



INTRODUCTION TO COMPETITIVE EVENTS

Competitive events at the National Leadership Conference play an integral role in the mission of FBLA-PBL. They prepare students for successful careers in business by providing opportunities to apply classroom concepts in a workforcesimulated competitive environment. The competitive event guidelines and competencies that follow were created for competitors, advisers, and event judges.

Guidelines

Guidelines are grouped by component (i.e., objective tests, production tests, performance) and include an event overview, eligibilities, and instructions on how to compete. Specific guidelines are identified within the table, and general guidelines are identified following the table.

New, Modified, & Retired Events

To propose a new event, recommend an event modification, or suggest retiring an event, complete and submit the Recommendation for New/Modified Competitive Events form: go.fbla.org/CEmodifications

Questions? Contact the FBLA-PBL National Center or email education@fbla.org.

MEMBERS COMPETE TO ...

- Demonstrate career competencies, business knowledge, and job skills
- Expand leadership skills
- Display competitive spirit
- Receive recognition for achievements and scholarships for winners
- Travel
- Network



CHANGES TO THIS EDITION

The following list highlights the most significant changes made for the current membership year. Check with your state to see if the new events will be offered at the state level this year.

Modified Events

- Accounting II—removed production test
- **Business Ethics**—removed synopsis requirement
- Future Business Leader—added prejudged component (résumé and cover letter submitted electronically) and competitors bring one (1) hard copy of résumé and cover letter to each round of interviews onsite
- Graphic Design (formerly Digital Design & Promotion)—name change and removed prejudged component
- Introduction to Business Presentation (formerly Business Presentation)—name change, now 9th–10th grade only
- Introduction to Business Procedures (formerly Business Procedures) name change, now 9th–10th grade only
- Introduction to Financial Math (formerly Business Math) name change only
- Job Interview—removed application, added pre-judged component (résumé and cover letter submitted electronically), and competitors bring one (1) hard copy of résumé and cover letter to each round of interviews onsite
- Publication Design (formerly Desktop Publishing)—name change, removed objective test, removed pre-judged component, added performance component

Procedures

- State can advance four (4) competitors in all events except LifeSmarts and Virtual Business Challenge.
- All production tests must be uploaded electronically.
- National Statement of Assurance now must be submitted online.
- Performance events with prep/case components will be closed to audiences and will no longer require sequestering at NLC.

OVERVIEW OF FBLA COMPETITIVE EVENTS PROGRAM COMPONENTS

Below is a description of the different types of national competitive events. The states may modify the events offered at the district/region and state level. Always check your state guidelines if competing at the district/region and/or state level competition.

Test Components	Description
Objective Test Individual	A 60-minute test administered during the National Leadership Conference. Non-graphing calculators are provided for all objective tests.
Production Test Individual	A one- or two-hour computer production test administered and proctored at a designated school site prior to the National Leadership Conference.

Performance Components	Description
Role Play Team	Competitors receive a role play scenario 10 or 20 minutes prior to their scheduled event times. Judges receive a copy of the role play along with suggested questions to ask during each performance.
Prejudged Individual, Team, or Chapter	Report or project content is prejudged before the conference. The presentation of a report or project is judged during the conference.
Interview Individual	The employer (judge) interviews the applicant (competitor) by asking typical job interview questions.
Speech Individual	A business speech based on FBLA-PBL goals, current events, and/or relevant business topics created and articulated by competitors.
Presentation Individual or Team	The presentation of an individual or team's project, or campaign on a specific topic provided in the event guidelines. This topic changes each year.

Open Events

Online testing events are open to any FBLA member present at the National Leadership Conference. Prerequisites or registration is not required. The open events tests may change each year. The top winner of each open event is recognized during the award ceremony.

Pilot Events

A person competing in a pilot event is eligible to compete in another individual or team event. The top five (5) winners are recognized during the awards ceremony.

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Agribusiness	54	Introduction to Business Procedures—Modified	55
American Enterprise Project	61	9th & 10th grades	
Banking & Financial Systems	57	Introduction to Financial Math —Modified 9th & 10th grades	55
Business Calculations	54	Introduction to Information Technology	55
Business Communication	54	9th & 10th grades	
Business Ethics—Modified	74	Introduction to Parliamentary Procedure	55
Business Financial Plan	61	9th & 10th grades	
Business Law	54	Job Interview—Modified	68
Business Plan	61	LifeSmarts	76
Client Service	74	Local Chapter Annual Business Report	61
Community Service Project	61	Management Decision Making	57
Computer Applications	56	Management Information Systems	58
Computer Game & Simulation Programming	64	Marketing	58
Computer Problem Solving	54	Microsoft Office Specialist (MOS) Excel	55
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Database Design & Application	56	Mobile Application Development	64
Desktop Application Programming	64	Network Design	57
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E-business	64	Parliamentary Procedure	60
Economics	54	Partnership with Business Project	61
Electronic Career Portfolio	70	Personal Finance	55
Emerging Business Issues	74	Public Service Announcement	70
Entrepreneurship	57	Public Speaking I	69
FBLA Principles and Procedures	54	Public Speaking II	69
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Global Business	57	Securities & Investments	55
Graphic Design—Modified	70	Social Media Campaign	70
Health Care Administration	54	Sports & Entertainment Management	57
Help Desk	59	Spreadsheet Applications	56
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RATING SHEETS

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American Enterprise Project	02	Help Desk	111
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Business Financial Plan Report Performance	87 88	Interview Materials Performance (Preliminary Round) Performance (Final Round)	115 116 117
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Client Service	92	Management Information Systems	120
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Production Performance	97 98	Partnership with Business Project Report Performance	126 127
Digital Video Production	00	Public Service Announcement	127
Production Performance	99 100		120
E-business		Public Speaking I	
Production	101	Public Speaking II	130
Performance	102	Publication Design—Modified	131
Electronic Career Portfolio	103	Sales Presentation	132
Emerging Business Issues	104	Social Media Campaign	133
Entrepreneurship	105	Sports & Entertainment Management	134
Future Business Leader—Modified Interview Materials Performance (Preliminary Round) Performance (Final Round)	106 107 108	Website Design Production Performance	135 136



FBLA EVENTS AT-A-GLANCE

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FBLA Competitive Events	# of State Entries	Event Type	Objective Test Time	Collaborative Objective Test	Prejudged Report/ Project	Home-site Production Test/Time	National Preliminary Round	National Final Round	Equipment Setup Time	Prep. Time	Performance Time	Q&A	Interactive Role Play
3-D Animation	4	I, T			х		х	х	5		7	3	
Accounting I	4	1	60										
Accounting II	4	1	60										
Agribusiness	4	T	60										
American Enterprise Project	4	С			х		х	х	5		7	3	
Banking & Financial Systems	4	Т	60	х				х		20	7		х
Business Calculations	4	T	60										
Business Communication	4	T	60										
Business Ethics	4	Т					х	х			7	3	
Business Financial Plan	4	I, T			х		х	х	5		7	3	
Business Law	4	T	60										
Business Plan	4	I, T			х		х	х	5		7	3	
Client Service	4	T					х	х		10	5		х
Community Service Project	4	С			х		х	х	5		7	3	
Computer Applications	4	I	60			2 hrs							
Computer Game & Simulation Programming	4	I, T			х		x	х	5		7	3	
Computer Problem Solving	4	T	60										
Cyber Security	4	T	60										
Database Design & Applications	4	I	60			1 hr							
Desktop Application Programming	4	T			х		х	х	5		7	3	
Digital Video Production	4	I, T			х		х	х	5		7	3	
E-business	4	I, T			х		х	х	5		7	3	
Economics	4	T	60										
Electronic Career Portfolio	4	1					х	х	5		7	3	
Emerging Business Issues	4	Т					х	х			7	3	
Entrepreneurship	4	Т	60	х				х		20	7		х
FBLA Principles & Procedures (9th–10th grade)	4	I	60										
Future Business Leader	4	T	60		х		х	х			10,15		
Global Business	4	Т	60	х				х		20	7		х
Graphic Design	4	I, T					х	х	5		7	3	
Health Care Administration	4	I	60										
Help Desk	4	T	60					х		10	5		х
Hospitality Management	4	Т	60	х				х		20	7		х
Impromptu Speaking	4	I					х	х		10	4		
Insurance & Risk Management	4	1	60										

FBLA EVENTS AT-A-GLANCE

								,					
FBLA Competitive Events	# of State Entries	Event Type	Objective Test Time	Collaborative Objective Test	Prejudged Report/ Project	Home-site Production Test/Time	National Preliminary Round	National Final Round	Equipment Setup Time	Prep. Time	Performance Time	Q&A	Interactive Role Play
Introduction to Business (9th–10th grade)	4	I	60										
Introduction to Business Communication (9th–10th grade)	4	I	60										
Introduction to Business Presentation (9th–10th grade)	4	I, T					х	х	5		7	3	
Introduction to Business Procedures (9th–10th grade)	4	I	60										
Introduction to Financial Math (9th–10th grade)	4	I	60										
Introduction to Information Technology (9th–10th grade)	4	I	60										
Introduction to Parliamentary Procedure (9th–10th grade)	4	I	60										
Job Interview	4	T			х		х	х			10,15		
LifeSmarts	2	Т	30	х			х	х					
Local Chapter Annual Business Report	4	С			х								
Management Decision Making	4	Т	60	х				х		20	7		х
Management Information Systems	4	Т	60	х				х		20	7		х
Marketing	4	Т	60					х		20	7		х
Mobile Application Development	4	I, T			х		х	х	5		7	3	
Network Design	4	Т	60	х				х		20	7		х
Networking Concepts	4	T	60										
Parliamentary Procedure	4	Т	60					х		20	9-11		
Partnership with Business Project	4	С			х		х	х	5		7	3	
Personal Finance	4	1	60										
Public Service Announcement	4	I, T					х	х	5		5	3	
Public Speaking I (9th-10th grade)	4	T					х	х			4		
Public Speaking II	4	1					х	х			5		
Publication Design	4	I, T					х	х	5		7	3	
Sales Presentation	4	I					х	х	5		7		х
Securities & Investments	4	I	60										
Sports & Entertainment Management	4	Т	60	х				х		20	7		х
Spreadsheet Applications	4	I	60			1 hr							
Social Media Campaign	4	I, T					х	х	5		7	3	
Virtual Business Management Challenge	2	I, T					х	х			25		
Website Design	4	I, T			х		х	х	5		7	3	
Word Processing	4	1	60			1 hr							

FBLA EVENTS BY NBEA STANDARDS

Events	Accounting	Business Law	Career Development	Communication	Computation	Economics & Pers. Finance	Entrepreneurship	Information Technology	International Business	Management	Marketing
3-D Animation				Х				Х			
Accounting I	Х				Х	Х					
Accounting II	Х		Х		Х	Х					
Agribusiness	Х					Х	Х			Х	Х
American Enterprise Project				Х		Х	Х			Х	
Banking & Financial Systems	Х		Х		Х	Х				Х	
Business Calculations	Х				Х						
Business Communication				Х							
Business Ethics		Х		Х							
Business Financial Plan	Х			Х	Х	Х				Х	
Business Law		Х							Х		
Business Plan	Х		Х	Х		Х	Х			Х	Х
Client Service			Х	Х				Х			
Community Service Project				Х						Х	Х
Computer Applications				Х				Х			
Computer Game & Simulation Programming								Х		Х	
Computer Problem Solving								Х			
Cyber Security								Х			
Database Design & Applications					Х			Х			
Desktop Application Programming				Х				Х		Х	
Digital Video Production				Х				Х			
E-business E-business				Х		Х	Х	Х			Х
Economics						Х	Х		Х	Х	
Electronic Career Portfolio			Х	Х				Х			
Emerging Business Issues				Х		Х			Х	Х	
Entrepreneurship	Х			Х			Х			Х	Х
FBLA Principles & Procedures											
Future Business Leader	Х	Х	Х	Х	Х		Х		Х	Х	Х
Global Business	Х					Х	Х		Х	Х	Х
Graphic Design				Х				Х			
Health Care Administration										Х	
Help Desk				Х				Х			
Hospitality Management			Х	Х				Х			
Impromptu Speaking				Х							
Insurance & Risk Management	Х		Х			Х		Х		Х	

FBLA EVENTS BY NBEA STANDARDS

Events	Accounting	Business Law	Career Development	Communication	Computation	Economics & Pers. Finance	Entrepreneurship	Information Technology	International Business	Management	Marketing
Introduction to Business			Х	Х		Х	Х			Х	Χ
Introduction to Business Communication				Х							
Introduction to Business Presentation				Х				Х			
Introduction to Business Procedures			Х	Х	Х	Х		Х			
Introduction to Financial Math					Х						
Introduction to Parliamentary Procedure											
Introduction to Information Technology								Х			
Job Interview			Х	Х							
LifeSmarts		Х				Х		Х		Х	Х
Local Chapter Annual Business Report				Х				Х			Х
Management Decision Making	Х	Х		Х		Х	Х	Х		Х	
Management Information Systems				Х				Х		Х	
Marketing							Х				Х
Mobile Application Development				Х				Х			Х
Network Design				Х				Х		Х	
Networking Concepts								Х		Х	
Parliamentary Procedure											
Partnership with Business Project			Х	Х			Х	Х		Х	
Personal Finance						Х					
Public Service Announcement				Х				Х			
Public Speaking I				Х							
Public Speaking II				Х							
Publication Design				Х				Х			
Sales Presentation											Х
Securities & Investments	Х			Х							
Social Media Campaign								Х			Х
Sports & Entertainment Management										Х	Х
Spreadsheet Applications					Х			Х			
Virtual Business Management Challenge	Х	Х	Х	Х	Х	Х	Х	Х		Х	Х
Website Design				Х				Х			Х
Word Processing				Х				Х			





FBLA EVENTS BY CAREER CLUSTERS

AGRICULTURE

Agribusiness Electronic Career Portfolio

Business Ethics Job Interview

ARTS, A/V TECHNOLOGY, & COMMUNICATION

3-D Animation **Business Ethics**

Computer Game & Simulation Programming

Desktop Application Programming

Digital Video Production **Electronic Career Portfolio** **Graphic Design** Help Desk Job Interview

Mobile Application Development

Network Design Networking Concepts

Public Service Announcement **Publication Design** Social Media Campaign

Website Design

BUSINESS MANAGEMENT & ADMINISTRATION

3-D Animation

Accounting I Accounting II

Agribusiness

American Enterprise Project Banking & Financial Systems

Business Calculations

Business Communication

Business Ethics

Business Financial Plan

Business Law

Business Plan

Client Service

Community Service Project

Computer Applications

Computer Game & Simulation Programming

Database Design & Applications Desktop Application Programming

E-business

Economics

Electronic Career Portfolio

Emerging Business Issues

Entrepreneurship

FBLA Principles & Procedures

Future Business Leader

Global Business Graphic Design

Health Care Administration

Help Desk

Hospitality Management Impromptu Speaking

Insurance & Risk Management

Introduction to Business

Introduction to Business Communication **Introduction to Business Presentation**

Introduction to Business Procedures Introduction to Financial Math

Introduction to Parliamentary Procedure

Job Interview LifeSmarts

Local Chapter Annual Business Report

Management Decision Making

Management Information Systems

Marketing

Parliamentary Procedure

Partnership with Business Project

Personal Finance

Public Speaking I

Public Speaking II **Publication Design**

Sports & Entertainment Management

Spreadsheet Applications

Virtual Business Management Challenge

Word Processing

FINANCE

Accounting I

Accounting II

Banking & Financial Systems **Business Calculations**

Business Ethics Business Financial Plan

Business Plan E-business

Economics

Electronic Career Portfolio Entrepreneurship **Future Business Leader Global Business**

Health Care Administration Insurance & Risk Management Introduction to Business

Introduction to Business Procedures Introduction to Financial Math

Job Interview LifeSmarts

Local Chapter Annual Business Report Management Decision Making Management Information Systems

Personal Finance Securities & Investments

GOVERNMENT & PUBLIC ADMINISTRATION

Accounting I

Accounting II

Banking & Financial Systems

Business Ethics

Electronic Career Portfolio

Global Business

Health Care Administration

Job Interview





FBLA EVENTS BY CAREER CLUSTERS

HUMAN SERVICES

Banking & Financial Systems Business Communication Business Ethics Business Financial Plan Business Plan Client Service

Electronic Career Portfolio

Entrepreneurship Future Business Leader **Global Business Health Care Administration Hospitality Management** Help Desk Impromptu Speaking

Introduction to Business Presentation Introduction to Business Procedures Job Interview **Management Decision Making Management Information Systems**

INFORMATION TECHNOLOGY

American Enterprise Project **Business Ethics** Client Service **Community Service Project Computer Applications Computer Game & Simulation Programming** Computer Problem Solving

Cyber Security Database Design & Applications Desktop Application Programming Digital Video Production

E-business

Electronic Career Portfolio Emerging Business Issues Future Business Leader Graphic Design Health Care Administration Help Desk

Hospitality Management Introduction to Business Presentation **Introduction to Business Procedures** Introduction to Information Technology

Job Interview LifeSmarts

Local Chapter Annual Business Report Management Information Systems Mobile Application Development Network Design

Networking Concepts Partnership with Business Project Publication Design Social Media Campaign Spreadsheet Applications

Virtual Business Management Challenge

Website Design **Word Processing**

LAW & PUBLIC SAFETY

Business Ethics Health Care Administration Business Law Job Interview

Electronic Career Portfolio

Management Information Systems

MARKETING, SALES, & SERVICE

Accounting I Accounting II Agribusiness **Business Communication Business Ethics Business Plan Client Service** Desktop Application Programming Digital Video Production

Economics Electronic Career Portfolio Entrepreneurship **Future Business Leader Global Business Graphic Design** Hospitality Management Impromptu Speaking Insurance & Risk Management **Introduction to Business**

Management Decision Making

Introduction to Business Communication Job Interview

LifeSmarts

Local Chapter Annual Business Report Management Decision Making Marketing Partnership with Business Project

Public Speaking I Public Speaking II Publication Design Sales Presentation Social Media Campaign

Virtual Business Management Challenge

Website Design **Word Processing**

S.T.E.M.

E-business

3-D Animation **Business Ethics Community Service Project** Computer Applications Computer Game & Simulation Programming Computer Problem Solving

Cyber Security Database Design & Applications Desktop Application Programming Digital Video Production **Electronic Career Portfolio Graphic Design**

Help Desk Job Interview **Publication Design** Social Media Campaign Website Design



GENERAL EVENT GUIDELINES

The general event guidelines below are applicable to all national competitive events. Please review and follow these guidelines when competing at the national level. When competing at the state level, check the state guidelines since they may differ slightly.

Eligibility

- Dues: Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.
- *NLC Registration*: Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.
- Deadlines: The state chair, or designee, must register each state competitor on the official online entry forms by 11:59 p.m. Eastern Time on the second Friday in May.
- Each state may submit four (4) entries in all events except LifeSmarts and Virtual Business Challenge.
- Each competitor can only compete in one (1) individual/ team event and one (1) chapter event.

9th and 10th Grade Events

The following events are only open to 9th and 10th grades:

- FBLA Principles and Procedures
- Introduction to Business
- Introduction to Business Communication
- Introduction to Business Presentation
- Introduction to Business Procedures
- Introduction to Financial Math
- Introduction to Information Technology
- Introduction to Parliamentary Procedure
- Public Speaking I

Repeat Competitors

Competitors are **not** permitted to compete in an event more than once at the NLC unless one of the following circumstances applies:

- *Modified Events*: A competitor may compete in the same event when the event is modified.
- Team Events: One (1) competitor of the team may have competed in the same event at one (1) previous NLC; however, they may not compete more than twice in the event at the national level.
- Chapter Events: Competitors may compete in a chapter event more than once (American Enterprise Project, Community Service Project, and Partnership with Business Project).
- Individual Entry: A competitor who competed as an individual entry in a team event at the national level may compete in the same event a second time as part of a team, but not a second time as an individual.
- Parliamentary Procedure: Two (2) competitors of the team may have competed in this event at a previous NLC; however, they may not compete more than twice at the national level.
- *Pilot Event*: Competition in a pilot event does not disqualify a competitor from competing in the same event if it becomes an official competitive event. The participant may compete in another event as well as a pilot event.

Breaking Ties

- Objective Tests: Ties are broken by comparing the correct number of answers to the last 10 questions on the exam.
 If a tie remains, the competitor who completed the test in a shorter amount of time will place higher. If this does not break the tie, answers to the last 20 questions will be reviewed and determine the winner.
- Objective and Production Tests: The production test scores will be used to break a tie based on the tie-breaking criteria of objective tests.
- Objective Tests and Performances: The objective test score will be used to break a tie based on the tie-breaking criteria of objective tests.
- Reports/Projects and Performances: The report/project scores will be used to break a tie.
- Performances: Judges must break ties and all judges' decisions are final.

National Deadlines

- State chair/adviser must register all competitors for NLC competitive events online by 11:59 p.m. Eastern Time on the second Friday in May.
- All prejudged components (reports, websites, statement of assurances) must be received by 11:59 p.m. Eastern Time on the second Friday in May.
 - All reports must be uploaded online.
 - All Statements of Assurance must be submitted online.
- All production tests must be received at FBLA-PBL by 11:59 p.m. Eastern Time on the third Friday in May.
 - All tests must be mailed to: FBLA-PBL 1912 Association Drive Reston, VA 20191
- State chair/adviser may make name changes only (no additional entries) by 11:59 p.m. Eastern Time on the first Friday in June. Competitor drops are the only changes allowed after this date and onsite.

National Awards

The number of competitors will determine the number of winners. The maximum number of winners for each competitive event is 10. Only one (1) award is given to the schools competing in chapter events (America Enterprise Project, Community Service Project, Local Chapter Annual Business Report, and Partnership with Business Project).

Additional Materials

Certain events may allow the use of additional materials. Please refer to event guidelines.



AMERICANS WITH DISABILITIES ACT (ADA)

FBLA-PBL meets the criteria specified in the Americans with Disabilities Act for all participants who submit a special needs form to the FBLA-PBL National Center.

Form: go.fbla.org/specialneedsform

RECORDING OF PRESENTATIONS

No unauthorized audio or video recording devices will be allowed in any competitive event. Participants in the performance events should be aware the national association reserves the right to record any performance for use in study or training materials.

GENERAL PERFORMANCE EVENT GUIDELINES

Performance Guidelines

- A maximum of fifteen (15) competitors/teams or an equal number from each section in the preliminary round will advance to the final round. When there are more than five sections of preliminary performances for an event, two competitors/teams from each section will advance to the final round.
- In the case of team events, all team competitors are expected to actively participate in the performance.
- Competitors cannot be replaced or substituted for prejudged events with the exception of the chapter events—American Enterprise Project, Community Service Project, and Partnership with Business Project.
- All competitors must comply with the FBLA-PBL dress
- Prejudged materials and résumés will not be returned.

Technology Guidelines

- The following will be provided for all technology presentation events: screen, power, table, and projector.
- Competitors utilizing Apple products or other devices that do not have a VGA port or HDMI will need to provide their own adapters.
- Internet access will be provided for:
 - 3-D Animation
 - Digital Video Production
 - E-business
 - Electronic Career Portfolio
 - Mobile Application Development
 - Public Service Announcement
 - Social Media Campaign
 - · Website Design
- Internet access may not be WiFi, so competitors should plan appropriately when selecting laptops/tablets on which to present.

Performance Competencies

- Demonstrate excellent verbal communication.
- Display effective decision-making and problem-solving
- Express self-confidence and poise.
- Work well as a team when applicable.
- Exhibit logic and systematic understanding.
- Conduct a professional business presentation.
- Answer questions effectively (when applicable).

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for presentations over the allotted time.
- Five (5) points may be deducted for not following guidelines.

Audience

- Preliminary performances are not open to conference attendees.
- Final performances may be open to conference attendees, space permitting (with the exception of interview and prep/case events). Finalists may not view other competitors' performances in their event.
- Recording performances is prohibited.
- All electronic devices must be turned off.
- All attendees must follow the dress code and wear their name badges.



OBJECTIVE TEST EVENTS & COMPETENCIES

Overview

These events consist of a 60-minute test administered during the National Leadership Conference (NLC).

Eligibility

Each state may submit four (4) individuals. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Objective Test Guidelines

- No materials may be brought to the testing site.
- No calculators may be brought into the testing site; calculators will be provided.
- Electronic devices must be turned off and out of sight.
- Bring a writing instrument.

Event Name	Objective Test Competencies
Accounting I Participants must not have had more than two (2) semesters or one (1) semester equivalent to a full year in block scheduling in high school accounting instruction.	Journalizing account classification terminology concepts and practices types of ownership posting income statements balance sheets worksheets bank reconciliations payroll depreciation manual and computerized systems ethics
Accounting II	Financial statements corporate accounting ratios and analysis accounts receivable and payable budgeting and cash flow cost accounting/manufacturing purchases and sales journalizing income tax payroll inventory plant assets and depreciation departmentalized accounting ethics partnerships
Agribusiness	Economics finance and accounting health, safety, and environmental management management analysis and decision making marketing terminology and trends
Business Calculations	Consumer credit mark-up and discounts data analysis and reporting payroll interest rates investments taxes bank records insurance ratios and proportions depreciation inventory
Business Communication	Nonverbal and verbal communication communication concepts report application grammar reading comprehension editing and proofreading word definition and usage capitalization and punctuation spelling digital communication
Business Law	Legal systems contracts and sales business organization property laws agency and employment laws negotiable instruments, insurance secured transactions, bankruptcy consumer protection and product/personal liability computer law domestic and private law
Computer Problem Solving	Operating systems networks personal computer components security safety and environmental issues laptop and portable devices printers and scanners
Cyber Security	Defend and attack (virus, spam, spyware) network security disaster recovery email security intrusion detection authentication public key physical security cryptography forensics security cyber security policy
Economics	Basic economic concepts and principles monetary and fiscal policy productivity macroeconomics market structures investments and interest rates government role types of businesses/economic institutions business cycles/circular flow supply and demand international trade/global economics
FBLA Principles & Procedures 9th & 10th grades	FBLA organization bylaws and handbook national competitive events guidelines national publications creed and national goals
Health Care Administration	Managing office procedures medical terminology legal and ethical issues communication skills managing financial functions health insurance records management infection control medical history technology
Insurance & Risk Management	Risk management process property and liability insurance health, disability, and life insurance insurance knowledge decision making careers ethics

Event Name	Objective Test Competencies
Introduction to Business 9th & 10th grades	Money management, banking, and investments consumerism characteristics and organization of business economic systems rights and responsibilities of employees, managers, owners, and government career awareness global business ethics insurance
Introduction to Business Communication 9th & 10th grades	Grammar punctuation and capitalization oral communication concepts reading comprehension word definition and usage proofreading and editing spelling
Introduction to Business Procedures 9th & 10th grades	Human relations technology concepts business operations communication skills information processing decision making/management career development database and information management ethics and safety finance
Introduction to Financial Math 9th & 10th grades	Basic math concepts consumer credit data analysis probability fractions percentages discounts decimals
Introduction to Information Technology 9th & 10th grades	Computer hardware and software operating systems common program functions word processing spreadsheets presentation software networking concepts email and electronic communication
Introduction to Parliamentary Procedure 9th & 10th grades	Parliamentary procedure principles FBLA bylaws
Microsoft Office Specialist (MOS) Excel	Guidelines following
Microsoft Office Specialist (MOS) Word	Guidelines following
Networking Concepts	General network terminology and concepts network operating system concepts equipment for network access (firewall, DSU/CSU, T1, WiFi) OSI model and functionality network topologies and connectivity network security
Personal Finance	Credit and debt earning a living (income, taxes) managing budgets and finance saving and investing banking and insurance financial principles related to personal decision making buying goods and services
Securities & Investments	Investment fundamentals personal investing retirement and estate planning financial services industry financial assets & markets financial services regulation stock market mutual funds

MICROSOFT OFFICE SPECIALIST (MOS) WORD MICROSOFT OFFICE SPECIALIST (MOS) EXCEL

A core-level candidate for the Microsoft Word and Excel 2013 exams should have a fundamental understanding of the Word and Excel environment and the ability to complete tasks independently. They should know and demonstrate the correct application of the principal features of the software.

Eligibility

Individuals from active local chapters may participate in the MOS Word or MOS Excel event. The top four (4) participants from each state in each event are eligible to compete at the National Leadership Conference. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

Overview

Students will take the MOS Word 2013 Core exam or the MOS Excel 2013 Core exam at their schools or at test centers. FBLA student members must register as a Certiport Testing Candidate and take a Qualifying MOS Certification Exam to participate in the new Microsoft Office Specialist events. Students may take the test at the local level more than once. The top four participants scoring the highest and having the least time from each state in

each exam are eligible for national competition. The qualifying tests have associated costs if your school doesn't have a site license to administer the MOS tests.

Visit certiport.com.

- Log in using your Username and Password.
- Select "My Profile" at the top margin of the Certiport page.
- Select the "Profile" tab.
- Ensure "Student" is selected under Status.
- CRITICAL: Select "FBLA" in the Student Organizations field.
- Click the "Submit" button at the bottom of the page
- Event open from September 1, 2015–March 1, 2016

Students will be notified at the end of March if they qualify for the national events.

Final Onsite Exam

Qualifying students will take the MOS Word 2013 Expert or the MOS Excel 2013 Expert exam at the National Leadership Conference.

Competencies

For a list of the MOS Word Exam competencies go to certiport.com/MOS.



PRODUCTION AND OBJECTIVE TEST EVENTS

These events consist of two (2) parts: a production test administered and proctored at a designated school-site prior to the NLC, and a 60-minute objective test administered onsite at the NLC.

Eligibility

Each state may submit four (4) individuals. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events

Event Name	Test Time	Production Test Competencies	Objective Test Competencies				
Computer Applications	2 hours	Create, search, and query databases spreadsheet functions and formulas text slide graphics and presentations business graphics word processing	Basic computer terminology and concepts presentation, publishing, and multimedia applications email, integrated and collaboration applications netiquette and legal issues spreadsheet and database applications securit formatting, grammar, punctuation, spelling, and proofreading				
Database Design & Application	1 hour	Multiple table database design table creation, inserting data into tables table SQL statements creation of forms/reports	Data definitions/terminologies query development table relationships form development reports and forms				
Spreadsheet Applications	1 hour	Basic mathematical concepts data organization concepts creating formulas functions generate graphs for analysis purposes pivot tables create macros filter and extract data	Formulas functions graphics, charts, reports purpose for spreadsheets pivot tables and advanced tools macros and templates filters and extraction of data format and print options				
Word Processing	1 hour	Production of all types of business forms letters and mail merge memos tables reports (including statistical) materials from rough draft and unarranged copy email messages	Related application knowledge advanced applications document formatting rules and standards grammar, punctuation, spelling, and proofreading printing				

Production Test Guidelines

- Documents produced for this event must be prepared by the competitor without help from the adviser or any other person.
- Administration of the production test is determined by the state chair/adviser.
- No calculators are allowed to be used on the production
- The production score will constitute 85% of the final event score
- The production test score will be used to break a tie.
- Tests must be uploaded online by 11:59 p.m. Eastern Time on the third Friday in May.

Objective Test Guidelines

- No materials may be brought to the testing site.
- No calculators may be brought into the testing site; calculators will be provided.
- Electronic devices must be turned off and out of sight.
- Bring a writing instrument.



COLLABORATIVE OBJECTIVE TEST AND TEAM PERFORMANCE (ROLE PLAY) EVENTS

Overview

These events consist of two (2) parts: an objective test and interactive role-play. A 60-minute objective test will be administered onsite at the NLC. Team competitors will take one (1) objective test collaboratively.

Eligibility

Each state may submit four (4) teams of two (2) or three (3) members. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive

Finals

The top fifteen (15) scoring teams advance to the final round.

Event	Equipment Setup Time	Prep Time	Performance Time	Warning Time	Time Up	Penalty Over Time	Q&A
Banking & Financial Systems	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Entrepreneurship	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Global Business	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Hospitality Management	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Management Decision Making	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Management Information Systems	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Marketing	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Network Design	NA	20 min.	7 min.	6 min.	7 min.	NA	NA
Sports & Entertainment Management	NA	20 min.	7 min.	6 min.	7 min.	NA	NA

Event Name	Objective Test Competencies & Case Overview
Banking & Financial Systems Rating Sheet: page 85	Competencies: Concepts and practices basic terminology government regulation of financial services impact of technology on financial services types/differences of various institutions ethics careers in financial services taxation Case: A problem or scenario encountered in the banking or financial business community.
Entrepreneurship Rating Sheet: page 105	Competencies: Business plan community/business relations legal issues initial capital and credit personnel management financial management marketing management taxes government regulations Case: A decision-making problem encountered by entrepreneurs in one (1) or more of the following areas: business planning, human relations, financial management, or marketing.
Global Business Rating Sheet: page 109	Competencies: Basic international concepts ownership and management marketing finance communication (including culture and language) treaties and trade agreements legal issues human resource management ethics taxes and government regulations currency exchange international travel career development Case: A problem encountered in the international/global arena.
Hospitality Management Rating Sheet: page 112	Competencies: Hospitality operation and management functions hotel sales process hospitality marketing concepts human resource management in the hospitality industry environmental, ethical, and global issues customer service in the hospitality industry legal issues, financial management, and budgeting current hospitality industry trends types of hospitality markets and customers Case: A scenario in the hospitality management industry.
Management Decision Making Rating Sheet: page 119	Competencies: Information and communication systems human resource management financial management business operations management functions and environment business ownership and law strategic management ethics and social responsibility marketing economic concepts careers Case: A problem encountered by managers in the following areas: human resource management, financial management, marketing management or information systems management. Competitors will assume the role of management and present a solution to the case study.



Management Information Systems Rating Sheet: page 120	Competencies: Systems analysis and design database management and modeling concepts object-oriented analysis and design user interfaces system controls defining system and business requirements Case: A decision-making problem outlining a small business' environment and needs. Competitors will analyze the situation and recommend an information system solution to address the issues raised.
Marketing Rating Sheet: page 121	Competencies: Basic marketing fundamentals economics selling and merchandising channels of distribution marketing, information research, and planning promotion and advertising media legal, ethical, and social marketing aspects e-commerce Case: A marketing problem is proposed, and a solution is discussed.
Network Design Rating Sheet: page 124	Competencies: Network installation problem solving and troubleshooting network administrator functions configuration of Internet resources backup and disaster recovery configuration network resources and services Case: An analysis of a computing environment situation and recommendation for a network solution that addresses the issues provided.
Sports & Entertainment Management Rating Sheet: page 134	Competencies: Management basics event management management functions decision making management strategies strategic planning tools networking and delegating leadership managing groups and teams ethics management for entertainment industry marketing concepts and buyer behavior marketing information management and research marketing mix and product life cycle distribution, pricing, and market conditions promotion, advertising, and sponsorship sales entrepreneurship human resource management careers Case: A problem outlining the understanding and awareness of sports and entertainment issues within today's society.

Performance Guidelines—Final Round

- Two (2) 4" x 6" note cards will be provided to each competitor and may be used during event preparation and performance. Information may be written on both sides of the note cards. Note cards will be collected following the presentation.
- No additional reference materials allowed.
- Flip charts are provided for Management Information Systems and Network Design.
- Teams should introduce themselves, describe the situation, make their recommendations, and summarize their cases.
- All team members are expected to actively participate in the performance.
- All questions raised in the case must be addressed during the presentation.
- Turn off all electronic devices.
- Objective test scores will be used to break a tie.
- Final performances are not open to conference attendees

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for not following guidelines.

Performance Competencies

See page 53.



INDIVIDUAL OBJECTIVE TEST AND ROLE PLAY EVENT: HELP DESK

Overview

This event consists of two (2) parts, an objective test and an individual role play. A 60-minute objective test will be administered onsite at the NLC.

Eligibility

Each state may submit four (4) individuals for this event. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

The top fifteen (15) scoring teams advance to the final round.

Event	Equipment Setup Time	Prep Time	Performance Time	Warning Time	Time Up	Penalty Over Time	Q&A
Help Desk	NA	10 min.	5 min.	4 min.	5 min.	NA	NA

Event Name	Objective Test Competencies & Case Overview
Help Desk <i>Rating Sheet: page 111</i>	Competencies: Help desk concepts help desk operations people component: help desk roles and responsibilities process component: help desk process and procedures information component: help desk performance measure help desk setting customer support as a profession management processes Case: An interactive role-play scenario will be given based on customer service in the technical field.

Performance Guidelines—Final Round

- Two (2) 4" x 6" note cards will be provided to each competitor and may be used during event preparation and performance. Information may be written on both sides of the note cards. Note cards will be collected following the presentation.
- No additional reference materials allowed.
- Individuals should introduce themselves, describe the situation, make their recommendations, and summarize their cases.
- All guestions raised in the case must be addressed during the presentation.
- Objective test scores will be used to break a tie.
- Final performances are not open to conference attendees

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for not following guidelines.

Performance Competencies

See page 53.



INDIVIDUAL OBJECTIVE TEST AND TEAM ROLE PLAY EVENT: PARLIAMENTARY PROCEDURE

Overview

The Dorothy L. Travis Award for Parliamentary Procedure consists of two (2) parts, an objective test and a meeting presentation. A 60-minute objective test will be administered at the NLC. Questions for the parliamentary procedure principles section of the exam will be drawn from the National Association of Parliamentarian's official test bank. The team score is determined by the average scores of its members.

Eligibility

Each state may submit four (4) teams composed of four (4) or five (5) persons (a president, vice president, secretary, treasurer, and an additional member) from active local chapters for this event. No more than two (2) members may have participated at a prior NLC. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

The top fifteen (15) scoring teams advance to the final round.

National Parliamentarian Candidate

The highest scoring underclassman on the parliamentary procedures exam who submits an officer application and meets all appropriate criteria becomes the new national parliamentarian.

Event	Equipment Setup Time	Prep Time	Performance Time	Warning Time	Time Up	Penalty Over Time	Q&A
Parliamentary Procedure	NA	20 min.	9–11 min.	8 min.	11 min.	Yes	NA

Event Name	Objective Test Competencies
Parliamentary Procedure	Competencies : Parliamentary procedure principles FBLA Bylaws
Rating Sheet: page 125	Case: The role play scenario will be given to simulate a regular
	chapter meeting. The examination and performance criteria for
	this event will be based on Robert's Rules of Order, Newly Revised,
	11 th edition.

Performance Guidelines—Final Round

- Parliamentary procedure reference materials may be used during the preparation period but not during the performance itself. The following items may be taken into the prep and performance room: a copy of the problem for each team member, the treasurer's report, and a copy of the minutes from a preceding meeting.
- Performances must include presentation of procedures
 that are used in a complete regular meeting of the
 chapter from the time the meeting is called to order until
 it is adjourned. Items designated in the case must be
 included in the appropriate order of business, but other
 items also should be taken up during the meeting. The
 secretary will take notes during the performance, but
 notes will not be transcribed into minutes.
- The problem may or may not include class of motions, but all five (5) classes of motions—main, subsidiary, privileged, incidental, and motions that bring a question again before the assembly—must be demonstrated during the performance.
- No reference materials, visual aids, or electronic devices may be brought to or used during the performance.
- Final performances are not open to conference attendees.

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Deduction of one (1) point for each full thirty (30) seconds under nine (9) or over 11 minutes.
- Five (5) points may be deducted for not following guidelines.

Performance Competencies

• See page 53.



PREJUDGED REPORTS AND PRESENTATION EVENTS

These events consist of two (2) parts: a prejudged report and a presentation. Competitors are required to complete both parts for award eligibility.

Eligibility

States may submit four (4) entries for these events. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

A maximum of fifteen (15) finalists, or an equal number from each group in the preliminary round, will advance to the final round.

Event	Equipment Setup Time	Prep Time	Performance Time	Warning Time	Time Up	Penalty Over Time (5 pts)	Q&A (3 min.)
American Enterprise Project	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Business Financial Plan	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Business Plan	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Community Service Project	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Local Chapter Annual Business Report	Only prejudged written report						
Partnership with Business Project	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes

Event Name	Submission by 2 nd Friday in May	# of Pages	Specific Guidelines
American Enterprise Project Rating Sheets: page 83	PDF must be uploaded	15	 The project must promote an awareness of some facet of the American enterprise system within the school and/or community and be designed for chapter participation. Reports must describe chapter activities conducted between the previous State Leadership Conference and the current State Leadership Conference.
Business Financial Plan Rating Sheets: page 87	PDF must be uploaded	15	 Establish and develop a complete financial plan for a business venture by writing a report on the topic below. A one-page description of the plan should be the first page of the report (not included in page count).
			 You just recently graduated from your university with a degree in Health and Physical Fitness. You played two sports at your university and continue to remain healthy by working out and eating well. Your dream has been to open your own athletic club with high-end equipment, structured class exercise rooms, cardio exercise equipment, weight machines, and free weights. You want to offer 30- and 60-minute massages and personalized fitness plans. You will have locker rooms and operate 24 hours/7 days a week. There is an opportunity to grow and hire other employees who could be personal trainers working with you in the same school of philosophy.
			You have thousands of dollars of debt and no disposable income because you have not been hired for your first job since graduating. You really want to open this athletic club. You are planning to open your own facility in a 15,000 square foot, stand-alone building. You will need equipment, inventory, software for schedules, and more to open your doors.
			You did your research and you found a great opportunity to present your idea including a business financial plan to a major Angel Investor who may want to invest in your plan.
			Prepare a well-written business financial plan following the parameters and FBLA Performance Indicators as assigned. You will need to submit your report and then give a seven-minute presentation to the Angel Investor (judges).



Event Name	Submission by 2 nd Friday in May	# of Pages	Specific Guidelines
Business Plan Rating Sheets: page 89	PDF must be uploaded	30	An effective business plan should include the following information: Executive Summary provides a brief synopsis of the key points and strengths included in the plan. • Company Description includes basic details of the business, including an overview, location, legal structure, and organization. • Industry Analysis provides an analysis of the larger industry in which the business will belong; analyzes key trends and players in the industry; demonstrates an understanding and awareness of external business decisions. • Target Market provides a brief overview of the nature and accessibility of the targeted audience. • Competitive Analysis includes an honest and complete analysis of the business' competition and demonstrates an understanding of the business' relative strengths and weaknesses. • Marketing Plan and Sales Strategy demonstrates how the business' product or service will be marketed and sold; includes both strategic and tactical elements of the marketing and sales approach. • Operations provides an overview of business operations on a day-to-day basis, including production processes, physical facility reviews, use of technology, and processes followed to ensure delivery of products or services. • Management and Organization describes the key participants in the new business venture and identifies human resources the business can draw upon as part of the management team, employee pool, consultants, directors, or advisers. It also portrays the role each will play in the business' development, and discusses compensation and incentives. • Long-Term Development gives a clear vision of where the business will be in three (3), five (5), or more years. It offers an honest and complete evaluation of the business' potential for success and failure and identifies priorities for directing future business activities. • Financials indicate the accounting methodology to be used by the business. Discuss any assumptions made in projecting future financial results. Present projections honestly and conservatively
Community Service Project Rating Sheets: page 93	PDF must be uploaded	15	Reports must describe one (1) chapter project that serves the community. The project must be in the interest of the community and designed for chapter participation. Include: description of the project chapter member involvement degree of impact on the community evidence of publicity received project evaluation
Local Chapter Annual Business Report Rating Sheet: page 118	PDF must be uploaded Only prejudged	15	 Report must not exceed fifteen (15) pages. Divider pages and appendices are optional and must be included in the page count. Report should include the chapter's program of work. Report describes activities of the chapter that were conducted between the start of the previous State Leadership Conference and the current State Leadership Conference.



Event Name	Submission by 2 nd Friday in May	# of Pages	Specific Guidelines
Partnership with Business Project Rating Sheets: page 126	PDF must be uploaded	15	Demonstrate the development and implementation of an innovative, creative, and effective partnership plan. Include: description of the partnership goals and planning activities roles of business leaders and chapter members in developing and implementing the partnership results, concepts learned, and impact of the project provide degree of involvement (hours spent, personal contact, executives and department heads contacted) examples of publicity and recognition received as a result of the partnership

Report Guidelines

- Competitors must prepare reports. Advisers and others are not permitted to write reports.
- The state chair/adviser must upload a PDF of the report by 11:59 p.m. Eastern Time on the second Friday in May.
- Front cover is not counted against page limit.
- American Enterprise Project, Community Service, Local Chapter Annual Business Report, and Partnership with Business Project should include the name of school, state, name of the event, and year (20XX–XX). Business Financial Plan and Business Plan should also include the names of participants.
- Divider pages and appendices are optional and must be included in the page count.
- Reports must include a table of contents and page numbers.
- Pages must be numbered and formatted to fit on 8½" x 11" paper.
- Chapter reports start from previous State Leadership Conference to current State Leadership Conference.
- Follow the rating sheet sequence when writing the
- If information is not available for the particular criterion, include a statement to that effect in your report.
- Points will be deducted if the written project doesn't adhere to the guidelines.
- Project content is prejudged before the NLC. The presentation of the project is judged at the NLC.
- Prejudged materials, visual aids, and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
- The report scores will be used to break a tie.
- Reports must be original, current, and not submitted for a previous NLC.
- Reports submitted for competition become the property of FBLA-PBL, Inc. These reports may be used for publication and/or reproduced for sale by the national association.

Performance Guidelines

- Visual aids related to the project may be used; however, no items may be left with the judges or audience.
- Final performances may be open to conference attendees, space permitting. Finalists may not view other competitors' performances in their event.

Technology Guidelines

- Internet access will not be provided.
- Five (5) minutes will be allowed to set up and remove equipment or presentation items.
- See page 53 for additional guidelines.

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for presentations over the allotted time.
- Five (5) points may be deducted for not following guidelines.

Performance Competencies

See page 53.



PREJUDGED PROJECTS AND PRESENTATION EVENTS

Overview

These events consist of two (2) parts: a prejudged project and a presentation. Competitors are required to complete both parts for award eligibility.

Eligibility

Each state may submit four (4) individuals or teams for these events. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive

Finals

A maximum of fifteen (15) finalists, or an equal number from each group in the preliminary round, will advance to the final

Event	Equipment Setup Time	Prep Time	Performance Time	Time Warning	Time Up	Penalty Over Time (5 pts)	Q&A (3 min.)
3-D Animation	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Computer Game & Simulation Programming	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Desktop Application Programming	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Digital Video Production	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
E-business	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Mobile Application Development	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Website Design	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes

Event Name	Submission by 2 nd Friday in May (prejudged)	Specific Guidelines
3-D Animation Rating Sheets: page 81	Videos must be uploaded as a URL. Statement of Assurance	 The presentation is designed to be an explanation of equipment used, software used, the development process, an overview of how copyright laws were addressed, and challenges experienced during the process. Animated video should be no longer than three (3) minutes. The video should be shown to the judges. 2016 NLC Topic
		 You are an employee for the Code County School System and have been assigned to participate on the Marketing Team to promote the School System's dress code in the workplace for all employees including administrators, teachers, assistants, aides, etc.
		Your school system has struggled for the last 18 months to enforce the Code County School System's dress code. Your Marketing Team has been assigned the task of designing a promotional video clip using 3-D animation to stress the required dress code. Design a 3-D animated video clip keeping in mind the audience to be sure that the dress code will be followed throughout the rest of the school year. The focus of the clip should be following the dress code versus the actual code itself. Present the video clip to the panel of judges, your superintendent, and his/her administrators.

Event Name	Submission by 2 nd Friday in May (prejudged)	Specific Guidelines
Computer Game & Simulation Programming Rating Sheets: page 95	CD/DVD/USB (two (2) copies) Statement of Assurance	 Choose a programming language or game/animation engine to create a standalone executable program that will display creativity, programming skill, and convey the message of the topic. The program must run on Windows XP or a higher computer. Data must be free of viruses/malware. Any entry with contaminated data will not be judged. All data and programs should be contained in a master folder named STATE_SCHOOL where your state and school are listed in that folder name format. Outside of the master folder, create a shortcut to the executable file. If the program requires a runtime player, create a shortcut outside the master folder to launch the runtime player installer. The program must contain the following, at a minimum: must be graphical in nature, not text based an initial title page with the game title, user interface control instructions, and active buttons for Play and Quit a quit command programmed to the escape key The program should be shown to the judges. 2016 NLC Topic Create a computer game that includes the following features/capabilities: has at least three levels keeps score must run on a PC using Windows 7 or newer
Desktop	CD/DVD/USB	 must run on a PC using windows / or newer must be a standalone executable program virus and malware free must have some type of celebratory conclusion if the game is conquered. Must have some type of encouragement for those who cannot conquer the game. Can replay. at least two lives or chances game features should be compatible with a maximum ESRB rating of E10+ Individual event.
Application Programming Rating Sheets: page 97	(two (2) copies) Statement of Assurance	 The program must run on Windows XP or higher. Solution must run standalone with no programming errors. Data must be free of viruses/malware. Any entry with contaminated data will not be judged. The program should be shown to the judges. 2016 NLC Topic You have been hired by the national office of Future Business Leaders of America-Phi Beta Lambda. Create a program to keep current membership data, allowing the addition and change of records. Each record in the master file should contain the membership number, first name, last name, school, state, email, year joined, code for active/non-active, and amount owed. Create a report that will produce a list of members by state from the master file that has the member number, member name, year joined, grade in school, and amount owed. Include only the members owing a balance. The report footer should include the total number of non-active members, total number of active members, total number of members owing, and the amount owed. Have an option to view or print the report, allowing for 50 detail lines per page and at the end of the report, with the footer information described above. Create a report that lists all seniors and their email addresses, sorted by state. Have an option to view, print, or export to an xls file. The design concepts of the master file, update program, membership report, and email report are left to the competitors. Usability and functionality should be the prime objectives.



Event Name	Submission by 2 nd Friday in May (prejudged)	Specific Guidelines
Digital Video Production <i>Rating Sheets: page 99</i>	Videos must be uploaded as URL Statement of Assurance	 The production may use any method to capture or create moving images. The presentation should include sources used to research the topic; development and design process; use of different video techniques; a list of equipment and software used; and copyright information for pictures, music, or other items. The two (2) to four (4) minute video may be shown to the judges if desired.
		 2016 NLC Topic Using a popular cover song as a starting point, create a parody music video that will promote FBLA. It should incorporate music, acting, singing, and multiple production elements.
E-business Rating Sheets: page 101	URL Statement of Assurance	 Websites must be available for viewing on the Internet at the time of judging. No changes may be made to the website after the official entry date. Sites should be designed to allow for viewing on as many different platforms as possible. If using a shopping cart, it does not need to be activated. Explanations should include development and design process, use and implementation of innovative technology, and use and development of media elements. The website should be shown to the judges. 2016 NLC Topic Create a website for a banquet hall (to be used for wedding receptions, engagement parties, and any type of celebrations or business presentation meetings). Develop a company identity including a name and logo that has a cohesive design structure to be used throughout the website. The site should have elements typical of a banquet hall, including but not limited to: interactive calendar with availability interactive calendar with availability interactive contact information page ability to reserve date online and pay deposit ability to order and pay for two different features ability to request digital sales kit
Mobile Application Development Rating Sheets: page 122	CD/DVD/USB (two (2) copies) Statement of Assurance	 The following platforms may be used to develop the project: Google's Android, Apple iOS, or Microsoft Windows Phone. Project submissions must include the source code and screen shots of the GUI in PDF format. The solution must run standalone with no programming errors. Applications may deploy from a smartphone, tablet, or both, but must be smartphone deployable. Applications do not need to be available for download from a digital-distribution multimedia-content service. The app should be shown to the judges. 2016 NLC Topic An app is to be created that allows FBLA members to interact and share their opinions on style, fashion, and attire. Users can snap a picture with their phone. They can share what they want to know—things like (a) Is this outfit stylish?, (b) Is this outfit professional?, (c) Is this outfit within the FBLA-PBL dress code?, (d) What should I change to make this outfit better?, and other important details.

Event Name	Submission by 2 nd Friday in May (prejudged)	Specific Guidelines
Website Design Rating Sheets: page 135	URL Statement of Assurance	 The website must be available for viewing on the Internet at the time of judging. No changes can be made to the website after the official entry date. Websites should be designed to allow for viewing on as many different platforms as possible. Explanations should include the development and design process, the use and implementation of innovative technology, and the use and development of media elements. The website should be shown to the judges.
		 You have been hired by a new restaurant owner who is offering both a bakery and restaurant for gluten-free products. Being gluten- and wheat-free is considered the norm in today's society. The owner, who is gluten-free, decided to get funding to open a business. The entrepreneur specializes in making baked goods from breads to muffins and pastries, as well as simple lunch or dinner menu items for the casual diner who is gluten- and/or wheat-free. The owner has hired one of the top pastry and restaurant chefs in the area with experience in gluten- and wheat-free foods. Develop a company identity including a name and logo that has a cohesive design structure to be used throughout the website. The site should have elements typical of a restaurant, including but not limited to: Menus Contact Information and Hours of Operation Make a Reservation Online About Us Preferred Customer Loyalty Program Reviews

Project Guidelines

- Competitors must prepare projects. Advisers and others are not permitted to help.
- The state chair/adviser must submit URLs by 11:59 p.m. Eastern Time on the second Friday in May.
- All physical media must be received at the FBLA-PBL National Center by 11:59 p.m. Eastern Time on the second Friday in May.
- Competitors are expected to follow all applicable copyright laws. Refer to the Format Guide for copyright quidelines.
- Projects must be clearly labeled with the name of the event, state, participants' name(s), and school.
- Project content is prejudged before the NLC. The presentation of a project is judged at the NLC.
- Competitors are responsible for bringing a copy of their project to show the judges.
- Any photographs, texts, trademarks, or names used on the site must be supported by proper documentation and approvals indicated on the site.
- When applicable, the use of templates must be identified.
- Projects submitted for competition become the property of FBLA-PBL, Inc. These projects may be used for publication and/or reproduced for sale by the national association.

Performance Guidelines

- Presentation of the entry must be conducted by competitors who authored the event.
- Visual aids related to the project may be used; however, no items may be left with the judges or audience.
- Final performances may be open to conference attendees, space permitting. Finalists may not view other competitors' performances in their event.

Technology Guidelines

- Five (5) minutes will be allowed to set up and remove equipment or presentation items.
- See page 53 for additional guidelines.

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for presentations over the allotted time.
- Five (5) points may be deducted for not following quidelines.

Performance Competencies

See page 53.



INTERVIEW EVENTS

Overview

These events consist of multiple components, including material submission prior to the conference, a preliminary interview, and a final interview. The Future Business Leader event also includes an objective test.

Eligibility

Each state may submit four (4) individuals for these events. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

A maximum of fifteen (15) finalists, or an equal number from each group in the preliminary round, will advance to the final round.

Event Name	Submission by 2 nd Friday in May (prejudged)	Time	Specific Guidelines
Future Business Leader Rating Sheets: page 106	 Upload one-page cover letter and résumé Cover letter addressed to: Ms. Jean Buckley President and CEO, FBLA-PBL, Inc., 1912 Association Drive Reston, VA 20191 	Preliminary 10 min. Final 15 min.	Objective Test: 60 minutes. Must take on first day of NLC. Test score is added into the preliminary interview rating sheet. Competencies: FBLA organization, bylaws, and handbook national competitive event guidelines national publications creed and national goals business knowledge, i.e., accounting, banking, law, etc. Cover Letter: The letter should state reasons for deserving the honor of this award. Résumé: List your FBLA activities and involvement.
Job Interview Rating Sheets: page 115	Upload one-page cover letter, résumé Address to: Dr. Terry E. Johnson Director of Human Resources Merit Corporation, 1640 Franklin Place, Washington, D.C. 20041	Preliminary 10 min. Final 15 min.	 Cover Letter: Each competitor must apply for a business or business-related job at Merit Corporation (a fictitious company) in Washington, D.C. Company benefits include paid holidays and vacation, sick leave, a retirement plan, and health insurance. Salary will be commensurate with experience and education. Merit Corporation is an equal opportunity employer. The job must be one for which the competitor is now qualified or he/she will be qualified for at the completion of the current school year. It may be a part-time, internship, or full-time job. Résumé: Highlight your work/volunteer experience.

Interview Guidelines

- Competitors must bring one (1) hard copy of résumé and cover letter in a folder to each round of interviews onsite.
- Label folders with the event title, competitor's name, state, and school. Include the competitor's name on all pages submitted.
- Résumés should be brief, not exceeding two (2) pages.
 Photographs are not allowed.
- Competitors will be scheduled for a ten (10) minute preliminary interview.
- Finalists will be scheduled for a fifteen (15) minute interview.
- Preliminary and final interviews are not open to conference attendees.
- Objective test scores will be used to break a tie in the final round.

Prejudged Materials

 Cover letters and résumés will be prejudged for maximum of 50 points to be added to the preliminary interview score.

Penalty Points Deducted by Judges

- Five (5) points will be deducted from the score if competitors do no submit materials by the deadline.
- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for not following guidelines.

Performance Competencies

• See page 53



SPEECH EVENTS

Overview

These events consist of a business speech based on FBLA-PBL

Eligibility

Each state may submit four (4) individuals for these events. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

A maximum of fifteen (15) finalists, or an equal number from each group in the preliminary round, will advance to the final

Event	Equipment Setup Time	Prep Time	Performance Time	Warning Time	Time Up	Penalty Over Time	Q&A
Impromptu Speaking	NA	10 min.	4 min.	3 min.	4 min.	Yes	No
Public Speaking I	NA	NA	4 min.	3 min.	4 min.	Yes	No
Public Speaking II	NA	NA	5 min.	4 min.	5 min.	Yes	No

Event Name	Specific Guidelines
Impromptu Speaking Rating Sheet: page 113	 Two (2) 4" x 6" note cards will be provided to each competitor and may be used during event preparation and performance. Information may be written on both sides of the note cards. The cards will be collected following the presentation. No other reference materials such as visual aids or electronic devices may be brought to or used during the event preparation or presentation. Topics must relate to one (1) or more of the FBLA-PBL goals.
Public Speaking I 9th & 10th grade only Rating Sheet: page 129	 The speech must be of a business nature and must be developed from one or more of the FBLA-PBL goals. When delivering the speech, competitors may use notes prepared before the event. No other reference materials such as visual aids or electronic devices may be brought to or used during the event preparation or presentation.
Public Speaking II Rating Sheet: page 130	 The speech must be of a business nature and must be developed from one or more of the FBLA-PBL goals. When delivering the speech, competitors may use notes prepared before the event. No other reference materials such as visual aids or electronic devices may be brought to or used during the event preparation or presentation.

FBLA-PBL Goals

- Develop competent, aggressive business leadership.
- Strengthen the confidence of students in themselves and their work.
- Create more interest in and understanding of the American business enterprise.
- Encourage members in the development of individual projects that contribute to the improvement of home, business, and community.
- Develop character, prepare for useful citizenship, and foster patriotism.
- Encourage and practice efficient money management.
- Encourage scholarship and promote school loyalty.
- Assist students in the establishment of occupational
- Facilitate the transition from school to work.

Performance Guidelines

- Competitors must prepare speeches. Advisers and others are not permitted to help.
- Handouts are not allowed.

Penalty Points Deducted by Judges

- Penalty points will be given if the speech is 30 seconds under or over the allocated time.
- Five (5) points may be deducted for not following quidelines.

Performance Competencies

See page 53.



PRESENTATION EVENTS WITH EQUIPMENT

Overview

These events include a presentation. Review specific guidelines for each event as guidelines vary.

Eligibility

Each state may submit four (4) entries for these events. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

A maximum of fifteen (15) finalists, or an equal number from each group in the preliminary round, will advance to the final

Event	Equipment Setup Time	Prep Time	Performance Time	Warning Time	Time Up	Penalty Over Time (5 pts)	Q&A (3 min.)
		NA	7 min.	6 min.	7 min.	Yes	Yes
Electronic Career Portfolio	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Graphic Design	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Introduction to Business Presentation	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Public Service Announcement	5 min.	NA	5 min.	4 min.	5 min.	Yes	Yes
Publication Design	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Sales Presentation	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes
Social Media Campaign	5 min.	NA	7 min.	6 min.	7 min.	Yes	Yes

Event Name	Event Type	Specific Guidelines
Electronic Career Portfolio Rating Sheet: page 103	Individual	 The event is to be specific to the career goals and professional experiences that the student has completed; it is not a showcase of FBLA experiences. All information should reflect the student's accomplishments and experiences that have actually occurred. The portfolio must include: a résumé and a career summary. The career summary should include career choice, description of career, skills and education required, and future job outlook (e.g., monetary, advancement). Sample materials also must be included in the portfolio. These samples must include, but are not limited to, the following: Career-Related Education: Describe career-related education that enhances employability. Include a summary of school activities, career research projects, application of business education, and/or related occupational skills and their relationship to job. Educational Enhancement: Describe educational opportunities that enhance employability. Include career opportunities development planning, summaries of job shadowing, internships, apprenticeships, informational interviews, community service projects, and products developed during these experiences. Examples of Special Skills: Includes up to five (5) examples of special skills, talents, and/or abilities related to job and career goals. These may be in any format but must fit within the dimensions of the portfolio. Audio and/or video recordings may be included in the portfolio.

Event Name	Event Type	Specific Guidelines
Graphic Design Rating Sheet: page 110	Individual or Team	 Emphasize graphic interpretation of the topic and design. Do not use any words, diagrams, clip art, and/or artwork that are not public domain. The logo must be saved in JPEG, GIF, or EPS format. Graphics should be computer generated. 2016 NLC Topic Create a digital sales kit for a banquet hall (to be used for wedding receptions, engagement parties, and any type of celebrations or business presentation meetings). Develop a company identity including a name and logo that has a cohesive design structure to be used throughout the digital sales kit. All files should be shown in the presentation. The kit should include: floor plans catering menus special packages with upscale features special services such as linens, decorations, china, seating, etc.
Introduction to Business Presentation 9th & 10th grades only Rating Sheet: page 114	Individual or Team	 Use a presentation software program as an aid in delivering a business presentation. Visual aids and samples specifically related to the project may be used in the presentation; however, no items may be left with the judges or audience. Comply with state and federal copyright laws. 2016 NLC Topic You have just taken first place in Introduction to Business Presentation at your FBLA State Leadership Conference, and you are now faced with the need to raise over \$2,000 per person on your team to attend the FBLA National Leadership Conference in Atlanta. Prepare a sevenminute presentation that can be used in front of a variety of potential sponsors that may include community service groups, local small businesses, the school board, etc.
Public Service Announcement Rating Sheet: page 128	Individual or Team	 Research and form an objective on the topic provided. Create a 30-second video on the topic. The video production may use any method to capture or create moving images. The PSA video must be shown to the judges. The presentation should include the team's objective toward the topic; major findings from the topic research; the script writing process; use of different video techniques; a list of equipment and software used; and copyright issues with pictures, music, or other items. Competitors must bring their own script copy if they want to refer to it during the presentation. 2016 NLC Topic In light of current events with professional sports teams, franchises, and professional sports players, the image of these companies has been tarnished. Produce a PSA demonstrating the positive impact of sports.



Event Name	Event Type	Specific Guidelines
Publication Design <i>Rating Sheet: page 131</i>	Individual or Team	 The event is to highlight print publications. Visual aids and samples specifically related to the project may be used in the presentation; however, no items may be left with the judges or audience. Competitors may bring copies of printed materials designed for presentation. Comply with state and federal copyright laws. The presentation should include the team's objective toward the topic; the script writing process; use of different video techniques; a list of equipment and software used; and copyright issues with pictures, music, or other items.
		 You have been hired by a new restaurant owner who is offering both a bakery and restaurant for gluten-free products. Being gluten- and wheat-free is considered the norm in today's society. The owner, who is gluten-free, decided to get funding to open a business. The entrepreneur specializes in making baked goods from breads to muffins and pastries, as well as simple lunch or dinner menu items for the casual diner who is gluten- and/or wheat-free. The owner has hired one of the top pastry and restaurant chefs in the area with experience in gluten- and wheat-free foods. To attract new customers and let people know about the restaurant, the owner has asked you to develop a series of print items suitable for a new bakery and restaurant marketing campaign. This will include the design of a brochure, 1/4 page newspaper ad, magazine coupon, and campaign poster not to exceed 18" x 24".
		Before you begin, design a logo for the company. This logo should communicate the company name, incorporate graphic elements, and include a tagline/slogan that you create. The logo should be used on all promotional items. The marketing campaign should be cohesive. Create contact information including a URL.
Sales Presentation Rating Sheet: page 132	Individual	 The individual shall provide the necessary materials and merchandise for the demonstration along with the product. Each participant's demonstration must be the result of his/her own efforts. Facts and working data may be secured from any source. Student members, not advisers, must prepare the demonstration. Visual aids and samples related to the presentation may be used in the presentation; however, no items may be left with the judges or audience. When delivering the demonstration, the participant may use notes, note cards, and props. All materials must be removed at the end of the performance.
Social Media Campaign Rating Sheet: page 133	Individual or Team	 Effectively address a recruitment opportunity and a strategic approach to targeting prospective members, as well as engaging existing members. Topic is addressed effectively and is appropriate for the audience. Campaign has high level of engagement and interactivity: Likes, shares, retweets, RSVPs, etc. Demonstrates knowledge of social media marketing beyond community management, including but not limited to: developing unique content, effectively utilizing existing content, optimizing content for search, and distributing content across as many platforms as possible within a limited budget. Describe any applicable insight/research methodology as to why you have chosen specific platforms, messaging, content, engagement and outreach strategies. Overall campaign—images, videos, copywriting, graphic designs (if applicable)—is creative and appealing. Final product indicates a clear thought process, a well-formulated campaign, and execution of a firm idea. Effectively communicate required information and drive the campaign toward a clear call-to-action. Comply with state and federal copyright laws. 2016 NLC Topic Create a social media campaign to market your new business: a banquet hall to be used for
		wedding receptions, engagement parties, and any type of celebrations or business presentation meetings. You must use at least three sources of social media (e.g., Twitter, Facebook, Instagram, Pinterest, etc.).



Project Guidelines

- Competitors must prepare projects. Advisers and others are not permitted to help.
- Competitors are expected to follow all applicable copyright laws. Refer to the Format Guide for copyright guidelines.
- Competitors are responsible for bringing a copy of their project to show to the judges.

Performance Guidelines

- Presentation of the entry must be conducted by competitors who authored the event.
- Visual aids related to the project may be used during the presentation; however, no items may be left with the judges or audience.
- Final performances may be open to conference attendees, space permitting. Finalists may not view other competitors' performances in their event.

Technology Guidelines

See page 53.

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for presentations over the allotted time.
- Five (5) points may be deducted for not following guidelines.

Performance Competencies

See page 53.



PRESENTATION EVENTS WITHOUT EQUIPMENT

Overview

These events include a presentation or role play. Review specific guidelines for each event.

Eligibility

Each state may submit four (4) entries for these events. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

A maximum of fifteen (15) finalists, or an equal number from each group in the preliminary round, will advance to the final

Event	Equipment Setup Time	Prep Time	Performance Time	Warning Time	Time Up	Penalty Over Time (5 pts)	Q&A (3 min.)
Business Ethics	NA	NA	7 min.	6 min.	7 min.	Yes	Yes
Client Service	NA	10 min.	5 min.	4 min.	5 min.	No	No
Emerging Business Issues	NA	NA	7 min.	6 min.	7 min.	Yes	Yes

Event Name	Event Type	Specific Guidelines	
Business Ethics <i>Rating Sheet: page 86</i>	Team of two (2) to three (3)	 Competitors must research the topic prior to conference and be prepared to present their findings and solutions. Facts and data must be cited and secured from quality sources (peer review documents, legal documents, etc.). Teams are permitted to bring prepared notes. Books, other bound materials, and equipment are prohibited. 2016 NLC Topic Research an ethical topic related to animal testing on products for safety and human use of those products. 	
Client Service Rating Sheet: page 92	Individual	 This role play event requires the competitor to provide customer service to a client (judges). Two (2) 4" x 6" note cards will be provided for each competitor and may be used during the preparation and performance of the case. Information may be written on both sides of the note cards. Note cards will be collected following the presentation. No other reference materials, visual aids, or electronic devices may be brought in or used during the preparation of the performance. 	
Emerging Business Issues Rating Sheet: page 104	Team of two (2) to three (3)	 Participants will be expected to research the topic prior to the conference and be prepared to present both the affirmative and negative arguments. Teams will be permitted to bring prepared notes of any type for the presentation. Teams will have seven (7) minutes to present both sides. No reference materials, visual aids, or electronic devices may be brought to or used during the preparation or performance. Teams should introduce themselves, describe the situation, present both affirmative and negative and make their recommendations, and summarize their case. 2016 NLC Topic In the last several years, the entertainment industry has undergone a substantial number of changes. In the original days of television, there was nothing more than antenna. This was followed by cable, satellite, digital cable, digital antennas, and now, online streaming. Unlocked and jailbroken devices have become increasingly available and popular. It is your responsibility to research the following: legal implications of unlocked or jailbroken devices ethical implications of unlocked or jailbroken devices potential penalties for using unlocked or jailbroken devices availability of software/hardware/services to unlock or jailbroken devices availability of software/hardware/services to unlocked or jailbroken devices are wrong) and present the arguments for both sides of the scenario to a panel of judges. Competitors should be ready to answer questions. 	



Performance Guidelines

- Presentation of the entry must be conducted by competitors who authored the event.
- Client Service final performances are not open to conference attendees.
- Business Ethics and Emerging Business Issues final performances may be open to conference attendees, space permitting. Finalists may not view other competitors' performances in their event.

Penalty Points Deducted by Judges

- Five (5) points are deducted if competitors do not follow the dress code.
- Five (5) points may be deducted for not following guidelines.

Performance Competencies

• See page 53.



LIFESMARTS

Overview

This online event challenges students to integrate multiple areas of business knowledge and skills, using critical-thinking skills and teamwork during competition. Student teams will compete online during the fall and spring competitions.

Eligibility

School teams of two (2), from active, local chapters may participate in both the fall and spring online LifeSmarts Competitions. A team member cannot be on more than one (1) team. Teams may compete in both the fall and spring competitions, and more than one (1) team may compete per chapter. Team members cannot be changed once a team has registered. Members are unable to participate in any other event if they have qualified and plan on participating in the final round at the NLC. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Finals

The top twelve (12) nationally ranked teams from each FBLA LifeSmarts Competition—but no more than one per state, per challenge—will advance to the final round.

Event Name	Event Type	Dates	LifeSmarts Team Guidelines
LifeSmarts	Team	Fall Competition October 19, 2015– November 13, 2015 Spring Competition February 1, 2016– February 26, 2016	 Register Online Compete individually, with both team members completing a 60-question quiz across all LifeSmarts topic areas. Demonstrate leadership by completing a team personal finance assessment. Complete a team consumer assessment. Receive a cumulative score after completing all activities. Be ranked against other participating FBLA teams. Registration link on FBLA-PBL.org when competition opens a week before starting date.

Performance

The top twelve (12) nationally-ranked teams from each FBLA LifeSmarts Competition—both fall and spring but no more than one (1) per state, per challenge—are eligible to compete at NLC. These twenty-four (24) teams are determined by the standings in the fall and spring FBLA LifeSmarts Competition, which is administered via the Internet during the school year.

At NLC teams will compete four times:

- Two (2) buzzer matches
- One (1) team activity
- One (1) individual assessment per team member
- The top six (6) teams advance to the semifinals, and the two (2) semifinal winners compete in the championship. Scores are cumulative.



VIRTUAL BUSINESS MANAGEMENT CHALLENGE

Overview

This online event is based on the all new, completely web-based Virtual Business – Management 3.0 simulation where FBLA students test their skills at managing a bike manufacturing business individually or as a team. The simulation is easier to use and no software downloads are required. The VBC has two (2) challenges during the year (fall and spring), and each challenge focuses on different business concepts.

Eligibility

Individual members or a team of two (2) or three (3) members from active, local chapters may participate in both the fall and spring online VBC. A team member cannot be on more than one (1) team at a time. Team members cannot be changed once a team has registered. Members are unable to participate in any other event if they have qualified and plan on participating in the final round at the NLC. Competitors must have paid FBLA national and state dues by 11:59 p.m. Eastern Time on March 1 of the current school year.

NLC Registration

Participants must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.

Perform

The top eight (8) nationally ranked teams from each VBC, but no more than one (1) per state, per challenge, are eligible to compete at the NLC.

Note: The FBLA VBC is an official event brought to FBLA chapters through a partnership with Knowledge Matters.

Event Name	Event Type	Dates	VBC Guidelines
Virtual Business Management Challenge	Team or Individual	Fall Competition October 19, 2015– November 13, 2015 Spring Competition February 1, 2016– February 26, 2016	Participation in this event crosses the curriculum areas of Introduction to Business, Information Technology, and Management. The students will manage a simulated business. During the challenge, FBLA members are required to: register an individual or team up to three (3) individuals run the simulation submit scores compete and be ranked against other participating FBLA teams Registration link on FBLA-PBL.org when game opens a week before starting date.

Preliminary Performance

- The top eight (8) nationally ranked teams from each VBC both fall and spring but no more than one (1) per state, per challenge—are eligible to compete at the NLC. These sixteen (16) teams are determined by the standings in the fall and spring VBC is administered via the Internet during the school year.
- At the NLC, qualifying teams for the preliminary round will participate in a round-robin event with each team participating in a minimum of two (2) 15-20 minute sessions. Bracket winners will be determined based on the highest cumulative profit.

Final Performance

For the final round, four (4) teams will compete in a 15–20 minute session. The national winner will be determined based on the highest cumulative profit.



2016 NLC COMPETITIVE EVENT TOPICS

3-D ANIMATION

You are an employee for the Code County School System and have been assigned to participate on the Marketing Team to promote the School System's dress code in the workplace for all employees including administrators, teachers, assistants, aides, etc.

Your school system has struggled for the last 18 months to enforce the Code County School System's dress code. Your Marketing Team has been assigned the task of designing a promotional video clip using 3-D animation to stress the required dress code. Design a 3-D animated video clip keeping in mind the audience to be sure that the dress code will be followed throughout the rest of the school year. The focus of the clip should be following the dress code versus the actual code itself. Present the video clip to the panel of judges, your superintendent, and his/her administrators.

BUSINESS ETHICS

Research an ethical topic related to animal testing on products for safety and human use of those products.

BUSINESS FINANCIAL PLAN

You just recently graduated from your university with a degree in Health and Physical Fitness. You played two sports at your university and continue to remain healthy by working out and eating well. Your dream has been to open your own athletic club with high-end equipment, structured class exercise rooms, cardio exercise equipment, weight machines, and free weights. You want to offer 30-and 60-minute massages and personalized fitness plans. You will have locker rooms and operate 24 hours/7 days a week. There is an opportunity to grow and hire other employees who could be personal trainers working with you in the same school of philosophy.

You have thousands of dollars of debt and no disposable income because you have not been hired for your first job since graduating. You really want to open this athletic club. You are planning to open your own facility in a 15,000 square foot, stand-alone building. You will need equipment, inventory, software for schedules, and more to open your doors.

You did your research and you found a great opportunity to present your idea including a business financial plan to a major Angel Investor who may want to invest in your plan.

Prepare a well-written business financial plan following the parameters and FBLA Performance Indicators as assigned. You will need to submit your report and then give a seven-minute presentation to the Angel Investor (judges).

COMPUTER GAME & SIMULATION PROGRAMMING

Create a computer game that includes the following features/capabilities:

- has at least three levels
- keeps score
- must run on a PC using Windows 7 or newer
- must be a standalone executable program
- · virus and malware free
- must have some type of celebratory conclusion if the game is conquered. Must have some type of encouragement for those who cannot conquer the game. Can replay.
- at least two lives or chances
- game features should be compatible with a maximum ESRB rating of E10+.

DESKTOP APPLICATION PROGRAMMING

You have been hired by the national office of Future Business Leaders of America-Phi Beta Lambda.

Create a program to keep current membership data, allowing the addition and change of records. Each record in the master file should contain the membership number, first name, last name, school, state, email, year joined, code for active/non-active, and amount owed.

Create a report that will produce a list of members by state from the master file that has the member number, member name, year joined, grade in school, and amount owed. Include only the members owing a balance. The report footer should include the total number of non-active members, total number of active members, total number of members owing, and the amount owed. Have an option to view or print the report, allowing for 50 detail lines per page and at the end of the report, with the footer information described above.

Create a report that lists all seniors and their email addresses, sorted by state. Have an option to view, print, or export to an .xls file. The design concepts of the master file, update program, membership report, and email report are left to the competitors. Usability and functionality should be the prime objectives.



2016 NLC COMPETITIVE EVENT TOPICS

DIGITAL VIDEO PRODUCTION

Using a popular cover song as a starting point, create a parody music video that will promote FBLA. It should incorporate music, acting, singing, and multiple production elements.

E-BUSINESS

Create a website for a banquet hall (to be used for wedding receptions, engagement parties, and any type of celebrations or business presentation meetings). Develop a company identity including a name and logo that has a cohesive design structure to be used throughout the website. The site should have elements typical of a banquet hall, including but not limited to:

- interactive calendar with availability
- interactive photo gallery
- interactive contact information page
- ability to reserve date online and pay deposit
- ability to order and pay for two different features
- · ability to request digital sales kit

EMERGING BUSINESS ISSUES

In the last several years, the entertainment industry has undergone a substantial number of changes. In the original days of television, there was nothing more than an antenna. This was followed by cable, satellite, digital cable, digital antennas, and now, online streaming.

Unlocked and jailbroken devices have become increasingly available and popular. It is your responsibility to research the following:

- legal implications of unlocked or jailbroken devices
- ethical implications of unlocked or iailbroken devices
- potential penalties for using unlocked or jailbroken devices
- availability of software/hardware/services to unlock or jailbreak a device

Competitors should be ready to argue both the pro (there is nothing wrong with using unlocked or jailbroken devices) and the con (legally and ethically, unlocked or jailbroken devices are wrong) and present the arguments for both sides of the scenario to a panel of judges. Competitors should be ready to answer questions.

GRAPHIC DESIGN

Create a digital sales kit for a banquet hall (to be used for wedding receptions, engagement parties, and any type of celebrations or business presentation meetings). Develop a company identity including a name and logo that has a cohesive design structure to be used throughout the digital sales kit. All files should be shown in the presentation. The kit should include:

- floor plans
- catering menus
- special packages with upscale features
- special services such as linens, decorations, china, seating, etc.

INTRODUCTION TO BUSINESS PRESENTATION

You have just taken first place in Introduction to Business Presentation at your FBLA State Leadership Conference, and you are now faced with the need to raise over \$2,000 per person on your team to attend the FBLA National Leadership Conference in Atlanta. Prepare a seven-minute presentation that can be used in front of a variety of potential sponsors that may include community service groups, local small businesses, the school board, etc.

MOBILE APPLICATION DEVELOPMENT

An app is to be created that allows FBLA members to interact and share their opinions on style, fashion, and attire.

Users can snap a picture with their phone. They can share what they want to know—things like (a) Is this outfit stylish?, (b) Is this outfit professional?, (c) Is this outfit within the FBLA-PBL dress code?, (d) What should I change to make this outfit better?, and other important details.

It should allow users to post outfits and interact with anyone else who has posted outfits.

PUBLIC SERVICE ANNOUNCEMENT

In light of current events with professional sports teams, franchises, and professional sports players, the image of these companies has been tarnished. Produce a PSA demonstrating the positive impact of sports.



2016 NLC COMPETITIVE EVENT TOPICS

PUBLICATION DESIGN

You have been hired by a new restaurant owner who is offering both a bakery and restaurant for gluten-free products. Being glutenand wheat-free is considered the norm in today's society. The owner, who is gluten-free, decided to get funding to open a business. The entrepreneur specializes in making baked goods from breads to muffins and pastries, as well as simple lunch or dinner menu items for the casual diner who is gluten- and/or wheat-free. The owner has hired one of the top pastry and restaurant chefs in the area with experience in gluten- and wheat-free foods. To attract new customers and let people know about the restaurant, the owner has asked you to develop a series of print items suitable for a new bakery and restaurant marketing campaign. This will include the design of a brochure, 1/4-page newspaper ad, magazine coupon, and campaign poster not to exceed 18" x 24".

Before you begin, design a logo for the company. This logo should communicate the company name, incorporate graphic elements, and include a tagline/slogan that you create. The logo should be used on all promotional items. The marketing campaign should be cohesive. Create contact information including a URL.

SOCIAL MEDIA CAMPAIGN

Create a social media campaign to market your new business; a banguet hall to be used for wedding receptions, engagement parties, and any type of celebrations or business presentation meetings. You must use at least three sources of social media (e.g., Twitter, Facebook, Instagram, Pinterest, etc.).

WEBSITE DESIGN

You have been hired by a new restaurant owner who is offering both a bakery and restaurant for gluten-free products. Being glutenand wheat-free is considered the norm in today's society. The owner, who is gluten-free, decided to get funding to open a business. The entrepreneur specializes in making baked goods from breads to muffins and pastries, as well as simple lunch or dinner menu items for the casual diner who is gluten- and/or wheat-free. The owner has hired one of the top pastry and restaurant chefs in the area with experience in gluten- and wheat-free foods. Develop a company identity including a name and logo that has a cohesive design structure to be used throughout the website. The site should have elements typical of a restaurant, including but not limited to:

- Contact Information and Hours of Operation
- Make a Reservation Online
- · About Us
- Preferred Customer Loyalty Program
- Reviews



	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Development of Project					
Video successfully conveys the message outlined in the topic and does so in a way that captivates audience attention	0	1–3	4–7	8–10	
Information related to topic is accurate	0	1–3	4-7	8-10	
Animated Video Production and Elements					
Overall quality of animated video	0	1–5	6–10	11–15	
Graphics are appropriate and consistent throughout the video	0	1–6	7–13	14-20	
Editing is seamless and does not seem fragmented	0	1–3	4–7	8–10	
Multiple animation techniques are utilized	0	1–3	4–7	8–10	
Video concludes with appropriate credits	0	1–3	4–7	8–10	
Logical flow of thoughts and seamless transitions	0	1–5	6-10	11-15	
Subtotal				/10	00 max.
Penalty Points Deduct five (5) points for not adheri	ing to Guidelines	1			
☐ Statement of Assurance not received ☐ video lon	nger than 3 minu	tes			
Total Points				/1	00 max
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Point Earne
Development of Project		P	F	r	
Video successfully conveys the message outlined in the	0	1–3	4–7	8–10	
topic and does so in a way that captivates audience					
attention				0.10	
Information related to topic is accurate	0	1–3	4–7	8–10	
Animated Video Production and Elements					
Overall quality of animated video	0	1–5	6-10	11–15	
Graphics are appropriate and consistent throughout the video	0	1–6	7–13	14–20	
Editing is seamless and does not seem fragmented	0	1–3	4–7	8–10	
Multiple animation techniques are utilized	0	1–3	4-7	8–10	
Video concludes with appropriate credits	0	1–3	4–7	8–10	
Logical flow of thoughts and seamless transitions	0	1–5	6-10	11-15	
Content					
Describes the pre-production process	0	1–3	4–7	8–10	
Describes the scenario	0	1–3	4–7	8–10	
Describes the production process	0	1–3	4–7	8–10	
Describes the post-production process	0	1–3	4–7	8–10	
Describes software used	0	1–3	4–7	8–10	
Describes techniques used Describes hardware used	0	1–3 1–3	4–7 4–7	8–10 8–10	
	U	1-3	4-7	0-10	
Delivery		ı		ı	1
Statements are well organized and clearly stated; appropriate business language used	0	1–3	4-7	8–10	
Demonstrates self-confidence, poise, and good voice	0	1–3	4–7	8-10	
projection				0.10	
Demonstrates the ability to effectively answer questions	0	1–3	4–7	8–10	
Subtotal				/	200 max
Time Penalty Deduct five (5) points for presentat	ion over seven (7) minutes. Time:			
Dress Code Penalty Deduct five (5) points when	dress code is no	t followed.			
Penalty Deduct five (5) points for failure to follow	directions.				
Total Points				/	200 max
Prejudged Score				/	100 max
Final Score (add total points and prejudged sco	ore)			/	300 max
Name:					
School:			State:		
Judge's Signature:			Date:		



Not Demonstrated	Does Not Meet	Meets	Exceeds	Points Earned
Demonstrated	Expectations	Expectations	Expectations	Lameu
0	1–5	6–10	11–15	
0	1–2	3–4	5	
0	1–7	8–14	15–20	
0	1–5	6–10	11–15	
0	1–7	8–14	15–20	
0	1–3	4–7	8–10	
0	1–2	3–4	5	
0	1–3	4–7	8–10	
				•
			/10	00 max.
			/10	00 max.
		State:		
		Date:		
		<u> </u>		
	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 1-5 0 1-7 0 1-7 0 1-7 0 1-7 0 1-7 0 1-3 0 1-3 ceach for not adhering to Report Gring to Repo	0 1-5 6-10 0 1-2 3-4 0 1-7 8-14 0 1-5 6-10 0 1-7 8-14 0 1-7 8-14 0 1-7 8-14 0 1-3 4-7 each for not adhering to Report Guidelines (maximal ble of contents □ over fifteen (15) pages □ no page □ no pa	0 1-2 3-4 5 0 1-7 8-14 15-20 0 1-5 6-10 11-15 0 1-7 8-14 15-20 0 1-7 8-14 15-20 0 1-3 4-7 8-10 0 1-2 3-4 5 0 1-3 4-7 8-10 /10 each for not adhering to Report Guidelines (maximum of twenty ble of contents □ over fifteen (15) pages □ no page numbers □ /10 State:

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Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Explanation					
Describes project development and strategies used to implement project	0	1–7	8–14	15–20	
Describes research into school or community needs	0	1–5	6–10	11–15	
Appropriate level of chapter member involvement in project	0	1–3	4–7	8–10	
Degree of impact on the community and its citizens	0	1–7	8–14	15–20	
Evidence of publicity received	0	1–2	3–4	5	
Student evaluation of project effectiveness	0	1–2	3–4	5	
Comments:					
Delivery					
Statements are well organized and clearly stated	0	1–3	4–7	8–10	
Demonstrates self-confidence, poise, assertiveness, and good voice projection	0	1–2	3–4	5	
Demonstrates ability to effectively answer questions	0	1–3	4–7	8–10	
Comments:					
Subtotal				/100) max.
Time Penalty Deduct five (5) points for presentation	n over seven (7) r	ninutes. Time:			
Dress Code Penalty Deduct five (5) points when dre	ess code is not fo	llowed.			
Penalty Deduct five (5) points for failure to follow g	guidelines.				
Total Points				/100) max.
Report Score				/100) max.
Final Score (add total points and report score)				/200) max.
			0		
School:			State:		
Judge's Signature:			Date:		
Indoo's Commentar					

Judge's Comments:



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned	
	Demonstrated	Expectations	Expectations	Expectations	Бапіец	
Content		1	1	1		
Problem is understood and well-defined	0	1–3	4–7	8–10		
Alternatives are recognized with pros and cons	0	1–7	8-14	15–20		
stated and evaluated						
Logical solution is selected with positive and	0	1–7	8-14	15–20		
negative aspects of its implementation given						
Demonstrates knowledge and understanding of	0	1–7	8-14	15–20		
banking and financial systems concepts						
Comments:						
Delivery						
Statements are well-organized and clearly stated;	0	1–3	4–7	8–10		
appropriate business language used						
Team members demonstrate self-confidence,	0	1–2	3–4	5		
poise, and good voice projection						
Team members participate actively during the	0	1–2	3–4	5		
presentation						
Team demonstrates the ability to effectively answer	0	1–3	4-7	8–10		
questions						
Comments:						
Subtotal				/1	00 max.	
				,		
Dress Code Penalty Deduct five (5) points when	dress code is no	ot followed.				
Final Score				/1	00 max.	
Objective Test Score (To be used in the event of	f a tie.)					
·	•					
Name(s):						
School:			State:			
Judge's Signature:			Date:			
Judge's Comments:						
juage o Commento.						





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content and Recommendation		-	_	-	
Situation is understood and effectively defined	0	1–5	6–10	11–15	
Ethical dimensions of the problem are clearly	0	1–5	6-10	11–15	
defined					
Team's position is clearly stated	0	1–5	6–10	11–15	
Effective ethical solution is offered	0	1–5	6–10	11–15	
Quality of research	0	1–5	6–10	11–15	
Comments:					
Delivery					
Statements are well organized and clearly stated, appropriate business language used	0	1–3	4–7	8–10	
Demonstrates self-confidence, poise, and good voice projection	0	1–2	3–4	5	
All team members actively participate in the	0	1–2	3–4	5	
presentation					
Demonstrates the ability to effectively answer	0	1–2	3–4	5	
questions					
Comments:					
Subtotal				/1	00 max
Time Penalty Deduct five (5) points for presenta	tion over seven (7	7) minutes. Time:			
Penalty Deduct five (5) points for failure to follow	v guidelines.				
Dress Code Penalty Deduct five (5) points when	n dress code is no	t followed.			
, in the second				/4	00
Total Points				/1	00 max.
• • • • • • • • • • • • • • • • • • • •				· · · · · · · · · · · · · · · · · · ·	00 max. 00 max.
Total Points Final Score				· · · · · · · · · · · · · · · · · · ·	
Total Points				· · · · · · · · · · · · · · · · · · ·	
Total Points Final Score Name(s):			State:	· · · · · · · · · · · · · · · · · · ·	00 max
Total Points Final Score Name(s):				/1	00 max



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Report Content					
Description of business, assumptions, and	0	1–10	11–20	21–30	
strategies to obtain loan (one page)					
Company Description	0	1–7	8–14	15–20	
 Legal form of business 					
Company governance					
 Company location(s) 					
• Long- and short-term goals					
Operations and Management	0	1–8	9–18	19–25	
 Business facilities described 					
 Management personnel identified 					
Workforce described (current and projected)					
Target Market	0	1–10	11–20	21–30	
• Target market defined (size, growth potential,					
needs)					
• Risks and potential adverse results identified,					
analyzed, and planned for Financial Institution	0	1–7	8–14	15–20	
Name and type of financial institution to	U	1-/	0-14	13-20	
which loan application is being made					
Loan Request	0	1–10	11–20	21–30	
Purpose of loan and amount requested					
Itemized planned expenditures					
Projections for future stability of company					
Supporting Documents	0	1–5	6–10	11–15	
Works cited page					
Comments:					
Format					
Clear and concise presentation with logical	0	1–5	6–10	11–15	
arrangement of information following the rating					
sheet categories					
Correct grammar, punctuation, spelling, and	0	1–5	6–10	11–15	
acceptable business style					
Comments:					
Subtotal				10	200 max.
Penalty Points Deduct five (5) points each for n	ot adhering to Do	port Guidelines (maximum of to		
☐ missing cover information ☐ missing table of					
does not follow rating sheet Total Points					200 max.
					ZOU IIIAA.
Name(s):					
School:					
Judge's Signature:			_ Date:		
Judge's Comments:					





☐ Final Round ☐ Preliminary Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content		F	r	F	
Description of the company, operations, and	0	1–5	6–10	11–15	
management (current & projected)					
Description of the financial plan and strategies to	0	1-5	6–10	11–15	
obtain loan					
Underlying assumptions explained and supported	0	1–5	6–10	11–15	
Risks and potential adverse results identified,	0	1–5	6–10	11–15	
analyzed, and planned					
Purpose of loan and amount requested and	0	1–3	4–7	8–10	
projections					
Comments:					
Delivery					
Statements are well-organized and clearly stated;	0	1–3	4–7	8-10	
appropriate business language used					
Demonstrates self-confidence, poise, and good	0	1–3	4–7	8–10	
voice projection					
Demonstrates the ability to effectively answer	0	1–3	4–7	8-10	
questions					
Comments:					
Subtotal					/100 max
Time Penalty Deduct five (5) points for present	ation over seven	(7) minutes. Time	e:		
Dress Code Penalty Deduct five (5) points who		•			
Total Points				,	/100 max
Report Score				/	′200 max
Final Score (add total points and report score)				,	′300 max
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					



Productive Inc.	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content		1	0.44	15.00	
 Executive Summary Convinces reader that business concept is sound and has a reasonable chance of success Is concise and effectively written 	0	1–7	8–14	15–20	
Company Profile Legal form of business Effective date of business Company mission statement/vision Company governance Company location(s) Immediate development goals	0	1–5	6–10	11–15	
Overview of company's financial status					
Industry Analysis Description of industry (size, growth rates, nature of competition, history) Trends and strategic opportunities within industry	0	1–5	6–10	11–15	
Target Market Target market defined (size, growth potential, needs) Effective analysis of market's potential, current patterns, and sensitivities	0	1–5	6–10	11–15	
 Competition Key competitors identified Effective analysis of competitors' strengths and weaknesses Potential future competitors Barriers to entry for new competitors identified 	0	1–5	6–10	11–15	
Marketing Plan and Sales Strategy Key message to be communicated identified Options for message delivery identified and analyzed including Web process Sales procedures and methods defined	0	1–5	6–10	11–15	
Operations • Business facilities described • Production plan defined and analyzed • Workforce plan defined and analyzed • Impact of technology	0	1–5	6–10	11–15	
Management and Organization Key employees/principals identified and described Board of directors, advisory committee, consultants, and other human resources identified and described Plan for identifying, recruiting, and securing key participants described Compensation and incentives plan	0	1–5	6–10	11–15	

(continued on next page)



Long-term Development	0	1–5	6–10	11–15	
• Goals for three-, five- or more years are					
identified and documented					
• Risks and potential adverse results identified and analyzed					
• Strategy in place to take business toward long-					
term goals					
Financials	0	1–7	8–14	15-20	
• Type of accounting system to be used is identified					
 Financial projections are included and reasonable 					
• 1st year monthly cash flow					
• 1st year monthly income statement					
• Yearly income statements for years 1, 3 & 5					
Financial assumptions clearly identified					
Supporting Documents	0	1–5	6–10	11–15	
May include works cited page, certifications,					
licenses, tax requirements, codes, technical					
descriptions, advance contracts, endorsements,					
etc.					
Comments:					
Report Format					
Clear and concise presentation with logical	0	1–3	4–7	8–10	
arrangement of information following the rating					
sheet categories					
Professional written presentation appropriate to	0	1–2	3–4	5	
audience					
Correct grammar, punctuation, spelling, and	0	1–3	4–7	8–10	
acceptable business style					
Comments:					
Subtotal				/2	00 max.
Penalty Points Deduct five (5) points each for no	t adhering to Re	port Guidelines	(maximum of tv	wenty [20] poin	ts):
☐ missing cover information ☐ missing table of con	atonte D over th	pirty (30) pages	no page num	bers \square report	format
1	iterits 🗖 over ti	mity (50) pages (1		
does not follow rating sheet	itelits • Over ti	mrty (50) pages (1.0	1	
Total Points	itents 🛥 over ti	mity (50) pages	1.0		00 max.
	itents • over ti	mrty (50) pages v	Lyo		00 max.
		mty (50) pages V	1.9		00 max.
Total Points		mty (50) pages V	State:		00 max.
Total Points Name(s):		mty (50) pages			00 max.



☐ Final Round ☐ Preliminary Round

Content Description of business concept and company profile Marketing aspects of business are thoroughly covered Description of operations and management plans	Demonstrated ()	Expectations 1-2	Expectations	Expectations	Earned
Description of business concept and company profile Marketing aspects of business are thoroughly covered Description of operations and management plans		1–2			
profile Marketing aspects of business are thoroughly covered Description of operations and management plans		1-2	3–4	5	
covered Description of operations and management plans	0		3-4	3	
Description of operations and management plans	U	1–5	6-10	11–15	
	0	1–3	4–7	8–10	
Financial documents and projections are	0	1-7	8-14	15-20	
reasonably easy to understand	0	1–3	4–7	0.10	
Risks are anticipated, analyzed and planned for Long-term goals are identified and reasonable	0	1-3	4-7 4-7	8–10 8–10	
Comments:					
Delivery					
Statements are well-organized and clearly stated;	0	1–3	4–7	8–10	
appropriate business language used					
Demonstrates self-confidence, poise, and good	0	1–2	3–4	5	
voice projection All team members actively participate in the	0	1-2	3-4	5	
presentation	Ü	1-2	3-4	3	
Demonstrates the ability to effectively answer	0	1–3	4–7	8–10	
questions regarding business start-up logistics					
Subtotal					100 max
Time Penalty Deduct five (5) points for presenta	ation over seven	(7) minutes. Time	e:		
Dress Code Penalty Deduct five (5) points whe					
Total Points				/′.	l00 max
Report Score				/2	200 max
Final Score (add total points and report score)				/3	300 max
Name(s):					
School:			State:		
Judge's Signature:			Date:		
		•			





	NT .	Does Not Meet	37	Б. 1	D 1 .
Evaluation Item	Not Demonstrated	Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content	Demonstrated	Zipeetations	Emperiumono		Zumeu
Scenario is understood and well-defined	0	1–5	6–10	11–15	
Participant's position is clearly stated	0	1–5	6–10	11–15	
Effective solution is offered	0	1–5	6–10	11–15	
Comments:					
Delivery					
Statements are well organized and clearly stated	0	1–5	6–10	11–15	
Participant displays empathy/diplomacy when	0	1-2	3-4	5	
responding to situation					
Demonstrates self-confidence, poise, and good	0	1–3	4–7	8–10	
voice projection	0	4.5	6.40	44.45	
Demonstrates the ability to ask and answer questions effectively	0	1–5	6–10	11–15	
Participant actively interacts with judges	0	1–3	4–7	8–10	
	U	1–3	4-7	0-10	
Comments:					
Subtotal				/	100 max.
Dress Code Penalty Deduct five (5) points who	en dress code is no	t followed.			
Final Score				/	100 max.
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					



	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content					
Purpose of Project	0	1–5	6-10	11–15	
Statement of project goals					
• Service to the community and its citizens					
Planning and development of project	0	1–5	6–10	11–15	
Implementation of project	0	1–5	6–10	11–15	
Impact and benefits to the community	0	1–8	9–18	19–25	
Evidence of publicity	0	1–2	3–4	5	
Comments:					
Report Format					
Clear and concise presentation with logical arrangement of information following the rating sheet categories	0	1–3	4–7	8–10	
Professional report & design appropriate to audience	0	1–2	3–4	5	
Correct grammar, punctuation, spelling, and acceptable business style	0	1–3	4-7	8–10	
Comments:					
Subtotal				/10	0 max.
Penalty Points Deduct five (5) points each for points): ☐ missing cover information ☐ missing report format does not follow rating sheet					
Total Points				/10	0 max.
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content					
Description of project development and	0	1–8	9–18	19–25	
strategies used to implement project					
Appropriate level of chapter member	0	1–3	4–7	8–10	
involvement in the project					
Degree of impact on the community and its citizens	0	1–7	8–15	16–20	
Evidence of publicity received	0	1–2	3–4	5	
Effective student evaluation of project	0	1–2	3–4	5	
Comments: Delivery					
Statements are well-organized and clearly	0	1–5	6–10	11–15	
stated; appropriate business language used					
Demonstrates self-confidence, poise, and good voice projection	0	1–3	4-7	8–10	
Demonstrates the ability to effectively answer questions	0	1–3	4-7	8–10	
Comments:					
Subtotal				/100) max.
Time Penalty Deduct five (5) points for presen	tation over seve	n (7) minutes. '	Time:		
Dress Code Penalty Deduct five (5) points who	en dress code is	not followed.			
Total Points				/100) max.
Report Score				/100) max.
Final Score (add total points and report score)				/200) max.
Calcast.			Ctata.		
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					



FBLA COMPUTER GAME & SIMULATION PROGRAMMING Production Rating Sheet

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earne
Program Usability and Support	Demonstrated	Expectations	Expectations	Expectations	Lame
	0	1 2	4 7	0.10	
Storage media, uploaded folder, and shortcuts formatted properly	0	1–3	4–7	8–10	
nstructions clear and executable launches from shortcut without modification	0	1–3	4–7	8–10	
Comments:	I.				
Quality of Rules—rules presented well and player knows what to do User Interface—game controls are easy to use without much explanation Navigation—the player can get to the end of game and knows how to get there Performance—no errors, bugs, or glitches Play—game is challenging, the game can be completed Artistry—color, backgrounds, characters, sounds are uttractive and visible Player Interactions—player participates in the story and the actions are consistent with the concept Immersion—player feels connected to the gameplay and is not distracted or removed from interaction Rewards—player is rewarded properly for taking game risks Comments:	0 0 0 0 0 0	1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3	4-7 4-7 4-7 4-7 4-7 4-7 4-7 4-7	8-10 8-10 8-10 8-10 8-10 8-10 8-10 8-10	
	0	1.7	8 14	15 20	
Game Concept & Design Evaluation Fully addresses concept and topic Game play and graphics appropriate for concept and age	0 0	1–7 1–3	8-14 4-7	15-20 8–10	
Fully addresses concept and topic Game play and graphics appropriate for concept and age group	0	1–3	47	8–10	
Fully addresses concept and topic Game play and graphics appropriate for concept and age group ncorporates entertainment and education elements Fitle slide is attractive with working direction, quit, and start					
Fully addresses concept and topic Game play and graphics appropriate for concept and age group Incorporates entertainment and education elements Title slide is attractive with working direction, quit, and start buttons	0 0	1–3 1–3 1–3	4–7 4–7 4–7	8–10 8–10 8–10	
Fully addresses concept and topic Game play and graphics appropriate for concept and age group incorporates entertainment and education elements Fitle slide is attractive with working direction, quit, and start buttons Contains all levels required	0	1–3 1–3	4–7 4–7	8–10 8–10	
Fully addresses concept and topic Game play and graphics appropriate for concept and age group ncorporates entertainment and education elements Little slide is attractive with working direction, quit, and start puttons Contains all levels required Errors did not crash game or prevent continuing game play	0 0 0	1–3 1–3 1–3 1–3	4–7 4–7 4–7 4–7	8–10 8–10 8–10 8–10	
Fully addresses concept and topic Game play and graphics appropriate for concept and age group incorporates entertainment and education elements Fitle slide is attractive with working direction, quit, and start puttons Contains all levels required Errors did not crash game or prevent continuing game play Code is well written and logically designed Code or game engine events are well commented to explain	0 0 0 0 0	1–3 1–3 1–3 1–3 1–3	4-7 4-7 4-7 4-7 4-7	8–10 8–10 8–10 8–10 8–10	
Fully addresses concept and topic	0 0 0 0 0	1-3 1-3 1-3 1-3 1-3 1-3	4-7 4-7 4-7 4-7 4-7 4-7	8–10 8–10 8–10 8–10 8–10 8–10	
Gully addresses concept and topic Game play and graphics appropriate for concept and age group ncorporates entertainment and education elements Fitle slide is attractive with working direction, quit, and start buttons Contains all levels required Errors did not crash game or prevent continuing game play Code is well written and logically designed Code or game engine events are well commented to explain ogic used and reason for a block of code	0 0 0 0 0	1-3 1-3 1-3 1-3 1-3 1-3	4-7 4-7 4-7 4-7 4-7 4-7	8–10 8–10 8–10 8–10 8–10 8–10 8–10	max.
Fully addresses concept and topic Game play and graphics appropriate for concept and age group incorporates entertainment and education elements Fitle slide is attractive with working direction, quit, and start outtons Contains all levels required Errors did not crash game or prevent continuing game play Code is well written and logically designed Code or game engine events are well commented to explain ogic used and reason for a block of code Comments: Subtotal Penalty Points Deduct five (5) points for not adhering	0 0 0 0 0 0	1-3 1-3 1-3 1-3 1-3 1-3 1-3	4-7 4-7 4-7 4-7 4-7 4-7 4-7	8-10 8-10 8-10 8-10 8-10 8-10 8-10	max.
Fully addresses concept and topic Game play and graphics appropriate for concept and age roup incorporates entertainment and education elements Title slide is attractive with working direction, quit, and start outtons Contains all levels required Errors did not crash game or prevent continuing game play Code is well written and logically designed Code or game engine events are well commented to explain origin used and reason for a block of code Comments: Subtotal Penalty Points Deduct five (5) points for not adhering 2 copies of media not received Statement of Assu	0 0 0 0 0 0	1-3 1-3 1-3 1-3 1-3 1-3 1-3	4-7 4-7 4-7 4-7 4-7 4-7 4-7	8–10 8–10 8–10 8–10 8–10 8–10 8–10	max.
Gully addresses concept and topic Game play and graphics appropriate for concept and age group incorporates entertainment and education elements Gitle slide is attractive with working direction, quit, and start outtons Contains all levels required Errors did not crash game or prevent continuing game play Code is well written and logically designed Code or game engine events are well commented to explain ogic used and reason for a block of code Comments:	0 0 0 0 0 0 0 0 0 to Guidelines (arrance not receive	1-3 1-3 1-3 1-3 1-3 1-3 1-3	4-7 4-7 4-7 4-7 4-7 4-7 4-7	8–10 8–10 8–10 8–10 8–10 8–10 8–10	
Fully addresses concept and topic Game play and graphics appropriate for concept and age roup Incorporates entertainment and education elements Title slide is attractive with working direction, quit, and start auttons Contains all levels required Errors did not crash game or prevent continuing game play Code is well written and logically designed Code or game engine events are well commented to explain opic used and reason for a block of code Comments: Subtotal Penalty Points Deduct five (5) points for not adhering 2 copies of media not received Statement of Assurtations Total Points	0 0 0 0 0 0 0 0 to Guidelines (arance not receive	1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3	4-7 4-7 4-7 4-7 4-7 4-7 4-7	8–10 8–10 8–10 8–10 8–10 8–10 8–10	
Fully addresses concept and topic Game play and graphics appropriate for concept and age roup incorporates entertainment and education elements Fitle slide is attractive with working direction, quit, and start uttons Contains all levels required Forors did not crash game or prevent continuing game play Foode is well written and logically designed Foode or game engine events are well commented to explain origic used and reason for a block of code Comments: Subtotal Penalty Points Deduct five (5) points for not adhering 1 2 copies of media not received Statement of Assu Fotal Points Jame:	0 0 0 0 0 0 0 0 to Guidelines (arance not receive	1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3	4–7 4–7 4–7 4–7 4–7 4–7 4–7 4–7 een [15] points).	8–10 8–10 8–10 8–10 8–10 8–10 8–10	





FBLA COMPUTER GAME & SIMULATION PROGRAMMING Performance Rating Sheet

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Point: Earne
Content					
Describes the topic, problem, and challenges	0	1–2	3–4	5	
Describes the planning process used to design the	0	1–3	4–7	8–10	
game through planning documents such as					
storyboards, flowcharts, etc.					
Describes design software selection and why these	0	1–3	4–7	8-10	
were most appropriate to the task					
Describes the user interface (input/output	0	1–3	4–7	8–10	
parameters) and why this applies best for this					
audience					
Describes how the game flows from starting point	0	1–5	6-10	11–15	
to victory and what is needed to win					
Describes user interactions and how these actions	0	1–5	6–10	11–15	
are entertaining, educational, and engaging to the					
audience				0.11	
Describes the program modules, structure, and	0	1–3	4–7	8–10	
commenting		1.2	2 1	_	
Describes the usefulness of the program in meeting the educational goal of the topic	0	1–2	3–4	5	
Demonstrates self-confidence, poise, and good voice projection Demonstrates the ability to effectively answer	0	1–2	3–4	5 8–10	
•					
questions Comments: Subtotal				/1	100 max
Comments: Subtotal	ion over seven (7	7) minutes. Time:		/1	100 max
Comments: Subtotal Time Penalty Deduct five (5) points for presentat	·			/1	100 max
Comments:	dress code is no			/1	100 max
Comments: Subtotal Time Penalty Deduct five (5) points for presentat Dress Code Penalty Deduct five (5) points when	dress code is no				100 max
Comments: Subtotal Time Penalty Deduct five (5) points for presentat Dress Code Penalty Deduct five (5) points when Penalty Deduct five (5) points for leaving materials Total Points	dress code is no			/1	100 max
Comments: Subtotal Time Penalty Deduct five (5) points for presentat Dress Code Penalty Deduct five (5) points when Penalty Deduct five (5) points for leaving materials Total Points Prejudged Score	dress code is no			/1	
Comments: Subtotal Time Penalty Deduct five (5) points for presentat Dress Code Penalty Deduct five (5) points when Penalty Deduct five (5) points for leaving materials	dress code is no			/1	100 max 200 max
Comments: Subtotal Time Penalty Deduct five (5) points for presentate Dress Code Penalty Deduct five (5) points when Penalty Deduct five (5) points for leaving materials Total Points Prejudged Score Final Score (add total points and prejudged score)	dress code is no	t followed.	State:	/1	100 max 200 max
Comments: Subtotal Time Penalty Deduct five (5) points for presentate Dress Code Penalty Deduct five (5) points when Penalty Deduct five (5) points for leaving materials Total Points Prejudged Score Final Score (add total points and prejudged score) Name: School:	dress code is no	t followed.		/1	100 max 200 max



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Program Readability and Style	Demonstrated	Expectations	Expectations	Expectations	Lamed
Appropriate identifiers used for variables,	0	1–3	4–7	8–10	
constants, arrays, objects, etc.	U	1-3	4-7	0-10	
Commentary provided line-by-line and/or section	0	1–7	8–14	15–20	
is readable, useful, and complete					
General program documentation is readable,	0	1–7	8–14	15–20	
useful, and complete (i.e. execution instructions,					
system requirements, etc.)					
Comments:					
Program Structure and Content					
Program is concise, does not contain unnecessary	0	1–7	8–14	15–20	
complexity or repetitive blocks of code (uses					
functions and sub routines as necessary)					
Appropriate data types are used for data storage to	0	1–7	8–14	15–20	
avoid drain on system resources	0	4 2	4 7	0.40	
Program follows a logical sequence to accomplish required tasks (unusual approaches are well	0	1–3	4–7	8–10	
documented)					
Comments:					
Results					
Program produces desired results (free of logic	0	1–7	8–14	15–20	
errors)					
Program handles user and/or data input errors well	0	1–7	8–14	15-20	
(coded to avoid run-time errors)					
Resulting output/feedback (onscreen and/or	0	1–10	11–20	21–30	
printed reports, alert/error messages, etc.) were useful					
Comments:	1	1		1	ı
Usability					
Program provides instructions or a help menu for	0	1–3	4–7	8–10	
user assistance					
User is able to navigate the program intuitively	0	1–3	4–7	8–10	
using a logical sequence (appropriate tab order for					
user input, asks for input in a logical sequence, etc.)	0	1.0	2 4	_	
Program interface, feedback, reports, etc. are free of spelling, punctuation, and grammatical errors	0	1–2	3–4	5	
Program aesthetics maintain user interest	0	1–2	3–4	5	
Subtotal	V	1 2	J 1		200 max.
Penalty Points: Deduct five (5) points for not adher	ring to Guideline	es (maximum of t	ifteen [15] poir		200 IIIax
2 copies of media not received Statement of A	0	•		,	
Total Points				/2	00 max.
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





FBLA DESKTOP APPLICATION PROGRAMMING Performance Rating Sheet

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Description of the problem	0	1–2	3–4	5	
Description of the planning process used to	0	1–3	4–7	8–10	
design the program			• •	0 10	
Description of program documentation	0	1–3	4–7	8–10	
Description of input/output and program	0	1–5	6–10	11–15	
parameters					
Description of how the program flows	0	1–7	8–14	15–20	
Description of program structures	0	1–5	6–10	11–15	
Description of the usefulness of the program	0	1–2	3–4	5	
Delivery					
Statements are well-organized and clearly	0	1–2	3–4	5	
stated; appropriate business language used					
Demonstrates self-confidence, poise, and	0	1–2	3–4	5	
good voice projection					
Demonstrates the ability to effectively answer	0	1–3	4–7	8–10	
questions					
Comments:					
Subtotal				/1	00 max
Time Penalty Deduct five (5) points for presen	ntation over sev	ven (7) minutes.	Time:		
Dress Code Penalty Deduct five (5) points wh	en dress code i	s not followed.			
Penalty Deduct five (5) points for leaving materials					
Total Points				/1	00 max
Prejudged Score				/2	200 max
Final Score (add total score and prejudged score	:e)			/3	00 max
Name:					
School:			State:		
Judge's Signature:			Date:		



Evaluation Item	Not Demonstrated	Does Not Meet	Meets	Exceeds	Points Earned
Content	Demonstrated	Expectations	Expectations	Expectations	Eameu
Theme fully and properly developed. Solution	0	1–7	8–14	15–20	
properly addresses assigned topic.	0	1-/	0-14	13-20	
Elements included in presentation are suitable,	0	1–3	4-7	8–10	
appropriate, and directed towards a specific		1 3	. ,	0 10	
audience					
Copyright information is noted in credits	0	1–3	4–7	8–10	
Presentation is clear and concise	0	1–7	8–14	15-20	
Effective use of technology	0	1–7	8–14	15-20	
Proper use of grammar, spelling, punctuation, etc.	0	1–2	3-4	5	
Comments:					
Presentation		1 1 2		0.40	
Presentation shows creativity and originality	0	1-3	4-7	8–10	
Presentation includes an effective opening, body, and conclusion	0	1–7	8–14	15–20	
and conclusion Transitions are effective and appealing	0	1–5	6–10	11–15	
Audio and visual elements coordinated and	0	1-5	8–14	15-20	
complimentary		1-7	0-14	13-20	
Audio Editing	0	1–5	6–10	11–15	
Good quality	, and the second		0 10	11 10	
• Appropriate volume					
Proper Use of Video Technology	0	1–5	6–10	11–15	
• Video uses multiple camera angles					
• Video is smooth and steady					
• Video is in focus					
Titles and graphics enhance overall quality of	0	1–3	4–7	8–10	
presentation	0	1.2	4.7	0.40	
Presentation effective at motivating audience to	0	1–3	4-7	8–10	
action Comments:					
Comments.					
Subtotal				/2	00 max
Time Penalty Deduct five (5) points for presentate Penalty Points Deduct five (5) points for not ad Assurance not received ☐ media labeled incorrectly	hering to Guideli		f fifteen [15] po	oints) 🗆 Statem	nent of
Final Score				/2	00 max
Name(s):					
School:			State:		
udge's Signature:					
Judge's Comments:					





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
	Demonstrated	Expectations	Expectations	Expectations	Eamed
Content					
Development of the topic in the presentation	0	1–3	4-7	8–10	
Use and the implementation of innovative	0	1–7	8–14	15–20	
technology					
Development and design process	0	1–7	8–14	15–20	
Use of the video	0	1–7	8–14	15–20	
Proper documentation of pictures, audio, etc.	0	1–3	4–7	8–10	
Comments:					
Delivery					
Statements are well-organized and clearly stated;	0	1–3	4–7	8–10	
appropriate business language used		1 2	2 4	_	
Demonstrates self-confidence, poise, and good	0	1–2	3–4	5	
voice projection Demonstrates the ability to effectively answer	0	1–2	3–4	5	
questions	U	1-2	3-4	5	
*					
Comments:					
Subtotal				/1	00 max.
Time Penalty Deduct five (5) points for presenta	tions over seven ((7) minutes. Time	: :		
Penalty Deduct five (5) points for failure to follow	guidelines.				
Dress Code Penalty Deduct five (5) points when	n dress code is no	t followed			
Total Points	11 41000 0040 10 110	t rono wear		/1	00 max.
Prejudged Score				/2	00 max.
Final Score (add total points and prejudged score)			/3	00 max.
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judga's Comments:					
Judge's Comments:					



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
	Demonstrated	Expectations	Expectations	Expectations	Lameu
Page Layout and Design	0	1 5	(10	11 15	
Format is consistent and appropriate projecting a good image of the company while maintaining a balance between design and functionality	U	1–5	6–10	11–15	
Graphic design shows creativity, originality, and supports topic	0	1–5	6–10	11–15	
Page elements are effective without being distracting	0	1–3	4–7	8–10	
Comments:					
Shopping Experience					
Catalog information is organized in a logical and meaningful manner. Navigation path allows customers to make purchasing decision easily	0	1–7	8–14	15–20	
Product information is useful, informative, and adequate. If product images are used, they download quickly	0	1–3	4–7	8–10	
Site clearly explains shipping and handling procedures, return policies, and product or service guarantees	0	1–3	4–7	8–10	
Customer experience is quick and easy enough to bring the customer back and keep the customer from going to competitors	0	1–3	4–7	8–10	
Site allows customer to provide feedback/comments	0	1–3	4–7	8–10	
Comments:					
Shopping Cart Implementation	1				
Shopping cart is easy to use and understandable and features are clearly explained	0	1–3	4–7	8–10	
Customer can easily add items to and delete items from the shopping cart	0	1–3	4–7	8–10	
Obvious navigation path to the cash register	0	1–3	4–7	8–10	
Customer can get back to shopping easily from shopping cart	0	1–3	4–7	8–10	
Order form is easy to understand and complete	0	1–3	4–7	8-10	
Adequate information is provided for confirmation of a successful transaction	0	1–3	4–7	8–10	
Comments:					
Technical					
Proper use of grammar, spelling, punctuation, etc.	0	1–3	4–7	8–10	
Site is free of broken links and error messages	0	1–3	4–7	8-10	
Site is compatible with multiple browsers & platforms Copyright laws have been followed, permissions are cited on the Web site, and the use of templates is identified at the bottom of the home page	0	1–3 1–3	4–7 4–7	8–10 8–10	
Comments:	1		<u> </u>		
Subtotal					/200 max
Penalty Points: Deduct five points for not following guid	lelines.				
Penalty Points: Deduct five points for not submitting Sta	atement of Assura	nce.			
Total Points					/200 max.
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





☐ Preliminary Round	Final Round				
Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Describe development of the topic	0	1–5	6–10	11–15	
Demonstrates the customer's shopping	0	1–5	6–10	11–15	
experience					
Explain the use and implementation of	0	1–5	6–10	11–15	
technology				<u> </u>	
Explain the development and design process	0	1–5	6–10	11–15	
Copyright information is noted in credits	0	1–3	4–7	8–10	
Comments:					
Delivery					
Statements are well-organized and clearly	0	1–3	4–7	8–10	
stated; appropriate business language used					
Demonstrates self-confidence, poise, and	0	1–3	4–7	8–10	
good voice projection					
Demonstrates the ability to effectively answer	0	1–3	4–7	8–10	
questions					
Comments:					
Subtotal					100
Subtotal				/	100 max.
Time Penalty Deduct five (5) points for presen	ntations over se	even (7) minutes	s. Time:		
Penalty Deduct five (5) points for failure to fol	low guidelines.				
Dress Code Penalty Deduct five (5) points wh	nen dress code i	s not followed.			
Total Points				/	100 max.
Prejudged Score					200 max.
Final Score (add total points and prejudged sco	ore)			/	300 max.
Name(s):					
School:			State:		
Judge's Signature:			Date:		

Judge's Comments:





FBLA ELECTRONIC CAREER PORTFOLIO Performance Rating Sheet

0	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content					
Resume (Data Sheet) • Displays evidence of professional experience, career related experience, and leadership experience • Outlines any special certifications or training • Shares overview of academic success	0	1–3	4–7	8–10	
Outlines Community Service					
Career research summary: The specific career targeted is clearly identified and described—the portfolio must specifically be targeted towards a career Skills and education needed for the career are identified and outlined Money/salary and outlook for the career are identified Evidence of research in career summary	0	1–5	6–10	11–15	
Sources of information cited pertaining to copyright standards	0	1–3	4–7	8-10	
Comments:		I	I.		
Samulas					
Samples Career-Related Education	0	1 5	6 10	11–15	
 School activities Career research project Application of business education and/or related occupational skills and their relationships to the job 	0	1–5	6–10	11-15	
Educational Enhancement Career opportunities noted Evidence of career development planning	0	1–5	6 – 10	11–15	
 Summarize any job shadowing, internships, informational interviews, or community service projects 					
Examples of Special Skills Includes up to five examples of special skills and/or abilities related to job and career goals	0	1–3	4–7	8–10	
Comments:					
Delivery					
Statements are well-organized and clearly stated; appropriate pusiness language used	0	1–3	4–7	8–10	
Demonstrates self-confidence, poise, and good voice projection	0	1–3	4–7	8–10	
Demonstrates the ability to effectively answer questions	0	1–2	3–4	5	
Comments:					
Subtotal				/10	00 max.
Time Penalty Deduct five (5) points for presentations over s	seven (7) minu	tes Time:		, 20	
Penalty Deduct five (5) points for leaving materials.	, . ,	111110.			
Dress Code Penalty Deduct five (5) points when dress code	is not followe	ed.			
Total Points	10 Hot Ionowe			/10	0 max.
1 Otal 1 Ollits				/ 10	o max.
Name:					
		State	·•		
School:		State	_		
School:		State Date			





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content	Demonstrated	Expectations	Expectations	Expectations	Lame
Understanding of issue/topic	0	1–3	4-7	8–10	
Comments:	0	1-5	1-7	0-10	
Affirmative Argument					
Flow and logic of content	0	1 – 2	3 – 4	5	
Quality of Evidence		1–3	4-7	8-10	
Persuasiveness		1–3	4-7	8–10	
Relevance of argument	0	1–3	4–7	8–10	
Comments:					
Negative Argument					
Flow and logic of content	0	1 – 2	3 – 4	5	
Quality of Evidence		1–3	4-7	8–10	
Persuasiveness		1–3	4–7	8–10	
Relevance of argument	0	1–3	4–7	8–10	
Delivery					
Statements are well-organized and clearly stated; appropriate business language used	0	1–2	3–4	5	
Demonstrates self-confidence, poise, and good voice projection	0	1–2	3–4	5	
Demonstrates the ability to effectively answer questions	0	1–2	3–4	5	
All team members actively participate in the presentation	0	1–2	3–4	5	
Subtotal				/1	00 max
Time Penalty Deduct five (5) points for presenta	ation over seven (7) minutes. Time	:		
Penalty Deduct five (5) points for failure to follow	v guidelines.				
Dress Code Penalty Deduct five (5) points whe	n dress code is no	ot followed.			
Final Score				/1	00 max
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					



Judge's Comments:

	27	D 11 11	36		D
Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Problem is understood and well-defined	0	1–5	6–10	11–15	
Alternatives are recognized with pros and cons	0	1–5	6–10	11–15	
stated and evaluated			0 - 0		İ
Logical solution is selected with positive and	0	1–5	6–10	11–15	
negative aspects of its implementation given					İ
Issues presented in case are addressed completely	0	1–3	4–7	8-10	
Anticipated results are based on correct reasoning	0	1–5	6–10	11–15	
Comments:					
Delivery		1		1	
Statements are well organized and clearly stated;	0	1–3	4–7	8–10	Ì
appropriate business language is used	_			_	ļ
Team members demonstrate self-confidence,	0	1–2	3–4	5	l
poise, and good voice projection		1.0	2 4	_	-
All team members participate actively during the presentation	0	1–2	3–4	5	
Demonstrates the ability to effectively answer	0	1–3	4-7	8–10	
questions Comments:					
Comments:					
Subtotal				/1	00 max
Dress Code Penalty Deduct five (5) points when	n dress code is no	ot followed.			
Final Score				/1	00 max
Objective Test Score (To be used in the event o	of a tie.)				
Name(s):					
School:			State:		
Judge's Signature:			Date:		





- · · ·	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Cover Letter					
States job for which applying	0	2	3	4	
Promotes self in letter. Lists skills,	0	4	6	8	
achievements, experience, etc.					
States that the resume is included with the	0	2	3	4	
letter and asks for an interview					
Resume					
Targets job listed on cover letter	0	2	3	4	
Reader friendly—categories can be found	0	4	6	8	
easily, white space utilized, professional fonts					
and font sizes					
Included education, activities, and experience	0	4	6	8	
information					
Brief, concise information		2	3	4	
Spelling and Grammar					
Documents are free of spelling, punctuation,	0	3	7	10	
and grammatical errors					
Subtotal					/50max
Penalty Deduct five (5) points for failure to fo	ollow guidelines.				
Total Points					/50max
Total Points	mow guidennes.				/50ma
Name(s):					
School:		S	tate:		
Judge's Signature:			Date:		
uuce o oiciiatuie.		1.	·uc.		

Judge's Signature:

Judge's Comments:



☐ Preliminary Round

	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Interview					
Demonstrates poise, maturity, and a good attitude	0	1–3	4–7	8–10	
Demonstrates self-confidence, initiative, and	0	1–3	4-7	8–10	
assertiveness					
Demonstrates ability to effectively answer	0	1–3	4–7	8–10	
questions					
Professional appearance	0	1–2	3–4	5	
Demonstrates proper greeting, introduction, and closing	0	1–2	3–4	5	
Leadership Ability					
Illustrates participation and leadership in FBLA	0	1–5	6–10	11–15	
Explains participation in other school and/or community organizations	0	1–3	4-7	8–10	
Explains and shows areas of outstanding achievement	0	1–5	6–10	11–15	
Indicates understanding of career knowledge and career plans	0	1–5	6–10	11–15	
Application Materials			1	1	
Participant brought copy of application materials to interview	0			5	
Subtotal				/1	00 max.
Penalty Points Deduct five (5) points for failure t	to fully follow the	e guidelines.			
Total Points				/1	00 max.
Application Materials (add to total points in p	reliminary roun	d)		,	/50 max
Objective Test Score (add to total points in p	reliminary roun	d)		/1	00 max.
Final Score				/2	50 max.
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					

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	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Interview					
Demonstrates poise, maturity, and a good attitude	0	1–2	3–4	5	
Demonstrates self-confidence, initiative, and assertiveness	0	1-3	4-7	8-10	
Demonstrates ability to effectively answer questions	0	1-3	4-7	8-10	
Professional appearance	0	1–2	3–4	5	
Demonstrates proper greeting, introduction, and closing	0	1–2	3–4	5	
Leadership Ability					
Illustrates participation and leadership in FBLA	0	1–5	6–10	11–15	
Explains participation in other school and/or community organizations	0	1–5	6–10	11–15	
Explains and shows areas of outstanding achievement	0	1–5	6–10	11–15	
Indicates understanding of career knowledge and career plans	0	1–5	6–10	11–15	
Application Materials					
Student brought application materials to interview	0			5	
Subtotal				/1	00 max.
Penalty Points Deduct five (5) points for failur	re to fully follo	w the guidelines			
Total Points					
Objective Test Score (to be used in the event	of a tie)				
Final Score				/1	00 max.
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					

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Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
	Demonstrated	Expectations	Expectations	Expectations	Lameu
Content					
Problem is understood and well-defined	0	1–5	6–10	11–15	
Alternatives are recognized with pros and cons	0	1–5	6–10	11–15	
stated and evaluated	0	4.5	(10	44.45	
Logical solution is selected with positive and	0	1–5	6–10	11–15	
negative aspects of its implementation given Anticipated results are based on correct reasoning	0	1–5	6–10	11–15	
	0	1-3	0-10	11-13	
Comments:					
Delivery					
Statements are well-organized and clearly stated;	0	1–5	6–10	11–15	
appropriate business language used					
Team members show self-confidence, poise, and	0	1–3	4–7	8–10	
good voice projection					
All team members participate actively during the	0	1–2	3–4	5	
presentation	0	1–3	4 7	8–10	
Demonstrates the ability to effectively answer questions	0	1-3	4–7	8-10	
•					
Comments:					
Subtotal					00 max.
Dress Code Penalty Deduct five (5) points when	n dress code is no	ot followed.			
Final Score				/1	00 max.
Tillal Score					ou iliax.
Objective Test Score (To be used in the event o	f a tie.)				
·					
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					
,6					





☐ Preliminary Round	☐ Final Round				
Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Description of promotional materials	0	1–7	8–14	15–20	
Explains the design and development process	0	1–7	8–14	15–20	
Create interest and desire for design	0	1–7	8–14	15-20	
Consistency in graphic design to theme	0	1–7	8–14	15–20	
Delivery					
Statements are well-organized and clearly stated;	0	1–2	3–4	5	
appropriate business language used					
Demonstrates self-confidence, poise, and good	0	1–2	3–4	5	
voice projection					
Demonstrates the ability to effectively answer	0	1–3	4-7	8–10	
questions					
Comments:					
Subtotal				,	/100 max
Time Penalty Deduct five (5) points for presen	tations over seven	(7) minutes. Tim	e:		
Dress Code Penalty Deduct five (5) points wh	nen dress code is no	ot followed.			
Penalty Deduct five (5) points for leaving mater	ials				
Total Points				,	/100 max
Name(s):					
School:		S	tate:		
Judge's Signature:		Γ	Date:		

Judge's Comments:



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Problem Identification	1	*		•	
Describes the situation(s)	0	1–3	4–7	8–10	
Problem/incident properly documented	0	1–3	4-7	8–10	
Suggests a solution or recommendation(s); resolved problem	0	1–5	6–10	11–15	
Comments:					
Technology					
Basic hardware/software knowledge, used correct terminology	0	1–2	3–4	5	
Demonstrates ability to effectively answer client's technical questions	0	1–3	4-7	8–10	
Meets the needs of the client/customer	0	1–3	4–7	8–10	
Demonstrates troubleshooting skills and effective investigative methods Comments:	0	1–3	4-7	8–10	
D. "					
Delivery		T	T		
Statements are well-organized and clearly stated; appropriate business language used	0	1–2	3–4	5	
Demonstrates self-confidence, initiative, and assertiveness	0	1–2	3–4	5	
Demonstrates ability to effectively answer questions	0	1–3	4–7	8–10	
Demonstrates conflict resolution skills	0	1–2	3–4	5	
Brings situation(s) to closure Comments:	0	1–2	3–4	5	
6.11					00
Subtotal Dress Code Penalty Deduct five (5) points when	dress code is no	t followed		/ 1	00 max.
Total Points	r dress code is no	t followed.			00 max.
Objective Test Score (To be used in the event o	f a tie.)				
Nama(c):					
Name(s):School:			State:		
Judge's Signature:					
			Date:		





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
	Demonstrated	Expectations	Expectations	Expectations	Lameu
Problem is understood and well defined	0	1 5	(10	11 15	
	0	1–5 1–5	6–10 6–10	11–15 11–15	
Alternatives are recognized with pros and cons stated and evaluated	, and the second		0 -0		
Logical solution is selected with positive and negative aspects of its implementation given	0	1–5	6–10	11–15	
Anticipated results are based on correct reasoning	0	1–3	4–7	8–10	
Comments:					
Delivery					
Statements are well organized and clearly	0	1–5	6–10	11–15	
stated; appropriate business language used	_				
Participants demonstrate self-confidence,	0	1–5	6–10	11–15	
poise, and good voice projection Demonstrates the ability to effectively answer	0	1–5	6–10	11–15	
questions	U	1-5	0-10	11-13	
Comments:					
Subtotal				/1	00 max.
Dress Code Penalty Deduct five (5) points when	dress code is no	t followed.			
Final Score				/1	.00 max.
Objective Test Score (to be used in the event of	a tie)				
Name(s):					_
School:			State:		_
Judge's Signature:		· ·	Date:		_
Judge's Comments:					



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Relation to the topic	0	1–5	6–10	11–15	
Memorable central theme stated and repeated	0	1–2	3–4	5	
Supporting information is accurate and appropriate	0	1–2	3–4	5	
Comments:					
Organization					
Immediate introduction of topic	0	1–3	4–7	8–10	
Strong support (body) for topic	0	1–3	4–7	8–10	
Effective and memorable conclusion	0	1–3	4–7	8–10	
Comments:					
Delivery					
Extemporaneous delivery (i.e., not merely read from the notes)	0	1–5	6–10	11–15	
Demonstrate self-confidence, poise, eye contact, and appropriate gestures	0	1–3	4–7	8–10	
Professional tone, appropriate language (inflection, pace, emphasis, and enthusiasm)	0	1–3	4-7	8–10	
Presentation is sincere, interesting, creative, and convincing	0	1–3	4-7	8–10	
Comments:					
Subtotal				/100) max.
Time Penalty Deduct five (5) points for presentation	on under 3:31 or	over 4:29 minute	s. Time:		
Penalty Deduct five (5) points for failure to follow g	guidelines.				
Dress Code Penalty Deduct five (5) points when	dress code is not	followed.			
Final Score				/100) max.
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					
Judge's Comments:					

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Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content	Demonstrated	Expectations	Expectations	Expectations	Lamed
Presentation clearly related to topic	0	1–3	4-7	8–10	T
Purpose clearly stated	0	1-3	3–4	5	
Effectively uses a variety of formatting and effect	0	1-3	4-7	8–10	
features of program such as text, graphics, and		1-3	4-7	0-10	
transitions					
Quality of design is professional. Design elements	0	1-3	4-7	8–10	
are appropriate for a business presentation (e.g.,					
color choice, font style and size, and so forth)					
Technology is effectively integrated into overall	0	1–5	6–10	11–15	
presentation					
Suitability and accuracy of statements in	0	1–2	3–4	5	
presentation					
Comments:					
Organization	_				
Topic adequately developed	0	1–2	3–4	5	<u> </u>
Logical sequence of ideas	0	1–2	3–4	5	
Accomplished purpose Comments:	0	1–2	3–4	5	
Delivery					
Presentation and statements are well organized and	0	1–3	4–7	8–10	
clearly stated; appropriate business language used	0	1–3	4-7	8–10	
Demonstrates self-confidence, poise, and good voice projection	0	1-3	4-/	8-10	
Demonstrates the ability to effectively answer	0	1–3	4-7	8–10	
questions		1-3	4-7	0-10	
Comments:	I		l	l	1
Subtotal				/100	0 max.
Time Penalty Deduct five (5) points for presentati	ion over seven (7)	minutes. Time:			
Dress Code Penalty Deduct five (5) points when					
Penalty Deduct five (5) points for failure to follow		Tonowed.			
Final Score				/100	0 max.
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					
=					



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Cover Letter	Demonstrated	Expectations	Expectations	Expectations	Lamee
States job for which applying	0	2	3	4	
Promotes self in letter. Lists skills,	0	4	6	8	
achievements, experience, etc.					
States that the resume is included with the	0	2	3	4	
letter and asks for an interview					
Resume					
Targets job listed on cover letter	0	2	3	4	
Reader friendly—categories can be found	0	4	6	8	
easily, white space utilized, professional					
fonts and font sizes					
Included education, activities, and	0	4	6	8	
experience information			_		
Brief, concise information		2	3	4	
Spelling and Grammar					
Documents are free of spelling,	0	3	7	10	
punctuation, and grammatical errors					
Subtotal				/	/50 ma:
Penalty Deduct five (5) points for failure to	follow guidelines	•			
Total Points				,	/50 max
Name(s):					
School:		S	tate:		
Judge's Signature:			Date:		
Judge's Comments:					

CHAPTER MANAGEMENT HANDBOOK | 115



FBLA JOB INTERVIEW Interview Rating Sheet Preliminary Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Professional Presentation			<u> </u>	<u>. </u>	
Demonstrates proper nonverbal communication (eye contact, posture, facial expressions, body language, smile)	0	1–3	4–7	8–10	
Demonstrates a strong introduction (smile and handshake) and closing (thanks interviewer)	0	1–3	4-7	8–10	
Demonstrates self-confidence, takes initiative, and is enthusiastic	0	1–3	4-7	8–10	
Professional appearance	0	1–2	3–4	5	
Interview					
Demonstrates the ability to understand and respond to interview questions	0	1–5	6–10	11–15	
Relates previous experience/activities with position's duties and skills necessary to succeed (realistic appraisal of self)	0	1–5	6–10	11–15	
Possesses knowledge about the position and career field	0	1–3	4-7	8–10	
Possesses excellent communication skills, uses appropriate grammar, and uses appropriate length of time to answer questions	0	1–5	6–10	11–15	
Participant asks questions that demonstrates interest in organization and understanding of position	0	1–2	3–4	5	
Application Materials					
Participant brought copy of application materials to interview	0			5	
Subtotal				/100	max.
Penalty Deduct five (5) points dress code					
Total Preliminary Interview				/100	max.
Application Materials (add to total points in pre	liminary round)			/50	max
Final Score				/150	max.
Name(s):					
School:		Sta	ite:		
Judge's Signature:			ite:		
Judge's Comments:					

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Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Professional Presentation					
Demonstrates proper nonverbal communication (eye contact, posture, facial expressions, body language, smile)	0	1–3	4–7	8–10	
Demonstrates a strong introduction (smile and handshake) and closing (thanks interviewer)	0	1–3	4-7	8–10	
Demonstrates self-confidence, takes initiative, and is enthusiastic	0	1–3	4-7	8–10	
Professional appearance	0	1–2	3–4	5	
Interview					
Demonstrates the ability to understand and respond to interview questions	0	1–5	6–10	11–15	
Relates previous experience/activities with position's duties and skills necessary to succeed (realistic appraisal of self)	0	1–5	6–10	11–15	
Possesses knowledge about the position and career field	0	1–3	4-7	8–10	
Possesses excellent communication skills, uses appropriate grammar, and uses appropriate length of time to answer questions	0	1–5	6–10	11–15	
Participant asks questions that demonstrates interest in organization and understanding of position	0	1–2	3–4	5	
Application Materials					
Participant brought copy of application materials to interview	0			5	
Subtotal				/100	max.
Penalty Deduct five (5) points in preliminary round i	f materials receiv	ed late.			
Final Score				/100	max.
Name(s):					
School		Sta	ite:		
Judge's Signature:		Da	ite:		
Judge's Comments:					

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Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Introduction	Demonstrated	Expectations	Expectations	Expectations	Lamed
"State of the Chapter" remarks to current	0	1–3	4-7	8–10	
members by chapter president	0	1-3	- -/	0-10	
Number of members					
Size of school and community					
•					
Comments:					
Activities to Benefit Chapter and Its Memb	oers				
Program of Work	0	1–2	3–4	5	
Recruitment activities	0	1–2	3–4	5	
Leadership development	0	1–2	3–4	5	
Career exploration and preparation	0	1–2	3–4	5	
Business partnerships	0	1–2	3–4	5	
Chapter fundraising	0	1–2	3–4	5	
Public relations activities and chapter publicity	0	1–2	3–4	5	
Comments:					
Activities to Benefit Other Individuals and	Organizations				
State and national projects	0	1–3	4–7	8–10	
Other community service projects	0	1–2	3–4	5	
Comments:					
Conferences and Recognition		T			1
Participation in FBLA conferences	0	1–3	4–7	8–10	
Other chapter and individual recognitions earned	0	1–3	4–7	8–10	
Competitive event winners and participants	0	1–2	3–4	5	
Comments:					
Report Format					
Clear, concise presentation with logical	0	1–2	3–4	5	
arrangement of information following the rating					
sheet categories					
Correct grammar, punctuation, spelling, and	0	1–2	3–4	5	
acceptable business style	0	1–2	3–4	5	
Design and graphics are appropriate for purpose		1-2	3-4	3	
Comments:					
Subtotal					l00 max
Penalty Points Deduct five (5) points each for n	ot adhering to Re	port Guidelines ((maximum of f	ifteen [15] poin	ts):
lue cover incorrect \lue missing table of contents \lue	over fifteen (15) p	pages 🛭 no page	numbers 🗖 r	eport format de	oes not
follow rating sheet	. , ,	. 0			
Total Points				/1	l00 max
School:			State:		
			_ = ===================================		
Judge's Signature:					



	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content			-		
Problem is understood and well-defined	0	1–5	6–10	11–15	
Alternatives are recognized with pros and cons	0	1–5	6–10	11–15	
stated and evaluated					
Logical solution is selected with positive and	0	1–5	6-10	11–15	
negative aspects of its implementation given					
Issues presented in case are addressed completely	0	1–3	4–7	8–10	
Management's decision is clear	0	1–5	6–10	11–15	
Comments:					
Delivery					
Statements are well organized and clearly stated;	0	1–3	4–7	8–10	
appropriate business language used					
Team members show self-confidence, poise, and	0	1–2	3–4	5	
good voice projection					
All team members participate actively during the	0	1–2	3–4	5	
presentation				0.40	
Demonstrates the ability to effectively answer questions	0	1–3	4–7	8–10	
questions					
Comments:					
Subtotal				/1	00 max.
Dress Code Penalty Deduct five (5) points when	dress code is no	t followed.			
Penalty Deduct five (5) points for failure to follow	guidelines.				
Final Score				/1	00 max.
Objective Test Score (To be used in the event o	f a tie.)				
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content	Demonstrated	Expectations	Expectations	Expectations	Earned
Describes the situation	0	1–3	4.7	8–10	
Issues a solution or recommendation	0	1-3	4–7 4–7	8–10 8–10	
Uses correct terminology	0	1-3	4-7	8–10	
Present effective strategy	0	1-7	8–14	15–20	
Explanation		2 /	0 11	10 20	
System appropriate for size of business	0	1–3	4–7	8–10	
System solution is feasible and realistic given	0	1–3	4-7	8–10	
specified time frame		1 3	. ,	0 10	
Technology is currently available	0	1–3	4-7	8–10	
Future needs are considered	0	1–3	4–7	8–10	
Information security issues are addressed	0	1–3	4-7	8-10	
Meets the needs of the company	0	1–3	4–7	8-10	
Delivery					
Team members show self-confidence, poise, and	0	1–3	4–7	8–10	
good voice projection					
Statements are well organized and clearly stated;	0	1–3	4-7	8-10	
appropriate business language used					
Demonstrates the ability to effectively answer	0	1–3	4–7	8–10	
questions	0	1 2	4.7	0.40	
All team members participate actively during the	0	1–3	4–7	8–10	
presentation					
Subtotal				/1	l50 max.
Dress Code Penalty Deduct five (5) points whe	n dress code is no	t followed.			
Penalty Deduct five (5) points for failure to follow	w guidelines.				
Final Score				/1	150 max.
Objective Test Score (To be used in the event of	of a tie.)				
·	·				
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					



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Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
			p commons		
Content					
Problem is understood and well-defined	0	1–5	6–10	11–15	
Alternatives are recognized with pros and cons	0	1–5	6–10	11–15	
stated and evaluated					
Logical solution is selected with positive and	0	1–5	6–10	11–15	
negative aspects of its implementation given					
Issues presented in case are addressed completely	0	1–3	4–7	8–10	
Marketing's decision is clear	0	1–5	6–10	11–15	
Delivery					
Statements are well-organized and clearly stated;	0	1–3	4–7	8–10	
appropriate business language used					
All team members actively participate during the	0	1-2	3-4	5	
presentation					
Team members show self-confidence, poise, and	0	1-2	3-4	5	
good voice projection					
Team members demonstrate the ability to	0	1–3	4–7	8-10	
effectively answer questions					
Subtotal				/1	00 max.
Dress Code Penalty Deduct five (5) points when	n dress code is no	t followed.			
Penalty Points Deduct five (5) points for failure t	to follow guidelin	es.			
Final Score				/1	.00 max.
Objective Test Score (To be used in the event o	f a tie.)				
· ·	,				
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Program Usability and Support					
Code packaged and readme file included with instructions	0	1–3	4–7	8–10	
for testing application					
Program launches and is functional on appropriate IDE (Xcode, Eclipse, Visual Studio).	0	1–3	4–7	8–10	
Comments:					
Design Evaluation					
Fully addresses concept and topic	0	1–5	6-10	11-15	
Graphics are appropriate and consistent for concept and	0	1–3	4-7	8–10	
age group					
Incorporates social media elements as appropriate to topic	0	1–3	4-7	8-10	
ICON appropriate for application	0	1–3	4-7	8-10	
Utilizes MVC and navigation is clear	0	1–3	4–7	8-10	
Application is bug free and does not crash	0	1–3	4–7	8-10	
Code is well written and logically designed	0	1–5	6-10	11-15	
Comments:					
Subtotal				/100	max.
Penalty Points Deduct five (5) points for not adhering	g to Guidelines (maximum of fifte	en [15] points).		
☐ 2 copies of media not received ☐ Statement of Ass	surance not recei	ved 🗖 media lab	eled incorrectly		
Total Points			·	/100) max
Name:					
School:		S	tate:		
Judge's Signature:		Γ	Date:		
Judge's Comments:					



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content		<u> </u>	<u> </u>		
Describes the scenario	0	1–2	3–4	5	
Describes the planning process used to design the application	0	1–3	4–7	8–10	
Describes application documentation	0	1–2	3–4	5	
Describes input/output and application parameters	0	1–5	6–10	11–15	
Describes how the application flows	0	1–7	8–14	15–20	
Describes application template or structure	0	1–5	6–10	11–15	
Describes the usefulness of the application Comments:	0	1–3	4–7	8–10	
Delivery					
Statements are well-organized and clearly stated; appropriate business language used	0	1–2	3–4	5	
Demonstrates self-confidence, poise, and good voice projection	0	1–2	3–4	5	
Demonstrates the ability to effectively answer questions	0	1–3	4–7	8–10	
Comments:					
Subtotal				/	100 max
Time Penalty Deduct five (5) points for presentati	on over seven (7) minutes. Time:			
Dress Code Penalty Deduct five (5) points when	dress code is no	t followed.			
Penalty Deduct five (5) points for materials left					
Total Points				/	100 max
Prejudged Score				/	100 max
Final Score (add total points and prejudged sco	ore)			/	200 max
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content	Demonstrated	Expectations	Expectations	Expectations	Lameu
Describes the situation	0	1–3	4–7	8–10	
Resolves problem	0	1–5	6–10	11–15	
Use correct terminology	0	1–5	6–10	11–15	
Presents an effective strategy	0	1–10	11–20	21–30	
Comments:					
Technology					
System appropriate for size of business	0	1–5	6–10	11–15	
Technology is currently available or being	0	1–3	4–7	8–10	
developed					
Future needs are considered	0	1–3	4-7	8-10	
Meets the needs of the company	0	1–5	6–10	11–15	
Comments:					
Delivery					
Statements are well-organized and clearly stated;	0	1–2	3-4	5	
appropriate business language used					
Team members demonstrate self-confidence,	0	1–2	3–4	5	
poise, and good voice projection					
All team members participate actively during the	0	1–3	4–7	8–10	
presentation					
Team members demonstrate the ability to effectively answer questions	0	1–3	4–7	8–10	
Comments:					
Subtotal				/1	50 max.
Penalty Deduct five (5) points for failure to follow	w midelines			,	
Dress Code Penalty Deduct five (5) points whe		at followed			
Final Score	11 41000 0040 10 110	t rono wear		/1	50 max.
Objective Test Score (To be used in the event of	of a tie.)			,	
Competence 1 con course (10 se asea in the creme)					
Name(s):	_				
School:			State:		
Judge's Signature:			Date:		



Motions: Deduct one (1) point for each mistake in each classification.

		Value	Scor
Motions Classification	Comments		
Main		6	
Subsidiary		6	
Privileged		6	
Incidental		6	
Bring Again		6	
Motions Performance Subtotal			
Comments:			
Business of the Meeting			
Problem quality (concise, complete, clear, germane)		15	
Directions followed		5	
Other business quality		10	
Business of the Meeting Performance Subtotal			
Comments:			
General Parliamentary Procedure			
Proper order of business		10	
Proper use of parliamentary terms		10	
Clarity of expression and voice projection		5	
Impartiality of presiding official		5	
Initiative of members		5	
Poise, dignity, and appearance		5	
General Parliamentary Procedure Performance St	ubtotal		
Comments:			
Subtotal		/	100 max
Time Penalty Deduct one (1) point per full half mi	inute under 8:31 minutes or over 11:29 minu	ites. Time:	
Penalty Deduct five (5) points for failure to follow	ow directions		
Dress Code Penalty Deduct five (5) points when o	dress code is not followed.		
Final Score			100 max
Objective Test Score (To be used in the event of	a tie.)		
,			
,			
Name(s):			
,	6		
Name(s):	State:		



FBLA PARTNERSHIP WITH BUSINESS PROJECT Report Rating Sheet

Report Content Development 0 1–2 3–4 Description of the partnership goals 0 1–3 4–7 Description of the planning activities used to build a partnership 0 1–3 4–7 Roles of business leaders and chapter members in developing the partnership 0 1–2 3–4 Implementation 0 1–5 6–10 Description of the activities implemented to learn concepts of business operations 0 1–3 4–7 Roles of business leaders and chapter members in implementing the project 0 1–3 4–7 Results, concepts learned, and impact of the project provided 0 1–5 6–10 Degree of involvement (e.g., hours spent, personal contact, and executives and department heads 0 1–3 4–7	5 8–10 5 11–15	
Description of the partnership goals Description of the planning activities used to build a partnership Roles of business leaders and chapter members in developing the partnership Implementation Description of the activities implemented to learn concepts of business operations Roles of business leaders and chapter members in implementing the project Results, concepts learned, and impact of the project provided Degree of involvement (e.g., hours spent, personal O 1–3 4–7	8–10 5 11–15 8–10	
Description of the planning activities used to build a partnership Roles of business leaders and chapter members in developing the partnership Implementation Description of the activities implemented to learn concepts of business operations Roles of business leaders and chapter members in implementing the project Results, concepts learned, and impact of the project provided Degree of involvement (e.g., hours spent, personal 0 1–3 4–7 1–3 4–7 1–2 3–4 1–5 6–10 1–5 6–10 1–5 6–10 1–5 6–10	5 11–15 8–10	
Description of the planning activities used to build a partnership Roles of business leaders and chapter members in developing the partnership Implementation Description of the activities implemented to learn concepts of business operations Roles of business leaders and chapter members in implementing the project Results, concepts learned, and impact of the project provided Degree of involvement (e.g., hours spent, personal 0 1–3 4–7 1–3 4–7 1–2 3–4 1–5 6–10 1–5 6–10 1–5 6–10 1–5 6–10	5 11–15 8–10	
developing the partnership Implementation Description of the activities implemented to learn concepts of business operations Roles of business leaders and chapter members in implementing the project Results, concepts learned, and impact of the project provided Degree of involvement (e.g., hours spent, personal 1-5 6-10 1-5 6-10 1-7	11–15 8–10	
Description of the activities implemented to learn concepts of business operations Roles of business leaders and chapter members in implementing the project Results, concepts learned, and impact of the project provided Degree of involvement (e.g., hours spent, personal 0 1–3 4–7	8–10	
concepts of business operations Roles of business leaders and chapter members in implementing the project Results, concepts learned, and impact of the project provided Degree of involvement (e.g., hours spent, personal 0 1–3 4–7		ļ
implementing the project Results, concepts learned, and impact of the 0 1–5 6–10 project provided Degree of involvement (e.g., hours spent, personal 0 1–3 4–7		
project provided Degree of involvement (e.g., hours spent, personal 0 1–3 4–7		
	11–15	
contacted)	8–10	
Examples of publicity and recognition received as a 0 1–2 3–4 result of the partnership	5	l
Report Format Clear and concise presentation with logical 0 1–3 4–7	8–10	
arrangement of information following the rating sheet categories		İ
Professional report design appropriate to audience 0 1–2 3–4	5	
Correct grammar, punctuation, spelling, and 0 1–3 4–7 acceptable business style	8–10	
Comments:		
Subtotal	/1	00 max
Penalty Points Deduct five (5) points each for not adhering to Report Guidelines (maximum of twen ☐ cover incorrect ☐ missing table of contents ☐ over fifteen (15) pages ☐ no page numbers ☐ report follow rating sheet		
Total Points	/1	00 max
School: State:		
Judge's Signature: Date:		
Judge's Comments:		



☐ Final Round ☐ Preliminary Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content		F		J	
Description of project development and strategies used to implement the partnership	0	1–7	8–14	15–20	
Degree of chapter member involvement in the project	0	1–5	6–10	11–15	
Explain roles of business leaders and chapter members in implementing the project	0	1–5	6–10	11–15	
Information learned from management (i.e., business planning, organization, motivation, control, objectives, and goal setting)	0	1–5	6–10	11–15	
Evidence of publicity received	0	1–2	3–4	5	
Student evaluation of project effectiveness	0	1–2	3–4	5	
Comments:					
Delivery					
Statements are well-organized and clearly stated; appropriate business language used	0	1–3	4–7	8–10	
Demonstrates self-confidence, poise, assertiveness, and good projection	0	1-2	3-4	5	
Demonstrates ability to effectively answer questions	0	1–3	4-7	8–10	
Comments:					
Subtotal				/100	max.
Time Penalty Deduct five (5) points for presen	tation over seve	en (7) minutes. '	Time:		
Penalty Deduct five (5) points for failure to foll	ow guidelines.				
Dress Code Penalty Deduct five (5) points who	en dress code is	not followed.			
Total Points				/100	max.
Report Score				/100	max.
Final Score (add total points and report score)				/200	max.
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





FBLA PUBLIC SERVICE ANNOUNCEMENT

Performance Rating Sheet

☐ Preliminary Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Video Presentation					
Topic (social issue) fully and properly	0	1–3	4–7	8–10	
researched and demonstrated in video					
Video is clear and concise (does not exceed 30	0	1–3	4–7	8–10	
seconds)					
Elements included in PSA video are suitable,	0	1–3	4–7	8-10	
appropriate, and directed towards a specific					
audience					
Audio and visual elements coordinated and	0	1–5	6–10	11–15	
complimentary					
Video is effective at informing and/or evoking	0	1–3	4–7	8–10	
a changed attitude towards the issue					
Presentation shows creativity and originality	0	1–3	4–7	8-10	
Presentation includes an effective opening,	0	1–5	6–10	11–15	
body, and conclusion					
Transitions are effective and appealing	0	1–3	4–7	8–10	
Audio Editing	0	1–5	6–10	11–15	
Good quality					
Appropriate volume					
Proper Use of Video Technology	0	1–5	6–10	11–15	
Video uses multiple camera angles					
Video is smooth and steady					
• Video is in focus	0	1 2	4 7	0.40	
Titles and graphics enhance overall quality of	0	1–3	4–7	8–10	
presentation					
Comments:					
Delivery					
Thoughts and statements are well-organized	0	1–3	4–7	8–10	
and clearly stated; appropriate business					
language used					
Demonstrates self-confidence, poise, and good	0	1–2	3–4	5	
voice projection					
Demonstrates the ability to effectively answer	0	1–2	3–4	5	
questions					
Comments:					
Subtotal					/150 ma
Time Penalty Deduct five (5) points for presen	ntations over fiv	e (5) minutes. Tin	ne:		
Penalty Deduct five (5) points for failure to follow					
Dress Code Penalty Deduct five (5) points w	hen dress code i	s not followed.			
Total Points					/150 ma
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:	<u> </u>				



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Obvious incorporation of FBLA-PBL goals	0	1–3	4–7	8–10	
Memorable central theme stated and repeated	0	1–3	4-7	8–10	
Supporting information is accurate and appropriate	0	1-2	3-4	5	
Comments:					
Organization					
Immediate introduction of topic	0	1–5	6–10	11–15	
Strong support (body) for topic	0	1–5	6–10	11–15	
Effective and memorable conclusion	0	1–5	6–10	11–15	
Comments:					
Delivery					
Extemporaneous delivery; i.e., not merely read from a script or notes	0	1–3	4-7	8–10	
Professional tone, appropriate language (inflection, pace, emphasis, and enthusiasm)	0	1–3	4-7	8–10	
Demonstrate self-confidence, poise, eye contact, and appropriate gestures	0	1–2	3–4	5	
Presentation is sincere, engaging, interesting, original, creative, and convincing	0	1–2	3–4	5	
Comments:					
Subtotal				/100	max.
Time Penalty Deduct five (5) points for presentation	on under 3:31 or	over 4:29 minutes	s. Time:		
Penalty Deduct five (5) points for failure to follow §	guidelines.				
Dress Code Penalty Deduct five (5) points when	dress code is not	followed.			
Final Score				/100	max.
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content		•	•		
Obvious incorporation of FBLA-PBL goals	0	1–3	4–7	8–10	
Memorable central theme stated and repeated	0	1–3	4–7	8–10	
Supporting information is accurate and appropriate	0	1-2	3-4	5	
Comments:					
Organization					
Immediate introduction of topic	0	1–5	6–10	11–15	
Strong support (body) for topic	0	1–5	6-10	11–15	
Effective and memorable conclusion	0	1–5	6–10	11–15	
Comments:					
Delivery					
Extemporaneous delivery; i.e., not merely read from a script or notes	0	1–3	4–7	8–10	
Professional tone, appropriate language (inflection,	0	1-3	4–7	8–10	
pace, emphasis, and enthusiasm)			. ,	0 10	
Demonstrate self-confidence, poise, eye contact,	0	1–2	3–4	5	
and appropriate gestures					
Presentation is sincere, engaging, interesting,	0	1–2	3–4	5	
original, creative, and convincing					
Comments:					
Subtotal			/100	max.	
Time Penalty Deduct five (5) points for presentation	on under 4:31 or	over 5:29 minutes	s. Time:		
Penalty Deduct five (5) points for failure to follow g	guidelines.				
Dress Code Penalty Deduct five (5) points when	dress code is not	followed.			
Final Score				/100	max.
Name:					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Describe the event topic and promotional	0	1–5	6-10	11-15	
materials					
Explains the design and development process	0	1–5	6-10	11-15	
Create interest and desire of the design for target audience	0	1–5	6-10	11-15	
Clear connection to theme throughout materials	0	1–5	6-10	11-15	
Incorporates a consistency in products to theme	0	1–5	6-10	11-15	
Include correct grammar, punctuation, spelling, and information related to event topic	0	1–2	3–4	5	
Delivery					
Appropriate font selection and application (including size, spacing, type, etc.)	0	1–2	3–4	5	
Effective use of special effects (including drop cap, shadow, reverse type, watermark, etc.)	0	1–2	3–4	5	
Appropriate use of technology to enhance design and accomplish project goals	0	1–3	4–7	8–10	
Subtotal					/100 max
Time Penalty Deduct two (2) points for (maximum of twenty [10] points): Penalty Deduct five (5) points for failu			capitalization, c	or typographica	al error
Total Points	ie to ionow gu	ideniies.			/100 max
Final Score					/100 max
Nama(a):					
Name(s): School:			Stato		
Judge's Signature:			Date:		
Judge's Comments:					





Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.				I		
Suitable opening statement or remark 0	m De					Points Earned
Suitable opening statement or remark 0						
Direct customer's attention to merchandise 0	ening statement or remark	0	1–2	3–4	5	
Product Presentation Questions involved customer 0		0	1–2	3–4		
Questions involved customer 0 1-3 4-7 8-10 Analyze and determine customer needs 0 1-3 4-7 8-10 Interest in customer as an individual 0 1-3 4-7 8-10 Adequate knowledge of product features 0 1-3 4-7 8-10 Creates interest and desire for product 0 1-3 4-7 8-10 Benefits matched to customer needs 0 1-3 4-7 8-10 Comments Suggestion Selling Suggestion Selling used 0 1-3 4-7 8-10 Comments Handling Objections Welcomes and listens to all objections 0 1-2 3-4 5 Comments Takes advantage of customer reactions 0 1-2 3-4 5 Handles and overcomes objections with 0 1-2 3-4 5 Handles and overcomes objections with 0 1-2 3-4 5 Comments	3			1	1	<u>'</u>
Analyze and determine customer needs 0 1–3 4–7 8–10 Interest in customer as an individual 0 1–3 4–7 8–10 Adequate knowledge of product features 0 1–3 4–7 8–10 Creates interest and desire for product 0 1–3 4–7 8–10 Benefits matched to customer needs 0 1–3 4–7 8–10 Comments Suggestion Selling Suggestion Selling used 0 1–3 4–7 8–10 Comments Welcomes and listens to all objections Welcomes and listens to all objections 0 1–2 3–4 5 Comments Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 Comments Comments 7 Total Points /1	esentation					
Interest in customer as an individual	nvolved customer	0	1–3	4-7	8–10	
Adequate knowledge of product features 0 1-3 4-7 8-10 Creates interest and desire for product 0 1-3 4-7 8-10 Benefits matched to customer needs 0 1-3 4-7 8-10 Comments Suggestion Selling Suggestion selling used 0 1-3 4-7 8-10 Comments Handling Objections Welcomes and listens to all objections 0 1-2 3-4 5 Comments Closing Takes advantage of customer reactions 0 1-2 3-4 5 Handles and overcomes objections with 0 1-2 3-4 5 Closes the sale 0 1-2 3-4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	d determine customer needs	0	1–3	4–7	8-10	
Creates interest and desire for product 0 1-3 4-7 8-10 Benefits matched to customer needs 0 1-3 4-7 8-10 Comments Suggestion Selling Suggestion selling used 0 1-3 4-7 8-10 Comments Handling Objections 0 1-2 3-4 5 Comments Closing Takes advantage of customer reactions 0 1-2 3-4 5 Handles and overcomes objections with respect 0 1-2 3-4 5 Closes the sale 0 1-2 3-4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	customer as an individual	0	1–3	4–7	8-10	
Benefits matched to customer needs 0 1–3 4–7 8–10 Comments Suggestion Selling Suggestion selling used 0 1–3 4–7 8–10 Comments Handling Objections Welcomes and listens to all objections 0 1–2 3–4 5 Comments Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 Closes the sale 0 1–2 3–4 5 Comments Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	nowledge of product features	0	1–3	4–7	8-10	
Suggestion Selling Suggestion selling used 0 1-3 4-7 8-10 Comments Handling Objections Welcomes and listens to all objections 0 1-2 3-4 5 Comments Closing Takes advantage of customer reactions 0 1-2 3-4 5 Handles and overcomes objections with 0 1-2 3-4 5 respect	erest and desire for product	0	1–3	4–7	8-10	
Suggestion Selling Suggestion selling used 0 1–3 4–7 8–10 Comments Handling Objections Welcomes and listens to all objections 0 1–2 3–4 5 Comments Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect 0 1–2 3–4 5 Closes the sale 0 1–2 3–4 5 Comments Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	itched to customer needs	0	1–3	4–7	8–10	
Suggestion selling used 0 1–3 4–7 8–10 Comments Handling Objections Welcomes and listens to all objections 0 1–2 3–4 5 Comments Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect 0 1–2 3–4 5 Closes the sale 0 1–2 3–4 5 Comments Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	3					
Comments Welcomes and listens to all objections 0 1–2 3–4 5 Comments Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect 5 1–2 3–4 5 Comments Closes the sale 0 1–2 3–4 5 Comments Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	n Selling					
Handling Objections Welcomes and listens to all objections 0 1–2 3–4 5 Comments Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	selling used	0	1–3	4–7	8-10	
Welcomes and listens to all objections 0 1–2 3–4 5 Comments Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect 0 1–2 3–4 5 Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	3					
Welcomes and listens to all objections 0 1–2 3–4 5 Comments Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect 0 1–2 3–4 5 Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	Objections					
Closing Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.		0	1–2	3–4	5	
Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.			<u>I</u>	I	1	"
Takes advantage of customer reactions 0 1–2 3–4 5 Handles and overcomes objections with 0 1–2 3–4 5 respect Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.						
Handles and overcomes objections with 0 1–2 3–4 5 respect Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	ntage of customer reactions	0	1–2	3–4	5	
respect Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	C					
Closes the sale 0 1–2 3–4 5 Comments Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.						
Total Points /1 Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	sale	0	1–2	3–4	5	
Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	3			I	1	<u> </u>
Dress Code Penalty Deduct five (5) points when dress code is not followed. Penalty Deduct five (5) points for failure to follow guidelines.	ts					/100 max.
Penalty Deduct five (5) points for failure to follow guidelines.	e Penalty Deduct five (5) points when d	ess code i	s not followed			
•	· / 1		s not rono wear			
Final Score /1	, , ,	,uiueiiiies.				
	2					/100 max.
Name(s):						
School State:				State:		
Judge's Signature: Date:						_
Judge's Comments:	iture:			Date:		



☐ Preliminary Round

Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned	
	-				
0	1–7	8–14	15–20		
0	1–3	4–7	8–10		
0	1–7	8–14	15–20		
0	1–3	4–7	8–10		
0	1–5	6–10	11–15		
0	1–5	6–10	11–15		
	1–5	6–10	11–15		
	1–5	6–10	11–15		
0	1–5	6–10	11–15		
0	1–3	4–7	8–10		
0	1–3	4–7	8–10		
0	1–3	4–7	8–10		
0	1–3	4–7	8–10		
0	1–3	4–7	8–10		
0	1–2	3–4	5		
0	1-3	4–7	8–10		
			/200	max.	
` '					
ess code is not fo	llowed.				
			/200) max.	
		State:			
		Date:			
	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Demonstrated Expectations	Demonstrated Expectations Expectations 0 1-7 8-14 0 1-3 4-7 0 1-7 8-14 0 1-3 4-7 0 1-5 6-10 0 1-5 6-10 0 1-5 6-10 0 1-5 6-10 0 1-5 6-10 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7 0 1-3 4-7	Demonstrated Expectations Expectations Expectations	





	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content		4.5	(10	44.45	
Marketing challenge for sports and entertainment	0	1–5	6–10	11–15	
Alternative promotions and engage riving for	0	1–5	6–10	11–15	
Alternative promotions and sponsorships for sports and entertainment are recognized with pros	U	1-5	0-10	11-15	
and cons stated and evaluated					
Logical solution is selected for the sports and	0	1–5	6–10	11–15	
entertainment challenge with positive and negative	U	1-5	0-10	11-13	
aspects of its implementation given					
Issues regarding branding strategies of products for	0	1–3	4-7	8–10	
sports and entertainment presented in case are	· ·	1 3	. ,	0 10	
addressed completely					
Marketing's decision is clear for a specific sports	0	1–5	6–10	11–15	
and entertainment market segmentation	Ŭ.		0 10	11 10	
Comments:					
Delivery					
Statements are well organized and clearly stated;	0	1–3	4–7	8–10	
appropriate business language used for sports and	U	1-3	- -/	0-10	
entertainment marketing					
All team members actively participate during the	0	1-2	3-4	5	
presentation	, and the second				
Team members show self-confidence, poise, and	0	1-2	3-4	5	
good voice projection while accurately describing					
marketing strategies for sports and entertainment					
challenge					
Team members demonstrate the ability to	0	1–3	4–7	8–10	
effectively answer marketing questions for sports					
and entertainment challenge					
Comments:					
Subtotal				/10	00 max.
Dress Code Penalty Deduct five (5) points when	drass ando is no	t followed		· ·	
Penalty Points Deduct five (5) points for failure to	o follow guidelin	es.			
Final Score				/1	00 max.
Objective Test Score (To be used in the event of	a tie.)				
Name(s):					
·			State:		
School:					
School: Judge's Signature:					



Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Page Layout and Design					
Overall design is aesthetically appealing	0	1–7	8–14	15–20	
Design is consistent across all pages	0	1–3	4–7	8-10	
Design shows creativity, originality, and	0	1–7	8–14	15–20	
supports theme					
Design maintains a high level of usability	0	1–3	4–7	8–10	
Comments:					
Content					
Proper use of grammar, spelling, punctuation,	0	1–3	4–7	8–10	
etc.					
Copyright laws have been followed,	0	1–5	6–10	11–15	
permissions are cited on the website, and the					
use of templates is identified at the bottom of					
the page					
Product/service message is clear	0	1-10	11–20	21-30	
Theme fully and effectively developed.	0	1–10	11–20	21-30	
Solution adequately addresses assigned topic					
Comments:					
Technical					
Site is compatible with multiple platforms	0	1–3	4–7	8–10	
Overall code—readability, white space,	0	1–5	6–10	11–15	
semantic, efficient, separation of structure					
Site interactivity functions and is error-free	0	1–3	4–7	8–10	
Additional technologies; e.g. Flash JavaScript,	0	1–3	4–7	8–10	
etc. Are used appropriately					
Site is compatible with multiple browser	0	1–3	4–7	8–10	
variants					
Comments:					
Subtotal				/:	200 max.
Penalty Points: Deduct five (5) points each for	r not following	Guidelines.			
Penalty Points: Deduct five (5) points for not	submitting a St	atement of Assi	urance.		
Total Points				/2	200 max.
Name(s):					
School:			State:		
Judge's Signature:			Date:		
Judge's Comments:					





☐ Preliminary Round	☐ Final Round				
Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Describes the development of the topic	0	1–5	6-10	11-15	
Explains the development and design process	0	1–5	6-10	11-15	
Explains the use of your social media elements and why they were selected	0	1–5	6-10	11-15	
Explains the development of media elements (graphics, video, audio, etc.)	0	1–5	6-10	11-15	
Copyright information is noted in credits	0	1–3	4–7	8-10	
Comments:					
Delivery					
Statements are well-organized and clearly stated; appropriate business language used	0	1–3	47	8–10	
Demonstrates self-confidence, poise, and good voice projection	0	1–3	4-7	8–10	
Demonstrates the ability to effectively answer questions	0	1–3	4–7	8–10	
Comments:					
Subtotal				/	′100 max.
Time Penalty Deduct five (5) points for presentat	ions over seven	(7) minutes. Time	e:		
Penalty Deduct five (5) points for failure to follow	guidelines.				
Dress Code Penalty Deduct five (5) points when	dress code is no	t followed.			
Total Points				/	'100 max.
Prejudged Score				/	200 max.
Final Score (add total points and prejudged score)				/	300 max.
Name(s):					
School:			State:		
Judge's Signature:			Date:		

Judge's Comments: