



FACILITHON: LEADERSHIP IN FACILITY MANAGEMENT



SkillsUSA Championships Technical Standards

PURPOSE

To assess the competitor's critical problem-solving skills, ability to quickly execute the best response to challenges and accurately digest complex situations to convey solutions related to the field of facility management.

First, download and review the General Regulations at: <http://updates.skillsusa.org>.

CLOTHING REQUIREMENT

Class A: SkillsUSA Official Attire

- Official SkillsUSA red blazer or official SkillsUSA red jacket
- Button-up, collared, white dress shirt (accompanied by a plain, solid black tie or SkillsUSA black tie), white shirt (collarless or small-collared) or white turtleneck, with any collar not to extend into the lapel area of the blazer, sweater, windbreaker or jacket
- Black dress slacks or black dress skirt (knee-length at minimum)
- Black dress shoes

Note: The official SkillsUSA windbreaker, sweater and black Carhartt jacket are no longer available for purchase in the SkillsUSA Store. However, these clothing items are grandfathered in as previous official SkillsUSA clothing and can be worn in SkillsUSA competitions as directed in this document.

Note: Wearing socks or hose is no longer required. If worn, socks must be black dress socks and hose must be either black or skin-tone and seamless/nonpattern.

These regulations refer to clothing items that are pictured and described at: www.skillsusastore.org. If you have questions about clothing or other logo items, call 1-888-501-2183.

OBSERVER RULE

No observers beyond Faciliton and SkillsUSA staff will be permitted to view the competition in progress.

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
 - a. 50-question multiple-choice quiz
 - b. Roleplay scenario sheet
 - c. FM Challenge Scenario sheet
 - d. Scoring rubric
 - e. Blank paper and pencils for competitors to use while preparing scenario response and for judges to make notes
 - f. Timers for testing area, scenario preparation area and judging rooms (may use cell phone timers)
2. Supplied by competitor:
 - a. All competitors must create a one-page resume. See “Resume Requirement” below for guidelines.

ARRANGEMENT OF ROOMS

1. Testing area – room or area with tables, chairs, timer, and technical team member.
2. Holding room – a room or area furnished with a table and chair for the competitor to prepare their presentation, chair for technical team member or volunteer with timer.
3. Role-Play and FM Challenge area – a room will be furnished with chair for the competitor and table and chairs for interviewing committee of two to three judges.

RESUME REQUIREMENT

Competitors must create a one-page resume to submit online. SkillsUSA national competitors should submit their resume by June 1. The link for resume submission will be published on <http://updates.skillsusa.org> on May 1. Failure to submit a resume will result in a 10-point penalty.

Your resume must be saved as a PDF file type using file name format of “Last Name_First Name.” For example, “Amanda Smith” would save her resume as **Smith_Amanda**. If you need assistance with saving your file as a PDF, visit [the Adobe website](#) for more information.

Note: Check the Competition Guidelines and/or the updates page on the SkillsUSA website at <http://updates.skillsusa.org>.

PROHIBITED DEVICES

Cell phones or other electronic devices not approved by a competition’s national technical committee are **NOT** allowed in the competition area. Please follow the guidelines in each technical standard for approved exceptions. Technical committee members may also approve exceptions onsite during the SkillsUSA Championships if deemed appropriate.

Penalties for Prohibited Devices

If a competitor's electronic device makes noise or if the competitor is seen using it at any time during the competition, an official report will be documented for review by the SkillsUSA Championships director. If confirmed that the competitor used the device in a manner which compromised the integrity of the competition, the competitor's scores may be canceled.

SCOPE OF COMPETITION

1. Competitors should prepare for the Facilithon competition by developing the following skills:
 - a. Comprehend the role-play scenario elements and make meaningful recommendations to judges.
 - b. Use common sense decision-making to answer facility management-related questions.
 - c. Understand and convey building problem solutions.
 - d. Demonstrate confidence, positive personal image and understanding.
 - e. Be prepared for the unknown, respond quickly to an emergency, and prioritize needs.
2. The competition will be divided into three phases:
 - a. 50-question multiple-choice quiz.
 - b. Role-play scenario.
 - c. FM challenge within live role-play scenario response.
3. **The Quiz** may be paper form or online via Flexiquiz©. The competitor will have 1 hour to complete the 50 questions.
4. **The Role-Play Scenario**
 - a. **Three time periods**
 - 1.) **Preparatory period** – The competitor will be supplied the role-play scenario sheet and placed in a holding space for 15 minutes to read and create a recommendation. Where Hybrid methods are used, the competitor will be directed to a timed Flexiquiz© URL for their 15-minute preparatory period.
 - 2.) **Role-Play** – Immediately after the 15 minutes expire, competitor will enter a room with 2-3 judges, who play the role of specified management personnel. The competitor will have 5 minutes to make their presentation to the judges. Hybrid versions may utilize remote judges using Zoom©.
 - 3.) **Questions** – The judges will have 5 minutes to ask follow-up questions.
 - b. **Materials** – The competitor returns the role-play scenario sheet upon conclusion of reading the Role-Play.
 - c. **Scoring** – Judges shall use the Facilithon scoring rubric for consistency.
 - d. **Score** – The Role-Play Scenario Score represents the average of all scores totaled and divided by # of judges.
 - e. **Notes** - Judges are encouraged to make notes for competitor feedback.
5. **The FM Challenge** represents a live emergency scenario that the competitor must respond to immediately. The exciting element of this portion involves the "what would you do in an emergency?"
 - a. **Challenge Presentation** – The FM Challenge will be delivered via one of three methods: Paper/whiteboard, Video or Live via paper, creating the situation to respond to. The competitor will be given three consistent questions to respond to:
 - 1.) What action is first and foremost on your list?

- 2.) What resources (people, place, things, or services) will be used?
- 3.) How can we prevent or limit its occurrence or impact in the future?
- b. **Competitor Review/Answer Formulation** – Competitor is allowed 3 minutes to review the Challenge and prepare to answer the three questions.
- c. **Competitor Response** – The competitor has 2 minutes to present to the judges.
 - 1.) The judges have the last 5 minutes for follow-up questions and answers.
 - 2.) Competitor returns all materials to judges upon completion of FM Challenge.
- d. **Scoring** – Judges shall use the Faciliton scoring rubric for consistency.
- e. **Score** – The FM Challenge Score represents the average of all scores totaled and divided by # of judges.
- f. **Notes** - Judges are encouraged to make notes for competitor feedback.
- 6. Dissemination of completed event forms:
 - a. Technical committee chair or technical committee volunteer shall score the multiple-choice quiz.
 - b. The competition will include the SkillsUSA professional development test, which is worth a total of 25 points.
 - c. Role-Play and FM Challenge shall be tallied by judge(s) for preliminary scores and handed to technical chair.
 - d. Technical chair shall review the scores for accuracy, then complete the official score sheet provided by SkillsUSA.
 - e. The technical chair will return the official scoring documentation, quiz sheets, and any other feedback materials to the designated SkillsUSA official, as directed for that event.

STANDARDS AND COMPETENCIES

FM 1.0 – Facility Management Knowledge Areas Per the ProFM Body of Knowledge© Asset Management

- 1.1. Project Management
- 1.2. Strategic Planning
- 1.3. Capital Planning
- 1.4. Construction

FM 2.0 – Risk Management

- 2.1. Compliance & Standards
- 2.2. Environmental Health & Safety
- 2.3. Security
- 2.4. Emergency Management

FM 3.0 – Operations and Maintenance

- 3.1. Technical Services
- 3.2. Occupant Services
- 3.3. Work Management
- 3.4. Space Management

FM 4.0 – Business Management

- 4.1. Human Capital
- 4.2. Leadership Skills

- 4.3. Financial Management
- 4.4. Procurement
- 4.5. Real Estate

FM 5.0 – Cross-Functional Competencies

- 5.1. Communication
- 5.2. Sustainability
- 5.3. Quality
- 5.4. Innovation
- 5.5. Collaboration

FM 6.0 – SkillsUSA Framework

The SkillsUSA Framework is used to pinpoint the Essential Elements found in Personal Skills, Workplace Skills, and Technical Skills Grounded in Academics. Students will be expected to display or explain how they used some of these Essential Elements. Please reference the graphic above, as you may be scored on specific elements applied to your project. For more, visit:

www.skillsusa.org/about/skillsusa-framework/.



EDUCATIONAL RESOURCES FOR STUDENTS & EDUCATORS

FM Pipeline website:

- <https://fmpipeline.org/students/>
- <https://www.fmpipeline.org/instructors/>

Video series:

- <https://www.fmpipeline.org/facilitopics>

STUDENT PERSONAL ATTRIBUTES RELATED TO SUCCESS IN FACILITY MANAGEMENT

- Likes people and buildings
- Likes problem-solving
- Likes action and variety
- Thinks on one's feet