



FAMILY AND CONSUMER SCIENCES KNOWLEDGE BOWL



2011-2012 Competition Guidelines

What is the Family and Consumer Sciences Knowledge Bowl?

The Family and Consumer Sciences Knowledge Bowl is a four level, team competition that challenges students' knowledge of all aspects of Family and Consumer Sciences.

All questions throughout the Family and Consumer Sciences Knowledge Bowl will fall under one of the following six categories:

- Family, Career, & Community Studies (NASAFACS Areas of Study: 1, 2, 3, 6, 7, 13)
- Early Childhood & Human Development (NASAFACS Areas of Study: 4, 12, 15)
- Food Sciences, Dietetics, & Nutrition (NASAFACS Areas of Study: 9, 14)
- Hospitality, Tourism, & Recreation (NASAFACS Areas of Study: 8, 10)
- Fashion & Housing Design (NASAFACS Areas of Study: 11, 16)
- FCCLA Knowledge

An additional resource available to members is the "FCCLA Knowledge Bowl Prep Program" by the College Options Foundation. This DVD supports the Family and Consumer Sciences Knowledge Bowl and provides teachers with an instant assessment of the student's understanding of the six Knowledge Bowl question categories. To order copies, visit www.mytotalcollegesolution.com (888-521-5521) or visit the FCCLA store – www.fccla-store.com.

LEVEL 1 – Online Participation

Level 1 online participation is open to all Family and Consumer Sciences students whose teacher is an FCCLA adviser and can access the online FACS Knowledge Bowl testing system.

Level 1 consists of five multiple choice or true/false questions from each of the categories except FCCLA Knowledge, making each online test 25 questions. Testing is located online at the FCCLA national website, www.fcclainc.org, under Programs/Competitive Events.

FCCLA members complete an online test of general Family and Consumer Sciences questions between September 1 and October 1. The online testing site will pull questions so that every test within each chapter is different. Advisers will have the ability to monitor those who take the test from their school and verify that each person only takes it once, between September 1 and October 1. All Family and Consumer Sciences students are welcome to take the online test so FCCLA advisers may use it in their classrooms in addition to the competition.

The top five scores of each chapter will be averaged to determine a *Chapter Score*. The top three chapters from each state and all chapters with a *chapter score* above 90% will be invited to Level 2 at the National Cluster Meetings. Advancing chapters are free to choose whichever site they prefer to attend. Chapter advisers may select

who will make up their five-member team from the students in their chapter who took the online test. Each qualifying team may select one alternate team member from the students in their chapter who took the test.

Level 1 tests are scored with all questions equally weighted and results are given in percentages. Each student's test which is taken under the same adviser will be eligible to be counted in the chapter score. The chapter score is the average of the top five scores in a particular chapter.

LEVEL 2 – National Cluster Meeting

Registration for Level 2 must be completed by October 15.

All Level 2-4 teams should be comprised of five FCCLA members (affiliated at both the state and national level by November 1) from the same chapter. Team members may be mixed in grade level and FACS course background. Each qualifying team may select one alternate team member from the students in their chapter who took the test. All level 2-4 competitors must be registered for the conference at which their competition level takes place. Conference name tags must be worn at all times during the competition. **Teams with less than five members are ineligible to compete.**

All teams competing at the National Cluster Meetings will complete this round. Teams will be comprised of five FCCLA members from a single school or chapter. Each team will be given a test packet containing five tests, one in each of the following areas:

- Family, Career, & Community Studies (NASAFACS Areas of Study: 1, 2, 3, 6, 7, 13)
- Early Childhood & Human Development (NASAFACS Areas of Study: 4, 12, 15)
- Food Sciences, Dietetics, & Nutrition (NASAFACS Areas of Study: 9, 14)
- Hospitality, Tourism, & Recreation (NASAFACS Areas of Study: 8, 10)
- Fashion & Housing Design (NASAFACS Areas of Study: 11, 16)

Team members will determine which individual will complete each test before opening the test packet. Each member may complete only one test. One hour will be given for individuals to complete the 50 question test (multiple choice and true/false questions). 50 questions x 2 points = 100 points per test. The test scores will be added to determine a total team score (out of 500).

If less than five members are present to take the test, the team is ineligible to compete.

The teams with the top 20 team scores will advance to the next level.

Tests will be scored by a panel of national staff members and volunteers according to the test keys. Chapters will not receive the scored tests back.

LEVEL 3 – National Cluster Meeting

Single Elimination (takes place at each NCM site – questions will be the same at sites on the same weekend)

The third level will be a single elimination, head-to-head competition. Teams will be put into a bracket with the #1 scoring team against #20, and so on to meet in the middle. If an odd-number of teams are competing, byes will go to the highest scoring team(s). Competition will take place simultaneously in up to 10 rooms, or as space allows with a holding room. All rooms will use the same questions.

Levels 3 rounds consist of two parts – Head-to-Head Individual Questions as well as Team Questions. In the Head-to-Head Individual part of the round, one multiple choice question from each of the categories (in order as listed below) except FCCLA Knowledge will be asked. In the Team Questions part of the round, all questions are open-ended. Three questions will be asked in each of the categories except FCCLA Knowledge, which will have one question per round. Questions will be asked in the following order:

1. 3 Family, Career, & Community Studies questions
2. 3 Early Childhood & Human Development questions
3. 3 Food Science, Dietetics, & Nutrition questions
4. 3 Hospitality, Tourism, & Recreation questions
5. 3 Fashion & Housing Design questions
6. 1 FCCLA Knowledge question

Winners will advance to the next bracket level. The advancing 10 teams will compete simultaneously in 5 rooms, or as space allows with a holding room. All rooms will use the same questions.

The five winners will advance to Level 4, which will take place at the following National Leadership Conference. The five advancing teams will be ranked for NLC based on their Level 2 team test scores. Alternates will be the five teams that didn't win, ranked by their level 2 test scores. Level 3 will be open to spectators as space allows.

LEVEL 4 – National Leadership Conference

Teams will be placed into pools of five teams each by ranking. Each team will play all of the other teams in their pool. Pools will play simultaneously and the questions for each round will be the same in each pool. During byes, teams will wait in the holding room.

Levels 4 rounds consist of two parts – Head-to-Head Individual Questions as well as Team Questions. In the Head-to-Head Individual part of the round, one multiple choice question from each of the categories (in order as listed below) except FCCLA Knowledge will be asked. In the Team Questions part of the round, all questions are open-ended. Three questions will be asked in each of the categories except FCCLA Knowledge, which will have one question per round. Questions will be asked in the following order:

1. 3 Family, Career, & Community Studies questions
2. 3 Early Childhood & Human Development questions
3. 3 Food Science, Dietetics, & Nutrition questions
4. 3 Hospitality, Tourism, & Recreation questions
5. 3 Fashion & Housing Design questions
6. 1 FCCLA Knowledge question

The top two teams (those with the most number of wins) from each pool will advance to the finals. Pool ties will be determined by total points gained during the total pool play. The second tie-breaker, if needed, will be determined by who won during the head-to-head round between tied teams.

Finals will be single elimination with a play off for third.

Buzzer Round Rules of Play

Levels 3 and 4

Head-to-Head Individual Questions Rules

Questions in the head-to-head individual part of the round are multiple choice. Each team member is assigned a number – member #1, #2, #3, #4 or #5. After the question and answer choices are read to team members #1, whichever individual buzzes in first has 10 seconds to respond. The individual cannot confer with team members. Individuals may give the full answer or the letter (a, b, or c) associated with the answer. A total of 5 questions will be asked.

If the individual who has buzzed in cannot answer in the time allowed, or gives an incorrect answer, the opposing individual team member has 10 seconds to provide an answer.

If a member buzzes in before the entire question is read, the individual must give an answer within 10 seconds. If the answer is incorrect, the moderator will re-read the question and answer choices. The opposing team member has 10 seconds to respond.

If neither individual buzzes in within 10 seconds, or both members give incorrect answers, the moderator will give the correct answer.

Each correct answer is worth 10 points. There is no deduction for incorrect answers.

This process will continue through team members #5. Upon completion of the head-to-head individual part of the round, scores will be tabulated and announced by the scorekeeper and moderator.

Team Questions Rules

Questions in the team questions part of the round are open ended. The moderator will ask a question, and the first person to hit his or her button will have the opportunity to answer.

Teams may buzz in before the entire question is read. If this happens, the moderator will stop reading the question. The moderator will call on the team that buzzed in. The team member who buzzed in has 10 seconds to answer the question. The team may confer both orally and in writing until a team member buzzes in. Only the team member who buzzed in will be allowed to answer the question.

If an incorrect answer is given, the moderator will begin re-reading the question, and members from the other team may buzz in at any time.

If no one buzzes in within 10 seconds after the question has been read, or both teams give incorrect answers, the moderator will give the correct answer.

Each correct answer is worth 5 points. There is no deduction for incorrect answers.

This process will continue through all 16 open ended questions. Upon completion of the team questions part of the round, scores will be tabulated and announced by the scorekeeper and moderator. If there is a winner, the winner will be announced. If there is a tie that must be broken, tie breaker question(s) will be read.

Tie Breaker Round Rules

Up to five tie-breaker questions will be asked. There is no deduction for incorrect answers. The first team that buzzes in will have 10 seconds to answer. The first team to correctly answer a tie breaker question will be announced the winner.

General Rules

Acceptability of Answers

Only the first answer from the team member who buzzes in will be accepted. Only one team member may buzz in per question. The moderator will determine if the answer given by the competitor matches the correct answer. If there is a question about the acceptability of the answer, the moderator may consult with the room judge.

Appeals

Following the correct answer being given by the moderator, either by one team or the moderator, the team captain of a team which has given an answer thought to be correct and in the appropriate manner may buzz in to question the incorrectness of his/her team's answer or the procedure by which the answer was not accepted. One additional team member may assist in explaining the reason for the appeal, but the appeal must be proposed by the team captain. The judge will make the final ruling based upon the explanation. Appeals must take place before the moderator begins the next question and will not be considered at another time during or following the round. Only one appeal is permitted per team, per match. Interference from the audience will result in the appeal being dismissed.

Consultation

Team members may confer with one another both orally and in writing until a team member buzzes in. From the time a competitor buzzes in until the time the moderator announces whether the answer is correct or incorrect, no one on that team should speak or write notes to another. If consultation continues while a team member has buzzed in, his/her answer will not be accepted even if it is correct. Team members of the opposing team may consult while a

competitor on the other team is answering the question.

Moderator/Judge/Question Error

If the moderator misspeaks or misreads a question, but catches the mistake prior to either team buzzing in, they may repeat the question correctly and the time for answering will begin again at 10 seconds.

The judge and/or moderator may see that a replacement question is used if an answer is prematurely given by the moderator, judge, or spectator or if the way a question is read is deemed unfair for either or both teams.

Replacement questions will not be used if a competitor reveals the correct answer out of turn or if a competitor or spectator disagrees with the correctness of answer as determined by the moderator and judge.

Repeating of Questions

Individual team members may request a multiple choice question to be repeated during the Head-to-Head Individual Round. No open-ended questions will be repeated once they have been read in their entirety. If there is an issue in which the moderator feels the question should be repeated (noise interference or equipment problem) they may repeat the question at their discretion.

Spectator/Participant Conduct and Sportsmanship

Level 3 and Level 4 are open to spectators (students, advisers, chaperones, alumni, and other conference attendees) as space in competition rooms permits. Spectators are not allowed to enter or leave the competition room during play. Spectators are prohibited from cheering, visual signaling, audible conversations, and the use of cell phones during competition. Any spectators who disrupt the round in any way or are thought to be communicating with competitors will be asked to leave by the room judge or moderator. The room judge and moderator have the authority to control the competition atmosphere within their room. Disputes concerning their judgment should be directed to the Competitive Events Manager or the on-site national staff person who is overseeing the competition.

Good sportsmanship is expected of all participants, advisers, chapter members, and other spectators. Poor sportsmanship on the part of any team member or their supporters may result in disqualification. Any use of extremely negative behavior (such as the use of profanity or yelling) will result in immediate disqualification of the team.

Substitution

Substitution of team members between Level 3 and Level 4 will be allowed. Substitutions must be made prior to June 1. Substituted competitors must be affiliated members of the same FCCLA chapter to qualify.

Teams will be sent a confirmation of their Level 4 participation via email by March 1. Any changes made to the composition of a Level 4 team must be made in writing by the chapter adviser or team captain to competitiveevents@fcclainc.org by June 1. Changes may be made any time between December 1 and June 1 of the current school year.

Team Captain

Each team should select one of its members to serve as the team captain. This member will be responsible for picking up team materials. The team captain will be indicated on the registration form and will be designated on their placecard.

Unanswered Questions

If a question is not answered by either team, no points will be awarded or lost and no replacement question will be given. The moderator will give the correct answer and move on to the next question.

Writing Instruments

Paper and pencils for each competitor will be provided by FCCLA. Competitors will not be allowed to bring any writing tools or paper into the competition room.