

Family, Career and Community Leaders of America



Family and Consumer Sciences Knowledge Bowl

2009-2010 Guidebook





Family and Consumer Sciences Knowledge Bowl



Level Descriptions

Level 1 – Individual/Chapter General Knowledge (takes place in the classroom)

FCCLA members complete an online test of general Family and Consumer Science 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 who from their school takes the test to ensure each person only takes it once between September 1 and October 1. All FACS students will be 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 team from the students in their chapter who took the online test.

Level 2 – Team Knowledge/Individual Strengths (takes place at each NCM site)

Registration for Level 2 must be completed by October 23.

Level 2 will include a written test. 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 Science, 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. Two hours will be given for individuals to complete the 100 question test (multiple choice and true/false questions). The test scores will be added to determine a total team score (out of 500).

The teams with the top 20 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 – 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. Competition will take place simultaneously in 10 rooms, or as space allows with a holding room. All rooms will use the same questions. All FACS Knowledge Bowl buzzer rounds will be comprised of 16 questions, three from each of the above areas and one FCCLA knowledge question. Winners of the first round will continue to the next round.

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. All FACS Knowledge Bowl buzzer rounds will be comprised of 16 questions, three from each of the above areas and one FCCLA knowledge question.

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 – Pool Play & Finals (takes place at NLC)

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. All FACS Knowledge Bowl buzzer rounds will be comprised of 16 questions, three from each of the above areas and one FCCLA knowledge question. During byes, teams will wait in the holding room.

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. All FACS Knowledge Bowl buzzer rounds will be comprised of 16 questions, three from each of the above areas and one FCCLA knowledge question.



Family and Consumer Sciences Knowledge Bowl



General Rules

Levels 1-4

Eligibility

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

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. 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.

Question Categories

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 Science, 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

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.

Level 2 consists of five tests with 100 multiple choice or true/false questions. Each test will correspond with one of the above question categories except FCCLA Knowledge. Teams will determine which member will take each of the tests and all competitors will take one test.

Levels 3 and 4 consist of rounds of 16 open ended questions. 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

Scoring

Level 1 tests are scored with all questions equally weighted and results are given in percents. 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 tests are scored with each question worth one point. Since each test is 100 questions each test is worth 100 points. The five tests of each team will be added to determine a team score out of 500 points.

In Levels 3 and 4 each correctly answered question is worth ten (10) points. If a competitor buzzes in prior to the moderator completing the question and answers incorrectly the team will lose five (-5) points. If a competitor buzzes in after the moderator has completely stated the question and answers incorrectly they will receive zero (0) points. Zero (0) points will be given if competitors do not buzz in to answer the question.

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 and serving as the team's "voice" during buzzer rounds. The team captain will be indicated on the registration form and should always sit in chair #3 during buzzer rounds of competition.

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.



Family and Consumer Sciences Knowledge Bowl



Buzzer Round Rules of Play

Level 3 and 4

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, 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. Appeals must take place before the moderator begins the next question and will not be considered at another time during or following the round.

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 the 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 30 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.

Spectator/Participant Conduct

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 Coordinator or the on-site national staff person who is overseeing the competition.

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 May 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.

Timing

Competitors will be given 30 seconds to buzz in after a question has been completely stated by the moderator. Time is stopped when the first competitor buzzes in and if his/her answer is incorrect, continues after the moderator has announced the answer to be unacceptable.

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.

Family and Consumer Sciences Knowledge Bowl

Competition Brackets

FACS Knowledge Bowl: Level 3

The top 20 teams from Level 2 advance to live competition. Teams are ranked by their Level 2 score.

Round 1		Round 2		Level 4 Advancers	
1	Room/Time	Room/Time	---	_____	_____
20					
10	Room/Time	Room/Time	---		
11					
2	Room/Time	Room/Time	---		
19					
9	Room/Time	Room/Time	---		
12					
3	Room/Time	Room/Time	---		
18					
8	Room/Time	Room/Time	---		
13					
4	Room/Time	Room/Time	---		
17					
7	Room/Time	Room/Time	---		
14					
5	Room/Time	Room/Time	---		
16					
6	Room/Time	Room/Time	---		
15					



FACS Knowledge Bowl: Level 4



Pool Play

Red Pool			White Pool			Black Pool		
1 – 1 st from DC	_____ wins	_____ points	1 – 1 st from KY	_____ wins	_____ points	1 – 1 st from UT	_____ wins	_____ points
2 – 2 nd from KY	_____ wins	_____ points	2 – 2 nd from UT	_____ wins	_____ points	2 – 2 nd from DC	_____ wins	_____ points
3 – 3 rd from UT	_____ wins	_____ points	3 – 3 rd from DC	_____ wins	_____ points	3 – 3 rd from KY	_____ wins	_____ points
4 – 4 th from DC	_____ wins	_____ points	4 – 4 th from KY	_____ wins	_____ points	4 – 4 th from UT	_____ wins	_____ points
5 – 5 th from KY	_____ wins	_____ points	5 – 5 th from UT	_____ wins	_____ points	5 – 5 th from DC	_____ wins	_____ points
Room 1	Room 2	Bye	Room 3	Room 4	Bye	Room 5	Room 6	Bye
1 v. 2	3 v. 4	5	1 v. 2	3 v. 4	5	1 v. 2	3 v. 4	5
1 v. 3	2 v. 5	4	1 v. 3	2 v. 5	4	1 v. 3	2 v. 5	4
1 v. 4	3 v. 5	2	1 v. 4	3 v. 5	2	1 v. 4	3 v. 5	2
1 v. 5	2 v. 4	3	1 v. 5	2 v. 4	3	1 v. 5	2 v. 4	3
4 v. 5	2 v. 3	1	4 v. 5	2 v. 3	1	4 v. 5	2 v. 3	1

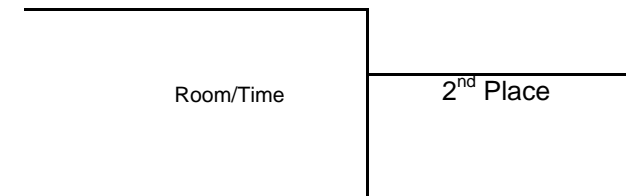
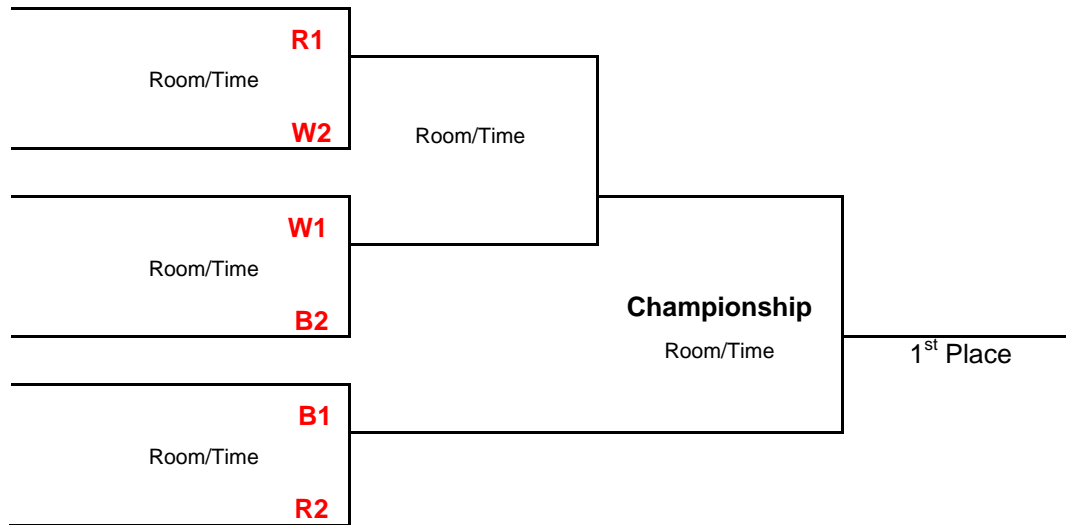
Finals

1st Place: _____

2nd Place: _____

3rd Place: _____

Honorable Mention:



Pool Play

Red Pool Teams:

1. (DC1) _____
2. (KY2) _____
3. (UT3) _____
4. (DC4) _____
5. (KY5) _____

Competition Schedule

Time	Room 1	Room 2	Bye
5:00 p.m.	Team 1 (pts.) v. Team 2 (pts.)	Team 3 (pts.) v. Team 4 (pts.)	Team 5
5:20 p.m.	Team 1 (pts.) v. Team 3 (pts.)	Team 2 (pts.) v. Team 5 (pts.)	Team 4
5:40 p.m.	Team 1 (pts.) v. Team 4 (pts.)	Team 3 (pts.) v. Team 5 (pts.)	Team 2
6:00 p.m.	Team 1 (pts.) v. Team 5 (pts.)	Team 2 (pts.) v. Team 4 (pts.)	Team 3
6:20 p.m.	Team 4 (pts.) v. Team 5 (pts.)	Team 2 (pts.) v. Team 3 (pts.)	Team 1

Competition Results

Team	Round 1	Round 2	Round 3	Round 4	Round 5	Total Points	Total Wins
Team 1	__pts. W/L	__pts. W/L	__pts. W/L	__pts. W/L	Bye		
Team 2	__pts. W/L	__pts. W/L	Bye	__pts. W/L	__pts. W/L		
Team 3	__pts. W/L	__pts. W/L	__pts. W/L	Bye	__pts. W/L		
Team 4	__pts. W/L	Bye	__pts. W/L	__pts. W/L	__pts. W/L		
Team 5	Bye	__pts. W/L	__pts. W/L	__pts. W/L	__pts. W/L		

Finals Rankings

(top two teams advance to finals)

1. _____
2. _____
3. _____
4. _____
5. _____

Pool Play

White Pool Teams:

1. (KY1) _____
2. (UT2) _____
3. (DC3) _____
4. (KY4) _____
5. (UT5) _____

Competition Schedule

Time	Room 1	Room 2	Bye
5:00 p.m.	Team 1 (pts.) v. Team 2 (pts.)	Team 3 (pts.) v. Team 4 (pts.)	Team 5
5:20 p.m.	Team 1 (pts.) v. Team 3 (pts.)	Team 2 (pts.) v. Team 5 (pts.)	Team 4
5:40 p.m.	Team 1 (pts.) v. Team 4 (pts.)	Team 3 (pts.) v. Team 5 (pts.)	Team 2
6:00 p.m.	Team 1 (pts.) v. Team 5 (pts.)	Team 2 (pts.) v. Team 4 (pts.)	Team 3
6:20 p.m.	Team 4 (pts.) v. Team 5 (pts.)	Team 2 (pts.) v. Team 3 (pts.)	Team 1

Competition Results

Team	Round 1	Round 2	Round 3	Round 4	Round 5	Total Points	Total Wins
Team 1	__pts. W/L	__pts. W/L	__pts. W/L	__pts. W/L	Bye		
Team 2	__pts. W/L	__pts. W/L	Bye	__pts. W/L	__pts. W/L		
Team 3	__pts. W/L	__pts. W/L	__pts. W/L	Bye	__pts. W/L		
Team 4	__pts. W/L	Bye	__pts. W/L	__pts. W/L	__pts. W/L		
Team 5	Bye	__pts. W/L	__pts. W/L	__pts. W/L	__pts. W/L		

Finals Rankings

(top two teams advance to finals)

1. _____
2. _____
3. _____
4. _____
5. _____

Pool Play

Black Pool Teams:

1. (UT1) _____
2. (DC2) _____
3. (KY3) _____
4. (UT4) _____
5. (DC5) _____

Competition Schedule

Time	Room 1	Room 2	Bye
5:00 p.m.	<u>Team 1 (pts.)</u> v. <u>Team 2 (pts.)</u>	<u>Team 3 (pts.)</u> v. <u>Team 4 (pts.)</u>	<u>Team 5</u>
5:20 p.m.	<u>Team 1 (pts.)</u> v. <u>Team 3 (pts.)</u>	<u>Team 2 (pts.)</u> v. <u>Team 5 (pts.)</u>	<u>Team 4</u>
5:40 p.m.	<u>Team 1 (pts.)</u> v. <u>Team 4 (pts.)</u>	<u>Team 3 (pts.)</u> v. <u>Team 5 (pts.)</u>	<u>Team 2</u>
6:00 p.m.	<u>Team 1 (pts.)</u> v. <u>Team 5 (pts.)</u>	<u>Team 2 (pts.)</u> v. <u>Team 4 (pts.)</u>	<u>Team 3</u>
6:20 p.m.	<u>Team 4 (pts.)</u> v. <u>Team 5 (pts.)</u>	<u>Team 2 (pts.)</u> v. <u>Team 3 (pts.)</u>	<u>Team 1</u>

Competition Results

Team	Round 1	Round 2	Round 3	Round 4	Round 5	Total Points	Total Wins
Team 1	__pts. W/L	__pts. W/L	__pts. W/L	__pts. W/L	Bye		
Team 2	__pts. W/L	__pts. W/L	Bye	__pts. W/L	__pts. W/L		
Team 3	__pts. W/L	__pts. W/L	__pts. W/L	Bye	__pts. W/L		
Team 4	__pts. W/L	Bye	__pts. W/L	__pts. W/L	__pts. W/L		
Team 5	Bye	__pts. W/L	__pts. W/L	__pts. W/L	__pts. W/L		

Finals Rankings

(top two teams advance to finals)

1. _____
2. _____
3. _____
4. _____
5. _____

