**EMERGENCY MANAGEMENT**

**QUIZ BOWL North Carolina**

Purpose

To test the knowledge of selected team members on various aspects of the Emergency Management field.

Eligibility (Team of FOUR)

Open to active SkillsUSA members currently enrolled in Emergency Management programs.

Clothing Requirements

Class A: SkillsUSA Official Attire

* Official SkillsUSA red blazer or official SkillsUSA red jacket
* Button-up, collared, white dress shirt (accompanied by a plain, solid black tie or SkillsUSA black tie), white shirt (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 or black dress skirt (knee-length at minimum)
* Black closed-toe dress shoes

**OR Emergency Management Program Attire**

Observer Rule

Observers will be allowed to watch the competition, provided 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.

Equipment and Materials

1. Supplied by the technical committee:
	1. One table for each team and sufficient tables for the moderator and judges
	2. Chairs for all participants, committee, and judges
	3. Podium and, if necessary, a public-address system
	4. Buzzer system (may be Internet-based)
	5. Sufficient score sheets and pencils for judges
	6. Paper for the team members
	7. Calculators for competition officials
2. Supplied by the competitors:
	1. \*IF INTERNET-BASED: Device (smartphone or tablet) that can connect to the Internet to be used as the buzzer. The device must be sufficiently charged for the competition. Charging in the competition area is not available.
	2. Writing utensils (pencils and/or pens)
	3. All competitors must create a one-page resume. See “Resume Requirement” below for guidelines.
3. Personnel required:
	1. Moderator
	2. Operator for the Internet-based buzzer system/timekeeper
	3. Judges who will serve as scorekeepers

Resume Requirement

Competitors must create a one-page resume.  Failure to submit a resume will result in a 10-point penalty.

Prohibited Devices

Cellphones, electronic watches and/or other electronic devices not approved by a competition’s national technical committee are ***NOT*** allowed in the competition area. Please follow the guidelines in each technical standard for approved exceptions. Technical committee members may also approve exceptions onsite during the SkillsUSA Championships if deemed appropriate.

Scope of the Competition

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.

Competition Guidelines

1. A minimum of four team members must be registered. The team may perform with three members but will be penalized one-fourth of the possible points.
2. Rounds may consist of a preliminary and a final. A preliminary round will be conducted only when team registrations exceed the capacity of the competition area. If conducted, the preliminary round will serve as an eliminator and a finals competition will be conducted.
3. Each round will consist of a predetermined number of questions with no time limit.
4. Points are determined on the basis of one point awarded for a correct response and one point deducted for an incorrect response.
5. Each team will be assigned a table location at the beginning of the round by the competition chair or moderator.
6. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.
7. The moderator will read a question, and the team that buzzes in first will be recognized to answer the question.
8. Once a team buzzes in, it must wait to be recognized. Any team that responds to the question before being recognized will be scored with an incorrect answer.
9. 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.
10. 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.
11. 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.
12. Only the first answer given will be considered. If it is a wrong response, the team cannot give another answer, and another team has an opportunity to respond to the question. If the moderator inadvertently gives the answer away, the question is voided.
13. Any team member may give the team’s answer. Once a team member starts an answer only that person may finish providing information.
14. If the answer is incomplete, the moderator may ask the team to be more specific.
15. The moderator will provide the correct response in the event no team gives the correct answer.
16. 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.
17. The judges will make the final ruling on correct or incorrect responses.
18. The buzzer system will maintain the official time, which is used only for responding to questions.
19. In the event that a team believes that an incorrect answer was accepted, or a correct answer was not accepted, it may offer a challenge. Only team members seated at the table may make challenges, and only at the point at which they occur. Challenges may not be made once the next question has begun.
20. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team.
21. **Sources of Questions:** Questions will be collected from the online ICS classes (-100, -200, -700, and -800).