



# Job Skill Demo A



<b>Date</b>	February 27, 2026	<b>Orientation Time</b>	08:30 A.M
<b>Location</b>	Cuyahoga Valley CC 8001 Brecksville Rd. Brecksville, OH 44141	<b>Contest Time</b>	Immediately following orientation (CLOSED contest)
<b>Scope of Contest</b>	<p>The competition requires the demonstration of a performance of an occupational skill within the chosen career pathway accompanied by a clear explanation of the topic using experiments, displays or practical operations:</p> <ul style="list-style-type: none"><li>• An actual technical skill related to the occupational program of the competitor must be performed, as opposed to an illustrated talk.</li><li>• Notecards and other reference materials are not permitted.</li><li>• The demonstration shall be at least five minutes in length but shall not exceed seven minutes. <b>Penalty:</b> Five points will be deducted for each 30 seconds or fraction thereof under five minutes or for each 30 seconds or fraction thereof over seven minutes.</li><li>• Time limit: Time will be started when the demonstration begins. The timekeeper will signal the speaker at five minutes, six minutes and six minutes and 30 seconds.</li><li>• Competitors will be allowed three minutes to set up the demonstration and three minutes to clear the demonstration room. <b>Penalty:</b> Five points will be deducted for each 30 seconds or fraction thereof over the three-minute allowance.</li><li>• A performance space of 8'x12' will be provided that contains one table and one duplex (two plug-ins) 120-volt (15 amp) electrical outlet.</li><li>• Any visual or auditory aids (signs, charts, transparencies, slides, diagrams, tapes, CDs) are to be prepared by competitors. Professionally prepared visuals and audio materials may not be used. No open flames, no combustible or hazardous chemical compounds, no fluids containing pathogens or toxic chemicals and no pressurized containers will be allowed.</li><li>• The competitor will not mention their name, school, city or state.</li><li>• The demonstration is an individual performance. An assistant may be used to set up and dismantle the demonstration if it is very heavy or large. Otherwise, the competitor is responsible for setting up the demonstration. Models may be used in the demonstration but will not say or do anything that assists the demonstration other than serve as a model as needed. Example: facial, clothing design demonstration, etc.</li><li>• Basic safety practices related to the skill performed must be followed. Safety violations will be subject to penalties of one to 10 points. Judges may interrupt the demonstration for serious violations.</li><li>• The competitor may show the judges an item but may not physically hand a judge any item, including food sampling.</li></ul>		

	<b><i>Please see judging rubric at end of this document.</i></b>	
<b>Testing</b>	No	
<b>Eligibility</b>	1 contestant for every 500 paid members	
<b>Clothing</b>	Clothing Classification Guide Appropriate to Presentation - CLASS A, B, C, D, E, G, H, I, or J	
<b>Provided by Contestant</b>	<ul style="list-style-type: none"> <li>Professional Resumé – typed hardcopy</li> <li>Emergency Medical Form (Contestants must have this to compete)</li> <li>All materials and equipment needed for the demonstration to be completed two times, once for the preliminaries and again for the finals, if required.</li> </ul> <p><u>The following WILL NOT be tolerated and are grounds for disqualification from the competition:</u></p> <ul style="list-style-type: none"> <li>No smart watches, cellphones and/or other electronic devices in the contest area unless specifically stated in this document. These devices cannot be used as a calculator.</li> <li>No contact with anyone outside of the contest area once the contest begins.</li> <li>No inappropriate communication between contestants such as verbally degrading another contestant or informing another contestant of the skills/test prior to or during the competition.</li> <li>No cheating on any portion of the contest.</li> <li>The use of AI is strictly prohibited and will result in an automatic disqualification of the contestant.</li> </ul>	
<b>Contest Standards</b>	<b>Contest Skilled Performance Standards:</b> <ul style="list-style-type: none"> <li><b>JSDA 1.0</b> - Plan, develop, and create an effective demonstration.</li> <li><b>JSDA 2.0</b> - Create and deliver a professional presentation and respond to questions.</li> </ul> <p><b>JSDA 3.0</b> - Project a professional self-image through attire and grooming.</p>	<b>Aligned ODEW Career Field Technical Content Standard Outcomes:</b> <ul style="list-style-type: none"> <li><b>CTE 1.1</b> Employability Skills</li> <li><b>CTE 1.2</b> Leadership and Communications</li> <li><b>CTE 1.4</b> Knowledge Management and Information Technology</li> <li><b>CTE 1.5</b> Global Environment</li> <li><b>CTE 1.6</b> Business Literacy</li> <li><b>CTE 1.10</b> Sales and Marketing</li> </ul>



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Contestant Number \_\_\_\_\_

Judge # \_\_\_\_\_

Category Evaluated	Strong evidence 5-4	Acceptable evidence 3-2	Low evidence 1-0	Points Earned (5-0)	Weight	TOTAL SCORE	COMMENTS
<b>Opening (1.1.5)</b>							
Opening	Opening is strong and gets the listener's attention. Stands up straight and looks relaxed and confident.	Has clear opening but does not get the listener's attention. Mostly relaxed and confident; fidgets and retreats some. The student's eye contact is inconsistent.	Has no clear opening. Appears disengaged and distracted. The student does not make eye contact.	X10			
Eye contact	The student makes effective eye contact.			X10			
<b>Voice (1.2.2, 1.2.3, 1.2.5, 1.2.6)</b>							
Speaking without hesitation	Speaks confidently and does not hesitate. Consistently speaks with an appropriate tone.	Mostly speaks confidently but hesitates now and then. Usually speaks with an appropriate tone.	Does not speak confidently and pauses for prolonged periods. Has difficulty maintaining an appropriate tone.	X10			
<b>Platform Deportment (1.1.5)</b>							
Well-poised	The student is well-poised.	The student is acceptably poised.	The student is not poised.	X10			
Gestures	Gestures are purposeful and effective.	Gestures are usually purposeful and generally effective.	Gestures are undirected, distracted, or fidgety.	X10			
<b>Organization (1.2.2, 1.2.3, 1.2.5, 1.2.6)</b>							
Organization	Speech was clearly tied to the theme, logically organized, and flowed well.	Speech was missing one or more elements: adherence to theme, logical organization, and flow.	Speech was disorganized	X30			
<b>Skills (1.12.1, 1.12, 1.12.8, 1.12.9)</b>							
Safety	Follows basic safety practices.		Does not follow basic safety practices.	X15			
Visual and Auditory Aids	Created the visual and auditory aids.		Used professionally made visual and auditory aids.	X15			
<b>Effectiveness (1.2.5)</b>							
Topic	Stays on topic throughout speech.	Stays on topic most of the time.	Often strays from the topic.	X20			
Purpose	Shows a full understanding of the topic.	Shows a good understanding of most of the topic.	Does not seem to understand the topic.	X20			
<b>Closing (1.2.2, 1.2.3, 1.2.5, 1.2.6)</b>							
Conclusion	There is a clear conclusion.	The conclusion is recognizable.	The conclusion is not clear or there was no conclusion.	X30			
<b>Penalties</b>							
				TOTAL POINTS (1000)			
				0 to -50	Clothing Penalty		
				0 to -50	Resume penalty		
				0 to -50	Safety Penalty		
				(-5) for every 30 second interval short of 5 minutes or over 7 minutes	Time Penalty		
				FINAL SCORE			