



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.

ELIGIBILITY

Open to active SkillsUSA members. Each state may send one high school and one college/postsecondary competitor. Facility management careers involve supporting people, establishing processes, facilities upkeep and improvement, and technology integration, all of which requires leadership critical to an organization's success. Career Clusters that are key in this career field include, but are not limited to: Architecture and Construction; Business Management and Administration; Health Science; Information Technology; Law, Public Safety, Corrections, and Security; Manufacturing; STEM; and Transportation, Distribution, and Logistics. Faciliton provides competitors from multiple career pathways with an opportunity to showcase their SkillsUSA Framework skills with a focus on project management and problem solving.

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 closed-toe 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 allowed.

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
 - a. Knowledge test
 - b. Roleplay scenario sheet
 - c. Facility Management (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
2. Supplied by competitor:
 - a. All competitors must create a one-page resume. See “Resume Requirement” below for guidelines.

ARRANGEMENT OF COMPETITIVE SPACE

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

RESUME REQUIREMENT

Competitors must create a one-page resume to submit online. SkillsUSA South Carolina competitors should submit their resume by the deadline published on the competition updates page of our website. 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 state website.

PROHIBITED DEVICES

Cellphones, electronic watches and/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 Director of the SkillsUSA Championships. If confirmed that the competitor used the device in a manner which compromised the integrity of the competition, the competitor's scores may be removed.

SCOPE OF COMPETITION

1. Competitors should prepare for the competition by developing project management and problem solving skills, including the following competition-specific 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 scenario, and prioritize needs.
2. The competition will be divided into three phases:
 - a. Knowledge test.
 - b. Role-play scenario.
 - c. FM challenge within live role-play scenario response.
3. **The knowledge test** may be paper form or online. The competitor will have one (1) hour to complete the test.
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.
 - 2). **Role-Play** – Immediately after the 15 minutes expire, a competitor will report to the judges, who will play the role of specified management personnel. The competitor will have five (5) minutes to make their presentation to the judges.
 - 3). **Questions** – The judges will have five (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 Faciliton 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 (3) consistent questions to respond to:
 - 1). What action is first and foremost on the list?
 - 2). What resources (people, places, things, or services) will be used?
 - 3). How can the occurrence or future impact be prevented or limited?
 - b. **Competitor Review/Answer Formulation** – Competitor is allowed three (3) minutes to review the Challenge and prepare to answer the three (3) questions.
 - c. **Competitor Response** – The competitor has two (2) minutes to present to the judges.
 - 1). The judges have five (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.

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, as you may be scored on specific elements applied to your project. For more, visit: www.skillsusa.org/who-we-are/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