

# **Constitutional Law Quiz Bowl**

Demonstration Began 2008 in Texas

## **Purpose**

To test the knowledge of selected team members on various aspects of general academic knowledge, professional development (including, but not limited to: *SkillsUSA Leadership Handbook*,

Professional Development Program, Total Quality Curriculum and *Robert's Rules of Order, Newly Revised*) and current events.

**First, refer to General Regulations, Page 9.**

## **Clothing Requirements:**

**Minimum: Golf shirt, slacks and appropriate shoes.**

### **Suggested:**

**For men:** SkillsUSA official attire: Official red blazer or jacket, black dress slacks, white dress shirt, plain black tie with no pattern or SkillsUSA black tie from Midwest Trophy, black socks and black shoes.

**For women:** Official red blazer or jacket, black dress slacks or skirt, with businesslike white, collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer, black sheer or skin-tone hose and black shoes. To purchase official clothing, contact Midwest Trophy Manufacturing Co. Inc. by calling 1-800-324-5996 or order online at <http://www.mwtrophy.com/vica/index.html>.

## **Eligibility**

Officially open to active Public Safety SkillsUSA members currently enrolled or previously enrolled in a Criminal Justice program. **Note: as long as the competition remains a "state only" competition, any registered Skills USA member can participate regardless of program enrollment.**

## **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.

## **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, staff and judges
  - c) Public address system, if necessary
  - d) Quiz Bowl apparatus
  - e) Audience chairs
  - f) Sufficient score sheets and pencils for judges
  - g) Paper and pencils for the team members
  - h) Calculators for contest officials.
  - i) *SkillsUSA Championships Technical Standards*
2. Personnel required:
  - a. *Moderator*
  - b. Operator for the Quiz Bowl apparatus/timekeeper
  - c. Judges who will serve as scorekeeper

## Scope of the Contest

1. A school may enter one team comprised of five registered members from a criminal justice program. The team may perform with four members w/o penalty in the event a member participate or is forced to withdraw within five days of the competition, as long as five members were originally registered and verified in national headquarters. **Note: as long as the competition remains a “state only” competition, any registered SkillsUSA member can participate regardless of program enrollment. Also, teams may be as small as three students.**
2. The moderator will ask questions, and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.
3. Approximately 30 percent of the questions asked will be about professional development issues including the SkillsUSA professional development program, 30 percent will be about current events in the criminal justice field, and 40 percent about general criminal justice academic knowledge. Points are awarded 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 50 or more questions, with no time limit to be determined by the technical chair.
5. A match shall be defined as two rounds, which includes a preliminary round and the final round.
6. A break will be at the discretion of the technical chair. Contest officials will verify scores after every 25 questions.
7. During the pre-contest orientation session, the contest chair will administer a written test to all team members. The test questions shall be apportioned in the same question formula as the active rounds. Once scored, the individual scores will be averaged together to create a team score.
8. All team members must take the written PDP test to be eligible to participate with their team.
9. Each team will be assigned a table location at the beginning of the event by the contest chair or moderator.
10. The moderator will read a question and the team that presses the button first will be recognized to answer the question. If a wrong response is given, the team cannot give a second answer and the opposing teams(s) will be given the opportunity to buzz in and answer the question. One point will be awarded for a correct answer. One point will be deducted from any team that gives an incorrect answer.
11. 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.
12. Once a team buzzes in, it must wait to be recognized by the moderator. Any team that responds to the question before being recognized by the moderator will be scored with an incorrect answer.
13. Once recognized, the team will have five seconds to confer before it must respond. In the event that a team misses an answer, unless another team buzzes in before the moderator begins or finishes the question, the moderator will begin rereading the question following the procedure outlined above for the other teams. A question will not be reread during actual play except upon the request of a judge.

14. Only the first answer given will be considered. If it is a wrong response, the team cannot give another answer and another team will have an opportunity to respond to the question. If the moderator inadvertently gives the answer away, the question is voided.
15. Any team member may give the team's answer. 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?" for more information.
16. The moderator will give the correct response in the event no team gives the correct answer.
17. Teams may not use notes or reference materials.
18. Blank paper and pencils will be provided by the officials and taken up at the end of each round.
19. A panel of judges will make the final ruling on correct or incorrect responses.
20. The Quiz Bowl apparatus will maintain the official time, which is used only for responding to questions.
21. There will be no true/false or multiple choice questions in the active rounds. Only team members may make challenges. Challenges may not be made once the next question is read.
22. Topics for general academic knowledge may include, but shall not be limited to: police procedures, courts, corrections, criminal law, criminal investigations, Constitutional Amendments relating to the criminal justice field, and theories of criminology.
23. Professional development questions will be drawn from (but not limited to) the following sources: *SkillsUSA Leadership Handbook*, Professional Development Program, and Roberts Rules of Order.
24. Current events questions will use *USA Today*, *U.S News and World Report*, *Newsweek* and CNN as sources. Items will be taken from issues published no more than three months prior to the date of the contest. The sources can be print, media, or online versions.
25. In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team.
26. The written test team score will be used as a tiebreaker during the active rounds. No tie breaker rounds will be conducted.
27. Eighty percent of the team's active score, plus 20 percent of the team's written score, less any penalties, will serve as the preliminary round score. The preliminary round will be used as an eliminator. For the final round, 80 percent of the team's active score plus 20 percent of the team's average written score, less any penalties, will serve as the final score. The final score will be used to determine the medallion winners.