



JAPAN-AMERICA
SOCIETY OF HAWAII



**JAPAN-AMERICA SOCIETY OF HAWAII (JASH)
JAPAN WIZARDS STATEWIDE ACADEMIC TEAM COMPETITION**

February 24, 2024

8:00 a.m. – 3:00 p.m.

UH Mānoa Campus Center

**GENERAL STUDY GUIDE
Levels A & B**

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NOTE TO REGISTERED TEAMS

Thank you for registering for the 2024 Japan Wizards Statewide Academic Team Competition (JWC). All registered teams receive this General Study Guide to prepare for the Competition. This Guide includes possible topics of questions that teams may encounter during the JWC. We encourage teams to research these topics using available resources.

STUDY TIPS

1. **DIVIDE** and **CONQUER**: Talk to your teammates and split up the topics based on what you each are most interested in.
2. **SHARE** information with your **SENPAI** and **KOHAI**. Though you are not all competing at the same level, it is important that you work together to conquer all the topics that will be covered in the competition.

QUESTION TOPICS

Contemporary Japan

- Anime and manga
- Famous characters and mascots
- Popular musicians

Culture & Traditions

- Daily life and customs
- Festivals and holidays
- Manners and etiquette
- Religious practices
- School culture

Economy

- Demographics
- Infrastructure and transportation
- Major industries, products and brands
- Tourism and regional products/souvenirs

Geography

- Climate and seasons
- Famous landmarks and attractions
- Natural phenomena/disasters
- Islands, regions, prefectures, cities & capitals
- Names and locations of major national geographical landmarks

History – Edo Period (1603-1868)

- Cultural products
- Foreign relations
- Major events
- Historical figures
- Popular entertainment

Politics & Government

- Imperial family
- Japanese Constitution and Article 9
- Prime Minister (names of immediate past & current PM) and Cabinet

U.S./Hawaii-Japan Ties

- Ambassadors (Japanese Ambassador to the U.S.; U.S. Ambassador to Japan)
- Immigrant history in Hawaii
- Japanese customs and traditions in Hawaii
- Japanese American history

Language

- Calendar year (e.g., Japanese calendar conversion, years, months, etc.)
- Numbers & counters
- Grammar & verb forms (e.g. dictionary form, command form, -te form, etc.)
- Kanji (e.g. compounds) – for Level B only
- Katakana & foreign-derived words
- Keigo – for Level B only
- Listening comprehension
- Onomatopoeia
- Situational questions (e.g. “What would you say when ____?”)
- Translation (English to Japanese, Japanese to English)

IWC 2024 Theme: Travel Around Japan!

- Famous regional souvenirs and attractions
- Prefectural food specialties
- Names of all 47 prefectures
- Names and locations of regions
- Names and locations of major cities

COMPETITION FORMAT

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 must promptly report to their respective Competition Breakout Rooms (Executive Dining Room, 203C, 203E, 307, or 310).
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. The Judge will make the final determination of whether responses given 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 directed to the JASH Educational Programs Coordinator after the Competition but before the Awards Ceremony.

TEAM QUESTIONS: ROUND ONE AND ROUND THREE

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 completely 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 for the first time.

TOSS-UP QUESTIONS: ROUND TWO

1. Conferring among team members is **NOT ALLOWED** for Toss-Up Questions, except for Bonus Questions.
2. Students **MUST** ring the bell to signal that they want to answer the question. They may signal before the Moderator has finished reading the question. The Moderator will stop reading as soon as a signal has been given.
3. The student must wait until he/she has been called upon by the Timer to answer the question. If that student provides an incorrect answer, no other student from that team may answer.
4. If an incorrect response is given and at least one of the other teams **also** signaled, 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 after called upon by the Timer. **The Moderator will not repeat the question.** A team that provides an incorrect answer may not attempt to answer the same question again.
5. 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 after called upon by the Timer. A team that provides an incorrect answer may not attempt to answer the same question again.
6. 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 submit their answers in writing using the paper provided. Teams whose students provided correct answers will be awarded full points.

IWC Sample Questions for Rounds One, Two, and Three

Q: This is a multiple-choice question. What is the correct way of expressing "To put on a shirt"?

- A) シャツを脱ぐ (しゃつをぬぐ shatsu wo nugu)
- B) シャツを着る (しゃつをきる shatsu wo kiru)
- C) シャツをつける (しゃつをつける shatsu wo tsukeru)
- D) シャツをはく (しゃつをはく shatsu wo haku)

Answer: B) シャツを着る (しゃつをきる shatsu wo kiru)

Q: What is the capital of 兵庫 (ひょうご Hyōgo) prefecture?

Answer: 神戸 (こうべ Kōbe)

Q: Which Japanese city has the largest population?

Answer: 東京 (とうきょう Tōkyō)

Q: 2023 was the year of the Rabbit. How do you say "year of the Rabbit" in Japanese?

Answer: 卯年 (うさぎどし usagidoshi or うどし udoshi)