



## **2023 Michigan ProStart Invitational® March 5<sup>th</sup> & 6<sup>th</sup>, 2023**

### **ServSafe Knowledge Bowl Procedures & Rules**

Participating teams are responsible for understanding and following all the procedures and rules contained in this document; they will not be reviewed at the Michigan ProStart Invitational. Please read this document carefully to maximize your opportunity for success and to avoid receiving penalties during the competition.

Questions regarding competition rules should be sent to Mallory Schluchter [mschluchter@mrla.org](mailto:mschluchter@mrla.org) or 517.377.3924 PRIOR to the start of the competition.

## **Eligibility:**

### **Student and Teams**

1. All high school students, currently enrolled in a confirmed ProStart program recognized by the National Restaurant Association
2. Participating teams will consist of two (2) to four (4) team members. One (1) alternate may attend. However, the alternate may only participate if an original team member is injured or unable to participate. In case of student injury, an alternate, with judge's approval, may replace the injured student.

### **Disqualifications:**

1. All teams must arrive in the holding tank by the scheduled time or they will be disqualified. The time and room will be released with the Master Schedule two weeks prior to event date.
2. Teams must arrive at the appointed time to compete or they will be disqualified. The only exception made will be for travel delays beyond the control of the team.
3. Teams may not receive coaching or any form of communication from anyone during the competition time or they will be disqualified. There will be no verbal or non-verbal communication allowed between any spectators, educators, mentors or coaches and competing teams. No exceptions.
4. Misconduct, which includes any nonprescription drug use, alcohol use, or any activity that is illegal under federal, state or local laws, at the event, during competition or in activities or locations related to the event, may disqualify a participant or the participant's team from awards or further participation. Should any misconduct come to the MRLAEF's attention, the matter will be investigated as the MRLAEF deems appropriate. Any decision and sanction as to appropriate action due to misconduct is at the sole discretion of the MRLAEF and is final. By entering into the contest, the student and the team they represent accept this requirement as well as all other conditions of the program.
5. Teams must compete in each round of the competition or they will be disqualified. There are two rounds and, when necessary, a tie-breaker.
6. The presence of electronic communication devices constitutes communication, whether or not the device is actually used. Any team that brings electronic devices into the Bowl holding tank will be disqualified (the entire team).
7. Team does not follow the procedures outlined for challenging the judges' decision in the Bowl, nor act in a professional manner during challenges.

### **Uniform:**

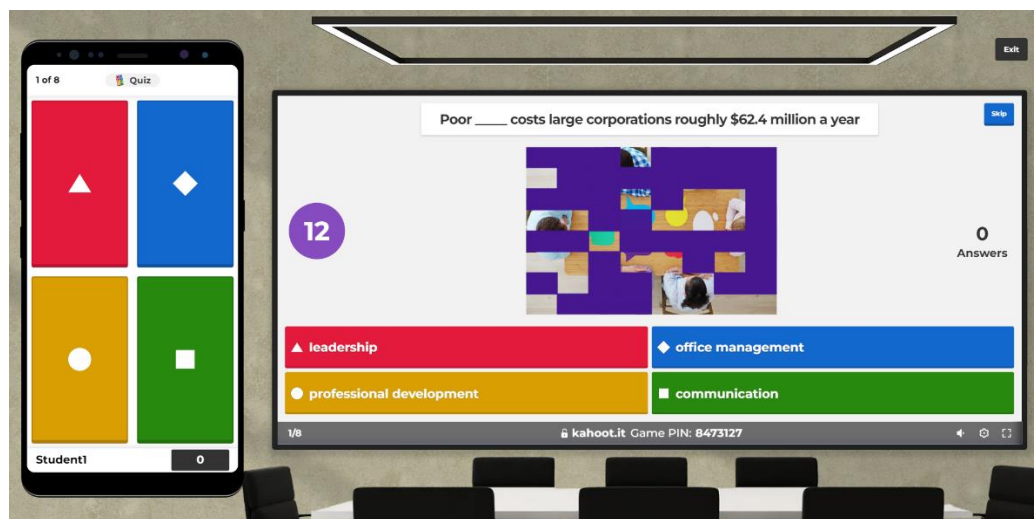
Each team will be required to dress in uniform for both rounds of the Bowl. The uniform consists of: solid color, button down dress shirts or Polo shirts; dress pants or skirts; and professional footwear. All team members should wear matching shirts and pants. All clothing should be worn appropriately and professionally (not sagging, etc.). No jeans, ties, jackets and/or suits. Hair should be properly restrained. Shirt tails must be tucked. Sponsor logos are allowed on the shirts. **There will be a penalty if the team does not dress in uniform.**

### Purpose:

Participating teams will demonstrate their knowledge of the restaurant and foodservice industry by competing in the Bowl, which is a question and answer “game show” style event. **Questions and Answers for the ServSafe Knowledge Bowl will come directly from the ServSafe Manager Book 7<sup>th</sup> (ES7 Version: 1810)**

### Procedures:

1. Teams will be drawn prior to the event and will be slotted into predetermined matches. A match will consist of two competing teams.
2. The objective of this event is to answer as many of the questions correctly as possible in order to accumulate the highest number of points.



(Sample Game Board)

3. The game will consist of two rounds, giving each team the opportunity to play twice. In all, there are 16 questions available per round, for a total of 32 questions per game.
4. Each team will compete in both rounds. All teams play the same two game boards. If there are an odd number of teams competing, there will be a third game board.
5. Prior to the start of each round, all teams will be secluded in a room designated as the “holding tank” so that these teams will not be able to see or hear any matches before they compete. Event Organizers will provide a “walker” to escort students to and from the “holding tank”.
  - a. Once the teams are in the room, they will only be allowed to leave to compete. No one will be able to enter except event personnel.
  - b. No electronic devices will be allowed into the holding tank. However, teams may bring study materials with them into the room.
  - c. Students are allowed to bring food and beverages to the holding tank. They must clean up after themselves!
  - d. Restroom breaks will be coordinated as needed.
6. As each match begins, the two teams playing will be escorted to the competition room.

7. One team, via a coin toss, will have the opportunity to go first. After that, teams will alternate as they select their questions from the game board.
8. Each question will be given a point value. Once the team selects their category and point valued question, the moderator will read the question as it is displayed on the screen.
9. The team will be given ten (10) seconds to respond with their answer. Event notepads will be provided by event organizers for the competitors to use during their round. All used paper will be collected and disposed of before leaving the room.
10. As long as the team has started to give their answer prior to the 10 second time limit, they will be allowed to finish their answer. Repeating back the question or using similar “stalling” techniques will not be considered as giving an answer, and time will be called.
11. If the team answers the question incorrectly or doesn’t know the answer, no points will be given, but no points will be taken away. The match then progresses to the next question. The match ends when the game board is empty.
12. Once the match is completed, the teams are done with their first round. Students are released until the posted Round 2 holding tank time.
13. In the event of a tie once scores are tabulated, the teacher will be notified, and teams will have **10 minutes** to report back to the competition room.

### **Challenges:**

Judges have been provided with the ServSafe Manager 7<sup>th</sup> Edition textbooks and have reviewed the questions prior to the event. All decisions made by the panel of judges are final. If the team feels the need to challenge the judges’ decision, the team can write out the question they are challenging and the answer they believe to be correct on event note pads only. **The team must present their challenge immediately after the match before they leave their competition table. Failure to follow this procedure and to present challenges as outlined here in a professional manner will result in the team being disqualified. The judges will be provided 3 minutes to discuss and rule on the challenge, the rule will be final.**

### **Event Personnel:**

1. Event Organizers (MRLAEF staff members)
2. One moderator
3. Judges will be a mix from colleges/universities and/or the restaurant and foodservice industry
4. Head Judge will have ServSafe Instructor Status

### **Attendees:**

Mentors, teachers, chaperones, parents, etc. are encouraged to attend. However, space is limited.

### **Schedules:**

Competition schedules will be distributed in advance of the competition once all teams have been identified. All schedules are subject to change. If there is an odd number of teams, a third round will be added.

**Sample schedule** (with an even number of teams)

	<b>Round 1</b>		<b>Round 2</b>	
<b>Approximate Start Time</b>	<b>Team A</b>	<b>vs. Team B</b>	<b>Team A</b>	<b>vs. Team B</b>
<b>7:30am</b>	<b>All teams report to the Holding Tank</b>		<b>All teams report to the Holding Tank</b>	
8:00	1	14	8	22
8:10	2	15	9	23
8:20	3	16	10	24
8:30	4	17	11	25
8:40	5	18	12	26
8:50	6	19	13	14
9:00	7	20	1	15
9:10	8	21	2	16
9:20	9	22	3	17
9:30	10	23	4	18
9:40	11	24	5	19
9:50	12	25	6	20
10:00	13	26	7	21