

RECA State Competition





TABLE OF CONTENTS

| NEW MEXICO REGIONAL COOPERATIVES CONTACTS | |
|---|---|
| GENERAL INFORMATION | 4 |
| COMPETITION OVERVIEW | 4 |
| RULES | 4 |
| <u>TEAMS</u> | 5 |
| ELIGIBILITY | 5 |
| GAMEPLAY | 6 |
| AWARDS | 7 |
| DISQUALIFICATION | 7 |
| ADDENDUMS AND EVENT RESOURCES | 8 |
| REGISTRATION: | 8 |
| GENERAL AGENDA | 9 |
| SPECTATOR POLICY | Q |



NEW MEXICO REGIONAL COOPERATIVES CONTACTS

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
Website: http://nmrec1.org

Northwest Regional Education Cooperative #2

Valerie Trujillo Executive Director

PH: (575) 756-1274 FX: (575) 756-1278 **Mailing Address:** P. O. Box 113 Chama, NM 87520 Email: valerie@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/
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 Website: http://rec4.com/

Central Region Educational Cooperative #5

Maria Jaramillo, Executive Director

Physical Address:

4216 Balloon Park RD NE Albuquerque, NM 87109 PH: (505) 889-3412 FX: (505) 889-3422 Mailing Address: PO Box 37440

Albuquerque, NM 87710 Email: 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/ 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 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/ 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 Website: https://www.rec9nm.org/

Region 9 Academic Competition Support

Specialist Jordyn King

Email: 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
Website: http://swrecnm.org/





GENERAL INFORMATION

In 2024, the Academic Challenge State Event will be held as a separate Event from the Regional Academic Challenge events. For full rules on regional academic challenge events, please consult the <u>Academic Competition Manual</u>. This addendum serves as the official New Mexico Specific Logistics Guide for the state competition. All rules and guidelines detailed in this manual are to be followed for the state competition. This document will only contain information for the state competition, not the regional events.

COMPETITION OVERVIEW

The competition will be composed of the top two teams from each REC region throughout New Mexico. It will begin with pool play, using a round-robin format. Teams will be sorted into four random groups. Each team will compete in three rounds of competition, playing a different team each round. Scores from the pool play will determine where you will be placed in the player's bracket in the final stage of the competition. In the final stage, 1st place teams will play 4th place teams and 2nd place teams will play 3rd place teams. Losing teams will be placed in the losers bracket. Teams will continue in the double-elimination bracket until a winner is determined.

The 2024 State Competition is currently planned to be live this year but may be converted to virtual if needed, depending on state conditions. It is currently scheduled for March 4–5, 2024, in Albuquerque, New Mexico.

RULES

- All decisions of the competition coordinator are final.
- Each competition room will have a reader, moderator, and scorekeeper.
- 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 the rules, and inform the reader of the team that buzzes in first.
- The scorekeeper will enforce time limits and keep the official score.
- Other officials may be provided to assist the reader with his or 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.
- Paper and pencils are allowed to be used during all competitions.
- No reference materials, calculators, etc., are to be used during competition.



TEAMS

Each team will be composed of 1-10 students. Four students will be allowed to play at a time, and the remaining members will be alternates. A team member sitting as an alternate may not participate in answering questions. The substitution of players is allowed after a completed question but before the next question.

- The final team members must be declared when submitting the final registration. No changes, alternates, or additions are allowed after this point.
- Any team that requires any particular accommodations must make a request to their regional educational cooperative when submitting the final registration.

ELIGIBILITY

All participating students must have participated in a regional state qualifier to be able to attend the state competition. Schools must be considered official, and advisors must have all students fill out a <u>media release</u> by **February 26, 2024**. Only the students who have their media release form will be eligible to participate. **NO EXCEPTIONS!**

Academic Eligibility:

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 end of 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.

- 1. All classwork counted for eligibility must be acceptable for graduation.
- 2. The GPA is based on a 4.0 scale with an allowance for consideration of honors points.
- 3. Cumulative provision
 - a. 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 or junior high students.)
 - c. The cumulative provision may not be applied if a Student has more than one
 - "F" in the semester grading period immediately preceding participation.
 - d. 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.
- 4. Stricter guidelines may be imposed by the school or district.
- 5. 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 or her graduation and in regular attendance during the current as well as the previous semester.
- 6. Pursuant to State Statute
- 7. 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.



GAMEPLAY

- 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 or 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, the answer will be provided and the reader will move on to the next question.
- 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 team captain may verbally address the reader or moderator about a question or procedure, but must do so before the reader moves on to the next question.
 - In the event that 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 moderator shall confer, aside from all contestants and the audience, and resolve the issue if necessary.
 - If needed, the moderator or question reader shall be the final judge to resolve the issue. Once resolved, the contest shall continue, with the results being 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.
- In the Event of a Tie: In the event of a tie in a round, the round will go into an additional three bonus questions to determine a winner. If a winner is not determined, additional questions will be given, one at a time, until there is no longer a tie. Bonus questions are available for each round.



AWARDS

Overall Teams: Placing 1st-2nd Overall

- Trophies will be awarded to the top overall teams (1st-2ndPlace).
- Medals will be presented to individual team members placing 1st 2nd Place.

Important: Awards will be presented following the championship round.

DISQUALIFICATION

Individual event teams can be disqualified for the following:

- Any team member not having a media release form on record
- Anyone else completing or helping with a question that is not the registered team;
- Prohibited advisor, parent, or other "outside" assistance in events
- A question reader or moderator disqualifies a team for not following event guidelines
- Unauthorized use of cell phones during event(s) to include phone calls, internet, and/or texts An event team is found to have violated event guidelines after the competition has concluded.
- General inappropriate behavior at any time during the competition.
- Unsportsmanlike conduct: If your team, coach, or spectator demonstrates inappropriate behavior during the competition, the team will be disqualified.
- Cheating: If it is determined that a student or team is or was cheating, the team will be disqualified
- 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.
- The reader/moderator may ask anyone to leave the competition at any time.
- If, after the competition is concluded, it is found that any team violated the rules or requirements for any event, they may be disqualified from the competition and forfeit any qualification or placement spots they may have earned.



ADDENDUMS AND EVENT RESOURCES

There are several addenda and resources that will be useful in preparing for the RECA State Academic Challenge. All addenda will be available from your regional Representative These include:

- Any Final Logistical Information
- Link to the Academic Challenge Page
- Event Resources and Helpful Preparation Information
- Practice Questions
- Academic Challenge Frequently Asked Questions (FAQ)

It is the responsibility of the school program to periodically check for resources and updates. Before the competition date, it is STRONGLY encouraged, as the FAQ section will contain any clarifications and/or addenda to the event handbook and these will be followed at the competition. The FAQ document is an official Academic Challenge Document and is the official addendum to this handbook.

REGISTRATION:

This is required for any team wanting to attend the RECA State Academic Challenge. All state qualifying teams will need to coordinate with the REC representative to register all team members. ALL REGISTRATIONS WILL NEED TO BE SUBMITTED ELECTRONICALLY BY Thursday, February 1, 2024, at 5 P.M. MST.

There is no registration form collected in hard copy, but the following information will be needed to complete online registration: (1) Registration will be done per school and will collect all needed information for RECA Academic Challenge participation.

Information You Will Need Per School Registration:

- · How many eligible players are you bringing?
- School Name, Region
- Coach Information and Contact information (phone, email, mailing address)
- Student Names and Contact Information (emails)
- Student T-shirt sizes
- Any specific team requests and/or food allergy information



GENERAL AGENDA

RECA State Academic Challenge COMPETITION AGENDA Monday, March 4-5, 2024 Embassy Suites 1000 Woodward Place Albuquerque, New Mexico

Monday, March 4, 2024

| 12:45 PM - 1:15 PM | Team Check-In at Conference Area |
|--------------------|----------------------------------|
| 1:15 PM - 1:30 PM | Welcome Everyone in the Ballroom |
| 1:30 PM - 4:30 PM | Pool Play Competition Rounds |
| 5:00 PM - 6:30 PM | Dinner at Embassy |
| 7:00 PM - 9:00 PM | TopGolf |

Tuesday, March 5, 2024

| | Breakfast at Embassy | |
|---|--------------------------------|--|
| 9:00 AM - 12:00 PM | State Competition Rounds Begin | |
| 12:00 PM - 1:00 PM | Lunch at Embassy | |
| 1:30 PM - 4:00 PM | Final Competition Rounds | |
| Awards Ceremony Immediately Follow Championship Round | | |

NOTE: The length of the event is dependent on the final number of registered teams. The agenda may be altered to accommodate any change in event time as needed. Exact room locations and competition times will be provided closer to the event

SPECTATOR POLICY

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

- No talking
- The official representative of the team is the coach
- It is the coach's job to manage the team
- It is always nice to know the answer but please keep it to yourself.
- Please do not videotape or photograph the teams while games are in progress.
- Please turn off electronic devices, including cell phones. If your device causes a disturbance, you will be asked to leave the competition room.