



Academic Challenge Quiz



An exciting, fast-paced quiz bowl highlighting students' knowledge and thinking skills
Middle School Tournament, grades 6 through 8, double-elimination format.
High School Tournament, grades 9 through 12, modified single-elimination format

Contest Support provided by individual volunteers

Contest Rules

Revised August 2018

Questions

Questions come from available resources (See *Resource List for Current Year* on ACQ page) or are created by Academic Rodeo. They include a mix of academics, fine arts, potpourri, and current events.

Current events questions will be taken from current State, National or International news of significance. Every effort is made to avoid scandalous or inappropriate topics. No local info will be used without prior notice. Names of elected state and national officials, those running for office, and other notable figures in the news tend to show up in questions.

Resource materials are not infallible. Occasionally, answers given in resource material may be incorrect or have become outdated since the material was published. If the incorrect answer is obvious (as in a math problem or other commonly known information), the answer given by a team member will be considered incorrect, even though the given answer may appear as a correct answer in the resource material.

If a team member gives an answer that appears to be incorrect from the resource material, but the Moderator and/or panel of judges are confident that the answer given is correct, the team gets credit for the answer.

Teams

Each School or Group may have 1 team of 6 students for each level (MS or HS) on their campus. One team member is designated as Captain. The Captain and three other members compete in each match and should be designated before the start of the match.

Any of the 6 students may serve on the 4-person team in a match. No substitutions can be made during a Middle School match, but team members can be switched in any future match. High School teams may make substitutions between the 2nd and 3rd Quarters in the match.

In **rare instances** of illness and conflicting school or group activities, a team may compete with only 3 members, but should contact Academic Rodeo in advance, if possible, or immediately upon arrival.

A Coach/Sponsor must be present at each match to certify team members and alternates for the match.

School or group personnel, family members and friends are encouraged to attend, but may NOT interrupt the match or procedures in any way.

Middle School:

- Schools or groups with grades 6 through 8 are invited to participate in the Middle School Tournament. Schools or groups with only 6th grade on their campuses may also compete with an all 6th grade team.
- A team may have no more than two 8th Graders competing in any match.

High School:

- All schools/groups with grades 9 through 12 are invited to participate in the High School Tournament.
- A team may have no more than two 11th and 12th grade students competing in any match.
- A team can compete with all 9th and/or 10th grade students.

General Arrangements

Teams will sit at a table with a hand-held buzzer and microphone for each player. Alternates will be seated in the audience or behind the team and may **NOT** attempt to assist in answering questions.

Matches may be set for two or three teams, depending on the number registered and the best bracket arrangement to complete the tournament in a reasonable period.

Panel of Judges

Each school or group must provide one scorekeeper when they are competing in a match. An additional neutral scorekeeper will be provided by Academic Rodeo. The ACQ Moderator and ACQ personnel will resolve any issues related to correctness of answers or procedural issues. When necessary, a question may be eliminated and replaced at the discretion of the Academic Rodeo Director. Scorekeepers should review rules and procedures prior to the match.

Seeding

Pairings in the tournament are by random selection conducted by Academic Rodeo. If byes are necessary to complete the draw, they will be awarded to the highest scoring teams from the previous year.

Occasionally after the tournament has begun, a team will drop from the tournament, allowing a team to move ahead without an opponent. This is unavoidable and a part of the tournament process.

Protest Provision

The decision of the Director, Moderator, and, in some instances, the judges will be the final word on questions and answers that are protested. If a consensus cannot be reached on a question, that question will be eliminated, and another question will be asked. Please note the following three points:

1. Protest for any reason must be lodged before the winning team is announced in any round of competition.
2. Only the team sponsor may lodge a protest and it should be done quietly to the Academic Rodeo Representative at the match. NO ONE, even Coaches should blurt out a protest in the middle of a match, especially one being timed.
3. The Moderator will clarify this protest provision at the beginning of each competition.

The judges will retain the right to disqualify any team when parent(s) or representatives other than the team Coach/Sponsor interfere with the flow of the competition. Team coaches should review rules with parents attending the contest.

Winning Team(s)

All teams will remain seated until a winner has been identified in each tournament.

The team with the highest number of points at the end of the match will be declared the winner and will proceed to the next level in the tournament bracket. (See the Academic Challenge Quiz Bracket.)

Brackets and Schedules

Brackets are set in immediately after the October 15 deadline based on the number of teams registered in each level. PLEASE drop IMMEDIATELY if you decide you will not participate. One team dropping affects the bracket for all. ***Middle School Bracket*** and ***High School Bracket*** are on the ACQ page.

First Round Matches are held in November. The tournament resumes in January and proceeds with matches until first, second, and third place teams have been determined. Middle School teams are arranged in a double-elimination bracket and occurs over multiple days. Teams move into a second chance bracket after a first loss. Two losses eliminate the team from competition.

High School teams compete in a modified single-elimination bracket. First round matches occur in November with the remainder of matches occurring on one or two days in January, depending on the

number of teams. After the first round of competition, High School teams advance only with a win. In some years, teams with first round losses may have a second chance opportunity in a 3-way match with other teams receiving first round losses. In remaining matches, a loss eliminates the team from competition.

Head to Head Competition

Details of the 4 Quarters of a match follow and are the same for both levels. Occasionally, in the interest of time, matches for a particular day or round may be modified with fewer questions or a shorter time allotment for sets of questions.

First Quarter - Toss-up Round (Approximately ten minutes)

During this Quarter, team members may consult freely to determine an answer, and any team member may buzz in to indicate they have an answer for the question, **but the Captain must give the team's answer.**

The Moderator will read a toss-up question in its entirety. If a team member buzzes in before a question is completed, the Moderator will stop reading, and the Captain must answer the question before the light goes off (approximately 8 seconds). If the answer is incorrect, the Moderator will read the question again, if requested, and will give the other team(s) the opportunity to **immediately** answer the question (within 10 seconds). If no team buzzes in, the Moderator will move to the next Toss-up question. Toss-up questions will continue to be asked until a question is answered correctly.

The team winning the toss-up question is given **2 minutes** to answer twenty questions, each with a value of 10 points. Team members may consult freely, but the official team answer must come from the Captain and only an answer from the team captain will be recognized by the Moderator. The team Captain must verbally "pass" on a question to be asked the next question when the team cannot answer the current one. If all 20 are presented in less than 2 minutes, the team will be asked any passed questions in the order originally asked. A 20-point bonus is awarded if all 20 questions are answered correctly.

When there are only two teams in a match, the second team will take its turn with a second set of 20 questions when the first team completes its 2 minutes. When there is a third team, a second toss-up question will be given to determine which team will answer the second set of questions. The remaining team will then attempt to answer the third set of questions.

In Modified versions of this Quarter, the time may be reduced to 1 ½ minutes instead of 2 minutes.

Second Quarter Round (Approximately ten minutes)

As in the First Quarter, team members may consult freely to provide the answer for a question, but only one answer from the Captain **provided within 10 seconds** will be recognized.

The round consists of 6 sets of 4 questions, with each set from a specific category – geography, science, history, English, mathematics and current events. The Moderator will read a toss-up question in its entirety, unless interrupted by the buzzer, to determine which team will answer each set of questions. The first team to buzz in will be given **10 seconds to answer** the toss-up question. Team members may consult freely, but the answer must be given by the Team Captain within ten seconds of being recognized.

If the first team cannot answer the toss-up question, the Moderator will read the question again, unless interrupted by a team buzzing in. The second team **MUST** buzz in or answer within 10 seconds after the Moderator completes the reading of the question.

Each question in a set must be answered within 10 seconds. The Captain may "pass" on a question to move on to the next question. In the November Prelim Round of competition, failing to give an answer within 10 seconds will count as a pass, and the next question will be given. As the competition moves into January and February matches, running out of time will be considered an incorrect answer, and the Moderator will move on to the toss-up question for the next set. If an incorrect answer is given, the Moderator will stop

asking questions in the set and move on to the next toss-up question. Questions will not be repeated because of the time factor involved. Questions in each set have a value of 10 points each.

In Modified versions of the Quarter, the number of sets may be reduced.

Third Quarter - Toss-up Round (Approximately ten minutes)

Although not a timed Quarter, timings have been added to move the match along. Any team member may buzz in, and any team member may answer the questions in this toss-up round. However, the Moderator will accept the first answer heard when several answers are being given at the same time. When the buzzer is pushed, someone from the team must answer the question immediately after being recognized by the Moderator and before the light goes off, approximately 8 to 10 seconds. If a team member buzzes in before a question is completed, the Moderator will stop reading.

If the answer given is incorrect, and if the Moderator is not interrupted by a buzzer, the Moderator will read the entire question again and will ask if anyone has an answer. The opposing team(s) may immediately buzz in and answer the question before the light goes off. If the second team fails to answer or answers incorrectly, the Moderator will ask the next question.

When no correct answer is given, or no attempts have been made to answer the question, the moderator will move on to the next question. Either team may ask for the question to be repeated BEFORE a team has buzzed-in to answer. Questions will count 20 points. The maximum number of questions in this Quarter will be 20. A 20-point bonus will be awarded if the same team answers all 20 questions.

In Modified versions of this Quarter, only 15 questions are given.

Fourth Quarter – Rapid Fire Round

This round consists of short, rapid-fire questions requiring quick answers. Categories for the sets are social studies, math, spelling, language arts, science, and potpourri. Any team member may answer questions in this Quarter.

A toss-up question will be asked to determine which team answers each set of rapid-fire questions. Any team member may interrupt the toss-up question to answer after buzzing in. If a team member buzzes in before a question is completed, the moderator will stop reading. If an incorrect answer is given by the team winning the toss-up, the question will be read in its entirety and other team(s) will have an opportunity to buzz-in immediately to answer the question and must answer before the light goes off, approximately 8 to 10 seconds. Toss-up questions will continue to be asked until a question is answered correctly.

Questions will be in 6 sets of 11 questions, with each answer counting 5 points. The team will have 1 ½ minutes or 90 seconds to answer the set of questions. Any team member may answer the rapid-fire questions. The team may pass on any question. Passed questions will be repeated in the order originally presented if time remains.

Any team answering all questions in a set will be given a 20-point bonus for that set.

In Case of Tie

In case of a tie at the end of a match, competition will continue in the same manner as in the third quarter toss-up round, with sets of 20 or 30 questions, until the tie is broken.

Awards

1st, 2nd, and 3rd Place teams are recognized at each Level (Middle School and High School)

The team receives a trophy. Team members receive Place Ribbons.

Members of placing teams may apply for Middle School or High School Scholarships.

Members on non-placing teams receive Participation Certificates.

Study Resources

A list of current year study resources is on the Academic Challenge Quiz Page under ACQ Documents. Sources include:

- **Triple Q Questions** – Varsity (High School Level) and Junior Varsity (Middle School Level) – Toss-ups, Colossal Book of Questions, and Rapid Fire Rounds
- Additional questions are constantly being developed by Academic Rodeo and will be provided to the teams by e-mail if this has occurred over the summer.
- **Brain Quest** – We find that many of these duplicate questions from the Triple Q books.
- **Music Selections** – A variety of pop, Disney, seasonal, etc. is used for the first Toss-up question in the 1st Quarter Round for each match. A list of the current year music selections to be used in the 3rd Quarter Round of each match and any accompanying notes that could be used for questions will be provided to coaches by e-mail or on the ACQ page. Most music selections can be found on Amazon or YouTube or ClassicalConnect.
- **Art Selections** – A list of featured art pieces for a question in the 3rd Quarter Round of each match will be provided. Photos of most art selections can be found by searching the artist and the painting.
- **School/Group Info** and **Community/City Info** – You provide the info for your School/Group and City using the online form on the Academic Challenge Quiz page. It is fun for students to learn about each other's schools.
- **Current Events** – Questions will from State and National news in the week or two before match.
- Other questions will be taken from **general knowledge** information and/or curriculum designed for the particular grade levels.

To purchase resources:

The **Junior Varsity** and **Varsity** materials can be ordered from Triple Q Questions, P. O. Box 305, Vienna, IL 62995-0305. The phone number for Triple Q Questions is 888-461-7572. See Products on web site.

Brain Quest Kits may be obtained from stores carrying books and games.

When **Music Memory** lists are used, coaches will receive a list and the UIL years covered by the list. These selection CDs (even previous years are available) can be ordered from UIL resource partners at musicmemory.com. Most selections can be found and heard on classicalconnect.com, YouTube, or Amazon.

Art resources (Picture Memory) are available from Tune In (www.elizajan.com/art.htm).

Tips for Coaching

REMEMBER . . .

Primary communication with Coaches/Sponsors is done through the e-mail provided by the Primary Contact in the online School/Group Registration. If you are not receiving e-mail information about the contest, check Spam/Junk folders on your computer and contact Academic Rodeo for assistance and info.

Deadlines exist for a reason. Please be aware of them and follow them. There is an **Academic Rodeo Calendar** for the year in a true calendar format on the Getting Started page of the website. The **ACQ Contest Timeline and Checklist** on the Academic Challenge Quiz page give you dates and deadlines to follow. Print it and post it where you can see what you have done and what you need to do.

If you have a problem with your first match date, please contact Academic Rodeo and efforts will be made to allow you to swap. After the Prelims, matches cannot be changed unless all competing groups for the day agree on a date change.

Please see the *General Information for All Coaches/Sponsors* for information applicable to all about registering for the contest, registering students, preparing entries, and what to do when all the fun is done. The tips and suggestions below may be helpful to you in working with your students for ACQ.

Selecting Students

- **Good skills** for students: perform well under pressure, can handle getting an answer wrong, think and respond quickly, can confer with team and decide quickly, have a strong knowledge base for an academic area (math, spelling, science, language arts, social studies/history, fine arts or trivia)
- Select a strong, confident team member to serve as Captain.
- Find your best “rule follower” to be aware of timings and keep your team on track.
- Seat them at the table where they can provide the most assistance to the Captain and each other.
- Do practice matches, if possible, or at least ask questions to see which students answer most quickly.

Before the Contest

- Provide School/Group & Community/City info online for questions in the 3rd Quarter and helps teams learn a little about their competitors and cities. Do promptly so all teams have ample study time.
- Register your students promptly with the Excel document provided. (See the General Info document.)

Preparing Students

- Make students aware of contest set-up and discuss using a buzzer & light system. Each student has a handheld button for buzzing in to answer the question. The system is a lock-out system, meaning that when the first person presses the handheld button, it locks out others trying to buzz in. There are inexpensive buzzer buttons to purchase that may assist in developing good response time.
- Remind team members to check news resources to prepare for potential Current Event questions.
- Discuss the rules with your students and strategies to use in each Quarter. Many teams have low scores, not because they do not know answers, but because they do not use their time wisely.
- Help students develop a strategy for dealing with difficult questions. Most questions require quick thought and if they cannot immediately supply an answer, they should pass. Sometimes they will be able to get back to that question and provide an answer after having time to think. Some teams specifically use the strategy of immediately passing several questions giving time to come up with the answers for when the passed questions are repeated. This usually only works in the 4th Quarter.
- Help students develop a strategy for when to pass, when to guess, etc. Is it the last question? Guess!
- Go over the **Code of Conduct** with students and have copies available for any parents that may attend matches. Violations may result in the elimination of the team from the tournament.

At the Contest

- Arrive promptly and enter quietly in case a match is in process. Outside sounds carry to the inside!
- Check roster at the first match to confirm students, name spelled correctly, and photo permission.
- Collect cell phones from students while they are participating. Parents and Coaches should refrain from using phones during the match except in emergencies and these should be handled outside.
- Everyone should take care of restroom breaks, etc. before the match begins. **Students should remain seated during a match, except in case of an emergency.**
- Any appearance of whispering, mouthing answers, or hand signals could result in the team being disqualified. Coaches, as well, should be cautious in making eye contact and should **never indicate** in any way the correctness of an answer being discussed or that the team should pass.
- Gather all of students' possessions when leaving. Many jackets are left each year.
- Throw away any scratch paper or other trash before leaving.
- Check the bracket following your match to see who your next opponent will be and when you will compete again.