



STATE CONTEST REGULATIONS



The content included identifies contest regulations for each competitive area of the SkillsUSA Texas Postsecondary State Conference.



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Region 2 Directors

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Region 3 Directors

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Region 4 Directors

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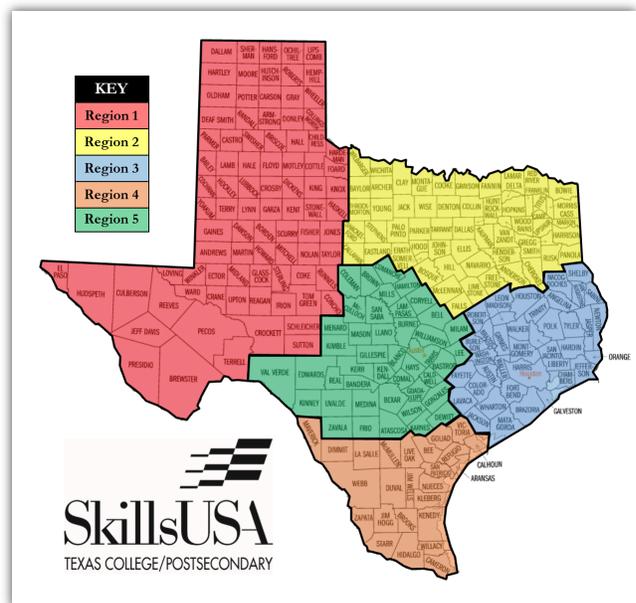
Texas State Technical College - Harlingen

Region 5 Directors

[Vanessa Briones, Regional Director](#)

Southwest Texas Junior College

[Vacant, Assistant Regional Director](#)



SkillsUSA Framework

For members:

- Creates opportunities to apply framework skills
- Fosters personal and workplace skill development
- Equips with valuable leadership skills and experiences
- Improves chapter organization and efficiency
- Develops teamwork and collaboration skills
- Instills a sense of purpose and belonging
- Promotes friendly competition in pursuit of excellence
- Recognizes achievement
- Provides experiences in completing an application

For teachers/chapter advisors:

- Provides experiences to develop framework skills
- Empowers member's leadership skill development
- Reduces workload when members plan and lead chapter activities
- Educates school administration and community members about SkillsUSA and chapter accomplishments
- Increases member engagement
- Increases positive exposure of SkillsUSA chapter
- Strengthens the presence and support of SkillsUSA on campus and in community
- Summarizes and documents chapter progress for the year
- Brings state and national recognition to your program

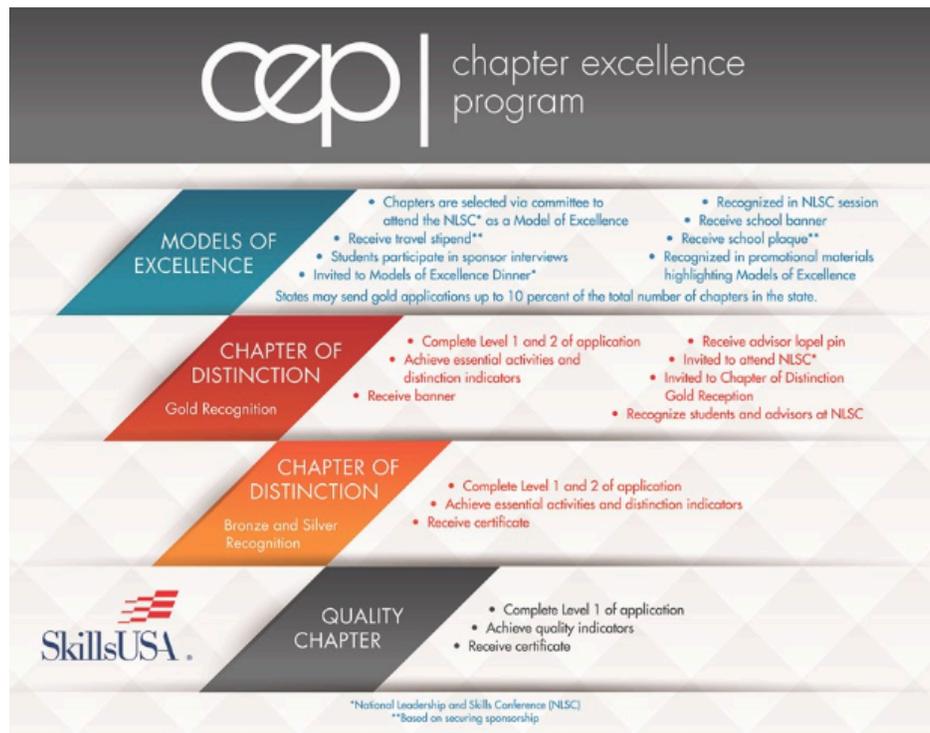
For Chapter/Campus/Community:

- Benefits the community by addressing community needs through framework skills
- Provides trained workforce allowing for sustainability of the community with framework skills
- Highlights framework skill development for college and career readiness
- Serves as baseline for chapter improvement in future years
- Connects members to employers
- Garners support of campus administration/ faculty for SkillsUSA chapter
- Gains support of community for SkillsUSA chapter
- Illustrates relevance in accomplishing campus goals
- Brings state and national recognition to your campus and community



Applying the SkillsUSA Framework to Achieve CEP Standards

Framework success can only be achieved through student engagement. If you already have a program of work in place and an active chapter, you will find this program challenges you and your students to strengthen chapter activities. If you don't have a program of work or active chapter, participation in the CEP identifies the specific requirements needed for chapter success. In either case, the CEP requires chapters to evaluate where they are currently and set goals for the future. The biggest step is



deciding whether or not to pursue chapter excellence. After that, the journey for you and your students will be about unlocking their personal potential and the potential of the chapter as a whole. What is the most direct way to apply the framework to achieve CEP standards? Keep it simple by breaking it down into a multiple-step process, which is fundamental for any student-led SkillsUSA activity.

- a. Determine an activity.
- b. Select two to three essential elements from one component of the framework that you will be intentional about teaching in relation to the activity.
- c. Establish committees.
- d. Outline goals that include instilling the selected Essential Elements in students.
- e. Create a timeline.
- f. Conduct the activity.
- g. Evaluate and record results of the activity in terms of developing framework skills in students.

Our Purpose

SkillsUSA Texas College Postsecondary is a partnership of students, teachers and industry working together to ensure America has a skilled workforce. The purposes of this Association are:

- To unite in a common bond without regard to race, creed, or national origin, students enrolled in classes with vocational trade, industrial, technical and health occupational objectives.
- To provide leadership for the local chapters.
- To provide a clearinghouse for information and activities.
- To provide recognition and prestige through an association of local chapters.
- To develop leadership abilities through participation in education, vocational, civic, recreational, and social activities.
- To foster a deep respect for the dignity of work.
- To assist students in establishing realistic vocational goals.
- To help students attain a purposeful life.
- To create enthusiasm for learning.
- To promote high standards in all phases of occupational endeavor, including: ethics, workmanship, scholarship, and safety.
- To develop the ability of students to plan together, organize, and carry out worthy activities and projects through the use of the democratic process.
- To foster a wholesome understanding of the functions of labor and management organizations and a recognition of their mutual interdependence.
- To create among students, faculty members, patrons of the school, and persons in industry, a sincere interest in and esteem for trade, industrial, technical, and health occupations education.
- To develop patriotism through a knowledge of our Nation's heritage and the practice of democracy.
- To emphasize the importance of continuous education consistent with the needs of the individual and the requirements of his/her chosen occupation.

Our Mission

The mission of SkillsUSA Texas College Postsecondary is to provide opportunities for its members to become successful and productive citizens, employees and leaders.

Accomplished through a structured program of leadership training activities, communication and business partnerships.

Compliance Statement

SkillsUSA Texas College Postsecondary shall comply fully with the nondiscrimination provisions of all federal and state laws, rules, and regulations by ensuring that no person shall be excluded from consideration for recruitment, selection, appointment, training, promotion, retention, or any other personnel action, or be denied any benefits or participation in any educational programs or activities which it operates on the grounds of race, religion, color, national origin, gender, disability, age, or veteran status (except where age, sex, or disability constitutes a bona fide occupational qualification necessary to proper and efficient administration). The SkillsUSA Texas College Postsecondary Division, Inc. is an Equal Employment Opportunity/Affirmative Action employer.

Membership Eligibility

The SkillsUSA Membership Hotline can take care of all of your chapter questions. From how to start a new chapter, ways to engage more of your chapter members or strategies to strengthen your existing chapter, the hotline operators are standing by and ready to help. If you have questions or need assistance with online membership registration, the hotline operators can take care of that as well.

Toll-Free Membership Hotline:
844-875-4557

Job Exhibits

Each student may enter one (1) individual job exhibit. The notebook accompanying the job exhibit should include all items listed in section A on the job exhibit rating sheet. The rating sheet should be placed in the notebook at the conference by the student.

Job exhibits are rated individually by judges and are not competing against other job exhibits for individual awards.

Judges will select a “Best-of-Show” award to job exhibits in specific sectors, when applicable.

Job Exhibit Sectors

There will be ten (10) job exhibit sectors for student entry at the SkillsUSA Texas Postsecondary Leadership and Skills Conference. Job Exhibits are judged at the SkillsUSA Texas Postsecondary level only and **do not** advance to the National Level.

Job Exhibit Sectors are identified on the next page.

SkillsUSA Texas Postsecondary is not responsible for the loss or any damage to any job exhibits. SkillsUSA Texas Postsecondary is not responsible for setting your project in the correct area. Be sure to follow all instructions at the competition to ensure your project is graded correctly. Job Exhibits left after the removal schedule will be disposed of accordingly.

SkillsUSA Texas Postsecondary Contests

Contests marked with an asterisk (*) are State Only Contests (SOC) and competitors do not advance to the national level.

Arts and Communications

- 3-D Visualization & Animation
- Advertising Design
- Audio/Radio Production
- Broadcast News Production
- Digital Cinema Production
- Graphic Communications
- Graphic Imaging - Sublimation
- Photography
- Promotional Bulletin Board
- Screen Printing Technology
- Television (Video) Production
- Web Design

Construction

- Architectural Drafting
- Building Maintenance
- Cabinetmaking
- Carpentry
- Electrical Construction Wiring
- Heating, Ventilation, Air Conditioning and Refrigeration (HVACR)
- Masonry
- Plumbing
- Residential Commercial & Appliance Technology
- Sheet Metal
- Team Works
- Welding Fabrication
- Welding Sculpture
- Welding (General)

Health Sciences

- Basic Health Care Skills
- Dental Assisting
- Emergency Medical Technician
- First Aid/CPR
- Health Knowledge Bowl
- Health Occupations Professional Portfolio
- Medical Math
- Medical Terminology
- Nurse Assisting
- Practical Nursing

Hospitality and Tourism

- Commercial Baking
- Culinary Arts
- Customer Service
- Restaurant Service
- Wedding Cake Design *

Human Services

- Barbering
- Cosmetology
- Esthetics
- Nail Care
- Nail Care Artistry *
- Theatrical Makeup Artistry *
- Natural Hair Braiding & Weaving *

Information Technology

- Computer Programming
- Cybersecurity
- ESports *
- Interactive App & Video Game Design
- Information Technology Services
- Internet of Things & Smart Home

- Internetworking
- Technical Computer Applications
- Telecommunications Cabling

Leadership

- Action Skills
- American Spirit
- Career Pathways Showcase
- Chapter Business Procedure
- Chapter Display
- Community Action Project
- Community Service
- Early Childhood Education
- Employment Application Process
- Entrepreneurship
- Extemporaneous Speaking
- Job Interview
- Job Skill Demo A
- Job Skill Demo Open
- Occupational Health & Safety
- Outstanding Chapter
- Opening & Closing Ceremonies
- Pin Design
- Prepared Speech
- Quiz Bowl
- T-Shirt Design

Manufacturing

- Additive Manufacturing
- Automated Manufacturing Technology
- CNC 5-axis Milling Programmer (Demo)
- CNC Milling Specialist
- CNC Technician
- CNC Turning Specialist
- Industrial Motor Control
- Mechatronics
- Mobile Robotics Technology
- Power Equipment Technology
- Robotics & Automation Technology
- Robotics: Urban Search & Rescue
- Technical Drafting

Public Safety

- Crime Scene Investigation
- Criminal Justice
- Firefighting

Science, Technology, Engineering, and Mathematics

- Electronics Technology
- Engineering Technology / Design
- Mobile Electronics Installation
- Principles of Engineering/Technology
- Related Technical Math
- Team Engineering Challenge

Transportation

- Automotive Maintenance & Light Repair
- Automotive Quiz Bowl *
- Automotive Refinishing Technology
- Automotive Service Technology
- Aviation Maintenance Technology
- Truck Driving *
- Collision Damage Appraisal
- Collision Repair Technology
- Diesel Equipment Technology
- Faciliton (Demo)
- Marine Service Technology
- Motorcycle Service Technology

General State Competition Regulations

All contestants should refer to the general regulations found in the National Technical Standards for competitions that advance to the national event.

1. Competitions

- All contests that are listed and approved for SkillsUSA Texas College Postsecondary Members can be found online at <https://www.skillsusa.org/competitions/>. Specific contest rules and regulations are available to paid SkillsUSA members on the SkillsUSA National Office website at <http://www.skillsusa-register.org/Login.aspx>.
- SkillsUSA Texas College Postsecondary competitions are conducted at the state level as closely to national standards as possible and are dependent upon the availability of time and space.
- Contests listed in the Texas College Postsecondary Regulations that have been identified at “**State of Texas ONLY**” are those that are held only at the SkillsUSA Texas College Postsecondary Leadership and Skills Conference and do not advance to the national level.
- All contestants may register for **one (1) Technical Contest** and **two (2) Leadership Contests** at the State Conference. Contestants are also permitted to submit projects for the Pin and T-shirt Design contest without impacting this contest total.
- All Chapters may register **three (3) students or three (3) teams per contest** unless technical standards specify another number.

2. How to Register

Only **properly registered participants** may enter SkillsUSA Texas College Postsecondary competitions.

Registration requirements for SkillsUSA Texas College Postsecondary Leadership and Skills Conference include:

- a. Contestants must have become a paid member of SkillsUSA no later than **March 1st**.
- b. Membership dues must be paid before you are able to register for the State Conference.
- c. Online registration must be completed by the deadline posted at www.skillsusatxps.org

3. State Conference Fee Schedule

Conference Fees (per Individual)

All students, advisors, and spectators who attend the conference must be registered and wear a name badge at all times. A \$50 late fee will be assessed for all invoices not paid to the state office by the listed deadline.

\$ 90 for Students, Contest Assistants/Model

\$ 90 for Advisors, Parents, and Chaperones

Job Exhibit Fees (per Individual)

Job Exhibit registration for students attending the conference is in addition to the conference registration fee.

\$ 30 for Student Job Exhibits

4. Hotel Cost

Our conference hotel for the 2023 SkillsUSA Texas College Postsecondary State Conference is:

Royal Sonesta - Galleria
2222 W Loop S, Houston, Texas 77027

Hilton Post Oak - Galleria
2001 Post Oak Blvd, Houston, TX 77056

We have coordinated a room rate of **\$180 per night** for all rooms, including Singles, Doubles, Quads. All conference attendees are required to stay at the assigned hotel for State & National Conferences. If they do not abide by this rule they will be disqualified from the conference.

All payments must be paid to the State Office and may be remitted to

SkillsUSA Texas Postsecondary, 5503 69th Street, Lubbock, TX 79424

Please continue to check out our website (www.skillsusatxps.org) and social media outlets for news, updates, and deadlines for all State Conference events.

5. Substitutions

Chapters may submit competitor substitutions, without penalty, until the deadline of **March 31**. Any substitutions submitted after this date are subject to approval and will incur a **\$50 fee**.

6. Tools and Materials

Tools and materials that are listed as furnished by the technical committee apply to competitions at the National Conference Only. Please check the SkillsUSA Texas College Postsecondary website's State Conference page for tools and supplies that may be needed or furnished for competitions at the State level.

7. Eligibility to Compete

The SkillsUSA Texas Postsecondary chapter and the contestant must be a member in good standing with SkillsUSA Texas Postsecondary and SkillsUSA National Office. Chapters with delinquent accounts or chapters that are not in good standing will be restricted from participating in SkillsUSA Texas Postsecondary events.

8. Safety Requirements

Safety of SkillsUSA Texas Postsecondary contestants in all events is important. Proper safety clothing and proper protective devices as appropriate in all occupational contests listed in SkillsUSA Technical Standards will apply at State contests. Additional safety policies are available on our website at www.skillsusatxps.org.

9. Mandatory Contest Meetings/Mandatory Attendance to Opening Ceremony

Contestants **must** report to the mandatory contest orientation meeting and Opening Ceremony, as scheduled in the conference program, for instructions from the technical committee chairs. This is a critical meeting since technical committee chairs provide specific contest instructions and many times administer the written and oral tests at this meeting. Students should wear contest attire to the orientation meeting to be evaluated and allowed changes before competing.

Failure to attend this mandatory meeting or ceremony will result in a ten (10) point deduction from the competitor's overall score.

10. Models/Assistants

Competitions require models and assistants are to register the Model/Assistant as an observer. The fee is listed in the **State Conference Fee Schedule** above.

11. SkillsUSA Foundations Pre-requisite Exam

All competitions include a SkillsUSA Foundations exam that will be conducted through our online Learning Management System (LMS) prior to the state Conference. A study guide will be made available two (2) weeks prior to the state conference. Please check our website at www.skillsusatxps.org for more information.

12. Job Interview

All competitions include a job interview section. Please refer to the specific contest regulations for further information.

13. Resume

All competitions require the submission of a one-page resume. Please refer to the specific contest regulations for further information.

14. General Clothing Requirements

- Contestants in all events must wear the type of clothing described in the SkillsUSA Competition

Regulations located in the National Technical Standards unless otherwise notified by your technical chair. It is not necessary to purchase this clothing from the official store for the state competition. The SkillsUSA Logo is not necessary for state competition. Other items of dress (shoes, hats, belts) should be appropriate for the occupational training objective and follow safety standards for each competition.

- All personal jewelry should contribute to a businesslike appearance. Contest chairs and judges may ask contestants to remove jewelry that may cause a safety concern. Contestants and advisors should refer to specific contest standards for more information.
- Shoes: No canvas, vinyl, plastic, or leather athletic-type shoes, open-toe or open-heel shoes are permitted in any SkillsUSA Texas Postsecondary contest event without penalty. Contestants may be disqualified where improper footwear constitutes a health or safety hazard. When leather work shoes are required: “work shoes” are technically defined as low or high-top leather, lace-up shoes with rubber, skid-resistant soles. They can be steel-or non-steel-toed as stated.
- Eye protection must meet ANSI Z87 requirements. Prescription and non-prescription safety glasses must include side shields designed for the safety glasses by the manufacturer of eye protection. An imprint with the mark “Z87” will appear on the frame or lens to identify the safety glasses as meeting ANSI Z87 requirements. Approved safety goggles may also be worn to meet these eye protection requirements.
- Contestants with long hair that poses a safety or sanitary hazard must wear hair containment devices (hairnets).
- Contestants may be disqualified for lack of safety clothing or attire.
- No identification of the contestant, school or state is allowed on contest clothing.
- Check for specific clothing and safety requirements under the guidelines for each contest.
- Clothing penalties in all skill contests will be assessed by the designated committee member in cooperation with the contest chair. SkillsUSA Texas Postsecondary contest technical committees will assess clothing penalties for all leadership contests.

15. Personal Appearance of Piercing and Tattoos

The policy in regard to piercing and tattoos while participating with SkillsUSA Texas Postsecondary is as follows:

- **Piercings:** Wearing of any piercings should not in any way cause a safety issue. If so determined, the offending item must be removed for the duration of the SkillsUSA Texas Postsecondary Championships contest. Failure to comply will result in a safety penalty.
- **Tattoos:** Any tattoo that is considered vulgar, sexual or morbid should be covered while competing in any SkillsUSA Texas Postsecondary Championships contest. Failure to comply will result in a clothing penalty.

16. General Observer Rule

The observer rule will be optional and determined by the technical chair of each contest.

- No observers or advisors other than those asked to assist will be allowed inside the contest area where a technical skill competition is being held.

- Observers or advisors shall not talk or gesture to contestants or judges.
- Contestants may be penalized if they accept assistance from observers, SkillsUSA advisors, or other outside influencers.
- No observers will be permitted in the contest holding room or at the contest orientation meeting unless specifically invited by the SkillsUSA Texas Postsecondary contest technical committee.
- Neither cameras with flash attachments, cell phones, nor recording devices of any kind will be permitted in any contested area without the consent of the SkillsUSA Texas Postsecondary State Director.

18. Awards

Advisor of the Year

The SkillsUSA Advisor of the Year program recognizes Professional members who actualize the organization's mission of empowering students to become world-class workers, leaders, and responsible American citizens. A SkillsUSA chapter is only successful with the support of an Advisor who has dedicated themselves to career and technical education (CTE) by intentionally integrating the SkillsUSA Framework and ensuring students can articulate the skills they have developed. State recipients are submitted to the regional competition. During NLSC, regional winners are interviewed, and a national winner is selected. **The application deadline for state-level recipients is February 27.**

Recipients on the state, regional and national levels will serve as ambassadors to the organization by representing SkillsUSA at conferences, attending and exhibiting on behalf of SkillsUSA at industry trade shows, and participating in social media engagement opportunities.

Eligibility requirements for state, regional, or national consideration:

- Must be a paid, Professional member in the current school year
- The chapter must achieve a minimum of Level 2 within the SkillsUSA Chapter Excellence Program during the current school year

Application areas:

- Philosophy on CTE and SkillsUSA Framework skill development
- Intentional SkillsUSA Framework integration into school and chapter
- Communication of SkillsUSA Framework Skill Development

Industry Partner of the Year

SkillsUSA Texas Postsecondary presents the Partner of the Year Awards at the annual State Leadership and Skills Conference. These awards recognize top-performing partners that provide exemplary support of the organization, ultimately enabling industry-leading solutions and services for members.

Chapter Excellence Program Awards

The Chapter Excellence Awards (CEA) recognizes chapters that achieved excellence in three key areas of chapter development. Applications for the Chapter Excellence Awards are open! The CEPs recognize achievements made by ATD chapters in the 2021 calendar year. <https://www.skillsusa.org/programs/chapter-excellence-program/>

19. Do's and Don'ts while attending State Conference

SCHOOL PACKETS: Upon arrival at the SkillsUSA Texas Postsecondary State Championship Conference, the school will pick up their school packets which will contain contestant badges, schools' registration listing, conference schedule, and other materials important for advisors. These packets may be picked up in the <location>. Please pick the packets up early for if there are any problems with contestant badges those will need to be resolved at the Headquarters office located at the <location>.

AWARDS SESSIONS: Students and Advisors are required to dress appropriately for the awards sessions. Official SkillsUSA Attire or Business Professional attire will only be accepted on stage during the awards sessions. **Inappropriate dress will result in medal winners being given their medals off stage.** NOTE: Shoes are considered part of official or business attire, footwear suitable for the workplace. No tennis shoes, flip-flops or open toed shoes. The Official SkillsUSA Texas Postsecondary T-shirt and jeans are not acceptable attire for awards ceremonies.

MEDALLION AWARDS REQUIREMENTS:

The SkillsUSA Texas Postsecondary Board of Directors, in partnership with our Industry Partners, have designed the Texas competitions to be rigorous and challenging. Scores of each competition will be accepted by the recommendation of our partners as experts in the field and will promote student achievement by awarding to a standard. Each contest will be awarded by these standards:

Gold medallion recipient recognized by achieving a score of: 86% - 100% of total points.
Silver medallion recipient recognized by achieving a score of: 76% - 85% of total points.
Bronze medallion recipient recognized by achieving a score of: 65% - 75% of total points.

If all competitors in a competition all score above 86%, not all will receive the gold medallion. In this instance, the top score will receive the gold medallion, second place will receive the silver medallion and third place will receive the bronze medallion.

If a contest's top score was 85% of total points, no gold medallions will be awarded, only silver and bronze.

If all competitors in the competition all score below 65%, there will be no awards distributed, for the standard of excellence had not been achieved.

Only gold medalists will be invited to advance to the National Leadership and Skills Championship Conference. In some instances, students awarded Silver (no gold medalist awarded), working the Board in preparation, may be considered. This instance must be approved by the State Director.

20. Grievances

The documents should be submitted utilizing the prescribed grievance form to the SkillsUSA Postsecondary Executive Director. The SkillsUSA Texas Postsecondary Board of Directors serves as the grievance committee.

The SkillsUSA Texas Postsecondary Contest Grievance Committee will officially recognize only those grievances filed by the Advisor or Administrator in charge of the contestant for whom the grievance has been filed.

Problems are to be considered in the following manner:

- The SkillsUSA advisor will file a written request describing the situation in question and the violation of the SkillsUSA Championship regulation(s) and/or Contest Guidelines.
- This written statement must be signed by the advisor and filed with the SkillsUSA Texas Postsecondary Conference headquarters or State Director.
- If the advisor cannot be located, the grievance can be filed; however, no action will be taken until he/she has been consulted.
- The State Director will review all grievances, in the event, a problem cannot be resolved by the Director, the SkillsUSA Grievance Committee will rule on the validity of the complaint and decide on its disposition.
- Grievances should not be filed in reference to scoring. Scoring by judges is final. Scores will be checked by the state staff in the event of a question and/or error. The SkillsUSA Contest Grievance Committee will work with the contest technical committee chair to resolve the problem prior to the award ceremony when possible. Additional medals may be awarded.

State Conference Grievance Submission Timelines:

A grievance may be submitted 8 a.m. to 5 p.m. to the state director or to state staff in the SkillsUSA State Conference headquarters located at the Omni Houston in Houston, Texas.

Grievances against the contest held on Friday must be filed by 5 p.m. on that Friday evening with the SkillsUSA state staff.

Grievances against any contest held on Saturday must be filed by 5 p.m. that Saturday evening with the SkillsUSA state staff.

All grievances must be submitted prior to the start of the closing ceremony and awards program.

Response Timeline:

A response from the State SkillsUSA State Director will be sent to the advisor within 30 days.

General Rating Sheet - Job Exhibits

Contestant Number:		Occupational Area:	
---------------------------	--	---------------------------	--

Judges will rate each exhibit in accordance with the following guidelines:

SECTION A: Notebook Requirement				Yes +5pts	No 0pts
1. Does the student job exhibit include a notebook with a cover sheet including the student's name, school campus name, and address?					
2. Does the notebook include a minimum of 5 step by step photos showing the student actively working on the job exhibit?					
3. Does the notebook include a receipt demonstrating the financial investment in the development of the job exhibit?					
4. Does the notebook include the student's professional resume?					
5. Does the job exhibit notebook include a photo of the student with the completed project?					
Notebook Total (Maximum of 25 Points)					
	SECTION B Skill / Knowledge	SECTION C Creativity / Functionality	SECTION D Craftsmanship / Presentation		
Point Range:	For Max Points... the project is able to demonstrate excellent knowledge and understanding of the subject matter. It showcases the student(s) exceptional skill set.	For Max Points... the project is exceptionally unique, detailed, and interesting. The project serves a purpose and is extremely well designed and practical.	For Max Points... the project is perfectly completed. The work done is exceptional and there is a very high attention to detail and neatness. The project is flawless.		
25 Points 	Pts	Pts	Pts		
0 Points					
SECTION A (0-25pts)	SECTION B (0-25pts)	SECTION C (0-25pts)	SECTION D (0-25pts)	TOTAL (0-100pts)	

Scoring Rubric

Below 69 - Honorable Mention. | 70 - 79 Good | 80 - 89 Excellent | 90 - 100 Superior



Pin Design Contest

Purpose

To evaluate each contestant's mastery of entry level job skills and to recognize outstanding students for excellence and professionalism in the field of design. .

Eligibility

Open to active SkillsUSA members, regardless of instructional program.

Scope of the Contest

Design Rules

- Cover Sheet
- Entries should be created in design software, such as Adobe Illustrator, Adobe Photoshop, or similar software. Hand-drawn, painted, or entries rendered in colored pencils or markers will also be accepted.
- Designs must include the word "SkillsUSA", the year of the next national conference, and either the name "Texas" or the state's shape.
- Designs may incorporate the National SkillsUSA theme for this year; however, this is not a requirement. Theme can be found on skillsusa.org
- Parts of the SkillsUSA emblem may be incorporated; however, the emblem's "exact individual parts" or the emblem in its entirety may NOT be used due to copyright rules.
- Use of the word SkillsUSA must follow the graphic standards as published by the national SkillsUSA organization.
- All copyright laws must be followed in the creation of the design.

Submission Rules & Procedures

- All designs must be submitted by a student member of SkillsUSA.
- Design entries must be submitted in PNG or PDF format.
- All designs will need to be placed on a USB and **turned in on Friday before 1 pm three weeks prior to the Opening Ceremony.**
- The winning contestant and their advisor will be contacted for the source file format if the design is created using computer software.
- The top 10 will advance to the State contest. The first, second, and third-place winners will be announced at the annual State Conference.
- The first-place winner will advance to the National Conference.

All submissions become the property of the SkillsUSA Texas Postsecondary and will not be returned. Submitting a design indicates that SkillsUSA Texas Postsecondary has the right to reproduce the design or one similar in any media chosen. SkillsUSA Texas Postsecondary has the right to modify the design as needed.



T-Shirt Design Contest

Purpose

To evaluate each contestant's mastery of entry-level job skills and to recognize outstanding students for excellence and professionalism in the field of design. .

Eligibility

Open to active SkillsUSA members, regardless of the instructional program.

Scope of the Contest

Design Rules

- Cover Sheet
- Entries should be created in design software, such as Adobe Illustrator, Adobe Photoshop, or similar. Hand-drawn, painted, or entries rendered in colored pencils or markers will also be accepted.
- Designs must include the word "SkillsUSA", the year of the next national conference, and either the name "Texas" or the state's shape.
- Designs may incorporate the National SkillsUSA theme for this year; however, this is not a requirement. Theme can be found on skillsusa.org
- Parts of the SkillsUSA emblem may be incorporated; however, the emblem's "exact individual parts" or the emblem in its entirety may NOT be used due to copyright rules.
- Use of the word SkillsUSA must follow the graphic standards as published by the national SkillsUSA organization.
- All copyright laws must be followed in the creation of the design.

Submission Rules & Procedures

- All designs must be submitted by a student member of SkillsUSA.
- Design entries must be submitted in PNG or PDF format.
- All designs will need to be placed on a USB and **turned in on Friday before 1 pm three weeks prior to the Opening Ceremony.**
- The winning contestant and their advisor will be contacted for the source file format if the design is created using computer software.
- The top 10 will advance to the State contest. The first, second, and third-place winners will be announced at the annual State Conference.
- The first-place winner will advance to the National Conference.



All submissions become the property of the SkillsUSA Texas Postsecondary and will not be returned. Submitting a design indicates that SkillsUSA Texas Postsecondary has the right to reproduce the design or one similar in any media chosen. SkillsUSA Texas Postsecondary has the right to modify the design as needed.

State Only Contests

**(Contestants in these events
DO NOT advance to the national level)**



Automotive Quiz Bowl

(State Only Contest)

Purpose

To test the knowledge of selected team members on various aspects of Automotive knowledge, professional development and current events.

Eligibility (Team of 5)

Open to active SkillsUSA Texas College Postsecondary members currently enrolled in an automotive instructional program.

Clothing Requirement

The team may wear the automotive contest uniform OR

Men: white polo style shirt with black dress slacks, black socks and black dress leather shoes.

Women: white polo style shirt with black dress slacks or skirt, black socks or black or clear seamless hose and black dress leather shoes.

The team uniforms must be consistent throughout the entire team but not necessarily identical.

Equipment & Materials

Supplied by the Technical Committee:

- One table for each team plus a table for the apparatus and scorekeepers and sufficient tables for the judges
- Chairs for all participants, committee and judges
- Podium and public-address system
- Quiz Bowl apparatus
- Audience chairs
- Sufficient score sheets and pencils for the judges
- Paper for the team members
- Calculators for contest officials

Supplied by the Contestant:

- All competitors must create a one-page resume and submit a hard copy to the technical committee at orientation. Failure to do so will result in a 10-point penalty.

Personnel Required:

- Moderator
- Operator for the Quiz Bowl apparatus/timekeeper
- Judges who will serve as scorekeepers

Scope of the Contest

Skills Performance

Teams will demonstrate communication skills, teamwork, problem-solving and time- management skills by determining and presenting the answer to each question clearly and within the five second time.

Team Structure

A school may enter three teams of five registered members each. The team may perform with four members in the event that a member fails to show up or is forced to withdraw within five days of the competition as long as five members were originally registered and verified in the national headquarters.

A team may register up to two alternates (in addition to the five team members). The alternates are required to attend orientation and take the written test. The alternate scores will be included in the team average. Registered alternates who take the test may then be allowed to participate in the active rounds as described.

Contest Guidelines

A maximum of 20 percent of the questions will be professional development/SkillsUSA issues, 20 percent will be current events and 60 percent will consist of Automotive content knowledge, consisting of 20 percent legal content, 20 percent law enforcement content and 20 percent corrections content. Points are determined on the basis of 10 points awarded for a correct response and 10 points deducted for an incorrect response.

- A round shall be defined as 25 - 50 questions with no time limit.
- A match shall be defined as two rounds which includes a preliminary round and a final round.
- A break will be taken after every 25 questions. Contest officials will verify scores at every break. Substitutions of registered alternates may be made only at the breaks, after notifying the moderator.
- During the pre-contest orientation session, the contest chair will administer a written test to all team members (including alternates). All members, including registered alternates must take the written test to be eligible to participate with the team in the active rounds. Participants are responsible to bring a No. 2 pencil to use for the written test.
- The written test questions shall follow the same question proportion formula as the active rounds and be based upon 100 points.
- Once scored, the individual scores of all the team members, including alternates, will be averaged to create a team score. The written test team score may be used for seeding teams to competition rooms for the preliminary round.
- Ten points will be awarded for a correct answer. Ten points will be deducted from any team that gives an incorrect answer.
- Teams may not use notes, reference materials, calculators or any type of electronic communication. Blank paper will be provided by the officials and taken up at the end of each round. Participants will supply their own pens or pencils to use during the active rounds.
- The Quiz Bowl apparatus will maintain the official time, which is used only for responding to questions. The apparatus time-readout screen will face the operator and will not be visible to the competitors.
- There will be no multiple-choice or true/false questions in the active rounds.
- The written-test score will be used as a tie-breaker in the active rounds. No tiebreaker rounds will be conducted.
- For the preliminary round score, 80 percent of the team's active score plus 20 percent of the team's average written score will serve as the final score. The final score will be used to determine the medallion winners.

Contest Procedure

- Each team will be assigned a table location at the beginning of the round by the contest chair/moderator.
- The moderator will ask questions and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.
- The moderator will read a question and the team that presses the buzzer first will be recognized to answer the question.
- A team may buzz in as soon as it feels it knows the answer. However, the moderator will stop reading the question and the team must answer the question based upon what has been read to that point. Some questions may require multiple answers.
- Once a team buzzes in, it must wait to be recognized by the moderator. Any team that responds to a question before being recognized by the moderator will be scored with an incorrect answer
- Once recognized, the team members may confer among themselves, but must respond within five seconds. Only the first answer given will be considered. Any team member may give the team's answer.
- If an answer given is incomplete, the moderator may ask the team member to be more specific or for more information. For example, if the correct answer given is President Roosevelt, the moderator may ask for more information or for which one.
- In the event that a team misses an answer, unless another team buzzes in before the moderator can begin or finish the question, the moderator will begin re-reading the question following the procedure outlined above for the other teams. A question will not be re-read during actual play except upon the request of a judge.
- If a correct response is given, the team will receive 10 points and the moderator will move on to the next question.
- If a wrong response is given, the same team cannot give a second answer and the opposing team(s) will be given an opportunity to buzz in and answer the question. Ten points will be awarded for a correct answer. Ten points will be deducted from any team that gives an incorrect answer.
- The judges will make the final ruling on correct or incorrect responses. The decision of the judges is final.
- If the moderator inadvertently gives away an answer, the question is voided and replaced
- The moderator will give the correct response in the event no teams gives the correct answer.
- In the event that a team believes that an incorrect answer was accepted, or a correct answer was not accepted, it may offer a challenge. Only team members who are at the table may make challenges and only at the point at which they occur.
- Challenges may not be made once the next question is read.
- In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team.



BEAUTY Quiz Bowl **(changes for 2023)**

(State Only Contest)

Purpose

To test the knowledge of selected team members on various aspects of Industry knowledge, professional development. Review the General Regulations at: updates.skillsusa.org

Eligibility (Team of 5)

Open to active SkillsUSA Texas College Postsecondary members currently enrolled in any BEAUTY program.

A team may register up to two alternates (in addition to the five team members).

Clothing Requirement

Men: white polo style shirt with black dress slacks, black socks and black dress leather shoes.

Women: white polo style shirt with black dress slacks or skirt, black socks or black or clear seamless hose and black dress leather shoes.

The team uniforms must be consistent throughout the entire team but not necessarily identical.

Equipment & Materials

Supplied by the Technical Committee:

- One table for each team which included the apparatus
- Sufficient tables for the Scorekeepers and Judges
- Chairs for all Participants, Committee and Judges
- Quiz Bowl apparatus
- Sufficient score sheets and pencils for the judges
- Paper for the team members
- Calculators for contest officials

Supplied by the Contestant:

- All competitors must create a one-page resume
- Submit the hard copy to the Technical Committee at Orientation
- Failure to do so will result in a 10-point penalty.

Personnel Required:

- Moderator
- Operator for the Quiz Bowl apparatus and timekeeper
- Judges

Scope of the Contest

Skills Performance

Teams will demonstrate communication skills, teamwork, problem-solving, and time-management skills by determining and presenting the answer to each question clearly and within the five-second time.

Team Structure

A school may enter three teams of five registered members each. The team may perform with four members in the event that a member fails to show up or is forced to withdraw within five days of the competition as long as five members were originally registered and verified by the Postsecondary Board.

A team may register up to two alternates (in addition to the five team members). The alternates are required to attend orientation and take the written test. The alternate scores will be included in the team average. Registered alternates who take the test may then be allowed to participate in the active rounds as described.

Contest Resources

Questions will consist of materials from:

– Milady Standard Cosmetology Textbook – SkillsUSA Leadership Handbook – OSHA – Robert’s Rules of Order

There will be no study guide prepared for the quiz bowl competitions.

Contest Guidelines

Contest Procedure

A maximum of 20 percent of the questions will be Professional development/SkillsUSA issues, and 80 percent will be from the BEAUTY field. Points are determined on the basis of 10 points awarded for a correct response and 10 points deducted for an incorrect response.

- A round shall be defined as 25 - 50 questions with no time limit.
- A match shall be defined as two rounds which include a preliminary round and a final round.
- A break will be taken after every round. Contest officials will verify scores at every break.
- Substitutions of registered alternates may be made only at the breaks, after notifying the moderator.
- During the pre-contest orientation session, the contest chair will administer a written test to all team members (including alternates). All members, including registered alternates, must take the written test to be eligible to participate with the team in the active rounds. **Participants are responsible to bring a No. 2 pencil to use for the written test.**
- The written test questions will be from the SkillsUSA Framework.
- Once scored, the individual scores of all the team members, including alternates, will be averaged to create a team score.
- **Teams may not use notes, reference materials, calculators or any type of electronic communication.** Blank paper will be provided by the officials and taken up at the end of the round. **Participants will supply their own pens or pencils to use during the active rounds.**
- The Quiz Bowl apparatus will maintain the official time, which is used only for responding to questions. The apparatus time-readout screen will face the operator and will not be visible to the competitors.
- There will be no multiple-choice or true/false questions in the active rounds.
- The written-test score will be used as a tie-breaker in the active rounds. No tiebreaker rounds will be conducted.
- For the preliminary round score, 80 percent of the team's active score plus 20 percent of the team's average written score will serve as the final score. The final score will be used to determine the medallion winners.
- **Cell phones must be turned off during the contest.**
- **Any team with a negative total will not go to the Final Round.**

- Each team will be assigned a table location at the beginning of the round by the contest chair/moderator.
- The moderator will ask questions and teams will have five seconds to respond. Responding shall be accomplished by activating the buzzer.
- The moderator will read a question and the team that presses the buzzer first will be recognized to answer the question.
- A team may buzz in as soon as it feels it knows the answer. However, the moderator will stop reading the question and the team must answer the question based upon what has been read to that point. Some questions may require multiple answers.
- Once a team buzzes in, the team **must wait to be recognized** by the moderator. Any team that responds to a question before being recognized by the moderator will be scored with an incorrect answer which is a deduction of 10 points.
- Once recognized, the team members may confer among themselves but must respond within five seconds. Only the first answer given will be considered. **Only the selected team member may give the team's answer.**
- If an answer given is incomplete, the moderator may ask the team member to be more specific or for more information. For example, if the correct answer given is President Roosevelt, the moderator may ask for more information or for which one.
- **In the event that a team misses an answer**, unless another team buzzes in before the moderator can begin or finish the question, **the moderator will begin re-reading the question** following the procedure outlined above for the other teams. **A question will not be re-read during actual play except upon the request of a judge.**
- If a correct response is given, the team will receive 10 points and the moderator will move on to the next question.
- If a wrong response is given, the same team cannot give a second answer and the opposing team(s) will be given an opportunity to buzz in and answer the question. Ten points will be deducted from any team that gives an incorrect answer.
- The judges will make the final ruling on correct or incorrect responses. The decision of the judges is final.
- If the moderator inadvertently gives away an answer, the question is voided and replaced
- The moderator will give the correct response in the event no teams give the correct answer.
- In the event that a team believes that an incorrect answer was accepted, or a correct answer was not accepted, it may offer a challenge. Only team members who are at the table may make challenges and **only at the point at which they occur.**
- Challenges may not be made once the next question is read.
- In the event that the audience gives away an answer, the moderator may void the question with no penalty for any team.



Competitive Nail Artistry – In-Person or Virtual (State Only Contest)

Purpose

To evaluate each contestant's mastery of entry-level job skills and to recognize outstanding students for excellence and professionalism in the field of competitive nail artistry.

Eligibility

Open to active SkillsUSA members enrolled in programs with Cosmetology, Nail Care or Barbering as the occupational objective.

Clothing Requirement

Men: white polo style shirt with black dress slacks, black socks and black dress leather shoes.

Women: white polo style shirt with black dress slacks or skirt, black socks or black or clear seamless hose and black dress leather shoes.

Equipment, Materials, Application & Safety

Supplied by the Technical Committee:

If done virtually this will not be provided by the Committee; it would be the responsibility of the Contestant.

- One table and one chair

Supplied by the Contestant:

Students must supply their own tools and equipment to complete the competitive nail art design.

- 1 practice hand or nail art display.
 - Practice Hand OR Nail Art Display– Nothing should be applied prior to the beginning of the contest. **Nail Tips, Nail Forms, Acrylic, Gel, etc. needed to build the nail extension and complete the nail art design.** Contestants may choose to use any PROFESSIONAL Nail product nail acrylic, gel, polishes, gel polishes, as long as they are labeled for use on nails.
- **Prohibited items:** craft paints (acrylic paint), paint pens, stencils, or molds are not allowed.
- Nail product mixing glasses or foil is allowed.
- A UV or LED light

NOTEBOOK: Will be given the date it is needed to be received prior to the contest

- ½ to a 1-inch notebook including a cover sheet with the title of the competitive nail art theme and a photo of the completed design. Contents of the notebook should include a written description of the inspiration of the theme and a step-by-step instructional tutorial including photographs of the contestant completing the design. A minimum of 5 photos are to be included. Additionally, each notebook should include a copy of the contestant's resume and a citation page if the design is an original design of the contestant or used from an alternative source.

Guidelines:

- All contestants must keep their working area clean and organized.
- All contestants must follow sanitation and safety procedures throughout the contest.
- Required implements and products must be accounted for and professionally organized.
- Proper control and usage of products and tools will be expected at all times.
- All products used in any portion of the contest must be considered safe for application to the skin.
- If a model is used in place of a practiced hand for the competition:
 - The model's hair should be pulled away from the face entirely and no jewelry

Application

- Contestants will have 2 hours (120 minutes) to complete their competitive nail art application on their practice hand or nail art display.

Safety Requirements

- All implements will be clean and sanitized
- Contestant must sanitize his or her hands before beginning procedures

Safety & Infection Control:

- Disposes of soiled material using infection control procedures.

Additional Information:

- Cell phones must be turned off during the contest.

- o Models must be registered members of SkillsUSA.

Scope of the Contest

Prior to the start of the contest, the contestant must submit a notebook to the Technical Committee to include:

- Cover Sheet
- Resume
- Table of Contents
- A specific theme, written description by the student must be turned in.
- An original list created by the student of the steps followed to complete the 3D acrylic application
- Photographs that clearly show the student work throughout the process
- Citation Page (copyright approval)

Creativity:

- Must have a specific theme
- Clarity of design
- Level of uniqueness, artistry, and competitiveness
- Color Coordination – colors work together in harmony or with the theme

Execution of skill:

- Precision and professionalism throughout the contest
- Cleanliness and organization of the working environment
- Sanitation and safety procedures throughout the contest
- Duplication of design as presented in notebook

Competitive Nail Artistry Score Sheet

Judge # _____

Contestant #

Creativity	Maximum Points						
Theme	100						
Clarity of Design	100						
Level of Uniqueness and Creativity	100						
Color Coordination	100						
Precision and Professionalism	100						
Cleanliness and Organization	100						
ORAL PRESENTATION	100						
Duplication of Design <small>as presented in notebook</small>	100						
Notebook	100						
Sanitation and Safety	100						
Max Total Points	1000						

Total	Max Points 1000						
Uniform Penalty	0-25						
Resume Penalty	0-25						
Grand Total	0-1000						



Theatrical Makeup Artistry –In-Person or Virtual (State Only Contest)

Purpose

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

Eligibility

Open to active SkillsUSA members enrolled in programs with Esthetics, Cosmetology, or Barbering as the occupational objective.

Clothing Requirement

Men: white polo style shirt with black dress slacks, black socks and black dress leather shoes.

Women: white polo style shirt with black dress slacks or skirt, black socks or black or clear seamless hose and black dress leather shoes.

Model: Male or Female: Black T-Shirt, black pants, black or skin-tone hose, and black leather, work or dress shoes during the application portion of the contest.

Equipment, Materials, Application & Safety

Supplied by the Technical Committee:

If done virtually this will not be provided by the Committee; it would be the responsibility of the Contestant.

- One table and one chair

Supplied by the Contestant:

Their own tools and equipment to complete the Theatrical Makeup Artistry portion.

NOTEBOOK: Will be given the date it is needed to be received by prior to the contest

- ½ to 1-inch notebook including a cover sheet with the title of the competitive **Theatrical Makeup** and a photo of the completed design. Contents of the notebook should include a written description of the inspiration of the theme and a step-by-step instructional tutorial including photographs of the contestant completing the design. A minimum of 5 photos are to be included. Additionally, each notebook should include a copy of the contestants resume and a citation page if the design is an original design of the contestant or used from an alternative source.

Guidelines:

- All contestants must keep their working area clean and organized.
- All contestants must follow sanitation and safety procedures throughout the contest.
- Required implements and products must be accounted for and professionally organized.
- Proper control and usage of products and tools will be expected at all times.
- All products used in any portion of the contest must be considered safe for application to the skin.
- If a model is used in place of a practice hand for the competition:
 - o The model's hair should be pulled away from the face entirely and no jewelry
 - o Models must be registered members of SkillsUSA.

Application

- Contestants will have 1 hour (60 minutes) to complete their Fantasy make-up application on their model.

Safety Requirements

- All implements will be clean and sanitized
- Contestant must sanitize his or her hands before beginning procedures

Safety & Infection Control:

- Disposes of soiled material using infection control procedures.

Scope of the Contest

Rules

- All segments of work must be completed in the specified time during competition.
- Professional attitude and communication are expected throughout the contest.
- Once time is called, the contestant must stop working. Touching the model after the time is called will result in three penalty points.
- Cell phones must be turned off during the contest.
- Required implements and products must be accounted for and professionally organized. Proper control and usage of products and tools will be expected at all times.
- Props, such as hair ornaments, wigs and jewelry, are encouraged to develop the overall theatrical application. All items must be placed within the timing of the contest, and placement must be complete when the time limit expires.
- All products used in any portion of the contest must be considered safe for application to the skin. This includes any item used on or attached to the skin in the fantasy makeup application.
- **Conversation between contestant and model is limited.**
- **Any form of communication with observers, judges and other contestants is prohibited during the contest.**
- Contestants should be prepared to introduce their model to the audience and present their theme at the conclusion of the hands-on competition in a “fashion show” manner. (1-3 minute presentation)
- Scoring will be done on a 1000-point basis.

Standards & Competencies

- Contestants will be dressed as stated in uniform requirements.
- Contestants will have short, manicured nails.
- Oral presentation of theatrical makeup theme including drawing/face chart.
- Each contestant should prepare a hand drawn rendering of their theatrical makeup design.
- 2 to 3-minute oral presentation explaining their inspiration and methodology for transforming their model.
- Model will need hair pulled away from the face entirely, no jewelry, and a clean face without any makeup or priming products.
- Protect shoulders with protective drape, protect hair with a protective covering.
- All items for fantasy makeup application must be in original packaging. (See score sheet for required items. Contestants will lose points for the use of products that are not manufactured for use on the skin or is not in original packaging) Each contestant should take care to pack the list of required items in their kit: Client drape and protection, blood spill kit, hand sanitizer, plastic trash bag for disposal of soiled items, professional makeup, skin primer, professional tools, artificial strip lashes and adhesive, and mirror.
- Contestants will not apply products directly from the container. Contestants should use a palette for makeup application.
- Sanitize hands throughout the application process as needed; gloves may be worn if desired.
- Makeup Application and Costuming (two hours).
- Proper application of theatrical make-up including the use of skin primer, theatrical make-up, and professional tools.
- Creativity while staying within the student developed theme — clean, sharp, balanced, and effective, demonstrates an understanding of contouring and highlighting to change the shape of clients’ face, corrective makeup, showing alignment with write-up on the character theme.
- Completed look — impact of change (before/after).
- Use of props and costume as a tool of transformation.
- Practice infection control procedures safely throughout service.
- Maintain the work area in a safe manner throughout service.
- Dispose of soiled materials using infection control procedures.

Theatrical Makeup Artistry Score Sheet

		Contestant Number						
		Max Points	Points Earned					
Oral presentation:	100							
<ul style="list-style-type: none"> • Time limit of 2-3 minutes • Creativity • Clear understanding of theme • Professional presentation 								
Preparedness and Client Protection								
Contestant and Model are dressed as required	100							
<ul style="list-style-type: none"> • Contestant Uniform • Model Uniform • Contestant has short, manicured nails, no jewelry • Model has hair pulled back, face is clean (no makeup), no jewelry • Application of client protection items 								
All Makeup & Skin Care Items in Original Packaging and safe for use on the skin	50							
Required Items:	50							
Client drape and protection, blood spill kit, hand sanitizer, plastic trash bag for disposal of soiled items, professional makeup, skin primer, professional tools, artificial strip lashes and adhesive, and mirror								
Use of a Pallet for Application	50							
Makeup Application & Costuming								
Proper Application	50							
<ul style="list-style-type: none"> • Skin primer • Theatrical makeup • Professional tools 								
Model Transformation	200							
<ul style="list-style-type: none"> • Contouring and highlighting to change the shape of model's face • Application of professional special effects makeup • Corrective make-up application techniques • Application of artificial lashes • Alignment with theme • Completion of application and costuming and props within the allowed time frame of 2 hours 								
Overall Results								
Creative use of costume and props	100							
Overall Theatrical Transformation	100							
Oral Presentation of Theme and Introduction of Model at the Conclusion of Competition	100							
Sanitation and Safety throughout contest including station cleanup at conclusion	100							
TOTALS								
GRAND TOTAL	1000							
Contestant Rank								

VIRTUAL Theatrical Makeup Artistry Score Sheet

Judge # _____

Contestant #



Creativity

	Maximum Points						
Theme	100						
Clarity of Design	100						
Level of Uniqueness and Creativity	100						
Color Coordination	100						
Precision and Professionalism	100						
Cleanliness and Organization	100						
Safety and Sanitation	100						
Duplication of Design as presented in notebook	100						
Notebook	100						
Sanitation and Safety	100						
Max Total Points	1000						

Total	Max Points 1000						
Uniform Penalty	0-25						
Resume Penalty	0-25						
Grand Total	0-1000						

Natural Hair Design and Weaving Contest – Texas Only

10/2023

Eligibility:

Open to active SkillsUSA student members who are currently enrolled in a program in which the occupational objective is cosmetology.

Clothing Requirements:

Official SkillsUSA Cosmetology Competition Attire.

Equipment and Material:

Supplied by the Contestant, Kit Check:

- Report folder with drawings, descriptions • Resume
- Mannequin Stand or tripod
- Mannequin of choice
- Weave or Hair pieces, if using color pieces must be pre colored
- Bonding glue
- Styling products: Spritz, Hair spray, Oil sheen
- Thread and Needle
- Thermal irons
- Rubber bands

Scope of Contest:

- Hair or Bobby pins • Wig cap or netting • Blow dryers
- Scissors
- Brushes
- Combs
- Clips/ clamps
- Drape
- Towels
- Neck strips
- Clippers

Contestants will demonstrate their ability to create an original weave style comparable to industry. The competition will include a written knowledge test assessing knowledge of cosmetology. Competitors must create a drawing of their creative design with 2 application methods of weaving and 2 braiding techniques for weaving foundation. Be sure to use colored pencils to show the color applications. One application on each side of a manikin head. Competitors will need two copies of their design theme. Design themes must be hand drawn and no bigger than 8"x10." A typed description of the inspiration and method used to develop the creative design and techniques utilized. Must be at least ½ page. The report folder must be presented at orientation. Upon completion the contestant must present manikin and drawings in folder to the judges for a brief presentation (not longer than 3 minutes) and general questions and answers with the judges. Multiple colors of weave may be used. Bonding and sewing methods of attaching the weave to the natural hair are both required; braiding is not acceptable as an attachment method. Standards using sewing & bonding, cutting and styling techniques; competencies the technical committee will consider are:

- The style must be an original, creative, weave design.
- The difficulty of the style should show evidence of advanced skill level.
- The style must include attaching, shaping & thermal styling of artificial hair.
- Neatness of style.

At district the manikin's hair must be prepared prior to contest ½ of the head for each type of application, ie: pre-braided and pre-gelled (ready for weave attachment). Contestants at state contest will come to orientation with manikin with no braids or prep. Each student will be asked to recreate a specific braid style from a picture provided at orientation. They will have 30 minutes to duplicate the braid from the image. After orientation they will, on their own time, prep the two sides of the manikin for weaving techniques as they did for district to create the style in their notebook and present.

Timing

- Bonding and sewing /60min District and State • Thermal styling /45min District and State • Cutting /30min District and State Recreate braid/30 min, State Only

Natural Hair Design and Weaving Contest – Texas Only Judges Sheet Contestant

Number: _____

Judging Criteria	Points Allowed	Points Awarded
Bonding and sewing within 60 min	0-150 Points	
Cutting within 30min	0-150 Points	
Styling within 45min	0-150 Points	
<i>Braid Recreation (State Only)</i>	0-120 Points	
Sanitation/Cleanliness	0-80 Points	
Professionalism	0-80 Points	
Creativity/ Difficulty of Style	0-80 Points	
Quality & neatness of style	0-80 Points	
Written Test	0-50 Points	
<i>Mannequin Properly Prepared Beforehand (District Only)</i>	0-120 Points	
Final manikin presentation/interview	0-25 Points	
Final Manikin matches drawings	0-25 Points	
Professional Development Test	0-10 points	
Total Score	0-1000	
Penalty: Not in Official Dress	-10 Points	
Resume not submitted	-10 Points	
Sanitation or safety violation (-10 points per incident)	-10 points	
Kit Check incomplete	-10 points	
Presentation over 3 minutes (-10 points per 30 seconds)	-50 points	
Total Penalties		
FINAL CORE	0-1000 points	

Judges Notes:

Wedding Cake Design Contest – Texas Only

Began 10/23

Eligibility:

Open to active Skills USA members enrolled in career and technical education programs with Culinary as the occupational objective. Student competitors must be enrolled in, or just have completed (within the current membership year), a Culinary or Baking, or other closely related technical, skilled, or service occupation. Team of 2 must be from the same school.

Clothing Requirement:

- White chef's jacket, Black work pants or black-and-white checkered chef's pants, Black non-slip, non-porous shoes, White apron, Hair Restraint
- Uniforms must be clean and free from stains or wrinkles. No names or logos may be displayed on uniforms, including chef coats, except for the SkillsUSA logo. Any identifying information must be covered with tape.
- Hair must be restrained, and hats worn properly.
- Students must practice good grooming and hygiene. Male students must be clean-shaven or beards and/or mustaches neatly trimmed and covered with a beard guard. Fingernails should be short and clean, no polish.
- No jewelry is permitted (rings, bracelets, earrings, necklaces). 1 Plain wedding band and 1 watch are allowed (no smart watches).

Scope of Competition:

- The contest will be geared toward wedding cake design and decorating skills in a commercial bakery and requires a cake blue print to be turned in for judging at the start of the contest. Each team of 2 will be judged on the construction and decorating of a 2-tier or 3-tier wedding cake to be used for wedding reception. For district contest, contestants will execute a 2-tier cake only. For the State competition, a 3-tier cake is required. The design of the cake must be original.
- Contestants will provide a report folder that includes a blueprint or drawing of their design to present to the judges. The design must be clear and legible with labels used appropriately. It is strongly suggested to include multiple views of the design (i.e., top, side, front, etc). A typed description of the inspiration and method used to develop the creative design and techniques utilized. Must be at least ½ page. Design must include a minimum of 3 decorating techniques. Each team member should include a hard copy of their resume.
- Each team will receive two 6-foot tables for their contest space. No electrical tools may be used, and electricity will not be provided. Contestants will be responsible for bringing all supplies and materials needed to perform the contest effectively. The cake must be tiered and may be stacked or separated. All decorations must be prepared at the competition. No pre-made decorations are permitted and all decorations must be edible, except for tier separators. The use of food colorings is permitted, frosting may not be pre colored.
- Teams will have 2 hours to construct and decorate their cake at district and 3 hours to construct and decorate their cake at state. Cake layers must be foam molds. No time extensions will be allowed, and teams will be judged on their performance when time expires. During the contest, both contestants must actively participate in the assembly of the cake. Teams must work independently, without assistance from judges, teachers, fellow students or observers. At no time will students be allowed to talk or otherwise communicate to their instructor once the competition begins. They may consult with judges and their partner only.
- No observers, advisors, instructors, or students will enter the contest area or talk or gesture to contestants. Judges may penalize or disqualify contestants who communicate with observers.
- Teams are expected to clean as they go. Sanitation is an evaluative criterion used throughout the competition. Work area and all tools, utensils, and equipment should be clean and organized. Each contestant is also expected to assist with the overall cleanup of the competition area at the end of the contest. Failure to do so will result in a deduction from the team's sanitation score.

Equipment and Materials:

Provided by Host Site/Technical Committee:

- 2 – 6' tables per team. Tables will be covered in paper. Teams may bring their own tablecloths, if preferred.
- Access to water and sanitizer solution.
- No electrical access is provided.

Provided by Contestants:

All tools are optional based on the team's project needs. No other equipment is provided or permitted. No electrical equipment or tools are allowed.

- Foam cake dummies: 4 x 3.6 inches, 6 x 3.6 inches, and 8 x 3.6 inches; measures a total of 10.8 inches tall. For district the cake should be 2 tiers, for state a third tier will be added.
- Bowl Scrapers, rubber spatulas, whisks, spoons, rolling pins, cake combs
- Food colorings for icings and/or frostings (icings and/or frostings may NOT be pre-colored)

- Icings and/or frostings for the cake, including but not limited to butter cream, royal icing, rolled fondant, marzipan, gum paste, chocolate, modeling chocolate, 10x sugar
- Cake decorating turntable(s)
- Pallet knife or offset spatula(s)
- Up to 6 pastry bags
- Piping tips
- Scissors
- Parchment paper
- Serrated knife/paring knives
- Latex gloves
- Up to 5 side towels and/or 1 roll of paper towels
- Butane burner and small saucepot or double boiler
- All supports and cake boards
- Mixing bowls (1, 2 and 3 qt)
- Bus Bucket for dirty equipment ● Sanitizer bucket and towel
- Plastic Wrap/Aluminum Foil
- #2 pencils and pens/paper
- 1-gallon volume measure or gallon jug of water
- 1 cup volume measure

Judging Criteria

Contestants will demonstrate their ability to perform jobs and skills based on the following competencies:

- Blueprint or drawing of cake design.
- Hard copy of each contestant's resume. ● Time management in planning and execution of assembly.

General Skills

- Safety
- Sanitation
- Production efficiency
- Use of equipment

Final Product

- Icing or Covering
- Design
- Technique

Scoring Rubric

Written exam 100 points
 Report Binder 100 points
 General Skills 400 points
 Final Product 400 points

Sanitation Penalty -10

Resume Penalty-10

Uniform Penalty-10

Total scoring points possible: 1000.00

- Use of standard commercial tools, utensils, and equipment.
- Sanitation, safety, and hygiene practices. ● Basic frosting and cake decorating skills.

- Personal hygiene and grooming ● Communication skills
- Resume & blueprint of design
- Organization

- Stability of the cake, must carry from one table to another without décor failure. ● Originality and Creativity

Wedding Cake Design Contest – Texas Only Judges Sheet

Contestant/Team Number: _____

Judging Criteria	Points Allowed	Points Awarded
Written Exam. Each team member takes the exam, score average.	0-100 Points	
Presentation Binder with Blueprints	0-90 Points	
General Skills	400 Points	
Safety/Sanitation	0-80 Points	
Efficiency/Use of Equipment	0-80 Points	
Personal Hygiene/Grooming/Communication/Professionalism	0-80 Points	
Organization	0-80 Points	
Quality and Clarity of Blueprints and Design	0-80 Points	
Final Design	400 Points	
Icing quality and application	0-80 Points	
Design creativity and application	0-80 Points	
Techniques used, minimum of 3, quality and application	0-80 Points	
Stability of design, transport test	0-80 Points	
Originality and Creativity of design	0-80 Points	
Professional Development Test Averaged	0-10 points	
Total Score	0-1000	
Penalty: Not in Official Dress	-10 Points	
Resume not submitted	-10 Points	
Sanitation Penalty per incident	-10 points	
Copyright or plagiarized material penalty	-10 points	
Kit contained items not allowed	-50 points	
Total Penalties		
FINAL SCORE	0-1000 points	

Judge's Comments:

ESports Demonstration Contest – Texas Only

Began – 2023

PURPOSE: Under the Business Management and Administration Career Cluster for TEKS, this competition focuses on students that are preparing for ESports careers managing aspects such as talent development, operations and team/event management. A thorough understanding of business practices, technology, marketing, professionalism and leadership are required. <https://www.texsef.org>

CLOTHING REQUIREMENTS: Official SkillsUSA Competition Clothing recommended but NOT required. White polo type shirt with black dress slacks, black dress skirt (knee-length), and black socks or black or skin-tone seamless hose, black leather dress shoes.

ELIGIBILITY: Team of 3 students from same campus, enrolled in a career and technical program.

PROVIDED BY TECHNICAL COMMITTEE: 3 PCs and chairs on a table for the team to compete in a space large enough for at least one other team. Internet Connection.

Windows	Minimum	Recommended
OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS
Processor	2.5 GHz Dual Core	3.0+ GHz Quad Core
Memory	4 GB RAM	8 GB RAM
Graphics	NVIDIA GeForce GTX 760, AMD Radeon R9 270X, or better	NVIDIA Geforce GTX 1060, AMD Radeon RX 470, or better
DirectX	DirectX Version 11.0	DirectX Version 11.0
Network	Broadband Internet connection	Broadband Internet connection
Storage	20 GB available space	20 GB available space

PROVIDED BY CONTESTANT: Each team member will provide a game controller. A team will provide a portfolio per the rubric to present in advance online as a single pdf and in person to the judges on site.

SCOPE OF THE CONTEST

1. Submit an online portfolio as a single pdf prior to contest that consists of the following:
 - a. Resume for each team member.
 - b. Cover letter from each team member addressed to a prospective employer detailing ability to be a valuable member to team.
 - c. Copies of any certificates, letters of recognition or awards for each team member relating to the industry.
 - d. A team produced business plan for stating an ESports club. This model should show a career path, address trends in the industry and ethical content creation. The following items must be present in the business plan:
 - i. A mission statement
 - ii. the role each team member will play in the success of the operations
 - iii. basic club budget outlining profitability and fundraising needs
 - iv. sample sponsorship request letter
 - v. club competition rules or membership agreement
 - vi. defined space and equipment needs for competitions and costs associated with in person events
 - e. Create a club logo and include a branding package showing application in social media, clothing and sponsorship or fundraising applications. (<https://esportsgear.com/>)

- f. Showcase one platform for live stream, podcasting or blogging to showcase the club events
 - g. Include 3 elements of a marketing campaign to showcase the new brand and addressing the needs and challenges of the audience.
 - h. Detail the troubleshooting process to handle 3 common problems that may arise with software and hardware issues during a tournament.
2. Submit a 3 ring binder containing the above portfolio in person to judges the day of competition.
 3. Prepare for a team interview to discuss the portfolio in person on day of competition with a judge's panel.
 4. Competition bracket will be best of 3 games in Rocket League. One hour per 3 game round allowed. No secondary bracket will be played.
 5. Combined score of submission and game play with elimination per round will determine the top 3 teams.

Rocket League Rules:

THIS LEAGUE IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, PSYONIX LLC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS LEAGUE IS BEING PROVIDED TO THE LEAGUE ORGANIZERS AND NOT TO PSYONIX LLC.

1. Anti-Cheat: No additional anti-cheat is required for official matches.

2. Match Procedure

2.1. Tiebreakers: Head to head matchup, Win/loss record in during the season, Goal differential

2.2 Supported Platforms: PC, XBOX/S, XB1, PS5, PS4, Nintendo Switch

2.3. Game Lobby: The Coach or team Captain (designated by the district/state office after brackets formed) should reach out to the other team before the match to share information. The home team will create the lobby. The away team will have a choice of which team is which color, which will not change for the duration of the match. The default arena played is DFH Stadium. Teams are free to change the arena at any time so long as both teams consent and the arena is playable according to rule 2.3.

a. Lobby Settings:

Game Mode: Soccer

Arena: DFH Stadium OR another arena agreed upon by both teams from the list in 2.3.

Team Size: 3v3

Bot Difficulty: No Bots

b. Team Settings: Team Names should be in accordance with the sides chosen by the away team

Primary and accent colors should be set to Default

c. Mutator Settings:

Preset Settings: Custom

Match Length: 5 minutes

Max Score: Unlimited

Overtime: Unlimited

Series Length: 5 games

Game Speed: Default

Ball Max Speed: Default

Ball Type: Default

Ball Physics: Default

Ball Size: Default

Ball Bounciness: Default

Boost Amount: Default

Rumble: None

Boost Strength: 1x

Gravity: Default

Demolish: Default

Respawn Time: 3 seconds

d. Region: As decided on in 2.4. Joinable By: Name/Password (to be determined by hosting team).

2.4. Arenas: The following arenas are available for switching to during an official match:

Aquadom

Champions Field

Champions Field (Day)

DFH Stadium

DFH Stadium (Day)

DFH Stadium (Stormy)

Mannfield

Mannfield (Night)

Mannfield (Snowy)

Mannfield (Stormy)

Neo Tokyo

Salty Shores

Starbase ARC

Urban Central

Urban Central (Dawn)

Urban Central (Night)

Utopia Coliseum

Utopia Coliseum (Dusk)

Utopia Coliseum

(Snowy)

Wasteland

3. Restrictions

3.1. Customization: Any bodies, decals, wheels, rocket boosts, toppers, antennae, goal explosions, trails, or engine audios that are currently disabled in competitive 3v3 queues are not permitted for use in official matches. Anyone caught using these customizations can result in forfeiture of the match.

3.2. Leaving and Rejoining Teams: Players are not allowed to leave their team and then rejoin to put them on the other side of the arena and will be considered cheating.

4. Stoppage of Play

Should a player disconnect from the game less than 30 seconds into the match or before the shot to make the first goal of the game is taken the game will be restarted. If either of these events have occurred, the game will continue. Disconnected players will be able to rejoin the lobby for the next game.

5. Team Rosters

Rocket team rosters require a minimum of 3 players and are limited to a maximum of 4 players (3 starting players and 1 substitute players). Rosters that do not meet the minimum or exceed the maximum number of players will not be allowed to participate in official matches. Player Substitutions may be made only between bracket rounds.

6. Tournament

Rocket League will consist of eight (8) groups. Each group will consist of four teams. Teams will play three (3) matches against the teams in their group. The top two teams will move on to the bracket stage.

6.1. Seeding for bracket play is based on:

1st round: Score of online submission package including PD test

Then: Overall Record in Group Stage

Win/loss record in group stage

Head to head matchup (if played against the tied team)

Goal Differential

ESports Demonstration Contest – Texas Only Rating Sheet

Contestant/Team Number: _____

Judge Name: _____

Judging Criteria	Points Allowed	Points Awarded
<i>Submission</i>	<i>55 Points</i>	
Resumes per team member, 10 points each	0-30 Points	
Cover Letters per team member, 5 points each	0-15 Points	
Certificates, Awards, Recognition Letters 10 points total	0-10 Points	
<i>Business Plan</i>	<i>445 points</i>	
Mission Statement	0-30 Points	
Team member roles, org chart	0-20 Points	
Basic Budget	0-30 Points	
Sponsorship Request	0-20 Points	
Club Rules	0-50 Points	
Event Plans	0-50 Points	
Club Logo	0-50 Points	
Branding Package	0-50 Points	
Platform for event broadcast	0-20 Points	
Marketing Campaign, 10 points per element	0-30 Points	
Troubleshooting process, 10 points per element	0-30 Points	
Team Interview: professional, knowledgeable, prepared	0-35 Points	
PD Score total for all team members	0-30 Points	
Total Submission Score	0-500 points	
<i>PENALTIES</i>	<i>-100 points</i>	
Official Dress, (all be dressed same) per contestant	-10 Points	
Interview/Presentation -10 points per team member that does not participate in interview	-30 Points	
Resumes, per contestant	-10 Points	
No submission of required elements	-50 points	
Total Penalties		
TOTAL SCORE Determines Initial Bracket Placement and Tie Breaker	0-500 Points	
<i>Game Play-points per team</i>	<i>0-500 points</i>	
1 st place = 500 points, 2 nd place = 400 points, 3 rd place = 300 points, 4 th place = 200 points		
Total Score	0-1000 points	

Truck Driving - TBD

Truck Driving Score Sheet

SkillsUSA Conference Code of Conduct Agreement

This SkillsUSA national or state conference is designed to be an educational function, and all plans are made with that objective in mind. SkillsUSA wants every participant to have an enjoyable experience with careful attention paid to both inclusion and safety. All conference participants are expected to conduct themselves in a manner that is exemplary at all times and best represents SkillsUSA. For everyone to receive the maximum benefits from participation, SkillsUSA's "Code of Conduct," as established by its national board of directors, must be followed at all times. Note that attendance is not mandatory. By voluntarily participating, you agree to follow the official conference rules and regulations or forfeit your personal rights to participate. SkillsUSA is proud of its students and knows that by signing this "Code of Conduct" you are simply reaffirming your dedication to be the best possible representative of your state.

1. I will, at all times, respect all public and private property, including the hotel/motel in which I am housed.
2. I will spend each night in the room of the hotel/motel to which I am assigned.
3. I will strictly abide by the curfew established and shall respect the rights of others by being as quiet as possible after curfew.
4. I will not enter any hotel room other than the one to which I am assigned. I understand that I am assigned a hotel room for the sole purpose of overnight accommodation.
5. I will not leave the hotel/motel without the express permission of my advisor or state SkillsUSA director. Should I receive permission, I will leave a written notice of where I will be.
6. I will not use or possess alcoholic beverages. I will not use drugs unless I have been ordered to take certain prescription medications by a licensed physician. If I am required to take medication, I will, at all times, have the orders of the physician on my person.
7. I will not have in my possession any firearms, dangerous weapons, explosive compound, or an object that can reasonably be considered and/or used as a weapon.
8. I will respect SkillsUSA attire and will not inhale or smoke cigarettes, e-cigarettes, use a vape pen or any other substances while wearing clothing bearing the name or logo of SkillsUSA, including outdoor venues.
9. I will not engage in bullying, harassment or acts of bias against others including threatening words or behavior; menacing, hazing, taunting or intimidation; the use of lewd, profane or vulgar language; verbal or physical abuse of others; or other unwelcome behavior against others related to one's identity.
10. I will not engage in any behavior that might be deemed sexual harassment which includes, but is not limited to, verbal, written or physical statements or actions to or about others.
11. I will keep my advisor or state SkillsUSA director informed of my whereabouts at all times.
12. I will, as required, wear my official conference identification badge and not misrepresent myself by wearing the badge of another participant.
13. I will attend, and be on time for, all general sessions and activities that I am assigned to and registered for.
14. I will adhere to the specified conference dress code at all required times.
15. Virtual Events: I will be respectful and professional when attending any SkillsUSA virtual conference and will share only appropriate information. I will use the chat feature for questions and comments that are relevant to the event and will not use the chat feature for posting comments that distract from the conference activities. I will use my full first name and last name as listed on my conference registration when signing on to the virtual conference.

Reporting

Any individual who believes that they have experienced bias or harassment while participating in a SkillsUSA event may report the incident online using the SkillsUSA Report Form, or directly to a SkillsUSA national staff member. All reports will be addressed in accordance with SkillsUSA's related procedures.

Violations and Penalties

I agree that if, for any reason, I am in violation of any of the rules of the conference, I may be brought before the appropriate disciplinary committee for an analysis of the violation. I also agree to accept the penalty imposed on me. I understand that any penalty and reasons for it will be explained to me before it is carried out. I further realize that the severity of the penalty may increase with the severity of the violation, even to the extent of being immediately sent home at my own expense.

1. Violations of Items 1 through 11 of the "Code of Conduct" may be grounds for immediate removal from an elected office and possible relinquishment of awards and recognition. In addition, the violator will be sent home at his or her own expense. Notification of the violation and the action taken will be sent to the participant's state department of education and parents or guardians. The participant's misconduct or infraction could result in the disqualifying of his or her state delegation as well.

2. Violations of Items 12 through 15 will result in a warning and reprimand. Notification of the violation and the action taken will be sent to the participant's state department of education and parents or guardians. Repeated violations of Items 12 through 15 may result in the participant being dismissed from the conference (virtual or in-person) and sent home at their own expense. I agree to all conference rules of conduct and releases as stated on this form. My consent is affirmed when I complete and submit this registration to participant in this conference.