



**2012 Japan Wizards Statewide Academic Team Competition
February 25, 2012
Kapiolani Community College**

STUDENT RULES OF CONDUCT AND DRESS CODE

The Japan Wizards Statewide Academic Team Competition is a challenging, fun-filled academic team competition for Hawaii's high school students. The competition is sponsored by the Japan-America Society of Hawaii (JASH), a nonprofit, nonpartisan, 501 (c)(3) tax-exempt organization with the mission of promoting understanding and friendship between the peoples of the United States and Japan through the unique and special perspective of Hawaii. The programs from K-12 are aligned with the Hawaii Department of Education's Content Standards and provided FREE to Hawaii's schools and students. Students are asked about topics such as Japanese history, culture, arts, literature, daily life, and language. The goal of the competition is twofold: to encourage Hawaii's high school students to develop lifelong skills in research, teamwork, personal responsibility and working under pressure as they prepare for and participate in the competition, and to encourage the study of Japan and the important U.S. – Japan relationship. Throughout the process, focus is placed on seeing different cultures and peoples from different perspectives, encouraging out-of-the-box thinking. Winning teams are rewarded with trips to Japan to experience first-hand what they learned. The following set of rules and guidelines are to help students become more aware of JASH's expectations.

1. Students may not smoke or engage in any illegal activity.
2. Students are responsible for being on time to their respective breakout room(s) during the Competition rounds.
3. Throughout the entirety of the Competition, students must participate in all activities including those in the Activity Center. All students will cooperate with fellow students, teachers, JASH staff, and volunteers during the Competition.
4. For personal safety reasons, students must be in the Activity Center, the Competition breakout rooms, or assigned lunch rooms. Students will not leave these areas during the Competition.
5. Students will not disturb or trouble any KCC students, staff, or classrooms (including ones in session). Examples of inappropriate behavior include running in the hallways, around campus, the parking lots, or making loud noises.
6. Commendable behavior is expected from everyone. As part of a team, each student is not only a representative of him/herself but also his/her school. Students will refrain from using profanity and clean up after themselves, appropriately disposing of any trash.
7. Parents, guardians, family members and friends are not allowed to visit students in the Activity Center or any breakout rooms during the competition and lunch portion of the program. However, they are encouraged to attend the Awards Ceremony.
8. Students will be provided with a Japan Wizards t-shirt to be worn during the Competition. Students will wear appropriate length pants (females may also wear appropriate length skirts). Slippers and shorts are not allowed. Because students compete anonymously, no attire identifying their school will be worn.
9. In case of emergency, students will inform their advisor, JASH staff, or any volunteer.