

**2011 STATE SKILLSUSA CHAMPIONSHIPS
CONTEST UPDATE #4**

LEADERSHIP DEVELOPMENT

Quiz Bowl – Revised

SKILL CONTEST/OCCUPATIONAL RELATED CONTEST

Cabinetmaking - Revised
Computer Maintenance
Graphic Communications
Residential Wiring – Revised
Screen Printing Technology
TeamWorks
T-Shirt Design
Welding Fabrication – Revised

Cabinetmaking - Revised

Contestants must report to the contest area at the Cashman Center Exhibit Hall at 8:00 a.m. on the 16th of March, 2011. Contestants will participate in orientation, safety instructions and a written test.

All contestants will comply with the SkillsUSA rules of conduct and clothing.

Scope of Contest

1. Contestants will be given all necessary information by job sheets or prints of articles to be constructed.

Contestants will use joinery techniques as specified.

a. Apply Wood veneers and Plastic Laminates

1. Cut wood veneers to size
2. Apply adhesives and wood edges
3. Trim edges

b. Assemble, Fastening and Installing Components

1. Apply clamping devices
2. Assemble face frame and attach to side panels
2. Assemble a drawer
3. Assemble ends, backs, top and bottom
4. Assemble a door
5. Fasten parts with nails, screws and glue
6. Fasten top to case work
7. Install common hardware

c. Cutting and Shaping Components

1. Cut dado/rabbet joint
2. Cut drawer front, sides, back and bottom
3. Cut door styles, rails, and flat panel
4. Cut miter joints
5. Cut face frame styles and rails

d. Designing and Lying Out

1. Determine materials from a blueprint

e. Finishing Surface

1. Clean surfaces
2. Remove excess glue
3. Sand surfaces

All contestants must demonstrate safe work practices at all times. All contestants must have submitted the signed safety verification form to compete in the cabinetmaking Contest.

List of equipment/materials required for Cabinetry supplied by contestant;
(Refer to 2011 Technical standards for official list)

- 1- Nail apron
- 1- Claw hammer
- 1- Steel measure tape
- 1- Combination square
- 2- Pencils
- 1- Nail set
- 1- Block plane
- 1- Utility Knife
- 1- 3/8" Drill motor and screw tips
- 4- 30' Bar or pipe clamps
- 1- Set - 1/4" to 1" Wood chisel set
- 1- Flat blade screw driver set
- 1- Phillips screw driver set
- 1-Sanding block
- 1-Calculator
- 1- Safety glasses with side shields
- 1- Hearing protection
- 3- 8.5"x11" pieces of sanding paper (100 - 220 grit)
- 1-1/16" to 3/8" drill bit set
- 1-5/16" counter sink bit
- 1- #2 square tip screw bit
- Scratch paper

All contestants must bring the required resume per contest regulations

Computer Maintenance Technology

Students must report to the designated contest area on March 16th at 8:00 a.m. in the Cashman Center Exhibit Halls.

Scope of the Contest:

The contest will consist of two major parts. The first part will be a written skills test for computer repair. The second part will be a series of work stations through which each contestant will rotate on a fixed time schedule to troubleshoot both hardware and software problems. The software problems will relate to the Windows operating systems and basic Command line functions. Some of the workstations will require interaction between the contestants and the judges.

Contestants will demonstrate their ability to perform jobs or skills selected from the following list of competencies:

1. Demonstrate proper customer interaction skills
2. Diagnose and service personal computer systems to the module level
3. Diagnose and resolve software problems within the computer
4. Demonstrate ability to load and use appropriate software
5. Properly install, configure, and demonstrate proper operation of devices within the computer cabinet (hard drives, floppy disc drives, CD-ROM drives, fax-modem, etc.)

Note: Contestants will be provided, as required manufacturers' documentation of the devices to be installed and/or serviced.

Each contestant must bring the following:

1. Basic hand tools suited for computer repair and maintenance
2. A serviceable anti-static wrist strap
3. Safety glasses

Contestants must wear professional dress or SkillsUSA attire to compete in this contest. White polo shirts w/ black dress pants and dress shoes allowed, as per the national rules.)

All contestants must bring a one-page, typed résumé. A communication skills assessment will be given in the contest.

GRAPHIC COMMUNICATIONS UPDATE

Contestants will report to SECTA Graphic Communications room at 8:00am. (Transportation from the Cashman Center will be offered.) Lunch will be provided.

Scope of the Contest: Two-Color Letterhead, Pre-Press Typesetting, Press Set-up, Press Run and Clean-up, Bindery Folds (letter, zfold).

Students will be given a written test and do a mock Interview.

Materials Supplied by Contestant: One page typed Resume, Ruler, Proportional Scale and Calculator.

Clothing Requirement: Polo Shirt, Slacks and closed toed shoes. Hair net if necessary. No Jewelry (rings, necklaces, etc).

Quiz Bowl Procedures—2011 - Revised

Quiz Bowl teams will report to **meeting rooms 205-206 at the Cashman Center 8:30 a.m. on March 15, 2011, in**, for contest orientation and written test prior to the opening session.

The written test will be administered to all team members. **Students will not be able to compete unless they take the written test.** Teams will be eliminated from further participation if any team member fails to take the written test. Alternates may take the written test with the team.

The test questions will follow the same question formula as the active rounds. Once scored, the individual scores will be added together to create a team score. The team scores will be used to seed the teams for the first round active contest.

The orientation and written test should take approximately 30-45 minutes to complete. The test will conclude at approximately 9:15 a.m., after which the students may proceed directly to the Cashman Theater for the opening session.

Students must report for the written test in business dress or SkillsUSA attire.

All students must bring a one page typed Resume and a #2 pencil to the written test on Tuesday morning.

All contestants are to report to Room 204 at the Cashman Center at **1:00 p.m. on March 15th** for final round seedings and the start of the Round One active competition.

Teams will be seeded for the first round active competition based on the team written scores. With 12 teams competing there will be three (3) preliminary rounds with 4 teams in each round. The winner of each round plus the next highest score will compete in the final round. Preliminary round scores will not carry over to the final round competition.

Contestants must wear formal SkillsUSA attire or business dress to compete in the Quiz Bowl Contest.

Contest Preparation Tips: Visit the SkillsUSA website at www.skillsusa.org for special information to prepare students for the Quiz Bowl contest. From the top menu bar on the main page, select "Compete;" then, select "Contest Descriptions" from the menu bar on the left. Scroll to the contest description for Quiz Bowl, where you will find links directing you to tips to prepare students and sample question banks.

At least one-third of the written and active round questions deal with rules of order and SkillsUSA organization. Study the suggested materials.

Awards: Quiz Bowl teams must score 70% minimum to receive Silver or Bronze medals and 85% of total points minimum to qualify for Gold Medal award.

SkillsUSA – Nevada
Quiz Bowl 2011
Rules Summary and procedures for state Quiz Bowl event:

1. Teams will consist of 5 members. No alternates will be used at the state contest.
2. All members of the teams will meet for Orientation and will take the 50 question written test in the morning session. (rooms 205-206; 8:30 to 9:15) In addition, resumes from each team member will be submitted at the morning Orientation meeting prior to taking the written test. Missing resumes will result in a 50 point deduction from the team score for each missing resume.
3. Team members must wear proper SkillsUSA attire or business dress to compete. Points will be deducted from the team score for failure to dress appropriately.
4. Each team member must bring a #2 pencil for the written test.
5. The team score will be determined by averaging the written test scores of each member minus any penalty points. This team average score will be used to seed the teams for the afternoon active Quiz Bowl competition.

Active Quiz Bowl competition 1:00 to 4:00 p.m., Room 204

1. Three flights of competition will be used in the first round with two flights consisting of 4 teams and one with 5 teams. Teams will be seeded to each flight based on the written test average team score. Teams will wait in the designated hallway area until time to compete.
2. Thirty (30) questions will be used with each flight.
3. The top team from each flight plus the 4th place team will advance from the preliminary round to the final round. The 4 places will be determined by the written team score average plus the preliminary round score.
4. In the final round 100 questions will be used with a break after every 25 questions to enable the judges to double check scores. The final score to determine medallion winners will be the team written score (20%) plus the final round active score (80%).

Quiz Bowl Rules

1. The moderator will use the official SkillsUSA questions. The team that buzzes in first will be recognized to answer. Only one answer can be given. Team members will have five (5) seconds to begin their answer. Members may confer with each other for the answer and any team member may answer for the team. Only the first answer given will be allowed and judged right or wrong.
2. If a wrong answer is given, the remaining teams have the opportunity to buzz in to respond. One point will be awarded for a correct response. **One point will be deducted for an incorrect response.**
3. A team may buzz in as soon as they feel they know the answer. If a team buzzes in before the moderator finishes the question, the moderator will stop mid-sentence and recognize the team to respond. The team will have 5 seconds to respond.
4. If a team interrupts the moderator and is incorrect, the moderator will finish the question. Remaining teams may buzz in and respond but if the next team, again, interrupts the reading of the question, the moderator will stop in mid-sentence. Teams may continue to buzz in until a correct answer is given or until all have had a chance to answer. The moderator will then finish the question and give the correct answer.
5. **Response time is 5 seconds.** If no team buzzes in within 5 seconds, the question is dead; the moderator will give the correct answer and move on to the next question. When a team buzzes in, they will have **5 seconds to begin their response after the moderator recognizes the team to respond.** Only one team member may respond for the team. Failure to start your answer when time is called will result in a ruling of incorrect answer. **Teams must wait for the moderator to recognize the team to respond.** One warning will be given to a team that starts their answer before the moderator recognizes the team. Thereafter, a team that begins their answer without being recognized by the moderator will be ruled incorrect and a point deducted.

6. If an answer is incomplete, the moderator may ask the responder for a more complete answer. (For example, if the answer is "Roosevelt," the moderator may ask, "Which one?")

7. No notes, reference works, calculators, iPhones, etc. may be used during the competition. Blank paper will be provided but not pens or pencils. Bring your own.

8. Judges' decisions are final. Challenges to answers may only be made by a team member and only before the next question begins.

9. Awards: Quiz Bowl teams must score 70% minimum to receive Silver or Bronze medals and 85% of total points minimum to qualify for Gold Medal

RESIDENTIAL WIRING CONTEST - Revised

March 16th, 2011

All residential wiring contestants must report to the **Residential Wiring** contest area at the Cashman Field Center Exhibit Hall at **8:00 a.m. on March 16th, 2011** for roll call and orientation.

Clothing Requirements:

- Work Pants
- Work Shirt – no sleeveless or tank tops allowed, long sleeve preferred
- Work Boots – no tennis shoes
- Safety glasses – if prescription safety glasses are used they must have side shields

Each contestant will be required to take a one (1) hour written examination on the following subjects:

Wiring diagram or schematic

Scope of the Contest:

- 1) Contestants will be given job information and instruction sheets for residential wall rough-in
- 2) All work must conform to the specifications of the latest edition of the **2008 or 2011 National Electrical Code.**
- 3) Contestants will demonstrate their ability to perform jobs or skills selected from the following list of competencies:
 - Safety rules and practices
 - Use of tools and equipment
 - Basic Theory
 - Basic equipment and procedures
 - Electrical circuits
 - Install switch boxes and outlet boxes
 - Rough-in, connect and install electrical devices
 - Install EMT Conduit and Romex

Contestants must bring the following:

Pencil and paper	Current NEC book (2008)
Safety glasses	Side cutters
Center punch or scratch awl	Diagonal cutters
Long nose pliers	Channel locks
Screw drivers - Phillips & straight blade	50' extension cord
Hammer	Measuring tape (min. 25')
Knife/romex stripper/wire stripper	¾" auger & drill motor (1/2" drill motor max)
Electricians Level	Hacksaw frame with blades
Working Gloves	

Materials:

All material is provided for the contest including the use of a ½" EMT bender. Romex and EMT conduit is limited, it is important that you plan your installation per the specifications included, without waste; you will have just enough time to complete your project.

***NOTE: Appropriate work shoes and work clothes must be worn. (NO TENNIS SHOES)**

Screen Printing Technology

Purpose:

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of graphic communications.

Clothing Requirements:

For Men: Official SkillsUSA white polo shirt with black slacks, black socks and black shoes.

For Women: Official SkillsUSA white polo shirt with black dress slacks or skirt, black socks or black clear seamless hose and black shoes.

Eligibility:

Open to active SkillsUSA members enrolled in programs with graphic communications as the occupational objective.

Equipment and Materials:

The Screen Printing Technology committee will supply all equipment and materials. Contestants are required to have a one page typed resume and writing materials to take notes.

Scope of the Contest:

Contestants will demonstrate their ability to perform tasks from the following list of competencies as determined by the committee.

Each contestant will perform in the following areas:

1. Design and produce film copy on the computer.
2. Print three t-shirts on a multi-color manual press (two or three color job). Contestants will prepare screens, set up a press and make any adjustments as necessary.
3. Participate in an Oral Professional Assessment that will be a job interview.
4. Complete a Written Technical Knowledge Test.
(Each station will last about 80 minutes)

TEAMWORKS

2011 Contest UPDATE

(Sponsored by the Nevada Chapter of Associated Builders and Contractors)

PURPOSE:

The objective behind this event is to evaluate team preparation for employment and to recognize outstanding students for excellence and professionalism in the fields of residential carpentry, masonry, plumbing, electrical and teamwork skills. ELIGIBILITY and SAFETY REQUIREMENTS are the same as national regulations.

GROUP PRESENTATIONS:

On March 15th, TeamWorks contestants will report to the designated meeting room by 1:00 p.m.

Each team will have approximately 2 hours to review the plans and prepare a written plan that includes the following:

- A brief mission statement, and an outlined team objective, identifying procedures and team roles for making decisions, solving problems and accomplishing work assignments.
- o Clearly identify written safety standards, accenting safety procedures, if any team members are trained in safety and how and whether you will have a designated safety supervisor. Incorporate housekeeping into your safety regimen.
- Identify a code of ethics, demonstrating commitment, respect and courteous communications with one another in order to achieve work assignments on schedule while exemplifying individual integrity. Students should also design a conflict plan.
- o Outline a specific execution plan for the four trades and below each one, students will describe how each trade will be managed and accomplished (order or overlapping of trades) per blueprint and given strengths and weaknesses of the team.

After the two-hour planning/writing sessions, students will appear before the judges to make an oral presentation, approximately 10 minutes in length. Each student is responsible for a portion of the oral presentation; therefore speaking time should be divided equally. The team will be expected to concentrate the oral presentation based on the team's written plan. An easel, paper and markers will be made available.

Teams may approach the oral presentations with the mindset that they are a "company" and the judges are the prospective "client". Each team will be judged on ideas, forethought and details that must occur for each team to bring this project to life. Teams will also be judged on verbal communications including articulation and dissemination of ideas. At the end of the team's presentation, contestants should be prepared for a few questions from the judges.

NOTE: All contestants must bring a typed, one-page resume to the contest orientation and presentation portion of the contest on Tuesday, March 15th. A point deduction will occur for the team if one or more team members fail to bring resume.

TEAMWORKS BUILDING PORTION:

Contestants must report to the contest area in the Cashman Center no later than 7:30 a.m. on Wednesday, March 16th for roll call and orientation for the building portion of the competition. Any team that fails to show up at the appropriate time and location will automatically forfeit the competition. The competition will begin promptly at 8:00 a.m.

The project will include framing, rough-in electrical wiring, rough in plumbing, and construction of a masonry wall.

Each team must bring all appropriate hand and power tools to construct the project. Each contestant must come prepared with his/her tool belt equipped with common tools, but each team member does not have to bring a full set of tools (i.e., one skill saw per team is sufficient).

Safety is the number one priority. Any student not wearing the proper safety apparel or not following proper safety rules will not be able to compete. If any member of any team is observed knowingly breaking safety rules, the student will be disqualified from the competition, and the rest of the team will be penalized accordingly.

All contestants must wear appropriate work apparel, which includes:

- Hard-toe work boots/shoes
- Hard hat
- Tool belt
- Safety glasses w/side shields
- Work gloves
- Earplugs
- SkillsUSA approved attire

The recommended items/tools to bring include the following:

(Please note: No additional tools/supplies may be used that are not included 011 the list below.)

General:

- (Two) 25' extension. cord - Must be in good condition & grounded (no taped cords)
- Electrical power splitter
- Pencils
- Saws all or reciprocating saw (and blades)
- SawHorses
- Broom I dust pan
- Utility Knife
- Cordless Rechargeable Screw Gun with Phillips bits
- Fire extinguisher
- Adjustable pliers
- 4 in I screwdriver.
- Square
- Tape Measure
- Chalk box
- Torpedo level
- Continuity tester
- 3/8" drill motor (cordless acceptable)
- One-page, typed résumé for each contestant
- Hearing Protection

Carpentry:

- Skill Saw w/ Guard
- Claw hammer
- Nail puller
- 4' Level
- String line

Electrical:

- 1" paddle drill bit
- 9" side cutters
- Lineman pliers
- Wire strippers
- 3 5/8 hole saw with arbor

Masonry:

- Striker (Ground Jointer)
- Brick hammer
- Soft Brush
- Trowel
- String line and hine blocks

Plumbing:

- Torch (soldering copper)
- Spray bottle for water (safety item)
- Copper cutters with reamer
- Striker
- Bit extensions
- Hole hawg or right angle drill
- Tiny Tim saw (for copper)
- ABSIPVC hand saw (for waste piping)
- 1-3/8" drill bit (for cooper)
- 2-1/8" self feeding bit (for waste and venting)
- 2-911 6" self feeding bit (1'01' waste and venting)

T-Shirt Design Contest

Purpose:

To evaluate each contestant's preparation for employment and to recognize outstanding Students for excellence and professionalism in the field of graphic communications.

Clothing Requirements: Refer to Nevada State Contest Guidelines

Eligibility:

Open to active SkillsUSA members enrolled in programs with graphic communications as the occupational objective.

Equipment and Materials:

The T-Shirt committee will supply art stands to display artwork and power strips for electrical equipment used by student. Contestant s is required to have a one page typed resume and anything they need for their demonstration.

Scope of the Contest:

Contestants will demonstrate their ability to perform tasks from the following list of competencies as determined by the committee:

1. Evaluation of the T-Shirt design
2. Oral presentation/ questions and answer session.
(all contestants will be asked the same questions)

Welding Fabrication - Revised

All contestants must report to the Welding Fabrication Contest area at the College of Southern Nevada, Henderson campus at **8:00 a.m. on March 16th** for roll call and orientation. Transportation to CSN-Henderson will depart from the Cashman Center.

The Welding contest will consist of 5 work areas and contestants will be supplied all the appropriate materials and consumables to complete their project.

Each team will be given a set of detailed plans beforehand and should be familiar with standard AWS symbols and drawings.

Contestants must bring the following items:

- Leathers (or leather sleeves) and welding gloves
- Welding helmet with appropriate dark lens
- Oxy-acetylene cutting goggles
- Safety glasses with side shields
- No. 2 pencil and pen
- Tape measure
- 12" combination square
- Soapstone
- (6)-10" vice grip clamps (per team)
- One-page, typed résumé for each contestant
- Hearing Protection

Contest Rules and Timetable:

Oral communication assessment will be given as part of the contest. Contestants must bring a one-page typed résumé.

Contestants must wear appropriate work clothes, to include work pants, work shirt, work boots.

The contest will conclude at approximately 4:00 p.m.

Rule Summary:

1. Safety is the number one concern. You will lose points if safety glasses are not worn or if you act in any unsafe manner, intentional or not.
2. Teams must work by themselves. No help from judges, other students, or advisors. No advisors will be allowed in the lab. Contestants are not to talk with fellow competitors or other people who are not judging the contest.
3. Any cheating or outside help will result in disqualification from the contest.
4. A proctor must accompany students if they leave the lab for any reason.
5. Water will be provided throughout the day.
6. Double-check all your work before you state your project is complete. You may stay at your station or go to the holding area after completing your project.
7. Contestants must only be addressed and identified by their number, which they should always display on their badge.
8. Write your team number on the project with provided permanent marker when you are finished and hand work to the station judge.
9. Any questions or interpretations can only be made by the contest chair.

The main equipment that the students will be using **Makita 14 inch chop saw Model 2414NB 15 AMPS , ROLL IN SAW Model E F 1459**, Mig machines by **Miller model 252 ,350P and 251**. Victor journeyman cutting torches. They may be required to use a special attachment to the torch for cutting circles. MILLER AC/DC 250 arc welding machines. Many of these machines do not have your standard temperature setting example 10-20-30 amps. They only have 1 2 3 4 5 6 7 etc . Below is the break down on temperature settings for the arc welding machines. Standard hand drills/drivers, and Standard Miller Plasma Cutter.

Miller 250 AC/DC (35 to 155 amp range with 35 being the base setting)

<u>Setting number</u>	<u>Amp Total</u>
0	35 + 0
1	35 + 12
2	35 + 24
3	35 + 36
4	35 + 48
5	35 + 60
6	35 + 72
7	35 + 84
8	35 + 96
9	35 + 108
10	35 + 120

(Ex. Setting 5 = 35 + 60 = 95 amps)