



FBLA COMPETITIVE EVENT DESCRIPTIONS

ACCOUNTING I

This is a one-hour objective test. No performance.

ACCOUNTING II

This is a one-hour objective test with a one-hour production component. Students will complete the production test at their home sites and take the objective test online. All students completing the production portion must take the objective test.

AMERICAN ENTERPRISE PROJECT

The intent of the project is to help members learn more about the economic system under which they live and to then share their expertise in some way with others inside and/or outside of the school. This is a chapter event. Students submit 2 copies of their project report for judges' evaluations. The top 15 reports are chosen and scheduled for presentations. Up to 3 team members have 7 minutes to give an oral presentation that describes the project and the results obtained. A 5-minute set up time is allowed.

BANKING & FINANCIAL SYSTEMS

This is a one-hour objective test, taken collaboratively, with a presentation involving a case study and open to teams of 2-3 members. The case study will be given onsite 20 minutes prior to the presentation and will consist of a problem or scenario encountered in the banking or financial business community. The participants have 7 minutes to present the case.

BUSINESS CALCULATIONS

This is a one-hour objective test. No performance.

BUSINESS COMMUNICATION

This is a one-hour objective test. No performance.

BUSINESS ETHICS

Ethical decision making is essential in the business world and in the workplace. This team event recognizes FBLA members who demonstrate the ability to present solutions to ethical situations encountered in the business world and the workplace. Teams consisting of 2-3 members should demonstrate critical thinking skills through the careful analysis of the various ethical dimensions present in their case study.

- Participants will be given a case study onsite and will have 20 minutes to prepare their presentation.
- Each team will have 7 minutes to present their analysis to the judges.

BUSINESS FINANCIAL PLAN

This event consists of two parts – prejudged report and performance. Teams consist of 1-3 members. The students will request a loan on the topic in the Guidelines and develop a financial plan. The top 15 reports will be presented to judges. The individual or team will have 7 minutes to present the plan.

BUSINESS LAW

This is a one-hour objective test. No performance.

BUSINESS MATH

This is a one-hour objective test. No performance.

BUSINESS PLAN

This event recognizes FBLA-PBL members that demonstrate an understanding and mastery of the process required in developing and implementing a new business venture. It consists of two parts – prejudged report and performance. Teams consist of 1-3 members. The individual or team will have 7 minutes to give an oral presentation describing the proposal and the elements of the business plan.

BUSINESS PRESENTATION

This event requires an individual or team of 2-3 members to develop a presentation on the topic in the Guidelines. Participants will demonstrate the ability to deliver an effective 7-minute business presentation while using multimedia presentation technology.

BUSINESS PROCEDURES

This is a one-hour objective test. No performance.

CLIENT SERVICE

This event consists of an individual interactive role-play simulation related to client service. The students and judges have 5 minutes to role play a given scenario.

COMMUNITY SERVICE PROJECT

Reports should describe one chapter project that serves the community. The project must be in the interest of the community and be designed for chapter participation rather than individual participation. Students submit 2 copies of their project report for judges' evaluations. The top 15 reports are chosen and scheduled for presentations. Up to 3 team members have 7 minutes to give an oral presentation that describes the project and the results obtained. A 5-minute set up time is allowed.

COMPUTER APPLICATIONS

This is a one-hour objective test with a one-hour production component. Students will complete the production test at their home sites and take the objective test online. All students completing the production portion must take the objective test.

COMPUTER GAME & SIMULATION PROGRAMMING

This event requires an individual to develop and submit a prejudged Internet computer program, on DVD or flash drive on the topic in the Guidelines. Participants will be judged on their skills in designing an entertaining and edutaining Internet/Intranet program. The 15 individuals with the highest scores will then give a 7-minute presentation on how the program was created, what processes were used, and the results of the program.

COMPUTER PROBLEM SOLVING

This is a one-hour objective test. No performance.

CREED

Students in grades 7 through 10 may enter. They will recite the Creed from memory to judges. There is no time limit.

CYBER SECURITY

This is a one-hour objective test. No performance.

DATABASE DESIGN AND APPLICATIONS

This is a one-hour objective test with a one-hour production component. Students will complete the production test at their home sites and take the objective test online. All students completing the production portion must take the objective test.

DESKTOP APPLICATION PROGRAMMING

This event requires an individual to develop a prejudged computer program on the topic in the Guidelines. Participants will be tested on their skills in designing a useful, efficient, and effective program in a specific area. The top 15 projects will be scheduled for a 7-minute presentation on how the program was created, what processes were used, and results of the program.

DESKTOP PUBLISHING

This is a one-hour objective test with a two-hour production component. Teams of two individuals will complete the production test at their home sites and take the objective test online collaboratively. All students completing the production portion must take the objective test.

DIGITAL VIDEO PRODUCTION

This event requires an individual or team of 2-3 members to develop a video on the topic in the Guidelines. The video will be prejudged. The top 15 videos will be presented to judges. Participants will demonstrate the ability to deliver an effective 7-minute explanation of the digital video.

E-BUSINESS

The individual or team of 2-3 members will develop a Web site designed to sell products and services, based on the topic in the Guidelines. The E-business site will be prejudged; creators of the top 15 businesses will present and explain the topic, design process used, implementation of innovative technology, and development of media elements to judges.

ECONOMICS

This is a one-hour objective test. No performance.

ELECTRONIC CAREER PORTFOLIO

This event requires an individual to develop a personal portfolio and submit a URL. The portfolio will be prejudged and should display samples of the individual's work, achievements, and accomplishments that would be referred to in an interview. Interactive multimedia should be used.

EMERGING BUSINESS ISSUES

This event provides FBLA members with an opportunity to develop and demonstrate skills in researching and presenting an emerging business issue. The event is based on a team of 2-3 members rather than individual participation. Participants will be expected to research the topic in the Guidelines prior to the conference and to be prepared to present either an affirmative or negative argument, based on random selection at conference.

ENTREPRENEURSHIP

This event recognizes FBLA students who demonstrate that they possess the knowledge and skills needed to establish and manage a business. A team of 2-3 members will take a one-hour objective test collaboratively. The teams with the top 15 scores will be given a case study on a problem encountered by entrepreneurs 20 minutes in advance of their presentation to judges. They will have 7 minutes to summarize the case study in an oral presentation.

FBLA PRINCIPLES AND PROCEDURES

This is a one-hour objective test. No performance.

FUTURE BUSINESS LEADER

This event honors outstanding FBLA members who have demonstrated leadership qualities, participation in FBLA, and evidence of knowledge and skills essential for successful careers in business. Individuals send in a letter of application for this award accompanied by a resume. They will take a one-hour objective test. The top 15 with the highest scores on the test will be interviewed by judges.

GLOBAL BUSINESS

The team of 2-3 members will take a one-hour objective test collaboratively. The 15 teams with the highest scores will be given a case study based on a problem encountered in the international/global community and have 7 minutes to present the case.

GRAPHIC DESIGN

An individual or team of 2 members will create a design based on the topic in the Guidelines at their home school sites. The creators of the top 15 promotional pieces will present their work to judges.

HELP DESK

Participants in this event should demonstrate an understanding of and ability to provide technical assistance to end users. Individuals will take a one-hour objective test, and the 15 participants with the highest scores will participate in a 5-minute role play on a scenario given to them 10 minutes prior.

IMPROMPTU SPEAKING

Participants will be given a topic related to the FBLA-PBL goals, activities, and/or current programs 10 minutes prior to their 4-minute speech. In addition, topics for this event can be drawn from current events and relevant business topics.

INTERNET APPLICATION PROGRAMMING

INTRODUCTION TO BUSINESS

This is a one-hour objective test. No performance.
Open to Grades 7-10.

INTRODUCTION TO BUSINESS COMMUNICATION

This is a one-hour objective test. No performance.
Open to Grades 7-10.

INTRODUCTION TO PARLIAMENTARY PROCEDURE

This is a one-hour objective test. No performance.
Open to Grades 7-10.

INTRODUCTION TO TECHNOLOGY CONCEPTS

This is a one-hour objective test. No performance.
Open to Grades 7-10.

JOB INTERVIEW

This event recognizes FBLA-PBL members who demonstrate proficiency in applying for employment in business. Participants will complete the interview process in applying for a position with a large, national corporation. Individuals send in a letter of application accompanied by a resume and a job application. All individuals who submit materials will be interviewed by judges.

LOCAL CHAPTER ANNUAL BUSINESS REPORT

Reports should effectively summarize the chapter's business. Students submit 2 copies of their project report for judges' evaluations. Based on the highest prejudged project scores, 15 chapters will be selected to make an oral presentation.

MANAGEMENT DECISION MAKING

The team of 2-3 members will take a one-hour objective test collaboratively. The 15 teams with the highest scores will be given a case study involving a problem encountered by managers in one of the following areas: human resource management, financial management, marketing management, or information systems management. The case will be given to participants 20 minutes prior to their presentation and will have 7 minutes to present the case. The judges will interact during the presentation.

MANAGEMENT INFORMATION SYSTEMS

The team of 2-3 members will take a one-hour objective test collaboratively. The 15 teams with the highest scores will be given a case study concerning a decision-making problem outlining a small business and its informational environment and needs. Participants will analyze the situation and recommend an information system solution to address the issues raised. The case will be given to participants 20 minutes prior to their presentation and will have 7 minutes to present the case. The judges will interact during the presentation.

MARKETING

This is a one-hour objective test. No performance.

NETWORK DESIGN

The team of 2-3 members will take a one-hour objective test collaboratively. The 15 teams with the highest scores will be given a case study outlining a small business and its computing environment and needs. Participants will analyze the situation and recommend a network solution to address the issues raised in the case. The case will be given to participants 20 minutes prior to their presentation. A 7-minute presentation will be given.

NETWORKING CONCEPTS

This is a one-hour objective test. No performance.

PARLIAMENTARY PROCEDURE

The team of 4-5 members will take a one-hour objective test individually. Scores are added together, then averaged. The 15 teams with the highest averaged scores will simulate a regular chapter meeting to judges based on a case given to the team 20 minutes prior to the performance. The examination and performance criteria for this event will be based on *Robert's Rules of Order, Newly Revised* (Copyright 2000). A panel of judges will evaluate the 9 to 11 minute performance.

PARTNERSHIP WITH BUSINESS

The report should describe the planning and implementation of activities that build a partnership between business leaders and chapter members for the purpose of learning about successful businesses. This is a chapter event. Students submit 2 copies of their project report for judges' evaluations. The top 15 reports are chosen and scheduled for presentations. Up to 3 team members have 7 minutes to give an oral presentation that describes the project and the results obtained. A 5-minute set up time is allowed.

PERSONAL FINANCE

This is a one-hour objective test. No performance.

PUBLIC SPEAKING I and II

This event recognizes members who, through public speaking, demonstrate qualities of business leadership by presenting a well-organized, logical, and substantiated speech. Public Speaking I is a 4-minute speech and is open to students in Grades 7-10. Public Speaking II is a 5-minute speech.

SPORTS MANAGEMENT

This is a one-hour objective test. No performance.

SPREADSHEET APPLICATIONS

This is a one-hour objective test with a one-hour production component. Students will complete the production test at their home sites and take the objective test online. All students completing the production portion must take the objective test.

TECHNOLOGY CONCEPTS

This is a one-hour objective test. No performance.

VIRTUAL BUSINESS CHALLENGE

This event is a national event. Participants may enter one or two challenges, one starting in October and one in February, through the national Web site. Individuals or teams of 2-3 members will use highly visible simulation software to manage a distribution business.

WEB SITE DEVELOPMENT

An individual or team of 2-3 members will submit a URL for a Web site based on the topic in the Guidelines. The sites will be prejudged. Creators of the 15 sites with the highest scores will present their Web sites to judges, explaining the topic, design process used, implementation of innovative technology, and development of media elements in a 5-minute presentation.

WHO'S WHO IN FBLA

Applicants must complete the application form and requirements in the Guidelines. Each region may have one Who's Who winner. The state winner is selected from the regional winners.

WORD PROCESSING I and II

This is a one-hour objective test with a one-hour production component. Students will complete the production test at their home sites and take the objective test online. All students completing the production portion must take the objective test. Word Processing I is open to students in Grades 7-10 only.