



Marketing challenges members to demonstrate their understanding of marketing concepts and strategies through an objective test and a role play scenario. Members apply their knowledge in areas such as market research, branding, promotion, and customer engagement to solve real-world business challenges.

#### **Event Overview**

Division	High School
Event Type	Team of 1, 2 or 3 members
Event Category	Role Play
Event Elements	Objective Test and Interactive Role Play

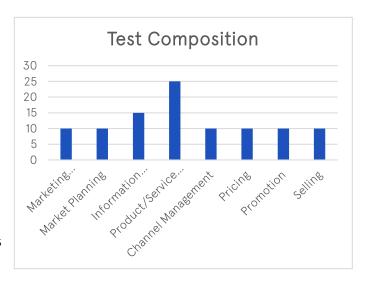
#### **Educational Alignments**

Career Cluster Framework Connection	Marketing & Sales
NACE Competency Alignment	Career & Self-Development,
	Communication, Critical Thinking,
	Leadership, Professionalism

#### Knowledge Areas

- Marketing Fundamentals
- Market Planning
- Marketing-Information Management
- Product/Service Management
- Channel Management
- Pricing
- Promotion
- Selling

Test questions and role plays are based on the knowledge statements and objectives outlined for this event. Detailed objectives can be found in the study guide included in these guidelines.



#### District/Region/Section

Check with your District/Region/Section leadership for District/Region/Section-specific competition information and deadlines.

#### State

Check with your State Leader for state-specific competition information and deadlines.

### Marketing

# FUTURE BUSINESS Leaders of America

#### National

#### Required Competition Items

_	Items Competitor Must Provide	Items FBLA Provides
Objective Test	<ul> <li>Sharpened pencil</li> <li>Fully powered device for online testing</li> <li>Conference-provided nametag</li> <li>Photo identification</li> <li>Attire that meets the FBLA Dress Code</li> </ul>	<ul> <li>One piece of scratch paper per competitor</li> <li>Internet access</li> <li>Test login information (link &amp; password provided at test check-in)</li> </ul>
Role Play	<ul> <li>Conference-provided nametag</li> <li>Photo identification</li> <li>Attire that meets the FBLA Dress Code</li> </ul>	<ul> <li>Two notecards per competitor</li> <li>Pencil</li> <li>Secret role play problem/scenario</li> </ul>

#### Important FBLA Documents

• Competitors should be familiar with the Competitive Events <u>Policy & Procedures</u> <u>Manual, Honor Code, Code of Conduct, and Dress Code</u>.

#### Eligibility Requirements

To participate in FBLA competitive events at the National Leadership Conference (NLC), the following criteria must be met:

- **Membership Deadline**: FBLA national membership dues must be paid to the specific division by 11:59 p.m. Eastern Time on March 1 of the current school year.
- Repeat Competitors: Members may only compete in an event at the NLC more than once if they have not previously placed in the top 10 of that event at the NLC. If a member places in the top 10 of an event at the NLC, they are no longer eligible to compete in that event at future NLCs, unless the event has been modified beyond a name change. Chapter events are exempt from this procedure.
- Conference Registration: Members must be officially registered for the NLC and must pay the national conference registration fee to participate.
- Official Hotel Requirement: To be eligible to compete, competitors must stay within the official FBLA housing block.
- State Entry Limits: Each state may submit up to four entries per event.
- Event Participation Limits: Each member may participate in:
  - o One individual or team event, and
  - o One chapter event (e.g., Community Service Project or Local Chapter Annual Business Report).
- Participation Requirement: To be eligible for an award, each competitor must complete all components of the event at the National Leadership Conference.
- Team Composition: All members of a team must be from the same local chapter.
- Identification at Check-in: Competitors must present valid photo identification (physical or digital) that matches the name on their conference name badge.

  Acceptable forms include a driver's license, passport, state-issued ID, or school ID.



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• Late Arrivals: Competitors will be allowed to compete until such time that the results are finalized, or participation would impact the fairness and integrity of the event, as determined by Competitive Events staff. If judges have left the competitive event area, it is no longer possible to compete. Five penalty points will be assessed for late arrivals in any competitive event.

#### • Event Schedule Notes:

- o Some events may begin before the Opening Session.
- o All schedules are posted in local time for the NLC host city.
- o Schedule changes are not permitted.

#### **Event Administration**

This event consists of two phases: an objective test and an interactive role play.

#### Objective Test

Each competitor will complete a 100-question multiple-choice objective test.

#### Test Duration

• Test Duration: 50 minutes

#### Format

• This event consists of an online objective test that is proctored and completed onsite at the National Leadership Conference (NLC).

#### Materials

• Reference or study materials are not permitted at the testing site.

#### **Electronic Devices**

• All electronic devices, including cell phones, smart watches, and similar technology, must be powered off prior to the start of the competition.

#### Team Tests

• If competing as a team, competitors must begin testing individually within a few minutes of one another. Each competitor's score will be averaged to determine the team's overall test score.

#### Calculators

• Personal calculators are not allowed; an online calculator will be available within the testing platform.

#### Question Review

• Competitors may flag questions within the testing platform for review prior to the finalization of results at the NLC.

#### Interactive Role Play Details

The team-averaged objective test score determines the top 15 teams advancing to role play round.

#### Timing Structure

- **Preparation Time:** 20 minutes (a one-minute warning will be provided)
- **Presentation:** 7 minutes (a one-minute warning will be provided)
- Question & Answer (Q&A): None

#### Role Play Prompt

• Competitors will be provided with a single copy of a marketing-related scenario or problem at the beginning of their assigned preparation time. This copy must be shared among team members and may only be accessed within the designated preparation area.

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#### Notecard Use

• Each competitor will receive two notecards for use during preparation and the presentation. Information may be written on both sides. Notecards will be collected after the role play.

#### Materials

• No technology, reference materials, visuals, or props may be used.

#### Interaction with Judges

• Judges may ask questions during the presentation as part of the interactive role play format.

#### Audience

• Role play presentations are closed to all conference attendees.

#### Confidentiality

• To maintain fairness, competitors must not discuss or share the role play prompt until the event concludes.

#### Scoring

- The team-averaged objective test score determines the top 15 teams advancing to role play round.
- The role play round scores only will be used to determine winners.
- Objective test scores will be used to break a tie.
- All judging decisions are final. Results announced at the National Leadership
  Conference are considered official and will not be changed after the conclusion of the
  National Leadership Conference.

#### Penalty Points

- Competitors may be disqualified if they violate the Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to their assigned presentation time.

#### Electronic Devices

 Unless approved as part of a documented accommodation, all cell phones, smartwatches, electronic devices, and headphones must be turned off and stored away before the competition begins. Visible devices during the event will be considered a violation of the FBLA Honor Code.

#### Recognition

• A maximum of 10 entries (individuals or teams) may be recognized per event.

#### Americans with Disabilities Act (ADA)

• FBLA complies with the Americans with Disabilities Act (ADA) by providing reasonable accommodations for competitors. Accommodation requests must be submitted through the conference registration system by the official registration deadline. All requests will be reviewed, and additional documentation may be required to determine eligibility and appropriate support.



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#### Recording of Presentations

- Unauthorized audio or video recording is strictly prohibited in all competitive events.
- FBLA reserves the right to record presentations for educational, training, or archival purposes. Competitors should be aware that their presentations may be recorded by FBLA-authorized personnel.

#### Sample Preparation Resources

• Official sample test items and role plays can be found in <u>FBLA Connect</u>. These sample items showcase the types of questions that may be asked on the test and familiarize competitors with the multiple-choice item options.

### **Marketing**



#### Study Guide: Knowledge Areas and Objectives

#### Marketing Fundamentals (10 test items)

- 1. Explain marketing and its importance in a global economy (MK:001, LAP-MK-901) (CS)
- 2. Explain the need for professional and ethical standards in marketing (PD:137) (SP)
- 3. Discuss actions employees can take to achieve the company's desired results (MK:015, LAP-MK-015) (SP)
- 4. Explain factors that influence customer/client/business buying behavior (MK:014, LAP-MK-014) (SP)
- 5. Describe connections between company actions and results (e.g., influencing consumer buying behavior, gaining market share, etc.) (MK:019, LAP-MK-019) (SP)

#### Market Planning (10 test items)

- 1. Explain the concept of marketing strategies (MP:001, LAP-MP-001) (CS)
- 2. Explain the concept of market and market identification (MP:003, LAP-MP-003) (CS)
- 3. Explain the nature of marketing planning (MP:006) (SP)
- 4. Explain the nature of marketing plans (MP:007, LAP-MP-007) (SP)
- 5. Explain the role of situation analysis in the marketing planning process (MP:008) (SP)

#### Marketing-Information Management (15 test items)

- 1. Identify data monitored for marketing decision making (IM:184, LAP-IM-184) (SP)
- 2. Explain the nature and scope of the marketing-information management function (IM:001, LAP-IM-001) (SP)
- 3. Explain the role of ethics in marketing-information management (IM:025, LAP-IM-025) (SP)
- 4. Explain the nature of marketing research (IM:010, LAP-IM-010) (SP)
- 5. Describe options businesses use to obtain marketing research data (i.e., primary and secondary research) (IM:281, LAP-IM-281) (SP)
- 6. Describe data-collection methods (e.g., observations, mail, diaries, phone, internet, discussion groups, interviews, scanners, tracking tools) (IM:289, LAP-IM-289) (SP)

#### Product/Service Management (25 test items)

- 1. Explain the nature and scope of the product/service management function (PM:001, LAP-PM-001) (SP)
- 2. Explain business ethics in product/service management (PM:040, LAP-PM-040) (SP)
- 3. Identify the impact of product life cycles on marketing decisions (PM:024, LAP-PM-024) (SP)
- 4. Identify consumer protection provisions of appropriate agencies (PM:017, LAP-PM-917) (SP)
- 5. Explain the concept of the product mix (PM:003, LAP-PM-003) (SP)
- 6. Describe the nature of product bundling (PM:041) (SP)
- 7. Explain the nature of corporate branding (PM:206, LAP-PM-206) (SP)
- 8. Describe factors used by businesses to position corporate brands (PM:207) (SP)
- 9. Describe factors used by marketers to position products/services (PM:042, LAP-PM-042) (SP)
- 10. Explain the nature of product/service branding (PM:021, LAP-PM-021) (SP)

#### Channel Management (10 test items)

- 1. Explain the nature and scope of channel management (CM:001, LAP-CM-001) (CS)
- 2. Explain the nature of channels of distribution (CM:003, LAP-CM-003) (CS)
- 3. Describe ethical considerations in channel management (CM:006, LAP-CM-006) (SP)

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#### Pricing (10 test items)

- 1. Explain the nature and scope of the pricing function (PI:001, LAP-PI-001) (SP)
- 2. Describe the role of business ethics in pricing (PI:015, LAP-PI-015) (SP)
- 3. Explain factors affecting pricing decisions (PI:002, LAP-PI-902) (SP)

#### **Promotion** (10 test items)

- 1. Explain the role of promotion as a marketing function (PR:001, LAP-PR-901) (CS)
- 2. Identify the elements of the promotional mix (PR:003, LAP-PR-903) (SP)
- 3. Describe the use of business ethics in promotion (PR:099, LAP-PR-099) (SP)
- 4. Explain types of advertising media (PR:007, LAP-PR-007) (SP)

#### Selling (10 test items)

- 1. Explain the nature and scope of the selling function (SE:017, LAP-SE-017) (CS)
- 2. Explain legal and ethical considerations in selling (SE:106, LAP-SE-106) (SP)
- 3. Describe the use of technology in the selling function (SE:107) (SP)
- 4. Acquire product information for use in selling (SE:062, LAP-SE-062) (CS)
- 5. Analyze product information to identify product features and benefits (SE:109, LAP-SE-109) (SP)

#### References for Knowledge Areas & Objectives

MBA Research and Curriculum Center. *National Business Administration Standards*. https://www.mbaresearch.org/local-educators/teaching-resources/standards/

American Marketing Association. *Definitions of marketing*. <a href="https://www.ama.org/the-definition-of-marketing-what-is-marketing/">https://www.ama.org/the-definition-of-marketing-what-is-marketing/</a>

HubSpot. What is marketing, and what's its purpose? <a href="https://blog.hubspot.com/marketing/what-is-marketing">https://blog.hubspot.com/marketing/what-is-marketing</a>

Investopedia. *Understanding marketing in business: Key strategies and types*. <a href="https://www.investopedia.com/terms/m/marketing.asp">https://www.investopedia.com/terms/m/marketing.asp</a>

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Exportation Itam	Not	Below	Moots Exportations	Exceeds	Points
Expectation Item	Demonstrated	Expectations	Meets Expectations	Expectations	Earne
	No description or	Describes and		Demonstrates expertise	
Demonstrates understanding of	role play synopsis	provides role play	Describes and provides	of role play synopsis	
the role play and defines	provided; no	synopsis OR defines	role play synopsis AND	AND definition of the	
problem(s) to be solved	problems defined	the problem(s)	defines the problem(s)	problem(s)	
problemite, to be conted	,	,	7.0	,	
	0 points	1-6 points	7-8 points	9-10 points	
		Alternative(s) given	At least two alternatives	Multiple alternatives	
Identifies alternatives and the	No alternatives	but pro(s) and/or	given, pro(s) and con(s)	given and multiple pros	
pro(s) and con(s) of each	identified	con(s) are not	are analyzed	and cons analyzed for	
prote, and conte, or each		analyzed	are analyzed	each	
	0 points	1-9 points	10-16 points	17-20 points	
				Feasible solution and	
	No solution	Solution provided,	Logical solution and	implementation plan	
Identifies logical solution and	identified	but implementation	implementation plan	developed, and	
aspects of implementation	identined	plan not developed	provided and developed	necessary resources	
				identified	
	0 points	1-9 points	10-16 points	17-20 points	
Demonstrates knowledge and					
understanding of the event					
knowledge areas:					
	No knowledge areas	One or two	Three knowledge areas	Four or more knowledge	
Marketing Fundamentals /	demonstrated	knowledge areas	are demonstrated	areas are demonstrated	
Market Planning / Marketing-		are demonstrated			
Information Management /					
Product/Service Management / Channel Management / Pricing /					
Promotion / Selling					
Trometien, coming	0 points	1-9 points	10-16 points	17-20 points	
Presentation Delivery					ı
	Competitor(s) did	Competitor(s) were		Presentation flowed in a	
Statements are well-organized	not appear	prepared, but flow	Presentation flowed in	logical sequence;	
and clearly stated	prepared	was not logical	logical sequence	statements were well	
una cicarry statea				organized	
	0 points	1-6 points	7-8 points	9-10 points	
		Demonstrated 1-2 of	Demonstrated 3 of the		
Consistently displays	Did not demonstrate	the listed skills	listed skills (confidence.	Demonstrated all skills,	
confidence, poised body	any of the listed	(confidence, body	body language, eye	enhancing the overall	
language, engaging eye contact,	skills	language, eye	contact, or voice	presentation	
and effective voice projection.		contact, or voice	projection)	,	
, ,	Opointo	projection)	7. 0 nainta	0-10 nointa	
	0 points	1-6 points	7-8 points	9-10 points	
	11	D	0	Interacted with the judges in the process of	
Demonstrates the ability to	Unable to answer	Does not completely	Completely answers	, , ,	
effectively answer questions	questions	answer questions	questions	completely answering	
•				questions	
	0 points	1-6 points	7-8 points s code penalty and/or 5 poi	9-10 points	
	Starr Omy: Fenalty F	omits to points for dress	·		
	Γ		Prese	ntation Total (100 points)	
Name(s):				Section:	
School: Judge Signature:				Date:	
Juugo Jighalui 5.	l			Date.	l

Comments: