

STATE

Academic

Competition

Manual



Prepared and
Partnered with:



"An investment in
knowledge pays
the best interest."

-Benjamin Franklin



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Regional Education Cooperative

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TBD By each governing REC	

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General Information

What is the Academic Competition?

A game of academic questions between students at both Middle School and High School levels.

Purpose

- To boost student confidence and self-esteem
- To inspire students to excel academically
- To promote good citizenship
- To stimulate our youth's competitive spirit
- To recognize student scholastic aptitude

Fall/Spring Competitions Timeline

- Distribute Academic Competition Manuals to REC's
- Schools/systems set up teams
- State Competition in May is for Varsity participants only. Teams must compete in at least one Fall Competition and one Spring Competition.
- Dates and Times will be determined by REC 9 and REC 10.

Regional Competitions

Regional Competitions will be held in regional areas around the state. There will be two competitions in the Fall for each region and two competitions in the Spring.

State Championship

The top 2 Varsity teams from each designated REC will compete for the title of RECA STATE ACADEMIC CHAMPIONSHIP. The competition will be held in Albuquerque in May 2023.

Awards & Recognition

Awards will be earned at each level of competition throughout the season for all sections including Middle School and Junior Varsity. The State Championship Awards will be for Varsity Level Participants only.

Inclement Weather Policy

Competition will be postponed if bad weather forces the cancellation of classes at the participating school location or if a majority of participating schools have classes canceled the day before the event. Competition will be rescheduled for the following week unless there are extenuating circumstances. Every effort will be made to notify all

participating coaches via email or telephone if postponement is necessary, and in all instances, notification will be emailed or phone calls made.

Interscholastic Eligibility: Scholastic Requirements

Academic Eligibility

1. A Student shall have a 2.0 grade point average with no F's, based on a 4.0 grading scale, or its equivalent, for the semester grading period immediately preceding participation. For students ineligible at the semester, the next six or nine week grading period can be used to regain eligibility. Grades earned during a summer session must be placed on a student's transcript by the school registrar prior to the first day of the Fall semester in order for the course to be utilized for eligibility purposes.

- a. All class work counted for eligibility must be acceptable for graduation.
- b. The GPA is based on a 4.0 scale with an allowance for consideration of honors points.
- c. Cumulative provision
 - A student who is ineligible at the end of a semester may utilize the cumulative provision.
 - Only semester grades can be used, and all semester grades starting with the 9th grade year must be utilized. (As cumulative grades start with the 9th grade year, the cumulative provision cannot be used for middle school/junior high Students.)
 - The cumulative provision may not be applied if a Student has more than one "F" in the semester grading period immediately preceding participation.
 - A student must have passed a minimum of 51% of coursework taken by a full-time student in the semester grading period immediately preceding participation to take advantage of the cumulative provision option.

d. Stricter guidelines may be imposed by the school/district.

2. A Student must be enrolled in at least 51% of the member school's regular class schedule in courses that will be counted towards his/her graduation and in regular attendance during the current as well as the previous semester.

3. Pursuant to State Statute

1. Interscholastic extracurricular activities; student participation.
 - a. No student shall be absent from school for school-sponsored interscholastic extracurricular activities in excess of fifteen days per semester, and no class may be missed in excess of fifteen times per semester. Participation in state and national competitions is exempt.

SPECTATORS/PARTICIPANTS/COACHES

(Coaches: Please share this page with your parents.)

The Academic Competition was established to promote academic excellence. We appreciate your support in achieving this goal. We solicit your understanding and patience regarding the procedures as we collectively make the competition a rewarding experience for students.

Please keep the following rules for watching the competition in mind while enjoying the Academic Competition activities:

1. NO TALKING and if viewing via Zoom, the viewing audience must remain on mute for the entire competition– this could lead to disqualification of your team.
2. Live Streaming will take place when available.
3. The official representative of the team is the coach.
4. Remember that it is the coach's job to manage the team.
5. It is always nice to know the answer, but please keep it to yourself.
6. Remember that this is a serious competition for your children. Just as you want to be proud of them, they want to be proud of you.
7. Please do not videotape or photograph the teams while the games are in progress.
8. Please turn off electronic devices, including cell phones. If your device causes a disturbance, you will be asked to leave the competition room.

Competition Rules

1) Overview

The competition consists of the following:

4 -Flash Rounds-10 questions each Flash Round.

2- Tournament Rounds-15 Questions each Tournament Round

1-Championship Round-20 Questions for the Championship Round

The Process-the winner of each flash round is automatically placed in the tournament rounds. The winners from the tournament rounds are placed in the championship round.

All decisions of the Competition Coordinator are final.

Each competition room will have a Reader, Moderator, and Score Keeper.

The Reader will read the questions, determine the correctness of answers, award points and enforce the rules of competition.

The Moderator will go over the directions, keep the competition progressing, go over rules and inform the reader of the team that buzzes in first.

The Score Keeper will enforce time limits and keep the official score.

Other officials may be provided to assist the Reader with his/her duties, including recognizing players and supervising the clock and buzzer system. The Reader may consult with other officials at any time to assist in determining the correctness of an answer.

All games are to be played with laptop/Chromebooks with Zoom capabilities and [The Just Buzz In](#) web platform.

All competitions are to begin promptly. Any team that arrives later than 10 minutes will run the risk of forfeiting any rounds missed (at the discretion of the coordinator).

Paper and pencils will be provided during the competition.

No reference materials, calculators, etc., are to be used during competition.

2) Teams

A competition-day team consists of 1 to 10 players in the following:

-6th -8th grades for the Middle School Competitions

-Middle School A Team

-Middle School B Team

-9th-12th grade for the High School Competitions

-Varsity

-Junior Varsity Teams

They must be from the same school. Teams may play short with a minimum of one player.

-Four students may actively participate at one time for each team.

-A team member sitting as an alternate may not participate in answering questions, this is considered cheating. A 5 point penalty will be assessed for the first penalty. If the individuals are found to be cheating for a second time, those who cheated will be ejected from games for the rest of the day, including any individuals in the audience who participated in the cheating.

-The substitution of players is allowed after a completed question.

-The coach is the official representative of the team. There will be one coach present for each game.

Team Competition Information:

-All schools may have one team per “Competition Section”.

-Middle School A-Team, Middle School B-Team, High School Varsity and High School Junior Varsity.

-The State Coordinator for Academic Competition reserves the right to reassign teams to a different region if deemed necessary.

-Team members should be prepared to introduce themselves and/or fellow team members clearly and audibly.

-Any player to buzz in must be recognized by a competition official/moderator before beginning to answer.

EXAMPLE- Moderator will say; *“Player one from Ruidoso has buzzed in first...do you have an answer?”*

Recognition must be verbal. The recognized player must begin to answer immediately (within 5 seconds of recognition).

A question will be read in its entirety only once.

If the team gives an incorrect answer, a player from the other teams may answer after buzzing in and being recognized.

A player may interrupt (by buzzing in) the reading of a question; however, the reader will stop reading at the point of interruption. If the player answers incorrectly, the reader will either reread the entire question for the other team or continue reading the question from the point of interruption.

Contestants will have a maximum of 20 seconds to press the buzzer after the question is read. After being recognized by the moderator, a contestant has 5 seconds to begin answering the question.

If the Moderator makes a mistake after the first team has incorrectly answered the question, the question will be thrown out and an alternate question will be given to the second team. They will then have 20 seconds to answer the question. The 5 point penalty assessed to the first team will be retained.

There is a -5 points penalty for answering incorrectly.

Between questions, an "**accidental buzzer**" will result in no foul; once the the moderator has begun a question, the team must respond or accept the penalty. Repeated infractions between questions will result in an "unsportsmanlike conduct" penalty. (5 points)

In the event it is believed, by either of the teams Coaches, that a mistake has been made, they shall immediately ask the Moderator for a time-out. The two teams Coaches and the Moderator shall confer, aside from all contestants and the audience, and resolve the issue. If needed, the Coach hosting the meet shall be the final judge to resolve the issue. Once resolved, the contest shall continue with results to be final.

A student may challenge a question or answer only by calling for a time-out and conferring with the team's Coach. The student's Coach will resolve the issue with the student, or the two teams Coaches and the Moderator shall confer, aside from all contestants and the audience to resolve the issue. If needed, the Regional Coordinator shall be the final judge to resolve the issue. Once resolved, the contest shall continue with results to be final.

3) Registration-

Teams will need to be registered before each event. Please use a registration form that will be sent out prior to the event. It is important to list each participant and their respective grade level.

4) Equipment and Set Up-

Teams will need the following items to participate in the virtual Academic Competitions

- 4 Chromebooks/laptops- one for each actively participating member of the team
- Internet
- Quiet Room

The following items are not mandatory but recommended:

- Large Screen (Promethean Board, SMART Board, Projector) This is helpful to project score and for participating teams to see the reader and moderator.
- Separate Microphone–(not the one connected to the chromebook) would enhance the volume level and make it easier for the reader, moderator, and scorekeeper to hear responses.
- Separate camera for spectators’ online viewing

5.) Scorecard

- This is a publicly shared, Google Sheet [Score Card Link](#) to the instructions on the first tab of the Google Sheet.
- Use File → Make a copy to copy the Google Sheet into your own Google Drive. (If you do not have a Google Drive, one will be automatically generated when you create a Gmail account.)
- Rename your copy of the Google Sheet to something involving the tournament name and an identifier for the room in which you’ll be working. For example, if you are assigned to Room A at a tournament named the 2022 Central Invitational, use the name 2022 Central Invitational Room A.
- Share your Google Sheet with any person or people specified by the tournament director. This is how the tournament’s scorekeeper will get access to the game data. Allow this person (or these people) to edit (not just view) it.

6) Protests

The official coach (or an active player) may verbally address the Reader/Moderator about a question or procedure, but must do so before the Reader moves on to the next question.

The Reader (and/or Scorekeeper and Moderator) will decide what action, if any, is required. The Moderator’s decision is final.

Please remember that any interruptions detract from, and slow down the game.

Excessive interruptions will be considered unsportsmanlike conduct, and the Reader reserves the right to eject the offender.

7) Disqualifications

Unsportsmanlike conduct – If your team, coach, or a spectator demonstrates inappropriate behavior during the competition, the Reader or Moderator will send notice to the scoring table. If your team receives two notices during a competition, the team will be disqualified. Reader/Moderator reserves the right to remove player/coaches from the competition at any time.

8) Questions

Academic Competition questions will cover school curriculum objectives in the following areas:

- English/Literature
- Math
- Science
- Social Studies/History/Geography
- Current Events
- Art/Music
- Physical Education/Health
- Computer Science

Types of Questions:

- Multiple Choice
- Open Ended
- Fill In the Blank
- Mathematic

Competition Games will consist of **Pristine Questions from Academic Hallmark Questions**. Practice Questions will be provided to all participating schools.

Multiple Choice Questions: If the question is multiple-choice, the team member may answer with either the correct letter response or the correct word answer. If the team member chooses the word answer, it will have to be close enough to the answer on the card that the moderator will not have to make a judgment call. If the moderator is not sure, the question will be counted wrong.

-If both teams give an incorrect response, the Moderator may give the correct response.

9) In the Event of a Tie

In the event of a tie in a round, the round will go into bonus questions to determine a winner. Bonus questions are available for each round.

10) Competition Layout

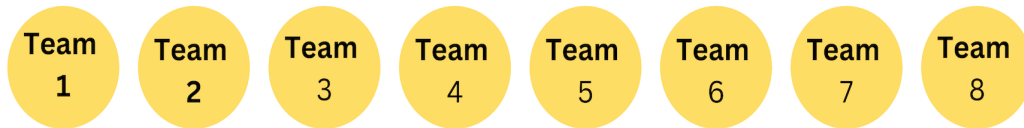
Each registered team, for each division, will all participate in the Flash Rounds simultaneously. The amount of teams listed for the beginning of the competition “Flash Round” can look different depending on the amount of teams registered. Once a team wins a Flash Round, they are then taken out of the Flash Round competition portion and

will be placed in the “Tournament” Round. (This gives other teams the opportunity to advance to the Tournament Round.) The four Flash Round winners will advance to the Tournament Rounds. Below is a sample *Visual* for a competition with 8 teams registered.

STATE ACADEMIC COMPETITION LAYOUT

Flash Rounds

4-Ten Question Rounds



Tournament Rounds

Tournament
Round #1

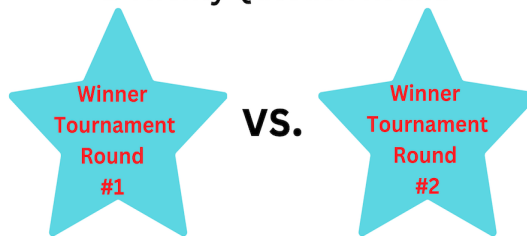
2-Fifteen Question Rounds

Tournament
Round #2



Championship Round

1-Twenty Question Round



4 Flash Rounds consisting of 10 questions with 3 bonus questions in the event of a tie. Winner of each Flash Round will then be placed in the Tournament Rounds.

2 Tournament Rounds consisting of 15 Questions – Tournament Round 1 will be Flash Round Winner 1 vs. Flash Round Winner 3 and Tournament Round 2 will be Flash Round Winner 2 vs. Flash Round Winner 4.

1 Championship Round will consist of 20 questions. Championship Round will be the Winner of Tournament Round 1 vs. the winner of Tournament Round 2

10) State Championship

The State Championship will be for VARSITY participants only and will consist of the top two teams from each Regional Cooperative.

The Championship will be held in Albuquerque in May of 2023 and will be an in-person two-day event.

Tips for New Coaches

The following coaching tips are in response to “What important information would you share with a new Academic Competition Coach?”

- Keep score at practice using the +5 points for correct answers and -5 points for incorrect answers.
- Train a parent or high schooler to time, read and score so that there are back-ups at competition if needed.
- Practice, practice, practice
- Practice as if it is a regular competition and practice more than once a week.
- Find someone experienced to help you with proper procedures.
- In addition to old questions, study lists (capitals, authors, etc.).
- It’s helpful to prepare using practice questions provided by the Regional Cooperatives
- Work out scheduling conflicts by talking with coaches, teachers, principal, etc.
- Communicate with and involve the parents.
- Become familiar with the ACADEMIC COMPETITION Manual and the format of the broad knowledge base needed.
- Assign an assistant coach.
- Work with students so they will be willing to answer questions aggressively.
- Have teammates practice against one another.
- In practice and in meets, keep stats on the performances of individuals to keep the strongest players active.
- Begin tryouts early in the school year. Communicate with the academic teachers. Try to practice during the school day so all team members can practice.
- Try to set up practice rounds with other teams (some schools practice against the high school team). The kids need exposure to other competitions.
- Choose members with varied strengths, and assign subjects accordingly.
- Be brave about cutting disruptive kids.
- Emphasize conduct.
- Don’t sweat the big stuff – have fun, allow your students to see you model integrity and grace. Remember that this is for the kids.
- Whether you win or lose, win AND lose as a TEAM.

THE AMANVIR PARHAR AWARD FOR TECHNOLOGY-

This prestigious award will be given, but only if and when a fitting recipient is identified. Anyone wishing to submit a nomination for The AMANVIR PARHAR Award should consider the following criteria:

The recipient must:

- Be involved in the Academic Competition through one of the Regional Cooperatives
- Have shown outstanding dedication, sportsmanship to the integrity of the Academic Competition.
- Show interest in technology and work to improve opportunities for peers to experience learning through technology
- Anytime a fitting recipient is identified for THE AMANVIR PARHAR AWARD, the recipient will be announced in the Academic Competition State Championship, announced on the Academic Competition Website and the award will be presented in an appropriate public forum preferably the State Championships in May.

Please note this manual policies and practices are subject to change, at any time by Region 9 Education Cooperatives and Southwest Regional Educational Cooperative. All changes will be communicated through official notices, revised information may supersede, modify, or eliminate existing policies.