

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 Leadership Handbook.

ELIGIBILITY:

Open to a team of 3-5 current SkillsUSA members.

OBSERVER RULE:

Observers will be allowed to watch rounds in accordance with Rules 5 and 6, so long as space is available. No talking or gesturing will be permitted. The moderator may remove individual observers and/or close the contest to observers entirely for cause.

SUBMISSION:

Contestants will compete on site at the SkillsUSA Georgia State Leadership and Skills Conference. Contestants will take the PDP test and submit a resume to the contest staff at team check-in.

CLOTHING REQUIREMENTS:

For Men:

Official red blazer or jacket, black dress slacks, white dress shirt, plain black tie with no pattern or SkillsUSA black tie, black socks, and black shoes OR professional/business attire.

For Women:

Official red blazer or jacket, black dress slacks or skirt, businesslike white collarless blouse or white blouse with small, plain collar which may not extend onto the lapels of the blazer, sheer black or skin-tone hose, and black shoes OR professional/business attire.

EQUIPMENT AND MATERIALS:

1. Supplied by the Technical Committee:
 - (a) One table for each team with 5 chairs at each table
 - (b) One table for the Quiz Bowl apparatus with 2 chairs for the moderator and the apparatus operator/timekeeper
 - (c) One table for team check-in and scorekeeping with 3 chairs for staff
 - (d) Observer chairs
 - (e) Score sheets, pencils, and calculators for scorekeepers
 - (f) Paper and pencils for team members
 - (g) Copies of source documents from which questions and answers were drawn

2. Personnel required:
 - (a) Moderator
 - (b) Quiz Bowl apparatus operator/timekeeper
 - (c) A minimum of 2 scorekeepers

AWARDS:

Gold, Silver, and Bronze medals will be awarded for 1st, 2nd, and 3rd place. The winner of this contest does not advance to the National SkillsUSA Leadership and Skills Conference.

RULES OF THE CONTEST:

1. A school may enter a single team 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. However, as long as the contest remains a “state only” competition, any registered SkillsUSA member may compete, regardless of program enrollment.

2. In order to compete, a team member must meet the Submission and Clothing Requirements as specified above. Any team member found ineligible to compete may remain in the competition room as an observer if space permits. A team with fewer than 3 eligible members may be allowed, in the moderator’s discretion, to participate in the contest but will not be allowed to advance to the final round.

3. Prior to team check-in, the moderator and timekeeper will assign a team number to each team 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. Each preliminary round and the final round will consist of 40 questions: 24 academic knowledge questions, 12 current events questions, and 4 Leadership 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.

8. All academic knowledge questions shall be drawn from *Introduction to Criminal Justice*, 6th edition, by Robert M. Bohm and Keith N. Haley. Current events questions shall be drawn from one or more of the following sources:

- (a) The FBI Law Enforcement Bulletin, available at www.fbi.gov/stats-services/publications/law-enforcement-bulletin, for the months of July-December of the calendar year preceding the contest
- (b) The Crime Report, Crime and Justice News tab, available at www.thecrimereport.org/news/crime-and-justice-news, for the 30 days preceding the contest
- (c) The “Top News” column on FoxNews.com’s Crime & Courts page, at www.foxnews.com/us/crime/index.html, for the 30 days preceding the contest

9. There will be no true/false or multiple choice questions.

10. 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.

11. The team which activates its buzzer first will be recognized to answer the question. One point will be awarded for a correct answer; ¼ 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.

12. 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.

13. 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.

14. 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 Rules 10-14.

15. 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 coach of the team making the challenge will be allowed to review the source document from which the question and answer were drawn.

16. If the moderator or an observer inadvertently answers a question, the question will be discarded, and the moderator will proceed to the next question.

17. 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.

18. 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.

19. 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 moderator will conduct a tiebreaker round, consisting of 5 questions from United States Supreme Court trivia. During a tiebreaker round, Rules 10-14 will apply; provided, however, that the penalty for an incorrect answer shall be one point. If the tiebreaker round does not resolve the tie, the teams' average scores on the PDP test will be used to determine the higher-ranking team. In determining a team's average score on the PDP test, the individual score of every registered team member will be included, even if that member was determined to be ineligible to compete under Rule 2.