

# DECA Quiz Bowl, 2008

## Purpose

The 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.

## Procedure

- Competitors must be familiar with and adhere to the “National DECA Quiz Bowl Rules and Procedures.”
- Each state may enter one (1) **team composed of up to four (4) DECA members**. The members of the team may not change during the competition, and no new members may be added. Each state may select its team in the manner that best suits its needs.
- Team members cannot compete in any other event at the International Career Development Conference.
- Each team member will be given a 100-question, multiple-choice, **comprehensive exam** testing knowledge of the National Curriculum Framework performance indicators (DECA’s general marketing performance indicators). The scores of each participant will be averaged to produce a single score for use in bracketing.
- The schedule for matches will be posted at DECA Headquarters on the evening before the competition.
- Time periods will be consistent for all teams and based on the number of entrants at the conference. Standard time periods are: Preliminary rounds, 10 minutes or 50 questions, whichever occurs first; semi-final rounds, 10 minutes or 50 questions, whichever occurs first; final rounds, 15 minutes or 75 questions, whichever occurs first.
- Only two (2) teams are allowed to compete at one time. All team members must check in 15 minutes prior to their scheduled competition time and remain in the holding room until they participate.
- The questions will be developed using the Marketing Education Resource Center test bank and Learning Activity Packages, *DECA Dimensions*, 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.
- The questions will not be given to participating teams prior to the competitive event. Judges will be furnished with a copy of the questions.
- The moderator will present all questions. Five (5) seconds will be allowed after the moderator has finished presenting the question 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 team is first recognized by the moderator. 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.
- All competitors must remove their hands from the buzzer and place them behind a line on the table before each question is presented.

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- Only the first answer given by the individual first striking the buzzer will be accepted.
- 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 use notes or have discussion during the initial question.
- 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.
- 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. This situation is the only instance in which a question may be repeated unless the judges specifically ask for a question to be repeated.
- If neither team can answer a question correctly during the preliminary rounds, the moderator will not give the correct response. The question will be retained for further use. Answers may be given during the final rounds.
- Rulings of the judges will be final.
- 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.
- In the event of a tie score, five (5) tie-breaker questions will be asked, and the team with the highest score will be the winner. This process may be repeated if necessary.
- Violations—One (1) warning will be given per team; additional offenses, regardless of the offense, will result in a point for the other team.