



# Quiz Bowl

## **Purpose**

The New Mexico DECA Quiz Bowl Competitive Event is intended to stimulate and motivate teams of students to test their acquired knowledge on topics and situations related to marketing education programs.

## **Description of the Event**

Two (2) teams, each composed of up to four (4) DECA members, will participate by giving appropriate responses to questions presented by a moderator. These items may be definition, short answer, or spelling questions. The team responding correctly to the greatest number of questions within a designated time period wins the match. Overall winners will be determined by a series of elimination rounds.

## **Procedures**

1. Each school, with membership of 1-150 members, may enter one (1) team comprising up to four (4) DECA members. Each school, with membership of 151 or more members, may enter two (2) teams comprising up to four (4) DECA members for each team. Membership rosters are due to the DECA State office and to National DECA by November 1. To determine the number of teams each school may enter, only the initial membership roster will be considered. The members of the team may not change during the competition, and no new members may be added. Each school may select its' team(s) in the manner that best suits its' needs.
2. Team members may compete in one individual event or one team event and the Quiz Bowl at the New Mexico Career Development Conference.
3. Teams will compete in preliminary round(s) prior to the final 4 teams competing with schedules will be selected by random drawing and announced during the orientation meeting.
4. Only two (2) teams are allowed to compete at one time. All team members must report to the holding room at the time posted in the New Mexico Career Development Conference program.
5. No study materials, of any kind, will be allowed in the holding room. During the New Mexico DECA Quiz Bowl competition, no contact is allowed between any team member and their advisor(s), other participants at the New Mexico Career Development Conference, or any audience member.
6. The questions will be developed using the Marketing Education Resource Center test bank and Learning Activity Packages, DECA Direct, National DECA Handbook, The Chapter Management System, and Robert's Rules of Order, Newly Revised. Questions will cover occupational areas taught in marketing education programs and a knowledge of DECA. No study lists will be provided.

7. The questions will not be given to participating teams prior to the competitive event. Judges will be furnished with a copy of the questions.
8. Rulings of the judges will be final.
9. The moderator will present all questions. Five (5) seconds will be allowed after the moderator has finished presenting the questions for a team member to strike the buzzer. The team member who strikes the buzzer first has five (5) seconds, once recognized by the moderator, to give his/her response, without discussion with other team members. No score shall be given unless the moderator first recognizes the team. If a team member strikes the buzzer before the moderator has finished presenting the question, the moderator will stop the reading and call for the response.
10. A timekeeper shall call "TIME" at the end of five (5) seconds after the team member has been recognized if no response is given. Teams will not be permitted to have discussion during the initial question.
11. If the question is not answered at the end of five (5) seconds or is answered incorrectly, the opposing team will be given the opportunity to respond to the question. The question will be repeated for the other team. The opposing team will then have up to five (5) seconds for discussion to produce an answer. The team member striking the buzzer will then have five (5) seconds in which to answer the question. This situation is the only instance in which a question may be repeated unless the judges specifically ask for a question to be repeated.
12. Only the first answer given by the individual first striking the buzzer will be accepted.
13. In the event the judges need to discuss a response, the time clock will be stopped during the consultation and restarted at the end of the consultation.
14. One (1) point is given for each question answered correctly. The team with the highest number of points in the designated time period will be declared the winner of that match. The points shall be kept by the judges on a scoring sheet. An audience tote board also will be provided for the teams and the audience.
15. In the event of a tie score, five (5) tiebreaker questions will be asked, and the team with the highest score will be the winner. This process may be repeated if necessary.
16. If neither team can answer a question correctly during the preliminary rounds, the moderator will not give the correct response. The questions will be retained for further use. Answers may be given during the final rounds.
17. Communication between team members and any member of the audience is not permitted. Any audience member who attempts to communicate with a team member will be required to leave the room.

18. Time periods will be consistent for all teams and based on the number of entrants at the conference. Standard time periods are:
- All rounds leading to the semi-final round will be three (3) minutes or 25 questions, whichever occurs first;
  - Semi-Final Round will be five (5) minutes or 50 questions, whichever occurs first and
  - Final Round is seven (7) minutes or 50 questions whichever occurs first.
19. Violations – One (1) warning will be given per team; additional offenses, regardless of the offense, will result in a point for the other team.
20. The chapter advisor may, at any point during the competition, remove a member of the team or the entire team from competition.
21. The winning Quiz Bowl Team will be allowed to attend ICDC using special permission slots if the members did not qualify in another competitive event.