



# Competition Manual



# RECA Academic Competitions Manual, 2023–2024

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## NEW MEXICO REGIONAL COOPERATIVES

### Regional Education Cooperative #1

David Bowman, Executive Director

**Physical Address:**

325 N. Bergin Lane  
Bloomfield, NM 87413

PH: (505) 632-4300

Email: [director@nmrec1.org](mailto:director@nmrec1.org)

Website: <http://nmrec1.org>

### Northwest Regional Education Cooperative #2

Lisa Chacon-Kedge, Executive Director

PH: (575) 756-1274

FX: (575) 756-1278

**Mailing Address:**

P. O. Box 113  
Chama, NM 87520

Email: [lisa@nwrec2.org](mailto:lisa@nwrec2.org)

Website: <http://nwrec2.org>

### High Plains Regional Education Cooperative #3

R. Stephen Aguirre, Executive Director

**Physical Address:**

101 North Second Street  
Raton, NM 87740

PH: (575) 445-7090

FX: (575) 445-7663

Email: [saguirre@hprec.com](mailto:saguirre@hprec.com)

Website: <http://hprec.com/>

### Northeast Regional Education Cooperative #4

James Abreu, Ph.D, Executive Director

**Physical Address:**

1005 Diamond Avenue  
NMHU Campus, 302B TEC  
Las Vegas, NM 87701

PH: (505) 426-2262

FX: (505) 454-1473

**Mailing Address:**

P. O. Box 927  
Las Vegas, NM 87701

Email: [rec4@nmhu.edu](mailto:rec4@nmhu.edu)

Website: <http://rec4.com/>

### Central Region Educational Cooperative #5

Maria Jaramillo, Executive Director

**Physical Address:**

5323 Menaul Blvd. NE  
Albuquerque, NM 87110

PH: (505) 889-3412

FX: (505) 889-3422

**Mailing Address:**

PO Box 37440  
Albuquerque, NM 87710

Email: [mjaramillo@crecnm.org](mailto:mjaramillo@crecnm.org)

Website: <http://crecnm.org/>

### Regional Education Cooperative #6

Damon Terry, Executive Director

**Physical Address:**

1500 South Avenue K, Station #9  
Portales, NM 88130

PH: (575) 562-4455

FX: (575) 562-4460

Email: [dterry@rec6.net](mailto:dterry@rec6.net)

Website: <http://rec6.net/>

### Regional Education Cooperative #7

April Williams, Executive Director

**Physical Address:**

315 East Clinton  
Hobbs, NM 88240

PH: (575) 393-0755

FX: (575) 393-0249

Email: [WilliamsAp@hobbsschools.net](mailto:WilliamsAp@hobbsschools.net)

Website: <http://hobbsschools.net/>

### Pecos Valley Regional Education Cooperative #8

Kelley Alsup, Executive Director

**Physical Address:**

2218 W. Grand Avenue  
Artesia, NM 88210

PH: (575) 748-6100

FX: (575) 748-6101

Email: [kalsup@pvrec8.com](mailto:kalsup@pvrec8.com)

Website: <http://pvrec8.com/>

### Region #9 Education Cooperative

Bryan Dooley, Executive Director

**Physical Address:**

2002 Sudderth Dr.  
Ruidoso, NM 88345

PH: (575) 257-2368

FX: (575) 257-2141

Email: [bryan.dooley@regionix.org](mailto:bryan.dooley@regionix.org)

Website: <https://www.rec9nm.org/>

### Region 9 Academic Competition Support

**Specialist**

Jordyn King

Email: [jordyn.king@regionix.org](mailto:jordyn.king@regionix.org)

PH: (575) 915-7446

### Southwest Regional Education Cooperative #10

Val Brea, Executive Director

**Physical Address:**

1321 E. Poplar  
Deming, NM 88030

PH: (575) 546-5951

FX: (575) 546-5994

Email: [vbrea@swrecnm.org](mailto:vbrea@swrecnm.org)

Website: <http://swrecnm.org/>

## **GENERAL INFORMATION**

### **What is an Academic Competition?**

A game of academic questions between students in Middle School and High School

### **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 Competitions / Spring Competitions Timeline**

- Distribute Academic Competition Manuals to RECs
- Schools/systems set up teams
- State Competition will be during the spring semester and is for Varsity participants only.
- The school's ticket to the state championship is based on the cumulative points from the tournament and the championship rounds of the two state qualifying tournaments.
- Dates and Times will be determined by the Academic Advisory Board.

### **Regional Competitions**

Regional Competitions will be held in regions around the state. There will be two virtual qualifying competitions prior to the state competition in the spring.

### **State Championship**

The top 2 Varsity teams from each designated REC will compete for the title of RECA STATE ACADEMIC CHAMPION.

### **Awards & Recognition**

Award will be earned at each level of competition throughout the season as well as a State Championship Award for Varsity Level Participants.

### **Inclement Weather Policy**

The 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. The Competition will be rescheduled. Every effort will be made to notify all participating coaches via email or telephone if a postponement is necessary, and in all instances, notification will be emailed or phone calls made.

## **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.
9. If participating on Zoom, the entire team, including substitutes and coaches need to be visible. We must be able to see everyone's hands at all times.
10. Only one buzzer should be used per team.
11. Each team is to select a team captain chair. Any student rotating into that chair will be the team captain.

# COMPETITION RULES

## Overview

The competition consists of the following:

- 4 -Flash Rounds-10 questions each Flash Round.
- 2- Tournament Rounds-15 Questions each Tournament Round
- 1-Champion Round-20 Questions for the Championship Round

**The Process**-the winner of each flash round is automatically placed in the tournament rounds. The winner of each flash round will not participate in the remaining flash rounds. The winners from the tournament rounds are placed in the championship round. If less than 4 teams are participating, the process will be modified and the number of flash and tournament rounds may vary.

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.

If the REC chooses to do an in-person competition, they must use the same buzzers that were used at the state competition. Find the buzzers at: <https://bit.ly/ACbuzzer>

For the virtual option, all games are to be played with laptop/chrome books 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 are allowed to be used during all competitions.

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

## **Teams**

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

- -6<sup>th</sup> -8<sup>th</sup> grades for the Middle School Competitions
- -9<sup>th</sup> -12<sup>th</sup> grade for the High School Competitions
  - Varsity
  - Junior Varsity Teams

Multiple teams per school are allowed for practice competitions. This must be narrowed down to one team by the state qualifier tournaments for Varsity. The school's ticket to the state championship is based on the cumulative points from the tournament and the championship rounds of the two state qualifying tournaments.

Students in grade 8 and above may play at their level and move up to the Varsity team if needed. Students on the Varsity team cannot play down onto the lower-level teams. Students on a team must be from the same district. Teams may play short, with a minimum of one player.

If the coach wants to add another player to the state team, they must have participated in at least one of the qualifying competitions.

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 individual(s) 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, but before the next question begins.

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

## **Team Competition Information**

Multiple teams per school are allowed for practice competitions. This must be narrowed down to one team by the state qualifier tournaments for Varsity. The school's ticket to the state championship is based on the cumulative points from the tournament and the championship rounds of the two state qualifying tournaments.

Middle School, 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 from Ruidoso has buzzed in first...do you have an answer?”**

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

A question will be read in its entirety only once.

A player may interrupt (by buzzing in) the reading of a question; however, the question will continue to be read. The first team that buzzes in will be the team that gets to answer the question.

Contestants will have a maximum of 10 seconds to press the buzzer after the question is read. 20 seconds will be given for math calculation questions. After being recognized by the moderator, a contestant has 5 seconds to begin answering the question. Once a question has been attempted to be answered, the answer will be given and the next question will be given.

If the Moderator makes a mistake, the question will be thrown out and an alternate question will be given. If a question is thrown out, no points will be given or taken away from any team for that question.

If a team gets the question correct, they will get 10 points. There is a -5 points penalty for answering incorrectly.

Between questions, an "accidental buzzer" will result in no foul; once 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)

## **Protests**

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

In the event it is believed that a mistake has been made, the team shall immediately ask the Moderator for a time-out. A student may challenge a question or answer only by calling for a time-out and conferring with the team's captain. The team captain will state, “Time out, we would like to challenge the question.” The team captain will resolve the issue with the coaches and the Moderator. The team captain, coaches, and the Moderator shall confer, aside from all contestants and the audience, and resolve the issue. If needed, the moderator hosting the meet shall be the final judge to resolve the issue. Once resolved, the contest shall continue with results to be final.

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.

## 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.

Cheating: If it is determined that a student or team is/was cheating, the team will be disqualified from that tournament and their points will not count towards the state competition.

Excessive interruptions will be considered unsportsmanlike conduct, and the Reader reserves the right to eject the offender, regardless if it is a player or the coach.

Reader/Moderator may ask anyone to leave the competition

## Questions

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

- English/Literature
- Math
- Science
- Social Science
- Potpourri- Miscellaneous questions

Types of Questions:

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

Competition Games will consist of **Triple Q Questions**. Practice questions will be provided to all participating schools.

## 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.

## Competition Format

**This is for state qualifiers and practice only; the format for the state competition may change.**

**4 Flash Rounds** consisting of 10 questions with 3 bonus questions in the event of a tie. The winner of each Flash Round will then be placed in the Tournament Rounds and will not participate in the remaining flash rounds. If less than 4 teams are participating, the process will be modified and the number of flash and tournament rounds may vary.

**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

## State Championship

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

Teams for the state championship can have 1-10 participants.

A separate manual for the state Championship will be released prior to state competition.

The Championship will be held in Albuquerque Spring 2024 and will be an in-person two-day event.

## 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

4. 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.

## **TIPS FOR NEW COACHES**

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

- Keep score at practice using the +10 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
- Make it STATUS to make the team.
- 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 the practice questions or other online tools such as Kahoot, Blookit, Clickers, Quizziz, etc.
- Work out scheduling conflicts as far as six months in advance by talking with coaches, teachers, principal, etc.
- Communicate with and involve the parents.
- Become familiar with the Academic Competition Manual and the competition format.
- Realize 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 middle 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, and 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.