled in programs, work-based learning experiences, or community training programs with law enforcement and/or public safety as their occupational objective. To ensure fairness and eligibility, the following criteria apply: Participants must not be currently or previously been employed as police officers. This includes individuals hired by law enforcement agencies and currently undergoing training to serve as officers.

Clothing Requirements:

Contestants are required to wear the following uniform during the contest:
Light blue work shirt, navy cargo pants, black leather work shoes.

Equipment and Materials Supplied by the Contestant:

Contestants are responsible for providing the following equipment and materials:
Small pocket notebook for field notes Belt and training holster w/weapon
Flashlight (may be on weapon) Handcuffs and case
Resume

Scope of Contest:

The Police Application Contest assesses various skills and competencies essential for law enforcement careers. Participants will be evaluated through a series of activities, including:

Police Application Test: Each individual will demonstrate their ability to perform and take a police entrance exam. Each contestant will receive 45 minutes to complete the examination. **Police Physical Agility Test:** Each individual will complete a required timed physical agility test including push-ups, sit-ups, 150-yard dash, and a 10-yard drag of item weighing at least 50 pounds but not more than 70 pounds.

Oral Interview Board: Each individual will complete an oral interview board consisting of five questions that an applicant would receive during an actual interview for a police officer position. Max 5 minutes.

- a. Explanation and demonstration of a working knowledge of constitutional laws governing the rules of search and seizure.
- b. Explanation and demonstration of a working knowledge of constitutional laws governing the rules of arrest.
- c. Explanation of verbal and non-verbal communication skills.
- d. Explanation of patrol procedures.
- e. Demonstration of proper and safe use of a firearm.

Orientation:

Participation in the orientation is mandatory, and contestants must attend in uniform.

Contest:

The contest itself comprises several components, including:

1. Taking a police entrance exam.
2. Completing a physical agility test.
3. Participating in an oral interview board.

Police Application Contest – Texas Only Judges Sheet

Contestant Number: _____

Judging Criteria	Points Allowed	Points Awarded
Police Entrance Exam - 45 min max	0-165 Points	
15 Push-Ups (5 points per proper form and completed in 30 seconds)	0-150 Points	
15 Sit-Ups (5 points per proper form and completed in 30 seconds)	0-150 Points	
150-Yard Dash (completing in 30 seconds)	0-150 Points	
10 yard Object Drag (completing in 30 seconds)	0-150 Points	
Oral Board, Clarity and professionalism in responses	0-45 Points	
Oral Board, Knowledge of Law Enforcement Procedures	0-45 Points	
Oral Board, Understanding of patrol, search, and arrest procedures:	0-45 Points	
Oral Board, Ethical Decision-Making/ Demonstrates ethical reasoning	0-45 Points	
Oral Board, Officer Safety/ Awareness of safety protocols	0-45 Points	
Professional Development Test	0-10 points	
Total Score	0-1000	
Penalty: Not in Official Dress	-10 Points	
Resume not submitted	-10 Points	
-10 point per 5 minutes after allotted time for written test	-10 points	
Ethical violation in any part of contest, 10 points per incident	-10 points	
Oral Board over 5 minutes (-10 points per 30 seconds) max -50	-50 points	
Total Penalties		
FINAL SCORE	0-1000 points	

Judges Notes:

Precision Machining Technology Contest - Texas Only

Began in 2015

PURPOSE

To evaluate contestant's preparation for employment and recognize outstanding students for excellence and professionalism in the field of precision machining technology. Skilled and Technical category.

CLOTHING REQUIREMENT

Khaki work shirt and pants, black or brown leather work shoes, and safety glasses with side shields or goggles. (Prescription glasses can be used only if they are equipped with side shields. If not, they must be covered with goggles.) Note: Contestants must wear their official contest clothing to orientation.

ELIGIBILITY

Open to active SkillsUSA members enrolled in programs with precision machining technology as the occupational objective.

EQUIPMENT AND MATERIALS

Supplied by the technical committee:

- All necessary machines, work holding devices and work-piece materials

- All necessary hand tools and precision measuring instruments needed by contestants and/or judges

- All necessary personal computers and software for offline part programming

- All necessary reference material, charts and work instructions to be used by contestants and/or judges

Supplied by the contestant:

- Calculators are not required, but are allowed. Note: Contestants are not to bring any tools or reference materials to the contest

- 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.

- Note: Your contest may also require a hard copy of your résumé as part of the actual contest.

SCOPE OF THE CONTEST

Competencies to be tested are determined by the SkillsUSA Championships technical committee.

Knowledge Performance

A written knowledge assessment that requires the understanding of precision machining technology-related knowledge (theory). The subject matter relates directly to hands-on skill competition.

Skill Performance

The contest will include a hands-on skill competition to demonstrate competency in manual machining performance skills. This includes: applying fundamental computational skills; interpreting engineering drawings, technical data and other graphics; applying physical science principles; setup and operation of manual metalworking machines; industrial safety and hygiene requirements; use of a PC and keyboarding skills; using offline CNC programming software; and having the ability to program, set up and operate basic CNC machines.

Contest Guidelines

May include reading engineering drawings, making calculations, etc. An interview with each contestant is part of the contest. A Professional Development test will also be given. Actual CNC machine setup and operation is not a requirement in the Precision Machining Technology competition. This section is covered in a separate NIMS Level II CNC contest area and is not part of precision machining technology.

Contest Scoring

1. Technical Skill Contest Project 100 points

- a. Deductions taken for penalties A -10-point deduction for uniform and -10 for resume

2. Written Test 50 points

3. Professional Development Test 10 points

Precision Machining Technology Contest - Texas Only Judges Sheet

Contestant Number: _____

Judging Criteria	Points Allowed	Points Awarded
Written Test	0-165 Points	
Calculation station 1	0-150 Points	
Calculation station 2	0-150 Points	
Calculation station 3	0-150 Points	
Calculation station 4	0-150 Points	
Engineering Drawings Interpretation 1	0-45 Points	
Engineering Drawings Interpretation 2	0-45 Points	
CNC Programming Code	0-45 Points	
Equipment Identification	0-45 Points	
Safety/Awareness	0-45 Points	
Professional Development Test	0-10 points	
Total Score	0-1000	
Penalty: Not in Official Dress	-10 Points	
Resume not submitted	-10 Points	
Total Penalties		
FINAL SCORE	0-1000 points	

Judges Notes:

Promotional Poster Contest, Middle School – Texas Only

Began 10/23

PURPOSE:

To work together to create an attractive poster design to promote your chapter's activities by reflecting the current national theme. This event begins with goal setting in relation to a theme and involves the major competencies: developing a design, teamwork, organizing work, communications, marketing a product, and managing a budget.

CLOTHING REQUIREMENT:

Class A – SkillsUSA Attire, or Class F – Business Casual. Team members must dress in the same class.

ELIGIBILITY:

This contest is open to career and technical education students in any training program who are registered and paid SkillsUSA members by the established deadline. Each entry shall consist of a team of two (2) middle school members from the same school campus.

OBSERVER RULE:

Observers will be allowed to watch the contest providing space is available. No observations are permitted during the interview. No talking or gesturing to contestants is permitted. Contestants may be disqualified for any type of communication with the audience or observers. The facilitator or judges may remove observers and/or close the event at their discretion.

SUPPLIES AND MATERIALS:

Provided by the Technical Committee/Host Site:

- Team Kits, including poster board
- Contest store items
- Purchasing forms
- Price list for store items
- Materials for judges

Provided by the Contestants:

- Resume for each team member
- Pen or pencil
- Calculator (cell phones NOT allowed)

SCOPE OF CONTEST:

- A team of 2 students work together to plan and execute a design that reflects the national theme. The poster must carry out the established theme, be related to SkillsUSA, and should serve to promote your chapter's SkillsUSA activities.
- Each team will be provided a Team Kit* with basic materials for their exclusive use:
 - White poster board
 - Markers
 - Scissors
 - 5 sheets construction paper (various colors)
 - glue stick(s)*Other materials may be included in the Team Kit, as available.
- Team Kits will be the same for all teams. Each team will have 20 minutes to plan their design and budget for materials. Additional materials will be available for collective use and may be "purchased" from the contest store. Items may include additional construction paper, magazines, decorative borders, stickers, glitter, liquid glue, colored pencils, fabric, feathers, and similar items.
- Teams will have a budget of \$20 per team to "purchase" additional supplies and will be provided a price sheet and purchasing form in their Team Kit. They will provide the store manager a completed purchasing form with requested items. It is not required to spend the entire amount, but teams cannot exceed \$20 per team. Items are first come, first served, and purchasing forms turned in anytime during 20-minute planning period. Some items may be available only in limited quantities, and teams are encouraged to shop strategically. One member from each team may survey the store items and ask questions of the store manager anytime during the planning period. Sample pricing: Construction paper: \$0.50 per sheet Liquid glue: \$2 per sheet Stickers: Magazines: \$1.50 each Colored pencils: \$3 per box No actual money will be transacted.
- Each team will have 2 hours to execute their poster design, then they will present their poster to the judges and answer questions about their design and creative process. Both team members must participate in the interview to receive full points. If both team members do not participate, only half the points will be awarded.

Promotional Poster Middle School Contest – Texas Only Judges Sheet

Contestant/Team Number: _____

Judging Criteria	Points Allowed	Points Awarded
Budget and Purchasing Team adheres to maximum budget	0-50 Points	
Purchasing form is legible and complete	0-75 Points	
Materials purchased were used and no unnecessary purchases made	0-75 Points	
All materials were used creatively	0-50 Points	
Gains attention Focuses attention on important items	0-50 Points	
Pulls the eye to specific areas	0-50 Points	
Color commands attention, balance creates interest	0-50 Points	
Shapes, lines, spaces and colors create an interesting, readable poster	0-50 Points	
Development of theme of the poster is the official National theme	0-50 Points	
Meaning and message of the poster are apparent immediately	0-50 Points	
Graphic elements, lettering and illustrations allow quick and clear comprehension of the poster theme	0-50 Points	
Lettering is related in scale and character to the spirit of the theme	0-50 Points	
Imagination, creativity and originality Poster shows originality	0-25 Points	
Poster is creative, in good taste and attractive	0-25 Points	
Differences in color, line and shapes depict good design and imagination	0-25 Points	
Illustrations, lettering and background harmonize and show innovation	0-25 Points	
Interview Score Responses to interview questions, including clarity and thoroughness of response	0-200 Points	
Speaking skills to include variances of pitch, tempo, volume and enthusiasm	0-15 points	
Stage presence, including poise, eye contact, gestures, confident	0-20 Points	
Mechanics as in diction, grammar, pronunciation and enunciation	0-15 points	
Total Score	0-1000	
Penalty: Official Dress, (all be dressed same) per contestant	-10 Points	
-10 points per 1 min time violation for planning and budgeting period	-30 Points	
-5 points per \$0.50 over budget (50 points max)	-50 points	
Total Penalties		
FINAL TEAM SCORE	0-1000 points	

Judges Notes:

SkillsUSA Texas Memorial Scholarship Contest - Texas State Only

(Texas Student Officers) - Began – pre-2002

Purpose: To recognize SkillsUSA students, who have promoted, publicized and stimulated growth of SkillsUSA and Trade and Industrial Education. Leadership Development category.

Eligibility: District, State, and National SkillsUSA officers only.

State Competition Only: Student notebooks should be completed and brought with them to the conference, do not mail them to the State Office.

How to Enter:

- Complete the application form and submit by deadline.
- Obtain nomination letter outlining reason for candidate's nomination, endorsed by chapter advisor.
- Obtain letter or letters of recommendation stating candidate's outstanding qualities.
- A student-written narrative (300 words or less) stating why should be considered for this scholarship. Narrative should focus on how the student plans to implement the knowledge and skills gained from participating in SkillsUSA to strengthen their SkillsUSA chapter or their success in a career.
- Prepare an **official** SkillsUSA notebook containing all prepared items in the following order.
 - Title Page
 - Student Name
 - School, Chapter Number
 - CTE Training Program
 - District Number
 - Student's résumé
 - Introductory Statement
 - Table of Contents
 - Copy of Completed Application
 - Letter of Nomination
 - Essay/Narrative
 - Letter(s) of Recommendation, Supporting Evidence
 - Local Chapter Activities
 - District Activities
 - School, Organization or Community Activities
 - State Activities
 - National Activities
 - Other School Organizations
 - Outside School Organizations
 - Occupational & Educational Standing
 - Letters of recommendation: One letter from representative from your local school, superintendent, principal, counselor, teacher One letter from: by outside school organizations or individuals, civic organizations, fellow employees, employers.
 - Materials by news media, local, school or state newspaper, pictures or articles, magazines, radio stations or TV stations.

The application along with all supporting documentation (scanned as one pdf file) is to be submitted by March 15th of the competition year to contests@skillsusatx.org. The submission should read "SkillsUSA Texas Memorial Scholarship" in the subject line.

Bring your notebook to the state competition. Check the contest schedule to determine when and where the notebooks are to be delivered. There will be no interview at the state level unless the technical committee determines there is a need. If this should occur, you will be notified.



SKILLSUSA TEXAS MEMORIAL STUDENT SCHOLARSHIP APPLICATION

Directions: Students will submit the application and documentation directly to the state office: contests@skillsusatx.org. This is a state level only contest, there is not a district qualifier.

Acceptance is based on student’s résumé, description of school, community, church and family involvement, notebook, letters of recommendation, positive public relations materials, along with essay.

Submitted attachments must be typed, error free and complete. All documentation sent as one PDF File.

If an oral interview is to be conducted the student will be notified by the appropriate official.

Student Name: _____

District: _____ SkillsUSA Texas Chapter Number _____

Advisors Name: _____

Advisors email address: _____

Advisor’s mobile number: _____

Deadline to submit is March 15th

School: _____

School Address: _____ City: _____ State: _____ Zip: _____

School Phone: () _____

Student’s Home Address: _____ City: _____ State: _____ Zip: _____

Home Phone: () _____ Email: _____

Student’s Mobile Phone : _____

Name of Parents or Guardian: _____

SkillsUSA Texas Memorial Scholarship Contest – Texas Only
NOTEBOOK RATING SHEET – Interview Portion optional starting in 2020

Contestant Number: _____

Judging Criteria	Points Allowed	Points Awarded
Application		
Application completed	0-10 Points	
Local Chapter Activities		
Social and Recreational Civic and Service Promotional Officer	0-25 Points	
District Activities		
District Leadership Conference District Contest Participation SkillsUSA Promotion District Officer Candidate	0-25 Points	
State Activities		
State Skill Olympics Participation SkillsUSA Promotion State Officer Candidate	0-10 Points	
National Activities		
National Skill Olympics Participation National Officer Candidate	0-5 Points	
Other School Organizations		
Leadership Demonstrated	0-5 Points	
Outside School Organizations		
Leadership Demonstrated	0-5 Points	
Occupational and Educational Standing		
Classroom	0-5 Points	
Occupational Skills	0-5 Points	
Grades	0-5 Points	
TOTAL POINTS	100	

Judges' Comments:

SkillsUSA Texas Outstanding Member Contest - Texas Only

Began – pre-2002

Purpose: To recognize SkillsUSA students, who have promoted, publicized and stimulate growth of SkillsUSA and Trade and Industrial Education. Leadership Development category.

Eligibility: Any active SkillsUSA member, *other* than District, State, and National SkillsUSA officers.

District Competition: Each chapter can make one nomination of an Outstanding SkillsUSA member and register for district contest. Each District will select one member to represent them at State. Send application form and required attachments in one PDF file to your district coordinator prior to posted deadline. Bring your notebook to competition and check district contest schedule for further instructions.

State Competition: One member will represent each District for the Outstanding SkillsUSA Member award. If you advanced from your district, register for state and send application along with supporting documentation as one pdf by the deadline to contests@skillsusatx.org. The submission should read “SkillsUSA Texas Outstanding Member Scholarship” in the subject line. Bring your notebook to the state competition and check contest schedule to determine notebook delivery. You will be notified if an interview is requested. Winner will receive recognition at awards and the scholarship. Amount announced each year following the regularly scheduled Fall Board of Directors Meeting.

How to Enter:

- Complete the application form and submit by deadline.
- Obtain nomination letter outlining reason for candidate’s nomination, endorsed by chapter advisor.
- Obtain letter or letters of recommendation stating candidate’s outstanding qualities.
- A student-written narrative (300 words or less) stating why should be considered for this scholarship. Narrative should focus on how the student plans to implement the knowledge and skills gained from participating in SkillsUSA to strengthen their SkillsUSA chapter or their success in a career.
- Prepare an **official** SkillsUSA notebook containing all prepared items in the following order.
 - Title Page
 - Student Name
 - School, Chapter Number
 - CTE Training Program
 - District Number
 - Student’s résumé
 - Introductory Statement
 - Table of Contents
 - Copy of Completed Application
 - Letter of Nomination
 - Essay/Narrative
 - Letter(s) of Recommendation, Supporting Evidence
 - Local Chapter Activities
 - District Activities
 - School, Organization or Community Activities
 - State Activities
 - National Activities
 - Other School Organizations
 - Outside School Organizations
 - Occupational & Educational Standing
 - Letters of recommendation: One letter from representative from your local school, superintendent, principal, counselor, teacher One letter from: by outside school organizations or individuals, civic organizations, fellow employees, employers.
 - Materials by news media, local, school or state newspaper, pictures or articles, magazines, radio stations or TV stations.



SKILLSUSA TEXAS OUTSTANDING STUDENT SCHOLARSHIP APPLICATION Page 1

Directions: Students will submit the following to their district coordinator and if advancing to state the state office. The committee will then select one submission from each district to advance to the state level. contests@skillssuatx.org

Acceptance is based on student's résumé, description of school, community, church and family involvement, notebook, letters of recommendation, positive public relations materials, along with 300-word essay.

Submitted application and attachments must be typed, error free, complete and submitted electronically as one PDF File.

If an oral interview is to be conducted the student will be notified by the appropriate official.

Student Name: _____

District: _____ SkillsUSA Texas Chapter Number _____

Advisor Name: _____

Advisor email address: _____

Advisor mobile number: _____

Deadline to submit is March 15th for State, District Deadline will be posted by each district.

School: _____

School Address: _____ City: _____ State: _____ Zip: _____

School Phone: () _____

Student's Home Address: _____ City: _____ State: _____ Zip: _____

Home Phone: () _____ Email: _____

Student's Mobile Phone : _____

Name of Parents or Guardian: _____

SkillsUSA Texas Outstanding Member Contest – Texas Only
NOTEBOOK RATING SHEET – Interview Portion optional after 2020

Contestant Number: _____

Judging Criteria	Points Allowed	Points Awarded
Application		
Application completed	0-10 Points	
Local Chapter Activities	0-25 Points	
Social and Recreational Civic and Service Promotional Officer		
District Activities	0-25 Points	
District Leadership Conference District Contest Participation SkillsUSA Promotion District Officer Candidate		
State Activities	0-10 Points	
State Skill Olympics Participation SkillsUSA Promotion State Officer Candidate		
National Activities	0-5 Points	
National Skill Olympics Participation National Officer Candidate		
Other School Organizations	0-5 Points	
Leadership Demonstrated		
Outside School Organizations	0-5 Points	
Leadership Demonstrated		
Occupational and Educational Standing		
Classroom	0-5 Points	
Occupational Skills	0-5 Points	
Grades	0-5 Points	
TOTAL POINTS	100	

Judges' Comments:

Tactical Response Team Contest – Texas Only

Began 2023

Purpose:

To provide SkillsUSA members with an opportunity to develop and carry out a plan to demonstrate basic tactical team skills. The team will also compete in an obstacle course and a written test.

Eligibility:

Open to active SkillsUSA members enrolled in career and technical education programs with Law and Public Safety as the occupational objective. This competition requires a team of four from the same campus. Each school may send one team. Student competitors must be enrolled in, or just have completed (within the current membership year), a law and public safety, or other closely related technical, skilled, or service occupation.

Clothing Requirement:

Class D: Contest Specific — Blue Attire

Light blue work shirt. Navy pants - must be work-style pants (e.g. Dickie's) or BDU/tactical style (e.g. 511). Black or brown belt. Solid black, brown or tan leather work safety shoes or tactical style boots (with protective toe cap). Shoes must be professional/police style. No tennis/running style shoes.

Equipment and Materials:

1. Supplied by the technical committee: All necessary materials for the competition not specified elsewhere.
2. Equipment required for each team member:
 - a. Duty belt
 - i. Training holster with training/simulated weapon
 1. Training weapon must be inert
 2. Training weapon must clearly be a training weapon - red gun or bright color style.
 3. Weapon should be stored until needed for competition
 4. Do not wear in public areas outside of the competition area
 - ii. Handcuffs with key and case
 - iii. Flashlight
 - iv. Two pairs of non-latex examination gloves and a pouch
 3. Tactical Gear – local school/advisor determined. No point deductions for teams not having such. Acceptable equipment: helmets, shields, knee pads, elbow pads, inert training rifles, and similar tactical gear.
 4. All competitors must create a one-page resume.

PROHIBITED DEVICES

Cell phones or other electronic devices are NOT allowed. Any device that can be used to communicate is prohibited. Body cameras are not allowed. Real weapons, including batons, are prohibited.

Penalties for Prohibited Devices: If a competitor's electronic device makes noise or if the competitor is seen using it at any time during the competition, an official report will be documented for review by the tech chair. If confirmed that the competitor used the device in a manner which compromised the integrity of the competition, the competitor's scores may be canceled.

Scope of Competition

The following is a list of resources and materials used in the formation of the competition: • Precision Room Clearing in Urban Operations • SWAT Manual • Archive of Presidential Fitness Test • Youth Fitness Test Norms

KNOWLEDGE PERFORMANCE The competition includes an exam assessing knowledge of laws, tactics, and procedures related to tactical responses from law enforcement officers

SKILLS PERFORMANCE The competition will include activities that simulate situations or training common to tactical response teams.

- *Individual Fitness Course* Stations and a *Group Station* which will require team problem-solving and fitness to complete. The team will be given up to one minute to brainstorm prior to the start of the clock. It might be having to get something over an obstacle, a physical problem-solving scenario, and similar challenges.
- *Obstacle Course* designed to demonstrate team abilities to move tactically. In tactical readiness (guns ready), the team will enter the course and move from a marked location (poster with "X") to a marked

location. Teams will be graded on communication, officer safety, weapon control, tactical movement, and efficiency. Examples, but not exhaustive:

- a. Entering a space
 - b. Crossing a funnel (i.e., doorway)
 - c. Various corner angles
 - d. Moving over an obstacle – individually or as a team
 - e. Moving under an obstacle – individually or as a team
 - f. Subjects may be encountered in the course. Teams must control, secure, and search the subject. When the judge states “cleared” the team can leave the subject (s).
 - g. A team member may be identified as injured and the team must move while transporting the injured team member. Medical treatment will not be required, just safety extracting the team member while keeping movement tactical.
- *Scenario* that reflects tactical response assignments will be designed.
 - a. The team will be briefed on the scenario.
 - b. The team will have up to five minutes to plan their response. Teams MAY ask questions during the brief.
 - c. Hostage negotiation skills are NOT a part of this competition.
 - d. Assume all legal requirements are fulfilled. The team is tasked with the tactical response, not legal issues, however, legal issues will be assessed in the knowledge exam.
 - e. Once the team is ready or five minutes have passed – the judge will call START. They have five minutes to complete the scenario.
 - f. After five minutes the judge will call STOP.
 - g. A judge may call STOP prior to the end of time. This may happen for various reasons such as safety, equipment malfunction, personnel issues, etc. In the event of a premature “STOP”, the team must stop all movement and wait for instructions. The team will be allowed to continue or have a redo based upon the judge’s decision.
 - h. Once the time is called, the judges may offer a debrief of the scenario.

COMPETITION GUIDELINES

1. Each team must work independently without assistance from instructors, other competitors, or observers. Contact with competitors must be coordinated through designated event staff only. Any violation of this may disqualify the competitor.
2. Only competitors, judges, and event staff are allowed in the competition area at any time. Observation is limited to the area designated by the judges or event staff. The outdoor competition area may only be accessed by judges, competitors, and event staff. Any violation of this may disqualify the competitor.

Tactical Response Team Contest – Texas Only Judges Sheet

Contestant/Team Number: _____

Judging Criteria	Points Allowed	Points Awarded
Written Exam. Each team member takes the exam, score average.	0-100 Points	
Individual Fitness Station 1 (team member 1)	0-40 Points	
Individual Fitness Station 2 (team member 2)	0-40 Points	
Individual Fitness Station 3 (team member 3)	0-40 Points	
Individual Fitness Station 4 (team member 4)	0-40 Points	
Group Station (team challenge average)	0-155 Points	
Obstacle Course 1 (scored as a team, 25 pts each)	0-100 Points	
Obstacle Course 2 (scored as a team, 25 pts each)	0-100 Points	
Obstacle Course 3 (scored as a team, 25 pts each)	0-100 Points	
Scenario, tactical response assignments, 5 min performance	0-300 Points	
Professional Development Test	0-25 points	
Total Score	0-1000	
Penalty: Not in Official Dress	-10 Points	
Resume not submitted (per person possible penalty -10)	-40 Points	
-10 point per 5 minutes after allotted time for written test per person	-40 points	
Ethical violation in any part of contest, -10 points per incident per person	-40 points	
Oral Board over 5 minutes (-10 points per 30 seconds) max -50	-50 points	
Total Penalties		
FINAL SCORE	0-1000 points	

Judges Notes:

Texas State Pin Design-Texas Only Contest

Submission window opens Nov 15, 2023. Entries must be submitted by Jan 2, 2024.

No late submissions will be judged. Advisors: [Submit Here!](#)

Purpose:

To showcase the talent of SkillsUSA Texas Members and the ability to show pride, creativity and marketing being a SkillsUSA Texan. The winning design will be produced for the 2024 SkillsUSA Texas State Conference. If a student wishes to design a pin for this free contest and the NLSC pin design contest, which is a paid registration, the pin designs MUST be different.

Each paid registrant for the 2024 State Conference will get one pin and one t-shirt of the winning designs. More pins may be available to purchase for NLSC trading. This contest design would be in addition to the official NLSC Texas Trading pin which is the National Pin Design contest at district and state. Only the paid registration designs for the NLSC trading pin design contest advance the NLSC. This FREE Texas State Pin design contest is only for State Conference.

Eligibility:

You must be a joined Middle or High School SkillsUSA Texas member from any CTE program to enter one design. Each joined Texas student member can submit one pin and one t-shirt design.

Clothing Requirement:

If the student qualifies for an interview the student should wear any SkillsUSA shirt or a white polo for the online interview. The winning design will submit an official photo which should be in white polo, black pants/skirt.

Submission:

- Follow the link above. Advisors should approve the design and create the submission. Student's should not be submitting the file or the portfolio.
- Images must be no larger than 1000x1500 pixels, less than 400 kb jpg or png files only
- Files must be named as follows: lastname_firstname_P23.
- Interview Portfolio upon request should be uploaded to the same link, one PDF file uploaded named: lastname_firstname_PF23.

Scoring and Qualifying:

The top 3 designs in each district will be contacted for a submission of portfolio and to schedule an online interview with the district judges. The top 3 notifications will be made with the advisor to schedule the interview. These interviews will happen between Jan 2-15, 2024, both the student and the advisor should be present for the interview. Please be sure the email used in submission is able to receive emails from skillsusatx.org.

The portfolio for the interview will need to contain the following: a resume, a 100-word essay on the creation, design process and why the design reflects SkillsUSA Texas. A letter from Advisor verifying the student's design is original, we have permission to work with the student to modify a design for printing concerns and they are a joined member.

The top design from each district will move onto the final round of 13 online interviews between Jan 15-Jan 30, 2024. Both the student and the advisor should be present for this interview round as well. The winning design will be notified by Feb 1, 2024, then production conversations with the advisor/student prior to going to press.

Design Standards:

You cannot use the National Theme as your design. Design must be original, no larger than 1.5" on one side and no more than 4 colors. This design should focus on Texas and SkillsUSA.

Entries can be created in a design software package, hand-drawn, painted, or rendered in colored pencils or markers. Use of the students' own original photos, drawings, or digital art is highly recommended. Designs may be constructed of small amounts of Creative Commons licensed material, material in the public domain, or commercial stock images. These materials must be accompanied by proof of license and must provide attribution to credit the originator. Violations of copyright laws will be disqualified.

- **Use Lines Wisely:** Your design will be a traditional soft enamel pin, all of the lines in your design will be a raised metal line in whatever type of metal or finish you choose. Soft enamel pins are created by pouring colored enamel between metal lines. Keep that in mind as you sketch out your design and be sure any colors work with the metal finish you'll use.
- **Keep It Simple:** Pins are small – and the details on your pin will be even smaller. Thin or intricate lines typically don't translate very well in this medium since small lines can often blend together in the production process. Go for clean lines, solid colors, and no complex shading.
- **Size:** For the portfolio: All entries should be submitted on a single 8.5"x11" page with two sizes: 7" and 1 1/2". Both sizes must be identical designs. The larger 7" version is for showing greater detail. The smaller 1 1/2" version is to show what the actual pin will look like at production. The larger version must be 7" wide or 7" tall on its largest dimension for judging. The smaller version should be 1 1/2" wide or 1 1/2" tall on its largest dimension. The 7" version is the image that should be uploaded by Jan 2, 2024.
- **Use an Eye-Catching Color Scheme:** Enamel pins were made to stand out! Use bold contrasting colors in your enamel pin. Your design should be no more than 4 colors.
- **Make Sure Text is Clear:** There's no point in including words on your enamel pin if they aren't readable. Keep text to a minimum, and use a large, bold font that's clearly legible.
- **Use the brand assets website to get the correct SkillsUSA logos that are approved:**
<https://brandfolder.com/skillsusa/skillsusa-brand-assets>

Texas State Pin Design-Texas Only Contest Scoring Rubric

Contestant Name: _____

District # _____

Scoring Rubric:

Judging Criteria	Points Allowed	Points Awarded
<i>Submission Portfolio</i>	<i>50 Points</i>	
Resume	0-10 Points	
Advisor Letter	0-10 Points	
SkillsUSA Texas Essay	0-30 Points	
<i>Pin Design</i>	<i>450 points</i>	
Drawing to size standard	0-25 Points	
Use of color and no more than 4 colors	0-25 Points	
Professional Appearance of design	0-25 Points	
Type choice and easy to read	0-25 Points	
Metal outline and color balances for good visibility	0-50 Points	
Component outline thickness works for design size	0-50 Points	
Good representation of Texas	0-50 Points	
Clear representation of SkillsUSA	0-50 Points	
Creativity of design	0-50 Points	
Interview Score	0-100 Points	
Total Online Score	0-500 points	
<i>PENALTIES</i>		
Professional dress for Interview	-10 Points	
Copyright violation	-500 Points	
Design Standard Not Followed	-50 points	
Resume	-10 Points	
Total Penalties		
Total Score	0-500 points	

Texas State T-Shirt Design-Texas Only Contest

Submission window opens Nov 15, 2023. Entries must be submitted by Jan 2, 2024.

No late submissions will be judged. Advisors: [Submit Here!](#)

Purpose:

To showcase the talent of SkillsUSA Texas Members and the ability to show pride, creativity and marketing being a SkillsUSA Texan. The winning design will be produced for the 2024 SkillsUSA Texas State Conference. If a student wishes to design a t-shirt for this free contest and the NLSC t-shirt design contest, which is a paid registration, the t-shirt designs MUST be different.

Each paid registrant for the 2024 State Conference will get one pin and one t-shirt of the winning designs. This contest design would be in addition to the official NLSC T-Shirt Contest which is the National T-Shirt Design contest at district and state. Only the paid registration designs for the NLSC t-shirt design contest advance to NLSC. This FREE Texas State T-Shirt design contest is only for State Conference.

Eligibility:

You must be a joined Middle or High School SkillsUSA Texas member from any CTE program to enter one design. Each joined Texas student member can submit one pin and one t-shirt design.

Clothing Requirement:

If the student qualifies for an interview the student should wear any SkillsUSA shirt or a white polo for the online interview. The winning design will submit an official photo which should be in white polo, black pants/skirt.

Submission:

Follow the link above. Advisors should approve the design and create the submission. Student's should not be submitting the file or the portfolio.

- Images must be no larger than 1000x1500 pixels, less than 400 kb jpg or png files only
- Files must be named as follows: lastname_firstname_T23.
- Interview Portfolio upon request should be uploaded to the same link, one PDF file uploaded named: lastname_firstname_TF23.

Scoring and Qualifying:

The top 3 designs in each district will be contacted for a submission of portfolio and to schedule an online interview with the district judges. The top 3 notifications will be made with the advisor to schedule the interview. These interviews will happen between Jan 2-15, 2024, both the student and the advisor should be present for the interview. Please be sure the email used in submission is able to receive emails from skillsusatx.org.

The portfolio for the interview will need to contain the following: a resume, a 100-word essay on the creation, design process and why the design reflects SkillsUSA Texas. A letter from Advisor verifying the student's design is original, we have permission to work with the student to modify a design for printing concerns and they are a joined member.

The top design from each district will move onto the final round of 13 online interviews between Jan 15-Jan 30, 2024. Both the student and the advisor should be present for this interview round as well. The winning design will be notified by Feb 1, 2024, then production conversations with the advisor/student prior to going to press.

Design Standards:

You cannot use the National Theme as your design. Design must be original. The design is for the BACK only of the state shirt and will be one color print: white. This design should focus on Texas and SkillsUSA. Entries can be created in a design software package, hand-drawn, painted, or rendered in colored pencils or markers. Use of the students' own original photos, drawings, or digital art is highly recommended. Designs may be constructed of small amounts of Creative Commons licensed material, material in the public domain, or commercial stock images. These materials must be accompanied by proof of license and must provide attribution to credit the originator. Violations of copyright laws will be disqualified.

- **Aim to Delight:** create an ongoing emotional relationship between your customer and the design. Think of your favorite T-Shirts, what about the design makes it special, the words, the graphics?
- **Do your research:** What are other states doing, the national brand store? What makes Texas special? What does CTE and Skills mean to you, your school? What would you be proud to wear after State Contest?
- **Size:** For the portfolio and image submission: All entries should be submitted on a single 8.5"x11" page. An image must be at least 7" on the page.
- **Understand Usable Space:** Vertical designs traditionally are used for back of shirt but not required. Pay attention to the way shapes and text can change the look and fit of your shirt. Shirts will be a darker color, unisex, short sleeve, 50/50 cotton blend.
- **Use your words:** When you think about t-shirt design ideas featuring words, you must keep the message short and very clear. Someone seeing the shirt should be able to read it at a glance. Your choice of font and colors determine readability.
- Use the brand assets website to get the correct SkillsUSA logos that are approved: <https://brandfolder.com/skillsusa/skillsusa-brand-assets>

Texas State T-Shirt Design-Texas Only Contest Scoring Rubric

Contestant Name: _____

District # _____

Judging Criteria	Points Allowed	Points Awarded
<i>Submission Portfolio</i>	<i>50 Points</i>	
Resume	0-10 Points	
Advisor Letter	0-10 Points	
SkillsUSA Texas Essay	0-30 Points	
<i>T-Shirt Design</i>	<i>450 points</i>	
Drawing to size standard	0-25 Points	
Use of color, design only white, single or double tap	0-25 Points	
Professional Appearance of design	0-25 Points	
Type choice and easy to read	0-25 Points	
Words and Graphics good balance	0-50 Points	
Design appropriate in size for shirt placement	0-50 Points	
Good representation of Texas	0-50 Points	
Clear representation of SkillsUSA	0-50 Points	
Creativity of design	0-50 Points	
Interview Score	0-100 Points	
Total Online Score	0-500 points	
<i>PENALTIES</i>		
Professional dress for Interview	-10 Points	
Copyright violation	-500 Points	
Design Standard Not Followed	-50 points	
Resume	-10 Points	
Total Penalties		
Total Score	0-500 points	

Wedding Cake Design Contest – Texas Only

Began 10/23

Eligibility:

Open to active Skills USA members enrolled in career and technical education programs with Culinary as the occupational objective. Student competitors must be enrolled in, or just have completed (within the current membership year), a Culinary or Baking, or other closely related technical, skilled, or service occupation. Team of 2 must be from the same school.

Clothing Requirement:

- White chef's jacket, Black work pants or black-and-white checkered chef's pants, Black non-slip, non-porous shoes, White apron, Hair Restraint
- Uniforms must be clean and free from stains or wrinkles. No names or logos may be displayed on uniforms, including chef coats, except for the SkillsUSA logo. Any identifying information must be covered with tape.
- Hair must be restrained, and hats worn properly.
- Students must practice good grooming and hygiene. Male students must be clean-shaven or beards and/or mustaches neatly trimmed and covered with a beard guard. Fingernails should be short and clean, no polish.
- No jewelry is permitted (rings, bracelets, earrings, necklaces). 1 Plain wedding band and 1 watch are allowed (no smart watches).

Scope of Competition:

- The contest will be geared toward wedding cake design and decorating skills in a commercial bakery and requires a cake blue print to be turned in for judging at the start of the contest. Each team of 2 will be judged on the construction and decorating of a 2-tier or 3-tier wedding cake to be used for wedding reception. For district contest, contestants will execute a 2-tier cake only. For the State competition, a 3-tier cake is required. The design of the cake must be original.
- Contestants will provide a report folder that includes a blueprint or drawing of their design to present to the judges. The design must be clear and legible with labels used appropriately. It is strongly suggested to include multiple views of the design (i.e., top, side, front, etc). A typed description of the inspiration and method used to develop the creative design and techniques utilized. Must be at least ½ page. Design must include a minimum of 3 decorating techniques. Each team member should include a hard copy of their resume.
- Each team will receive two 6-foot tables for their contest space. No electrical tools may be used, and electricity will not be provided. Contestants will be responsible for bringing all supplies and materials needed to perform the contest effectively. The cake must be tiered and may be stacked or separated. All decorations must be prepared at the competition. No pre-made decorations are permitted and all decorations must be edible, except for tier separators. The use of food colorings is permitted, frosting may not be pre colored.
- Teams will have 2 hours to construct and decorate their cake at district and 3 hours to construct and decorate their cake at state. Cake layers must be foam molds. No time extensions will be allowed, and teams will be judged on their performance when time expires. During the contest, both contestants must actively participate in the assembly of the cake. Teams must work independently, without assistance from judges, teachers, fellow students or observers. At no time will students be allowed to talk or otherwise communicate to their instructor once the competition begins. They may consult with judges and their partner only.
- No observers, advisors, instructors, or students will enter the contest area or talk or gesture to contestants. Judges may penalize or disqualify contestants who communicate with observers.
- Teams are expected to clean as they go. Sanitation is an evaluative criterion used throughout the competition. Work area and all tools, utensils, and equipment should be clean and organized. Each contestant is also expected to assist with the overall cleanup of the competition area at the end of the contest. Failure to do so will result in a deduction from the team's sanitation score.

Equipment and Materials:

Provided by Host Site/Technical Committee:

- 2 – 6' tables per team. Tables will be covered in paper. Teams may bring their own tablecloths, if preferred.
- Access to water and sanitizer solution.
- No electrical access is provided.

Provided by Contestants:

All tools are optional based on the team's project needs. No other equipment is provided or permitted. No electrical equipment or tools are allowed.

- Foam cake dummies: 4 x 3.6 inches, 6 x 3.6 inches, and 8 x 3.6 inches; measures a total of 10.8 inches tall. For district the cake should be 2 tiers, for state a third tier will be added.
- Bowl Scrapers, rubber spatulas, whisks, spoons, rolling pins, cake combs
- Food colorings for icings and/or frostings (icings and/or frostings may NOT be pre-colored)
- Icings and/or frostings for the cake, including but not limited to butter cream, royal icing, rolled fondant, marzipan, gum paste, chocolate, modeling chocolate, 10x sugar
- Cake decorating turntable(s)
- Pallet knife or offset spatula(s)
- Up to 6 pastry bags
- Piping tips
- Scissors
- Parchment paper
- Serrated knife/paring knives
- Latex gloves
- Up to 5 side towels and/or 1 roll of paper towels
- Butane burner and small saucepot or double boiler
- All supports and cake boards
- Mixing bowls (1, 2 and 3 qt)
- Bus Bucket for dirty equipment
- Sanitizer bucket and towel
- Plastic Wrap/Aluminum Foil
- #2 pencils and pens/paper
- 1-gallon volume measure or gallon jug of water
- 1 cup volume measure

Judging Criteria

Contestants will demonstrate their ability to perform jobs and skills based on the following competencies:

- Blueprint or drawing of cake design.
- Hard copy of each contestant's resume.
- Time management in planning and execution of assembly.
- Use of standard commercial tools, utensils, and equipment.
- Sanitation, safety, and hygiene practices.
- Basic frosting and cake decorating skills.

General Skills

- Safety
- Sanitation
- Production efficiency
- Use of equipment
- Personal hygiene and grooming
- Communication skills
- Resume & blueprint of design
- Organization

Final Product

- Icing or Covering
- Design
- Technique
- Stability of the cake, must carry from one table to another without décor failure.
- Originality and Creativity

Scoring Rubric

Written exam 100 points

Report Binder 100 points

General Skills 400 points

Final Product 400 points

Sanitation Penalty -10

Resume Penalty-10

Uniform Penalty-10

Total scoring points possible: 1000.00

No additional time is permitted at the end of the contest. Teams will be scored on what is complete.

Wedding Cake Design Contest – Texas Only Judges Sheet

Contestant/Team Number: _____

Judging Criteria	Points Allowed	Points Awarded
Written Exam. Each team member takes the exam, score average.	0-100 Points	
Presentation Binder with Blueprints	0-90 Points	
General Skills	400 Points	
Safety/Sanitation	0-80 Points	
Efficiency/Use of Equipment	0-80 Points	
Personal Hygiene/Grooming/Communication/Professionalism	0-80 Points	
Organization	0-80 Points	
Quality and Clarity of Blueprints and Design	0-80 Points	
Final Design	400 Points	
Icing quality and application	0-80 Points	
Design creativity and application	0-80 Points	
Techniques used, minimum of 3, quality and application	0-80 Points	
Stability of design, transport test	0-80 Points	
Originality and Creativity of design	0-80 Points	
Professional Development Test Averaged	0-10 points	
Total Score	0-1000	
Penalty: Not in Official Dress	-10 Points	
Resume not submitted	-10 Points	
Sanitation Penalty per incident	-10 points	
Copyright or plagiarized material penalty	-10 points	
Kit contained items not allowed	-50 points	
Total Penalties		
FINAL SCORE	0-1000 points	

Judge's Comments:

Welding One Contest – Texas Only

Began 2016

Purpose

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of structural metal applications. Skilled and Technical category.

Clothing Requirements

As prescribe in the national standards for the welding skill events. **Or** Students may where jeans with work boots and cotton shirt.

All Students must wear a welding apron or welding jacket

Eligibility

Open to active SkillsUSA members enrolled in year one of a program where welding is the main objective.

Equipment and Materials

1. Supplied by the technical Committee:
 - a. All instructions and procedure sheets with drawings
 - b. All necessary information and furnishings for judges and technical committee
2. Supplied by contestant
 - Welding helmet with appropriate #10/#12 filter plate/lens and protective cover plate/lens in a flip or side front
 - Welding helmet/face shield/goggles with appropriate #5/#7 filter plate/lens and protective cover plate/lens for ODC, PAC
 - Spare spatter and filter lens/plates for welding helmet and oxyacetylene goggles
 - All necessary welding equipment and safety gear.
 - Hearing and/or ear protection
 - Pocket calculator
 - Lead pencil or ball point pen
 - Soap stone with holder
 - Scribe with magnet
 - Combination square set
 - 10-foot steel tape measure
 - Fillet weld gauge
 - 16-ounce ball peen hammer
 - Center punch
 - 10-inch vise grips
 - Chipping hammer
 - Wire brush
 - Electric angle grinder
 - Flint striker
 - Framing Square
 - Torpedo level
 - Diagonal pliers
 - Resume

Specific Rules for Contest Participants

1. Contestants must correctly use the welding equipment during the contest. The contest chairperson or contest coordinator may stop a contestant at any section of the contest if they deem a contestant's manner to be Hazardous to either themselves or others. Such stoppage shall disqualify the participant for that section of the contest. If the contestant is warned second time, he/she will be disqualified as a contest participant.
2. Contestant will be assigned a contest number for use during the contest. The contest judges will know the contestants by their assigned number only
3. While the contest is in progress, there shall be no communication between the contestant or between the contestants and anyone else except as directed by the judge, contest coordinator or contest chairperson.
4. The welding contest will be of a performance nature
5. All terms and definitions and welding symbols will be in accordance with the current addition of ANSI/AWS A3.0 (Terms & Definitions) and ASNU/A2.4
6. Time limits will be established on the contest procedures sheets for all segments of the test.
7. Evaluation of the completed project will be judge visually. Nondestructive and/or destructive tests may be used to complete the project evaluation
8. Welding and cutting operation instructions will be specified in drawing and procedure

Welding One Contest – Texas Only Page 2

Scope of the Contest

Contestants will demonstrate their ability to perform a job and skills selected which demonstrates a mastery of SMAW, GMAW oxy-fuel cutting, use of measuring tools, and understanding of the structural fitting and welding process.

1. **Safety**
 - a. Demonstrate personal safety.
 - b. Demonstrate general shop safety
 - c. Demonstrate gas, electrical and chemical safety.
 - d. Demonstrate knowledge of proper actions to be taken in an emergency.
2. **Measurements**
 - a. Identify basic metal working tools used
 - b. Use visual measuring tools to accuracy of 1/32 of an inch.
 - c. Employ the components of a combination square set.
 - d. Use layout and marking tools.
3. **Blueprint Reading**
 - a. Use information found in the block of the drawing.
 - b. Read and understand three dimensional drawings.
 - c. Identify the basic views used in blueprints including assembly detail and fit- up drawings.
 - d. Identify command types of line, abbreviations and symbols in accordance with the national standards ANSI
 - e. Identify basic welding symbols and components of a symbol (such as arrow, reference line, size of length) in accordance with the national welding Symbol standard AWS.
4. **Shielded Metal Arc Welding (SMAW)**
 - a. Demonstrate safety procedure for SMAW
 - b. Demonstrate ability to correctly set up SMAW power source, related welding equipment and do basic process and equipment troubleshooting.
 - c. Correctly identify base metal prior to welding.
 - d. Set up and shut down equipment for welding of carbon steel.
 - e. Select correct type of filler metal size of electrode based on carbon steel (1/4" to 1/2" thickness).
 - f. Prepare carbon steel for welding
 - g. Start, stop and restart stringer beads on carbon steel in the flat, horizontal vertical up and down and overhead Positions.
5. **Gas Metal Arc Welding (GMAW)**
 - a. Demonstrate safety procedures for GMAW
 - b. Demonstrate ability to correctly set up GMAW power source, related welding equipment and do basic process and equipment troubleshooting.
 - c. Correctly identify base metal prior to welding.
 - d. Select correct type of filler metal size of electrode based on carbon steel (1/4" 1/2" thickness).
 - e. Prepare carbon steel stainless steel and/or aluminum for welding
 - f. Start, stop and restart stringer beads on Carbon steel in the flat, horizontal, vertical up and down and overhead positions.
 - g. Weld a lap joint with a Multiple pass fillet weld on carbon steel.
6. **Knowledge Performance**
 - a. The contest will include written knowledge assessments that require the understanding of welding knowledge (theory). Wherever the words "demonstrate knowledge of" are used in the contest standards and competencies, the technical committee could include any of that subject matter in the written theory test that is administered prior to the hands-on skill competition.

Contest Scoring

1. **Technical Skill Contest Project**
 - Deductions taken for penalties, -10 for resume and -10 for uniform
2. **Technical Skill test**
3. **Professional Development Test**

Welding One Contest – Texas Only Score Sheet

Item Evaluated	Possible Points	Contestant Numbers									
	500										
Safety - gear	20										
Safety – work habit	20										
Oxy Fuel Operations	75										
SMAW Operations	75										
GMAW Operations	75										
Completed Weldment	125										
Total Skill Points	390										
Written Test	100										
Professional Development Test	10										
Clothing Penalty	-10										
Resume Penalty	-10										
Final Score											

Notes:

Clothing:

- *As prescribed in the clothing requirements section.*

Safety:

- *Does the student exhibit safe working habits?*
- *Safety glasses, personal protective equipment and group safety.*

Oxy Fuel Operations:

- *Does the student exhibit proper start up and shut down practices?*
- *Are cuts produced by the student clean and free of slag?*
- *Are the parts cut ready to be welded?*

SMAW Operations:

- *Does the student exhibit proper equipment set up?*
- *Welding appearance and penetration.*
- *Did the student clean the welds?*

GMAW Operations:

- *Does the student exhibit proper equipment setup?*
- *Welding appearance and penetration.*

Completed Weldment:

- *Is the Weldment square?*
- *Do the joints fit properly?*
- *Does the finish size conform to the drawing?*

Welding Application Contest - Texas Only

Began 2010

Purpose

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of structural metal applications. Skilled and Technical category.

Clothing Requirements

1. As prescribe in the national standards for the welding skill events. **Or**
2. Students may where jeans with work boots and cotton shirt. **NO FRAYED EDGES or HOLES IN SHIRT OR JEANS**

All Students must wear a welding apron or welding jacket

Eligibility

Open to active SkillsUSA members enrolled or previously enrolled in programs in which welding is **NOT** the main objective and are not currently enrolled or previously enrolled in a program where welding is or was the main objective. Examples of those courses would include, but not limited to; Small Engine Repair, Auto Collision and any Introduction to Metal Manufacturing.

Equipment and Materials

1. Supplied by the technical Committee:
 - a. All instructions and procedure sheets with drawings
 - b. All necessary information and furnishings for judges and technical committee
2. Supplied by contestant
 - Welding helmet with appropriate #10/#12 filter plate/lens and protective cover plate/lens in a flip or side front
 - Welding helmet/face shield/goggles with appropriate #5/#7 filter plate/lens and protective cover plate/lens for ODC, PACS
 - Spare spatter and filter lens/plates for welding helmet and oxyacetylene goggles
 - All Welding Equipment and safety gear.
 - Hearing and/or ear protection
 - Pocket calculator
 - Lead pencil or ball point pen
 - Soap stone with holder
 - Scribe with magnet
 - Combination square set
 - 10-foot steel tape measure
 - Fillet weld gauge
 - 16-ounce ball peen hammer
 - Center punch
 - 10-inch vise grips
 - Chipping hammer
 - Wire brush
 - Electric angle grinder
 - Flint striker
 - Framing Square
 - Torpedo level
 - Diagonal pliers
 - Resume

Specific Rules for Contest Participants

1. Contestants must correctly use the welding equipment during the contest. The contest chairperson or contest coordinator may stop a contestant at any section of the contest if they deem a contestant's manner to be Hazardous to either themselves or others. Such stoppage shall disqualify the participant for that section of the contest. If the contestant is warned second time, he/she will be disqualified as a contest participant.
2. Contestant will be assigned a contest number for use during the contest. The contest judges will know the contestants by their assigned number only
3. While the contest is in progress, there shall be no communication between the contestant or between the contestants and anyone else except as directed by the judge, contest coordinator or contest chairperson.
4. . The welding contest will be of a performance nature
5. All terms and definitions and welding symbols will be in accordance with the current addition of ANSI/AWS A3.0 (Terms & Definitions) and ASNU/A2.4
6. Time limits will be established on the contest procedures sheets for all segments of the test.
7. Evaluation of the completed project will be judge visually. Nondestructive and/or destructive tests may be used to complete the project evaluation
8. Welding and cutting operation instructions will be specified in drawing and procedure

Welding Application Contest - Texas Only Page 2

Scope of the Contest

Contestants will demonstrate their ability to perform a job and skills selected which demonstrates a mastery of SMAW, GMAW oxy-fuel cutting, use of measuring tools, and understanding of the structural fitting and welding process.

1. **Safety**
 - a. Demonstrate personal safety.
 - b. Demonstrate general shop safety
 - c. Demonstrate gas, electrical and chemical safety.
 - d. Demonstrate knowledge of proper actions to be taken in an emergency.
2. **Measurements**
 - a. Identify basic metal working tools used
 - b. Use visual measuring tools to accuracy of 1/32 of an inch.
 - c. Employ the components of a combination square set.
 - d. Use layout and marking tools.
3. **Blueprint Reading**
 - a. Use information found in the block of the drawing.
 - b. Read and understand three-dimensional drawings.
 - c. Identify the basic views used in blueprints including assembly detail and fit-up drawings.
 - d. Identify command types of line, abbreviations and symbols in accordance with the national standards ANSI
 - e. Identify basic welding symbols and components of a symbol (such as arrow, reference line, size of length) in accordance with the national welding Symbol standard AWS.
4. **Shielded Metal Arc Welding (SMAW)**
 - a. Demonstrate safety procedure for SMAW
 - b. Demonstrate ability to correctly set up SMAW power source, related welding equipment and do basic process and equipment troubleshooting.
 - c. Correctly identify base metal prior to welding.
 - d. Set up and shut down equipment for welding of carbon steel.
 - e. Select correct type of filler metal size of electrode based on carbon steel (1/4" to 1/2" thickness).
 - f. Prepare carbon steel for welding
 - g. Start, stop and restart stringer beads on carbon steel in the flat, horizontal vertical up and down and overhead Positions.
5. **Gas Metal Arc Welding (GMAW)**
 - a. Demonstrate safety procedures for GMAW
 - b. Demonstrate ability to correctly set up GMAW power source, related welding equipment and do basic process and equipment troubleshooting.
 - c. Correctly identify base metal prior to welding.
 - d. Select correct type of filler metal size of electrode based on carbon steel (1/4" 1/2" thickness).
 - e. Prepare carbon steel stainless steel and/or aluminum for welding
 - f. Start, stop and restart stringer beads on Carbon steel in the flat, horizontal, vertical up and down and overhead positions.
 - g. Weld a lap joint with a Multiple pass fillet weld on carbon steel.
6. **Knowledge Performance**
 - a. The contest will include written knowledge assessments that require the understanding of welding knowledge (theory). Wherever the words "demonstrate knowledge of" are used in the contest standards and competencies, the technical committee could include any of that subject matter in the written theory test that is administered prior to the hands-on skill competition.

Contest Scoring

Technical Skill Contest: Deductions taken for penalties, -10 for resume and -10 for uniform

Written test

Professional Development Test

Welding Application Contest – Texas Only Score Sheet

Item Evaluated	Possible Points	Contestant Numbers									
	500										
Safety - gear	20										
Safety – work habit	20										
Oxy Fuel Operations	75										
SMAW Operations	75										
GMAW Operations	75										
Completed Weldment	125										
Total Points	390										
Written Test	100										
Professional Development Test	10										
Clothing Penalty	-10										
Resume Penalty	-10										
Final Score											

Notes:

Clothing:

- As prescribed in the clothing requirements section.

Safety:

- Does the student exhibit safe working habits?
- Safety glasses, personal protective equipment and group safety.

Oxy Fuel Operations:

- Does the student exhibit proper start up and shut down practices?
- Are cuts produced by the student clean and free of slag?
- Are the parts cut ready to be welded?

SMAW Operations:

- Does the student exhibit proper equipment set up?
- Welding appearance and penetration.
- Did the student clean the welds?

GMAW Operations:

- Does the student exhibit proper equipment setup?
- Welding appearance and penetration.

Completed Weldment:

- Is the Weldment square?
- Do the joints fit properly?
- Does the finish size conform to the drawing?

Occupational Quiz Bowls

Texas Only

These Quiz Bowls compete at district and state level only:

Audio Visual Production Quiz Bowl

Automotive Service Quiz Bowl

Cosmetology Quiz Bowl

Criminal Justice Quiz Bowl

Culinary Arts Quiz Bowl

Information Technology Quiz Bowl

First, download and review the General Regulations

Audio – Video Production Quiz Bowl – Texas Only

Began 2011

Purpose

To test the knowledge of selected team members on various aspects of audio – video production knowledge, professional development and current events.

Eligibility

Open to 5-7 active SkillsUSA members **currently** enrolled in audio – video production instructional programs.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes or official SkillsUSA dress. Clothing penalty for not all being dressed alike or not in full compliance, -10 points per member.

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 public-address system
 - Quiz Bowl online buzzer
 - Audience chairs
 - Sufficient score sheets and pencils for the judges
 - Paper for the team members
 - Calculators for contest officials
2. Supplied by the contestants:

All competitors must create a one-page resume and submit a hard copy to the technical committee at orientation. Failure to do so will result in a 10-point penalty.

Cell Phone for online buzzer
3. Personnel required:
 - Moderator
 - Operator for the Quiz Bowl apparatus/timekeeper
 - Judges who will serve as scorekeepers

Contest Resources

1. AVP Technical Knowledge will include cybercollege.com on-line Television Production Course Modules.
2. There will be no study guide prepared for the quiz bowl competitions.
3. 100% of questions for the written test are Professional Development questions may be drawn from any of the following sources;
 - *SkillsUSA Leadership Handbook*
 - SkillsUSA and SkillsUSA Texas website
 - CareerSafe
 - OSHA's Teen Worker site (www.osha.gov/SLTC/teenworkers.html)
 - Career Essentials Suite
 - *SkillsUSA Champions* magazine
 - *Robert's Rules of Order, Newly Revised* (current edition)
4. 30% of questions for active rounds are current events from CNN and Fox News. Items will be taken from these sources published no more than 90 days prior to the date of the contest. Sources can be print or online versions.

Contest Guidelines

1. A district may enter one high-school 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 with the State Office. (See General Regulations.) The written test score will be averaged for 5 members.
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 # 7.

Audio – Video Production Quiz Bowl – Texas Only (cont.)

3. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.
4. Points are determined on the basis of 10 points awarded for a correct response and ten points deducted for an incorrect response.
5. Teams must participate or attempt to answer at least one question per round or receive a 50-point deduction per round.
6. A preliminary round shall be defined as 25 questions; a final round shall be 50 questions with no time limit.
7. If 5 or less teams there will be no preliminary round.
8. A match shall be defined as two rounds, which includes a preliminary round and the final round.
9. A break will be taken after every 10 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at these breaks, after notifying the moderator.
10. 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.
11. The written test shall be 100 % SkillsUSA Knowledge or Professional Development questions, 50 points. Once scored, the individual scores of all team members, including alternates, will be averaged to create a team score.
12. 80 percent of the final score will come from active rounds of technical skill questions, 20 percent will come from an average score of the team for the written test.
13. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
14. 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.
15. 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.
16. 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.
17. 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.
18. 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.
19. Any team member may give the team's answer.
20. 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.
21. The moderator will give the correct response in the event no team gives the correct answer.
22. 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.
23. The judges will make the final ruling on correct or incorrect responses.
24. The timekeeper judge will maintain the official time, which is used only for responding to questions. The time-readout *will not* be visible to the teams.
25. There will be no true/false or multiple-choice questions in the active rounds.
26. 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.
27. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team. The audience member in violation may be removed from the room by the judge.
28. Observer rules determined by the technical chair.

Automotive Quiz Bowl – Texas Only

Began 2009

Purpose

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

Eligibility

Open to a group of 5-7 active SkillsUSA members **currently** enrolled in an automotive instructional program.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes or official SkillsUSA dress. Clothing penalty for not all being dressed alike or not in full compliance, -10 points per member.

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 public-address system
 - Quiz Bowl online buzzer
 - Audience chairs
 - Sufficient score sheets and pencils for the judges
 - Paper for the team members
 - Calculators for contest officials
2. Supplied by the contestants:

All competitors must create a one-page resume and submit a hard copy to the technical committee at orientation. Failure to do so will result in a 10-point penalty.

Cell phone for online buzzer
3. Personnel required:
 - Moderator
 - Operator for the Quiz Bowl apparatus/timekeeper
 - Judges who will serve as scorekeepers

Contest Resources

1. ASE style questions will be used, taken from the technical information test question banks.
2. There will be no study guide prepared for the quiz bowl competitions.
3. 100% of questions for the written test are Professional Development questions may be drawn from any of the following sources;
 - *SkillsUSA Leadership Handbook*
 - SkillsUSA and SkillsUSA Texas website
 - CareerSafe
 - Career Essentials Suite
 - OSHA's Teen Worker site
(www.osha.gov/SLTC/teenworkers.html)
 - *SkillsUSA Champions* magazine
 - *Robert's Rules of Order, Newly Revised* (current edition)
4. 30% of questions for active rounds are current events from CNN and Fox News. Items will be taken from these sources published no more than 90 days prior to the date of the contest. Sources can be print or online versions.

Contest Guidelines

1. A district may enter one high-school 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 with the State Office. (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, as described in # 7.
3. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.

Automotive Quiz Bowl – Texas Only (cont.)

4. Points are determined on the basis of 10 points awarded for a correct response and ten points deducted for an incorrect response.
5. Teams must participate or attempt to answer at least one question per round or receive a 50 point deduction per round.
6. A preliminary round shall be defined as 25 questions; a final round shall be 50 questions with no time limit.
7. If 5 or less teams there will be no preliminary round.
8. A match shall be defined as two rounds, which includes a preliminary round and the final round.
9. A break will be taken after every 10 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at these breaks, after notifying the moderator.
10. 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.
11. The written test shall be 100 % SkillsUSA Knowledge or Professional Development questions, 50 points. Once scored, the individual scores of all team members, including alternates, will be averaged to create a team score.
12. 80 percent of the final score will come from active rounds of technical skill questions, 20 percent will come from an average score of the team for the written test.
13. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
14. 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.
15. 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.
16. 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.
17. 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.
18. 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.
19. Any team member may give the team's answer.
20. 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.
21. The moderator will give the correct response in the event no team gives the correct answer.
22. 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.
23. The judges will make the final ruling on correct or incorrect responses.
24. The timekeeper judge will maintain the official time, which is used only for responding to questions. The time-readout *will not* be visible to the teams.
25. There will be no true/false or multiple-choice questions in the active rounds.
26. 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.
27. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team. The audience member in violation may be removed from the room by the judge.
28. Observer rules determined by the technical chair.

Cosmetology Quiz Bowl – Texas Only

Began 2005

Purpose

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

Eligibility

Open to a group of 5-7 active SkillsUSA members **currently** enrolled in cosmetology instructional programs.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes or official SkillsUSA dress. Clothing penalty for not all being dressed alike or not in full compliance, -10 points per member.

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 public-address system
 - Quiz Bowl online buzzer
 - Audience chairs
 - Sufficient score sheets and pencils for the judges
 - Paper for the team members
 - Calculators for contest officials
2. Supplied by the contestants:

All competitors must create a one-page resume and submit a hard copy to the technical committee at orientation. Failure to do so will result in a 10-point penalty.
Cell phone for online buzzer
3. Personnel required:
 - Moderator
 - Operator for the Quiz Bowl apparatus/timekeeper
 - Judges who will serve as scorekeepers

Contest Resources

1. Questions will consist of materials from: Milady standard 2016 – Milady black book and Pivot Point
2. There will be no study guide prepared for the quiz bowl competitions.
3. 100% of questions for the written test are Professional Development questions may be drawn from any of the following sources;
 - *SkillsUSA Leadership Handbook*
 - SkillsUSA and SkillsUSA Texas website
 - CareerSafe
 - OSHA's Teen Worker site
(www.osha.gov/SLTC/teenworkers.html)
 - Career Essentials Suite
 - *SkillsUSA Champions* magazine
 - *Robert's Rules of Order, Newly Revised* (current edition)
4. 30% of questions for active rounds are current events from CNN and Fox News. Items will be taken from these sources published no more than 90 days prior to the date of the contest. Sources can be print or online versions.

Contest Guidelines

1. A district may enter one high-school 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 with the State Office. (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, as described in # 7.
3. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.

Cosmetology Quiz Bowl – Texas Only (cont.)

4. Points are determined on the basis of 10 points awarded for a correct response and ten points deducted for an incorrect response.
5. A preliminary round shall be defined as 25 questions; a final round shall be 50 questions with no time limit.
6. Teams must participate or attempt to answer at least one question per round or receive a 50 point deduction per round.
7. If 5 or less teams there will be no preliminary round.
8. A match shall be defined as two rounds, which includes a preliminary round and the final round.
9. A break will be taken after every 10 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at these breaks, after notifying the moderator.
10. 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.
11. The written test shall be 100 % SkillsUSA Knowledge or Professional Development questions, 50 points. Once scored, the individual scores of all team members, including alternates, will be averaged to create a team score.
12. 80 percent of the final score will come from active rounds of technical skill questions, 20 percent will come from an average score of the team for the written test.
13. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
14. 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.
15. 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.
16. 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.
17. 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.
18. 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.
19. Any team member may give the team's answer.
20. 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.
21. The moderator will give the correct response in the event no team gives the correct answer.
22. 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.
23. The judges will make the final ruling on correct or incorrect responses.
24. The timekeeper judge will maintain the official time, which is used only for responding to questions. The time-readout *will not* be visible to the teams.
25. There will be no true/false or multiple-choice questions in the active rounds.
26. 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.
27. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team. The audience member in violation may be removed from the room by the judge.
28. Observer rules determined by the technical chair.

Criminal Justice Quiz Bowl – Texas Only

Began 2008

Purpose

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

Eligibility

Open to a group of 5-7 active SkillsUSA members **currently** enrolled in criminal justice instructional programs.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes or official SkillsUSA dress. Clothing penalty for not all being dressed alike or not in full compliance, -10 points per member.

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 public-address system
 - Quiz Bowl online buzzer
 - Audience chairs
 - Sufficient score sheets and pencils for the judges
 - Paper for the team members
 - Calculators for contest officials
2. Supplied by the contestants:

All competitors must create a one-page resume and submit a hard copy to the technical committee at orientation. Failure to do so will result in a 10-point penalty.

Cell phone for online buzzer
3. Personnel required:
 - Moderator
 - Operator for the Quiz Bowl apparatus/timekeeper
 - Judges who will serve as scorekeepers

Contest Resources

1. Topics for the Criminal Justice questions shall be a) Law/Legal; b) Law Enforcement; and c) Corrections.
2. There will be no study guide prepared for the quiz bowl competitions.
3. 100% of questions for the written test are Professional Development questions may be drawn from any of the following sources;
 - *SkillsUSA Leadership Handbook*
 - SkillsUSA and SkillsUSA Texas website
 - CareerSafe
 - OSHA's Teen Worker site
(www.osha.gov/SLTC/teenworkers.html)
 - Career Essentials Suite
 - *SkillsUSA Champions* magazine
 - *Robert's Rules of Order, Newly Revised*
(current edition)
4. 30% of questions for active rounds are current events from CNN and Fox News. Items will be taken from these sources published no more than 90 days prior to the date of the contest. Sources can be print or online versions.

Contest Guidelines

1. A district may enter one high-school 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 with the State Office. (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, as described in # 7.
3. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.

Criminal Justice Quiz Bowl – Texas Only (cont.)

4. Points are determined on the basis of 10 points awarded for a correct response and ten points deducted for an incorrect response.
5. A preliminary round shall be defined as 25 questions; a final round shall be 50 questions with no time limit.
6. Teams must participate or attempt to answer at least one question per round or receive a 50 point deduction per round.
7. If 5 or less teams there will be no preliminary round.
8. A match shall be defined as two rounds, which includes a preliminary round and the final round.
9. A break will be taken after every 10 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at these breaks, after notifying the moderator.
10. 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.
11. The written test shall be 100 % SkillsUSA Knowledge or Professional Development questions, 50 points. Once scored, the individual scores of all team members, including alternates, will be averaged to create a team score.
12. 80 percent of the final score will come from active rounds of technical skill questions, 20 percent will come from an average score of the team for the written test.
13. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
14. 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.
15. 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.
16. 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.
17. 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.
18. 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.
19. Any team member may give the team's answer.
20. 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.
21. The moderator will give the correct response in the event no team gives the correct answer.
22. 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.
23. The judges will make the final ruling on correct or incorrect responses.
24. The timekeeper judge will maintain the official time, which is used only for responding to questions. The time-readout *will not* be visible to the teams.
25. There will be no true/false or multiple-choice questions in the active rounds.
26. 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.
27. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team. The audience member in violation may be removed from the room by the judge.
28. Observer rules determined by the technical chair.

Culinary Quiz Bowl – Texas Only

Began 2014

Purpose

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

Eligibility

Open to group of 5-7 active SkillsUSA members **currently** enrolled in culinary instructional programs.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes or official SkillsUSA dress. Clothing penalty for not all being dressed alike or not in full compliance, -10 points per member.

Equipment and Materials

- 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 public-address system
 - Quiz Bowl online buzzer
 - Audience chairs
 - Sufficient score sheets and pencils for the judges
 - Paper for the team members
 - Calculators for contest officials
- Supplied by the contestants:

All competitors must create a one-page resume and submit a hard copy to the technical committee at orientation. Failure to do so will result in a 10-point penalty.

Cell phone for online buzzer
- Personnel required:
 - Moderator
 - Operator for the Quiz Bowl apparatus/timekeeper
 - Judges who will serve as scorekeepers

Contest Resources

- Questions are sourced from On Cooking and On Baking, ServSafe – Food Handler
- There will be no study guide prepared for the quiz bowl competitions.
- 100% of questions for the written test are Professional Development questions may be drawn from any of the following sources;
 - SkillsUSA Leadership Handbook*
 - SkillsUSA and SkillsUSA Texas website
 - CareerSafe
 - OSHA's Teen Worker site
(www.osha.gov/SLTC/teenworkers.html)
 - Career Essentials Suite
 - SkillsUSA Champions* magazine
 - Robert's Rules of Order, Newly Revised*
(current edition)
- 30% of the questions for active rounds are current events questions from *Food and Wine Magazine*, and *Bon Appétit*. Items will be taken from these sources published no more than 90 days prior to the date of the contest. Sources can be print or online versions.

Contest Guidelines

- A district may enter one high-school 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 with the State Office. (See General Regulations.)
- 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 # 7.
- The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.

Culinary Quiz Bowl – Texas Only (cont.)

4. Points are determined on the basis of 10 points awarded for a correct response and ten points deducted for an incorrect response.
5. Teams must participate or attempt to answer at least one question per round or receive a 50 point deduction per round.
6. A preliminary round shall be defined as 25 questions; a final round shall be 50 questions with no time limit.
7. If 5 or less teams there will be no preliminary round.
8. A match shall be defined as two rounds, which includes a preliminary round and the final round.
9. A break will be taken after every 10 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at these breaks, after notifying the moderator.
10. 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.
11. The written test shall be 100 % SkillsUSA Knowledge or Professional Development questions, 50 points. Once scored, the individual scores of all team members, including alternates, will be averaged to create a team score.
12. 80 percent of the final score will come from active rounds of technical skill questions, 20 percent will come from an average score of the team for the written test.
13. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
14. 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.
15. 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.
16. 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.
17. 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.
18. 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.
19. Any team member may give the team's answer.
20. 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.
21. The moderator will give the correct response in the event no team gives the correct answer.
22. 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.
23. The judges will make the final ruling on correct or incorrect responses.
24. The timekeeper judge will maintain the official time, which is used only for responding to questions. The time-readout *will not* be visible to the teams.
25. There will be no true/false or multiple-choice questions in the active rounds.
26. 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.
27. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team. The audience member in violation may be removed from the room by the judge.
28. Observer rules determined by the technical chair.

Information Technology Quiz Bowl - Texas Only

Began 2018

Purpose

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

Eligibility Open to a group of 5-7 active SkillsUSA members **currently** enrolled in Information Technology Instructional programs.

Clothing Requirement

White polo type shirt with black dress slacks or black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes or official SkillsUSA dress. Clothing penalty for not all being dressed alike or not in full compliance, -10 points per member.

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 public-address system
 - Quiz Bowl online buzzer
 - Audience chairs
 - Sufficient score sheets and pencils for the judges
 - Paper for the team members
 - Calculators for contest officials
2. Supplied by the contestants:

All competitors must create a one-page resume and submit a hard copy to the technical committee at orientation. Failure to do so will result in a 10-point penalty.

Cell phone for online buzzer
3. Personnel required:
 - Moderator
 - Operator for the Quiz Bowl apparatus/timekeeper
 - Judges who will serve as scorekeepers

Contest Resources

1. Questions from: **CompTIA A+ and Network+** study material to include **TestOut PC Pro** and **TestOut Networking Pro**.
2. There will be no study guide prepared for the quiz bowl competitions.
3. 100% of questions for the written test are Professional Development questions may be drawn from any of the following sources;
 - *SkillsUSA Leadership Handbook*
 - SkillsUSA and SkillsUSA Texas website
 - CareerSafe
 - OSHA's Teen Worker site (www.osha.gov/SLTC/teenworkers.html)
 - Career Essentials Suite
 - *SkillsUSA Champions* magazine
 - *Robert's Rules of Order, Newly Revised* (current edition)
5. 30% of questions for active rounds are current events from CNN and Fox News. Items will be taken from these sources published no more than 90 days prior to the date of the contest. Sources can be print or online versions.

Contest Guidelines

1. A district may enter one high-school 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 with the State Office. (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, as described in # 7.
3. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.

IT Quiz Bowl – Texas Only (cont.)

4. Points are determined on the basis of 10 points awarded for a correct response and ten points deducted for an incorrect response.
5. Teams must participate or attempt to answer at least one question per round or receive a 50 point deduction per round.
6. A preliminary round shall be defined as 25 questions; a final round shall be 50 questions with no time limit.
7. If 5 or less teams there will be no preliminary round.
8. A match shall be defined as two rounds, which includes a preliminary round and the final round.
9. A break will be taken after every 10 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at these breaks, after notifying the moderator.
10. 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.
11. The written test shall be 100% SkillsUSA Knowledge or Professional Development questions 50 points. Once scored, the individual scores of all team members, including alternates, will be averaged to create a team score.
12. 80 percent of the final score will come from active rounds of technical skill questions, 20 percent will come from an average score of the team for the written test.
13. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
14. 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.
15. 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.
16. 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.
17. 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.
18. 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.
19. Any team member may give the team's answer.
20. 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.
21. The moderator will give the correct response in the event no team gives the correct answer.
22. 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.
23. The judges will make the final ruling on correct or incorrect responses.
24. The timekeeper judge will maintain the official time, which is used only for responding to questions. The time-readout *will not* be visible to the teams.
25. There will be no true/false or multiple-choice questions in the active rounds.
26. 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.
27. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team. The audience member in violation may be removed from the room by the judge.
28. Observer rules determined by the technical chair.