

**2010 MICHIGAN SKILLSUSA CHAMPIONSHIPS
TASK & MATERIALS LIST**

SKILL OR LEADERSHIP AREA: Chapter Display

STUDENT MUST SUPPLY:

- 1 page resume (one for each student)
- Same supplies as listed in the SkillsUSA Championships Technical Standards

NOTES:

- *Please refer to the 2010 Technical Standards for specific contest details.*
- *The contest theme is posted here: <http://skillsusa.org/about/theme.shtml>.*
- *The Chapter Display MUST be a brand new display each year. All displays must be built and/or assembled from scratch during this school year. The display must be completely new and cannot be the same display used in any previous year. If a Chapter Display is determined by the judges and/or conference staff to be the same display as any previous year, that display will be disqualified.*

CLOTHING REQUIREMENT (if different from National contest):

- SkillsUSA official dress or professional attire
- No jeans
- No tennis shoes
- No heels over 2"
- No hats (unless part of industry standard dress)
- Shirts must cover midriff (waistline)

OBSERVERS ALLOWED IN ROOM DURING COMPETITION?

- No, not during judging. Observers can view the displays before and after judging.

Chapter Display Scorecard

Items Evaluated	Possible Points	Contestant Number				
		1	2	3	4	5
Educational Value	150					
Notebook: Number Chapter Members Involved	40					
Notebook: Organization	40					
Notebook: Number of Hours	40					
Notebook: Write-up/Pictures on Buildings	40					
Notebook: Prints/Drawings Included	40					
Layout and Design: Balance	75					
Central Theme Carried Out in Clear Manner	75					
Creativity and Originality: Technical Creativity	75					
Creativity and Originality: Innovation	75					
Creativity and Originality: Motivation	75					
Workmanship: Finish	25					
Workmanship: Lettering	25					
Workmanship: Fit	25					
Workmanship: Material Selection	25					
Student Interview	100					
Résumé Penalty	0 or -50 only					
Clothing Penalty	Up to -50					
Over/under Size Penalty	0 to -50					
Total Possible Points	1,000					