

CRIMINAL JUSTICE QUIZ BOWL



PURPOSE

To test the knowledge of selected team members on their academic knowledge in the areas of criminal law and criminal procedure; their familiarity with current events in criminal justice; and their knowledge of the SkillsUSA Membership Handbook.

ELIGIBILITY (TEAM OF 3-5)

Open to 2 teams per school of 3-5 current SkillsUSA members.

CLOTHING REQUIREMENTS

Class A: SkillsUSA Official 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 or 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.

OR:

Class E: Business Casual:

- Official SkillsUSA white polo shirt.
- 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 leather closed-toe dress shoes.

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

www.skillsusastore.org. If you have questions about clothing or other logo items, call 1-888-501-2183.

Note: Contestants must wear their official contest clothing to any contest orientation meeting. All team members must be wearing the same choice of attire, all Class A or all Class E. If not in same attire, deductions will be taken for each team member.

OBSERVER RULE

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

Observers should not be taking any notes, recording audio or video during the contest. If seen or suspected of doing so, the event chair or moderator may remove that observer(s).

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, as necessary
 - c. Quiz Bowl apparatus
 - d. Audience chairs
 - e. Sufficient score sheets and pencils for scorekeeper and judges
 - f. Paper and pencils for teams prior to each round
2. Supplied by the contestants:
 - a. All competitors must create a one-page resume and submit a hard copy to the technical chair at orientation UNLESS instructed otherwise through any conference or contest updates.
3. Personnel required:
 - a. Moderator

- b. Operator for the Quiz Bowl apparatus/timekeeper
 - c. Judges who will serve as scorekeepers
- Note:* The Technical Chair may combine these positions in to one or multiple positions as they see fit.

SCOPE OF THE CONTEST

Knowledge Performance

There is no written test for this 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.

Contest Guidelines

1. A school may enter two teams composed of no fewer than 3 nor more than 5 registered SkillsUSA members, each of whom is or has been enrolled in a course in the Government and Public Safety Pathway during the current academic year.
2. If a team has a minimal of 3 members registered to compete, but one or more are unable to be present due to what is deemed extenuating circumstances by the Technical Chair or if one or more members are found ineligible, the remaining members may be allowed, at the Technical Chair's discretion, to participate in the contest, but may not be allowed to advance to the final round.
3. Prior to team check-in, the time keeper will assign a team number to each table. After a team has checked in for the contest, its members shall sit at the table bearing their team's number.
4. The contest shall consist of one or more preliminary rounds and one final round. A maximum of 8 teams may compete in a preliminary round. If more than 8 teams are registered, additional preliminary rounds will be added, and the teams will be divided as evenly as possible across the

- preliminary rounds. Teams will be assigned to a preliminary round in numerical order by team number.
5. In the event of multiple preliminary rounds, only the teams competing in each preliminary round and their affiliated observers will be allowed in the competition room. Teams competing in subsequent preliminary rounds and their affiliated observers will remain outside the competition room until their round is called.
 6. The 3 highest-scoring teams in each preliminary round will advance to the final round, which will be open to all observers.
 7. In the case that a school has two teams and there are two preliminary rounds, every effort will be made to split the teams into separate preliminary rounds.
 8. Each preliminary round and the final round will consist of 40 questions: 24 academic knowledge questions, 12 current event questions, and 4 Membership Handbook questions. A random sequence generator will be used to establish the order in which the questions will be read. The same questions, in the same order, will be used for all preliminary rounds.
 9. All academic knowledge questions shall be drawn from Introduction to Criminal Justice, 6th edition, by Robert M. Bohm and Keith N. Haley. Current event questions shall be drawn from one or more of the following sources:
 - a. The FBI Law Enforcement Bulletin, for the months of July-December of the calendar year preceding the contest.
 - b. The Crime Report, Justice News Tab: Crime and Justice News, for the 30 days preceding the contest.

Note: The links to these sources, along with any necessary instructions, will be provided in advance through the state website or other means.
 10. There will be no true/false or multiple-choice questions.

11. The moderator will read each question and will simultaneously display the question on the screen. Teams will have 5 seconds to respond by activating the buzzer. If no team responds within 5 seconds, the moderator will provide the correct answer and proceed to the next question.
12. The team which activates its buzzer first will be recognized to answer the question. One (1) point will be awarded for a correct answer; $\frac{1}{4}$ point will be deducted for an incorrect answer. If the team answers the question before being recognized by the moderator, its answer will be treated as an incorrect answer; provided, however, that if its answer was substantively accurate, the question will be discarded and no other team will be allowed to answer it.
13. A team may activate its buzzer before the moderator finishes reading the question however, the moderator will stop reading the question at that point, the question will be erased from the screen, and the team must answer based on what has been read to that point.
14. Once a team is recognized by the moderator, its members will have 5 seconds to confer before the team must respond. Any team member may give the team's answer. However, only one team member may give the team's answer to a particular question, and only its first answer will be considered.
15. If a team answers a question incorrectly, the other teams may buzz in immediately. If no team activates its buzzer, the moderator will begin reading the question again, and the other teams may respond in accordance with Contest Guidelines 11-15.
16. Only team members may challenge the moderator's decision as to whether a question has been answered correctly. Any challenge must be raised before the next question is read. If a challenge is raised, the advisor of the team making the challenge will be allowed to review the source document from which the question and answer were drawn. If the advisor believes the challenge is accurate, it will be presented discretely/privately to the moderator and the moderator will make a final ruling. If the advisor believes the challenge is inaccurate, then the contest will resume. Each team is only allowed one challenge per round.
17. If the moderator or an observer inadvertently answers a question, the question will be discarded, and the moderator will proceed to the next question.
18. Teams may not use notes or reference materials during competition rounds. Blank paper and pencils will be provided by contest staff and will be collected at the end of each round.
19. The moderator and scorekeepers will verify team scores after every 20 questions, and the moderator will announce team scores at the end of each round for the teams which competed during that round. The preliminary round scores of the teams advancing to the final round will not carry forward into the final round.

Tiebreakers

In the event of a tie preventing the moderator from identifying the 3 highest-scoring teams in a preliminary round or the medalists in the final round, the following order of tiebreakers will be used to determine a proper order between the tied teams only:

1. The moderator will conduct a tiebreaker round, consisting of 5 questions from the United States Supreme Court trivia. During the tiebreaker round, Contest Guidelines 11-15 will apply; provided, however, that the penalty for an incorrect answer shall be one point.
2. If the tie is not broken, the moderator will conduct a tiebreaker round, consisting of questions from the SkillsUSA Membership Handbook which have not

already appeared and will not appear in further rounds. During the tiebreaker round, Contest Guidelines 11-15 will apply; provided, however, that the penalty for an incorrect answer shall be one point. This will continue one question at a time until the tie is broken or no more questions remain.

3. If the tie is not broken after the first two rounds, then the team(s) with the least number of deductions outside of contest questions will advance or win the tiebreaker.
4. If the tie is not broken after the three tiebreakers, and the tie is in a preliminary round, each tied team shall advance to the finals. If the tie is in the final round, the tied team with the higher preliminary score prior to any tiebreakers will win the tiebreaker.
5. If all tie breakers are exhausted and there still remains a tie in the final round, each tied team will receive medals for that position.

STANDARDS AND COMPETENCIES

CJQB 1.0 – Demonstrate knowledge of general criminal law and criminal procedure knowledge, professional development, current events, and SkillsUSA Membership Handbook

- 1.1 Prepare to respond to a variety of questions
- 1.2 Read and retain key points from a variety of related sources

CJQB 2.0 – Demonstrate communication skills, teamwork, problem solving and time-management skills

- 2.1 Speak clearly and listen effectively to team members in a time sensitive situation
- 2.2 Use conflict resolution techniques to bring the group to consensus about an answer
- 2.3 Maintain awareness of time remaining to answer a question

CJQB 3.0 – Wear appropriate clothing for the state contest

- 3.1 Display clothing that meets state standards for competition
- 3.2 Demonstrate good grooming in dress and personal hygiene

2CJQB 4.0 – SkillsUSA Framework



The SkillsUSA Framework is used to pinpoint the Essential Elements found in Personal Skills, Workplace Skills, and Technical Skills Grounded in Academics. Students will be expected to display or explain how they used some of these essential elements. Please reference the graphic above, as you may be scored on specific elements applied to your project. For more, visit www.skillsusa.org/about/skillsusa-framework/.