

FCCLA®

LifeSmarts Knowledge Bowl 2023-2024 Guidelines



**COMPETITIVE
EVENTS**



2023–2024 Competition Guidelines

The Ultimate Leadership Experience and The Ultimate Consumer Challenge - Combined!

This three-round team competition tests FCCLA members' knowledge in the six content areas:

1. Personal Finance
2. Consumer Rights & Responsibilities (to include Family, Career & Community Studies)
3. Technology (to include Fashion & Housing Design)
4. Health & Safety (to include Food Science & Nutrition and Early Childhood & Human Development)
5. Environment (to include Hospitality, Tourism & Recreation)
6. FCCLA Knowledge

Questions come from a variety of sources. Preparation resources include resources found at <https://lifsmarts.org> and in Family and Consumer Sciences textbooks, reference guides, content area websites, the FCCLA website, and other local or online resources.

All round 1 – 3 teams should be comprised of **five** affiliated FCCLA members (affiliated at both the state and national level in order to register to compete) from the same chapter. Chapters may have more than one team. Team members may be mixed in grade level, affiliation type, and FCS course background. All round 1 – 3 competitors must be registered for the conference at which their competition round takes place. Conference name tags must be worn at all times during the competition. **Teams with less than five members are ineligible to compete.**

Dates and Deadlines

It is the responsibility of all FCCLA members and advisers to review the National FCCLA Dates and Deadlines found on the [FCCLA website](#).

Round I (Part 1) - TeamSmarts Quiz - Online

August 16 - September 27, 2023

All teams must be registered at <https://lifsmarts.org> and take the FCCLA TeamSmarts quiz by **September 27, 2023**. Coaches and students should follow the directions at this page: <https://lifsmarts.org/lifsmarts-registration/>.

All team members are expected to work together to take the TeamSmarts Quiz. If less than five members take the TeamSmarts Quiz, the team is ineligible to continue in competition. The TeamSmarts Quiz consists of 100 questions from the following content areas:

1. Personal Finance
2. Consumer Rights & Responsibilities (to include Family, Career & Community Studies)
3. Technology (to include Fashion & Housing Design)
4. Health & Safety (to include Food Science & Nutrition and Early Childhood & Human Development)
5. Environment (to include Hospitality, Tourism & Recreation)

The scores from the TeamSmarts round will be combined with scores from the Quiz Bee round in Round II competition at the National Fall Conference to determine team placement and live competition round qualifying.

Round I (Part 2) – National Fall Conference

November

All participants must stay at one of the official conference hotels. Hotel reservations will be verified prior to the meeting. An unlimited number of teams may register with LifeSmarts, but team registration for the National Fall Conference is limited to 40 teams.

Quiz Bee

On location, scores from the TeamSmarts quiz will be combined with the scores from the Quiz Bee competition. The Quiz Bee competition consists of participants divided into each of the five competition categories. Each participant is guaranteed to be asked a minimum of 10 questions in their topic category, in a “spelling bee” style format. Two points are awarded for each correct answer, up to twenty (20) points per participant, or 100 points per team. No spectators are allowed for the Quiz Bee competition.

Scores from the TeamSmarts quiz and the Quiz Bee competition are combined. The top twenty-four (24) teams advance to the live competition rounds at the National Fall Conference. Teams are seeded into four groups of six teams, based on their combined scores.

Pool Play

Teams are assigned to one of four competition pools, and compete in this pool for the remainder of the competition. Teams compete in a round robin tournament (teams take turns playing each other), with up to six matches total. Scores are cumulative. The two top-scoring teams in each pool automatically qualify for competition at the National Leadership Conference. All other teams will be paired off to compete, and the winners qualify for National Leadership Conference competition. Spectators are allowed during Pool Play competition.

If one or more of the top 16 teams are unable to attend the National Leadership Conference, and there are no alternative teams from the top 24 to replace them, the other top 40 teams from the fall TeamSmarts Quiz will be eligible to participate in the spring TeamSmarts Quiz. This quiz will provide them with the chance to compete at the National Leadership Conference. The selection of alternatives will be based on available spaces and their quiz scores. If an odd-number of teams are competing competition will be adjusted, and if byes are used they will go to the highest seeded team(s).

All rooms will use the same questions, and, if possible, teams will stay in the same room for the duration of pool play. Round I rounds consist of two parts—Head-to-Head Individual Questions as well as Team Questions. In the Head-to-Head round, one multiple choice question from Categories 1-5 will be asked, with up to two open-ended bonus questions asked after each correct answer. Participants should sit in order, based upon their individual topic category. In the Team Questions part of the round, all questions are open ended and randomly assorted. Three questions will be asked in each of the categories except FCCLA Knowledge, which will have one question per round.



During the Head-to-Head round, questions will be asked in the following order:

1. Personal Finance
2. Consumer Rights & Responsibilities (to include Family, Career & Community Studies)
3. Technology (to include Fashion & Housing Design)
4. Health & Safety (to include Food Science & Nutrition and Early Childhood & Human Development)
5. Environment (to include Hospitality, Tourism & Recreation)

During the Team round, questions are open-ended and randomly assorted. Of the 16 Team questions, there are guaranteed to be 3 questions from Categories 1-5 and 1 question from Category 6, FCCLA Knowledge. Anyone may buzz in to answer a Team question, unless someone from that team has already given an incorrect response. If a participant gives an incorrect answer, the question is reread and asked of the other team.

Teams are guaranteed to play at least 2 matches in a pool of 3 teams, and guaranteed 4 matches in a pool of 6 teams. Matches in each pool will occur simultaneously in different rooms, or as space allows with a holding room. All rooms will use the same questions. Since teams are scored based on the total points accumulated over all the matches (rather than a win-loss record) pool play matches may end in a draw.

Once all pool play matches have finished, each team will have the following scores added together to form their final Cumulative Score: TeamSmarts Quiz, Quiz Bee, and the 2 (or more) matches played in Pool Play. The two teams in each pool with the highest Cumulative Scores will automatically advance to Round III, which will take place at the National Leadership Conference.

TIES: Ties will only be broken between teams in the same pool, and only for 2nd or 3rd place in the pool. The first tie-breaker will be determined by total points gained during the pool play buzzer matches. The second tie-breaker, if needed, will be determined by who won during the head-to-head round between the tied teams. Should any ties remain, the final tiebreaker will go to the team with the highest Round I score and the lowest time.

All other teams will be seeded by scores (scores will be adjusted if pools are of varying sizes) and compete in play-off matches where the winning team in each match advances to Round III. Play will follow the same rules as other buzzer matches (Head-to-Head followed by Team questions). If the score is tied at the end of the play-off match, a tie-breaker must be used. Three additional Team questions will be asked, with each question worth one point. The team with the highest score after 3 questions wins. If there is still a tie, a second set of 3 tiebreaker questions will be asked. If the match is still tied one sudden-death question will be asked.

TIES: When seeding teams for the knockout matches the tiebreaker will go to the team with the highest Round I score and the lowest time.

The sixteen advancing teams will compete in Round III, which will take place at the following National Leadership Conference. The teams who did not advance will be ranked, based on cumulative scores, as alternates.



Round II: Online Testing for National Leadership Conference Qualifiers

February 1

RSVP for National Leadership Conference

The top 16 teams must confirm National Championship participation by **February 1** by completing the [RSVP Form](#). We also ask that team's 17-24 to also complete the RSVP form so we can contact alternatives if a top 16 team can no longer attend.

March 1 – March 31

National TeamSmarts Quiz

All sixteen National Qualifying teams are required take the Round II National TeamSmarts quiz in March, similar in format to the Round I TeamSmarts quiz teams took in the fall, but with new questions. Teams will not have to re-register. The "FCCLA TeamSmarts Quiz" will automatically appear in the team captain's page. We also ask that team's 17-24 take the quiz for practice and so the score can be used in the event they are invited as an alternative.

This will be the teams' first event in the Round III competition at National Leadership Conference.

Round III: Championship at National Leadership Conference

Competitors attending the National Leadership Conference must register to attend the entire conference and stay within the official meeting/conference hotel block for the length of the conference. In there are extenuating circumstances, a written waiver may be submitted via the State Adviser to National staff for consideration. Team members may not compete in another competitive event at the National Leadership Conference.

16 teams will qualify for the National Championship from the National Fall Conference. Alternates will be selected based upon scores from the March TeamSmarts quiz. The top 16 teams must confirm National Championship participation by **February 1** by completing the [RSVP Form](#). We also ask that team's 17-24 to also complete the RSVP form so we can contact alternatives if a top 16 team can no longer attend.

Orientation and Pool Play

Teams are assigned to one of four competition pools based upon the Round II TeamSmarts scores. Each pool will have four teams and each team will play three matches. The Round II TeamSmarts score plus the scores from the three matches will be combined to determine the top team from each pool. Pools will play simultaneously and the questions for each round will be the same in each pool. As space allows, teams may have to wait in a holding room. Matches will be adjusted if there are fewer than 16 teams participating.

Once all pool play matches have finished, each team will have the following scores added together to form their final NLC Cumulative Score: Round II TeamSmarts Quiz, and the three matches played in Pool Play. The team in each pool with the highest NLC Cumulative Score will automatically advance to the knockout bracket.

The four remaining teams with the highest NLC Cumulative Score will also advance to the knockout bracket. It is possible for more than one non-winning team from the same pool to qualify.



Cumulative score tiebreakers will be similar to the tiebreakers used during Round II Pool Play at National Fall Conference. First, ties for 1st place in each pool must be broken before ties for the 4 non-winner spots are broken. If teams are in the same pool, the tiebreaker will be determined by total points gained during the total pool play buzzer matches. The second tie-breaker, if needed, will be determined by who won the head-to-head round between tied teams.

For ties between teams in different pools, only the first tie-breaker will apply. In the event that competition pools are of different sizes, the second tiebreaker will be the highest average points per match.

Should any ties remain, the final tiebreaker will go to the team with the highest Round II TeamSmarts score and lowest time.

Knockout Bracket

The four pool winners and the next four top-scoring teams will be seeded into an 8-team single elimination bracket. Winners advance through the bracket until the top two finalists are determined. The top two teams will compete in one final match during a general session to determine first and second place. The remaining teams will be ranked based on cumulative scores.

Each round will consist of two parts — Head-to-Head Individual Questions as well as Team Questions. In the Head-to-Head round, one multiple choice question from Categories 1-5 will be asked, with up to two open-ended bonus questions asked after each correct answer. Participants should sit in order, based upon their individual topic category. In the Team Questions part of the round, all questions are open ended and randomly assorted. Three questions will be asked in each of the categories except FCCLA Knowledge, which will have one question per round.

During the Head-to-Head round, questions will be asked in the following order:

1. Personal Finance
2. Consumer Rights & Responsibilities (to include Family, Career & Community Studies)
3. Technology (to include Fashion & Housing Design)
4. Health & Safety (to include Food Science & Nutrition and Early Childhood & Human Development)
5. Environment (to include Hospitality, Tourism & Recreation)

During the Team round, questions are open-ended and randomly assorted. Of the 16 Team questions, there are guaranteed to be 3 questions from Categories 1-5 and 1 question from Category 6, FCCLA Knowledge. Anyone may buzz in to answer a Team Question, unless someone from that team has already given an incorrect response. If a participant gives an incorrect answer, the question is reread and asked to the other team.

Buzzer Round Rules of Play

Head-to-Head Individual Questions Rules

Head-to-Head Individual Questions are multiple choice. Each team member is assigned a number corresponding to the category they have selected as their focus topic.

1. Personal Finance
2. Consumer Rights & Responsibilities (to include Family, Career & Community Studies)
3. Technology (to include Fashion & Housing Design)
4. Health & Safety (to include Food Science & Nutrition and Early Childhood & Human Development)
5. Environment (to include Hospitality, Tourism & Recreation)

These questions are asked only to the student on each team with the corresponding number. After the question and answer choices are read to team members #1, whichever individual buzzes in first has 10 seconds to respond. The individual cannot confer with team members. Individuals may give the full answer or the letter (a, b, or c) associated with the answer. If the student gives a correct answer, their team is awarded 5 points, and the moderator will ask up to two additional bonus questions to that individual. A minimum of 5 and a maximum of 15 questions will be asked in this round.

If the individual who has buzzed in cannot answer in the time allowed, or gives an incorrect answer, the opposing individual team member has 10 seconds to provide an answer.

If a member buzzes in before the entire question is read, the moderator will stop reading the question or answer choices. The individual must give an answer within 10 seconds. If the answer is incorrect, the moderator will re-read the question and answer choices to the corresponding student on the opposing team. This student will have 10 seconds to buzz in and provide a response.

If neither individual buzzes in within 10 seconds, or both members give incorrect answers, the moderator will give the correct answer.

If a student correctly answers the multiple-choice question, that student will be asked an open-ended follow-up question. The team may discuss this question and the answer must be provided by the student who buzzed in. If the follow-up question is answered correctly, then a second open-ended follow-up question will be asked to that student following the same procedures. Up to two follow-up questions may be asked after each multiple-choice question.

If either follow-up question is not answered correctly, the question set ends. The corresponding student on the other team will not get an opportunity to answer the follow-up questions. Play continues with the next set, an Individual question asked to the student in the next position.

Each correct answer is worth 5 points. There is no deduction for incorrect answers.

This process is repeated for all team members.

Upon completion of the Head-to-Head part of the round, scores will be tabulated by the scorekeeper and announced by the moderator.



Team Questions Rules

Questions in the Team Questions part of the round are open ended. The moderator will ask a question, and the first person to hit their button will have the opportunity to answer. These questions are open to all members on the team, though only one student per team may buzz in to answer each question.

A student may buzz in before the entire question is read. If this happens, the moderator will stop reading the question and will call on the student who buzzed in. The team member's name will be called and then they have 10 seconds to answer the question. The team may confer both orally and in writing until a team member buzzes in. Once the team has buzzed in, conferring must stop. Only the team member who buzzed in will be allowed to answer the question.

If an incorrect answer is given, the moderator will begin re-reading the question, and members from the other team may buzz in at any time.

If no one buzzes in within 10 seconds after the question has been read, or both teams give incorrect answers, the moderator will give the correct answer.

Each correct answer is worth 10 points. There is no deduction for incorrect answers.

This process will continue through all 16 open ended questions. Upon completion of the team questions, scores will be tabulated and announced by the scorekeeper and moderator. If there is a winner, the winner will be announced. If there is a tie that must be broken, tie breaker questions will be read.

Tie Breaker Round Rules

Tie breaker questions are open-ended, and are randomly selected from the six topic categories. Each correct answer is worth one point. There is no deduction for incorrect answers. The first team that buzzes in will have 10 seconds to answer. The team that wins the best of three tie breaker questions will be declared the winner. If there is still a tie after a round of three tie breaker questions, a second set of 3 questions will be used. After that, one "sudden death" tie breaker question will be used.

General Rules

Acceptability of Answers

Only the first answer from the team member who buzzes in and is recognized 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(s).

Appeals

During the Team round of a buzzer match, a team may appeal a response ruled incorrect by raising a Challenge card, which requests that question be thrown out and a new question asked in its place. The team may only issue a Challenge when points are not awarded in response to an answer given by one of the team members. Challenges may not be issued once points have been awarded for the question. Teams may not challenge during the Head-to-Head round. Teams may not challenge a response given by the opposing team.



The Challenge card must be raised before play moves on (either before the question is re-read for the other team, or if the other team has given a response, before the next question in the match is read). Any student on the team may issue the challenge. Once the challenged question is thrown out, the new question is open only to the teams who were eligible to answer the question when the Challenge was issued.

Each team is awarded two Challenge cards for each round of competition (2 cards at NFC and 2 cards at NLC). Unused Challenge cards do not carry over to the next round of competition.

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 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, their 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.

Dress Code

Participants should follow the approved FCCLA conference dress code for participation in all rounds of competition.

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 10 seconds.

The judge and/or moderator may decide that a replacement question should be 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 determination of the moderator and judge.

Repeating of Questions

Individual team members may request a multiple-choice question to be repeated during the Head-to-Head Individual Questions. No open-ended questions will be repeated once they have been read in their entirety. If there is an issue in which the moderator feels the question should be repeated (noise interference or equipment problem) they may repeat the question at their discretion.

Spectator/Participant Conduct and Sportsmanship

When competition is open to spectators (students, advisers, chaperones, alumni, and other conference attendees), 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 LifeSmarts staff, Adviser and Competitive Events Manager or the on-site national staff person who is overseeing the competition.

Good sportsmanship is expected of all participants, advisers, chapter members, and other spectators.



Poor sportsmanship on the part of any team member or their supporters may result in disqualification. Any use of extremely negative behavior (such as the use of profanity or yelling) will result in immediate disqualification of the team.

No videotaping, audio recording, or photography is allowed during live competition without prior approval of LifeSmarts and FCCLA.

STAR Events

To avoid scheduling conflicts, members of a Knowledge Bowl team cannot participate in both STAR Events and Knowledge Bowl at the National Leadership Conference. You should inquire with your State Adviser to find out if members are allowed to participate in both events at the state level. If a member qualifies for both Knowledge Bowl and a STAR Event, they must decide which one to participate in during the National Leadership Conference.

Substitution

Substitution of team members between Round II and Round III will be allowed. Substitutions must be made prior to **June 1**. Substituted competitors must be affiliated members of the same FCCLA chapter to qualify. Substitutions may be subject to a fee as outlined in the conference registration guidelines.

Teams will be sent a confirmation of their Round III participation via email by **March 1**. Any changes made to the composition of a Round III 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.

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. The team captain will be indicated on the registration form and will be designated on their place card.

Team Holding Room

All teams in Round I and III are required to report at a designated time, and may be required to remain in a holding room when not competing. Failure to report to the holding room prior to the start of the first round of competition will result in a team receiving an automatic loss in the first round. Teams are disqualified if not in the holding room by the time the first round of competition is completed. Teams may utilize printed study material. The use of cell phones, or other electronic devices which may record, publish or receive information are prohibited.

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.

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.



FCCLA/LifeSmarts Knowledge Bowl Overview

	Round I: Direct Qualifying		Round II: Online TeamSmarts Quiz	Round III: National Championship
	Part 1 - Online Test 8/16 – 9/27, 2023	Part 2 – National Fall Conference November 10-12, 2023	Online Test 3/1 – 3/31, 2024	National Leadership Conference 06/29 – 07/03, 2024
Who?	Any team of 5 FCCLA members <i>(must be affiliated and register for NFC)</i>	The top 40 teams from the Online Test	The 16 teams that advanced and all possible alternate teams	16 teams
Competition Process	<ul style="list-style-type: none"> • Adviser registers team for National Fall Conference • Adviser creates coach account and registers team at https://lifesmarts.org • Students register as a team and students may take practice quizzes • Adviser appoints team captain • When test window opens, the quiz appears automatically in the captain’s dashboard • Team captain leads team through Online TeamSmarts quiz • Top 40 Teams announced during the week of October 10th on the FCCLA website 	<p>Day 1: Orientation and “Quiz Bee” Competition</p> <p>-Top 24 teams seeded -</p>	<ul style="list-style-type: none"> • Adviser coach may substitute students on online team • Teams keep taking practice quizzes until window opens • When test window opens, quiz appears automatically in the captain’s folder • Team captain leads team through Online TeamSmarts quiz 	<p>Orientation and Pool Play</p> <ul style="list-style-type: none"> • Teams seeded into 4 pools of 4, each team plays a buzzer match vs. the other 3 teams in their pool • Scores accumulate, top-scoring team in each pool advances to knockout bracket • The next 4 highest-scoring teams across all pools also advance to knockout bracket
		<p>Day 2: Buzzer Match Pool Play</p> <ul style="list-style-type: none"> • Teams seeded into 4 pools of 6, each team plays a buzzer match against two other teams in their pool • Scores accumulate – the two highest scoring teams in each pool qualify for NLC • Teams placing 3-6 in each pool play-off for 2 additional NLC spots from the pool 		<p>-Top 8 teams seeded -</p>
				<p>Knockout Bracket Seeded teams play head-to-head until 2 finalist teams remain</p>
Who advances?	The top 40 teams	16 teams and alternates	16 teams – score is part of their NLC score	Two finalist teams play for the Championship during National Leadership Conference General Session



Family, Career and Community Leaders of America®

13241 Woodland Park Rd STE 100

Herndon, VA 20171

competitiveevents@fcclainc.org

www.fcclainc.org