**Criminal Justice Quiz Bowl**

**State Only Contest**

**PURPOSE**

To test the knowledge of selected team

members on various aspects of criminal justice knowledge.

**ELIGIBILITY (TEAM OF 5)**

Open to active SkillsUSA members currently

enrolled in criminal justice/law and public safety programs of study.

**CLOTHING REQUIREMENTS**

Class A: SkillsUSA Attire:

• 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

These regulations refer to clothing items that are pictured and described at:

www.skillsusastore.org.

**OBSERVER RULE**

Observers will be allowed to watch the match providing space is available. No talking or gesturing will be permitted. The event chair or moderator may remove observers and/or close the event to observers to eliminate distractions.

**EQUIPMENT AND MATERIALS**

1. Supplied by the technical committee:

a. One table for each team plus a table for the apparatus and scorekeeper and sufficient tables for the judges

b. Chairs for all participants, committee and judges

c. Quiz Bowl apparatus

d. Audience chairs

e. Sufficient score sheets and pencils for judges

f. Paper for the team members

2. Supplied by the contestants:

a. 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.

3. Personnel required:

a. Moderator

b. Operator for the Quiz Bowl apparatus/timekeeper

c. Judges who will serve as scorekeepers

**SCOPE OF THE CONTEST**

Knowledge Performance

Skill Performance

Teams will demonstrate communication skills, teamwork, problem solving and time management skills by determining and presenting the answer to each question clearly within the five-second time frame.

Contest Guidelines

1. A chapter may enter one high-school team and one college/postsecondary team comprised of five registered members each.

2. 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 in the state headquarters.

3. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.

Points are determined on the basis of one point awarded for a correct response and one point deducted for an incorrect response.

4. A round shall be defined as 100 questions, with no time limit.

5. A break will be taken after every 25 questions. Contest officials will verify scores at every break.