



JAPAN-AMERICA
SOCIETY OF HAWAII

JAPAN WIZARDS STATEWIDE ACADEMIC TEAM COMPETITION

February 25, 2012

8:00 a.m. – 3:00 p.m.

Kapiolani Community College (KCC)

RULES AND INFORMATION

IMPORTANT: Please read through the following carefully, as changes have been made from previous competitions.

If unusual circumstances require your school/team to withdraw from the competition after we have accepted your Registration Form, please contact JASH immediately. Your school/team may not be eligible to compete the following year. Please realize that dropping out affects the entire competition and other schools. Also, your school/team may be responsible to reimburse JASH for any expenses incurred by your withdrawal.

ELIGIBILITY

1. Who is **NOT** eligible to participate in the Japan Wizards Competition?
 - a. Students who are native Japanese speakers.
 - b. Students who use Japanese language as their primary language at home (parents are native Japanese language speakers).
 - c. Students who have participated in a study abroad program to Japan for longer than one year.
 - d. Students who have lived in Japan for a year or more.
 - e. Students who previously won a trip to Japan through the Japan Wizards Competition.
 - f. Schools whose teams traveled to Japan through the Japan Wizards Competition the prior year. (e.g. In 2011, ABC High School entered a Level A Team and a Level B Team. The Level B Team won a trip to Japan. In 2012, ABC High School is ineligible to enter any teams, including filler teams.)
2. Teams, which are comprised of three students, will compete in Level A or in Level B. Level A is any combination of first- and second- year Japanese language students. Level B is any combination of third- and fourth- year Japanese language students. (e.g. ABC High School enters a Level A team. All students in the team **MUST** be currently enrolled in either their first or second year of Japanese language study).
3. Schools may enter up to two teams, one at each level, and a filler team for any level (e.g. ABC High School can enter one team in Level A and one team in Level B plus a filler team at either Level A or B). Each level will have one advisor, **OR** one advisor for all teams from the same school.
4. Filler teams will be used **only** in the event an uneven number of teams has registered to compete. As each team will face two other teams in the competition, the total number of competing teams must be a multiple of three. Filler teams are not eligible to win any prizes. If a filler team(s) is needed, filler

teams will be chosen to compete based on date and time of registration, and number and levels of registered teams.

5. All students (including those on filler teams) **are eligible** to compete in the Competition provided that 1) their school did not win a trip to Japan in 2011, 2) the student did not win a trip to Japan in any previous Competition, and 3) the student is currently enrolled in the appropriate language level (Level A team members must be enrolled in either a first- or second-year Japanese language course; Level B team members must be enrolled in either a third- or fourth-year Japanese language course).

REGISTRATION

1. Registration will be conducted in the KCC Cafeteria. Registration time is from 8:00 – 8:45 a.m. Teams must arrive on time to register.
2. Students must register as a team (three students per team) without their advisors. Advisors will register separately in a different line away from Student Registration.
3. The Team Captain will draw a number that will determine against whom and when the team will compete.
4. DO NOT wear attire identifying one's school, as all Teams MUST compete anonymously.

ACTIVITY CENTER

Teams not in active competition are required to participate in Japanese cultural activities in the KCC Cafeteria. Family and friends are not allowed in the Activity Center. Students will not be allowed to loiter outside or study in the Activity Center.

COMPETITION

1. Three teams will compete in each competition breakout room. A judge, moderator, timer, and scorer will serve on each competition panel. Each competition will last approximately 45 minutes.
2. Teams are responsible for being on time to their respective breakout room(s) for the Competition rounds.
3. There are three rounds in each competition:

Round 1: 12 Team Questions, 10 points each

Questions are divided into four sets of three questions each per team.

The maximum number of points for Round 1 is 120 points.

Round 2: 15 Toss-up Questions, 5 points each

Three of the 15 Toss-Up Questions will have a Bonus Question, 5 points each.

The maximum number of points for Round 2 is 90 points (includes three Bonus Questions).

Round 3: 9 Team Questions, 10 points each

Questions are divided into three sets of three questions per team.

The maximum number of points for Round 3 is 90 points.

4. There is no partial credit for answers. There is no penalty for an incorrect response.

5. Judges will make the final determination whether responses given by students are correct or incorrect. All issues will be decided by the Judges. Arguing with the Competition Panel may be grounds for disqualification. All questions and comments should be reserved for after the competition.
6. Cell phones and all electronic devices must be turned off during the duration of the Competition. Recording devices of any kind are not allowed.
7. Students may **NOT** use notes, books, or any other type of written, audio, or visual aids during the competition. All personal items will be placed in the back of the room in which they are competing. Students may only use the paper and pens provided by the Competition Panel if instructed to do so during the competition.
8. Spectators, including teachers, family, and friends, are not allowed in the competition rooms. Official JASH observers will be monitoring the rooms.
9. In the event of a tie at Level A and/or Level B, a Tie-Breaker session will be held after all teams in that Level have competed, and the scores have been tallied. Tie-Breaker sessions will consist of 10 Toss-Up Questions, 5 points each.

TEAM QUESTIONS: Round 1 and Round 3

1. Answers must be given by the **TEAM CAPTAIN** who has 20 seconds to respond with the answer once the Moderator has finished reading the question. The answer must be given within the 20-second time limit before the Timer calls "Time."
2. Conferring among team members **IS ALLOWED** for Team Questions.
3. Teams may ask the Moderator to repeat the question. However, the 20-second time limit begins once the Moderator has finished reading the question the first time.

TOSS-UP QUESTIONS: Round 2

1. Students **MUST** ring the bell to signal that they want to answer the question.
2. **Any student** can answer Toss-Up Questions. If that student provides an incorrect answer, no other student from that team may answer.
3. Conferring among team members is **NOT ALLOWED** for Toss-Up Questions, except for Bonus Questions.
4. Students may signal before the Moderator has finished reading the question. However, the Moderator will stop reading as soon as a signal has been given.
5. The 20-second time limit begins once a student has signaled or the Moderator has finished reading the question the first time.
6. The first student to signal will be called upon by the Timer to answer the question. Only that particular student may answer the question. Any answers given prior to that student being called upon will not be recognized. Only the answer given after the Timer has called on the student will be recognized.
7. If an incorrect response is given and students from the other two teams also **did** signal, the team that signaled second will be called upon to answer. If the second team gives an incorrect answer, the third team will be called upon to answer. Each team will be given 20 seconds to answer. **The Moderator will not repeat the question.**

8. If an incorrect response is given and students from the other two teams **did not** signal, the Moderator will repeat the question and the two teams will have an opportunity to signal. Each team that signals is given 20 seconds to answer. A team that provides an incorrect answer may not attempt to answer the same question again.
9. In the case of a tie between students ringing the bell, the final decision will be made by the Timer. If it cannot be determined who signaled first, those students will respond in writing. Teams whose students provided correct answers will be awarded full points.

BONUS QUESTIONS: Round 2

1. Three of the 15 Toss-Up Questions will have a Bonus Question.
2. Teams will be notified in advance whether a Toss-Up Question has a Bonus Question attached.
3. The Bonus Question will be directed to the team that correctly answered the Toss-up Question.
4. There is a 20-second time limit.
5. The Team Captain must give the answer, regardless of who answered the Toss-Up Question.
6. Conferring **is allowed** among team members for Bonus Questions.
7. Each Bonus Question is worth 5 points.
8. If the Team Captain gives an incorrect answer, the Bonus Question is **not open** to other teams.

STUDY GUIDES

Study Guides will either be emailed or faxed to the registered teams following the Registration Deadline. Questions often cover but are not limited to the following topics: Japanese Culture, Daily Life, Technology, Transportation, Sports, Current Events, Government/Politics, International Relations, Japanese Language, Geography, History, and Literature.

LUNCH

Lunch will be served in the KCC Cafeteria and all teams and advisors must remain in the Cafeteria area for the duration of lunch.

AWARDS CEREMONY

Family and friends will **ONLY** be allowed to observe the Awards Ceremony after the completion of lunch in the Cafeteria.

WINNING TEAMS

Plaques will be awarded to 1st, 2nd, and 3rd place teams in each level.

The Japan-America Society of Hawaii will send four teams on a trip to Japan in the summer of 2012 (maximum value \$7,000.00), with one day set aside for JASH-sponsored activities. We ask that you work with the JASH staff on developing an itinerary to include an educational experience. Winners will be responsible for all travel arrangements.

LEVEL A: The top scoring public school team **and** private school team in Level A will be selected to go to Japan.

LEVEL B: The top scoring public school team **and** private school team in Level B will be selected to go to Japan.

If the same school has top scoring teams in both Levels, **both** teams will be allowed to go to Japan.

For more information, please call the Japan-America Society of Hawaii at (808) 524-4450 or email Educational Program Director Kelsey Soma Turek at ksoma@jashawaii.org. **The Registration Deadline is Friday, November 18, 2011.** The Registration Form is the official form and must be mailed, faxed or emailed to JASH by the deadline, along with Consent Forms for each team member and advisor.

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